***DISASTER***

**Four Player Strategy Card Game**

**How to Play**

1. **All players receive at least two animal cards each. These animal cards can be handed out at random, or players can take turns choosing their animal cards. If only two animals are selected, we recommend limiting the total speed of their team to 12 for game balance. Players then receive 3 life tokens and 3 evolution tokens for each of their animals (evolution tokens must be different than each other and that animal’s base type). Each animal has a type and a unique ability. Types have different effectiveness against other types: Ocean is effective against Earth, which is effective against Sky, which is effective against Insect, which is effective against Ocean again.**
2. **Once all animals and tokens are distributed, a random disaster card is drawn out of the 4 total. At the end of every round, if any animals have the same current type as the types shown on the disaster card (either only the type on the left or both of them), those animals will lose 1 life.**
3. **Players are given some time to decide their actions. When they are ready, they will notify the other players. Player’s actions include attacking, evolving, or using an ability. Every animal can and must select only one action per round. See bullet points 4 and 5 to see what each action does.**
4. **When all players are ready, all animals that are evolving will evolve immediately by placing their new evolution type over their animal card (they can also remove this evolution type as their action instead). Evolutions replace that animal’s current type. After all evolutions are revealed, any abilities that are being used will be told to the other players before using them. Players using one of their animal’s abilities will not be able to use that animal’s ability again for the rest of the game.**
5. **After evolutions are revealed and abilities are consumed, any animals that have not used an action yet will take turns attacking opposing player’s alive animals. This turn order is determined by all of the animal’s speed value (shown on the top right corner of their animal card), in order of greatest speed to least speed (unless an ability overrides this). Animals that are attacked lose 1 life, but if the attacking animal’s current type is effective against the attacked animal, that animal will instead lose 2 lives (unless an ability overrides this).**
6. **Once every animal has made their action, if any animals have their current type listed on the current disaster, they will lose one additional life at the end of the round (in order of greatest speed to least speed). When an animal runs out of lives, they are out of the game and no longer have an action. After disaster damage is applied, the round ends and a new disaster is randomly selected, repeating the cycle. Any animals that are evolved keep their evolution type. As soon as only one player is the only remaining player with alive animals, they win! If a new game is started, new animals may be chosen in the order of the previous game’s losers to winners (or at random).**