



PREDATORS
AND PREY
AND

GAME COMPONENTS

Cards (48)

Capture Cards (10)

Turn Enhancers (14)

Instant actions (12)

Tiles (54)

Animals (15)

Effects (22)

Battle Tiles (16)

Call of the Wild (1)

“Capture” dice (d20)

Colored “battle” dice (4)

Rings (6)

Colored sliders (6)

Colored pawns (6)

IMPORTANT SYMBOLS



Attack

1 TIME USE

One Time Use



Health

MULTIPLE USE

Multi-Use



Capture



Call of the Wild

OVERVIEW & OBJECTIVE

Predators & Prey is played over two phases. The first is the Capture Phase, where players compete to both capture and equip the strongest animals to prepare them for the next phase, the Battle Phase. In this phase players take turns attacking each other and playing battle tiles in order to outlast the others in an all out anything goes animal Battle Royale.

SET-UP

RINGS, SLIDERS, PAWNS - Give each player a Game ring and a set of colored sliders as well as a pawn that matches the sliders.

TILES - The game actually has no board, instead a collection of tiles make up the board by laying the tiles facedown in a 4x5 grid. Before the tiles are shuffled and laid out find the tile marked “Call of the Wild”, and set it aside. Shuffle the tiles thoroughly. Finally shuffle the “Call of the Wild” tile in with the last 10 tiles and they are set. Then, lay them out in the grid with a stack ready to refill any that have been captured from the board.

ITEM CARDS - Shuffle the deck of cards and set off to the side of the board reachable for every player

DICE - There is one die (d20) that is used in both phases of the game.

GAMEPLAY

FINDING FIRST PLAYER

Have each player roll the die, whoever rolls the highest number will go first.

CAPTURE PHASE - Turn by turn

Each player has four **ACTIONS** to spend on their turn. They can use any action, as many times as they would like.

Here is what each action does...

DRAW - As an action select one card from the Item card deck. There are 3 different types of cards that can be drawn during this phase.

“**Turn enhancers**” are multiple use cards that are not discarded and will give you added options on your turn. Each player can have up to 3 Turn Enhancers, if you wish to play a new one after you have reached the limit, you may discard an existing one to replace it with the new one.

“**Action Cards**” are single use and thus discarded after played. These cards may be played on your turn to receive special actions or free actions specified by the card.

“**Nets**” are used to make it easier to capture animals for yourself, or used to make capture more difficult for an opponent.

GAMEPLAY CONTINUED

ACTIONS CONTINUED

MOVE - As an action you may move your pawn up to 3 spaces away either vertically or horizontally (you may not move diagonally)

FLIP - As an action you may flip any facedown card on the board

REMOVE - As an action you may remove up to 3 face up tiles and put them in a discard stack off to the side of the board.

CAPTURE - As an action you may take any face-up card that is either under your pawn, or one tile away horizontally or vertically. If there is an animal on the tile, you may attempt a capture roll by rolling the die (d20) and landing within the range of capture marked on the card. There are 4 different types of tiles that can be captured during this phase.

Animals - There are 15 total animals in the game. Each animal has 3 distinct characteristics. A base attack and health statistic, and a capture range.

Effects - There are 22 effects within the stack that are used to either raise your own animal's statistics, or lower the statistics of all other animals. Each player can have up to 3 unplayed effects in their hand. To O

GAMEPLAY CONTINUED

ACTIONS CONTINUED

play on an animal simply place it under the animal of your choice and adjust the stats affected. No effects can be played after the “Call of the Wild” has been flipped.

Battle Tiles - Battle tiles are collected in the Capture Phase to use in the Battle Phase of the game. These are the only thing you bring with you into the Battle Phase. Each tile has a specific action and clarifies when it should be played.

Call of the Wild - There is one Call of the Wild tile shuffled into the last 10 tiles in the stack. Immediately after this tile is flipped all players discard any unused effect tiles and all drawn cards and begin the Battle Phase. (Keep your battle tiles)

BATTLE PHASE

Round order - Each round in battle gives every player ONE opportunity to attack an opponent.

To decide which who strikes first, every player rolls the capture (d20) die. Who ever has the highest roll, will go first for that round. Each player follows in a clockwise fashion. After everyone has attacked, begin the next round by re-rolling the die to determine the new order.

GAMEPLAY CONTINUED

GAME END - If an animal's health reaches zero, they are out of the fight and cannot win the game. This will continue until there is one animal remaining, that animal is the champion!

Good luck, and may the odds be ever in your favor.



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