



FOOD CHAIN ISLAND

A SCOTT ALMES SOLO GAME

LOST BEASTS



ONE PLAYER ONLY
LIGHT ON RULES
BIG ON REPLAYABILITY

Get ready for a blast from the past as we unleash...the Lost Beasts!

These ancient animals offer plenty of prehistoric twists for experienced Islanders.

COMPONENTS

4 Land Animals (Archicebus, Dodo, Velociraptor, and Smilodon), 1 Sea Animal (Plesiosaurus), 1 Air Animal (Pterodactyl)

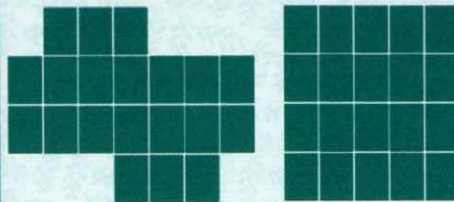
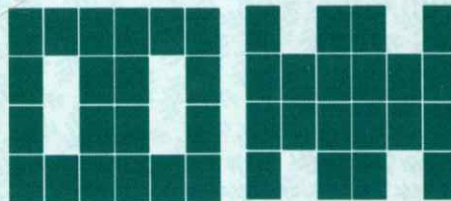
SETUP

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.

To increase the challenge, play with less Water Animals and/or more Air Animals.

Shuffle the Land Animals in with the others. Then, draw and reveal them face-up to form one of the following shapes:



GAMEPLAY CHANGES

The Land Animals do not have abilities that activate when they eat another creature. Instead, they each have a unique criteria for which animals they can eat. Refer to each card to see how its food is restricted.

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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