EVOLUTION
NEW WORLD

Reference Guide

In "Evolution. New World," animal traits are based on the anatomy and behavior of real animals inhabiting our planet. This Reference Guide shows you examples of real animals with these traits and how you can correctly use these traits in the game. The first section of the Reference Guide covers Short traits, and the second section covers Main traits. In each section, animal traits are listed alphabetically.

SYMBOLS ON TRAIT CARDS

Symbols printed next to the card name

🦌 **Some traits may only be activated once during each Feeding phase.** When you use one of these traits, rotate the card 45 degrees to the right. In the third step of the Extinction phase, it is rotated back to vertical.

+1 **Animal's food requirement increases by 1**

+2 **Animal's food requirement increases by 2**

↔ **Paired trait**

Symbols present in trait descriptions

🐾 Animal

🔴 Red token (common food)

🔵 Blue token (special food)

🟡 Yellow token (stored fat)

🟢 Green disc (shelter)

SHORT TRAITS

+1 CARNIVOROUS

+1: Food requirement increases by 1

Carnivorous is the most common trait in "Evolution. New World," and ensures the self-regulation of the natural ecosystem.

An animal with Carnivorous is called a **Predator**.

Similar to other animals, a Predator may take food from Areas. In addition, a Predator can attack any other animal.

> In the wild, the majority of carnivorous animals consume both meat and plant food.

Attacking with a Predator is described in greater detail in the main rulebook (pg. 10). This Reference Guide addresses the resolution of various traits during an attack.

Step 1. Choose one of your hungry Predators (with Carnivorous not rotated) and select a target (the animal your Predator is going to attack). If an animal has 🟢 or protective traits that your Predator is unable to overcome, it may not be selected as a target.

To overcome High Body Weight, Swimming, or Nocturnal protective traits, the Predator must possess the same trait as the target (note that Swimming imposes extra restrictions on the Predator). Sharp Vision enables the Predator to ignore Camouflage. A Predator cannot directly overcome Burrowing, Partnership, or Transparent traits.

However, if the Predator has Pack Hunting or if the target has Detrimental Mutation, the Predator may ignore one of the target's protective traits for the duration of the attack. 🟢 provides absolute protection from Predators' attacks..

🌿 When a Predator with Pack Hunting attacks an animal with Detrimental Mutation, the Predator may ignore two of the target's protective traits for the duration of the attack.

Step 2. Rotate the Predator's Carnivorous card and attack. If the target has the following traits, they are triggered when the Predator attacks: Running, Horned, Repelling, and Tail Loss.

If the target has two or more of these traits, its owner determines their resolution order (see "Trait resolution order" on pg. 16 of the rulebook).

If the effect of a triggered trait ends the Predator's attack, the rest of the protective traits are not resolved and cause no effect.

Step 3. If its traits have not saved the target, the attack is a success. The Predator takes 🔴🔵 from the supply (the second 🔵 is not taken if the first 🔴 fulfills the Predator's food requirement but may be converted to 🟡 if the Predator has empty Fat Tissue). The target animal and all its traits (including paired traits) are discarded.

The following traits are also triggered: Poisonous (if possessed by the target), Voracious (if possessed by the Predator), and Scavenger (if possessed by any animal in the game). In addition, the special feature of Swamps (food accumulation) is resolved.

Regardless of the attack results, the Carnivorous card remains rotated until the end of the Feeding phase (unless the Voracious trait was successfully resolved).

> At every stage of the evolutionary process, carnivores emerge alongside herbivorous species. Mollusks, insects, fish, birds, and mammals all adapt to consume other creatures in their quest for survival. Small predators, in turn, fall prey to larger ones. The number of links in a given food chain rarely exceeds three steps, because only 10% of the prey's body mass is transformed into the predator's body mass. The predatory way of life in a highly competitive environment boosts the development of the brain and sensory organs, as well as evolving powerful muscles and sharp teeth.

FAT TISSUE

An animal may have an unlimited number of Fat Tissue cards.

This trait is resolved differently depending on whether 🟡 is present on its card (filled Fat Tissue) or not (empty Fat Tissue).

Empty Fat Tissue becomes filled during the Feeding phase. A **fed** animal with empty Fat Tissue may optionally continue to feed by taking 🔴 from Areas and using traits to take 🔵. In these cases, the 🔴 or 🔵 is immediately returned to the supply, and replaced by 🟡. The 🟡 is placed on the Fat Tissue card.

🌿 Only one 🟡 may be placed on a Fat Tissue card.

🌿 A fed Predator with empty Fat Tissue may attack, but is not required to.

🌿 When an animal takes 🔴 to fill empty Fat Tissue, its Hoofed, Communication, and Cooperation traits are triggered.

You are not required to perform a basic action (Feed from an Area or Attack with a Predator) to fill empty Fat Tissue, and you may pass if no other basic actions are available.

Filled Fat Tissue is triggered at the beginning of the Extinction phase. A **hungry** animal may use stored 🟡 to survive. Remove 🟡 from one Fat Tissue card and place 1 🔴 from the supply on the animal card. Check whether the animal is still hungry and whether it has more Fat Tissue cards with 🟡. A **fed** animal carries over unused 🟡 into the next Epoch.

> Fats are substances optimally suited for storing energy in a living organism. They are chemically inert, and their energy storage capacity is twice as high as proteins and carbohydrates. When food is abundant, many animals accumulate fat under their skin (e.g. rodents) or in special organs (e.g. a camel's hump or a sheep's tail). Subcutaneous fat improves thermal insulation and protects an animal's viscera. Under adverse conditions, the accumulated fat is transformed into energy and water.

+1 HIGH BODY WEIGHT

+1: Food requirement increases by 1

High Body Weight animals may take 🍖 from both commonly accessible Areas and from Savannahs.

To attack a High Body Weight animal, a Predator must also have High Body Weight.

> Giraffes (Giraffa camelopardalis) are one of the main attractions of the African Savannah. Long necks enable them to feed on high foliage inaccessible to smaller animals. Males stretch their necks to reach to the upper tier of leaves, while females lean slightly towards the middle tier. Giraffes have an excellent view of the area and are the first to notice any danger; this is why smaller herbivores prefer to graze close to giraffes. Only lions dare to attack adult giraffes, which can weigh up to a ton and effectively defend themselves with powerful kicks.

+2 PARASITE

Adverse trait

+2: Food requirement increases by 2

Parasite may only be added to another player's animal.

This trait does not cause any beneficial or adverse effect other than the higher food requirement.

At the end of the game, the Parasite trait scores 3 victory points for the animal's owner (1 point for the trait itself and 2 points for the higher food requirement).

> Parasitism is a widespread form of symbiosis (an interaction between two animals living in close physical association). The life cycle of nearly half of all animal species includes a parasitic stage. The mutual adaptation of the parasite and its host often results in a compromise: the harm caused by the parasite is not critical for the survival of the host. After all, the death of the host frequently leads to the death of the parasite.

NOCTURNAL

Nocturnal animals may take 🍖 from both commonly accessible Areas and from Caves.

To attack a Nocturnal animal, a Predator must also have Nocturnal.

> The sun sets, and nocturnal animals go out in search of food. Their excellent sense of smell, keen hearing, and even ultrasonic locators make nocturnal animals perfectly adapted to the lack of light. Species of the family Felidae can hunt both during the day and night. Cats' eyes have a special layer of reflective cells behind the retina. This adaptation allows light rays to pass through the photoreceptors twice, thus increasing their sensitivity. In addition, these reflected rays create the "glowing eyes" effect common to cats.

SWIMMING

Swimming animals may take 🍖 from both commonly accessible Areas and from Lakes.

To attack a Swimming animal, a Predator must also have Swimming.

A Predator with Swimming may only attack other animals with Swimming.

> Oceans are the cradle of life, and the greater part of evolutionary history has unfolded in ocean waters. Countless animal species spend their entire lives in the water. The hammerhead shark (Sphyrna zygaena) is a perfect example of an ocean creature. It inhabits depths of up to 200 m and is found from the equator to the northern seas. Its 360-degree vision, strong sense of smell, electro- and temperature-sensitive organs, well-developed social communication, and viviparity make the hammerhead shark ideally adapted to the aquatic environment.

MAIN TRAITS

BURROWING

A fed Burrowing 🦡 may not be attacked by a Predator.

A fed Burrowing animal may not be attacked by a Predator.

🌿 The Fat Tissue of a Burrowing animal may be either empty or filled – it does not affect whether the animal is fed or hungry.

> Soil is optimally suited for building a secure home. It is riddled with tunnels and passages: from tiny insect burrows to vast underground cities of large rodents. The burrow protects its inhabitants from predators, solar radiation, and temperature fluctuations. It is a convenient place to store food stocks and procreate. To transport large portions of food to the storage, rodents put grains into cheek pouches, special pockets in their mouths. These pouches are isolated from the salivary glands; as a result, the food does not get wet. A rodent's food stocks stored in its burrow may reach 50 times its own weight.

CAMOUFLAGE

To attack an 🦎 with Camouflage, a Predator must have Sharp Vision.

To attack a Camouflage animal, a Predator must have Sharp Vision.

🌿 Camouflage securely protects an animal from any Predator that does not have Sharp Vision. However, traits such as Pack Hunting or Detrimental Mutation enable the Predator to ignore Camouflage or another of the target's protective traits.

> Predators searching for prey rely primarily on their vision. Camouflage coloration enables animals to blend into the environment and is vitally important for many species. Some creatures have achieved perfection in the art of camouflage. The Madagascar flat-tailed gecko (Uroplatus fimbriatus) has a gnarled body with fringed folds of skin patterned by veins and spots that mimic the dried leaves of trees where this lizard lives. Furthermore, the intensity of the gecko's coloration changes from light brown during the day to dark brown at night.

COMMUNICATION

PAIRED TRAIT
When a Communication 🐾 takes 🍎 from an Area, its linked 🐾 also takes 🍎 from the same Area.

Paired trait

COOPERATION

PAIRED TRAIT
When a Cooperation 🐾 takes 🍎 from an Area, its linked 🐾 takes 🔵 from the supply.

Paired trait

COSMOPOLITAN

A Cosmopolitan 🐾 may take 🍎 or 🟢 from any Area.

+1 DETRIMENTAL MUTATION

Detrimental Mutation may only be added to another player's 🐾. When you select an 🐾 with Detrimental Mutation as the target for your Predator, you may ignore one of the target's traits until the end of the attack.

Adverse trait

When one of the animals linked by Communication takes 🍎 from an Area, the second animal also takes 🍎 from the same Area (if 🍎 remains on the Area).

🌿 If the second animal cannot take 🍎 from the same Area (for example, an animal without Nocturnal may not take 🍎 from Caves), then Communication has no effect.

🌿 Communication cards may sequentially connect several animals in a chain. In that case, each Communication card is resolved only once per player's turn (each animal only takes 1 🍎). If a chain is interrupted by any of its members (an animal is fed or may not access the Area), then the subsequent animals in the chain do not take 🍎 (see "Food chain" on pg. 9 in the rulebook).

When one of the animals linked by Cooperation takes 🍎 from an Area, the second animal takes 🔵 from the supply.

🌿 If two animals are linked together by both Cooperation and Communication, when one animal takes 🍎 from an Area, both traits are triggered simultaneously, and the player determines their resolution order.

Sometimes, different animal species cooperate in the procurement of food. When a greater honeyguide (Indicator indicator) discovers a colony of wild bees, its loud squawks attract the attention of stronger animals. The honey badger (Mellivora capensis) is one such animal, a fearless predator with dense fur and no fear of bee stings. It destroys the hive and eats both the larvae and honey. The bird then consumes the dead bees and wax combs. The honeyguide's intestines are home to unique bacteria that convert wax into easily digestible fatty acids.

An animal with Cosmopolitan may take 🍎 or 🟢 from any Area, including Areas accessible only to animals with certain traits (or no traits): Caves, Lakes, Savannahs, and Glaciers.

Humans have managed to adapt to a variety of living conditions and have colonized all continents. This has caused a drastic decline in the wildlife population and diversity. By contrast, synanthropic species able to live alongside humans have gained an enormous advantage. Omnivorousness, fertility, and simplicity are the main factors behind the evolutionary success of the gray rat, city pigeon, and German cockroach. The raccoon (Procyon lotor) has a good chance to join this company. Its intelligence, vitality, and mutual sympathy with Homo sapiens has resulted in rapid growth of its distribution range. The raccoon actively competes with local fauna, colonizes suburbs of large cities, and can be easily domesticated.

+1: Food requirement increases by 1

Detrimental Mutation may only be added to another player's animal.

When you select an animal with Detrimental Mutation as the target for your Predator, you may ignore one of the target's traits until the end of the attack. For example, you may choose to ignore a trait that prevents your Predator from attacking a target animal.

🌿 You may ignore **any** one trait of the target, such as High Body Weight (your Predator without High Body Weight can now attack), Repelling (the trait is not triggered), or Poisonous (your Predator survives after consuming the target).

🌿 You ignore one trait, not one card. For example, you may ignore both Partnership cards if they protect the target from both sides.

🌿 🟢 may not be ignored because it is not a trait.

Random mutations that occur in genomes of living organisms are the basis and essence of evolution. Sometimes they have positive effects, but in most cases, they are detrimental. For example, albinism (i.e. white coloration of skin coverings) is caused by an anomaly in the gene responsible for the synthesis of melanin. In warm areas, it is more difficult for albinos to escape from predators compared to others of the same species that have a variegated protective coloration. However, albinism becomes a useful trait in snowy regions, and its carriers retain this mutation.

Ants (Formicidae) are highly organized social insects and use dozens of pheromones (substances secreted by special glands) for information exchange. A foraging ant who has found food leaves chemical marks on its way back to the nest. Other ants follow its path adding their own pheromones. When the food source is exhausted, foraging ants start searching for new ones, and the smell on the old trail gradually dissipates. In addition, ants 'inform' each other about the quality of the discovered food by passing its pieces between each other.

HIBERNATION

At the beginning of the Extinction phase, you may discard Hibernation from a hungry animal to make it fed.

Hibernation may not be used in the last Epoch of the game.

- 🌿 At the beginning of the Extinction phase, Hibernation and filled Fat Tissue are triggered simultaneously, and the player determines their resolution order. If the player discards Hibernation, the animal will become fed, and it won't be necessary to spend the 🍖 from the Fat Tissue. On the other hand, if one 🍖 is sufficient to make the animal fed, it may be a better choice to save Hibernation for a harsher Epoch.

> Seasonal hibernation is a good way to survive through the cold season without spending much energy. The body temperature of large animals drops by 5-10° during hibernation. Their breathing and heart rate slows down, and their metabolism intensity decreases while the body uses fat reserves accumulated during the warm season. The brown bear (Ursus arctos) hibernates in dens built by protecting a hole with tree branches. Normally, the bear awakens in March, but dangerous situations can cause it to break its hibernation and be quickly ready to fight back.

HOOFED

When a Hoofed animal takes 🍖 from an Area, its owner may optionally return another 🍖 from the same Area to the supply.

- 🌿 When a Hoofed animal takes 🍖 from a Communication effect, its Hoofed trait is triggered.
- 🌿 When a Hoofed animal takes 🍖 to fill empty Fat Tissue, its Hoofed trait is triggered.

> Hoofed animals often migrate in large herds. Not only do they consume aboveground vegetation, but they also damage roots and tamp the soil with their hooves. As a result, grazing areas degrade, while rigid and thorny plants become dominant in previously-grassy communities. Over time, herbivores suffer from the lack of food, and their numbers can dwindle until the vegetation cover is restored. The population of large predators also fluctuates depending on the size of hoofed animal herds. These steady fluctuations have a period of roughly 10 years.

HORNED

When your Horned animal is attacked by a Predator, roll the die. If the roll is 5 or 6, the Horned animal survives, and the Predator immediately dies. The attack ends, and the rest of the target's protective traits have no effect,

- 🌿 You must roll the die even if your Horned animal is attacked by your own Predator.
- 🌿 If a Predator attacks a Horned animal and is killed, the Scavenger trait is triggered (the first Scavenger animal clockwise from the Predator takes 🔵 from the supply). It is possible for this to be the Horned animal itself.
- 🌿 If a Predator attacking a Horned animal is killed, place 🍖 on each Swamps Area.

> Horns are the most ancient active defense mechanism used by herbivores. Not only do the horns protect the most vulnerable place, an animal's neck, but can also inflict deadly injuries to an aggressor. Horns are especially efficient when combined with a large body mass. The African buffalo (Syncerus caffer) has poor eyesight and makes unpredictable movements. But with its considerable weight, this is not a problem for the buffalo — only for those around it. If a lion or hunter makes it angry, both opponents have equal chances of winning — the raging buffalo will fight to the end. The base of an adult buffalo's horns fuse together and form a solid bone shield that protects the head of the animal.

METAMORPHOSIS

Additional action

On your turn during the Feeding phase, you may use Metamorphosis as an additional action (see "Additional Action" on pg. 16 of the rulebook).

To use Metamorphosis, rotate its card and discard one of this animal's traits (except for adverse traits). Then add one trait from your hand to this animal. You may decide to add either the Main or Short trait.

- 🌿 You may use Metamorphosis even if you don't have cards in your hand or only have cards that cannot be added to this animal (duplicate traits). In these cases, no new traits are added.
- 🌿 Metamorphosis may not be used if the Metamorphosis card is already rotated.
- 🌿 You may discard the Metamorphosis card itself while resolving the card's effect.
- 🌿 Metamorphosis may not be used to discard adverse traits, such as Detrimental Mutation, Parasite, or Stasis.
- 🌿 If an animal with Stasis uses Metamorphosis, one of its traits is discarded, but no new traits are added from your hand.
- 🌿 If you discard a Fat Tissue card with 🍖, return the 🍖 to the supply.

see next page

- You may discard a rotated Carnivorous card and add another Carnivorous card from your hand. This new card is not rotated, and the animal may attack again during this Feeding phase (and even on this turn if the Additional Action was performed prior to the basic action).

- You may add a paired trait, linking this animal to its left or right neighbor. However, you may not change the order of animals in the row during the Feeding phase.

The life cycle of insects (and the majority of other invertebrates) include a larval stage. Most larvae differ drastically from the imagoes (adult insects) in their way of life. The primary purpose of a larva is to accumulate a sufficient supply of nutrients while staying in a protected place (most larvae have neither wings, nor long legs, nor a shell to protect themselves against predators). It takes several months of continuous feeding to achieve this goal. At a certain point, the larva's hormonal system triggers the metamorphosis: the larva pupates, and most of its organs are utilized to create the more complex parts of an adult insect's body.

PACK HUNTING

If you have more than one Predator when you select a target for your Predator with Pack Hunting, you may ignore one of the target's traits until the end of the attack.

Pack Hunting may only be used if the owner of the Predator with Pack Hunting also has another Predator (the additional Predator does not need to have Pack Hunting).

When you select a target for your Predator with Pack Hunting, you may ignore one of the target's traits until the end of the attack. For example, you may choose to ignore a trait that prevents your Predator from attacking a target animal.

- You may ignore **any** one trait of the target, such as High Body Weight (your Predator without High Body Weight can now attack), Repelling (the trait is not triggered), or Poisonous (your Predator survives after consuming the target).

- You ignore one trait, not one card. For example, you may ignore both Partnership cards if they protect the target from both sides.

- If the target has Detrimental Mutation, Pack Hunting allows you to ignore two of the target's traits.

- 🟢 may not be ignored because it is not a trait.

For a long time, spotted hyenas (Crocuta crocuta) were unfairly considered scavengers. Of course, they gladly consume animal remains, but the bulk of their food is procured through pack hunting. A pack of hyenas can exhaust and kill nearly any hoofed animal, and sometimes even an old lion or other predator. After catching the victim, each hyena acts individually, stuffing its stomach faster than other pack members.

PARTNERSHIP

PAIRED TRAIT
A Partnership 🌿 with fewer traits than its 'Partner' may not be attacked by a Predator.

Paired trait

An animal with Partnership that has less traits than its "Partner" may not be attacked by Predators.

The number of trait cards is counted, including paired traits. If both animals have an equal number of traits, Partnership has no effect.

- If several animals are sequentially linked by Partnership cards, each pair of animals is compared separately to determine which animal in the pair is protected. For example, an animal located between two other animals may be protected in one pair and unprotected in another pair, or be protected in both pairs, or have no protection (if it has more traits than both its neighbors).

- If an animal is protected by two Partnership cards, the Detrimental Mutation or Pack Hunting traits enable a Predator's owner to ignore the Partnership trait on both cards.

Being a huge vegetarian, the hippopotamus has formidable jaws and an irritable temper, making it better to have as a friend than an enemy. Many small birds safely live close to this large beast and consume insects that annoy the hippopotamus. The cattle egret (Bubulcus ibis) is a thriving species that capitalizes on Partnerships. Its diet includes not only zooparasites, but also invertebrates disturbed by large animals.

PIRACY

Additional action. Rotate Piracy and select another hungry 🌿. Move 1 🔴 or 🔵 from the 🌿 to the supply. Then place 🔵 on the 🌿 with Piracy.

Additional action

On your turn during the Feeding phase, you may use Piracy as an additional action (see "Additional Action" on pg. 16 of the rulebook).

To use Piracy, rotate its card and select any other **hungry** animal. Move 1 🔴 or 🔵 from the animal to the supply. Then place 🔵 from the supply on the animal with Piracy.

- An animal may only use Piracy if it is hungry or has empty Fat Tissue.

- Piracy may not be used if the Piracy card is already rotated.

- The use of Piracy is not an attack; therefore, protective traits and 🟢 cannot prevent its effect.

Shores of the northern seas are a true paradise for ichthyophagous birds. Dozens of species nest in rocks and wing their way through the air in search of prey. However, some of them are looking not for fish but for other birds who have already done the hard work of catching them. Their superiority in mass and speed enables such "piratic" birds to steal the catch from unsuspecting victims. The European herring gull (Larus argentatus), a large bird whose wingspan reaches 140 cm, is a typical kleptoparasite (pirate). Even though the European herring gull can masterfully catch fish in the sea and small rodents on land, it also likes to steal food from smaller birds.

POISONOUS

When a Poisonous 🐾 is consumed by a Predator, place the Poisonous card next to the Predator as a reminder. At the beginning of the Extinction phase, the Predator dies.
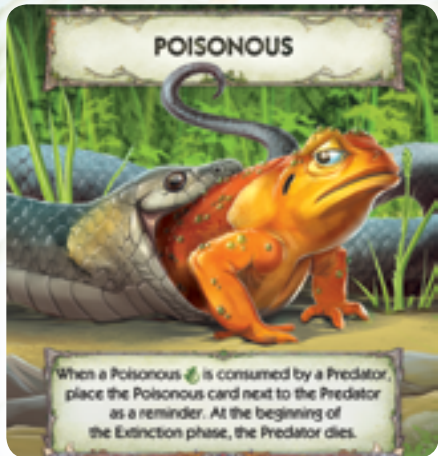
The Poisonous trait is triggered when a Predator consumes a target possessing this trait. When the attack is resolved, place the Poisonous card near the attacking Predator as a reminder (it is no longer considered a trait).

At the beginning of the Extinction phase, the Predator dies from consuming a poisonous animal. Discard the Poisonous card together with the Predator's animal card and all its traits. Place 🔴 on each Swamps Area.

🍃 The Poisonous trait is not triggered if the Poisonous animal wasn't fully consumed (Tail Loss).

🍃 A Predator who has consumed a Poisonous animal doesn't become Poisonous itself.

Even though a poisonous strategy results in the death of an individual, it still can be a successful survival strategy for the overall species. The population of predators is always lower than the population of their prey, meaning that the one-for-one exchange rate is disadvantageous for the predators. To prevent deadly incidents, poisonous animals often feature bright warning coloration or an offensive smell. Interestingly, many non-poisonous species infringe on the poisonous animals' copyright and copy this coloration in the hopes of being left alone by predators.

REPELLING

When your Repelling 🐾 is attacked by a Predator, you may discard the Repelling card and select any other suitable 🐾 on the table as a new target for the Predator. If there are no suitable targets, the attack ends.

When a Predator attacks an animal with Repelling, the target's owner may optionally discard Repelling to redirect the attack to a new target.

If used, the target's owner (not the owner of the Predator) selects any other suitable animal on the table as a new target for the Predator. The current target's owner doesn't need to consider whether the new target has Detrimental Mutation or if the Predator has Pack Hunting (these traits are only used by the Predator's owner). If there are no suitable targets (the Predator is unable to overcome the protective traits of other animals), the attack ends, and the Carnivorous card remains rotated.

🍃 If the Repelling resolution is successful, the animal's other protective traits cause no effect.

🍃 If the new target also uses Repelling, its owner may not select the animal that was initially attacked by the Predator. Repelling remains in effect until the end of the Predator's attack.

Some animals feature provocative, bright colorations. These adaptations are designed to tell predators that the animals are inedible, poisonous, or otherwise dangerous. The striped skunk (Mephitis mephitis) doesn't run away when a predator approaches. Instead, the skunk arches its back and lifts its tail. If the predator doesn't understand this warning, the skunk sprays it with a sharp-smelling secretion produced by special glands, which has an irritating effect. The liquid strikes the predator's eyes and temporarily disorients it, and the persistent smell can prevent the predator from hunting for a long time.

RUNNING

When your Running 🐾 is attacked by a Predator, roll the die. If the roll is 4, 5, or 6, the Running 🐾 survives, and the attack of the Predator ends.

When your Running animal is attacked by a Predator, roll the die. If the roll is 4, 5, or 6, the Running animal survives and the attack of the Predator ends.

🍃 The Predator's Carnivorous card remains rotated.

🍃 You must roll the die even if your Running animal is attacked by your own Predator.

🍃 If the Running resolution is successful, the animal's other protective traits have no effect.

Thomson's gazelle (Eudorcas thomsonii) is a small antelope featuring a memorable, bright coat pattern. Its beautiful horns cannot protect the gazelle against Predators, and this graceful animal relies on its high running speed (up to 80 km/h or 50 mph) and maneuverability. Leopards are faster than gazelles in a sprint, but they cannot keep up their top speed over long distances. As a result, the gazelle stands a chance to break away from the chase and hide.

SCAVENGER

When any 🐾 dies as a result of a Predator's attack, the closest 🐾 with Scavenger to the attacking Predator (in clockwise direction) takes 🍃.

If any animal on the table has Scavenger when an animal is killed as a result of a Predator's attack during the Feeding phase, the Scavenger trait is triggered. This happens when a Predator consumes an animal or if a Predator is killed by a target with Horned.

When Scavenger is triggered, the first hungry animal with Scavenger clockwise from the attacking Predator takes 🍃. All other animals with Scavenger do not take 🍃.

Tip: It's a good idea to place your animal with Scavenger to the left of your Predator during the Development phase.

🍃 An attacking Predator with the Scavenger trait can also take 🍃 if no other Scavengers are present in the game or if the other Scavengers cannot take more 🍃.

🍃 Scavenger is not triggered if the target uses Tail Loss because the animal is not consumed.

🍃 Scavenger is not triggered if an animal dies from the effect of Poisonous at the beginning of the Extinction phase.

After a feast of predators, only less nutritious wastes are left on the ground: bones, skin, etc. However, for Scavengers, such wastes are their main source of food. The griffon vulture (Gyps fulvus) has a powerful beak able to crush solid remains. The head and neck of the vulture have no feathers where putrefactive microorganisms could develop. Its large stomach and highly acidic digestive juice enable the Scavenger to dissolve and disinfect such foods. Sometimes, a vulture consumes so much carrion that it can no longer fly until the food has been digested.

SHARP VISION

Sharp Vision enables a Predator to attack an 🐾 with Camouflage.

+1 STASIS

Stasis may be added to either your 🐾 or another player's 🐾.
New traits may not be added to an 🐾 with Stasis.

TAIL LOSS

When your Tail Loss 🐾 is attacked by a Predator, your may discard one of its traits. Your 🐾 survives, and the Predator takes 🔵 instead of 🔵🔵.

TRANSPARENT

If there are no 🔴 or 🔵 on a Transparent 🐾, it may not be attacked by a Predator.

Sharp Vision enables a Predator to attack animals with Camouflage.

> Daytime birds of prey can accurately determine the distance to small objects and their relative positions. Their large eyes look forward to generate a stereoscopic image (binocular vision), and the characteristic feather 'eyebrows' protect their eyes against the sun's glare. The high density of optic receptors on their retinas ensures high resolution. The northern goshawk (Accipiter gentilis) can spot a small animal from a 1-km height. Interestingly, the eyes of herbivores typically look to the sides in order to view an entire panorama and promptly notice an approaching Predator.

Adverse trait

+1: Food requirement increases by 1

Stasis may be added to either your animal or another player's animal.

No new traits may be added to an animal with Stasis, including during the Development phase or by using Metamorphosis during the Feeding phase.

🍃 You may not add Detrimental Mutation or Parasite to an animal with Stasis.

> Beneficial adaptations can have a downside - even seemingly strong adaptations may restrict an animal's evolutionary capacity in other ways. The turtle shell is an extremely durable and heavy armor that has successfully protected these reptiles for two hundred million years. It allows swimming but makes it impossible to run fast, fly, or manipulate objects. A masterpiece of evolution often turns into a dead end, and drastic environmental changes can result in the extinction of overly specialized species.

When an animal with Tail Loss is attacked by a Predator, its owner may discard one of its trait cards. If so, the target animal survives, and the Predator takes 🔵 instead of 🔵🔵. The attack ends, and the Predator's Carnivorous card remains rotated.

🍃 If the Tail Loss resolution is successful, the animal's other protective traits cause no effect.

🍃 When Tail Loss is triggered, you may discard one trait possessed by the target, including adverse and paired traits, or even Tail Loss itself. Or you may discard a trait ignored by the Predator's owner via Detrimental Mutation or Pack Hunting.

🍃 Even though the Predator takes 🔵, the target animal is not consumed. Therefore, Scavenger and Poisonous traits are not triggered, and no 🔴 is placed on Swamps Areas.
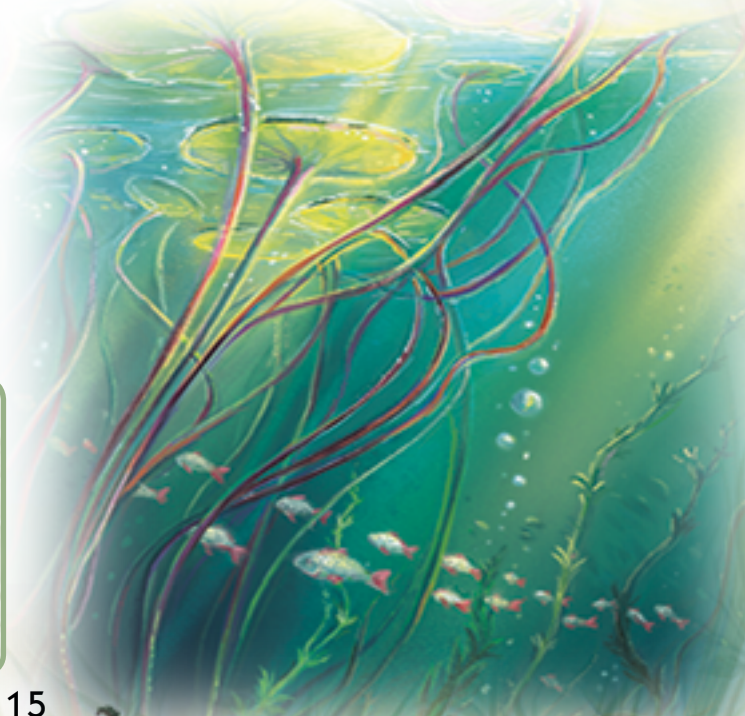
> The tail is the pride of any lizard. It serves as a fifth limb for climbing, a counterweight for fast running, a Fat Tissue reserve, and, of course, a decoration. A lizard who has lost its tail is... a surviving lizard! When a predator catches a lizard and sinks its claws into its bright tail, the only way to survive is to break the tail in the right place with a sharp muscle contraction and hide while the attacker swallows its little prey. Life goes on, and the lizard grows a new tail over time (although without vertebrae).

If there are no 🔴 or 🔵 tokens on a Transparent animal, it may not be attacked by a Predator.

🍃 The presence of 🟡 on a Fat Tissue card does not enable Predators to attack a Transparent animal.

> Lack of pigments can be a good disguise in an aquatic environment. Colorless tissues refract light rays only slightly more than the water that constitutes up to 90% of the animal's body mass. The ghostly contours of a jellyfish cannot be distinguished in eddies of sea currents, and the transparent sea creature may be recognized only by food it consumes.

VORACIOUS

When a Voracious Predator consumes a hungry 🐭, it takes 🔵 instead of 🔵🔵.
If a Voracious Predator only takes one 🔵 from an attack, return its Carnivorous card to the vertical position.

XYLOPHAGOUS

When a Xylophagous 🐛 takes 🟢 from an Area, it also takes 🔵 from the supply.
A Xylophagous 🐛 may have several 🟢.

The Voracious trait consists of two abilities.

1. When a Voracious Predator consumes a **hungry** animal, it takes 🔵 instead of 🔵🔵.

2. If a Voracious Predator only takes 🔵 from an attack, return its Carnivorous card to the vertical position. This enables the Voracious Predator to attack again in subsequent turns of this Feeding phase.

🌱 The second ability of the Voracious trait is also triggered when a Predator takes 🔵 as a result of a target's Tail Loss.

🌱 The second ability of the Voracious trait is not triggered when a Predator takes 🔵🔵 but must return 1 🔵 to the supply because it has become fed (and has no empty Fat Tissue).

🌱 When a Voracious Predator consumes a **fed** animal, it takes 🔵🔵 normally, and its Carnivorous card remains rotated.

When a Xylophagous animal takes 🟢 from an Area, it also takes 🔵 from the supply.

If a Xylophagous animal already has 🟢, it can take additional 🟢 in subsequent Feeding phase turns and takes 🔵 each time.

Larvae of longhorn beetles belonging to the large Cerambycidae family use dry and unhealthy trees as food sources and safe shelters. With its powerful jaws, the larva gnaws holes filled with wood dust. Because cellulose is difficult to digest (only 10-20% is absorbed), many longhorn beetles live in symbiosis with fungi that decompose cellulose and assimilate atmospheric nitrogen. These fungi inhabit the intestines of the larvae and grow on the powdered timber. Their mycelium is an easily digestible food for the longhorn beetle larvae.

Predators behave voraciously for various reasons. Because of their intense metabolism, shrews and moles must feed on small animals most of the day. Large reptiles like crocodiles and snakes can swallow a huge amount of food at once, and then endure a long starvation period. Animals that eat ants and termites en masse never consume other foods. The loggerhead shrike (Lanius ludovicianus), a small bird with a predatory appearance, hunts tirelessly and impales its prey on sharp tree branches as a food reserve.