

THE PHYLOMON ECOSYSTEM GAME!

Age: 8 years old and up.

Number of players: 2 (possible with 3 and 4, although tricky with the rectangular card shape)

Minimal Deck Required: Each player needs a deck of at least 20 cards (1 home card + at least 19 others). More cards can be used but the 20 to 25 per person total is a reasonable size that won't crowd a small tabletop size (cards are played on a table top and take up space!). A general tip for constructing your own deck is to make sure you have at least 10 #FOODRANK=1 cards, as well as making sure that there aren't any terrains or climates that are super rare. As well, the more event cards you have, the more interesting (and strategic) the game can get!

Easy Instructions: (Note that detailed rules with diagrams can be found at phylogame.org/game-play).

There are 2 players sitting at a table across from each other. Before starting, the table will have two home cards placed next to each other, one for each player and also "facing" that player. Players will also each have their own deck of 20+ cards and their own discard pile. These player decks can be custom built, or shuffled randomly from a starter deck.

Place two HOME CARDS in the center. ONE FACING EACH PLAYER.

Each Player picks up 5 cards and put the rest of the cards in a pile called the PICK-UP DECK. Cards that are removed from the game go into a DISCARD PILE.

The two players will take turns. In each TURN, they can pick up a new card and make 3 ACTIONS.

ACTIONS YOU CAN MAKE:

- PLAY a card in your hand onto the table (**make sure you play them facing you**).
- DROP a card in a DISCARD PILE and PICK UP three cards.
- MOVE a card (# of moves is on the card itself). MOVE# tells you how many spots the card can move. Up down left right movement only (no diagonal unless it says FLIGHT), and it must end up in a free space.
- You may PASS.

Once all the cards are finished in the PICK UP PILE, and no more moves can be made, pick up all the cards FACING YOU and add up all the points. Person with the most points WIN!

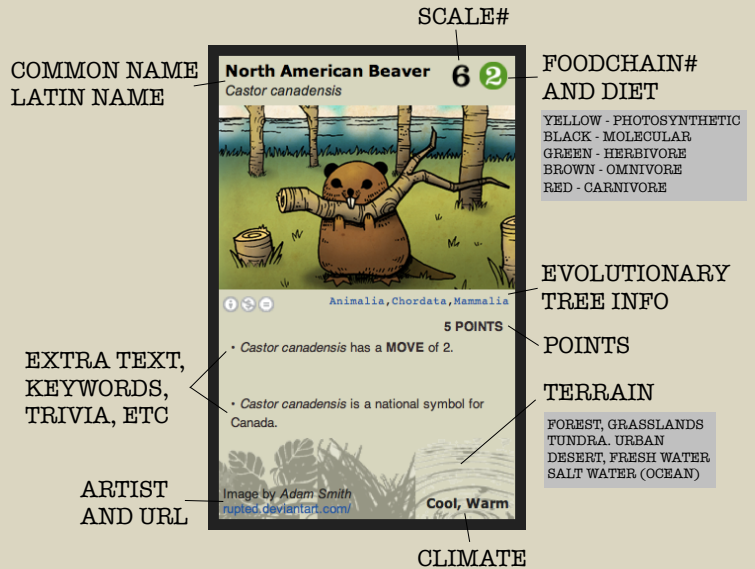
PLAYING A CARD

FOODCHAIN#1 cards can be played anywhere as long as it is placed adjacent to a card with at least 1 temperature and 1 terrain MATCH (this makes it compatible). Any FOODCHAIN#1 card can be played adjacent a HOME card.

FOODCHAIN#2 cards must be placed next to at least 1 compatible FOODCHAIN#1 cards.

FOODCHAIN#3 cards must be placed next to at least 1 compatible FOODCHAIN#2 cards. Usually, FOODCHAIN#3 cards are carnivores (meat-eating): unless specified on card, this also means that it can only be played next to prey of equal or smaller SCALE.

Note that there are exceptions to these general placement rules. For example, omnivores (brown circle) are FOODCHAIN#3 but can technically be played next to plants of FOODCHAIN#1. Other exceptions may be highlighted in the card text.



In general, whether a card can be played (or needs to be discarded) depends on whether it is next to something that can sustain it. Also NOTE that it's o.k. to place your card next to opponent's cards.

Yellow = Photosynthesis

Green = Herbivore (eats plants)

Brown = Omnivore (eats plants and animals)

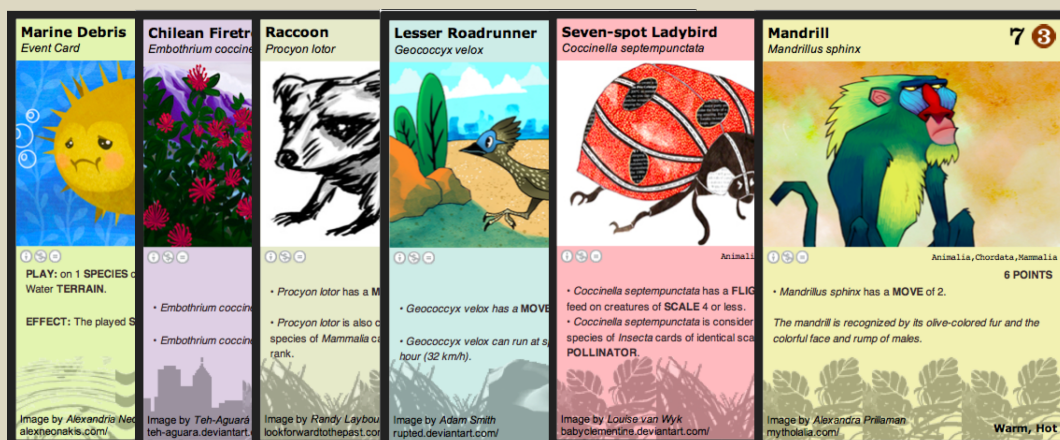
Red = Carnivore (eats animals)

Black = "special" usually described on the card

When an EVENT card is played, unless specified differently, the effect is immediate and then the EVENT card is removed from the table (into discard pile). Sometimes, the effect will result in broken food chains. Here, the opposing player has their next TURN (i.e. 3 ACTIONS) to react to the EVENT card, before disconnected cards are removed (i.e. they can play a substitute card to replenish the food chains, or they can move cards to areas on the table that provide compatible linkage).

Optional Rule: Sometimes, two cards will be played next to each other where it works according to the game's rules, but would never actually happen in real life. This might be because the two species don't actually live in the same country, despite sharing compatible terrains and climates. Or it might happen because according to scientific study, a species diet might be quite special and limited to certain types of things, so that whilst a card might "fit" as food (according to the rules), it wouldn't actually be eaten in real life.

Because of this, you can play the game where you agree not to worry about such things, **or** you can play the game where you include a "call your bluff" rule. Here, in a way similar to the game Scrabble, a player can challenge these strange connections by using Wikipedia or the Encyclopaedia of Life to check for something that may be inaccurate. Whoever wins this "call your bluff" gets to remove **any** card from the table with **immediate** consequences (i.e. no giving a player a turn to react). Note that sometimes, this will be hard to check. To help, some future decks may provide a food web key to help.



THERE'S ALSO HUNDREDS OF MORE CARDS AVAILABLE FOR FREE PRINTING AT <http://phylogame.org>

PLUS, KEEP AN EYE OUT FOR NEW MUSEUM DECKS SOON TO BE AVAILABLE AT PARTICIPATING MUSEUMS!

PHYLO: THE TRADING CARD GAME