

Predation

Eat or Be Eaten! Ver0.3a-Full

Intro

Predation is a game about producing a creature who is most able to survive. You do this by pitting pairs of cards (called creatures) against each other. Wipe out your opponent's creatures or create the perfect creature to win!

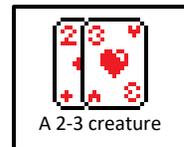
This game is meant to simulate the evolutionary arms race which species go through as they change and adapt to other creatures around them. As you play the game your creatures will evolve into more powerful creatures until one wins out!

How to Play

What are creatures?

Before we begin setting up the game, first you should know how creatures/organisms are represented in the game.

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.



When part of a creature, Aces count as 1.

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

As you can see, the example creature is a Tier 1 creature.

Now that you know what makes up a creature, and how to judge their power, let's get on with the game!

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** is how your creatures become stronger. 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. The new creature is considered a different species from the old creature. If it has a modifier card you may discard it. (See the Special Cards section to learn about modifying)
 - **Migrating** is when a new creature moves into the environment. 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. See the Special Cards section to learn about what each card can do. Environmental cards can be played either from your hand or from the field.
3. **Attack** an opponent's creature with one of yours. After all is said and done, if your creature's attack is higher than the other creature's defense (and your creature is still on the table), the defending creature's cards are placed in the discard pile. If a creature attacks, flip the top card over so show that it has attacked this turn. See the section on attacking for full details. You cannot attack on your first turn.
4. **Place** some cards in 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

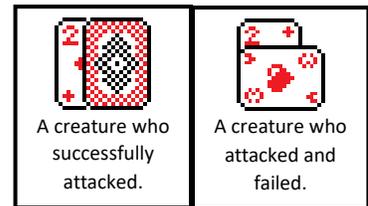
The fight for survival can be brutal and have many twisting turns. Attacking represents out competing another creature for a necessary resource and driving or eating them to extinction. Sometimes external forces can shift the balance.

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 card to affect the fight. You can then try to negate it with a special card of your own. If your card has a higher number, than the defenders card it negates it. See the next section on what special cards can do.

After the special cards have been played you determine who won the fight. If the attacker won, then the defending creature is discarded. To show that the creature has attacked this turn, flip the defense card over the attack card.

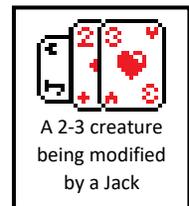


Each creature can only attack once per turn. You can only attack on your turn.

Special Cards

Special cards fall into 2 categories: Environmental, and Numerical. The main difference is that Environmental cards can be played outside of combat and they can have lasting effects. Environmental cards cannot be negated during a fight. All special cards which were used during a turn are discarded at the end of that turn, except for modifying cards. All special cards can be played face down on the field. When you play a special card which is could be an Environmental card, you must specify if you are playing it as a Numerical or an Environmental card.

Inside the Environmental Cards are a subgroup called Modifier Cards. These cards are placed sideways under creature cards (see right) and they modify the creature in some way. Modifications do not count toward a creature's Tier. Each creature can only have 1 Modifying Card at a time. If a new Modifier Card is applied to a creature, discard the old one.



Environmental Cards:

- **Joker, Major Disaster:** Each player discards all but one creature from their side of the field. Then gather up the discard pile, each player's hands and face down cards and reshuffle them back into the deck. The players then draw as many cards as were in their hands before. The Joker is removed from play.
- **King, Minor Disaster:** Each player discards a creature of the owner of this card's choosing.
- **Queen, Beneficiary:** Modifier Card. it gains a +1 to attack and defense. This does not count towards the creature's Tier.
- **Jack, Parasite:** Modifier Card. Same as the queen, but the creature receives a -1 to attack and defense.
- **Ace, Co-Evoluter:** Modifier Card. This creature can now stand in the place of a defending card during an attack, once per turn.

Numerical Cards, Can be used to either boost a creature's defense, or negate another numeric card. Higher cards boost a larger amount, use the chart to the right 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

These are optional rules which you can follow. You can use any combination of optional rules in conjunction with each other.

More than 2 players

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	2

Double Decker

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

Controlled Universe

This rule is good for beginners. Remove jokers from the deck. Environmental Cards do not exist in this game, everything is carefully monitored by an alien race to prevent any outliers. Face cards can still be used as numerical cards to boost attack and defense.

No-Trump

Another good rule for beginners. No card suit trumps another suit. This helps make fights more predictable.