

THANK YOU FOR BUYING...

NATURE OF THE BEAST

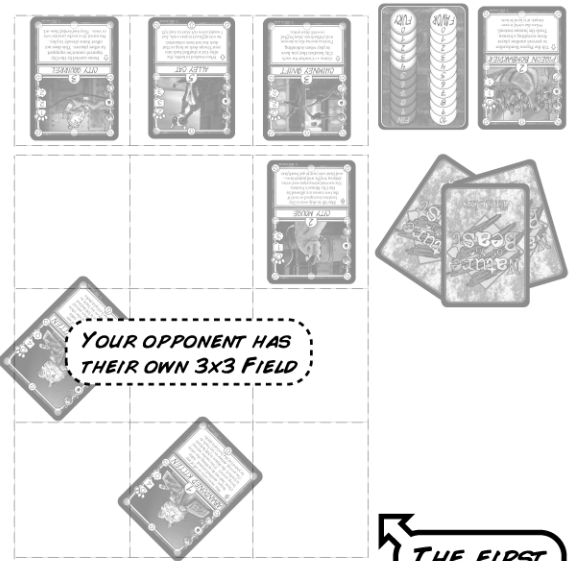
NOW LET'S GET STARTED WITH YOUR FIRST GAME!

WHAT IS 'NATURE OF THE BEAST'?

Nature of the Beast is a non-collectable, strategic card game. Each player commands an animal army fighting for domination in the shadows of humanity! **To win, you must recruit enough animals to fill your FIELD before your opponent(s)!**

HOW TO SET UP THE GAME: [SEE DIAGRAM TO THE RIGHT]

- 1) Separate out and shuffle your Troops and Tricks decks. Place them to the side of your Pen.
- 2) Choose your starting Fury and Favor. Use pennies to mark them on the counter card.
 - You must start with an equal amount of each (ex. 3 Favor & 3 Fury).
 - ~ Favor is used to buy items and to get humans to do stuff for you... use it wisely.
 - ~ Fury is a measure of how dangerous humanity thinks you are... try to keep it low.
- 3) Place three of your Troops cards face-down in your Pen. Also draw three Tricks to start.
 - After your first turn, you gain new Tricks differently (see page 8 of the handbook).
- 4) All players flip their top Troops card and the player with highest Ranked animal goes first.
 - Re-flip ties. Shuffle the card(s) you flipped back into your Troops deck.
 - Gameplay will proceed clockwise around the table, if there are more than two players.



STARTING YOUR FIRST TURN:

Flip over all of the Troops cards in your Pen. You get **three** actions a turn. The complete list is at the bottom of this page, but the three you'll use a lot are **RECRUITING**, **MOVING** and **ATTACKING**.

SO YOU WANT TO RECRUIT:

Each face-up animal in your Pen is a potential recruit. **To recruit an animal, you must meet or beat its Rank with other animals' Clout.**

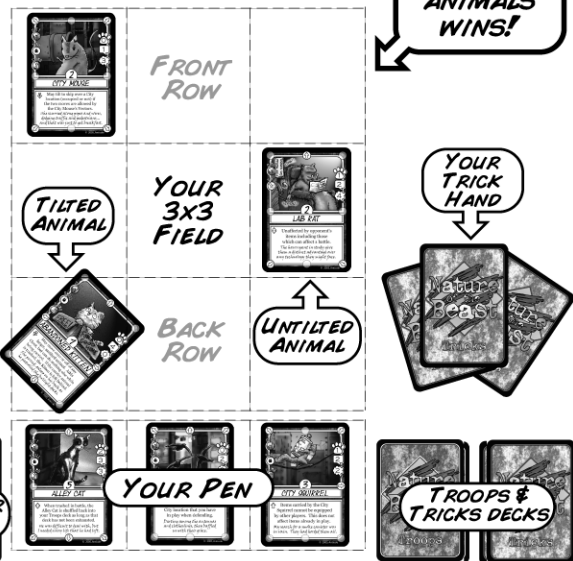
There are two ways you can recruit animals from your Pen. You can use them separately or together:

A.) TILTING ANIMALS IN YOUR FIELD

- Each Field animal that you tilt animal adds its Clout to the total.

B.) TRASHING (a.k.a. DISCARDING) ANIMALS IN YOUR PEN

- Since you don't have any animals in your Field yet, you'll need to do this.
- Each Pen animal that you trash also adds its Clout to the recruiting total.



- Animals can work together to recruit, using either method listed above. No matter how many animals are involved, **recruiting one animal is one action.**
- An animal enters the Field from its Pen space, moving into your back row as permitted by its Vector(s). It is immediately available for use.
- In the unlikely event that you cannot recruit any of your Pen animals, trash any or all of them and replace with face-down animals. Try again next turn.



SO YOU WANT TO MOVE:

An animal may move to any open, adjacent field space in its Vectors (see diagram to the left). It takes an action, but doesn't tilt the animal.

SO YOU WANT TO ATTACK:

- 1) Any of your untilted animals can tilt and declare an attack on any other animal in play.
- 2) An attack is broken into **BATTLE ACTIONS**...
 - The two players involved take alternating battle actions, starting with the defender.
 - A battle continues until both players consecutively pass their battle actions.
 - See pages 19-20 of the handbook to learn about the different types of battle actions.
- 3) The player with the highest Combat total wins (Defenders win ties).
- 4) After a battle, the attacker will gain one point of Fury.
 - **If you reach 10 Fury, you are immediately out of the game!**
 - Read over detailed battle examples on pages 26-29 of the handbook.



LEARN MORE ABOUT THESE ACTIONS AND OTHER THINGS YOU CAN DO IN THE HANDBOOK...

- RECRUIT ANIMAL (One action - pg. 9)
- MOVE ANIMAL (One action- pg. 10)
- UNTILTED ANIMAL (One action- pg. 10)
- DECLARE BATTLE (One action- pg. 19)

- DRAW TRICK CARD (One action- pg. 11)
- PLAY EVENT CARD (Zero or One Action- pg. 16)
- DISMISS ANIMAL (Zero or One Action- pg. 11)
- DEFER ANIMAL (One action- pg. 11)

- CLAIM LOCATION (FREE - NO ACTION COST- pg. 17)
- CALL HUMAN (FREE - NO ACTION COST- pg. 18)
- PURCHASE ITEM (FREE - NO ACTION COST- pg. 16)
- PASS ACTION (One action- pg. 12)