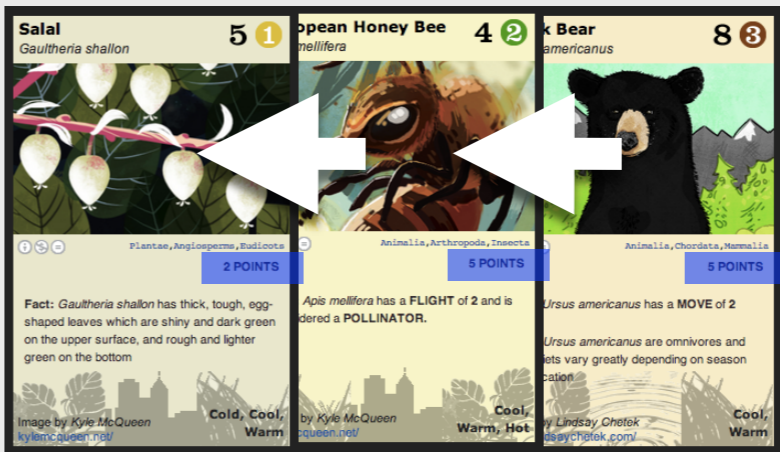
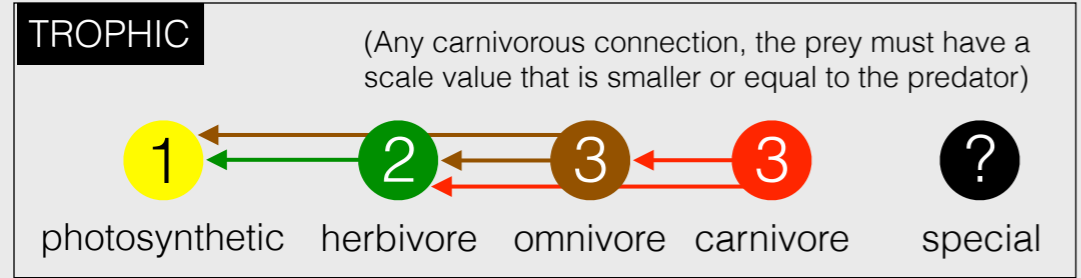


PHYLO RULES (POKER VARIANT)

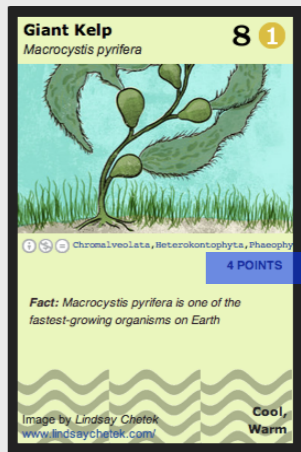
1. All actions are done in clockwise fashion. Deal each player 5 cards each. Place unused cards on the table - this is the pickup pile. Reserve a space for a discard pile.

2. Play involves two draws per player per round in clockwise fashion. For each draw, in a manner similar to poker, a player can discard cards (up to 5) and replace with new cards from the pickup pile.

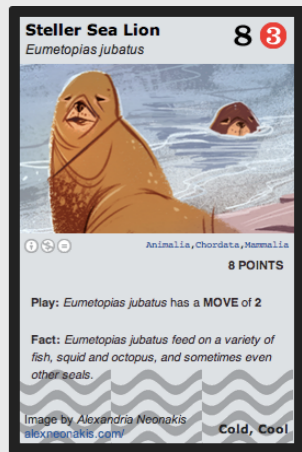
3. Hands being built require species that create food webs where trophic (food chain) needs, and at least 1 terrain, and 1 climate value is compatible between adjacent cards.



These 3 cards represent a viable food chain. Note trophic chain starts with the needed #1, and continues with cards containing at least 1 match for terrain & climate.

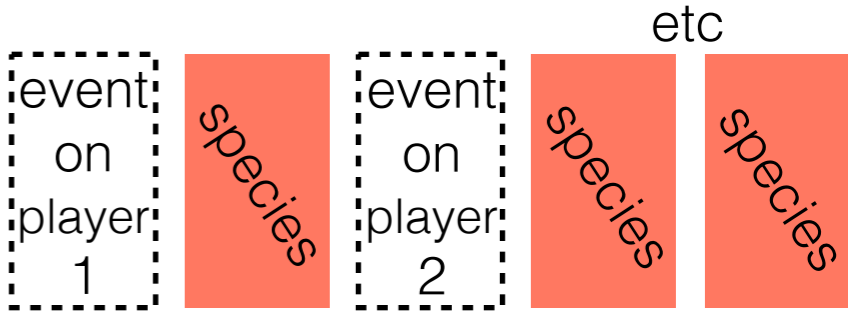


This card works as a stand alone short chain.



This card does not count as it is not part of a chain.

4. Event cards* that are kept can be used on opponents' food chains. Placement of event cards in a player's hand must be predetermined so that identity of affected player cannot be changed once all cards are revealed. You can play more than 1 event on the same player. In the figure, player 1 is the first person on your left, etc.



* note that beneficial event cards are played on ones own hand.

5. After the two draws, all players simultaneously display their hands.

6. In a clockwise fashion, any event cards in a player's hand are played on the affected opponents (always on the highest point card - if there are two cards with the same high point value, whoever played the event card gets to choose which one is affected). Note that sometimes, the event card has specific instructions that would make it ineffective against the species card: if so, simply discard. Count total points (highlighted in blue in the image above) earned from viable food chains. Player with most points wins, and can add these points to their total.