

GOAL OF THE GAME

The first player to collect at least 5 food markers will win the game.

SETUP

- Each player places 1 overview card in front of themselves and takes a single set of animal cards into their hand, i.e. bear, wolf, lynx, owl, mouse.
- Put all the food markers in the middle of the table as a supply.



GAME OVERVIEW

The game takes place over multiple rounds and comprises one to three hunts. At the beginning of each new round, all players take into their hands their set of 5 animal cards.

Players will hunt at least 1 time and a maximum of 3 times in a single round.

Each hunt consists of 3 phases:

Going on another hunt or starting a completely new round is decided after **each hunt** in phase 3. *End of the hunt.*

1. PLAY ANIMAL

2. CALLING ANIMALS

3. END OF THE HUNT

1. PLAY ANIMAL

Select 1 animal card from your hand and place it face down in front of you.

If you are eaten during the course of a round (see "2. Calling animals"), you are eliminated for the rest of the round. You do not play any more animals during this round.

Example: Alia, Ben, Carmen and Dori are playing the 2nd hunt of a round. During the course of the hunt, Ben is eaten. He is eliminated for this round. Alia, Carmen and Dori survive. So in the 3rd hunt that follows, Ben does not play. After the 3rd hunt, this round will end and a new one begins. From this point on, Ben is also back in the hunt again.

2. CALLING ANIMALS

The youngest player at the table now looks at their overview card and calls out the animal with the lowest number, the bear.

All players that played the called animal card must now turn it over.

Important: The player calling out the animals should reveal their own card only at the moment they call out the corresponding animal.

No animal revealed:

Nothing happens.

Exactly 1 animal is revealed:

The player revealing the animal may now hunt exactly 1 other animal. You hunt by naming an animal with a higher number. So the bear can hunt the wolf, lynx, owl or mouse. The lynx can only choose between the owl and mouse.

All those that have played the chosen animal **must** now reveal it. They have been eaten and are eliminated for the rest of the round. As a sign to the others that you have been eliminated from the current round, place your remaining hand cards face down in front of you on top of your played cards.

The animal you played remains face up in front of you.

Example: Alia is the only one at the table who has played a bear. She decides to hunt the owl and calls it out. Ben and Carmen have played owls and must now reveal them. They have been eaten and do not hunt for the rest of the round. Alia leaves the bear card face up in front of herself.



2 or more animals have been revealed:

Unfortunately, you cannot agree which of you gets to hunt first and in the meantime, all your preys have found a safe hiding place. There is nothing left for you to hunt, but at least you have survived the hunt.

Leave the played card face up in front of you.



Then call out the animal with the next highest number: the wolf after the bear. Continue calling out the animals in order until all the played animal cards in this round have been revealed. During the next hunt, the next player in clockwise order will be the one to call out the animals.

3. END OF THE HUNT

At the end of each hunt, check:

Another Hunt

- Have **several players** survived and this was **not the 3rd hunt**? Then the survivors start another hunt.
Important: All animal cards played remain in front of you. You only have the remaining cards in your hand at your disposal.

End of the Round

- Is there **exactly 1 person** that survived the hunt? Then the round ends immediately and the food markers will be distributed.
OR
- Was this the **3rd hunt** of the current round? Then the round also ends immediately and the food markers will be distributed.

END OF A ROUND

Only at the end of a complete round (up to 3 hunts) are food markers distributed.

DISTRIBUTION OF THE FOOD MARKERS

1 person has survived:

If only 1 person survived (because all others were eaten), this person receives **2 food markers**. All others go empty-handed in this round.

2 or more people have survived:

All survivors now add up the numerical values of their 3 played animals. These are the points for the distribution of the food markers.

- Whoever scores the most points receives **2 food markers**.
If there is a tie, all those involved in the tie each receive **2 food markers**.
- The other survivors each receive **1 food marker**.
- All those who have been eaten receive **no food markers**.



Example:

Alia has played a wolf (2), an owl (4) and a mouse (5).
This results in $2 + 4 + 5 = 11$ points.



So Alia gets 2 food markers.



Carmen played a bear (1), an owl (4) and a mouse (5);
this gives her $1 + 4 + 5 = 10$ points.



Carmen receives 1 food marker.

Ben has played a bear (1), a wolf (2) and a lynx (3).
That makes $1 + 2 + 3 = 6$ points for him.



Ben receives 1 food marker.



Dori played a mouse (5), but was eaten.

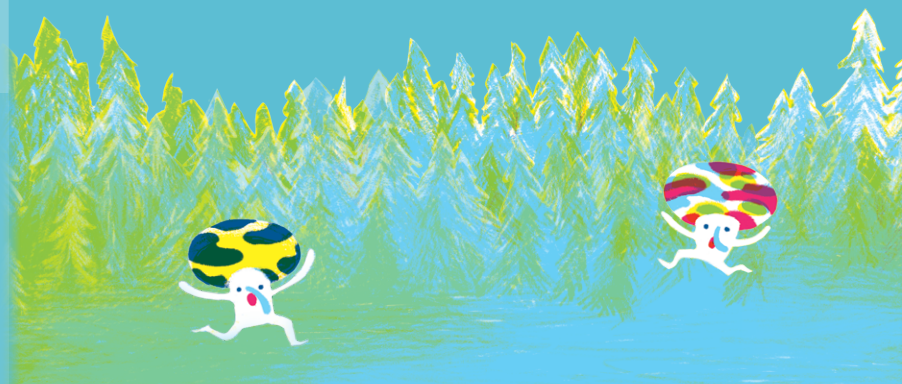


Dori does not receive a food marker.

If a player has collected 5 or more food markers, the game ends.
Otherwise, play another round. Take all 5 animal cards into your hand again. Any players that were eaten are also back in the game.

END OF THE GAME

The first person to collect 5 or more food markers wins the game.
If several people succeed at the same time, play continues until a single player has collected the most food markers.



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PREY ANOTHER DAY

A card game of hiding and hunting for 2 to 5 players ages 8+

By Brett J. Gilbert & Matthew Dunstan

The soft crack of a branch wakes you abruptly from your slumber. A cold wind moves through the treetops, rustling the leaves.

The animals of the forest are hunting again. You watch them scurry past your hiding place as your stomach rumbles with hunger.

You must choose the perfect moment to scavenge for food yourself, but if your instincts fail you, hunter will become prey in this untamed struggle for survival.

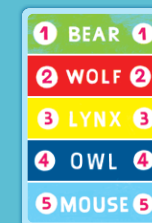
CONTENTS



25 animal cards - Divided into 5 sets of 5 cards - 1 bear, 1 wolf, 1 lynx, 1 owl, and 1 mouse.



25 food markers



5 overview cards



1 rulebook

Spare parts service: You have purchased a quality product. If a component is missing or there is any other reason for a complaint, please contact us:
www.pegasus.de/ersatzteilservice.
We wish you many entertaining hours with this game.
Your Pegasus Games Team

