

Fight, FLight, Bite

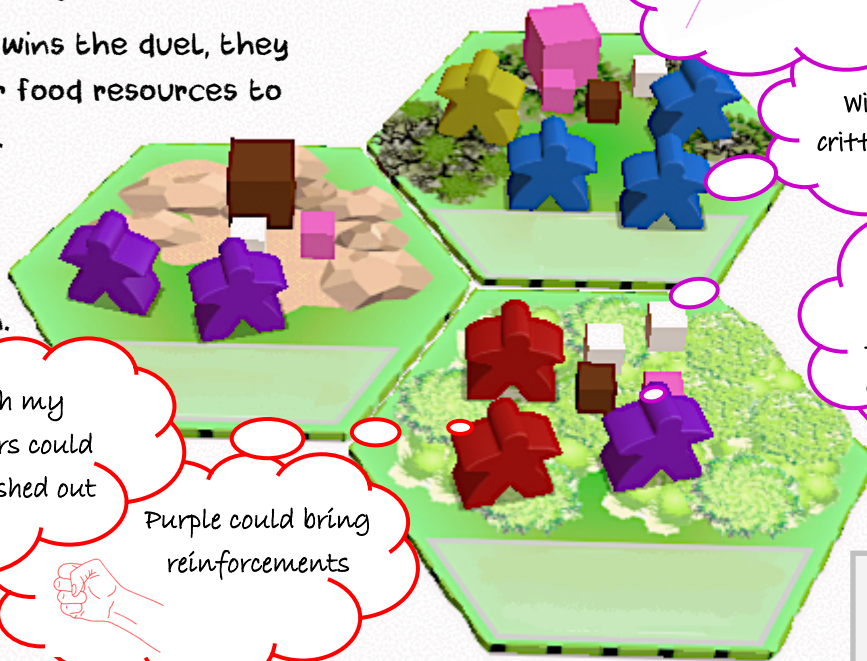


Your tribe of critters is vying for control of woodland territory—so as to gather the harvest at the end of the game.

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 move critters or food resources to their advantage.

Gather enough resources to build a den— build two to win.



I can take 2 white cubes to a space I control

Will let me add a critter from another space

But if I bluff with  — pushes 2 red critters out and gives me control

both my critters could be pushed out

Purple could bring reinforcements

Contact:
Ian Brocklebank
ian@thegamespeople.co.uk
+44 (0) 7925 136 735



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
- **Players show a ‘tell’** to further incentivize one call over another—but is it a bluff? ...or double-bluff?
- **Thematic tie in** to the familiar gestures so nothing new to learn
- **No complicated scoring.** Race to build 2 dens, before other players

Components

- 3 x 6 & 1 x 12 critter meeples; (30 total)
- 60 small cubes or fruit tokens
- 12 large cubes or fruit tokens
- 5 ‘Buildings’
- 10 Hex tiles / board



Rock = Fight (fist)



Scissors = Bite (fangs)
Steal food resource



Paper = Flight (wing)
Relocate your own critters

