PREY

Play 6 tricks as predators and the prey that survive.

COMPONENTS

- **A** 48 Animal Cards *(12 each of in 4 suits)*
- **B** 8 Dice *(2 per player)*
- **C** 4 Score Cards

SETUP

1. Each player takes a **score card** and **2 dice** of the same color. Players place their score cards with the ◊ side up.

2. Each player **rolls** their dice and places them on their score card. Anyone who rolls doubles must roll again until they get 2 different numbers.

3. Shuffle the animal cards and deal each player a hand of **12.** Players should hold their cards with the darker **predator numbers** at the top. *With 3 players, deal a 4th hand of 12 and set it aside.*

4. The player with the **lowest total** on their dice is the **lead player** for the first trick. In a tie, the player with the lowest single die leads. If still tied, choose randomly.

HOW TO WIN

Each game round, you'll play a total of **12 tricks.** To score a **point** for the round, you need to win a number of tricks equal to one of the **goal numbers** on your dice. Score **2 points** to win the game!

GOAL NUMBERS

Start each round by rolling your dice to get 2 different goal numbers. You can win tricks equal to **either** number to score.

A goal number of **6** is special. If you have a 6, you can score by either winning **6 or 0** tricks (or your other goal number).

Round goal:
- *Win 2 tricks (1pt)*
- *Win 6 tricks (1pt)*
- *Win 0 tricks (1pt)*

PREDATORS & PREY

The first 6 tricks of the round are **predator** tricks. In each predator trick, all cards must be played as predators (using their darker predator numbers).

At the end of the 6th trick, all players **rotate** the cards left in their hand to show they've become **prey.** During the remaining 6 prey tricks, all cards must be played as prey.

PLAYING A TRICK

The current **lead player** starts the trick by playing any 1 of their cards. The **suit** they play is the **lead suit.**

Going clockwise, each other player must also play 1 card of the lead suit. If a player doesn't have the lead suit, they may instead play **any** card in their hand.


predator

prey

WINNING A TRICK

At the end of a **predator** trick, whoever played the card of the **lead suit** with the highest **predator** number wins. In a **prey** trick, whoever played the card of the **lead suit** with the highest **prey** number wins.

The winner places all cards in the trick in a facedown pile in front of themselves. Players keep each of their trick piles separate, to show how many they've won.

Example Predator Trick:

Player 1
leads bears

Player 2

Player 3
has no bears

Player 4
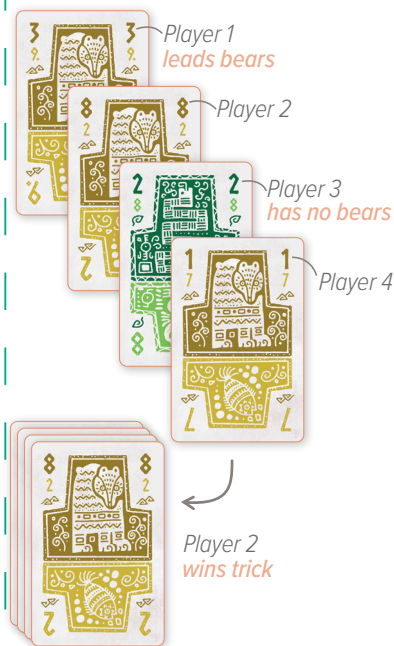
Player 2
wins trick

ROUND END

After the 12th trick of the round, everyone counts the tricks they claimed. Each player with a number of tricks **equal** to one of their **goal numbers** scores a **point.**

When a player scores their **1st point,** they flip their score card from ◊ to 1. When a player scores their **2nd point,** the game ends and they **win!** If multiple players win at the same time, they share the victory.

NEW ROUND

If no one has won at the end of a round, players reroll their goal numbers, then deal and play a new round. The player who won the last trick leads the first trick of the new round.