

Prey vs Predator

Age: 8+

Players: 2-6

Time: 20-60 min

You are the leader of a community trying to gather animals to join you and compete to claim the title of “Greatest in the land.” Try to sway another team's animals to join you, while protecting those in your tribe. As time goes, predators will come and try to take your members away. Each leader will have to contribute points to defeat these enemies and try to claim them as trophies. Do you have the strength and courage to win the title of “Greatest in the land?”

Object: The object of the game is to score the most points by playing the strongest community of animals and claiming predators as your trophies.

Game play: The game will last for 10 rounds. 1 round consists of each player taking their turn, and ending with fighting a predator. The game ends after the final predator is fought.

Setup: First, choose which predators you will be using. There are birds, cats, and dogs, but you may mix them all together.

- Shuffle the predator deck of your choice and pull 10 cards out. Set them in a pile upside down by the draw pile. Return the rest to the box.
- Shuffle the prey deck and deal 5 cards to each player.
- Choose someone to start and give them the player 1 card.
- Turn order is clockwise direction.

Each Round:

On your turn:

1. You may play any number of actions from your hand (not battle actions).
2. Then end your turn by playing an animal into your community from your hand.

Fighting a predator: After each person has played their turn, you will move to the predator battle.

1. Reveal the top predator and determine the value required to defeat it.
2. Everyone chooses an animal from their hand to contribute.
3. Reveal your cards and add the total value together.
4. Play any 2nd animal battle actions (optional). These can be played in any order.
5. Resolve the battle and discard all played cards.
6. Play the predator action if applicable.

Determining the value of the Predator:

X is for the number of players. Multiply x by the number in front of it. Add or subtract from this value if applicable.

Ex: In a 3 player game, $2x + 1$ would be: 2 times 3 equals 6. Plus 1 equals 7. So the total value would be 7. $3x$ would be: 3 times 3 equals 9. In a 4 player game these examples would equal 9 and 12.

Resolve battle:

- If the value of the team's score is equal to or greater than the required value, the team wins and whoever contributed the most points takes the predator as their trophy. If there is a tie for the most, no one receives it. Return the predator to the box.
- If the value of the team's score is less than the required value, the team loses and the player that contributed the least amount of points discards 1 animal from their community. If there's a tie for the lowest contribution, each player in the tie discards 1 animal from their community. Return the predator to the box.

Post Battle: Some predators will give an action. The actions are a 1 time use, and must be done when acquired. Stop Actions may be used to prevent a predator action against you. Cards played during the battle get discarded before completing the predator action. After the battle has been resolved and action played, pass the player 1 token to the right and draw back up to 5 cards in any order. (if your hand is at 5 or more cards, do not draw more). If the last predator was played, do not draw more cards. Move on to the endgame scoring.

Collecting Sets: As the game progresses, you'll have the opportunity to collect animal sets. There are 3 of each animal in the prey deck. If you acquire all 3 of an animal in your community, it locks them in. No one is able to take them from your community. They also earn bonus points at the end. The chameleon is a type of prey that can be played like a wild card. It can be used on its own, or to complete a set. It may be moved anytime, ex. You receive the 3rd animal to complete the set. More than 1 chameleon may be used to complete a set. In any completed set, the chameleon stays 2 points. Sets with chameleons still receive bonus points. A complete set of the same chameleon earns extra bonus points.

Endgame scoring: As soon as the last predator is finished, you will count your scores. Keep any cards left in your hand. If there's a tie for first, they will be used to break the ties. First, determine who will receive bonus points. Whoever claimed the most predators receives 5 bonus points. If there's a tie for the most, no one gets the bonus. Whoever has the most animals in their community, not counting predators, receives 5 bonus points. If there's a tie for the most, no one gets the bonus. Each

complete set of animals receives 3 bonus points. If you have a complete set of the same chameleon, you get 8 bonus points. After determining bonuses, add up your points. The player with the most points wins and claims the title of “Greatest in the land.” If there's a tie, each tied player reveals 1 animal from their hand if any. The highest value wins. If still tied, continue revealing an animal until someone wins. If still tied, players share the title of “Greatest in the land.”

Here's a quick scoring reference:

1. Add the value of each animal in your community.
2. Add the value of each predator you won.
3. Add end game bonuses:
 - +3 for each complete set of animals. (not including a set of the same chameleons)
 - +5 for the most predators won. (if tied, no one receives it)
 - +5 for the largest community. (not including predators) (if tied, no one receives it)
 - +8 for a complete set of 3 of the same chameleons.

Card Details:

Animal Cards: Some animals have a battle effect. Only add the bonus effect in battle. The bonus effect does not count towards your score if played into your community.

Understanding the Card:



Animal cards:
 <-----Name of animal ----->
 <----- Picture of animal ----->
 Action if defeated ----->
 Value required to defeat ----->
 <----- Battle effect ----->
 <----- Point value/point symbol ----->
 <----- Player count ----->



Action cards:

- Stop Actions:
 - Stop Actions are only for actions played directly against you, not others.
 - You may play a Stop Action to block a Stop Action against you.
 - They may be played on predator actions against you.

- Battle Actions:
 - Battle Actions are only played during the predator battle.
 - The HIDE action is played instead of an animal but only revealed when animals are revealed.
 - If you play a HIDE, you cannot play a second animal battle action card or be picked to play a second battle animal.
 - You may only play a max of 2 animals in a battle.

- Actions:
 - Max of 2 animals can be played to end your turn.
 - Playing an animal as a result of an action does not count as ending your turn. Still play 1 animal from your hand (except to end your turn by playing 2 animals).
 - When Drawing 1 card for each player and distributing them, you look at the cards and decide who will get each card, including 1 for yourself.
 - If 2 actions are given on an action card, you may only do 1.

Clarifications and additional rules:

- Your community consists of animals you've played/acquired.
- If you claimed any predator cards, they cannot be removed from your community for any reason.
- If you have 0 animals to contribute to the battle, let everyone know that (unless you plan on using a HIDE card). Then your contribution is 0 points. You would lose the animal if the team loses to the predator.
- If you have an animal in your hand, you must play 1.
- If you have 0 animals to play on your turn, you may discard any number of cards from your hand and draw 1 for each card discarded. If discarding 0, still draw 1 card only. Your turn is immediately over. You may play actions before discarding and drawing. If you get an animal in your hand as a result of an action, you cannot discard and draw. You must play the animal.
- The discard pile is open for anyone to look through at any time.
- When someone gets picked to discard a card from their hand or their community, the chosen player chooses which card to discard.
- Animals in a complete set can never be stolen, but may be discarded if chosen by the player. Ex. 2 rabbits and a chameleon are the only 3 cards in Player A's community. No one can steal them, but if Player A contributes the least in the predator battle and the team loses, they may be picked to discard. They are free to be stolen after this point.

Quick Start:

1. Setup:

- Pull 10 predators.
- Deal 5 cards to each player.
- Choose someone to start.

2. Round:

- Take your turn.
 1. Play action cards.
 2. Play an animal.
- Fight a predator when everyone has played a turn.
 1. Reveal predator and determine value.
 2. Pick an animal from your hand and reveal at the same time.
 3. Resolve battle and discard played cards.
 - Win: most contributed claims predator.
 - Lose: least contributed discards an animal from their community.
- Rotate player 1.
- Draw up to 5.

3. Scoring:

- Animal points
- Predator points
- Endgame bonuses

4. Endgame bonuses:

- +3 for each set of 3 animals (not complete set of 3 same chameleons)
- +5 for most animals in community
- +5 for most predators won
- +8 for complete set of 3 same chameleons