WORLD SCIENCE FESTIVAL CORAL REEF DECK – PRINT VERSION

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THIS DOCUMENT INCLUDES 1 PAGE SPECIAL CORAL REEF INSTRUCTIONS, 9 PAGES OF CARDS (54 PHYLO CARDS) AND 1 CARD BACK PAGE (11 PAGES TOTAL)

NOTE THAT CARD SIZE IS IDENTICAL TO THAT OF POKEMON CARDS (62 mm x 87 mm or 27/16 inches x 37/16 inches).

WE RECOMMEND PRINTING THESE CARDS, IN COLOUR, ON 65LB+ WHITE CARD STOCK.

USING CARD SLEEVE PROTECTORS (~64mm x 89mm) OR LAMINATING CARDS WILL ALSO GREATLY ENHANCE THE FEEL OF THE CARDS.

FOR MORE CARDS, GAME RULES, AND GENERAL INFORMATION ABOUT THE PHYLO PROJECT, PLEASE GO TO:

http://phylogame.org



The World Science Festival is a production of the Science Festival Foundation, a 501(c)(3) non-profit organization headquartered in New York City. The Foundation's mission is to cultivate a general public informed by science, inspired by its wonder, convinced of its value, and prepared to engage with its implications for the future.

For more information, please visit www.worldsciencefestival.com

WORLD SCIENCE FESTIVAL/CORAL REEF EDITION

In general, coral reef ecosystems consist of plankton living together with corals, with Zooxanthellae playing an especially important role in warmer coral ecosystems. From this basic relationship, many other organisms can also take part in the ecosystem, including algae, fish, crustacea, and sharks. With this game, the purpose is to try and place as many of your species cards on the table, all the while making sure your species cards have something to sustain (feed) them. As well, there are EVENT cards, which can change things up a bit. When these are played, you may find that many of your food chains are disrupted, which may mean the loss of cards and therefore loss of points. Consequently, the Phylo game is all about building these chains, and also seeing how different things can affect them.

CORAL REEF PHYLO RULES (see <u>http://phylogame.org</u> for more details)

Place two ZOOXANTHELLAE 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.

- $\ensuremath{\operatorname{MOVE}}$ 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), 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). NOTE that all Coral cards are OCEAN terrain.

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 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.





















