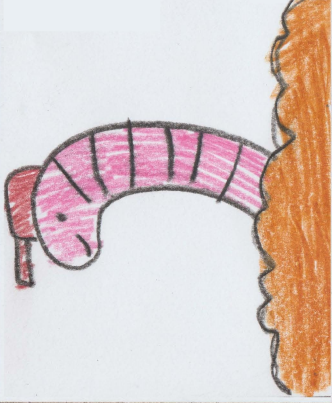




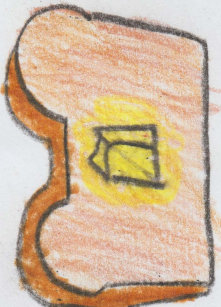



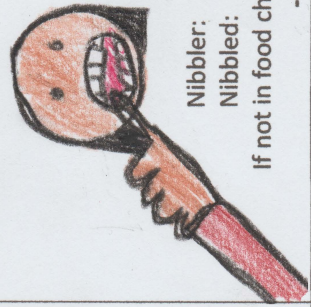
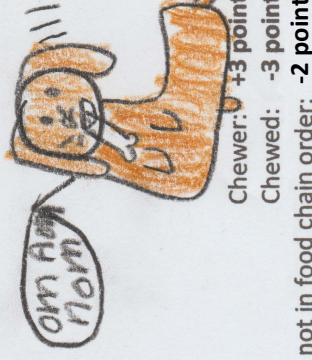





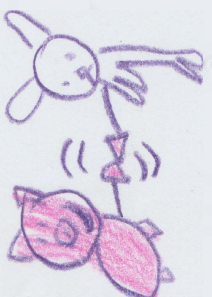
<b>Fred the Worm</b>  A pink and white striped worm with a red hat, crawling out of a hole in the ground.	<b>Lavender the Bird</b>  A brown bird with a long tail and yellow beak, standing on its feet.	<b>Wals the Cat</b>  A yellow and orange striped cat sitting down.	<b>Wofy the Dog</b>  A grey dog with its tongue sticking out.
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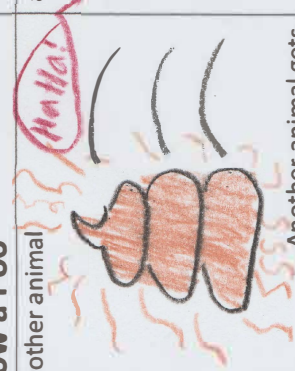

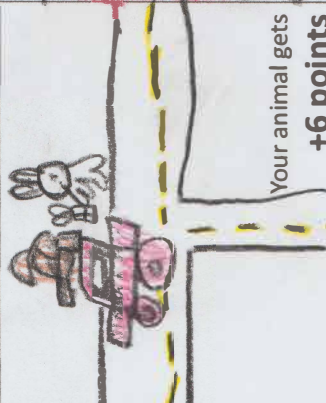
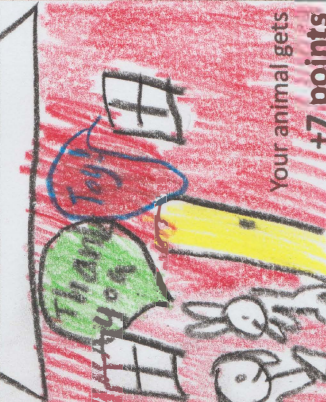
<b>Riri the Tiger</b>  A tiger with orange and black stripes, standing on its hind legs.	<b>Salmon the Lion</b>  A lion with a purple mane and orange body, holding a small object in its mouth.
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<p><b>Snack Card</b></p>  <p>Give another animal <b>+4 points.</b></p>	<p><b>Snack Card</b></p>  <p>Give another animal <b>+4 points.</b></p>	<p><b>Snack Card</b></p>  <p>Give another animal <b>+4 points.</b></p>	<p><b>Snack Card</b></p>  <p>Give another animal <b>+4 points.</b></p>
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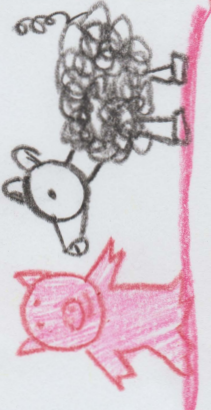



<p><b>Snack Card</b></p>  <p>Give another animal <b>+4 points.</b></p>	<p><b>Fall Asleep Card</b></p>  <p>Skip a turn.</p>	<p><b>Pot Luck Card</b></p>  <p>All animals get <b>+7 points</b></p>	<p><b>Monster Attack! Card</b></p>  <p>All animals get <b>-7 points</b></p>
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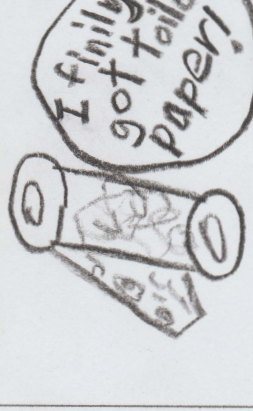
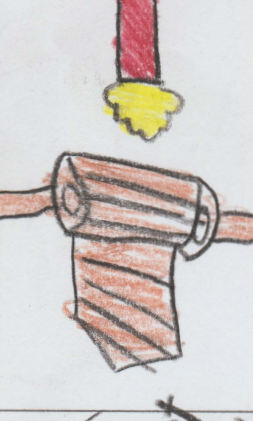

<p><b>Nibbling Card</b></p>  <p>Nibbler: <b>+2 points</b> Nibbled: <b>-2 points</b> If not in food chain order: <b>-1 points</b></p>	<p><b>Nibbling Card</b></p>  <p>Nibbler: <b>+2 points</b> Nibbled: <b>-2 points</b> If not in food chain order: <b>-1 points</b></p>	<p><b>Chewing Card</b></p>  <p>Chewer: <b>+3 points</b> Chewed: <b>-3 points</b> If not in food chain order: <b>-2 points</b></p>	<p><b>Chewing Card</b></p>  <p>Chewer: <b>+3 points</b> Chewed: <b>-3 points</b> If not in food chain order: <b>-2 points</b></p>
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<p><b>Big Bite Card</b></p>  <p>Biter: <b>+4 points</b>        Bitten: <b>-4 points</b>        If not in food chain order: <b>-3 points</b></p>	<p><b>Virus Card</b></p>  <p>Everybody gets <b>-9 points</b></p>	<p><b>Friend Card</b></p>  <p>Your animal and friend get <b>+7 points.</b></p>	
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<p><b>Throw a Poo</b> at another animal</p>  <p>Another animal gets <b>-5 points</b></p>	<p><b>Throw a Big Poo</b> at another animal</p>  <p>Another animal gets <b>-8 points</b></p>	<p><b>Curbside Pickup Card</b></p>  <p>Your animal gets <b>+6 points</b></p>	<p><b>Door Delivery Card</b></p>  <p>Your animal gets <b>+7 points</b></p>
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<p><b>Animal Police Card</b></p>  <p>Stop the Thief Card or the Dance Party Card.</p>	<p><b>Thief Card</b></p>  <p>Steal a Yellow Card from another animal.</p>	<p><b>Fight the Virus Card</b></p>  <p>Protect your animal from the virus.</p>	<p><b>Magical Card</b></p>  <p>Switch animals with another player.</p>
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<p><b>Dance Party card</b></p>  <p>Switch point values with another player.</p>	<p><b>Science card</b></p>  <p>Stop the Magical Card.</p>	<p><b>Thief Card</b></p>  <p>Steal a Yellow Card from another animal.</p>	<p><b>Shelter in Place Card</b></p>  <p>Stop the Dance Party Card or Virus Card</p>
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<p><b>Kung Fu Card</b></p>  <p>Stop the Monster Card or any of the Nibbling, Chewing, or Big Bite Cards.</p>	<p><b>Toilet Paper Card</b></p>  <p>Stop any of the Throw Poo Cards.</p>	<p><b>Toilet Paper Card</b></p>  <p>Stop any of the Throw Poo Cards.</p>	<p><b>Kung Fu Card</b></p>  <p>Stop the Monster Card or any of the Nibbling, Chewing, or Big Bite Cards.</p>
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## Instructions

There is a significant amount of math in this game. Each player should prepare a paper and pencil to count their own score as they play.

To start, take as many **Animal Cards** as there are players. Take the cards in order from the lowest position on the Food Chain and moving up. For example, if there are four players, select **Worm**, **Bird**, **Cat**, and **Dog**. Then, shuffle these **Animal Cards** and have each player randomly take one of them. Each animal begins with 20 points.

Next, shuffle the Game Cards and place the pile in the center of the players. The youngest player goes first by taking a card from the top of the pile. The game proceeds in a counterclockwise circle after each player's turn. The game ends after all the cards in the pile have been used. The player with the most points at the end wins.

There are two kinds of Game Cards: Plain Cards and **Yellow Cards**. **Yellow Cards** have their titles highlighted in yellow.

If the player picks up a Plain Card, then their animal and any other animals indicated on the card must play the action described. For example, if a player picks up the Throw a Poo Card, the player selects one other player who must subtract Five Points from their score, because the animal had poo thrown on them. After the turn, the Plain Card goes to a discard pile. Actions are explained below.

If the player picks up a **Yellow Card**, then their animal may do one of three things: (1.) do the action described immediately, (2.) wait until their later turn to use the card, or (3.) hold the card until a

related event from another card happens. For example, if another player picks up the Monster Attack! Card, any player with the **Kung Fu Card** may use it to block the Monster attack, even though it is not that player's turn. All other players must subtract Seven Points from their scores. Once any card is used, it is placed into the discard pile.

When it is their turn, a player may either use a **Yellow Card** that they picked up earlier or take a new card. Players do not show their own **Yellow Cards** to other players until the cards are used.

Players should calculate and record their own points each time their own animal's score changes. After all the Game Cards are taken or discarded, the player with the highest score wins. If an animal loses all its points before the game ends, the player may pick up a new **Animal Card** and start over with 20 Points.

There are nineteen Plain Cards.

If a player takes a Snack Card from the pile, they must give 4 Points as a gift to another animal of their choice. (There are five of these cards.)

The Nibbling Cards, Chewing Cards, and Big Bite Card all relate to the Animal Food Chain, which moves upward in a circle from Worm to Bird, to Cat, to Dog, to Tiger, to Lion, and then back to Worm. If a player gets one of these three cards, then they select a second player's animal to nibble, chew, or bite. If the second player's animal is directly below the card-holder's animal on the food chain, then the first player receives the amount of points marked "Nibbler", "Chewer", or "Biter" on the card, while the second player loses the amount of points marked "Nibbled", "Chewed", or "Bitten". If the second player's animal is not directly below on the

food chain, then the second player loses 1, 2, or 3 Points, depending on the card, while the first player does not gain any points. (There are five of these cards.)

Here are the remaining Plain Card instructions (one card each):

Fall Asleep Card: the player loses a turn.

Potluck Card: all animals gain 7 Points.

Monster Attack! Card: all animals lose 7 Points except for any animal that uses a **Kung Fu Card**.

Virus Card: all animals lose 9 Points except for any animal that uses a **Fight the Virus Card** or a **Shelter in Place Card**.

Friend Card: the player's animal and one other animal of their choice both gain 7 Points.

Throw a Poo Card and Throw a Big Poo Card: these cards cause another animal of their choice to lose 5 Points or 8 Points, respectively, unless the other animal uses a **Toilet Paper Card**.

**Curbside Pickup Card** and **Door Delivery Card**: these cards cause a player's animal to gain 6 Points or 7 Points, respectively.

Here are the **Yellow Card** instructions:

**Thief Card** (there are two of these): this card allows the player to steal one random **Yellow Card** from another animal, unless the other player has and uses the **Animal Police Card**. Discard after use.

**Animal Police Card** (one card): if a player has this card and another player attempts to use the **Dance Party Card** or a **Thief Card** on them, the first player must say that they have the **Animal Police Card** and show it. This stops the Dance Party or the Thief, then the cards are placed on the discard pile.

**Toilet Paper Card** (two cards): use to prevent the Throw a Poo Card or Throw a Big Poo Card. Discard after use.

**Fight the Virus Card** (one card): use to protect the animal from the effect of the Virus Card.

**Magical Card** (one card): use to switch the player's **Animal Card** with any other player. Each player's current score does not change.

**Science Card** (one card): use to stop the **Magical Card**.

**Dance Party Card** (one card): use to switch the player's current score with any other player's current score.

**Shelter in Place Card** (one card): use to prevent the effect of either the Virus Card or the **Dance Party Card**.

**Kung Fu Card** (two cards): use to prevent the Monster Attack! Card or one of the Nibbling, Chewing or Big Bite Cards.