

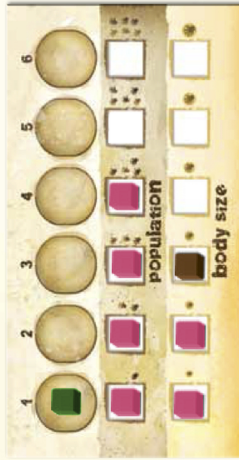
## 2. Feed Species

Beginning with the First Player and continuing clockwise, each player **must** feed one of their Hungry species. A species is Hungry if it has less food than its Population. When a species takes food, it is placed in the space above the Population track starting with the "1" Population space. Any food eaten will be worth 1 point at the end of the game.

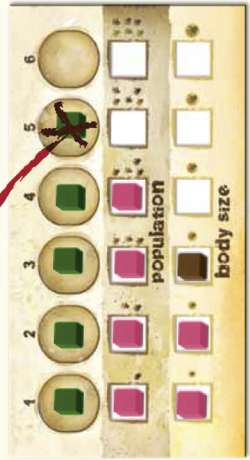


## Feeding Non-Carnivores

Take 1 Plant Food from the Watering Hole and place it onto the Species Board of the species you are feeding.



Some traits (*like Foraging*) may modify the amount of food that will be taken from the Watering Hole, but in no case can food be taken from the Watering Hole if it would give a species more food than its Population.



## Feeding Carnivores

Carnivores can **never** eat Plant Food, even with the help of traits such as *Long Neck* or *Cooperation*. They feed by attacking other species. A player may attack any species, including their own. Carnivores can continue to attack even if the Watering Hole runs out of Plant Food.

An attack can be made if:

- The Carnivore's Body Size is greater than the Body Size of the species being attacked.
- The Carnivore has the traits necessary to overcome the attacked species' defensive traits.

If the attack is successful:

- Take the rightmost Meat Cube from the Population track of the attacked species and place it on the attacking Carnivore's Species Board. If this reduces the attacked species' Population to below the amount of food already eaten, place the excess food in the attacked player's Food Token Bag. If this reduces its Population to 0, it goes Extinct. (*See Extinction*)
- Take all the Meat Cubes from the Body Size track of the attacked species and place them on the attacking Carnivore's Species Board. The player attacked then refills the Body Size track of the attacked species with Meat Cubes from the Supply up to that species' Marker Cube.



## Important Feeding Rules

- Non-Carnivores normally eat Plant Food, but they can also eat Meat Food with traits such as *Scavenger* or *Cooperation*. A Carnivore may **never** eat Plant Food.
- A species must eat if it is Hungry and there is food available. This means a Carnivore must eat a species with *Horns* if it is the only legal target.
- A species can **never** take more food than its Population.

## 3. End of Feeding

Feeding ends when all species have food equal to their Population, or when all Hungry species are no longer able to eat.

- If a species did not eat food equal to its Population, reduce its Population to the amount of food eaten. Return unfed Meat Cubes on the Population track to the Supply.
- If a species did not eat any food, it goes Extinct. (*See Extinction*)
- Each player places all of the food eaten by his species into his Food Token Bag.
- Any Plant Food remaining after all the species are fed stays on the Watering Hole for the next round.
- Any player with no surviving species gets a new species.
- Pass the Start Player Marker to the left.

