**Disaster**

**Kyle, Chris, Lu, Jaleel, Jessica, William**

***Start***

Players begin by taking turns selecting an animal twice or by receiving two random animals. Players may pick at random or in order of losers to winners from the previous game. Players receive three health indicators for both of their animals (six total). A player’s total speed between their two selected animals cannot exceed 12 to balance the speed of their team, but this can be ignored if the group decides so.

Each animal has its own element and three lives. Elements include Water, which beats Ground, which beats Flying, which beats Bug, which beats water again. Each animal also has a listed Speed value which determines the turn order of actions, and an Ability that gives them a unique one-time use action.

***Disaster (Before Turn)***

Before players make their move, a Disaster is selected at random from the provided spinner. These disasters include:

Thunderstorm, which damages Flying and Water

Wildfire, which damages Bug and Flying

Earthquake, which damages Ground and Bug

Tsunami, which damages Water and Ground

At the end of all of the players’ turns during the results, animals with a current element that are damaged by that disaster lose one life in order of the fastest speed value to slowest speed value (for game balance). Disasters each have two damaged elements listed, but the group can instead decide to only use the first element listed on that disaster to prolong the game.

***Action (During Turn)***

Each of the players pick an Action for their animals that are alive. Animals that are not alive do not get an action. Actions include Attacking, Evolving, or using their Ability. Actions are kept secret until the results. All players must choose an action for all of their alive animals every turn.

***Attacking Action***

Attacking removes one’s life from any opponent of their choosing during their turn after evolutions and abilities. If that opponent’s current element is beaten by the attacker’s current element, they will instead lose two lives at the end of the turn (unless an ability nullifies this). Players decide who they are attacking when it is their turn.

***Evolving Action***

Evolving allows an animal to change their element to any of the other three elements. Players can alternatively remove an evolution as their action if they are currently evolved. Evolving is always applied before attacks are decided (unless an ability nullifies this). Players reveal their evolution after everyone is ready by placing their new evolution card over their animal card before everyone’s turns.

***Ability Action***

If the animal using an ability has not already used it, they may use what is listed as their ability as their turn. They may not use that ability again for the rest of the game once an ability is consumed. Abilities are played after all evolutions are revealed.

***Results (After Turn)***

When a player has decided their actions, they must inform the other players that they are Ready. Once all players have notified the others that they are ready, the following results of the current turn play out.

First, all chosen evolutions are immediately placed (or removed) on their animal cards, replacing their previous evolution if they have already evolved. One animal will never attack and evolve or use an ability and evolve in the same turn.

After evolutions are revealed, players who are using an ability will inform other players of their ability action. Abilities can happen in any order as they do not conflict with each other, but ability actions must be decided before attacks. One animal will never attack and use an ability or evolve and use an ability in the same turn.

After all evolutions are revealed and ability actions are played, players will begin to attack. In order of all of the animal’s greatest speed to least speed, players will take turns deciding which alive animal their animal is attacking if that animal has not evolved or used their ability. If an animal takes damage that turn, they will lose one or two lives depending on what beats that animal’s current element (unless an ability prevents this ahead of time). Animals that lose all of their health before their action are unable to perform that action and are considered no longer alive.

The last thing to occur in a turn is one life being removed from any animals with a current element affected by the current disaster, in order of fastest animal to slowest animal (for game balance). After this, the turn resets, a new disaster is chosen, and players will select a new action for their alive animals. Evolved animals keep their current evolution next turn.

***Winning and Losing***

When a player loses both of their animals, they are eliminated from the game. The last player standing wins the game!

***Set Pieces***

8 total unique animals of each element, 24 total unique evolutions of each element, a spinner with all disasters evenly spaced on it or 4 total disaster cards, 24 life tokens.

***Card Designs***

***Animal***: Name, Design, Element, Ability, Speed. ***Evolutions***: Name, Design, Element. ***Disaster***: Name, Design, Damaged Elements. ***Life Token***: Alive Heart, Damaged Heart. ***Rules******Card***: Elements Damaged By Other Elements, Turn Order.