



Predation Rules (Condensed) verA.03

Go to <http://www.chimeforest.work/> for Beginner and Full Rules

How to Play:

What are creatures?

A creature is a pair of cards stacked slightly off set (see right). The bottom card is how good the creature is at finding food or eating other creatures; its attack, while the top card is how good it is at not being eaten; its defense. In the example, you can see the creature has an attack of two, and a defense of three.



Creatures can be categorized into tiers based on how powerful they are; on how high the sum of their cards are. Use the following chart to determine a creature's tier:

SUM	1-5	6-8	9-11	12-15	16-18	19-20
TIER	1	2	3	4	5	6

Setting up the game

First, separate the aces, 2s and 3s from the rest of the deck, and deal them out to the 2 players. If more than 2 players are playing, then refer to the optional rules section at the end of the booklet.

Each player then creates 2 creatures from these cards and puts the rest back into the deck. These creatures must be Tier 1 (sum of cards is less than 5). The creatures are placed face up in front of their owner. The deck is then shuffled and each player is dealt 5 cards. The oldest player goes first.

Turns

On your turn you take each of the following steps in order. The Draw, Feed, and End Turn steps are mandatory, all other steps are optional.

1. **Draw** 3 cards. If you reach the bottom of the pile, shuffle the discard pile and draw your remaining cards.
2. **Evolve** an existing creature, OR **Migrate** a new creature onto the table, OR play an **Environmental Card**.
 - **Evolving:** If you have a card in your hand which is one or two higher than a card on your side of the field, you may replace the card on the field with the one in your hand. The card from the creature is placed in the discard pile.
 - **Migrating:** You can create a new creature from 2 cards in your hand and place it in front of you. The new creature's Tier must be equal to, or lower than the Tier of your opponent's strongest creature.
 - **Environmental Cards** can change the game and the creatures in it. Environmental cards can be played either from your hand or from the field. See the Special Cards section for more information.
3. **Attack** an opponent's creature with one of yours. See the section on attacking for full details. You cannot attack on your first turn.
4. **Place** some cards from your hand, face down on the table in front of you. These can be used later to give your creatures a boost for survival. See Attacking, and Special Cards, for details. Once a card is placed it cannot go back into your hand, or be used to migrate a creature.

5. **Feed** your creatures by discarding a number of cards whose sum is equal to, or greater than the tier of the creatures on your side of the table. If a creature successfully attacked this turn, don't count it. You can discard facedown non-creature cards if needed. If you don't have enough cards, discard all of them and one of your creatures.
6. **End** turn, make a note of the combined Tier of all your creatures, and the same for your opponent's, and check for a winner. Flip the top card of any creatures who have attacked this turn.

Attacking

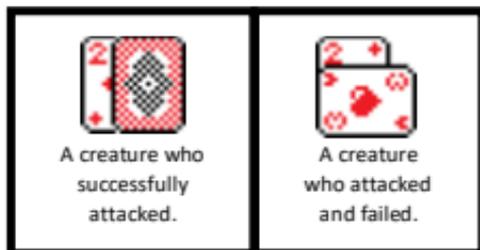
The fight for survival can be brutal and have many twisting turns. Attacking represents out competing another creature for a necessary resource and driving or eating them to extinction. Sometimes external forces can shift the balance.

The first thing you do in a fight is specify which creature you are attacking, and which creature you are attacking with. You may then play a numerical card to boost your attack.

In order to win; your creature's attack must be stronger than their defense. Once you declare an attack you cannot go back. Any of the following can change the outcome:

- **Trump:** The order of trump in Predation is Hearts>Clubs>Diamonds>Spades>Hearts. If the attacker's attack has trump over the defender's defense. It gets a +1 bonus to attack that creature. If the opposite is true, and if the attacker is unsuccessful, the attacker is discarded.
- **Special Cards:** The defender can flip a face down bonus card to affect the fight. You can then try to negate it with a bonus card of your own. If your card has a higher number, than the defenders card it negates it.

After the special cards have been played you determine who won the fight. If the attacker won, then the defending creature is discarded.



Each creature can only attack once per turn. You can only attack on your turn.

Special Cards

Environmental Cards – Modifiers

Queens, Jacks, and Aces are modifiers. When you play one of them, place it sideways under any creature. Modifier cards effect the creature it is under. See each card to see the effect. Each card can only have one modifier.



Environmental Cards – Non-Modifiers

Jokers and Kings are non-modifiers. When you play one of them do what the card says and then discard it.

Bonus Cards

Any card can be considered a Bonus Card. They Can be used to either boost a creature's defense, or negate another bonus card. Higher cards boost a larger amount, use the chart to determine the amount.

CARD	1-3	4-6	7-9	10+
BONUS	1	2	3	4

Winning: the goal of life.

You can win in one of several ways:

1. Clear the table of your opponent's creatures.
2. Have a creature who is Tier 6, and your opponent doesn't have a Tier 5 creature.
3. Have creatures whose combined Tier is greater than your opponent's combined Tier by 6 or more.

Optional Rules

More than 2 players (with one deck)

If you have more than two players then use the following chart to determine which cards you can make creatures out of at the beginning of the game, and what tier they can be.

Players	2	3	4
Cards	Ace to 3	Ace to 4	Ace to 5
Tier	1	2	3

Double Decker

Use 2 (or more) decks for twice the fun! This is especially useful for multiple players.

Controlled Universe

Remove the jokers from the deck. Face and Ace cards can only be used as Bonus cards.

No-Trump

No card suit trumps another suit. This helps make fights more predictable.