



NORDEA FONDEN
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NATURHISTORISK MUSEUM AARHUS

Aalborg ZOO

Phylo

Brought to you by **Phylo TCG Project**
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Please find more information on phylogame.org

GIANTS OF THE ICE AGE

BACK TO THE ICE AGE



Note that this game can be played in three versions of different complexity. Version A is suitable for children below 9 years. Version B is suitable for children above 8 years. Version C is a game of solitaire.

INTRODUCTION

The trading card game allows players to build food chains, stable ecosystems and sabotage opponents' ecosystems and rack up points in the process! Ecosystems of animal species interacting in a common environment are the starting point. Environments are defined by its terrain and climate.

- Common name:** the everyday name for the species.
- Latin name:** the scientific name for a species.
- Points value:** the number of points that the card is worth.
- Card text:** additional information about how the card can be played, along with a cool fact about the species.
- Legal stuff:** information about the producer of the cards and licenses.

- Scale:** the size of the species. Carnivores and omnivores only eat species of equal or lesser size. Herbivores and omnivores may eat plants of any scale.
- Food chain:** the species relative position in its food web:
- Diet:** the type of food they eat:

GUL: PLANTER **ROD:** CARNIVORER
GRØN: HERBIVORER **SORT:** ANDET

- Classification:** how the species is categorized scientifically and if or when it became extinct.
- Terrain:** the geographical and geological conditions; where the species lives, it may have multiple terrain preferences. These are the different types of terrain:



- Climate:** indicates which temperatures the species prefers:
HOT - TEMPERATE (WARM) - COLD - ARCTIC

RULES FOR VERSION A

Age: 9 years and below
Number of players: 2-4 persons

All **HOME** and **Event** cards are removed from the deck. The rest of the cards are shuffled and divided equally among the players. The youngest player begins. He/she draws the first card from his/her pile of cards and then chooses one of the following parameters:

- Scale
- Rank in the food chain
- Number of moves (if not indicated on the card, the number of moves are zero)
- Number of terrains
- Number of climates

The opponent then draws a card from his/her pile of cards and compare it with the chosen parameters. The player with the highest number wins and can put both cards at the bottom of their pile. If the chosen parameter of two or more cards is equal, the players affected draw three cards and put them on the table. The same parameter of the fourth card decides who wins the duel. The winner takes all of the cards on the table. If the score is equal on the fourth card the procedure is repeated. The final winner of the game is the player who wins all of the cards.

RULES FOR VERSION B

Age: +8 years
Game duration: approximately 20-30 minutes
Number of players: 2 persons

Two players sit across from one another at a table. At the start of the game, each player places his or her **HOME** card on the table. **HOME** cards should be placed adjacent to one another, facing in opposite directions. Each player's remaining cards must be kept face-down in a pile (called the **PICK-UP** pile). Players should also reserve a spot on the table for their discarded cards (called **DISCARD** pile).

Players draw 5 cards from their respective **PICK-UP** piles to form their hand. The **PHYLO** Ecosystem game is played in turns. On each turn, a player will draw 1 new card from their **PICK-UP** pile and may take 3 of the following **ACTIONS** (any combination):

- **PLAY** a card from your hand onto the table (**SPECIES** or **EVENT** card), horizontally or vertically
- **DROP** one card from your hand into the **DISCARD** pile and **PICK-UP** three new cards
- **MOVE** a **SPECIES** card
- **PASSING** (essentially to end their turn)

PLAYING A CARD

A **SPECIES** card may only be placed next to cards which share at least **ONE** common **CLIMATE** and **ONE**

common **TERRAIN**. Species which share a common **CLIMATE** and **TERRAIN** are said to be environmentally **COMPATIBLE**.

You may build on your opponent's chains, but remember to turn the cards towards you! **SPECIES** card must also be food chain **COMPATIBLE**. **FOODCHAIN#1** cards can be played anywhere, as long as they are placed in an environmentally **COMPATIBLE** manner. **FOODCHAIN#2** cards must be placed adjacent to at least one **FOODCHAIN#1** card. **FOODCHAIN#3** cards may be played next to at least one **FOODCHAIN#2** prey of equal or smaller **SCALE**. **FOODCHAIN#3** may be placed next to **SPECIES** which are **FOODCHAIN#2** or **FOODCHAIN#1**. It is a good idea to read the card text, as specific instructions regarding **FOODCHAIN** connections may be provided.

EVENT cards may be played as directed by instructions on the card. Unless otherwise specified, **EVENT** cards take immediate effect, and are removed from the table and placed in the **DISCARD** pile.

EVENT CARD

EVENT cards will often result in cards that are **INCOMPATIBLE** to all adjacent cards. If so, the affected player has only their next turn to react to an **EVENT** before any of these newly **INCOMPATIBLE SPECIES** cards are removed. These players may choose actions to play new cards that replenish broken food chains and/or **MOVE** affected cards to **COMPATIBLE** areas on the

table. Any cards that cannot be saved after this reaction turn must be placed in the **DISCARD** pile.

The **END** card does not have to be used as soon as a player draws it. It can be saved and used when the player finds it useful.

MOVING A CARD

MOVE# indicates how many places a species may move per action. Species can be moved up, down, left, or right, and must be played in an open spot, adjacent to at least one other **COMPATIBLE** card on the table. All **SPECIES** cards, that are made **INCOMPATIBLE** due to a **MOVE**, is only discarded if the card is still **INCOMPATIBLE** after the affected player has been given his/her turn to react.

ENDING THE GAME

When a player picks up his/her last card from their **PICK-UP** pile, then that player will finish his/her final turn, and their opponent will then play their one last turn. At that point the game ends, **UNLESS** an **EVENT** card or a **MOVE** is played resulting in **INCOMPATIBLE** cards during that last turn - essentially, when this happens, the other player always has the right to react by getting one extra turn. In the end, players will then add up all points that remain on the table: the player with the most points wins.

RULES FOR VERSION C

Age: +8 years
Game duration: approximately 20-30 minutes
Number of players: 1 person

Find the **HOME** card on the table. The remaining cards must be kept face-down in a pile (called the **PICK-UP** pile). The player should also reserve a spot on the table for their discarded cards (called **DISCARD** pile).

The player draws 5 cards from the **PICK-UP** pile to form their hand. Every time the player has played one or more cards, she/he can pick up the same number of cards from the **PICK-UP** pile. Based on the cards in the hand, the person may take 3 of the following **ACTIONS** (any combination):

- **PLAY** a card from your hand onto the table (**SPECIES** or **EVENT** card), horizontally or vertically
- **DROP** one card from your hand into a **DISCARD** pile and **PICK-UP** three new cards
- **MOVE** a **SPECIES** card

PLAYING A CARD

A **SPECIES** card may only be placed next to cards which share at least **ONE** common **CLIMATE** and **ONE** common **TERRAIN**. Species which share a common **CLIMATE** and **TERRAIN** are said to be environmentally **COMPATIBLE**.

SPECIES card must also be food chain **COMPATIBLE**. **FOODCHAIN#1** cards can be played anywhere, as long as they are placed in an environmentally **COMPATIBLE** manner. **FOODCHAIN#2** cards must be placed adjacent to at least one **FOODCHAIN#1** card. **FOODCHAIN#3** cards may be played next to at least one **FOODCHAIN#2** prey of equal or smaller **SCALE**. **FOODCHAIN#3** may be placed next to **SPECIES** which are **FOODCHAIN#2** or **FOODCHAIN#1**. It is a good idea to read the card text, as specific instructions regarding **FOODCHAIN** connections may be provided.

EVENT CARD

EVENT cards may be played as directed by instructions on the card. Unless otherwise specified, **EVENT** cards take immediate effect, and are removed from the table and placed in the **DISCARD** pile. **EVENT** cards will often result in cards that are **INCOMPATIBLE** to all adjacent cards. If so, the player has only their next turn to react to an **EVENT** before any of these newly **INCOMPATIBLE SPECIES** cards are removed and discarded. The player may choose actions to play new cards that replenish broken food chains and/or **MOVE** affected cards to **COMPATIBLE** areas on the table. Any cards that cannot be saved after this reaction turn must be placed in the **DISCARD** pile.

MOVING A CARD

MOVE# indicates how many places a species may move per action. Species can be moved up, down, left, or

right, and must be played in an open spot, adjacent to at least one other **COMPATIBLE** card on the table. All **SPECIES** cards, that are made **INCOMPATIBLE** due to a **MOVE**, is only discarded if the card is still **INCOMPATIBLE** after the affected player has been given his/her turn to react.

ENDING THE GAME

When a player picks up his/her last card from their **PICK-UP** pile, then that player will finish his/her turn. At that point the game ends, **UNLESS** an **EVENT** card or a **MOVE** is played resulting in **INCOMPATIBLE** cards during that last turn - when this happens, the number relevant cards must be discarded, before points for the cards still on the table are calculated. The aim of the game is to get as many points as possible or to built an entire food chain.