

Subject: Use of `xfeed` method.

Chris Beiser &

Lukas Berger

At the beginning of the feeding stage, watering-hole cards are revealed and auto-feeding traits are activated. After this, if the watering-hole's balance is above 0, the Dealer calls the `xfeed` method on the current starting player. Until the balance of the watering-hole is 0, or every player returns `false` consecutively, this method is called on each player in a round-robin fashion.

The dealer must check that the results of the `xfeed` method are valid— that is, that they don't break any game rules. In the case that a response isn't legal, the dealer should instead arbitrarily choose a legal response for the player, and take that action. This ensures the game will continue regardless of the player's behavior. In the case that the response is legal, the dealer should alter the gamestate by moving around food and altering player's species in accordance with the game rules.