

Mammoth- Herbivore



Strengths: Survives cold very well, large body makes them hard to hunt

Weaknesses: Requires huge amounts of food, vulnerable to overhunting

Energy per round: 4

Food Requirements: 3 food

Starting Population: 12

Special Rule: Gains one food during grassland boom

Strategy hint: Mammoths win through ecosystem stability, not aggression

Mammoth- Herbivore



Forage- 1 Energy: Every time a herbivore forages they roll one die. Each time they roll a 4 or higher, they gain one food token. If they roll below a 4, their foraging was unsuccessful and they receive no food.

Graze- 2 Energy: Roll one die. On a roll of 5-6, you recover one member of your population.

Defend- 1 Energy: Defend yourself if you are hunted this year. Every one energy spent defending reduces the predator's number of dice by one. (Ex. Mammoth defends twice, wolves hunt them, they receive no dice and lose the energy spent attempting to hunt). If two predators hunt a herbivore, defending only protects against the first predator that attacks.

Steppe Bison- Herbivore

Key prey species for predators



Strengths: Efficient grazers, moderate population growth, adaptable

Weaknesses: Heavily hunted, less cold protection
Energy per round: 4

Food Requirements: 3 food

Starting Population: 18



Special rule: gains +1 population if fully fed
Strategy hint: Survival comes from strength in numbers

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Caribou- Herbivore

Flexible grazer with a stable population base



Strengths: Efficient food use, high survival in poor conditions, good at avoiding total collapse

Weaknesses: Lower strength against predators, very sensitive to hunting

Energy per round: 5

Food Requirements: 3 food

Starting Population: 14



Special Rule: Needs 1 less food during bad weather events

Strategy hint: Consistency beats power

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Wolves- Predator



Controller of Herbivore Population

Strengths: Gaining food through hunting, flexible prey options, strong under stable ecosystems

Weaknesses: Depends entirely on prey availability, Collapse if prey decline too much

Energy per round: 4

Food Requirements: 3 food

Starting Population: 10

Special Rule: If wolves hunt and fail all hunts, they lose one population

Strategy hint: Balanced ecosystem needed for survival

Wolves- Predator



Hunt- 2 Energy: Before rolling two dice, predators must choose who they are hunting. If they hunt a mammoth, they must get a 6. If they are successful, each 6 will grant them 2 food from the ecosystem. If they hunt bison, they must roll a 4+, with each 4+ granting them 1 food from the ecosystem. If they hunt caribou, they must roll a 3+ to gain 1 food from the ecosystem. However, if caribous have chosen to defend that round, the hunting team needs to roll a 4+ instead of a 3+. Any successful hunt will also drop the hunted herbivore population by 1, regardless of the number of successful dice rolled.

Risk Hunt- 3 Energy: Still roll two dice, selecting what species you want to hunt. Outcomes are the same as a regular hunt, but if successful in a risk hunt the food you receive is doubled (ex. A successful bison hunt would regularly be 1 food, but now grants 2). Any successful risk hunt also reduces the hunted species' population by 2 instead of 1. If a risk hunt is failed, the species that rolled the dice loses two members of their population.

Scimitar Cats- Predator

Specialized Apex Predator



Strengths: High hunting success, taking down large prey
Weaknesses: High energy demand, poor survival when prey is low, sensitive to ecosystem collapse

Energy per round: 5

Food Requirements: 3 food

Starting Population: 8

Special rule: Double food from successful mammoth hunts, failure results in -1 population loss.

Strategy hint: Early game is key



Scimitar Cats- Predator



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Humans

Flexible organism affecting all species

Strengths: Can choose multiple food sources, not dependent on one species, can adapt strategy each round

Weaknesses: Low survival rate, ecosystem collapse sensitivity, reliant on decision-making not biology.



Energy per round: 5

Food Requirements: 3 food

Starting Population: 10

Special Rule: Gather ability that guarantees food
Strategy Tip: Humans win by flexibility



Humans

Hunt- 2 Energy: Before rolling two dice, select who you are hunting. If both dice land on 4+, gain 2 food from the ecosystem. If one die lands on 4+, take one food. If neither die lands on 4+, you receive no food and lose the energy spent. Species cannot lose more food than they possess at the time of hunting.



Gather- 2 Energy: This does not require any rolling. If humans gather, they immediately receive one food token from the ecosystem.

Pressure Hunt- 3 Energy: Select who you are hunting and roll two dice. You gain 2 food from the ecosystem per dice roll that is 4 or above. However, each unsuccessful roll loses one member of your population.