A.D.A.P.T.

"Adaptāre Decertāre Apisci Piscis Tālis!"
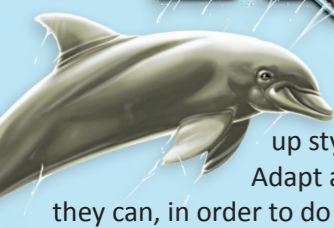
"Adapt, battle, become the Masterfish!"

Description

A.D.A.P.T. is a unique, fast-paced card-and-dice mash-up style fighting game in which a few tiny Guppy Fish will Adapt any variety of aquatic Body Parts they can, as cleverly as they can, in order to do battle and become the last Masterfish in the sea.

Victory & Loss Conditions

Victory Condition: Be the last surviving Fish - defeat all other Players.

Loss Condition: Be defeated - take more Damage than you have Health.

Tie Condition (rare): Double defeat - Fish defeat each other at the same time.

Setup

• Each Player starts with a Guppy card (choice), a Player Mat, a Player Aid, and a full set of seven (guppy-matching) dice. Place the Guppy face up on your Player Mat as your Body, and set each Experience Die (d20) to 1 on your Player Aid. Set aside unused Guppy cards. Keep Status Tracker cards in the box until needed.

• Shuffle the remaining cards into a deck, and set it at the top of the play area.

• Deal cards face up into the Gene Stream, starting at the highest numbered slot; 3 slots for a 2-Player game, 4 slots for a 3-Player game, with space for a Discard Pile at the end (face down).

Dice & Symbol Guide

= "d4" - Level 1 Body Attack Die

= "d6" - Level 2 Body Attack Die

= "d8" - Level 3 Body Attack Die

= "d10" - Level 4 Body Attack Die

= "d10" - Alt Level 4 Body Attack Die

= "d12" - Level 5 Body Attack Die

= "d20" - Experience Die

Level Symbols

Lvl 0   Lvl 1   Lvl 2   Lvl 3   Lvl 4   Lvl 5

Experience Cost

Health

Survival

Ability

Lethality

Ferocity

Object

Spend experience to upgrade your Fish in whatever way necessary to survive, then Attack the other Fish or trick them into destroying themselves. Play continues until there is only one, really strange and powerful, Masterfish alive in the sea!

Components

Body Cards: 18	**Player Aid Cards:** 3
Part Cards: 40	**Status Tracker Cards:** 9
Player Mats: 3	**Halfsies Dice:** 21 (3 sets of 7)

(Player Mat and Gene Stream board layout with slots: Organ, Tail, Special, Side, Body, Dorsal, Skin, Mouth, Horn / Horn, Mouth, Skin, Dorsal, Body, Side, Special, Tail, Organ; center slots: Slot #1, Slot #2, Slot #3, Slot #4 (3 Player only), Discard)

Beginning Play

Adapting by Random Selection:

• Each Player rolls percentile dice, using both d10s combined for a 1-100 roll (note that 00 + 0 = 1 and 00 + 0 = 100). If there is a tie, *all* Players roll again until there are no ties.

• The Player with the highest roll applies the result first, according to the appropriate Random Selection Chart *(right)*.

  • After gaining a card, Adapt it if able. If unable to Adapt it, add it to your Personal Gene Pool (PGP); then Cycle the Gene Stream (GS). *See the related sections below for understanding of these terms.*

  • The Player with the next highest roll applies their result in the same manner. Continue until all Players have resolved their roll.

• The Player who rolled highest takes the first Player Turn.

Player Turns

1) At the start of your Turn, gain 3 Experience just for surviving this long. (add 1 for each Player beyond the 2nd, to a max of 5 with four or more Players) Adjust your Experience Die (d20).

2) Take **one** Action from the list of five Action Options *(below)*.

3) Cycle the Gene Stream (GS). *See Cycling the Gene Stream rules (far right).*

4) End Turn. The next Player, in clockwise order, takes the next Player Turn.

Action Options (5)

1) **Adapt** - Adapt a Body or Part stored in your Personal Gene Pool. *See Adaptation rules (right).*

2) **Buy** - Gain a new Body or Part from the Gene Stream by paying the listed Experience cost. *See Buying rules (far top right).*

3) **Attack** - Attempt to Damage another Fish. *See Attacking rules (far right).*

4) **Special Action** - Use an acquired Special Action. *See Abilities - Using Special Actions & Passive Bonuses rules (far top right).*

5) **Wipe the Gene Stream** - Reset the Bodies & Parts available to Buy. *See Wiping the Gene Stream rules (far top right).*

Note: If you cannot perform any of the above actions on your Turn, see the Can't Act rules (far right).

Random Selection Charts

2-Player Chart

Roll:	Result:
1-25	Gain 4 Experience
26-45	Gain the card in Gene Stream Slot #1
46-65	Gain the card in Gene Stream Slot #2
66-85	Gain the card in Gene Stream Slot #3
86-100	Gain the card of your choice from the Gene Stream

3-Player Chart

Roll:	Result:
1-10	Gain 4 Experience
11-30	Gain the card in Gene Stream Slot #1
31-50	Gain the card in Gene Stream Slot #2
51-70	Gain the card in Gene Stream Slot #3
71-90	Gain the card in Gene Stream Slot #4
91-100	Gain the card of your choice from the Gene Stream

Adaptation

• Your Body is the Core of your Fish and will restrict which Bodies and Parts you can Adapt, based on relative Body and Part Levels. Level is determined by the number of gold waves on the Level Symbol, ranging from 1 to 5 *(shown above)*, with Guppies ranking at 0.

  -You can only Adapt new Bodies by +1 Level at a time.
  *(Example: As a Level 1 Clownfish, you may **Buy** any higher Level Body, but you can't **Adapt** a Level 3 Body until you have Adapted a Level 2 Body first.)*
  Guppies may always Adapt directly to a Level 1 or Level 2 Body.

  -You can only Adapt Parts that are equal to or less than your Body's Level +2.
  (Example: As a Level 2 Body, you can Adapt any Level 1, 2, 3, or 4 Part, but not yet Level 5. Level 5 Parts can be Adapted only after you Adapt a Level 3 Body.)

• When you Adapt a Body or Part (from your PGP, the GS, or via Random Selection) place it in the correct Location on your Fish by matching the border design on the card to the appropriate spot on your Player Mat. **Bodies** have a solid blue border and are placed in the center. **Parts**, that is: Dorsals, Horns, Mouths, Skins, Sides, Organs, Tails, and Specials, all have golden Location Indicators on their borders and are placed around the Body.

Adaptation (cont.)

• Immediately gain all the listed Statistic and Ability benefits. If you already have a Body or Part at that location, Replace the old with the new by placing the new atop the old, and now use only the new Body or Part's bonuses; do not discard the Replaced Part.

• You can never lose the game as a result of Adapting. Therefore, if, upon Adapting, your Total Health drops to below your Total Damage, do not remove any Damage, rather you are treated as if being 1 Damage away from defeat until you Adapt sufficient Health, Regenerate accordingly, or take that 1 Damage and lose.
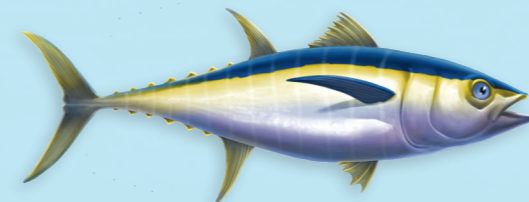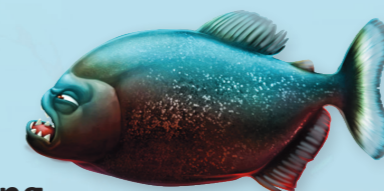
Buying

• To Buy a new Body or Part from the Gene Stream, pay the listed Experience cost (adjusting your Experience Die accordingly) and remove the card from the GS. If the Body or Part can be Adapted now, Adapt it immediately; if unable to Adapt it, place it in your PGP for later use. Cycle the Gene Stream.

• If ever you spend to zero Experience, remove the d20 from the playing area until your Fish gains Experience again.

• You cannot Buy a Body of equal or lower Level than one that is currently in your Total Gene Pool, that is, your Fish plus your Personal Gene Pool combined, unless all other Players already have an equal or higher Level Body than the Body to be bought. Parts are not affected by this rule.

• Your PGP can hold a max of 3 cards, thus, you cannot buy a Body or Part if it would become the 4th.
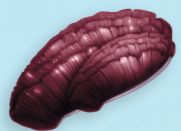
• Auto-Adapting - When your Experience total reaches 20 (the max) for the first time in the game, you Auto-Adapt your Body. Find the first available Body of the next Level higher than your current Body, starting in your PGP, then in the Gene Stream at Slot #4, #3, #2, #1, then in the deck by Cycling the Gene Stream one card at a time until you find one. Once the Body is found, Adapt it immediately. If the Body was not in your PGP at the time, you must pay Experience for this Auto-Adaptation according to the Level of the Auto-Adapted Body (see Auto-Adaption cost chart). Auto-Adapting may only be performed once per game, and is not optional. Auto-Adapting cannot occur if you have a Max Level Body (Level 5). Auto-Adapting is a passive event; it does not take away from the rest of your Turn.

Auto-Adapting Cost Chart

New Body:	Cost:
Level 1	4 exp
Level 2	8 exp
Level 3	12 exp
Level 4	16 exp
Level 5	20 exp

Attacking

• Roll the Attack Die indicated on your Fish's body. (Note: Guppies can't Attack, unless they have at least +2 Ferocity Adapted; Guppy Attack Die = any die, Odd = 1, Even = 2.)

• Add your Total Ferocity score (totaling this value from your Body and all Adapted Parts) to the roll to get your Attack Total.

• Compare your Attack Total vs. the enemy Fish's Total Survival score (totaling this value from their Body and all Adapted Parts).

• If your Attack Total is greater than your Target's Total Survival: the Attack is considered successful and you deal an amount of Damage equal to the amount by which you beat their Survival, PLUS your Total Lethality score, up to a max of +4 Lethality. Example: Your Attack Total = 12, while their Total Survival = 10; you deal 2 Damage plus any Lethality you may have, up to a max Lethality bonus of 4.

• If your Attack Total is less than your Target's Total Survival: you gain an amount of Experience equal to the amount you failed by, to a max of 5. *(Example: Your Attack Total = 9, while their Total Survival = 12; you gain 3 Experience).*

• If your Attack Total is exactly equal to their Total Survival, you deal 1 Damage, plus Lethality (max 4), and gain a flat +2 Experience.

• Damage taken is tracked on any currently available combination of dice; always counting up-from-zero, never down-from-Health.
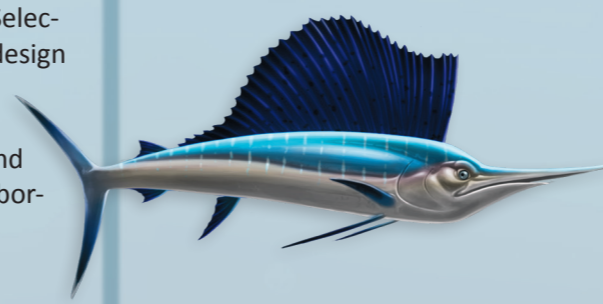
Abilities - Using Special Actions & Passive Bonuses

• Abilities consist of Special Actions and Passive Bonuses. Abilities may only be used after they are gained via Adapting a Body or Part that one is listed on.

• Special Actions are a type of Ability that grant you a new Action Option and require your Turn's Action to use.

• Passive Bonuses always apply when the conditions are met, and do not require your Turn's Action to use.

• Abilities with numerals stack (totaling the values across like Adapted Abilities), unless otherwise indicated. Abilities without numerals do not stack in any way, unless otherwise indicated.

• Loss of Abilities due to upgrades: Special Actions still in effect when lost (such as Hide, Jumping, Poison Levels) remain in effect until they would normally expire and still apply related Cooldowns. Passive Bonuses in effect when lost are removed immediately.

• All Abilities are defined individually on the back of this sheet. *See the Fish School - Abilities section.*

Wiping the Gene Stream (GS)

• Move all cards from the GS, in order, onto the discard pile, face down, and gain +3 Experience (+4 with 3 or more Players).

• You cannot Wipe the GS if there is a Body in the GS that another Player could upgrade to immediately if bought (Example: If any other Player is Body Level 1, and there is a Level 2 Body in the GS, you may not use this Action - even if it will no longer be there by their Turn. A Level 3 Body, in this situation, could not be Adapted immediately, and so could be Wiped. Note: If they have a Level 2 Body already in their PGP then you may Wipe the GS.)

• Bodies of equal or lower Level than the current Bodies of all opponent Fish do not hinder Wiping the GS.

• Parts, regardless of Level, do not hinder Wiping the Gene Stream.

Personal Gene Pool (PGP)

• Your genetic holding cell for Bodies & Parts that you gain but can't yet Adapt.

• Remains face-up in your playing area at all times.

• You can only have up to 3 Cards in your PGP at a time.

Cycling the Gene Stream

Cycling the Gene Stream involves performing the required actions in the following order:

1) Remove any card(s) due to be removed (Bought, Randomly Selected, Wiped, or Expired).

2) Slide any remaining card(s) down into higher-numbered Slots, where applicable, maintaining their order.

3) If the deck is empty, Shuffle the Discard Pile to create a new deck.

4) Deal out the required new card(s), starting with the highest-numbered empty slot.

• In any Player Turn where the GS does not have at least 1 card removed from it, the card in the highest numbered Slot Expires and is placed on the discard pile, the remaining cards slide down, and a new card is added to Slot #1.

Can't Act

• You can't Adapt from your PGP - if you don't have any cards in it or the ones you have are too high in Level for your Body.

• You can't Buy from the GS - if you can't afford to pay the listed Experience Cost, if the Body is equal Level to one you already have and the Body is also higher Level than any other Player's current Body, or if the Body or Part would be the 4th card to add to your PGP.

• You can't Wipe the Gene Stream - if there is a Body in the GS that another Player could Adapt immediately if bought.

• You can't Attack - if you are a Guppy with Total Ferocity of 1 or less, or the enemy has become unAttackable (Hide, Jump, etc.).

• You can't use a Special Action - if you don't have one or are not allowed to use it at this time.

If you can't act during your Turn, you may choose to Adapt by Random Selection, as during Set Up. The Body or Part gained in this way must be Adapted if possible. If your Random Selection results in taking a Body that is equal or lower Level than one you already have, it is left in the GS and your Random Selection is over. If you Adapt by Random Selection and gain an unAdaptable Body or Part, which would end up the 4th Body or Part in your PGP, discard it, do not draw a replacement. Adapting by Random Selection, successfully or not, ends your Turn.

Winning & Losing

• When a Player loses they are eliminated from the game. Do not change any setup rules such as Gene Stream length or Experience rates.

• When there is only one Player remaining, they win!

...Ruling on high as the last Masterfish in the Sea!

Fish School - Abilities
Passive Bonuses (PB) & Special Actions (SA)

Amphibious - (PB) Grants a +1 bonus to both Hide & Jump Scores, but does not grant either Ability.

Armor - (PB) Armor reduces the Damage taken from a successful Attack by the Total Armor value, with a max of 2. Armor can reduce Damage down to 0. Armor does not affect Poison, School, or Shock, but does reduce Counter Damage. Armor does not affect other additional effects of an Attack (Stun chance, etc.), even if Damage is reduced to 0.

Bait - (SA) You may spend 2 Experience to Bait a Fish of your choice into Attacking you on their next Turn. The targeted Fish immediately rolls a d10; if the number rolled is equal to or lower than your total Bait Score, that Fish must Attack you as its Action on its next Turn. After use of Bait, while it is still your Turn, you may also use a Buy or Adapt action, or end your Turn normally.

Cooldown - (PB) A temporary status caused by another Ability requiring a delay in Rounds between uses of the Ability. When indicated, place any unused die showing the total Cooldown value on a Cooldown Status Tracker. At the start of each of your Turns, when you gain Experience, also lower the Cooldown timer die by 1; when it reaches zero, remove it from play. The action that caused the Cooldown can't be used until the timer is removed. Cooldown is counted separately for each Ability requiring it.

Counter Attack - (PB) Anytime a Fish is successfully Attacked, the Attacking Fish takes Damage equal to the Total Counter Attack score, with a max of 3. This can result in both Fish being defeated at the same time.
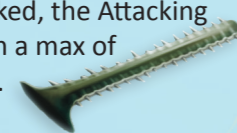
Counter Poison - (PB) This ability works exactly as Poisonous except the chance to Poison is only rolled after the Fish with this ability has been successfully Attacked. Poisonous and Counter Poison bonuses do not stack, though the Poison Level caused by them does.

Critical - (PB) A Fish with the ability to Critical will automatically hit and deal +d4 Damage when the highest number on its Attack Die is rolled naturally (e.g., rolling a 10 on a d10). The +d4 Critical Damage cannot be avoided or reduced in any way.

Electroreception - (PB) A Fish with Electroreception acts at +2 Ferocity when Attacking any Fish with a lower-Level Body than itself.

Fear - (PB) Anytime another Fish decides to Attack you they must roll a d10 first; if the number rolled is equal to or less than your total Fear Score they may not Attack you, nor may they choose another Action instead. Fear checks are rolled after Hide checks when both apply.

Hide - (SA) Spend an amount of Experience equal to your current Body's Level to have a chance to be unAttackable until your next Turn. Any time another Player intends to Attack you when you are Hiding, they must roll a d10 first; if the number rolled is equal to or less than your total Hide Score, they may not Attack you; they may choose another Action instead. After use of Hide, while it is still your Turn, you may also use a Buy or Adapt action, or end your Turn normally. Max Hide: 4.

Hunting - (PB) A Fish with Hunting automatically hits whenever a 1 is rolled naturally on its Attack die. If the Total Ferocity is equal to or greater than the target's Total Survival, treat it as a normal Attack. If the Attack Total is less than the Total Survival, the Hunting Fish still hits. In this case, the damage dealt is 1, plus any other bonuses that apply on successful Attacks (Lethality, Poisonous, Shock, etc.). Fish with Hunting also halve the Hide scores of the Fish they are Attacking (round down).
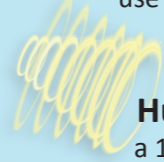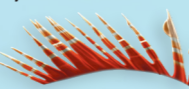
Immune - (PB) This prevents all Damage from an effect and cancels (removes) the effect if otherwise enduring.

Jump - (SA) Jump out of the water for a number of Rounds (a cycle of all Player's Turns, ending at the start of one of your Turns) up to your total Jump Score, to a Max Jump of 3. So long as you are "in the air" from a Jump, you gain 1 less Experience per Turn and you cannot use any Action Option other than Buying from the Gene Stream and Adapting, you cannot be Attacked or Baited during this time, nor may you Adapt by Random Selection. On the Turn you "splash" from a Jump, you gain +2 Ferocity if you Attack. Once you splash: Cooldown equal to the Jump value +1.
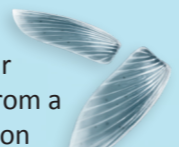
**Poisonous - (PB)** The Fish has a chance of Poisoning on an Attack. After a successful Attack, the Attacking Fish rolls a d10; if the number rolled is equal to or less than your total Poison Score, the foe's Poison Level increases by 1 (0 -> 1; 1 -> 2). If a Fish is Poisoned, it takes 1 Poison Damage at the start of its Turn, before gaining Experience, every Turn, for each Poison Level it has accumulated. A Fish can be Poisoned multiple times, to a max Poison Level of 2.

Ram - (SA) Deal Damage equal to your Total Ram Score without the need to roll for an Attack, up to a max of 5. Ram Actions do not gain bonus Damage from Ferocity or Lethality, and cannot cause Poison, but count as Attacks for all other purposes.

Regeneration - (PB) A Fish with Regeneration heals (removes) Damage at the start of its Turn, every Turn, equal to its Total Regeneration Score, to a max of 2, before gaining Experience or taking Poison Damage. Fish cannot heal if they have no Damage.
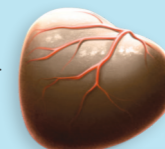
Resist: Effect - (PB) The Fish becomes resistant to the listed effect, reducing Damage taken from it by an amount equal to the Total Resist Score for that effect. Resistance does not remove an effect (e.g., Poison Levels), but it does prevent the Damage incurred from it; thus, if the effect is greater than the resistance, or if the resistance is lost, Damage may still be taken.

School - (PB) Any Turn that you do not Attack or Wipe the GS you may automatically deal 1 Damage to any other Fish you choose. The effect does not occur on the Turn it is Adapted, replaced, or in which you are "in the air" from a Jump.
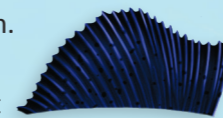
Shock - (PB) Deal your Shock score in Damage anytime you successfully hit or are hit, with a max of 2. This is in addition to Lethality and Counter Attack and cannot be reduced by Armor. Fish with Shock are also Immune to Shock.

Smart - (PB) The Fish gains +1 Experience at the start of its every Turn.

Sneaky - (PB) Any time the Fish is missed by an Attack, the Fish gains +1 Experience.

Stun - (PB) The Fish has chance of Stunning on an Attack. After a successful Attack, the Attacking Fish will roll a d10; if the number rolled is equal to or less than your total Stun Score, the foe is Stunned. If a Fish is Stunned, it can't Attack, wipe the GS, or use any Special Action on its next Turn. Stunned Fish still gain Experience, and can Buy from the Gene Stream or Adapt.

Toxic - (PB) Grants a +2 bonus to both Poisonous and Counter Poison scores, but does not grant either Ability.

Visit www.GateKeeperGaming.com to find Expansions & new Halfsies Dice sets to enable and support 4 to 6 player games!

Currently available Expansions:

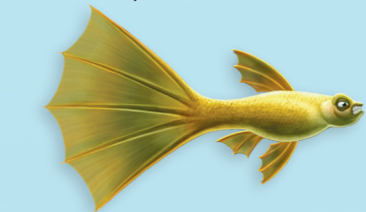**The Red Cephalopod Pack** - Featuring Octopi, Cuttlefish, & Giant Squid!

The Green Reptile/Amphibian Pack - Featuring Frogs, Eels, & Giant Turtles!

The Blue Fantasy Pack - Featuring Water Elementals, Leviathan, & Islandfish!

The Yellow Guppy Pack - Featuring Genetic Boosts that enhance your Fish the entire game!

The Black Bio-Mech Pack - Featuring Turbines, Hydraulic Jaws, & Laser Beams!

...all available at www.GateKeeperGaming.com!

Multi-Player Rules (4-6 Players)

The core game is designed for 2-3 Players, but play with up to 6 is possible by combining two copies of the core game *or* by adding one or more of the Red (Octo), Green (Reptile/Amphibian), or Blue (Fantasy) Expansion Packs.

• For each additional Player, add 1 extra Slot to the Gene Stream, to a max length of 7 with 6 Players.
• For each additional Player, all Fish gain an additional +1 Experience at the start of their Turn, to a max of 5.
• When playing with four or more Players, Bodies up to 2 Levels higher than your current Body may be Adapted at all times. Upon Adapting Bodies in this way there is an additional cost in Experience equal to the Level of the Body skipped x2. *(Example: If your Fish currently has a Level 2 Body, and you would like to Adapt a Level 4 Body, at the time of Adapting you must pay 6 Experience [Level 3 x2].)* If you do not have enough Experience, the Adaptation cannot yet occur, but the Body may be stored in your PGP. The Extra Experience cost never applies when Adapting a Level 2 Body from a Guppy.

Adapting the Rules
(a variety of house-rules to suit your fancy)

Gaming with your Guppies (Children 7+)
Children are great, so we have included rules to Adapt your game for play with kids ages 7+!
• First, remove all Specials, Horns, Organs, and Skins (the 4 corner Location cards) from the deck. The removal of these cards will simplify the strategy by removing the most complicated Abilities.
• Increase the Gene Stream length by 1.
• Allow Adaptation of Bodies at +2 Levels at all times (e.g., 0 -> 2; 1 -> 3; 3 ->5; etc.).
• Flip your Player Mat over to the "Guppy Time" side that reflects the deck adjustment.
• Play normally.

Multi-Auto-Adapting
• Players may Auto-Adapt more than once per game. Each time beyond the first, decrease the Experience gained at the start of your Turn by 1 (no limit!).

Adapt Sailfish Speed Options
By implementing *any or all* of the following options you'll trade away a bit of strategy, but shave up to 10-30% off your play time.
• Increase Experience gained by +1 for all Players.
• Increase the Gene Stream length by 1.
• Allow Adaptation of Bodies at +2 Levels at all times (0 -> 2; 1 -> 3; 3 ->5; etc.).

We also recommend using the A.D.A.P.T. Statistic Tracker App available at GateKeeperGaming.com to keep track of your Statistic Totals!

Biodiversity Variants
(even more replay value with these unique Gameplay Variants)

School Battle
For play with 4 Players. Expansions are recommended but not required.
• Form Schools (teams) of two Players each.
• Arrange Player seating such that Schools alternate Turns when going from one Player to the next.
• Each School shares its total Experience pool, with a new maximum total of 30 Experience (use available dice).
• Adapting by Random Selection occurs when Experience hits 30.
• A School is successful only when all opposing Fish are defeated.
Note: Playable with 6 Players, Expansions strongly suggested for balance.

Kingfish Battle Royale
For play with 6 Players. Expansions or multiple copies highly recommended.
• Form Schools (teams) of 3 Players each, with each School choosing a Player to be its Kingfish; seat that Player between his Vassalfish across from the enemy School.
• Play alternates from one School to the next, with all 3 Fish acting simultaneously, Cycling a minimum of 3 cards per Turn.
• The Gene Stream cannot be Wiped.
• Each Vassalfish gains +1 Experience every Turn, the Kingfish gains +2 Experience every Turn and may Adapt 2 Parts at each Location, except 'Body'. The Kingfish can give his Experience to either Vassalfish when needed, but not vice versa.
• Effects that target all enemy Fish only affect the opposing School.
• Triple all Cooldown times.
• Vassalfish can Attack either opposing Vassalfish but cannot Attack the enemy Kingfish until the adjacent enemy Vassalfish is defeated. Kingfish cannot Attack or be Attacked until at least one of his Vassalfish are defeated, and then only the enemy Fish on the open side.
• When either School defeats the opposing Kingfish, that School wins.
(Tip! - Try playing with the Yellow Guppy Expansion using the "Random Draw" method. - It's epic! - Or try a Black Bio-Mech Guppy as your Kingfish!)

Strategy Tips
(find the best ways to conquer the seas and to use those tricky abilities)

• Don't plan your strategy until you have a few Parts, then maximize on them!
• Don't Hide too early, it's *smart* to Hide at level 5 after your foe is Poisoned.
• Buy a level 3 or 4 Body as soon as you can and enjoy swimming up Levels later.
• Attack early if you Adapt a high Ferocity Body early. You might win fast!
• Abilities are meant to stack and be combined. Don't rely on just one.
• Wipe the GS to prevent your foe from gaining the best Parts.
• Buy the Parts your foe is clearly hoping for, or the counter to your strategy.

• Master when to attack and when to Adapt. Sometimes you need to put off Adapting to attack.
• Adapt Regeneration & Smart early for maximum gain.
• Attack a high Survival fish when falling behind to gain catch-up Experience.
• Plan strategy shifts - e.g., replace 'Poisonous' Parts after you've Poisoned him.
• Use Bait against high Survival Fish.
• Use Bait after Adapting Armor and Counter Attacks.
• Bait your foe in order to prevent him from buying a Body you can't Wipe.
• Jump when you have Experience to spend then gear up for the bonus Attack.
• Use Ram with Mid to low Ferocity Bodies, use Poison with mid to high ones.
• Adapt a new Level 5 Body after already being Level 5 to shift stat weight.
• You only get one Auto-Adapt and can delay it by Buying Parts ...use it wisely!

Thank Yous!
(endless gratitude for those who made this possible)

All Thanks to:
God Almighty!
My beautiful Wife Anne!
Our wonderful kids John Grace & Little John!
The entire Gate Keeper Games Family of Gamers ...that's you!

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Psalm 104:24-25