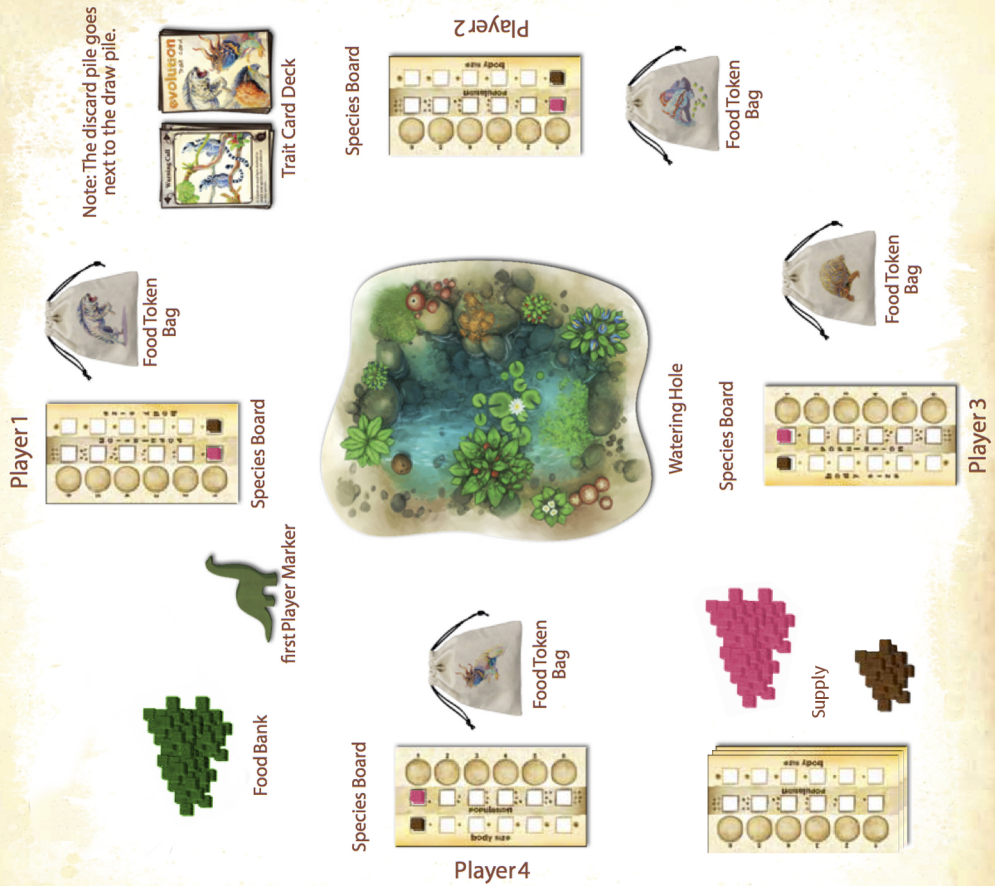


SET-UP

- Place one Species Board in front of each player.
- Place a Marker Cube on the "1" space of the Body Size track
- Place a Meat Cube on the "1" space of the Population track
- Place the Watering Hole Board in the center of the table.
- Place the Plant Cubes aside. This is the Food Bank.
- Place the Meat Cubes, extra Marker Cubes and extra Species Boards aside. This is the Supply.
- Give each player 1 Food Token Bag.
- Shuffle the deck of Trait Cards and place it face down on the table.
- Randomly determine the first player. Give this player the First Player Marker.



Pack Hunting

This species' Body Size is equal to its Population plus its Body Size when determining if it can attack another species. A species with a Population of 5 and a Body Size of 3 will have an effective Body Size of 8 when determining if it can attack another species.



Scavenger

Take 1 Meat Cube from the Supply anytime a species loses one or more Population after being attacked by a Carnivore. The Scavenger trait works as normal if it is on the attacking Carnivore (the Carnivore gets an extra food) or on the species that was attacked (the attacked species gets 1 food, but only after losing 1 Population).



Symbiosis

If you have a species to this species' right with a larger Body Size, this species cannot be attacked.



Warning Call

If you have a species to the right and/or left of a species with *Warning Call*, it/they cannot be attacked unless the Carnivore has *Ambush*. *Warning Call* does not protect the species that has the *Warning Call* trait.