

Fight, FLight, Bite



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

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 bonuses which allow them to move critters or food resources to their advantage.

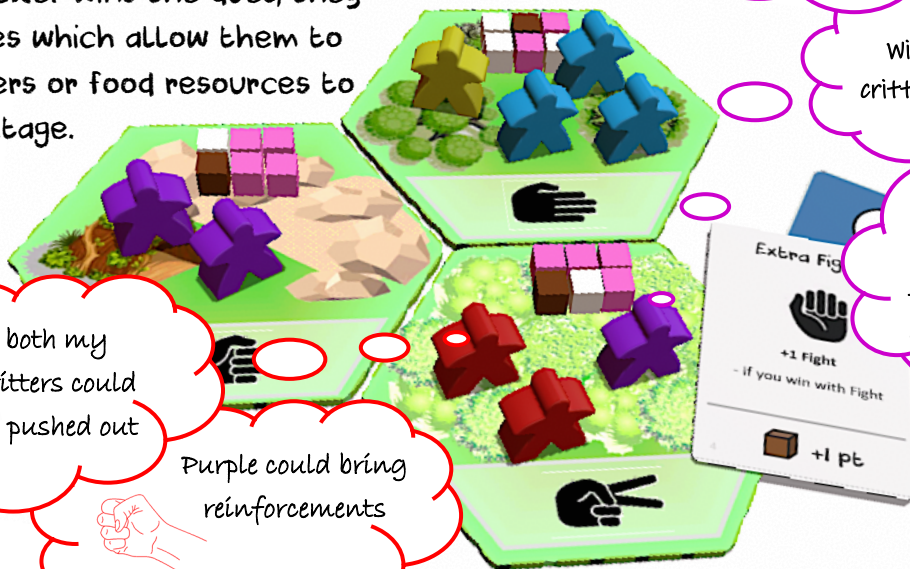
I can take 2 cubes to a space I control

Will let me add a critter from another space

But with my card — pushes 2 red critters out and gives me control

both my critters could be pushed out

Purple could bring reinforcements



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Hook

- **Unique use of Rock Paper Scissors** in combat with tactical and strategic bonuses which create asymmetry and remove randomness
- **The sweet smell of victory!** If they win, players feel like they have actually defeated their opponent—or have been outwitted if they lose
- **Action cards** allow players to further incentivize one call over another—but is it a bluff? ...or double-bluff?
- **Unused action cards** give scoring bonuses
- **Thematic tie in** to the familiar gestures so nothing new to learn

Components

- 32 critter meeples (4 colours)
- 72 cubes or fruit tokens
- 40 cards
- 10 Hex tiles / board



Rock = Fight (fist)
 move opponent



Scissors = Bite (fangs)
 Steal food resource



Paper = Flight (wing)
 Relocate your own critters

