

## PHASE 3: PLAY CARDS

Starting with the First Player, a player may play as many Trait Cards from his hand as he wants, or save them for the next round. There are four things a player can do (in any order) with each Trait Card when it is his turn:

### 1 Play a Trait

A player may place a Trait Card face-down above one of his species



A species may not have any duplicate Trait Cards and may not have more than 3 Trait Cards. A player may discard one or more Trait Cards from any of his species at this time.



### Defensive Herding

A species with *Defensive Herding* may not be attacked unless the attacking Carnivore has a greater Population.



### Fat Tissue

This species may continue to place food on the *Fat Tissue* trait card once it has taken food equal to its Population. The food stored on *Fat Tissue* may not be greater than the Body Size of this species. The food stored on *Fat Tissue* is neither Plant Food nor Meat Food - it is fat. Before the Food Cards are revealed, move the food tokens on *Fat Tissue* to this species without exceeding its Population. This does not trigger *Cooperation* or any other trait that triggers when a species "takes" food. Any food remaining on this card is placed in that player's Food Token Bag when the trait is discarded, the species goes extinct, or at the end of the game.



### Fertile

Before the Food Cards are revealed, this species gains 1 Population if there is food on the Watering Hole.



### Foraging

This species takes 1 additional Plant Food from the same source (Watering Hole or Food Bank) anytime it takes Plant Food (unless it does not have enough Population to take the additional food). *Foraging* can be triggered by other traits such as *Cooperation*, *Long Neck*, or *Intelligence*.



### Hard Shell

Add 4 to this species' Body Size when determining if a Carnivore can attack it. A species with Body Size 6 and *Hard Shell* will have an effective Body Size of 10. *Hard Shell* does not increase the amount of Meat Food that a Carnivore takes after an attack.