

The fiery phoenix, the swamp-stalking bunyip, the desert-dwelling death worm: you've heard the tales, but never imagined you'd come face-to-face with these unbelievable animals.

COMPONENTS

4 Legendary Land Animals, 1 Sea Animal, 1 Air Animal

SETUP

Shuffle the Sea Animal in with the others. Draw 2 face-up. Shuffle the Air Animal in with the others. Draw 1 face-up. If this is the only Air Animal you have, then leave it faceup for play. Shuffle the non-Legendary Land Animals in with the others. Then, draw and reveal them face-up to form one of the shapes shown on the back of the rules, filling any spaces except the ★ and X spaces.

Then, shuffle the Legendary Land Animals. Place these face-down in the ★ spaces.

The X spaces are not used unless playing with the Lost Beasts expansion.

To increase the challenge, play with fewer Sea Animals and/or more Air Animals.

GAMEPLAY CHANGES

The Legendary Animals are unique in two ways:

First, they start hidden. A Legendary Animal cannot be eaten until it is face-up. When an animal is eaten orthogonally adjacent to a Legendary Animal, then it is flipped face-up. It can then be eaten.

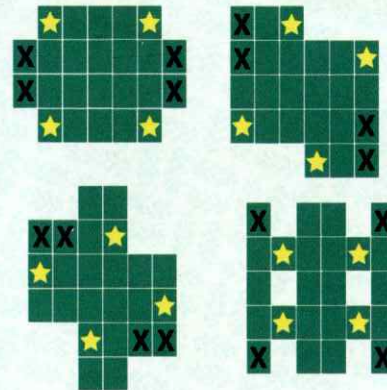
Second, a Legendary Animal has its power activated when it is eaten. It does not have a special ability that activates when it eats. The animal that eats the Legendary Animal will also have its effect active, and you must fulfill both effects.

In addition, some of the numbers included in this expansion already exist in the base game. Animals of the same number cannot eat one another, unless they have an ability that allows them to do so.

AIR ANIMALS:

If you haven't played with Air Animals yet, here is how they are used:

During the game, you must discard and use the ability of each Flying Animal drawn for that game. You lose the game if any unused Flying Animals remain at the end of the game!



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