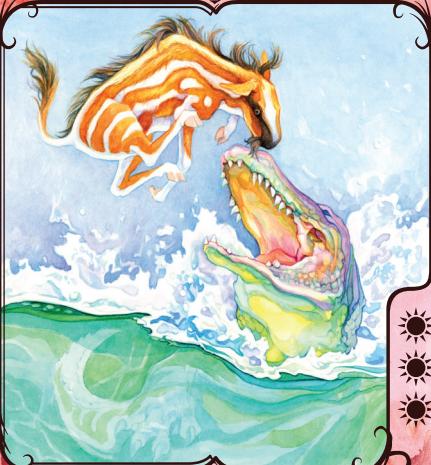


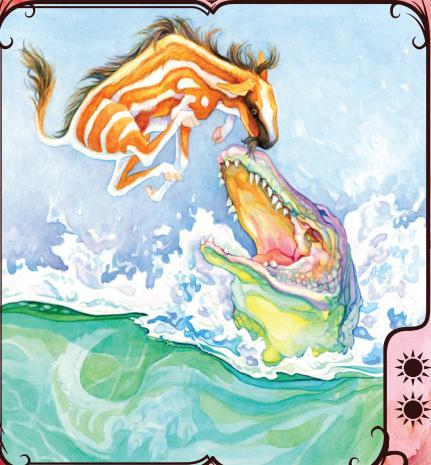
Ambush



Ambush



Ambush



Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

-3

Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

-2

Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

3

Ambush



2

Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

Ambush



0

Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

1

Ambush



Ambush



-1

Negates Warning Call when attacking.
Negates a defensive trait when attacking
a species with *Migratory*.

Burrowing



5

Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has
enough Food to prevent it from Starving.

Burrowing



4

Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has
enough Food to prevent it from Starving.

Burrowing



Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has enough Food to prevent it from Starving.

1

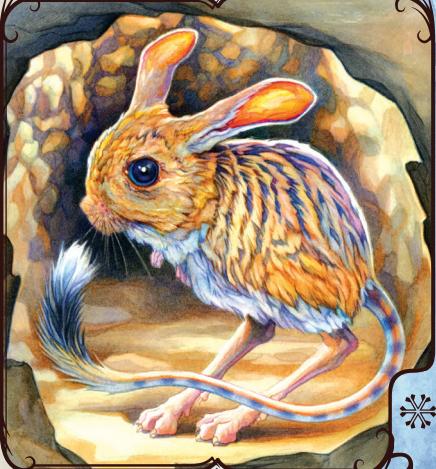
Burrowing



Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has enough Food to prevent it from Starving.

2

Burrowing



Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has enough Food to prevent it from Starving.

3

Burrowing



Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has enough Food to prevent it from Starving.

3

Burrowing



Prevent 1 Population loss due to Heat/Cold.
This species cannot be attacked if it has enough Food to prevent it from Starving.

4

Carnivore



May attack and eat other species.
Can never eat Plant Food.

3

Carnivore



May attack and eat other species.
Can never eat Plant Food.

4

May attack and eat other species.
Can never eat Plant Food.

2

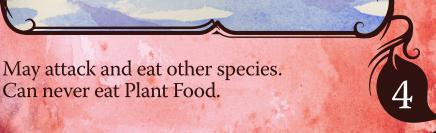
Carnivore



May attack and eat other species.
Can never eat Plant Food.

3

Carnivore



May attack and eat other species.
Can never eat Plant Food.

4

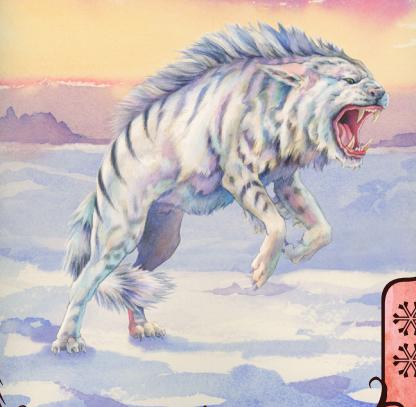
Carnivore



Carnivore



Carnivore



May attack and eat other species.
Can never eat Plant Food.

2

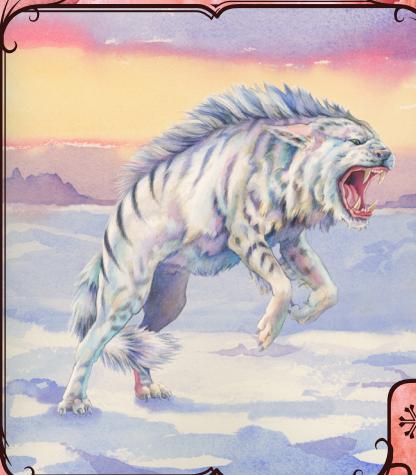
May attack and eat other species.
Can never eat Plant Food.

1

May attack and eat other species.
Can never eat Plant Food.

6

Carnivore



Carnivore



Carnivore



May attack and eat other species.
Can never eat Plant Food.

4

May attack and eat other species.
Can never eat Plant Food.

4

May attack and eat other species.
Can never eat Plant Food.

4

Carnivore



Carnivore



Carnivore



May attack and eat other species.
Can never eat Plant Food.

5

May attack and eat other species.
Can never eat Plant Food.

5

May attack and eat other species.
Can never eat Plant Food.

6

Carnivore



May attack and eat other species.
Can never eat Plant Food.

3



May attack and eat other species.
Can never eat Plant Food.

3



May attack and eat other species.
Can never eat Plant Food.

3

Carnivore



May attack and eat other species.
Can never eat Plant Food.

2



May attack and eat other species.
Can never eat Plant Food.

2



May attack and eat other species.
Can never eat Plant Food.

2

Carnivore



May attack and eat other species.
Can never eat Plant Food.

1



May attack and eat other species.
Can never eat Plant Food.

1



May attack and eat other species.
Can never eat Plant Food.

0

Carnivore



0

May attack and eat other species.
Can never eat Plant Food.

Climbing



1

A Carnivore must have Climbing to
attack this species.

Climbing



2

A Carnivore must have Climbing to
attack this species.

Climbing



3

A Carnivore must have Climbing to
attack this species.

Climbing



3

A Carnivore must have Climbing to
attack this species.

Climbing



4

A Carnivore must have Climbing to
attack this species.

Climbing



4

A Carnivore must have Climbing to
attack this species.

Climbing



5

A Carnivore must have Climbing to
attack this species.

Cooperation



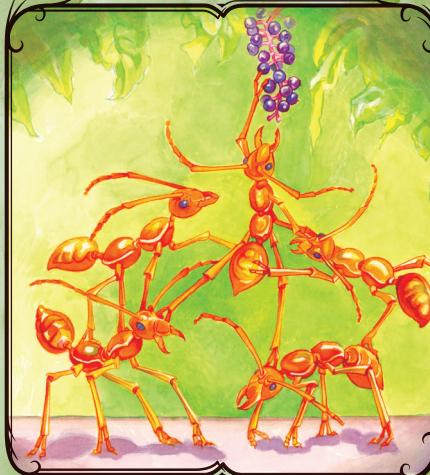
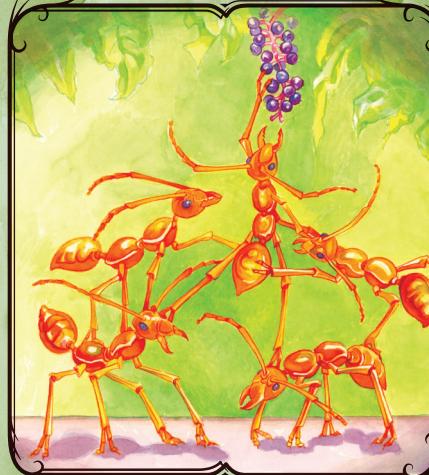
0

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

Cooperation

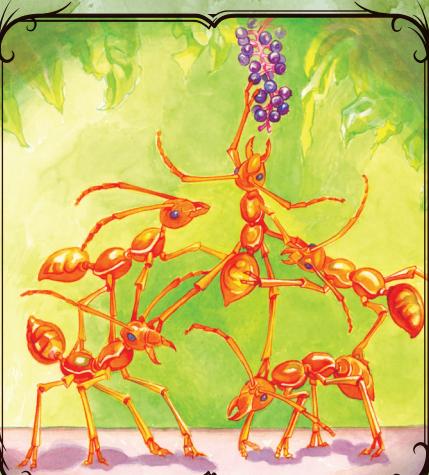
Cooperation

Cooperation



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

3



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

4

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

5

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

5

Defensive Herding



Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

2

Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

8

Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

3

Defensive Herding



Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

4

Defensive Herding



Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

6

Defensive Herding



Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

5

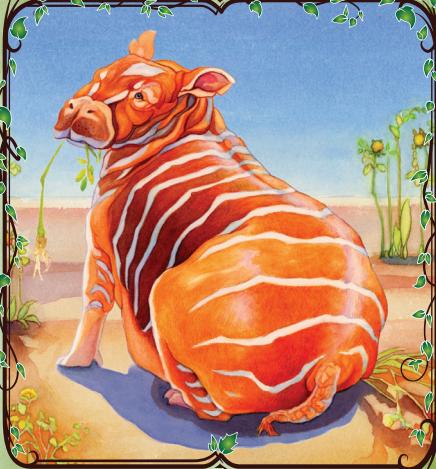
Defensive Herding



Prevent 1 Population loss due to Cold.
A Carnivore must be larger in population to attack this species.

7

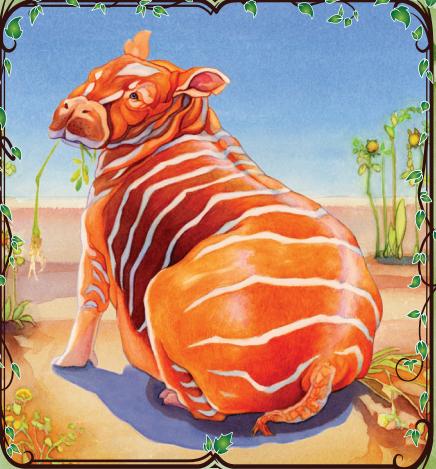
Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

-1

Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

0

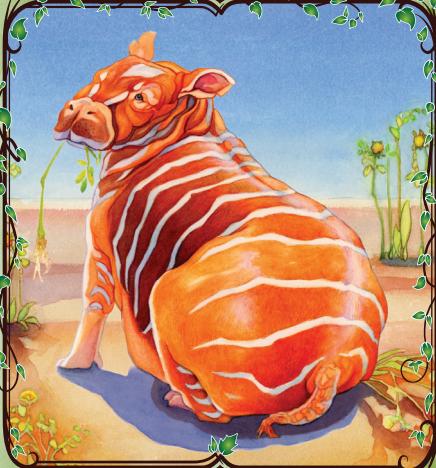
Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

3

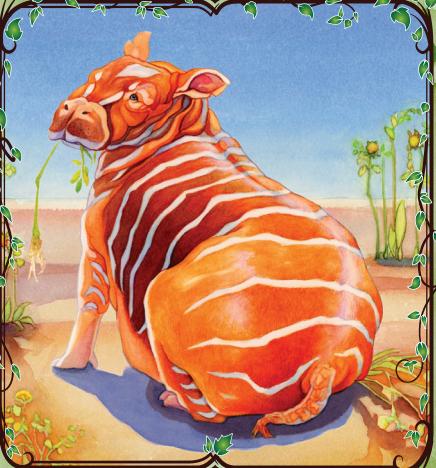
Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

4

Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

4

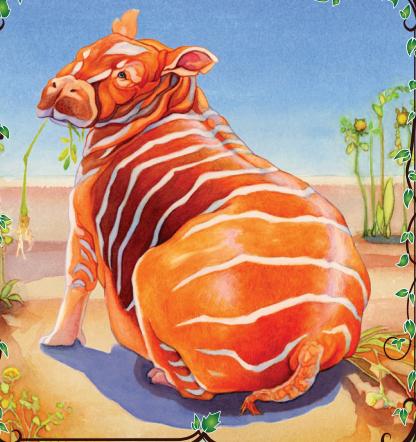
Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

5

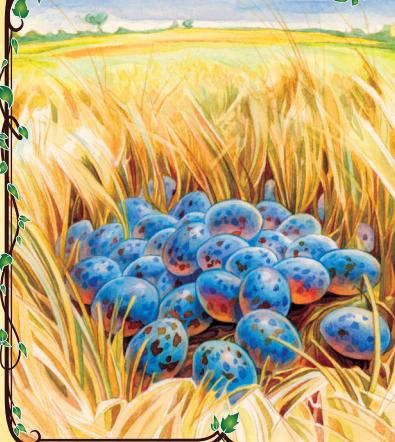
Fat Tissue



May store food on this card up to its Body Size. When the Food Cards are revealed, move this food to the Species Board.

5

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

2

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

3

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

4

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

5

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

6

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

6

Fertile



Before the food cards are revealed, this species gains 1 Population if there is food on the Watering Hole.

7

Foraging



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

2

Foraging



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

3



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

4

Foraging



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

5

Foraging



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

6



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

6

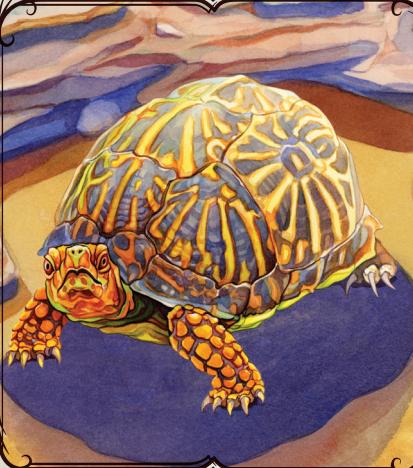
Foraging



Anytime this species eats Plant Food,
take 1 additional Plant Food from
the same source.

7

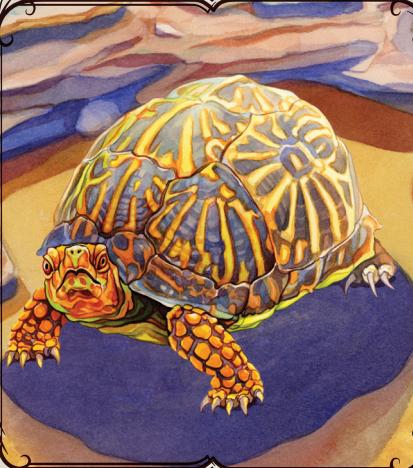
Hard Shell



+4 Body Size when determining if this
species can be attacked.

1

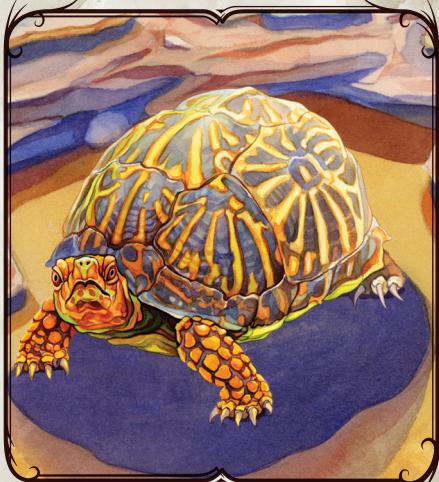
Hard Shell



+4 Body Size when determining if this
species can be attacked.

2

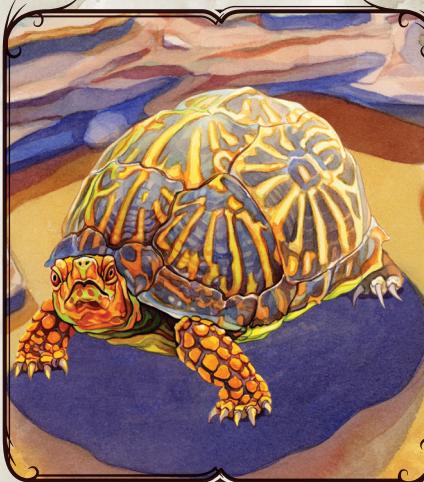
Hard Shell



+4 Body Size when determining if this species can be attacked.

3

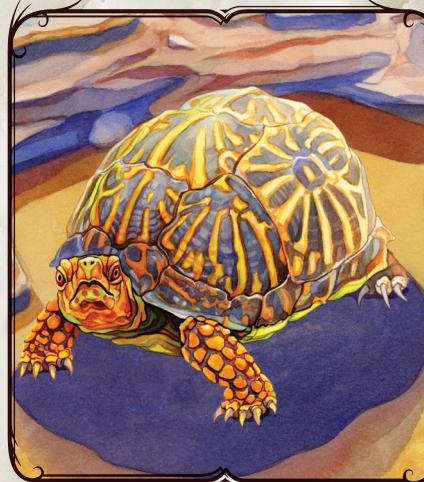
Hard Shell



+4 Body Size when determining if this species can be attacked.

3

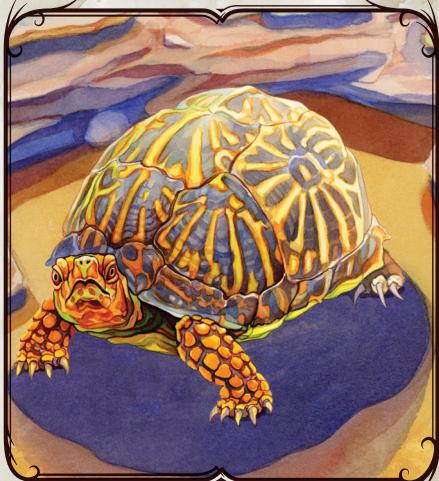
Hard Shell



+4 Body Size when determining if this species can be attacked.

4

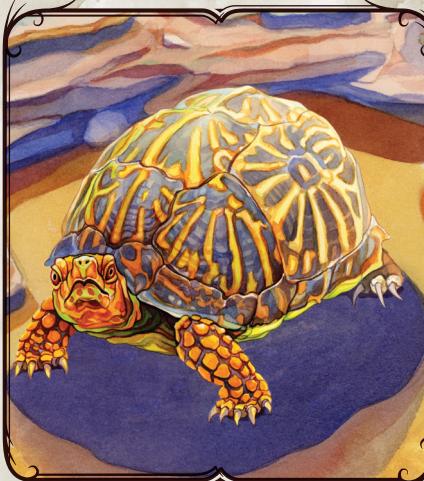
Hard Shell



+4 Body Size when determining if this species can be attacked.

4

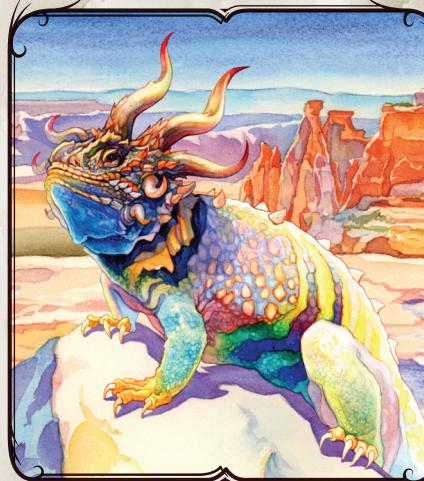
Hard Shell



+4 Body Size when determining if this species can be attacked.

5

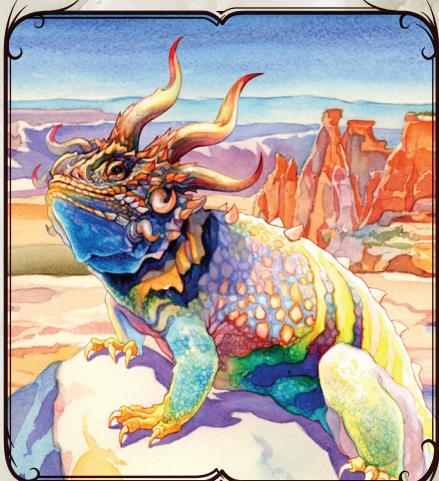
Horns



A Carnivore must first lose 1 Population to attack this species.

1

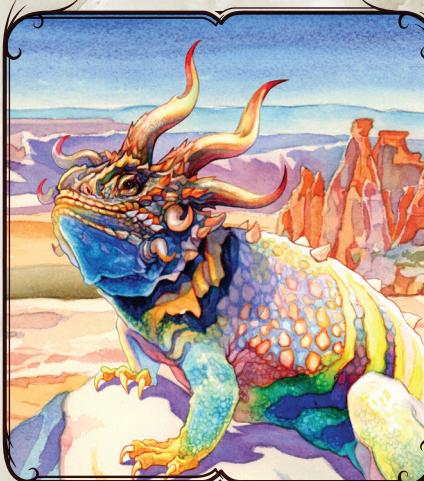
Horns



A Carnivore must first lose 1 Population to attack this species.

2

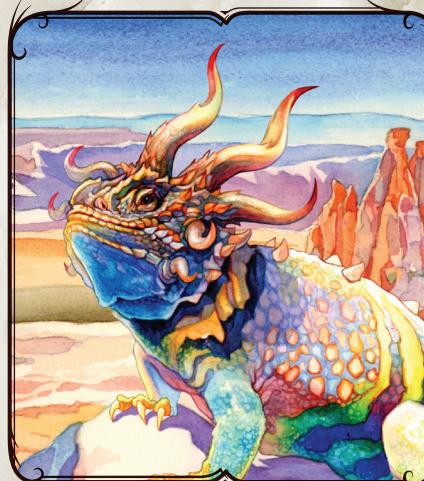
Horns



A Carnivore must first lose 1 Population to attack this species.

3

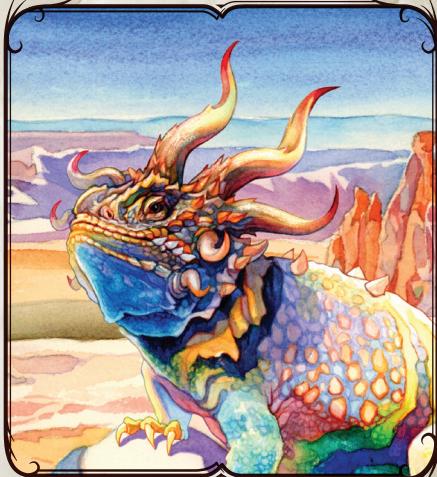
Horns



A Carnivore must first lose 1 Population to attack this species.

3

Horns



A Carnivore must first lose 1 Population to attack this species.

4



A Carnivore must first lose 1 Population to attack this species.

4



A Carnivore must first lose 1 Population to attack this species.

5

Intelligence



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

-2



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

-1



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

0

Intelligence



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

4



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

5



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

6

Intelligence



Discard a card(s) from your hand during one of your Feeding turns:
Carnivore: Negate a trait for this species' next attack.
Non-Carnivore: Take 2 Food from the Food Bank.

7

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

3

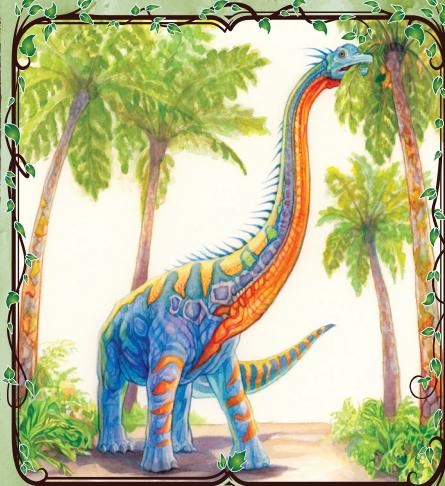
Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

4

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

5

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

6

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

7

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

8

Long Neck



Before the food cards are revealed,
take 1 Plant Food from the Food Bank.

9

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

-3

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

-2

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

-1

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

0

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

1

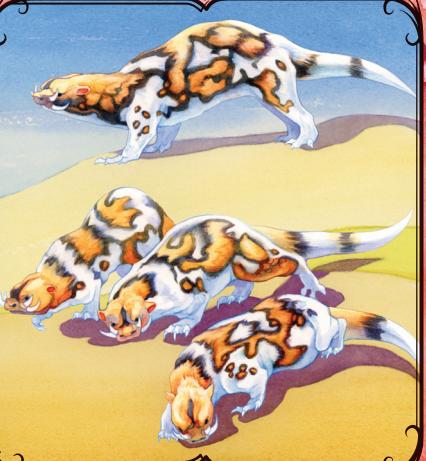
Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

2

Pack Hunting



This species' Body size is equal to its Population + Body Size when determining if it can attack another species.

3

Scavenger



Take 1 Meat Food from the Food Bank when a Carnivore successfully attacks any species.

2

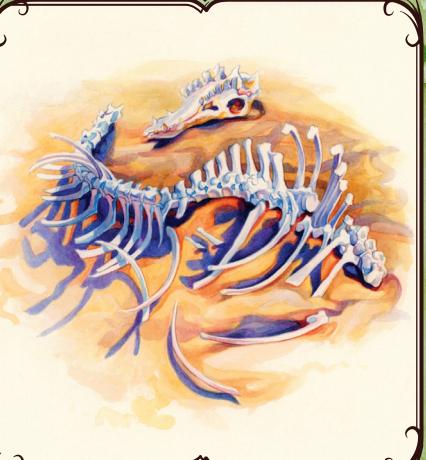
Scavenger



Take 1 Meat Food from the Food Bank when a Carnivore successfully attacks any species.

3

Scavenger



Take 1 Meat Food from the Food Bank when a Carnivore successfully attacks any species.

4

Scavenger



Take 1 Meat Food from the Food Bank
when a Carnivore successfully attacks
any species.

5

Scavenger



Take 1 Meat Food from the Food Bank
when a Carnivore successfully attacks
any species.

6

Scavenger



Take 1 Meat Food from the Food Bank
when a Carnivore successfully attacks
any species.

6

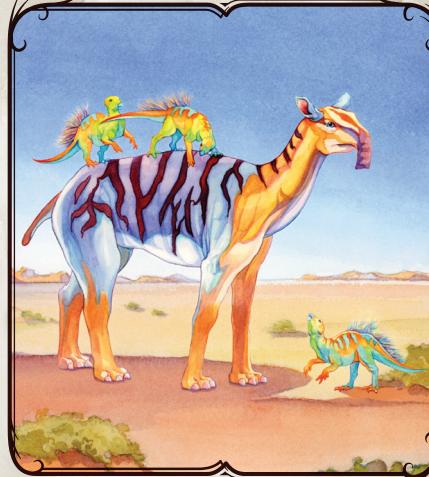
Scavenger



Take 1 Meat Food from the Food Bank
when a Carnivore successfully attacks
any species.

7

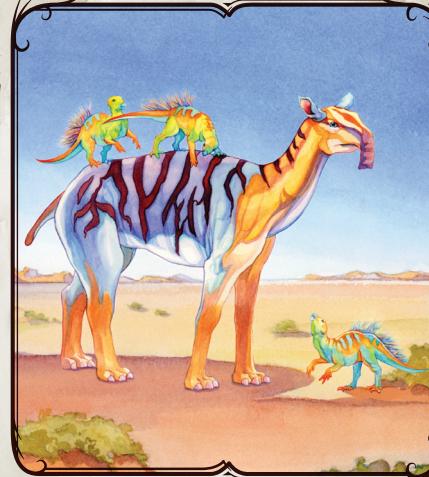
Symbiosis



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

1

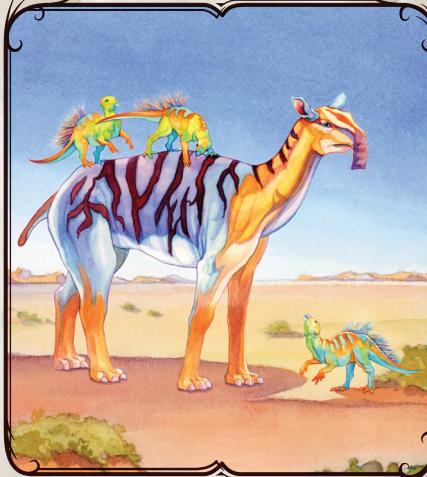
Symbiosis



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

2

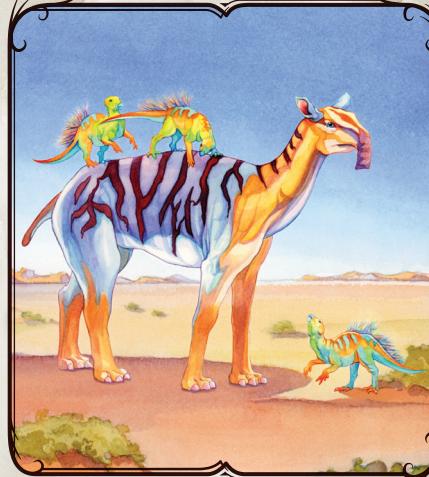
Symbiosis



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

3

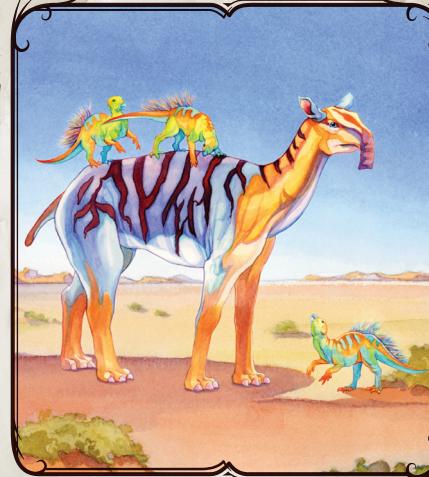
Symbiosis



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

3

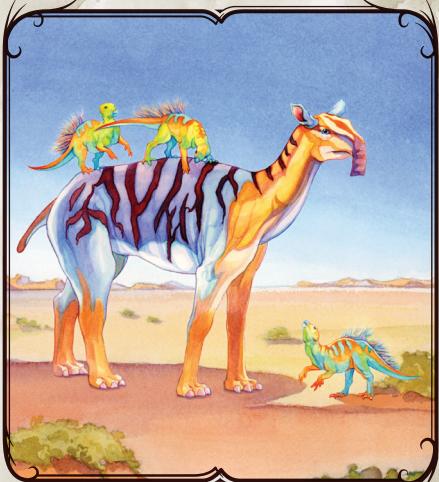
Symbiosis



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

4

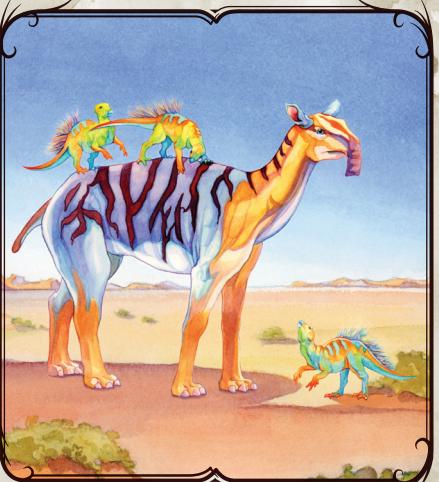
Symbiosis



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

4

Symbiosis



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

5

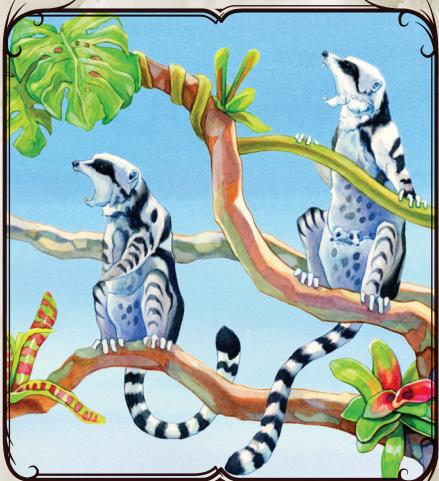
Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

1

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

2

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

3

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

3

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

4

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

4

Warning Call



A Carnivore must have Ambush to attack your species that are adjacent to this species.

5

Cooling Frills



Cooling Frills



Cooling Frills



Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

-4

Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

-2

Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

9

Cooling Frills



7

Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

Cooling Frills



2

Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

0

Cooling Frills



Cooling Frills



5

Prevent 3 Population loss due to Heat.
+2 Body Size when determining if this species can be attacked.

Heavy Fur



10

Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.

Heavy Fur



-5

Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.

Heavy Fur



Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.



8

Heavy Fur



Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.



6

Heavy Fur



Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.



-1

Heavy Fur



Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.



-3

Heavy Fur



Prevent 4 Population loss due to Cold.
Increase Population loss due to Heat by 1.



1

Hibernation



Prevent 1 Population loss due to Cold.
When determining if this species is Hungry you may ignore up to 2 unfed Population.



-3

Hibernation



Prevent 1 Population loss due to Cold.
When determining if this species is Hungry you may ignore up to 2 unfed Population.



8

Hibernation



Prevent 1 Population loss due to Cold.
When determining if this species is Hungry you may ignore up to 2 unfed Population.



-1

Hibernation



Prevent 1 Population loss due to Cold.
When determining if this species is Hungry you may ignore up to 2 unfed Population.



1

Hibernation



Prevent 1 Population loss due to Cold.

When determining if this species is Hungry you may ignore up to 2 unfed Population.

4

Hibernation



Prevent 1 Population loss due to Cold.

When determining if this species is Hungry you may ignore up to 2 unfed Population.

3

Hibernation

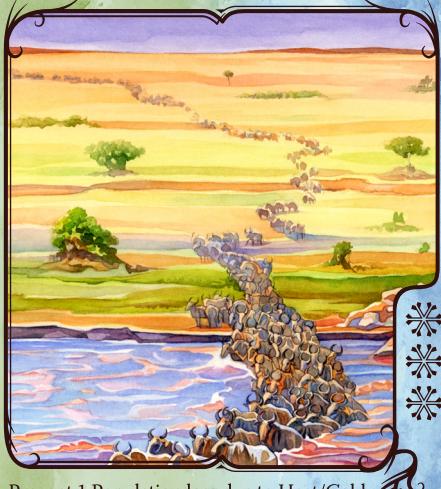


Prevent 1 Population loss due to Cold.

When determining if this species is Hungry you may ignore up to 2 unfed Population.

6

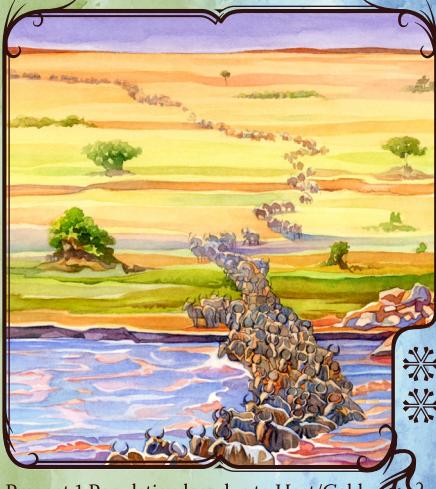
Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

5

Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

0

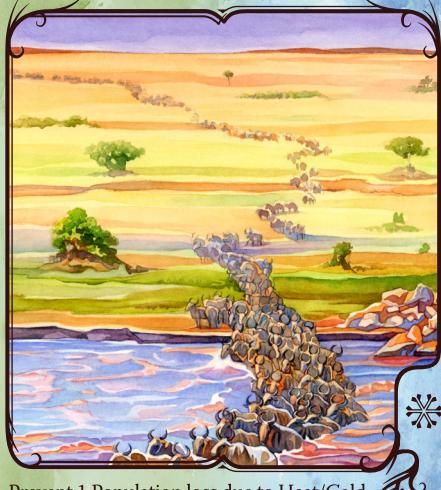
Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

4

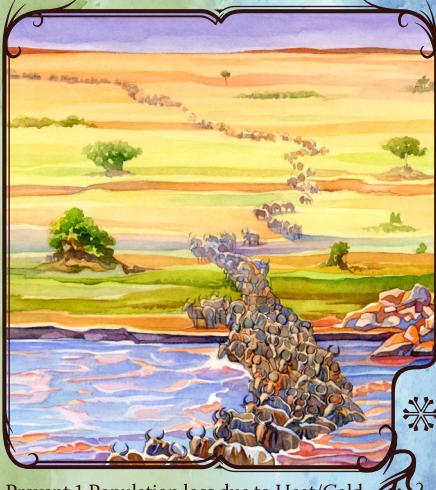
Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

2

Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

3

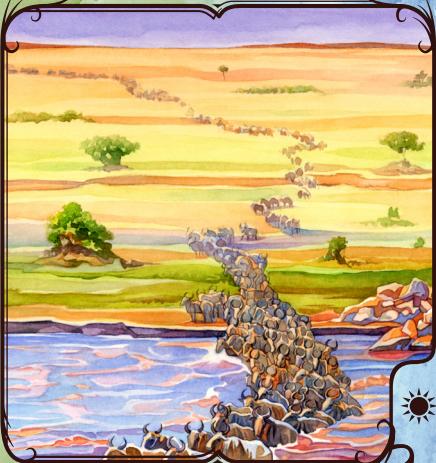
Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round, take 2 Plant Food from the Food Bank if the Watering Hole has no Food.

1

Migratory



Prevent 1 Population loss due to Heat/Cold.
After the last species has fed for the round,
take 2 Plant Food from the Food Bank if
the Watering Hole has no Food.

2

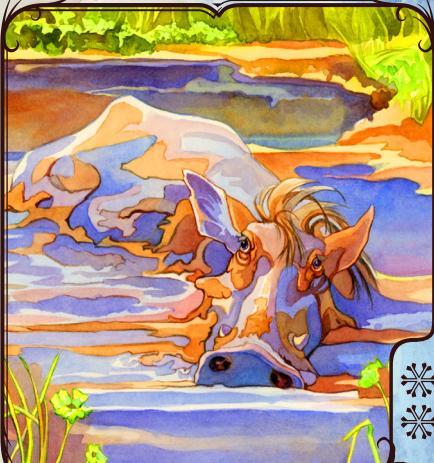
Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

7

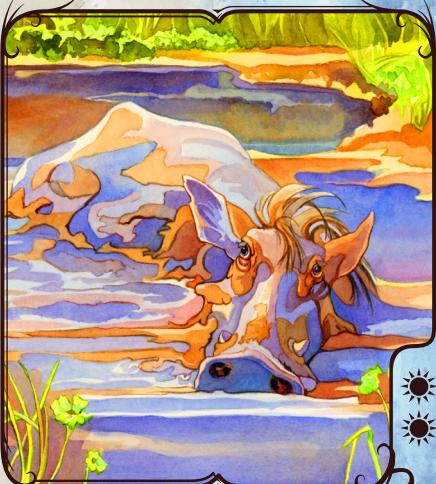
Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

5

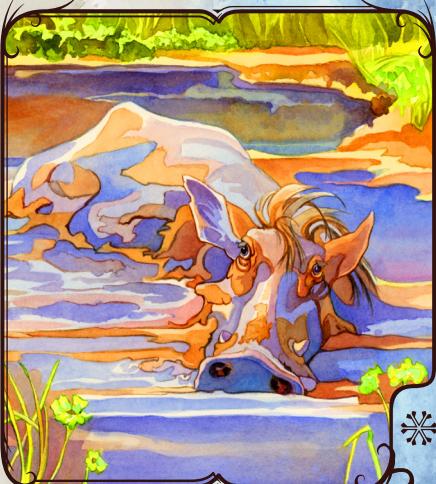
Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

-2

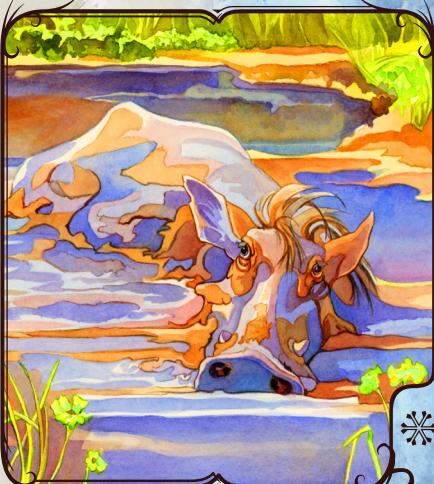
Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

0

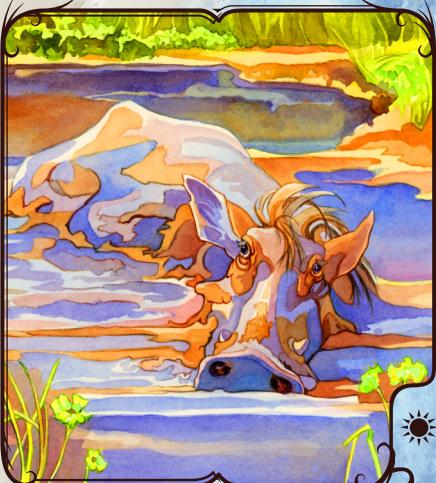
Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

3

Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

3

Mud Wallowing



Prevent 1 Population loss due to Heat.
A Carnivore must discard a card to
attack this species.

2

Nocturnal



Prevent 1 Population loss due to Heat.
Before each of your feeding turns,
feed this species if there are no
Carnivores that could eat it.

-1

Nocturnal



Prevent 1 Population loss due to Heat.

Before each of your feeding turns,
feed this species if there are no
Carnivores that could eat it.



Nocturnal



Prevent 1 Population loss due to Heat.

Before each of your feeding turns,
feed this species if there are no
Carnivores that could eat it.



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