

FIRST TURN

The game starts. Two players are playing: Alex (♠) and Dan (♣). Each has 6 cards in his hand. Alex makes the first move.

Development phase

♠ 1 ♣



Alex plays the first card as an animal (🐸).



Dan also plays the first card as an animal (🐸).

♠ 2 ♣

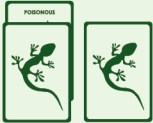


Alex adds a new trait Poisonous to his 🐸.



Dan plays the second card as 🐸.

♠ 3 ♣



Alex also plays the second 🐸.

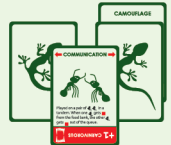


Dan plays the pairwise Communication trait onto both his 🐸🐸.

♠ 4 ♣

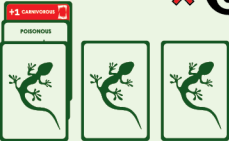


Alex adds a new trait Carnivorous to his poisonous 🐸.

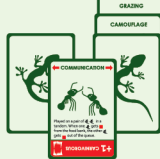


Dan adds the Camouflage trait to one of his 🐸, to defend it from the carnivore.

♠ 5 ♣



Alex puts the third 🐸 into game.



Dan adds Grazing trait to his camouflaged 🐸, to deprive the opponent of food.

♠ 6 ♣



Alex says "Pass", deciding to save one card for the next turn.



Dan adds the Fat Tissue trait to his 🐸, hoping to save food for the next turn.

Food Bank Determination Phase

Alex rolls a die. The roll is 4. This is a two-player game, so 2 should be added to the die result. Therefore, the food bank during this turn is **6 food tokens**.

♠ 4 + 2 = 6

Feeding Phase

Alex is the first to take ●. He puts it on one of his 毒.

Dan takes ●● for his 迷 (because they are Communicating). He uses the Grazing trait and destroys another ●.

Alex uses his Carnivorous animal to attack and eats one of Dan's 迷. The Carnivorous animal gets ●●.

Dan loses the eaten 迷, all its associated traits, and the ● obtained in the previous round.

Dan turns one of the ● into ●, filling the Fat Token trait of the surviving 迷, and destroys the second remaining ● with the Grazing trait.

Extinction and Acquisition of New Cards

There are no tokens left in the food bank. All animals that are not fed die.

Alex loses one of the ● which is not fed.

Dan's 迷 survives.

All food tokens except the fat tokens are removed from the deck. The players get new cards from the top of the deck, for a total of **1 + the number of surviving animals**. Alex gets **3** cards; Dan gets **2** cards.

The turn is now over. In the next turn Dan will make the first move in all phases.

Comment: in order to win, it is very important to play the right cards in the development phase and to distribute food properly in the feeding phase. Note that in this example, in the second round of the feeding phase, Alex could have taken the red food token for his second 迷, and could have used the Carnivorous trait in the third round. In that case all his animals would have been fed, and he would have had a tactical advantage by the end of the turn.