

HYBRID HUNT

THE STORY



You and your friends are lab assistants working for an eccentric genius named Dr. Amandus Malone, founder of the Malone Biological Research institute (MBR). Your work takes place on St. Fredrick Isle, a manmade island made up of 5 different biomes.

One night, the island was shaken by a 6.7 magnitude earthquake. Mayhem ensued. Every one of Dr. Malone's highly-dangerous biological experiments escaped their containment and scattered across the island. In a matter of weeks, they'll spread across the world. Not only will Dr. Malone's work be made known to the public, but the world will be in immediate danger!

Which one of you will track down and capture the most of Dr. Malone's hybrid animals? Which one will thwart the intentions of your backstabbing friends? Which one will win the adoration of Dr. Malone, and which will return as the useless henchman?



Don't forget to take the survey after playing!
Click the link on the homepage at hybridhuntgame.com

HYBRID HUNT

INSTRUCTIONS

SET UP

1. Shuffle the Hybrid Animal cards. Place the pile on a reasonably level surface.
2. Remove all Starter Deck cards from the Supplies deck and distribute one pocket knife, combat card, and bandage to each player.
3. Shuffle the Supplies cards. Place the pile near the Animal pile, but with enough space for a discard pile.
4. Shuffle the 7 Ultra Dangerous Hybrid Animal cards. Place the pile near the Supplies pile, but with enough space for a discard pile.
5. Each player chooses a lab assistant, takes a damage indicator and an instruction card.
6. Shuffle the Biome cards and place them in the center of the gameplay surface.

GAME START

The Lab Assistant who has last touched an animal (petted a dog, rode a horse, swatted a gnat) goes first. Play continues clockwise.

GOAL

The lab assistant who reaches ten points first wins the prestigious Malone Research Fellowship, along with a hefty sum of Dr. Malone's multi-million dollar estate.

GAMEPLAY

Before every round begins, the Lab Assistant who played first flips over the next Biome card in the Biome pile. For the duration of this round (or until someone adjusts it), every explorer is facing animals in this biome. This is repeated every round until the game is over.

Every individual turn consists of 3 Stages: Equip, Encounter, and Turn End.

EQUIP

Draw 2 cards from the Supplies pile. Included in this pile are Weapon, Thwart, Benefit, Strategy, and Whoops! Cards.

If you draw a Whoops! card, effects of Whoops! cards must be applied immediately, unless otherwise mentioned.

You can play as many Thwart, Benefit, or Strategy cards you want at any time during your turn (except for Combat cards). You cannot play Thwart, Benefit, or Strategy cards outside of your turn.

ENCOUNTER

You may choose to encounter a hybrid animal, an Ultra Dangerous animal, or combat another lab assistant. You may only encounter ONCE per turn.

ENCOUNTER: HYBRID ANIMAL

1. **Draw Hybrid Animal:** Draw from the Hybrid Animal pile, lay the card face up in front of you.
2. **Battle Hybrid Animal:** Choose a weapon from your hand to battle the animal. You must lay your weapon before rolling. You may not change a weapon (unless you have the Audible card). First, the player on your right rolls a die and adds the result to the Hybrid Animal's number. The total is the Hybrid Animal's attack. Second, roll a die and add the result to your weapon's attack. Whichever total is higher is the winner. Simple as that!

Example: You draw the Starzelle (attack 5), and you use your Long Sword (attack 4). The player on your left rolls a 3 for the Starzelle, and you roll a 5 for your Long Sword. The result is 8 vs 9; you win!

IMPORTANT: Only corresponding Weapon Cards can be used against certain Hybrid Animals. See "Card Layout" for more information.

If you win: Keep the Hybrid Animal card until the end of the game (unless stolen by another Lab Assistant). You have acquired that many Victory Points. The more dangerous the animal, the more points you obtain!

If you lose: Move the damage counter up equal to the number on the animal card. Optional: Look deeply into a mirror and call yourself a loser.

If you tie: Sorry bud, both you and the animal roll again. If you tie a second time, chuckle at the coincidence and keep rolling until you get a different result.

If you have no playable weapons in your hand: The only choice you have is to make a run for it. Roll a die for damage. If it lands on 1-3, take that number as damage. If it lands on 4-6, you escaped unscathed!

ENCOUNTER: ULTRA DANGEROUS!

5 Ultra Dangerous have an attack of 6 with 3 biomes, but 3 Ultra Dangerous have an attack of 8 with 4 biomes.

1. To face an Ultra Dangerous Hybrid Animal, discard 4 Supplies cards onto the discard pile.
2. Draw an Ultra Dangerous animal, lay face-up, and battle as you would any normal animal.

If you win: Congratulations! You get to keep this animal. It cannot be stolen via combat.

If you lose: Follow instructions found in Encounter: Hybrid Animal instructions. You must lay the Ultra Dangerous Animal in the discard pile. Do not reshuffle the UD discard pile. They cannot not be faced again.

ENCOUNTER: COMBAT OPPONENTS

1. Lay Combat Card: Take a Combat card from your hand and lay it on the table.
2. Choose Opponent & Animal: Declare which player you are combating, and which animal of theirs you're aiming to take.
3. Choose Corresponding Weapon: Similar to Hybrid Animals, you must use a weapon that corresponds with the Lab Assistant you are combating. If your enemy is from the desert, then you must have a desert weapon. They can only defend themselves with a weapon that corresponds with your biome.

Benefit Cards Still Work: If you have an applicable benefit card, you may use it if you so desire! Play these with your weapon.

4. Combat!: Roll a die and add the result to the attack of your weapon vs. their dice roll added to the attack of their weapon.

If you win: Take the animal you declared. It's yours now! (diabolical laugh). Continue with your turn.

If you lose: Move your damage counter up the number equal to the strength of the winner's weapon. Continue with your turn.

TURN END

At the end of your turn, you may not have more than 8 cards. If you do, discard to 8, gaining none of the benefits of the cards you discarded.

BIOME BENEFIT:

The Biome cards not only forward the game progression, but impact the encounter stage as well. If a Lab Assistant draws a Hybrid Animal that is from the X and Y Biomes, and the current round is taking place in the X Biome, the Hybrid Animal adds +1 bonus to its dice roll. Similarly, if you face a Hybrid Animal and the current round takes place on your Lab Assistant's biome, you get to add +1 to your dice roll. The biome boost does not affect weapons.

Example: If you draw the Octobear in the desert, then its attack is 5. If you draw the Octobear in either the Jungle or the Ocean biomes, the Octobear's attack becomes a 6.

ANIMAL/WEAPON CARD LAYOUT:

Every animal card has 4 qualities: Attack, Type, Name, Description.

Attack: Found at the top corner, this number is added to the animal/assistant's dice roll during the Encounter stage. If you beat the animal, it's attack number becomes Victory Points to total up at the end of the game.

Type: Every animal in this game is a Hybrid Animal, meaning it's a combination of two (or more) Hybrid Animals from two (or more) biomes. For instance, the Octobear is both from the Jungle and the Ocean. There are two implications of this:

1: Only certain weapons may be used on certain Hybrid Animals. Every weapon card features two biome images. At least one biome must match the Hybrid Animal you are battling in order to make the weapon usable. For instance, a harpoon with a Desert/Ocean label is usable against any animal that is either from the Desert or Ocean.

2: Hybrid Animals have advantages depending on the Biome they are drawn in. (See Biome Benefit)

Name: This is the name of the animal/weapon. If you do not know which animals the Hybrid Animal is made of, see the small text below the animal name.

LAB ASSISTANT CARD LAYOUT:

Every Lab Assistant card has 4 qualities: Name, Biome, Damage Scale, and Description.

Name: Dr. Amandus Malone was very serious about his Hybrid monopoly, and thus required every Lab Assistant to use a combination of two names. Each Lab Assistant also has a job description.

Biome: Every Lab Assistant has a knack for a specific biomes. (See Biome Benefit)

Damage Scale: This indicator shows how much damage you've taken during the course of the game. When you reach damage level 13, it means you've died and you can no longer continue playing. All your captured animals run free into the wild (shuffle them into the deck), and you lose all your points.



END OF GAME:

The first player to have a total of ten points at the end of a round ends the game and is the winner! Winner, winner, Snicken dinner.

2

CRAYENA
Whooping Crane + Hyena



1

MORAL
Star-nosed Mole + Pillar Coral



2

WEAGLER FISH
Least Weasel + Anglerfish



4

SEA TISON
Sea Turtle + Bison



1

KOALKAT
Koala + Meerkat



1

TOTH
Arctic Tern + Sloth



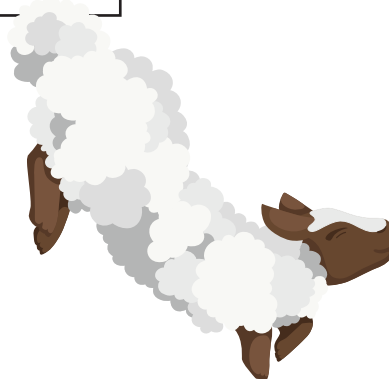
3

GOPHUMBER
Gopher + Sea Cucumber



2

SHOTTER
Sheep + River Otter



3

PARREX
Parrot + Ibex





**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**

5

KOMODO DROVERINE

Komodo Dragon + Wolverine



5

OCTOBEAR

Octopus + Grizzly Bear



2

STARZELLE

Starfish + Gazelle



3

CHIMPION

Chimpanzee + Scorpion



4

RHINEROO

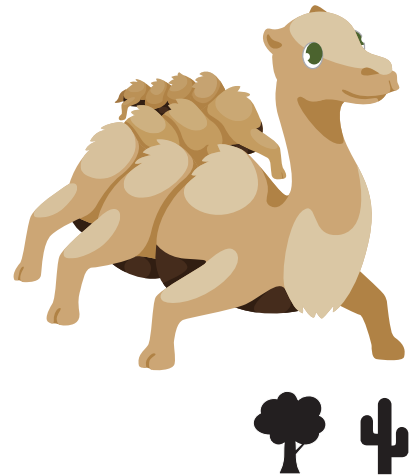
Rhinoceros + Kangaroo



4

CAMEPEDE

Camel + Centipede



4

SNICKEN

Snail + Chicken



2

SKEEDLE

Skunk + Dung Beetle



4

SNOW LEOPATEE

Snow Leopard + Manatee





**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**



**HYBRID
ANIMALS**

5

MACARONI PENGUNK

Macaroni Penguin + Chipmunk



3

MRAB

Moose + Crab



6

CHIMBRAVERINE

Chimpanzee + Zebra + Wolverine



6

NAUTILIZRAFFE

Nautilus + Frilled Lizard + Giraffe



8

LIOSHARODOG

Lion + Shark + Parrot + African Wild Dog



Equip

Draw 2 cards from the Supplies pile. If you draw a Whoops! card, the effect must be applied immediately, unless otherwise mentioned.



Engage

Play Benefit, Thwart, or Strategy cards. These cards may also be played during the encounter stage.



Encounter

Choose 1:

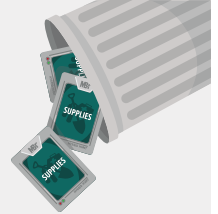
- Draw a Hybrid Animal Card and battle it.
- Discard 4 cards to battle an Ultra Dangerous Animal.
- Play a combat card to challenge another player for their Hybrid Animal.

If you win, the card is yours.



End

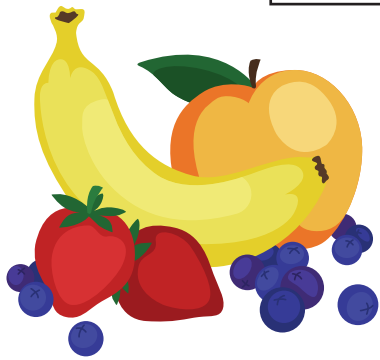
Discard until you have 8 cards in your hand. Discarded cards do not give any effects.





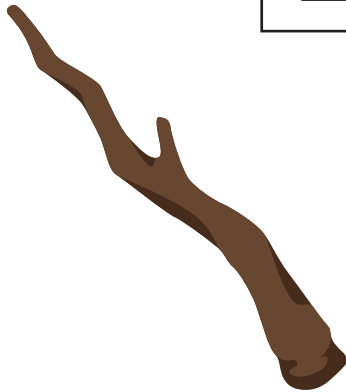
FRESH FRUIT

3



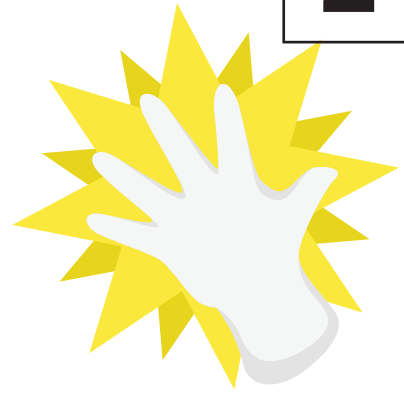
STICK

2



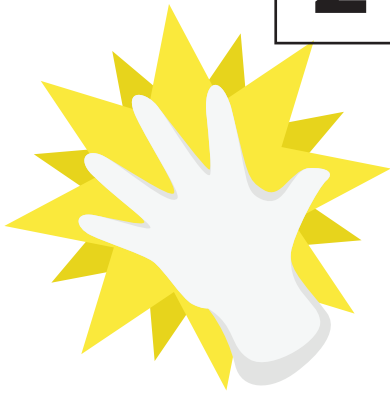
SWAT

2



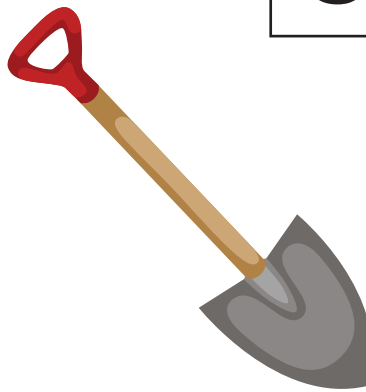
SWAT

2



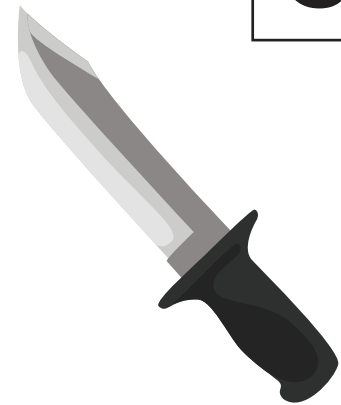
SHOVEL

3



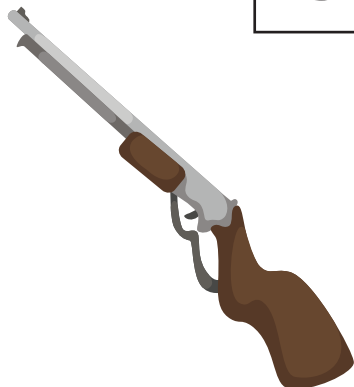
KNIFE

3



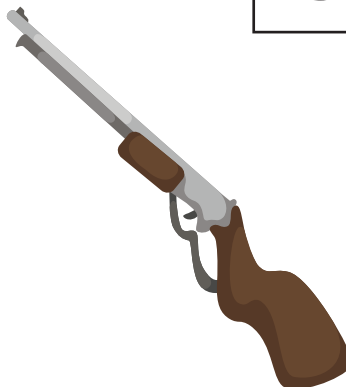
BB GUN

3



BB GUN

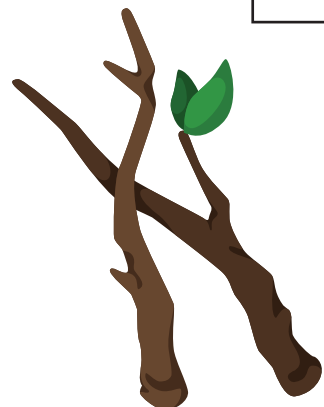
3



TWO STICKS

May use twice before discarding

4





SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES

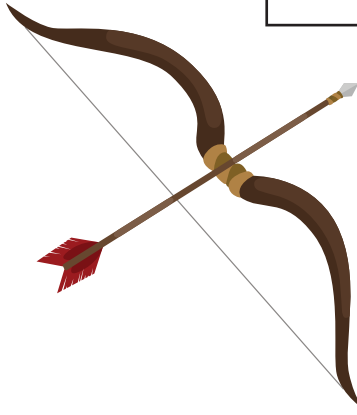
STONE CLUB

4



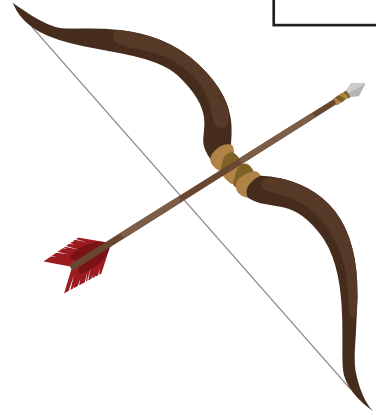
BOW & ARROW

4



BOW & ARROW

4



PISTOL

4



AXE

5



GRENADE

5



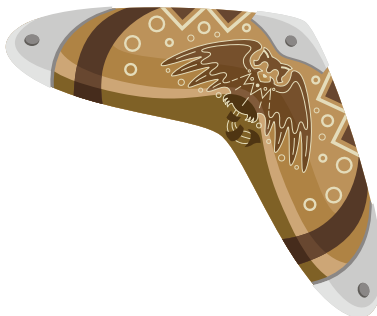
MORNING STAR

5



BIG OL' BOOMERANG

6



CHAINSAW

6





SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



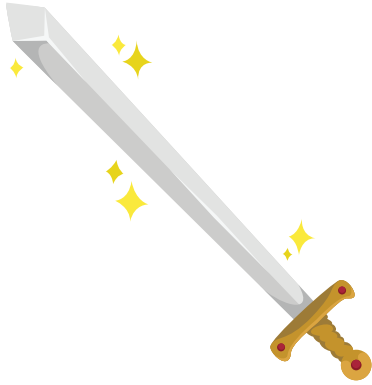
SUPPLIES



SUPPLIES

LONG SWORD

6



ROCKET LAUNCHER

6



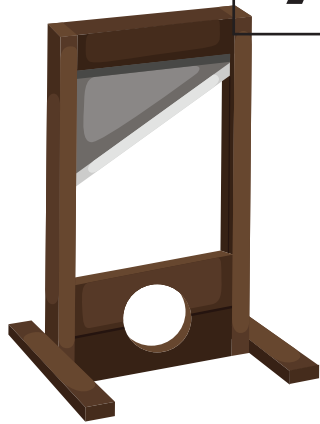
ROCKET LAUNCHER

6



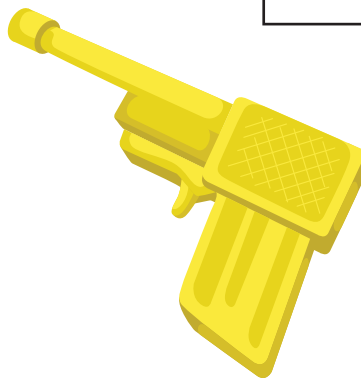
GUILLOTINE

7



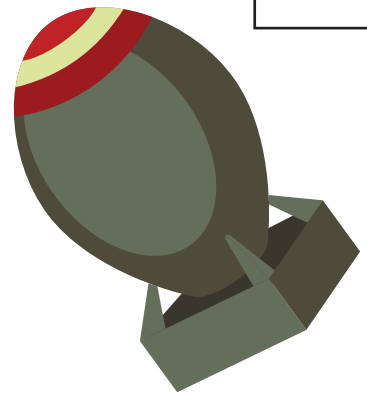
GOLD-ISH GUN

7



ATOMIC BOMB

7



BEAR TRAP

Opponent loses next turn.



THWART

STICKY FINGERS

Look through an opponent's hand and take a card.



THWART

MEAT

Opponent must face two animals during their next encounter.



THWART



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES

PICKPOCKET

Draw a random card from an opponent's hand.



THWART

Shhh! Keep this card a secret!

PLAY THE HERO

The next time someone takes damage, you take it instead.



WHOOPS!

BUTTERFINGERS

Discard two cards from your hand.



WHOOPS!

WHIRLWIND

Flip to the next biome card.



WHOOPS!

ANTIFREEZE

Unthaw any frozen animal.



STRATEGY

HYPERFREEZE

Protects one captured animal from combat.



STRATEGY

HYPERFREEZE

Protects one captured animal from combat.



STRATEGY

HYPERFREEZE

Protects one captured animal from combat.



STRATEGY

NOPE

Escape any animal or combatant before dice roll. Or, escape the effects of any Whoops!, Thwart, or Strategy card. Can play Nope outside of your turn if defending yourself. Discard all cards in play after Nope is laid.



STRATEGY



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES

NOPE

Escape any animal or combatant before dice roll. Or, escape the effects of any Whoops!, Thwart, or Strategy card. Can play Nope outside of your turn if defending yourself. Discard all cards in play after Nope is laid.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

AUDIBLE!

Switch your weapon after a failed roll and reroll. Return your first weapon to your hand.



BENEFIT

QUICK DRAW

Draw two extra cards from the Supplies deck.



BENEFIT

THIRD ARM

Use two weapons on this turn.



BENEFIT

WEAPONS TRAINING

During your next attack, roll two dice instead of one.



BENEFIT

SUSPICIOUS GOO

Remove three damage points.



BENEFIT



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES



SUPPLIES

FIRST AID

Remove two damage points.



BENEFIT

FIRST AID

Remove two damage points.



BENEFIT

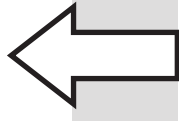
BANDAGE

Remove one damage point.

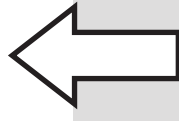


BENEFIT

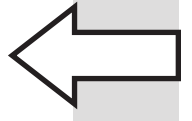
DAMAGE LEVEL



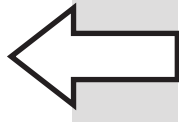
DAMAGE LEVEL



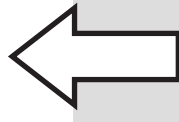
DAMAGE LEVEL



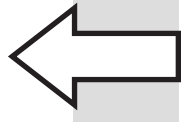
DAMAGE LEVEL



DAMAGE LEVEL



DAMAGE LEVEL





SUPPLIES



SUPPLIES



SUPPLIES

POCKET KNIFE

1



POCKET KNIFE

1



POCKET KNIFE

1



POCKET KNIFE

1



POCKET KNIFE

1



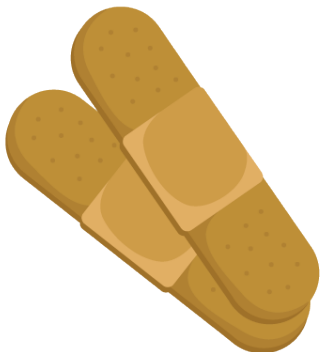
POCKET KNIFE

1



BANDAGE

Remove one damage point.



BENEFIT

BANDAGE

Remove one damage point.



BENEFIT

BANDAGE

Remove one damage point.

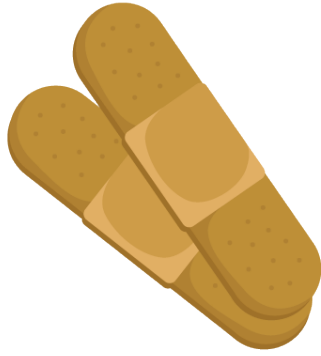


BENEFIT



BANDAGE

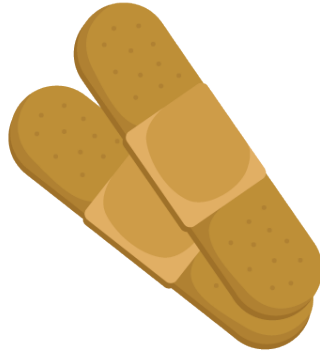
Remove one damage point.



BENEFIT

BANDAGE

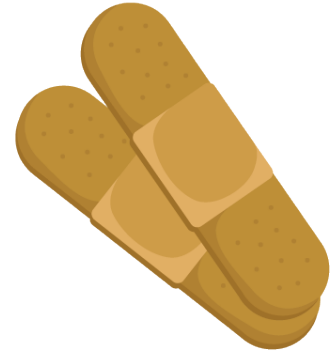
Remove one damage point.



BENEFIT

BANDAGE

Remove one damage point.



BENEFIT

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY

COMBAT

Declare an animal and battle for it.



STRATEGY



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



**STARTER
KIT ITEMS**



BRANIBETH

Brandy + Elizabeth



WILD BIOME*

*Choose only one biome per game



BRAHN

Bradley + Johnathan



TUNDRA BIOME



DWAYID

Dwayne + Sid



OCEAN BIOME





LULIETTE

Lucy + Juliette



JUNGLE BIOME

0 1 2 3 4 5 6 7 8 9 10 11 12 < skull



JENNARY

Jenna + Mary



DESERT BIOME

0 1 2 3 4 5 6 7 8 9 10 11 12 < skull



WILBERT

William + Albert



PRAIRIE BIOME

0 1 2 3 4 5 6 7 8 9 10 11 12 < skull

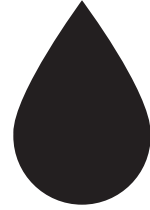
**JUNGLE
BIOME**



**PRAIRIE
BIOME**



**OCEAN
BIOME**



**TUNDRA
BIOME**



**DESERT
BIOME**



**JUNGLE
BIOME**



**PRAIRIE
BIOME**

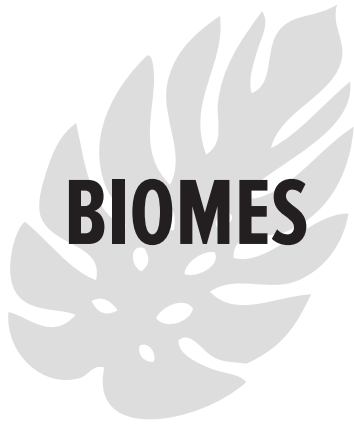


**OCEAN
BIOME**

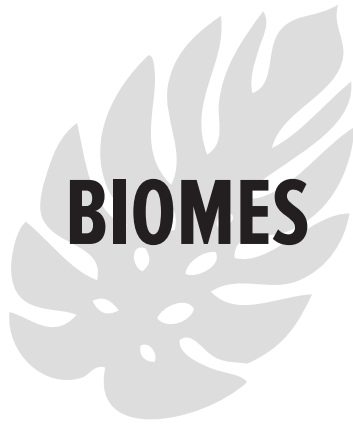


**TUNDRA
BIOME**

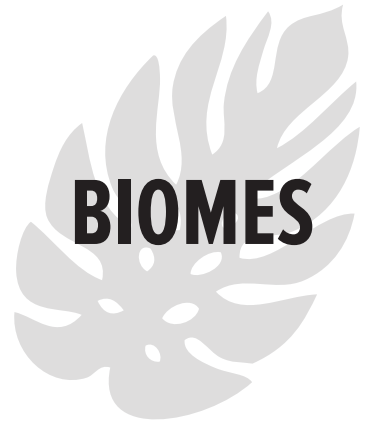




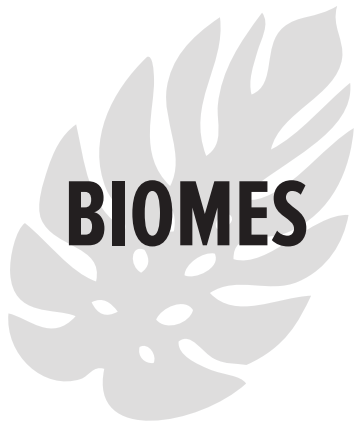
BIOMES



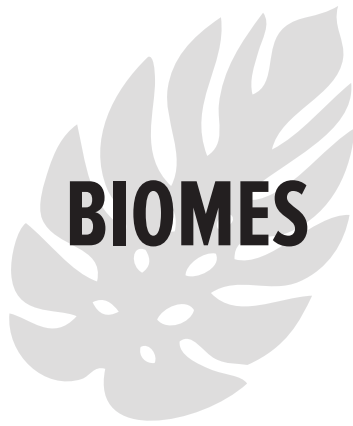
BIOMES



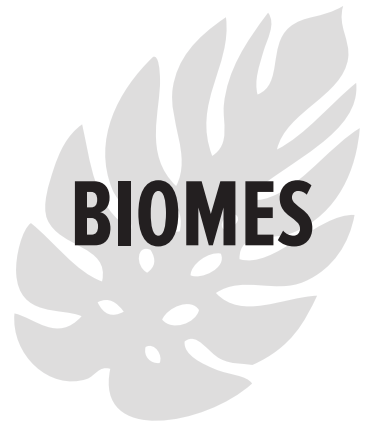
BIOMES



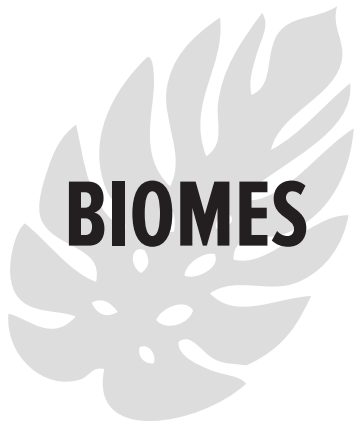
BIOMES



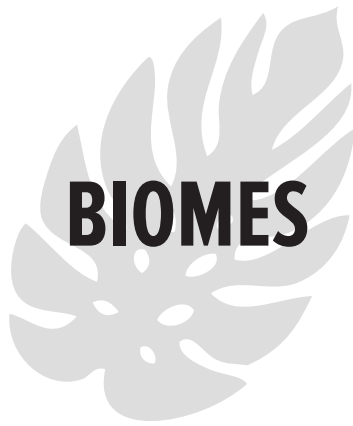
BIOMES



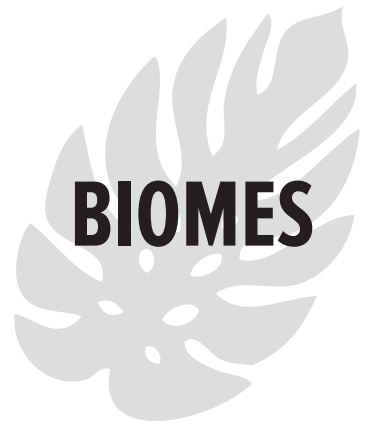
BIOMES



BIOMES



BIOMES



BIOMES

DESERT BIOME



JUNGLE BIOME



PRAIRIE BIOME



OCEAN BIOME



TUNDRA BIOME



DESERT BIOME



Biome Boost

The current biome gives a +1 dice bonus to the rolls of living creatures who share the biome's type. So, hybrid animals and lab assistants get a boost, but weapons do not.



Weapon Matching

To use a weapon during an encounter, one of its biome indicators must match the biome of whatever you intend to attack. For example, a knife with an ocean biome can only be used on a hybrid animal from the ocean.

When in combat with a lab assistant, the weapon must match the lab assistant's biome, not the animal you're fighting for. Similarly, your opponent can only defend themselves with a weapon that matches your biome.

