

# 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	Ninja	lurker
Body Size	Mega	normous
Burrowing	Diggo	digger
Carnivore	Chompa	nom-nom
Climbing	Ascendo	riser
Cooling Frills	Baroquio	ruffle
Cooperation	Collaba	pate
Defensive Herding	Flocka	mob
Fat Tissue	Lardo	chunk
Fertile	Playa	dado
Foraging	Grubbo	nibble
Hard Shell	Hardi	dillo
Heavy Fur	Furae	shag
Hibernation	Napo	van winkle
Horns	Loki	prick
Intelligence	Smari	geek
Long Neck	Extendo	stretcher
Migratory	Drifto	walka
Mud Wallowing	Filthi	swine
Nocturnal	Insomni	awakus
Symbiosis	Protecto	shield
Pack Hunting	Swarma	crew
Population	Plenti	peeps
Scavenger	Vultu	scrounger
Warning Call	Forte	annoyous



## DEAL CARDS

- Place a Species Board in front of any player without one.
- Deal 4 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 section of the Climate Board.

## PLAY CARDS

- 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.
- At the end of your turn you may discard X cards to draw X cards.

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

## MODIFY ENVIRONMENT

- Trait cards that trigger before food cards are revealed resolve.
- Reveal the food cards and move the Climate Marker.
- If the Climate Marker ends in a region with an Event Card, immediately resolve that Event Card.
- Lose population due to Climate.
- Add or remove Plant Food to the Watering Hole based upon the Food Cards and the Climate track.
- If an Event Card was triggered, replace it with a new one.

## FEEDING

- 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 CarnivoreContinue until all species are fed, or there is no more food.
- Reduce each species' Population to the amount of food eaten.
- Place all food eaten into your bag.



### Ambush



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

### Burrowing



Prevent 1 Population loss due to Heat/Cold.  
This species can only be attacked if it is Hungry.

### Carnivore



Must attack and eat other species. Can *never* eat Plant Food.

### Climbing



A Carnivore must have Climbing to attack this species.

### Fertile



Prevent 1 Population loss due to Cold.  
Will also increase this species' Population by 1 if there is food at the Watering Hole from the previous round.

### Foraging



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

### Hard Shell



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

### Heavy Fur



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

### Migratory



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

### Mud Wallowing



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

### Nocturnal



Prevent 1 Population loss due to Heat.  
Before each of your feeding turns, feed this species if it is safe from every Carnivore in play.

### Pack Hunting



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



### Cooperation



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

### Cooling Frills



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

### Defensive Herding



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

### Fat Tissue



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

### Hibernation



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

### Horns



A Carnivore must decrease its Population by 1 when attacking this species.

### Intelligence



Discard a card from your hand anytime during Feeding:  
**Carnivore:** Negate a trait for this species' next attack.  
**Non-Carnivore:** Take 2 Food from the Food Bank.

### Long Neck



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

### Scavenger



Take 1 Food from the Food Bank when any species is attacked by a Carnivore.

### Symbiosis



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

### Warning Call



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

### Defensive Traits

#### Eating Traits

#### Carnivore Traits

#### Climate Traits

#### Other Traits

