# Setup

## Player

* 1 Green die
* 3 Studies (or 1 for first game), keep 1
* Wild Token by Player#: 2&3:1, 4&5:2, 6:3

## Board

* 2 A and 2 B Patrons
* Market/Kennel: Players + 1 of each sex
* 5 or 6 players: use back of main board

# Turn Sequence

## Selection

1. Selection: Male, Female, and Cog (beware inbreeding!)
2. Unlock Upgrades

## Breed (simultaneous)

1. Draw pup cards
2. Roll and mark one pup
3. Discard Wild Token tiles used
4. Repeat (3) to (5) if that ability is unlocked
5. Record friendliness and name pups

## Research (simultaneous)

1. Score Studie(simultaneous)
2. Collect Score and Trait tokens earned   
   (only earn each trait color from only 1 pup)
3. Unlock Upgrades

## Admin

1. Clear previous generation (bred and market/kennel)
   1. Wild foxes to male and female discard piles
   2. Erase bred foxes and return to their players
   3. Return all but green dice to supply
2. Reward Friendliness (share ties)
3. Fill Kennel with pups then top off with wild foxes
   1. Limit of 8 per sex
   2. Ties: discard all foxes of lowest Friendliness
4. Place Order tokens above Cogs, then take both
5. Clear and refill supply track

# End Game

* Upgrade tracks are cumulative points
* Study give points only from the highest level completed
* Time Breaker: Player order in supply track