



## Snappy Scarlet Macaws

**Hand management** - Macaws help you manage your hand of cards. New players like their opportunistic nature while seasoned players use them to optimise their play.



## Dealing Giant Pandas

**Market proficiency** - Pandas are close friends with the market keepers and benefit from that. They're great for beginners and players wanting a more peaceful game.



## Thieving Northern Raccoons

**Direct conflict** - Raccoons are a great addition for players wanting some conflict. They don't care about the definition of "ownership". You have been warned!



## Hoarding Flying Squirrels

**Stall manipulation** - No one can set up their stall faster than squirrels. Inexperienced players like these hoarders, while experts can pull off nice combos with them.



## Lucky Ocelots

**Chaos and luck** - Ocelots can give you an edge if luck is on your side. Add these to the game when you want to introduce a little havoc to your contest!



## Adapting Veiled Chameleons

**Imitation** - Chameleons make you play your cards as if they're other cards in the game. They are recommended for more experienced players with long-term plans.

A passive chameleon card **you use** is an identical copy of one valid card for all purposes of play. If there is a valid card, you **must** copy it before using the chameleon card. If there are no valid cards or the copying effect loops back to the original card, the chameleon card is considered to have its own set icon and value. The copying effect lasts the current turn or as long as the copied card's effects last, whichever is longer.



## Systematic Eurasian Beavers

**Careful planning** - Do you have what it takes to create a plan and then execute it with precision? Once you master the beavers, you can unleash awesome combos! They are recommended only for players with a bunch of games under their belt.



## Experimenting Platypuses

**Card control** - Platypuses get the right cards into their hands at the right time. Rookies grasp platypuses quickly and experienced players like to try out new things with them.



## Diligent Pale-throated Sloths

**Delayed actions** - Sloths focus on efficiency in the long run. You need to make plans if you don't want to waste their delayed effects. Feel free to include them even in your first game – just don't expect to be able to unleash their full potential right away!



## Intimidating Dwarf Crocodiles

**Threatening and harassing** - Crocodiles bully other competitors by stealing their property and making threats. Invite crocodiles if you want interaction and conflict!



## Friendly Fennec Foxes

**"Helping" others** - Foxes love to get everyone involved. Other folks are wary of their seemingly friendly gestures, but can't resist foxes' tempting aid. Playing with them requires skill as timing is critical when trying to get the most out of these fellows.



## Reckless Marbled Polecats

**Taking risks** - No mountain is too tall or ocean too deep for polecats! These brave adventurers live for danger and aren't afraid of taking chances. Feeling lucky?



## Observant Snowy Owls

**Reacting to others** - Owls wait patiently for their target to make a move before making their own. They are great at adding more interaction between players and will keep you on your toes. Be sure to stay vigilant when playing with them.

You may activate an owl card once each time its trigger happens – even multiple times in a turn. *Wise Spy* (Owl 1) is an exception as it can only be used once in your own turn.

All beaver cards stay in your schedule after you play them as techniques. They stay there until a card-specific trigger happens and makes you resolve the card fully. Read the triggers carefully, as the cards must be discarded when fully resolved, even if the action is not taken.





## Archiving Desert Monitors

**Discard mastery** - Monitors excel at manipulating their discard piles. Do you have great cards in your discard? Useless junk in your deck? Even a beginner will have the right cards in the right place in no time after taking a lesson from the monitors.



## Discontent White-headed Lemurs

**Replacing cards** - Lemurs are rather impatient and get tired of their items faster than anyone else. Getting rid of old cards and trying out new things is second nature to them. Don't get too attached to your cards and introduce the lemurs to your game!



## Scheming Green Magpies

**Guessing and stealing** - Magpies are choosy thieves. They try to steal only specific items and nothing more. You need to keep an eye on your opponents if you want to utilise magpies to their full potential. For advanced players only!





## Sharing Short-beaked Echidnas

**Borrowing** - Echidnas borrow cards from everyone. Their only saving grace is the fact that they always leave something as a replacement. Add them in when you want a lot of interaction between players without straight-out stealing.



## Superstitious Snowshoe Hares

**Making predictions** - Statistics and calculations or blind trust in beliefs from previous generations? Hares introduce luck, but you can do a lot to play around it with precise timing and careful preparations.

Any time you roll the hare die  and get a result of , you may choose to reroll the die to change your result.



## Prepared Grizzled Tree-kangaroos

**Stashing and protecting** - Kangaroos are excellent at hiding their valuables and creating diversions for mischief makers. However, their techniques are useful even when no one is playing dirty.



## Vigorous Emperor Penguins

**Powerful abilities** - Penguins give you potent effects for tough situations. Their power comes at a cost which seasoned players can turn into an advantage.



## Wealthy Tuataras

**Utilising gold** - Tuataras benefit from the riches gathered by their ancestors. You can save up gold and gain new options, including purchasing expensive cards more easily.



## Enthusiastic Wood Turtles

**Finishing later** - Turtles like to play new techniques but struggle to finish them. If you're not careful, everything can come to a standstill. You will have to think around this.





## Mischievous Tasmanian Devils

**Tricking others** - Tasmanian devils are your best bet if you want to mess up your opponents' plans! They're not ones to steal, but they do enhance it if you invite those that are.



## Fickle Giant Pangolins

**Wreaking havoc** - Pangolins cause destruction by being so absent-minded. Even more skilled players may have trouble exploiting their potential without it backfiring.

**Source** and **destination** on pangolin cards are determined by the result on the corresponding pangolin die  .



Hand  
(random)



Deck  
(top)



Discard pile  
(top)



## Swindling Black-headed Gulls

**Gifting junk** - Gulls absolutely love gifting junk to their opponents to slow them down! Novices can get the hang of them pretty fast. Just be prepared for a slightly slower game.



## Lively Slender Mongooses

**Daytime bustling** - Mongooses work hard during the day. Managing your tempo becomes increasingly important as you try to benefit more from them than your opponents do.



## Stealthy Long-winged Tomb Bats

**Nightly operations** - Bats appear innocent during the day, but just wait for the night to set in! Your possessions will end up either missing or destroyed by the time dawn approaches.