

A

SETUP

1. Shuffle the prey and predator ID cards separately and deal one of each to each player.



2. Shuffle the special cards and deal 3 to each player.



3. Place the 5 predator cards side by side in the center of the table.

4. Shuffle the prey cards and reveal the top 3 above the predator cards. The remaining cards are placed face-down, to make a draw pile.

5. Place the cub tokens near the playing area.



6. The first player is the one who best makes an animal noise.

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OBJECTIVE

Each player is the **secret keeper** of a predator and a species of prey. Your objective is to protect the prey of your species so that they survive as well as to feed your predator with prey of other species. During the game, scores are **always changing**, but as soon as someone has **9 points during his turn**, the game ends and he is declared the winner.

Each **prey or cub** being hunted by your predator: **1 point**

Each surviving **prey or cub** of your species: **1 point**

THE WOODS

The game is divided in **5 vertical columns**, each of which belongs to a different predator. During the game, prey will be played on one of the available columns, forming **horizontal lines**. The predator at the top of each column is trying to hunt down all prey below it.





PREDATORS

Predators are always hunting prey on their own column, as far as their **hunger** allows. Every predator is hunting up to 4 🍌 from prey directly below it. If a predator is not **hungry** enough to hunt an **entire prey**, the prey is surviving, as are all prey below it.



3 🍌

2 🍌

1 🍌

Prey are **never actually eaten** by the predator, their **status** change depending on their position: **hunted** or **surviving** (giving points to the predator or prey keeper).

PREY

Prey can be of one of 5 different species, two genders (♂ or ♀) and from 1 to 3 (🍌).

SPECIALS

Unlike prey, these cards are played directly from a player's hand and have special rules and effects.

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PLAYER'S TURN

Turns are played clockwise. During his turn, a player performs one of the following actions:



**TAKE A REVEALED PREY
CARD OR THE TOP ONE
FROM THE DRAW PILE
AND PLAY IT IN A COLUMN**

OR

**PLAY ONE OF HIS
SPECIAL CARDS,
ACTIVATING ITS
EFFECT.**

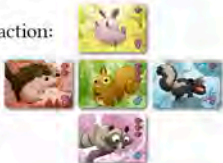
When playing a revealed prey card, replenish its space with a new one from the draw pile.

INTERACTION

When a prey is played adjacent (orthogonal) to another prey of the same species, they interact. Every possible interaction is mandatory. The turn player chooses the order in which they occur.

There are 2 types of interaction:
Mating and Fighting

Note: The far most card to the right is adjacent to the far most card to the left.



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MATING

Whenever 2 prey of the **same species** and of **different genders** are adjacent, they mate. Place a cub token on one of the 2 cards.



Cubs have: 0 

FIGHTING

Whenever 2 prey of the **same species** and **same gender** are adjacent, they fight over territory. When this happens, the prey that was originally in game is discarded along with any cubs on it. **Whenever a card is discarded, the bottom cards are pushed to the top to fill the empty space.**

CHAIN REACTIONS

Whenever an interaction is possible, it will happen, even if it is caused by a previous interaction or the effect of a special card.

Eg: A fight over territory discards a male squirrel, leaving the new squirrel adjacent to a female squirrel, which activates a mating.

F

END OF THE GAME

Players are **always** checking their score, adding up the points of their **surviving** prey and of the ones **hunted** by their predator. As soon as a player has **9 points** during his **turn**, he wins the game! If the draw pile runs out, the **game ends immediately** and the player with the highest score wins! In the event of a tie, the player closer to the turn player wins the game.



CREDITS

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Manufacturing

Game Maker



Questions about the game? Check our FAQ
in www.tgmeditora.com.br/emboscados