

# PLAYER AID

## DEAL CARDS

- Place a Species Board in front of any player without one.
- Deal 3 cards to each player, plus 1 card for each species that player has.

## SELECT FOOD


Each player selects 1 card from their hand and places it face-down on the Watering Hole.

## PLAY CARDS

- Discard a card to get a new species.
- Discard a card to increase a species' Body Size or Population by 1.
- Play a card face-down as a trait on a species.

Reveal all of the face-down traits after everyone has played their cards.

## REVEAL FOOD CARDS

- Activate Cards with this icon .
- Reveal the food cards on the Watering Hole and place that much Plant Food onto the Watering Hole.

## FEEDING

- 1 When it is your turn, you must feed 1 of your hungry species:
  - Take 1 Plant Food from the Watering Hole
  - OR -
  - Attack 1 species with a CarnivoreContinue until all species are fed, or there is no more food.
- 2 Reduce each species' Population to the amount of food eaten.
- 3 Place all food eaten into your bag.



## Ambush



This species ignores **Warning Call** when *attacking*.

## Burrowing



This species can only be *attacked* if it is *hungry*.

## Carnivore



This species *attacks* and eats other species that are smaller in **Body Size**. It can never take **Plant Food**.

## Climbing



This species can only be *attacked* by a **Carnivore** with **Climbing**.

## Cooperation



When this species *takes* **Food**, your species to the right *takes* 1 **Food** from the same source.

## Defensive Herding



This species can only be *attacked* by a **Carnivore** with a larger **Population**.

## Fat Tissue



This species may store **Food** on this card up to its **Body Size**. Before the **Food Cards** are revealed, move the stored **Food** to the **Species Board**.

## Fertile



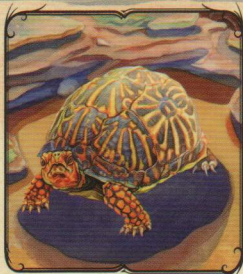
This species gains 1 **Population** if there is **Food** on the **Watering Hole** before the **Food Cards** are revealed.

## Foraging



This species increases the amount of **Food** it receives by 1 anytime it *takes* **Plant Food**.

## Hard Shell



This species gets +4 Body Size when determining if it can be *attacked*.

## Horns



Before receiving Meat Food, a **Carnivore** loses 1 Population if it *attacks* this species.

## Intelligence



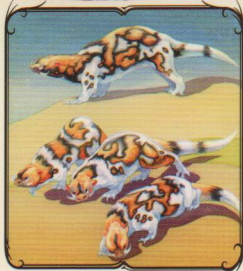
Discard a card from your hand during your feeding turn to:  
**Carnivore:** Ignore a defensive trait for this species' next *attack*.  
**Non-Carnivore:** Take 2 Food from the Food Bank.

## Long Neck



This species *takes* 1 Plant Food from the Food Bank before the Food Cards are revealed.

## Pack Hunting



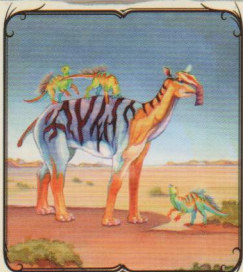
This species adds its Population to its Body Size when determining if it can *attack* another species.

## Scavenger



This species *takes* 1 Meat Food from the Food Bank after any **Carnivore** *attacks*.

## Symbiosis



This species cannot be *attacked* if your species to the right has a larger Body Size than this species.

## Warning Call



Your species to the right and left of this species can only be *attacked* by a **Carnivore** with **Ambush**.

Defensive Traits

Eating Traits

Carnivore Traits

Other Traits

# SCIENTIFIC NAMES

- 1 Choose the two most important traits of your beloved species.
- 2 Pick a prefix and a suffix from those traits.
- 3 Voila! You have named your species.

## TRAITS

## PREFIX

## SUFFIX

Ambush	ninja	lurker
Body Size	mega	normous
Burrowing	diggo	digger
Carnivore	chompa	nom-nom
Climbing	ascendo	riser
Cooperation	collaba	pate
Defensive Herding	flocka	mob
Fat Tissue	lardo	chunk
Fertile	playa	dado
Foraging	grubbo	nibble
Hard Shell	hardi	dillo
Horns	loki	prick
Intelligence	smarti	geek
Long Neck	extendo	stretcher
Symbiosis	protecto	shield
Pack Hunting	swarma	crew
Population	plenti	peeps
Scavenger	vultu	scrounger
Warning Call	alerta	caw-caw

