

Animality Rules

Introduction

Long ago.. the world was dominated by humans. They ran the world with an iron fist and little to no care for the planet and its inhabitants. Eventually.... their lackluster got the best of them. The world was at war. They could not coincide with one another and their views and emotions ended their empire. Almost all of them fell, and the ones that survived would be forever changed by the radiation.

Humans began mutating and as their bodies got stronger, their minds became weaker. Soon, they were nothing more than monsters. Mutated humans and other monstrous creatures drove fear through the lands. However; the radiation had different effects on different species. Where some turned feral and innate, some of us began evolving at alarming rates. Our intelligence began to spike and where we once had battering paws we now had hands with the ability to grasp, and eventually to write. Where we once croaked and roared, we now spoke. We learned.

And now... there can only be one, Apex Predator.

Overview

In Animality, take control of one animal faction and race to score influence by going on quests, slaying mutations, and defeating other faction leaders.

How to Win

Be the first faction to 20 Influence points.

Setup

1. Each player chooses a faction of their choice. *For your first game it is recommended to use the Lion, Elephant, Deer, and Axolotl classes.*
2. Each player also selects a player color and takes the relative score marker, player piece, Bounty Token, reference card, and basic deck.
3. Each player now adds their faction cards to their basic deck.
4. Place all score markers at 0 on the influence track. And place all player pieces on 5 of the health track. *Some factions may change this*
5. Now shuffle all player's decks together to create one main Ability deck.
6. Shuffle the location cards and place them face down on the board in the space marked locations.
7. Likewise, shuffle the mutation cards and place them face down on the board in the space marked mutations. Flip a number of Mutations face up equal to the number of players plus 1.
8. Now deal 9 cards from the ability deck to each player and reveal the top card from the Location Deck. You are now ready to start.

Dominant Species is played in a series of rounds. Each round consists of 5 Phases. **Prepare, Gather, Slay, Conflict, and Recover.**

Round Overview

At the start of each round, draw one new Location Card. The Location Card will determine who each player will be attacking during the Conflict phase. Location Cards will also have an effect that will be taken into effect for the entirety of the round in which they are revealed.

Phase 1: Prepare

Shuffle the Ability Deck and deal 9 cards face down to each player. Each player looks at their hand of cards and plays 2 of them either face up or face down depending on which effect they would like to gain this round. Players then pass the remaining 7 cards to the left.

This will continue until each player has only 1 card left in their hands. These last cards will be discarded facedown.

Each player should now have a total of 8 played cards in front of them. *Some location/ class effects could cause this number to be different*

Phase 2: Gather

Take dice from the supply equal to the number of dice shown on your played cards and place them on their relative cards in front of you. *Turn these cards sideways so as to not confuse them with cards that were played to gain stable bonuses.*

These dice can be used to Slay Mutations in Phase 3, Attack or Defend during Phase 4, or to Gain Influence and Recover in Phase 5. *Some card effects will specify which phase the dice may be used during.*

Phase 3: Slay

Starting with the start player, players may return dice from their cards to the supply equal to the cost on a Mutation Card. Players then take the Mutation Card and place it in front of them. Then they immediately gain the rewards listed on the card. *Players may discard all sideways cards that no longer have dice on them for lack of confusion.*

Phase 4: Conflict

Each player rolls all their attack and defense dice and adds the rolled values to their stable bonuses to find their Attack Value and Defense Value.

Each player now subtracts their defense value from their attacker's attack value and takes damage equal to the attack value left over.

Each player gains Influence for each damage they dealt to their defender that dropped their health below 5 and gains an additional 2 points if they defeated their defender.

Any defeated players lose 2 Influence.

Phase 5: Recover

At the end of *Phase 5*, check to see if any characters have met a win condition.

If so, the game immediately ends and the player with the most influence wins.

In case of a tie, the player with the most health wins.\

If no one has met a win condition, pass the start player token to the left and start a new round beginning with Phase 1.

Locations

Throughout the game you will be battling in a number of different locations. Each location consists of 3 parts.

1. **Name of location.**
2. **Direction of Conflict.**
3. **Special Rules**

Direction of Conflict:

Each Location will determine who each player will be attacking. For example, if a location shows a 2 inside a clockwise arrow, this means that each player will be attacking the player 2 players counter clockwise from them. Likewise this means each player will be defending against the player 2 players clockwise from them.

If a location has "ANY" listed as its Direction of Conflict, each player will select who they are attacking that round by giving that player their Bounty Token. This can only be selected when the Location card is revealed and cannot be transferred to another player. At the end of a round containing a location card with the "ANY" Direction of Conflict, players return Bounty Tokens to their owners.

Special Rules:

Each location will also have a special rule that will apply to the current round. If these rules ever conflict with the base rules of the game, always refer to the special rule on the location card.

Mutations

Throughout the game, factions will be building up to slay different Mutations. Each Mutation card consists of 3 parts.

1. Name
2. Cost to Defeat
3. Reward

Cost to Defeat:

Each Mutation requires a different combination of dice to defeat. To defeat a mutation, players must discard dice from their cards to the dice pool equal to the required cost on the mutation card.

Reward:

Most mutations will reward Influence which is immediately gained when defeated. However, some mutations will offer other rewards such as other dice, or stable rewards for Phases 4 and 5. Dice gained this way may not be spent in *Phase 3*.

End of Game

At the end of *Phase 5*, check to see if any characters have met a win condition.

If so, the game immediately ends and the player with the most influence wins.

In case of a tie, the player with the most health wins.

In the rare case there is still a tie, the player that slayed the least Mutations wins.

Round Overview

Phase 1: Draft Cards.

Phase 2: Gather Dice.

Phase 3: Slay Mutations.

Phase 4: Battle Factions

Phase 5: Recover and Gain Influence

At the end of *Phase 5*, check to see if any characters have met a win condition.

If so, the game immediately ends and the player with the most influence wins.