

SCIENTIFIC NAMES

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

TRAITS	GENUS	SPECIES
Ambush	Agilis	velox
Body Size	Mega	magnus
Burrowing	Latet	fossor
Carnivore	Praedor	raptor
Climbing	Exhibit	ascensus
Cooperation	Socia	amicus
Defensive Herding	Curantis	relativum
Fat Tissue	Adipen	oleum
Fertile	Fecunda	lepusculus
Foraging	Rego	aquilex
Hard Shell	Crusta	ferreus
Horns	Cornus	defensor
Intelligence	Intellectus	sapiens
Long Neck	Longis	cervicibus
Symbiosis	Auxilium	tutetalus
Pack Hunting	Improbis	manus
Population	Turbae	populus
Scavenger	Scoparius	carnificis
Warning Call	Vigilate	excubiarum

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

In turn order, players play as many cards as they want.

- 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.

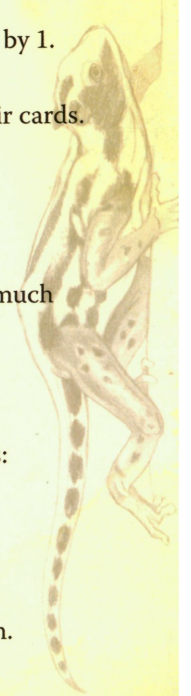
Reveal all of the face-down traits after everyone has played their cards.

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 **Carnivore**Continue 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



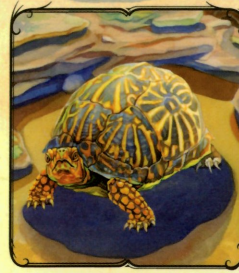
This species can only be *attacked* if it is *hungry*.

Carnivore



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

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.

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.

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*.

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.

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