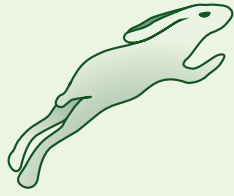


SWIMMING



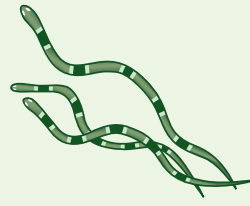
It can only be attacked by a carnivorous possessing SWIMMING trait. A carnivorous with SWIMMING trait can only attack an It with SWIMMING trait.

RUNNING



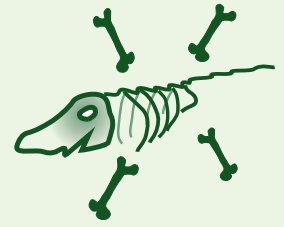
When your It with this trait is attacked by a carnivorous, roll one dice. If the die roll is 4, 5 or 6, - It survives. The attacking carnivorous can't attack another It during this turn.

MIMICRY



When your It with this trait is attacked by a carnivorous, you can choose another your It to be attacked by the carnivorous instead. If you don't have It that can be eaten by the attacking carnivorous, this trait can't be used.

SCAVENGER



When any other It has been eaten, It possessing this trait gets 1. It can be only received by one It on the table, starting from the It of the player who owns the carnivorous, and proceeding clockwise. This trait can't be played on It with carnivorous trait and vice versa.

SYMBIOSIS



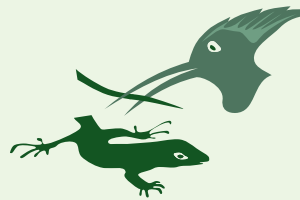
Played on a pair of It in a tandem. Choose the first It as a "symbiont". The second It can not be attacked as long as the "symbiont" survives, and can receive 1/1 only after the "symbiont" has been FED.

PIRACY



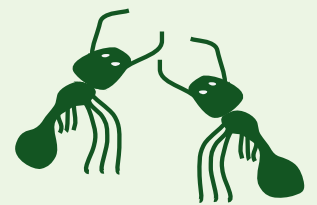
Use this trait in your feeding phase. Get 1 by taking one 1/1 from any other It on the table that has received 1/1 in this turn, but hasn't yet been FED. It can use this trait only once in a turn.

TAIL LOSS



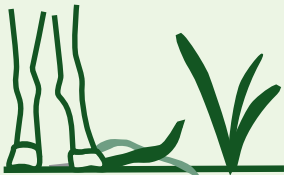
When It is attacked by a carnivorous, discard the card of this or any other trait of It. It survives. The carnivorous gets only one 1.

COMMUNICATION



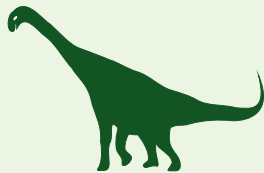
Played on a pair of It in a tandem. When one It gets 1 from the food bank, the other It gets 1 out of the queue.

GRAZING



Can be used during each of your feeding phases. Destroy one 1 from the food bank.

+1 HIGH BODY WEIGHT



This It can only be attacked by a carnivorous with HIGH BODY WEIGHT.

HIBERNATION ABILITY



Use in your feeding phase. It is then considered FED. This trait can not be used for two turns in a row and within the last turn of the game.

POISONOUS



The carnivorous who has eaten this It dies in the extinction phase of the current turn.

COOPERATION



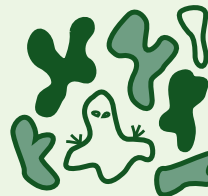
Played on a pair of It in a tandem. When one It receives 1/1, the second It immediately receives one 1.

BURROWING



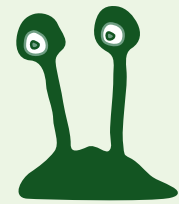
It can't be attacked by a carnivorous when it is FED.

CAMOUFLAGE



It can only be attacked by a carnivorous possessing SHARP VISION trait.

SHARP VISION



A carnivorous possessing this trait can attack a It with CAMOUFLAGE trait.

+1 CARNIVOROUS



+2

PARASITE

FAT TISSUE

