

*An unblooded Yautja named Dek crash lands on planet Genna also known as the “Death Planet”. It is here he must prove himself worthy of his clan by successfully hunting the most deadliest prey and claiming it as his trophy. The planet is full of all kinds of dangerous creatures and plant life but he also encounters unlikely allies. A damaged Weyland-Yutani Synth named Thia and an odd little creature nicknamed Bud. Will they aid him on his journey to become the ultimate Predator or sway him over to be the protective Wolf...*

1-4 players (cooperative). Same rules apply for both other than single player uses the larger move space tiles only while multiple players utilize all spaces. Also players may take turns spinning in whatever order they like but results apply to one player at a time and no sharing of resources.

#### Contents:

- Yutja spinner toy
- There are 4 colored type 5 each tokens representing environmental resources
- 1 Dek figure with Thia in tow
- 4 Bud figures.
- Map game board of Genna
- 5 Explosive Grub tokens
- 5 Razor Grass tokens
- 5 Spitter Eel tokens
- 5 Spiked Plant tokens

#### Objective:

Dek is going on his hunt regardless of whatever Genna offers as the deadliest prey. Will it be the Kalisk or the Weyland Yutani synths also seeking the Kalisk as the ultimate trophy. Player(s) will assume the role of Bud and essentially follow Deck as he marches toward his objective. Along the way you can collect resources which you give to Dek in hopes of winning favor for joining into a clan.

**Player(s) Win:** If Dek defeats Tessa and the WY synths.

**Player(s) Bitterly Win:** If Dek defeats the Kalisk.

**Player(s) Loose:** If Dek is defeated by Tessa and the WY synths.

**Player(s) Loose:** If Deck is defeated by the Kalisk.

#### Setup:

Unfold the game board and place the Yutja toy spinner on the space marked with an octagon. Lay the colored resource tokens on their matching colored move tiles on the board. Place Dek figure along with the number of Bud figures for each player(s) on or near the Start move tile on board. (figures may share a space and pass through one another freely)

### How to play:

Dek will move forward 1 space each time the blue indicator lands on his character (red indicator used in final battle). Square tiles only and must be in a forward direction from Start to Finish. His goal is to catch up to his prey... whatever that may be. Along the way he will be passing through areas with environmental resources, represented by colored tiles and tokens. He himself will not be collecting these resources unless persuaded. If the blue indicator lands on Bud he may move up to 3 spaces in any direction on either square or circle tiles. If he passes a resource token he automatically collects that resource. If he passes Dek he will automatically offer them as a gift. This can only happen as long as Deck is within the same matching colored tile area. Once Dek leaves an area he can no longer accept that resource. (Bud may move in and out of the area with no restrictions). If the blue indicator lands on Dek holding Thia then he essentially has lost a turn and does not move. Thia will be doing her best to persuade Dek into becoming the Wolf protector. If they are on a colored tile with a token that has not been collected by Bud, it can be collected by Dek (additionally if the blue indicator lands on this character while Dek is on the tile marked Trap, it means that sadly Thia wasn't honest about WY intentions and Dek loses 1 each type of resource token collected up to this point).

Continue spinning until Dek has reached the final destination and tally up how many resource tokens were collected along the way for each type. All resources still in Buds possession at this point are no longer used and cannot be passed on to Dek.

Now it's time for the final battle... What will Dek decide as the most worthy prey? Spin the blue indicator and look at the outer 8 sides. If it lands on the WY logo then you will battle Tessa and the WY synths, if it lands on a blank side then you will battle the Kalisk.

When battling Tessa: Its best of 4 rounds where the collected resources come into play. Spin both indicators, blue determines what type of resource will be used by the colored number, red determines the attacker's strength. Example: Spin has the blue landing on the Dek holding Thia character which has a green 1 while red lands on the Bud character which has a blue 3. The resource in use will be green which is the explosive grub. In his travels he encountered Bud who gave him 4 explosive grubs. 4 is greater than the attackers value of 3 so you win that round. (If Dek has all 5 resources of one type it's an automatic win for that round) .Repeat until the winner is decided.

If you are battling the Kalisk then no environmental resources apply. It's simply a battle of pure luck and same as above with best of 4. Spin both indicators and blue will represent Dek's strength by the number it lands on while red will determine the Kalisk.