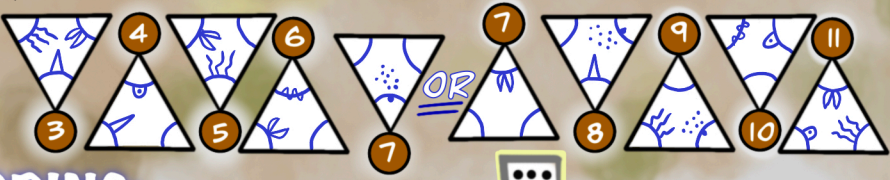


2D6 CHOICE



- ROLL 3D6.
- DOUBLES EFFECT BONUS TRACKS.
- PICK 2 DICE FOR TRAIT CHOICE.
- REMAINING DIE DETERMINES SECTOR TO PLACE 'ROCK GROWTH' & (ON ROLL OF 1 OR 6) PLACES 'WHIRL'/'FISSURE'.
- 1= WHIRL > SUCKS IN 'TURD CLOUDS'.
- 6= FISSURE (+1 PT) FOR 'TURD CLOUDS' & (-2 PTS) FOR SOFT-BELLIES.
- DRAW TRAIT CHOICE ON SPACE.
- NOTE: TRIPLE ROLLS ALLOW PLAYER TO REMOVE 'ROCK GROWTH' AND COUNT AS X2 BONUS!

SCORING:

CRITTERS WITH BRAINS ARE 'SWIMMERS' & CRITTERS WITHOUT BRAINS ARE 'PREPATORS'/'FLOATERS'

SCORING CIRCLE

ONE TRAIT = (-2 PTS)
TWO TRAITS = (-1 PT)
THREE TRAITS = (0 PTS)
FOUR TRAITS = (+2 PTS)
FIVE TRAITS = (+5 PTS)
SIX TRAITS = (+10 PTS)

TOTAL:

SENSORS DEFENDS AGAINST ATTACKS.

Adaptive Traits

X2
+3
+2
+2
+1

EVERY REPLICA OF THE SAME TRAIT (MOUTH/FLAGELLA/BEAK/SPINE) ON CRITTER = (+1 PT)

Fight or Flight

+2
+4
+3
+2
+1

EVERY SENSOR ADJACENT TO BRAIN = (+1 PT)

EVERY PAIR OF SENSORS = (+1 PT)

Crud for Brains

+5
+4
+3
+2
+1

EVERY SENSOR ADJACENT TO BRAIN = (+1 PT)

EVERY PAIR OF SENSORS = (+1 PT)

Pain in the Butt

EVERY ANENOME = (-1 PT)
EVERY SOFT-BELLY = (-1 PT) -HOT BOTTY!-

-5
-4
-3
-2
-1

Bottom Feeders

EVERY TENDRIL = (+1 PT)
EVERY CLAM = (+10 PTS)

+5
+4
+3
+2
+1

Burning Crack

EVERY HYDROTHERMAL VENT MAY RECEIVE PENALTIES!

(BLACK-SMOKERS & WHITE-SMOKERS)

Hydrothermal Vents

WHITE-SMOKER: BONUS TRACK FROZEN! EACH VENT EFFECTS SOFT-BELLIES (+2 PTS).

BLACK-SMOKER: ROLLED DOUBLES MOVE TRACK UP BY TWO! EACH VENT EFFECTS SOFT-BELLIES (-2PTS).

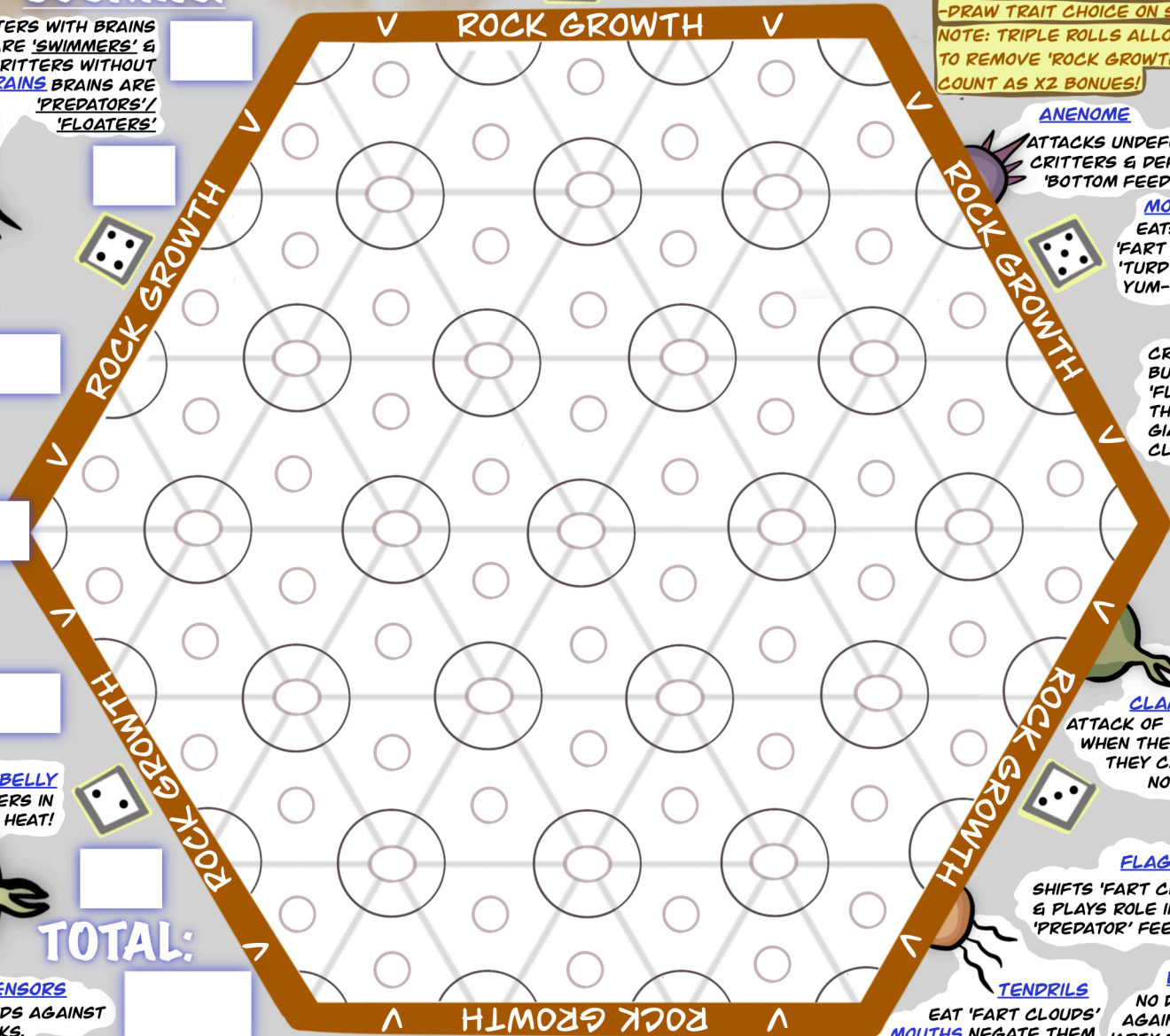
-30
-20
-15
-10
-5

'SWIMMER/FLOATER' TENDRILS AND MOUTHS (+1 PT) 'FART CLOUD' FED! NOT CLAMS!
'SWIMMERS' (+5 PTS) 'TURD BURGER' FED!

FEEDING TIME!
'BOTTOM FEEDERS' 'SWIMMERS' MOUTH KILLS TENDRILS NOT CLAMS.

'PREPATORS' (+5 PTS) PER FEED:
- FLIGHT OR FIGHT TRAITS VERSUS 'SWIMMER'/'FLOATER'
- 'PREPATORS' WIN DRAWS & FEED ON MULTIPLE PREY IF SENSOR/MOUTH/BEAK/SPINE FACING PREY.
- PREY DEFENDS WITH FACING SENSOR/SPINE.
- NON-FED 'PREPATORS' (-5 PTS)

BEAUTY IN THE BEASTIES!
POLISHED TURD! 1-LINE SYMMETRY = (5 PTS)
WEIRD FISH! 3-LINE SYMMETRY = (5 PTS)
- NOTE: POSSIBLE TWICE!
BUTTFACE! MOUTH NEXT TO BUTT = (-2 PTS)
TOILET TRAINED! EVERY MOUTH OPPOSITE BUTT = (+2 PTS)
APEX PREPATOR! NO MOUTH & SPINE OPPOSITE FLAGELLA = BEAK! (+3 PTS) (CAN HAVE BRAIN!)



ANENOME
ATTACKS UNDEFENDED CRITTERS & DEFENDS 'BOTTOM FEEDERS'

MOUTHS
EATS 'PREY' 'FART CLOUDS' & 'TURD BURGERS' YUM-YUM-YUM!

BUTTHOLES
CRITTERS WITH NO BUTTS MUST BE 'FLOATER' OR THEY EXPLODE IN GIANT 'FART CLOUD'.

'FART CLOUD'
WHEN FART CLOUDS MEET THEY MAKE A 'TURD BURGER'!

CLAMS
ATTACK OF THE KILLER CLAMS! WHEN THERE ARE 5+ CLAMS THEY CAUSE (-3 PTS). NO DEFENSE!

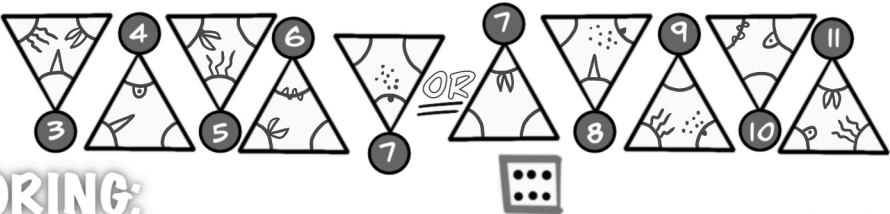
FLAGELLA
SHIFTS 'FART CLOUDS' & PLAYS ROLE IN 'PREPATOR' FEEDING.

TENDRILS
EAT 'FART CLOUDS' MOUTHS NEGATE THEM. (NOTE: IF CRITTER HAS NO MOUTH FLAGELLA) TENDRILS = 'FLOATER'

BEAKS
NO DEFENSE AGAINST THEM! 'APEX PREPATORS'

CRUDE CRITTERS

ZD6 CHOICE



- ROLL 3D6.
- DOUBLES EFFECT BONUS TRACKS.
- PICK 2 DICE FOR TRAIT CHOICE.
- REMAINING DIE DETERMINES SECTOR TO PLACE 'ROCK GROWTH' & (ON ROLL OF 1 OR 6) PLACES 'WHIRL'/'FISSURE' 1= WHIRL> SUCKS IN 'TURD CLOUDS'. 6= FISSURE (&+1 PT) FOR 'TURD FISSURE CLOUDS' & (-2 PTS) FOR SOFT-BELLIES.
- DRAW TRAIT CHOICE ON SPACE.
- NOTE: TRIPLE ROLLS ALLOW PLAYER TO REMOVE 'ROCK GROWTH' AND COUNT AS X2 BONUS!

SCORING:

CRITTERS WITH BRAINS ARE 'SWIMMERS' & CRITTERS WITHOUT BRAINS ARE 'PREPATORS'/'FLOATERS'

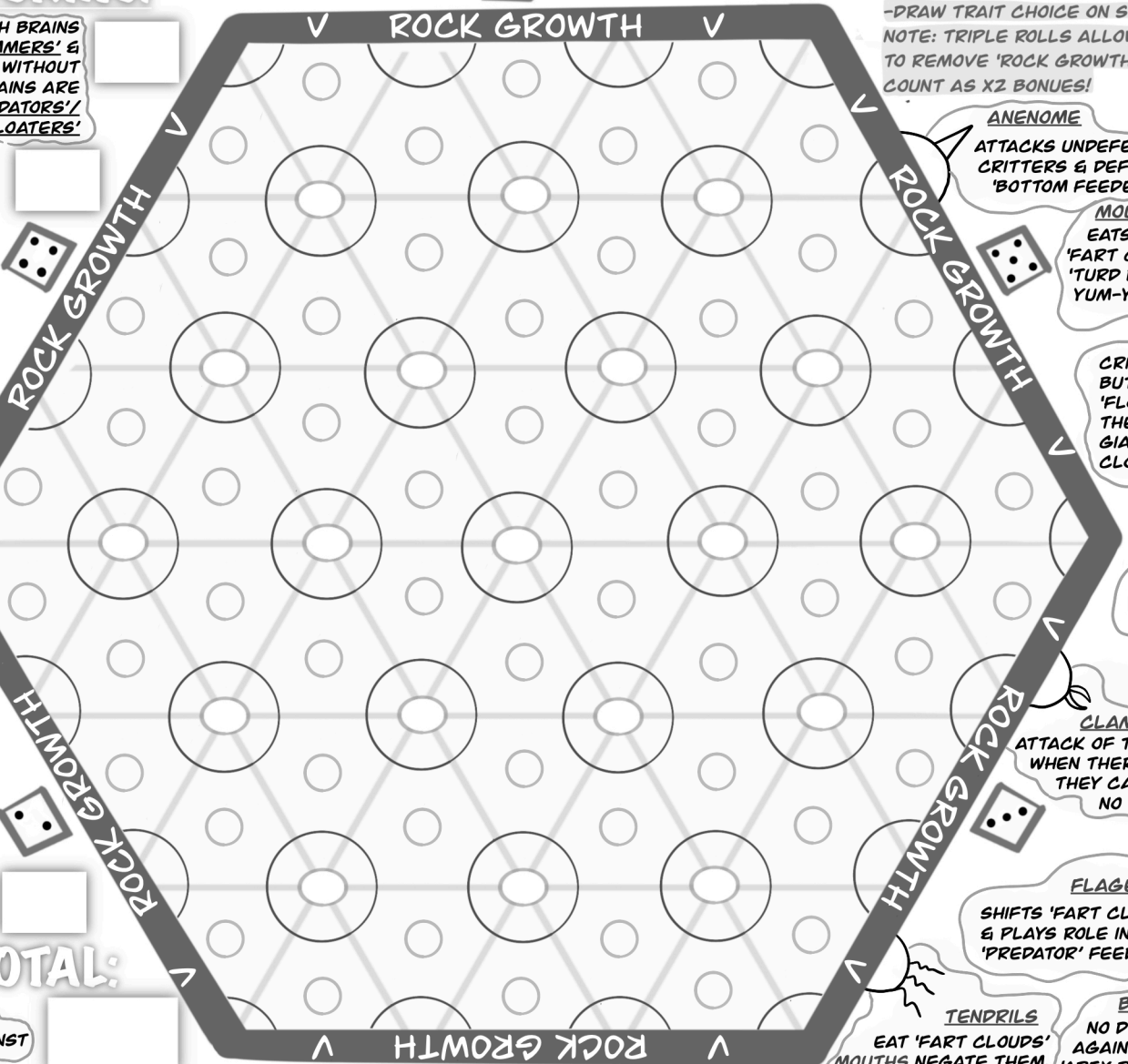


SOFT-BELLY SUFFERS IN HEAT!

SENSORS DEFENDS AGAINST ATTACKS.

TOTAL:

CRITTERS



ANENOME
ATTACKS UNDEFENDED CRITTERS & DEFENDS 'BOTTOM FEEDERS'

MOUTHS
EATS 'PREY' 'FART CLOUDS' & 'TURD BURGERS' YUM-YUM-YUM!

BUTTHOLES
CRITTERS WITH NO BUTTS MUST BE 'FLOATER' OR THEY EXPLODE IN GIANT 'FART CLOUD'.

'FART CLOUD'
WHEN FART CLOUDS MEET THEY MAKE A 'TURD BURGER'!

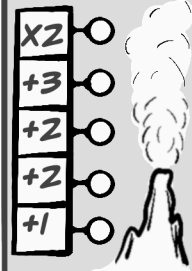
CLAMS
ATTACK OF THE KILLER CLAMS! WHEN THERE ARE 5+ CLAMS THEY CAUSE (-3 PTS). NO DEFENSE!

FLAGELLA
SHIFTS 'FART CLOUDS' & PLAYS ROLE IN 'PREPATOR' FEEDING.

TENDRILS
EAT 'FART CLOUDS' MOUTHS NEGATE THEM. (NOTE: IF CRITTER HAS NO MOUTH FLAGELLA) TENDRILS = 'FLOATER'

BEAKS
NO DEFENSE AGAINST THEM! 'APEX PREPATORS'

Adaptive Traits

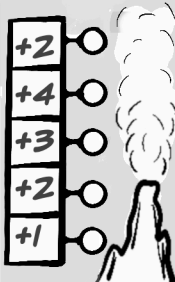


ONE TRAIT = (-2 PTS)
TWO TRAITS = (-1 PT)
THREE TRAITS = (0 PTS)
FOUR TRAITS = (+2 PTS)
FIVE TRAITS = (+5 PTS)
SIX TRAITS = (+10 PTS)

SCORING CIRCLE

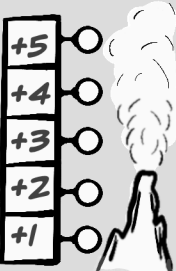


Fight or Flight



EVERY REPLICA OF THE SAME TRAIT (MOUTH/ FLAGELLA/ BEAK/SPINE) ON CRITTER = (+1 PT)

Crud for Brains



EVERY SENSOR ADJACENT TO BRAIN = (+1 PT)
EVERY PAIR OF SENSORS = (+1 PT)

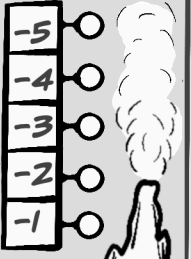
FEEDING TIME!

'SWIMMER/FLOATER' TENDRILS AND MOUTHS (+1 PT) 'FART CLOUD' FED! NOT CLAMS!
'SWIMMERS' (+5 PTS) 'TURD BURGER' FED!

'BOTTOM FEEDERS' 'SWIMMERS' MOUTH KILLS TENDRILS NOT CLAMS.

Pain in the Butt

EVERY ANENOME = (-1 PT)
EVERY SOFT-BELLY = (-1 PT) -HOT BOTTY!-



'PREPATORS' (+5 PTS) PER FEED:

- FLIGHT OR FIGHT TRAITS VERSUS 'SWIMMER'/'FLOATER'
- 'PREPATORS' WIN DRAWS & FEED ON MULTIPLE PREY IF SENSOR/ MOUTH/BEAK/SPINE FACING PREY.
- PREY DEFENDS WITH FACING SENSOR/SPINE.
- NON-FED 'PREPATORS' (-5 PTS)

Bottom Feeders

EVERY TENDRIL = (+1 PT)
EVERY CLAM = (+10 PTS)



Burning Crack

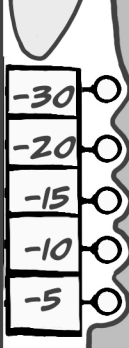
EVERY HYDROTHERMAL VENT MAY RECEIVE PENALTIES!

(BLACK-SMOKERS & WHITE-SMOKERS)

BEAUTY IN THE BEASTIES!

POLISHED TURD! 1-LINE SYMMETRY = (5 PTS)
WEIRD FISH! 3-LINE SYMMETRY = (5 PTS)
- NOTE: POSSIBLE TWICE!
BUTTFACE! MOUTH NEXT TO BUTT = (-2 PTS)
TOILET TRAINED! EVERY MOUTH OPPOSITE BUTT = (+2 PTS)
APEX PREPATOR! NO MOUTH & SPINE OPPOSITE FLAGELLA = BEAK! (+3 PTS) (CAN HAVE BRAIN!)

HYDROTHERMAL VENTS



WHITE-SMOKER: BONUS TRACK FROZEN! EACH VENT EFFECTS SOFT-BELLIES (+2 PTS).
BLACK-SMOKER: ROLLED DOUBLES MOVE TRACK UP BY TWO! EACH VENT EFFECTS SOFT-BELLIES (-2PTS).

RESOURCE POO-L

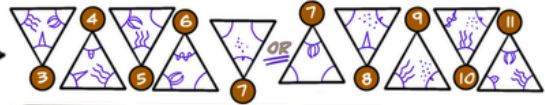
X3	X3	X3	X3	
X2	X2	X2	X2	
+5	+5	+5	+5	

 THE GORGLE-EYED MUNCHER (MUCHER CHOMPUS)	 EYE OF THE SPINSTER (OCULOPHEAN CHOMPUS)	 THE BUTTMUNCHER (CRITTER CHOMPUS)	 THE FART FACTORY (FTRNUS MAXIMUS)
 THE BUTTLESS WONDER (SHIPPUS MALUS)	 THE STEAMING PUMPER (LUGGER'S CROWN)	 THE APEX PREDATOR (STRONG STOMPUS)	 THE FLAILING TARDIGRAM (CYCLO-PEDES)
 THE FART FANCIER (FUTTUS PNEUMUS)	 THE TOUGH MEAL (SPICUS BUTTUS)	 THE DAWN (MAGNUS EVOLVUS)	 THE GRUB GONGRESSQUE (GLUTTUS MAXIMUS)
 THE SPINY HUNTER (URKUS BUTTUS)	 THE GRUB LUCKER (MAGNUS SCOPUS)	 THE PREP BROWN (MAGNUS FOOD)	 THE TURBOGRUBBER (MAGNUS GLUTTUS)
 THE BUTTAGE (DROPPUS MAXIMUS)	 THE PREP PARROT (TRUMPUS MAXIMUS)	 THE FART WATCHER (GLUTTUS SPORUS)	 THE ZOO-EYED MONSTER (PINKUS SEKUS)

ZOOLOGICAL ENCYCLOPEDIA: CRUDIS CRITTERUS

ZD6 CHOICE

- ROLL 3D6.
- CHOOSE 2D6.
- REMAINING DIE APPLIED TO 'RESOURCES' (CROSS OUT BOX)
- TRY AND FIND CRITTERS BEFORE OF YOUR OPPONENTS!
- GAME ENDS WHEN RESOURCES ARE DEPLETED.
- UNUSED 'RESOURCES' CAN PROVIDE BONUSES!
- CALCULATE SCORES OF CRITTERS.



NOTE: ONCE TOP 3 RESOURCE SPOTS ARE USED A POSSIBLE DISCOVERY MUST BE SACRIFICED! CROSS-OUT SPECIES!

NOTE: SPECIES OF CRITTERS FOUND COUNTS AS 'RESOURCE' USER MARK APPLICABLE BONUS ON CRITTER AND CIRCLE!

RESOURCE DIE

- TO ALLOCATE 'RESOURCES' MARK BOX UNDER DESIGNATED COLUMN IN 'RESOURCE POO-L' TABLE. ONCE ONE COLUMN IS FILLED THE GAME ENDS FOR THAT PLAYER!

SCORES:

TOTAL:

SCORING FOR TRAITS:

- DOUBLES (1 PT)
- TRIPS (3 PTS)
- QUADS (4 PTS)
- QUINTS (5 PTS)
- 1 OF EACH (+5 PTS)
- 1-LINE SYMMETRY (+2 PTS)
- 3-LINE SYMMETRY OF A TRAIT (+2 PTS)
- COMPLETE SYMMETRY (+5 PTS)
- SENSOR NEXT TO BRAIN (+2 PTS)
- SENSOR PAIR (+1 PT)
- BEAK (3 PTS)
- MOUTH OPPOSITE BUTT (2 PTS)

NOTE: NEW DISCOVERIES MUST BE ELIGIBLE - IF THEY POSSESS A 'BEAK' OR 'MOUTH' THEY MUST ALSO POSSESS A 'BUTTHOLE'!
NON-ELIGIBLE SPECIES = (-2 PTS)
(IMAGINE THE MESS!)