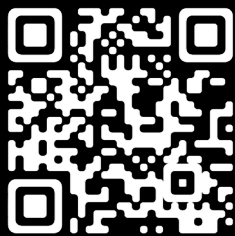


ANIMALITY

WHO WILL BE THE NEXT APEX PREDATOR?

IN ANIMALITY, PLAYERS WILL TAKE CONTROL OF AN ASYMMETRIC LEADER.

PLAYERS WILL DRAFT CARDS TO DETERMINE THE RESOURCES AND DICE THEY WILL HAVE TO SLAY MUTATIONS AND BATTLE OTHER LEADERS LATER IN THE ROUND. SLAYING MUTATIONS, DEFEATING LEADERS, AND GOING ON QUESTS REWARDS INFLUENCE POINTS. THE FIRST PLAYER TO REACH 20 INFLUENCE WILL BE CROWNED THE VICTOR.



Learn More

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CARD DRAFTING
ASSYMETRIC ABILITIES
DICE CHUCKING



COMPONENTS

- +100 PLAYER CARDS
- +30 MUTATION CARDS
- +20 LOCATION CARDS
- +1 CENTRAL BOARD
- +10 PLAYER STANDES
- +10 POINT TRACKERS
- +25 ATTACK DICE
- +25 DEFENSE DICE
- +15 RECOVERY DICE
- +15 INFLUENCE DICE
- +1 FIRST PLAYER MARKER