

Fight, FLight, Bite

Your tribe of critters is vying for control of woodland territory—so as to reap the harvest at the end of the round.



Components

- 32 Critters (8 critters each in 4 colours)
- 10 woodland tiles
- 72 food resources (24 resources in Brown, white and pink)
- 36 action cards

Overview

On each turn, players place critters on a woodland space then duel against other critters on the same space using Fight Flight Bite (Rock Paper Scissors). If the attacker wins the duel they gain a bonus which allows them to move critters or fruit/nuts/mushrooms.

If the defender wins they add a new food resource to the board.

At the end of the game, when all critters have been placed, then the harvest is calculated and the cubes divided between the 2 players with the most critters on each space.

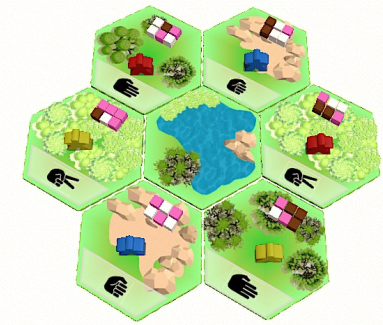
The player whose cubes are worth the most points (according to scoring bonuses on the cards remaining in their hand) wins the game.

Rules Setup

Arrange woodland hexes to create the woods.
4 players — 10 hexes; 3 of each terrain type & the pond



4 player setup



2 or 3 player setup

2 or 3 players—7 hexes; 2 of each terrain type & the pond

Players can experiment with their own arrangement of hexes or use one of the examples given.

Randomly place 6 cubes (brown/white/pink) on each woodland space (not the pond).

Deal Action Cards

Each player starts the game with a set of the same four 'extra' cards. Each should have *Extra Fight*, *Extra Flight*, *Extra Bite* and *Extra Critter*. These cards have a grey bar at the top (and may have a different coloured back) Then deal each player 4 more cards at random from the remaining deck.

Determine Turn Order

Players should determine the order of

play using rock paper scissors. Simultaneously count down (3,2,1 go). The winner becomes the last player, with the player to their left becoming the start player.

Place First Critters

Each player from the start player, places a critter on an empty space. When all players have placed one critter, they each place a second critter on another empty space — starting with the last player in reverse turn order.

Turn Structure

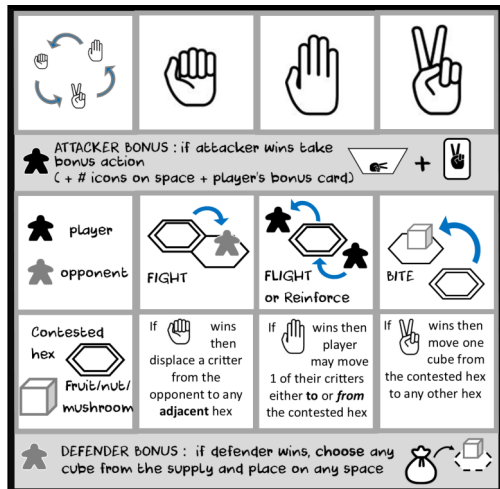
When all players have placed 2 critters, starting with the first player play proceeds as follows.

On their turn, players will add one of their critters to a woodland space.

If the newly placed critter is co-located with critters from any other tribe then the player must duel with the opponent controlling one of these critters.

Duels use Fight—Flight—Bite (Rock—Paper—Scissors). Fight wins against Bite, Bite wins against Flight, Flight wins against Fight.

Players must attack the opponent with the most critters on that space. If the number is tied then the attacking player can choose. They can also switch between players as the number of opposing critters changes. They must attack at least once, but each of their critters on the space may



Player Aid, summarizing the bonus actions for winning a duel

Turn Summary

On each turn,

1. Place a critter on a Woodland space
2. Play an action card from hand
 - a. If the action card allows for an immediate effect then take the action
3. If other critters are on the space, duel with the opponent who has the most critters there.
 - a. Attacker counts down “Fight, Flight, Bite, Go...!”
 - b. If the players ‘draw’ then Attacker immediately counts down again...
 - c. If the players ‘draw’ 3 times the Attacker is deemed to have won
4. If the Attacker wins;
 - a. add up the number of Attacker bonuses (on the space & your action card)
- b. Fight (Rock) - for each Fight move an opponent critter into an adjacent space
- c. Flight (Paper) - for each Flight move one of your critters into or out of the space where the duel took place
- d. Bite (Scissors)- for each Bite move a food from the space to an adjacent space
5. If the Defender Wins;
 - a. (Defender may) take 1 food from the supply and place it on another space
6. If the Attacker has more critters on the space (that have not dueled) they can return to step 3, and duel again.
7. When all critters have dueled or passed then discard the action card.
8. Turn proceeds to next player.

attack, with each attack determined with Rock Paper Scissors. The attacker counts down “3, 2, 1, go!” On “Go” both players simultaneously choose one of the three hand gestures to ‘throw’. While Rock Paper Scissors is traditionally random, the action bonuses make each duel asymmetric—offering different

rewards to the attacker for winning with each different choice. If **both players ‘throw’ the same sign** then the attackers immediately repeats the countdown and playersd ‘throw’ again. This is the middle of a scrap so there is no time to rethink strategy. If players match 3 times then the attacker is deemed to have won with the sign that they finally used.

If the **Attacker wins** the duel, then the attacking player may take the corresponding bonus action.

There may be 3 types of piece on a contested space. The attacking players pieces, the opposing pieces and food resources. Each 'attack' allows the attacker to move one type of piece.

Rock — Fight (fist)

— push one of the **opponents critters** into an **adjacent** space.



Paper — Flight (wing)

— move one of **your critters** from another space **into** this space, **or away from** this space to any other space. Critters that are moved into the



contested space must be placed on their back. They cannot participate in a subsequent duel. It is possible to move a critter into and then immediately out of the contested space if the player has 2 bonus actions.

Scissors — Bite (fangs)

— steal one cube from the space and place it on any other woodland space.



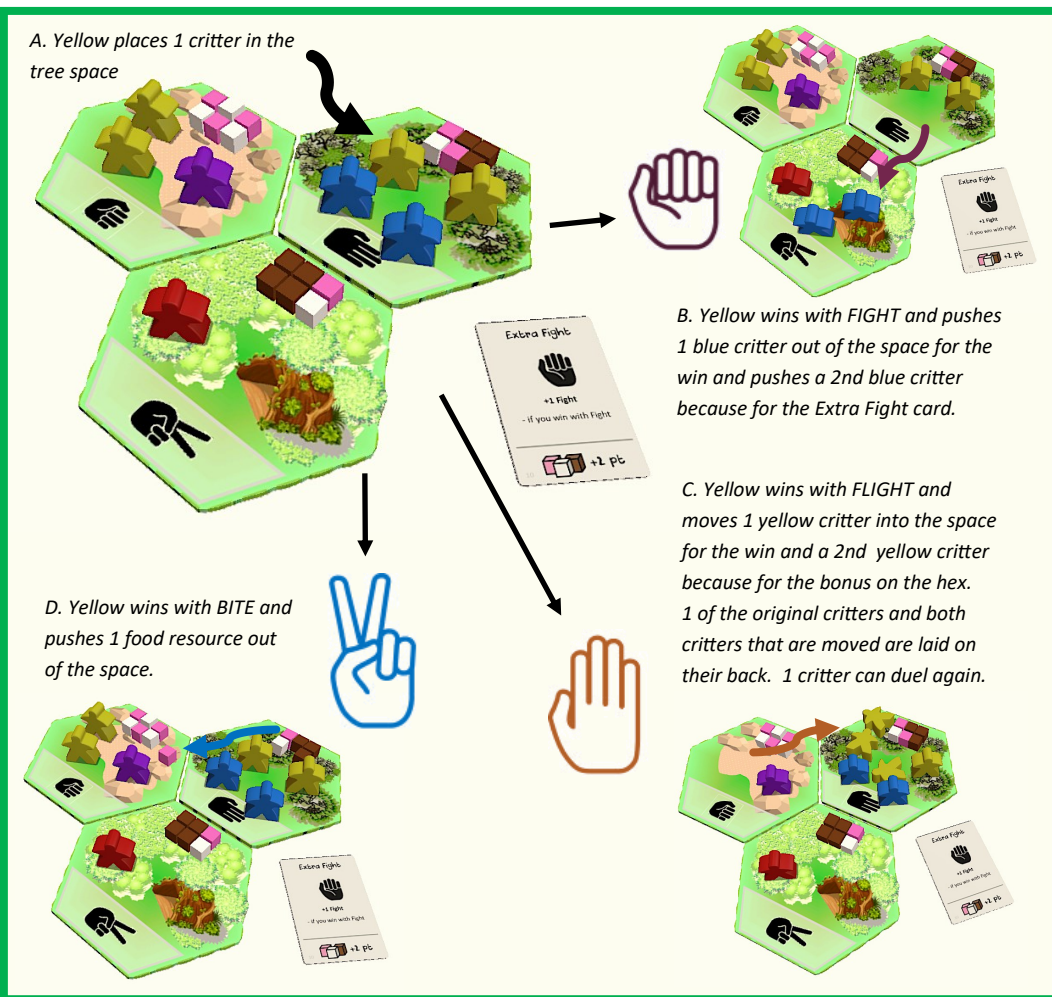
attacker allows it. Thus, for each duel, the bonus action can be taken from 1 to 3 times.

An attacking player must attack at least once, but all bonus actions are optional.

After the attack, one critter is placed on their back—if any attacking critters remain standing then they may also attack, but following the first attack subsequent attacks are optional.

If the **Defender wins** the duel then they get the **Defender bonus**. They may choose an additional cube from the supply and place it on any woodland space.

The bonus action can be repeated, if the woodland space contested has the corresponding icon shown on that space. And the bonus action can be taken an additional time if the action card played by the



Play Variants

Woodland Setup

When players are familiar with the game they can explore several variants.

The arrangement of woodland hexes can be varied to give a different woodland each game.

Asymmetric Tribes

Give specific sets of action cards to players to create asymmetric factions.

e.g. **Foxes**—start with 8 cards including all 4 “extra fight” cards

Birds—start with 8 cards including all 4 “extra flight” cards

Snakes—start with 8

cards including all 4 “extra bite” cards

Rabbits— ...

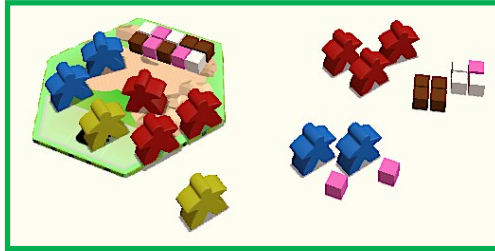
Moles— ...

(designer comment—I intend to create several other recommended card sets for different tribes.)

End of Deployment – The Harvest

When all players have played 5 turns the game ends, and the food on each space is Harvested. If players have not played their “extra critter” card then 1 critter will remain unplayed. The player with the most critters on each space is the **Controlling Player**, and will harvest the food on that space. However, before the controlling player Harvests, defeated critters have a chance to steal some food as they retreat. The player with the second highest number of critters on the space is the **Retreating Player**, and will steal some food as they retreat. All other players

flee empty handed, with no food (example 1).



Example 1: Yellow critter flees, Blue critters retreat stealing 1 cube each, Red critters harvest the remainder

If 2 or more players tie for **Control** then neither controls the space. Both players **Retreat**. As they retreat, they **alternate** taking 1 food for each critter they have on the space, until food is exhausted or all critters are removed (example 2).

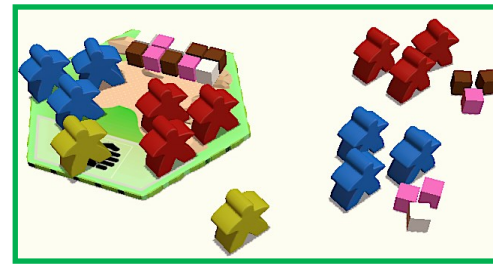
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Harvest Summary

Before the Harvest;

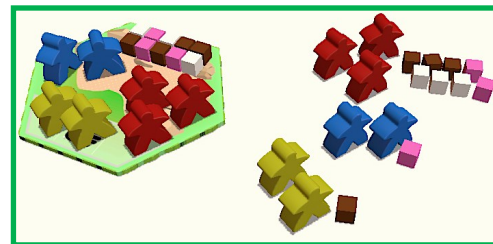
1. The player with the most critters on a space is the **Controlling Player**
2. The player with the second most critters is the **Retreating Player**
3. The **Retreating Player** takes 1 cube for each critter on that space.
4. If 2 or more players tie for **Control** then neither controls the space.

5. if 2 or more players tie for the second highest number of critters then when they retreat, they each take just 1 food (in turn order).
6. The **Controlling Player** harvests all the remaining food on the space.



Example 2: Yellow critter flees, Blue and Red critters retreat stealing 1 cube each

If 2 or more players tie for the second highest number of critters then when they retreat, they each take just 1 food (in turn order)



Example 3: Yellow and Blue critters are tied, and retreat stealing a single cube. Red critters harvest the remainder.

regardless of how many critters they have on the space (example 3).

The Controlling Player takes all the remaining food on the space.

Scoring

After the harvest, each player adds up the value of the food they hold. Each food is worth 2 points. In addition, after 5 rounds, each player will have 3 cards left in their hand. Each card will give bonus points for food of a particular type. Thus players can earn from 1 to 3 additional points for food matching card(s) they are still holding.

The player with the most points wins the game.

If tied then players should determine a winner using **Fight—Flight—Bite**.

Contact

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