

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)

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

RESEARCH (SIMULTANEOUS)

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

ADMIN

11. Clear previous generation (bred and market/kennel)
 - a. Wild foxes to male and female discard piles
 - b. Erase bred foxes and return to their players
 - c. Return all but green dice to supply
12. Reward Friendliness (share ties)
13. Fill Kennel with pups then top off with wild foxes
 - a. Limit of 8 per sex
 - b. Ties: discard all foxes of lowest Friendliness
14. Place Order tokens above Cogs, then take both
15. 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