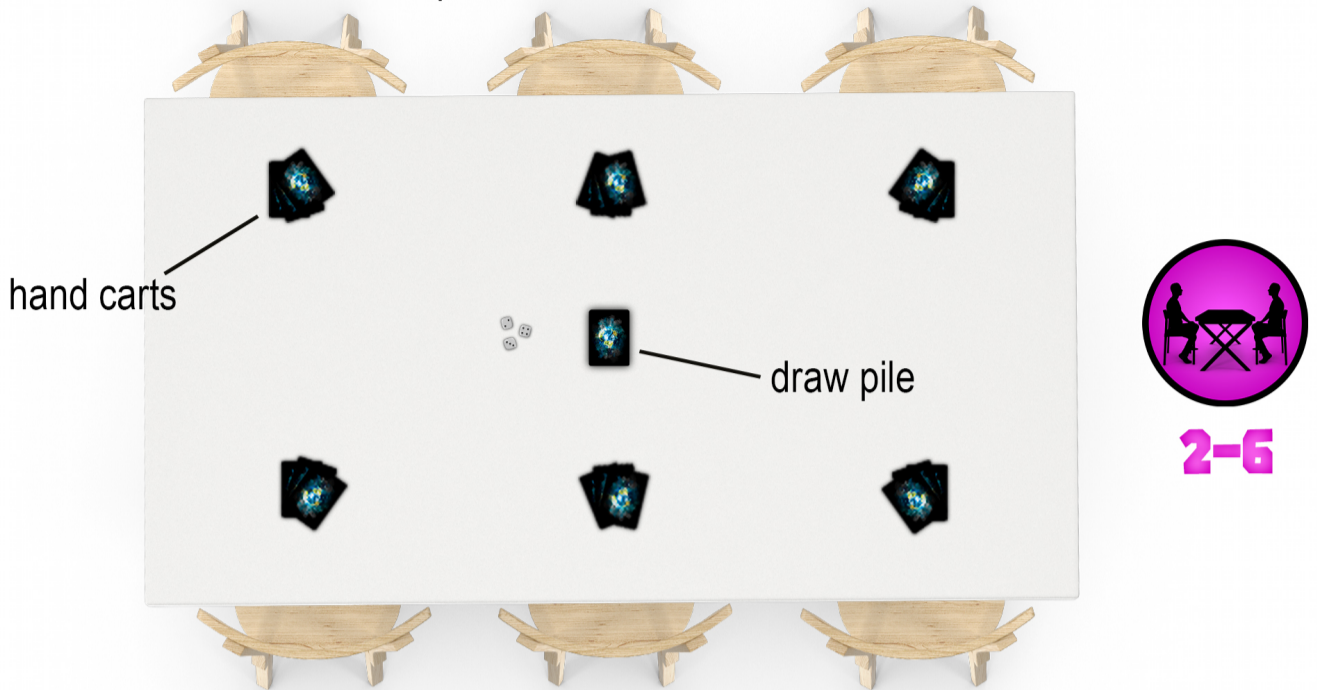All cards are shuffled. Each player receives **7** cards in hand. If only two players are playing, they each receive **9** cards in hand. The hand cards must **not be sorted** when picked up; they must remain in the order in which they were dealt. The rest of the cards are placed face **down** in the center as a draw pile.

hand carts

draw pile

2-6

The goal is to collect as many cards as possible and exchange them for points. The game is won by the first player to reach 10,000 points (this value can be adjusted if needed). The youngest player starts. Each turn, the player choses one out of the three possible actions: hunt, trump or poisoning.

Hunt:

The top **three** cards of the draw pile are revealed. The player whose turn it is now **chooses one** of the cards they want to catch.

POTATO BUG I   COMMON
1200   1.3CM
600   2600
6-17   +50%   18

GAUR I   EPIC
10'000   326CM
8600   53'600
10-14   +50%   10

RACCOON DOG I   RARE
4200   68CM
4400   177300
6-16   <30%   14

Afterward, they must roll **three** dice simultaneously.

WERT   WERT
6-9   +50%   14

3-18   →   = 9

If the **sum** of the three dice is **within** the range depicted on the card (dice symbol) the hunt has succeeded and the player may place the card at the **back of their hand pile**. The other two cards are placed face down back **under** the draw pile. If the hunt was not successful, all revealed cards are placed face down back **under** the draw pile.

Trump:

The player whose turn it is selects a quality (Health, Damage, Size, or Worth) from the **frontmost** card in their hand, reads it aloud, and places the card **face up** in front of them.

Health
Damage
Size
Worth

The other players also read the **same** quality from the front of **their** cards and place them face up in front of themselves.

Example:

Health was chosen:

COYOTE I — COMMON
Canis latrans
1700   110CM
1900   15'600
4-14   +50%
18

DEER FLY I — COMMON
Chrysops relictus
500   1.3CM
1100   2500
6-18   +50%
18

GRIZZLY BEAR I — EPIC
9600   247CM
10'000   47'200
11-15   +50%
10

HEDGEHOG I — LEGENDARY
Erinaceus
44'000   28CM
37'000   86'800
10-12   +50%
6

This player wins with 44'000 Health

If there is a **tie** between two or more cards, all players place the next card from their hand on top of the first card. The **same** quality is compared again, and a winner is determined. The winner claims **all** cards on the table. However, the losers who are not taking their turn can still try to **rescue** their cards. For this, each player can attempt to roll a number within their dice scale using three dice (same procedure as in the "Hunt" action). Before rolling, it must be **determined** which card this roll is intended to rescue. Cards that are rescued in this way are taken out of the game by their owner and placed at the **back** of the hand pile. The winner takes all remaining cards and places them at the **back** of their hand pile.

Bonus:
Each card has an animal **category** against which it is particularly effective (+50% symbol). If an **opponent's** card is of the category depicted on your card, your card's **quality** receives a boost of +50% (except for size, which always stays the same) against that opponent. This total is now compared and the player with the highest value wins this round.

If the player whose turn it is wins the trump round, they receive **200 points** additionally.

Poisoning: 💀

Each player draws a **random** card from the concealed hand pile of the player to their **right** and places it in front of themselves.

Depending on how dangerous/poisonous the **drawn** card is, you either lose or gain points

+ 1000 Points

- 500 Points

- 1000 Points

- 3000 Points

The drawn card is then placed under the draw pile.

After the turn is completed, the player to the right starts the next round.

Before their official turn, each player can exchange cards for points (see points table). The exchanged cards are placed under the draw pile, and the points are recorded on a notepad.

If a player has no more cards in their hand, they can immediately draw the top card from the draw pile and add it to their hand. If there are no more cards left in the draw pile, the player with no hand cards must skip turns until there are cards in the draw pile again.

Game Concept:
The game aims to reduce collecting obsession, promote community, and also teach something about animals. It offers various opportunities to exercise creativity and adjust the game rules according to one's preferences or even invent new elements.

Points Table:

By Color (Rarity):

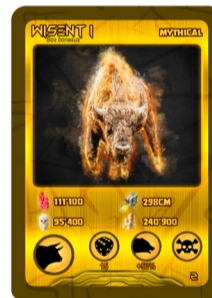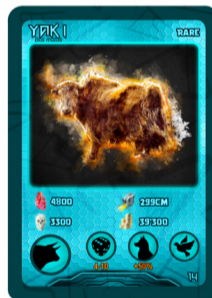| Num. Cards	Color (Rarity)	Points
9x		**3000**
7x		**3000**
5x		**3000**
2x		**2000**
1x		**3000**

Example:

= 5000 Points

Points Table 2:

By animal species:
This is only possible if there are at least **4 identical animal categories** or at least **2 identical animal species** (e.g. SWAN I and SWAN II).

1x	1x	1x	1x	1x	Number of Cards
TIERNAME COMMON	TIERNAME RARE	TIERNAME EPIC	TIERNAME LEGENDARY	TIERNAME MYTHICAL	Color (Rarity)
600	900	1200	2000	4000	Points

Example 1:

4x 🐂

HOCHLANDRIND I COMMON	BANTENG I RARE	YAK I RARE	WISENT I MYTHICAL

600 P. + 900 P. + 900 P. + 4000 P.

= 6400 Points

Example 2:

IGEL I LEGENDARY	IGEL II COMMON

2000 P. + 600 P.

= 2600 Points