

Darwin

10 of each type of attribute - [List of attribute types] points from 1 to 10 as they scale

Tail

Eyes

Body

Two other space

5 Loose an attribute cards, failed mutation nixes your strongest attribute, disappears after 3 turns

5 boost cards, extra stongness x2s one of your

5 screw someone over cards, steal one persons attribute

1 ultimate crab card +7 points, can only be used once

8 boss fish - in order, two 20's, two 30's, two 40, two 60's

Winning you get a trait from the beastly

Loosing nixes a type of trait

25 weak mini fish - five 5's, five 10's, five 15's, five 20's, five 25's

Winning you get a number of points

Loosing does nothing

Win Condition - The game ends when the boss monsters are defeated, then you tally up the points and whoever has the most wins

Fun Rules

You start with your fish base and three cards

On your turn you may draw one card or fight one creature

You may swap as many traits as you want on your turn

You may only have 6 cards in your hand

You may only have one attribute per slot, and they must match

You may trade cards with other players on your turn

Combat is determined by who has the most points