

Bea's Game for Look Look Collectors

For 2 players.

Needed to play: 48 Look Look cards and a pair of dice

Each player creates a deck from his or her own collection of cards.

Each player's deck has four food unit cards, plus 3 predator cards and 3 prey cards for each of the food cards, for a total of 24 cards. Any questions about defining predators and prey are to be resolved by Kestrel Education Adventures.

1. Play starts as one player places a card face up from his or her deck.

The other player does the same and the two cards are compared. Players must choose cards from their decks at random without looking at them.

2. The player with a predator card wins the hand over a player with a prey card. The predator card wins and that player collects both cards and puts them at the back of his or her deck.

3. Since most animals are both predator *and* prey, players must announce their choice for each hand. A top predator or stronger predator always wins, and a weaker prey always loses. Any disputes over winning predators and prey are to be resolved by Kestrel Education Adventures.

4. If both players have a predator card, or if both players have a prey card, the players may both declare "Flight" and return the cards to their respective decks. That hand has no winner.

5. However, the players may choose to compete over territory, both declaring "Fight" over "Flight". In that case both players throw the dice and whoever rolls the highest combined score wins the hand, takes both cards, and adds them to the back of their deck.

6. If both players do not agree to "Fight" or to "Flight", however, then they both roll the dice and whoever rolls the lowest combined score gets to determine whether play will continue as "Fight" or "Flight". Play then continues as in step 5, rolling again, with the highest score the winner.

6. A player may play a food unit card at any time to get back an animal card that was lost in play. The redeemed animal and the food card must match. For example, the marine food unit card would redeem a seal but not a weasel. All disputes over the food-species matches are to be decided by Kestrel Educational Adventures.

The object of the game is survival--by winning all the hands and collecting all the cards, or by having the most cards after a predetermined period of time or number of hands.