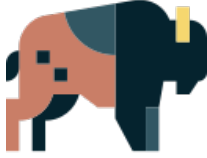




Bison

Animal



2/4/6

Pre combat; You must wound any stack immediately in front of the Bison.



Flamingo

Animal



0/1/2

Combat; If wounded, give 1/2/3 power to the two friends in front of this stack.



Monkey

Animal



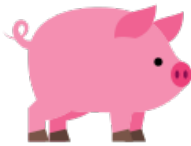
0/1/2

Combat; Give 2/4/6 power to front friend.



Pig

Animal



1/2/4

When Sold; You may immediately draft 1/1/2 cards from the market.



Scorpion

Animal



2/4/6

Pre combat; All animals in the same column as this scorpion are wounded.



Carrion

Animal



1/2/3

Combat; Add 1/2/3 power for each wounded friend.



Puffin

Animal



0/1/2

Draft; Before drafting, you may draw up to 1/2/3 cards from the deck. All cards must be kept.



Frog

Animal



1/2/3

Draft; The frog may replace an existing stack, then replace that entire stack into your tableau as if just drafted.



Cat

Animal



0/1/2

When sold: Earn an additional 0/1/2 victory points.



Mosquito

Animal



0/1/2

Pre combat; Roll one die. All stacks of level 1/2/3 in the rolled column are wounded. On a 6 you choose the column.



Horse

Animal



0/1/2

Combat; Get additional 1/2/3 power for each unwounded *neighbour*.



Bee

Animal



2/3/4

Pre combat; You may wound the stack immediately behind this bee.



Dog

Animal



0/1/2

Combat: Gain additional 1/2/3 power for each empty space in your tableau.



Chocolate

Food



When equipped: Tuck this chocolate under the equipped stack. Chocolate count as an animal of that type.

Honey

Food



When wounded: You may immediately sell this stack. If you do, you may draft 1/1/2 cards from the market.

Sushi

Food



The equipped stack gain 3 power.

Melon

Food



The equipped stack gains 1 power and cannot be wounded.