**FIRST TURN**

The game starts. Two players are playing: Alex (/icon) and Dan (icon). Each has 6 cards in his hand. Alex makes the first move.

**Development phase**

1. **Alex** plays the first card as an animal (-token).
2. **Dan** also plays the first card as an animal (-token).
3. **Alex** also plays the second (-token).
4. **Dan** plays the pairwise Communication trait onto both his (-token).
5. **Alex** adds a new trait Poisonous to his (-token).
6. **Dan** adds the Camouflage trait to one of his (-token) to defend it from the carnivore.

**Food Bank Determination Phase**

Alex rolls a die. The roll is (icon). This is a two-player game, so 2 should be added to the die result. Therefore, the food bank during this turn is 6 food tokens.
Feeding Phase

1. Alex is the first to take \( \bullet \). He puts it on one of his \( \bullet \).
   Dan takes \( \bullet \bullet \) for his \( \bullet \bullet \) (because they are Communicating).
   He uses the Grazing trait and destroys another \( \bullet \).

2. Alex uses his Carnivorous animal to attack and eats one of Dan's \( \bullet \). The Carnivorous animal gets \( \bullet \bullet \).
   Dan loses the eaten \( \bullet \), all its associated traits, and the \( \bullet \) obtained in the previous round.
   Dan turns one of the \( \bullet \) into \( \bullet \), filling the Fat Tissue of the surviving \( \bullet \), and destroys the second remaining \( \bullet \) with the Grazing trait.

Extinction and Acquisition of New Cards

There are no tokens left in the food bank. All animals that are not fed die.

1. Alex loses one of the \( \bullet \), which is not fed.
   Dan's \( \bullet \) survives.

2. All food tokens except the fat tokens are removed from \( \bullet \bullet \).
   The players get new cards from the top of the deck, for a total of 1 + the number of surviving animals. Alex gets 3 cards; Dan gets 2 cards.

The turn is now over. In the next turn Dan will make the first move in all phases.

Comment: in order to win, it is very important to play the right cards in the development phase and to distribute food properly in the feeding phase. Note that in this example, in the second round of the feeding phase, Alex could have taken the red food token for his second \( \bullet \), and could have used the Carnivorous trait in the third round. In that case all his animals would have been fed, and he would have had a tactical advantage by the end of the turn.