



Ambush

Allows a Carnivore to attack a species protected by the *Warning Call* trait.



Burrowing

This species may not be attacked by a Carnivore if it has food equal to its Population.



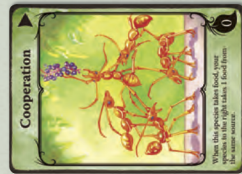
Carnivore

This species may attack another species during Feeding if its Body Size is greater than the Body Size of the species being attacked, and it has the traits necessary to overcome that species' defensive traits. Carnivores may never take Plant Food, even with other traits such as *Long Neck*, *Cooperation*, or *Foraging*.



Climbing

A species with *Climbing* may not be attacked unless the attacking Carnivore also has the *Climbing* trait.



Cooperation

Anytime this species takes food, if you have a species to the right of it, that species takes 1 food of the same type (Plant or Meat) from the same source (Watering Hole, Food Bank or Supply). This means *Cooperation* will get triggered by traits such as *Long Neck*, *Scavenger*, *Intelligence*, and even another *Cooperation* (but not *Fat Tissue*).



2 Create a New Species

A player may discard a Trait Card face up into the discard pile to get a new species. He takes a Species Board, Marker Cube and Meat Cube from the Supply, and places the Marker Cube at Body Size "1" and the Meat Cube at Population "1". The new species must be placed to the left or right of his existing species; they may not be placed between existing species.

3 Increase Body Size

A player may discard a Trait Card face-up into the discard pile to increase the Body Size of any one of their species by 1. Move that species' Marker Cube one space right and place a Meat Cube from the Supply on the space it vacated. A species cannot move its Marker beyond Body Size 6.

4 Increase Population

A player may discard a Trait Card face-up into the discard pile to increase the Population of any one of their species by 1. Place a Meat Cube from the Supply on the leftmost empty space of that species' Population track. A species cannot have more than 6 Cubes on its Population track.

Play passes to the left and the next player plays as many cards as he wants. When everyone has played cards, flip all of the played Trait Cards face-up.

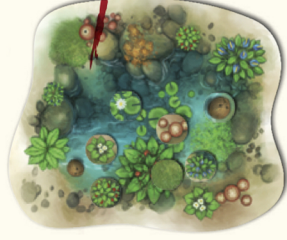
PHASE 4: FEEDING

1. Reveal the Food Cards

The First Player reveals the Food Cards on the Watering Hole, adds up the food numbers on these cards, and places that much Plant Food from the Food Bank onto the Watering Hole. If the total on the Food Cards is a negative number, remove that much Plant Food from the Watering Hole (if possible). The revealed Food Cards are placed face-up on the discard pile.



Food Bank



Watering Hole



Food Cards go into the face-up discard pile next to the Trait Deck



Trait Cards with a "green leafy border" have effects that might trigger before the Food Cards are revealed. Each player chooses the order in which these traits activate for their species if they have more than 1 of these cards in play.