Musemon Is HERE!

MISSION BLUE BUTTERFLY 4 2
Icaricia icarioides missionensis

4 POINTS
Insecta, Arthropoda, Insecta

PLAY: Mission Blue Butterfly has a MOVE of 2.

FACT: The mission blue butterfly was first collected in the Mission District of San Francisco in 1937.

VISIT AN OLD FRIEND WITH MIMI

EVENT CARD

PLAY: This card can be played IMMEDIATELY for a bonus effect and then discarded.

EFFECT: You may now rescue ONE SPECIES card from the discard pile and add it to your hand.

BLACK HUCKLEBERRY 6 1
Gaylussacia baccata

2 POINTS
Plantae, Angiosperms, Eudicots

FACT: Huckleberries are enjoyed by many animals, including bears, birds, and humans.

BARN OWL 6 3
Tyto alba

3 POINTS
Aves, Chordata, Vertebrata

PLAY: Barn Owl has a FLIGHT of 2.

FACT: Barn owls feed primarily on small vertebrates, particularly rodents.

PAINTED REED FROG 5 3
Hyperolius marmoratus

5 POINTS
Amphibia, Chordata, Vertebrata

PLAY: Painted Reed Frog has a MOVE of 2.

FACT: Painted reed frogs breed in a variety of aquatic habitats and deposit their eggs directly into the water.

HARVESTMAN 4 3
Order: Opiliones

2 POINTS
Arthropoda, Chelicerata

PLAY: Harvestman has a MOVE of 2.

FACT: Harvestmen do not have venom glands and cannot spin webs.
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DIPLODOCUS 9
Diplodocus spp.

PLAY: Diplodocus has a MOVE of 2.
FACT: Diplodocus lived in what is now western North America at the end of the Jurassic Period (about 160-145 million years ago).

GROUND IVY 6
Glechoma hederacea

FACT: Ground ivy has numerous medicinal uses, and is used as a salad green in many countries.

GARDEN SPIDER 4
Argiope aurantia

PLAY: Garden Spider has a MOVE of 2.
FACT: Garden spider webs are circular with a dense zigzag of silk in the center.

CAMELLIA 6
Camellia japonica

FACT: Many species of camellia are used to make tea.

BO OVERGRAZES

PLAY: Place this card on top of any PLANT SPECIES card.
EFFECT: The PLANT SPECIES is IMMEDIATELY discarded.

WHITE-TAILED DEER 7
Odocoileus virginianus

PLAY: White-tailed Deer has a MOVE of 2.
FACT: Male white-tailed deer regrow their antlers every year.
MALLARD DUCKLING 6
Anas platyrhynchos

3 POINTS
Animalia, Chordata, Aves

PLAY: Mallard Duckling has a MOVE of 2.
FACT: Mallard ducklings can swim as soon as they hatch.

DANDELION 5
Taraxacum officinale

2 POINTS
Plantae, Angiospermae, Eudicots

FACT: A dandelion’s bright yellow flowers are open in the daytime but closed at night.

WEST INDIAN MANATEE 8
Trichechus manatus

4 POINTS
Animalia, Chordata, Mammalia

PLAY: West Indian Manatee has a MOVE of 2.
FACT: Manatees have three or four nails on each flipper which help them grasp food.

JACKSON’S CHAMELEON 5
Chamaeleo jacksonii

8 POINTS
Animalia, Chordata, Reptilia

PLAY: Jackson’s Chameleon has a MOVE of 2.
FACT: Jackson’s chameleons are native to the humid, cooler regions of Kenya and Tanzania.

CATTAI L 7
Typha spp.

1 POINT
Plantae, Angiospermae, Monocots

FACT: Cattails are are often among the first wetland plants to colonize areas of newly exposed wet mud.

GREATER ROADRUNNER 6
Geococcyx californianus

4 POINTS
Animalia, Chordata, Aves

PLAY: Greater Roadrunner has a MOVE of 3.
FACT: Greater roadrunners can run at speeds of up to 32 kilometers per hour (20 mph).

MOUNTAIN COTTONTAIL 6
Sylvilagus nuttallii

3 POINTS
Animalia, Chordata, Mammalia

PLAY: Mountain Cottontail has a MOVE of 2.
FACT: Mountain cottontails eat grasses and shrubs. When food is scarce, they will sometimes eat twigs.

URANIA’S METEOR STRIKE

Event Card

PLAY: This card can be played for below effect and then discarded.
EFFECT: Urania’s Meteor Strike temporarily warms the whole planet. Any SPECIES cards on the table that need COLD or COOL temperatures to survive must be IMMEDIATELY discarded.

HOBBIT JADE 5
Crassula ovata

1 POINT
Plantae, Angiospermae, Eudicots

FACT: Hobbit jades are sometimes called “friendship trees,” “lucky plants,” or “money trees,” and they are often used in the Japanese art of bonsai.
**How To Play Phylo**

adapted from phylogame.org

**Rules:** Two players will build an ecosystem that includes many different species connected by terrain and climate. To earn points, you'll want to build a strong, rich, and diverse ecosystem. The environment can be nasty sometimes—but biodiversity protects an ecosystem from whatever surprises are in the cards.

**Ages:** Eight and up

**Number of players:** Two

**Deck:** Each player needs a deck of at least 20 cards (1 home card and 19 others). Some cards show species; others show events. Download a starter deck at phylogame.org/decks, or build your own at phylogame.org/cards. If you're creating your own deck, make sure you have at least 10 cards with a FOODCHAIN# of 1. The more event cards you have, the more interesting (and strategic) the game can get.

**Instructions:** Two players sit at a table across from each other and place two home cards side-by-side in the center, one facing each player.

Each player takes five cards from his or her deck at random and puts the rest into a pick-up pile. Cards that are removed from the game go into a discard pile.

The two players will take turns. In each turn, they pick up a new card and then make three actions. These three actions can be any combination of the following:

- Play a species or event card from your hand onto the table (see "Playing a Card"). Make sure the card is facing you.
- Drop a card in the discard pile and pick up three cards.
- Move a card on the table through the other cards in the ecosystem. The MOVE# on the card itself tells you how many spots the card can travel. Up, down, left, or right movement only (no moving diagonally unless the card says "flight"). The card must end up in a free space.
- You may pass.

**Playing a Card:**

FOODCHAIN#1 cards are species that make food from their environment. They can be played anywhere, as long as all adjacent cards have at least one matching CLIMATE and one matching TERRAIN. This makes them "compatible." (In other words, species touching each other must be able to live in the same environment.) Any FOODCHAIN#1 card can be played adjacent to a home card.

FOODCHAIN#2 cards must be played next to at least one compatible FOODCHAIN#1 card (so they have something to eat).

FOODCHAIN#3 cards must be placed next to at least 1 compatible FOODCHAIN#2 card. FOODCHAIN#3 cards are usually carnivores (meat-eating). Unless specified on the card, this also means they can only be played next to prey of equal or smaller SCALE# (for easy eating).

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

Note that it's OK to play your cards next to your opponent's cards. When an event card is played, it takes effect immediately and is then discarded, unless the card says otherwise. Sometimes, the event will create broken food chains. Now the opposing player has his or her next turn (that is, three actions) to react. He or she can play new cards to fix broken links, or move cards on the table to compatible spots. Any cards that are still disconnected must then be removed.

Once all the cards are gone from the pick-up pile, and no more moves can be made, pick up all the cards facing you and add up the POINTS. The person with the most points wins!