

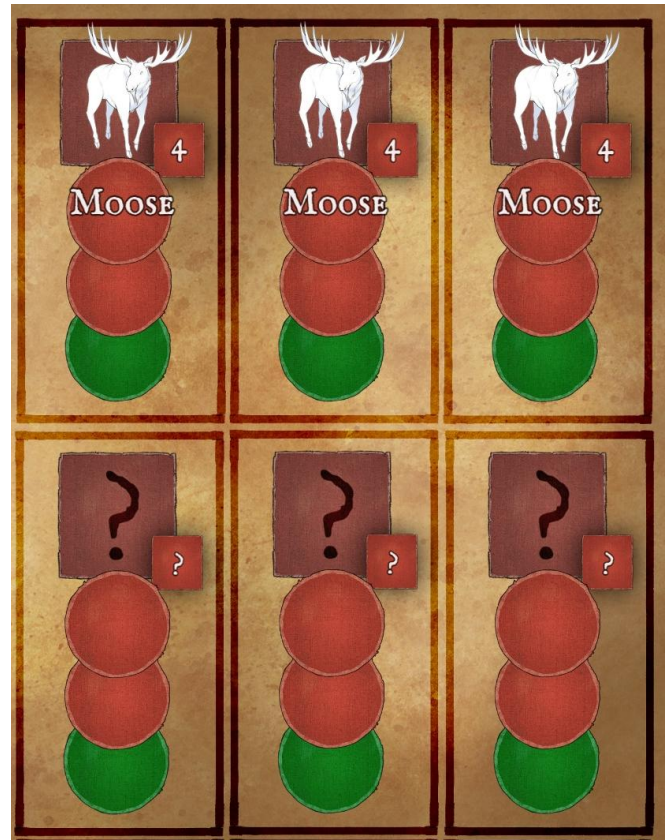
# Creature Cards

## Mystery Creature Cards vs Known Creature Cards

When a player has not met or discovered a creature before, the cards with Mystery Creature Cards should be used. This mimics animals needing to learn by experience what scents are associated with what creature.

Once three cards with matching scent patterns have been revealed and matched, several things may occur:

- Players are immediately shown the Known Creature Cards. However, they have not completely unlocked the ability to always play with the Known Creature Cards.
- Players are told what kind of creature they've found. These are specific to the creature the Bixis are playing. For example, a Moose is a "Good Food" for a Red Wolf, but may be a "Favorable Food" for a Hunched Wolf.
- Players gain or lose Food Points according to the creature discovered and matched. (See the 6 card types to learn about the results).
- Players must win the game in order to fully unlock a creature and use its Known Creature Cards the next time Saigim is played.
- If they lose a game, the players go back to using the Mystery Creature Cards for any discovered Scent Pattern during that game.
- If Known Creature Cards were unlocked in a game previous to this one, Bixis do not lose access to it when a future game is lost. Only creature cards revealed in that lost game should return to Mystery Creature Cards.



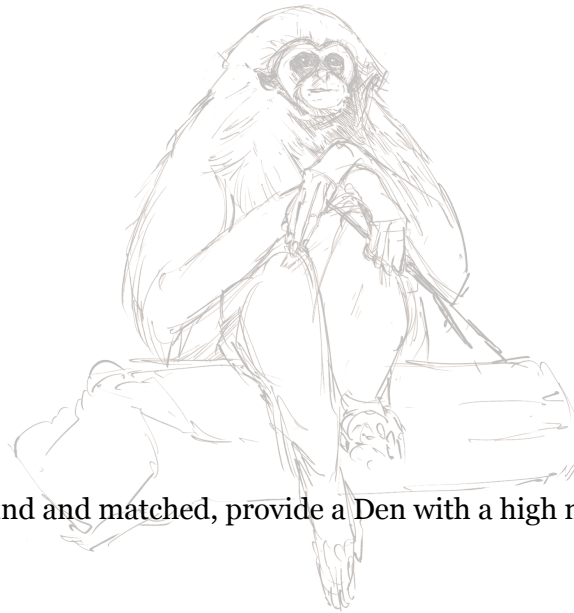
## Known Creature Cards Continue to the Next Saigim Game

The next time the game begins, players can play with the Known Creature Cards to show they are now familiar with the scent. If players that have revealed a creature play with a player that does not have the scent unlocked, they can play with the creature revealed.

# Creature Card Types

There are 6 types of creature cards.

1. Favorable Food
2. Good Food
3. Scavenged Food
4. Nuisances
5. Competitors
6. Predators



## Favorable Food

Favorable Food are cards that, once found and matched, provide a Den with a high number of Food Points.

## Food Points

The number of Food Points gained from a Favorable Food is equal to the number in the Favorable Food's Point Box. The number is only revealed to players once they know the creature.



Point Box

## What to Do When a Favorable Food is Matched

The Favorable Food varies from creature to creature. Refer to the Player Cards to see what the Favorable Food is for the creature being played.

1. When a match has been revealed and matched, then the Food Point number is revealed to the players.
2. All three Creature Cards will show the number of Food Points, but these should not be added together. For example, the Reindeer provides 3 Food Points, not 9, even though all three cards show the number 3.
3. Favorable Food must be removed from the play area to show it has been taken to the Den.

## **Good Food**

Good Food represents food that will provide a good amount of energy to the Den, but it is not the most nutritious or desirable food for the creature being played.

### **Food Points**

The number of Food Points earned from a Good Food source is equal to that source's Point Box number minus 1. The minimum Food Point earned from a Good Food source is 1.

### **What to Do When a Good Food is Matched**

The Good Food varies from creature to creature. Refer to the Player Cards to see what the Good Food is for the creature being played.

1. Make the Good Food Point calculation.
2. When a match has been revealed, matched, and Food Points calculated, then the Food Point number is revealed to the players.
3. Good Food must be removed from the play area to show it has been taken to the Den.

## **Scavenged Food**

Scavenged Food is food that sustains but provides the bare minimum of nutrition for the creature being played.

### **Food Points**

The number of Food Points earned from a Scavenged Food source is equal to that source's Point Box number minus 2. The minimum Food Points earned from a Scavenged Food source is 0.

### **What to Do When a Scavenged Food is Matched**

The Scavenged Food varies from creature to creature. Refer to the Player Cards to see what the Scavenged Food is for the creature being played.

1. Make the Scavenged Food Point calculation.
2. When a match has been revealed, matched, and Food Points calculated, then the Food Point number is revealed to the players.
3. Scavenged Food must be removed from the play area to show it has been taken to the Den.

## **Nuisances**

Nuisance Creatures Cards represent creatures that share some of the same food preferences as the creature being played, but do not share the same Favorable Food.

## Food Points

When a Nuisance creature is revealed and matched, it will **subtract** 1 Den Food Point from your current total.

### What to Do When a Nuisance is Matched

The Nuisances vary from creature to creature. Refer to the Player Cards to see what the Scavenged Food is for the creature being played.

1. When a match has been revealed and matched, then the Food Point effect of a Nuisance is revealed to the players.
2. Nuisance cards can be removed from the play area, if that is allowed by the Light and Dark Guardians. If they are not removed, they must be flipped back over at the end of that player's turn.

Keeping a Nuisance in play rather than removing it shows that Nuisances, though annoying and troublesome, are necessary for ecosystem balance.

## Competitors

Competitor Creatures Cards represent creatures that share the same Favorable Food as you and so make it harder for animals to acquire the food they need most.

### Food Points

When a Competitor creature is revealed and matched, it will **subtract** 1 Food Point from the current Den total and **Stun** the player that made the match.

### What to Do When a Competitor is Matched

The Competitors vary from creature to creature. Refer to the Player Cards to see what the Scavenged Food is for the creature being played.

1. When a match has been revealed and matched, then the Food Point effect of a Competitor is revealed to the players.
2. If the Competitor cards are of a size equal to or smaller than the creatures being played, the Competitor cards can be removed from the play area, if that is allowed by the Light and Dark Guardians. If they are not removed, they must be flipped back over at the end of that player's turn.

Keeping a Competitor in play rather than removing it shows that Competitors, though dangerous, are necessary for ecosystem balance.

## Predators

Predator Creatures Cards represent creatures that consider the creatures players are playing as Prey or food.

### Food Points

When a Predator creature is revealed and matched, it will **subtract 2** Food Points from the current Den total, symbolizing the Predator attacking your Den directly.

### What to Do When a Predator is Matched

The Predators vary from creature to creature. Refer to the Player Cards to see what the Scavenged Food is for the creature being played.

1. When a match has been revealed and matched, then the Food Point effect of a Competitor is revealed to the players
2. Predator cards always remain in play after being revealed and matched. These cards should be flipped back over at the end of any turn in which any number of Predator Cards are revealed.

