

'lo Eats

Rules of Play

GOAL: to eat the most high value diet as determined by the game cards.

Set up: Separate the Extinct Prey deck from the other game cards. Shuffle and set to the side.

Shuffle all other game cards together and deal each player 8 cards. Set the remaining cards in the center to draw from and to deal from for continued rounds of play.

To begin play: Each player must select one card from their hand, placing it face down. Next, players pass their remaining cards to the player to their left. Each player turns their card face up before selecting a card from their new hand and passing their cards again to the left.

Play continues as players pick and pass their cards to their left in a circle.

The round is over when all cards have been played. Scoring happens after each round- see card guide for strategy and scoring. Three rounds complete a game to determine a winner.

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Card Guide

Invertebrate Cards: Invertebrates provide small doses of protein. Caterpillars, cockroaches, and praying mantises are worth simple points.

Introduced Birds: Introduced birds are found in human and forested environments. Myna Birds, zebra doves, japanese white eyes, cardinals, and chuckars are scored in multiples.

Introduced Mammals: The more quickly you eat rats, mice, and mongoose, the more you score. Rats are scored as a race to 10; points are rewarded for the most and second most mice eaten; and mongoose are scored competitively- points given for the most mongoose eaten and a penalty for zero mongoose eaten.

Native Birds: Native birds only occur in healthy forests, and they're worth a lot of points. Be careful, though, too many native birds will lose you points in this game: 3 honey creeper cards, lose 4 points; 2 nēnē chick cards, lose 6 points.

Action Cards: Follow the instructions on the brown action cards. Solo hunt cards are played to enhance scoring from eating invertebrates. Cooperative hunting allows you to scoop up a card from any player, but give them back something too. Scavenging allows you to eat more with less energy. Time warp cards give you access to another time and different prey.

Extinct Prey Deck: 'Io were here before people were here and they ate prehistoric birds too. Whenever you play a time warp card, play pauses in order for you to draw a card from the extinct prey deck.

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Level Up- Combinations

Residential 'Io: Play 4 introduced mammals and 4 introduced birds during one round of play to earn an extra 3 points. Challenge yourself to maintain your status for the following rounds of play. Earn 2 more points if you double down on residential 'io status.

Natural Areas 'Io: Play 4 invertebrates, 1 introduced mammal, and 3 native birds during one round of play to earn an extra 4 points. Challenge yourself to maintain your status for the following rounds of play. Earn 3 more points if you double down on natural areas 'io status.

Mating Season 'Io: Play 2 cooperative hunt cards, 3 introduced mammals, and 3 invertebrates during one round of play to earn an extra 4 points. Challenge yourself to maintain your status for the following rounds of play. Earn 3 more points if you double down on mating season 'io status.