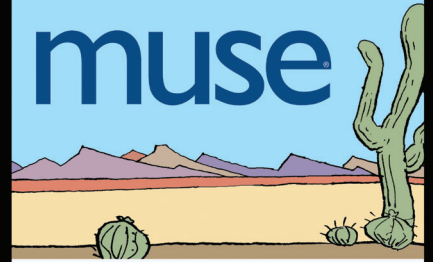


Musémon Is HERE!

HOME CARD

muse



Home Card

PLAY: This is a HOME card. The game starts with each player placing his or her HOME card on the table adjacent to his or her opponent's HOME card.

HOME cards represent all TERRAIN and CLIMATE values.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

MISSION BLUE BUTTERFLY

4 2

Icaricia icarioides missionensis



4
POINTS

Animalia, 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.



www.musemagkids.com
Image by Maddie S.



WARM COOL

VISIT AN OLD FRIEND WITH MIMI



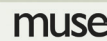
Event Card

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

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



www.musemagkids.com
Image by MUSE



HOT WARM COOL COLD

BLACK HUCKLEBERRY

6 1

Gaylussacia baccata



2
POINTS

Plantae, Angiosperms, Eudicots

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



www.musemagkids.com
Image by Mary Clare G.



WARM COOL

BARN OWL

6 3

Tyto alba



3
POINTS

Animalia, Chordata, Aves

PLAY: Barn Owl has a FLIGHT of 2.

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



www.musemagkids.com
Image by Kathryn C.



HOT WARM COOL

PAINTED REED FROG

5 3

Hyperolius marmoratus



5
POINTS

Animalia, Chordata, Amphibia

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.



www.musemagkids.com
Image by Gus K.



HOT WARM COOL

HARVESTMAN

4 3

Order: Opiliones



2
POINTS

Animalia, Arthropoda, Arachnida

PLAY: Harvestman has a MOVE of 2.

FACT: Harvestmen do not have venom glands and cannot spin webs.



www.musemagkids.com
Image by Jefferson M.

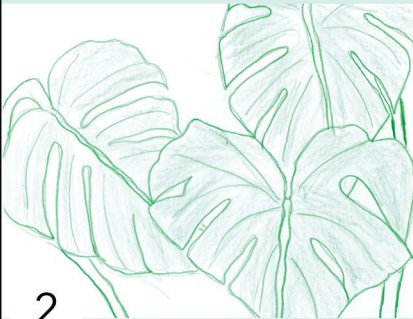


WARM COOL

SPLIT-LEAF PHILODENDRON

7 1

Monstera deliciosa



2

POINTS

Plantae, Angiosperms, Monocots

FACT: Common names for the split-leaf philodendron include "Swiss cheese plant," "fruit salad plant," "monster fruit," and "windowleaf."

muse
www.musemagkids.com
Image by **Sharee D.**



HOT WARM

SPINOSAURUS

9 4

Spinosaurus spp.



6

POINTS

Animalia, Chordata, Reptilia

PLAY: Spinosaurus has a MOVE of 2.

FACT: Spinosaurus may be the largest of all known carnivorous dinosaurs, even larger than Tyrannosaurus and Giganotosaurus.

muse
www.musemagkids.com
Image by **Jason H.**

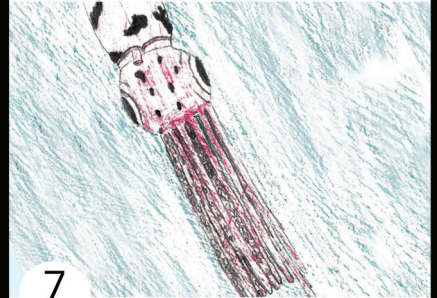


HOT WARM

GIANT SQUID

8 4

Architeuthis spp.



7

POINTS

Animalia, Mollusca, Cephalopoda

PLAY: Giant Squid has a MOVE of 2.

FACT: The giant squid has the largest eyes of any living creature, with each eye measuring approximately 27 cm (11 in) in diameter.

muse
www.musemagkids.com
Image by **Gregory B.**



WARM COOL COLD

COYOTE

7 3

Canis latrans



1

POINT

Animalia, Chordata, Mammalia

PLAY: Coyote has a MOVE of 2.

FACT: Coyotes are primarily nocturnal but can often be seen during daylight hours.

muse
www.musemagkids.com
Image by **Will T.**

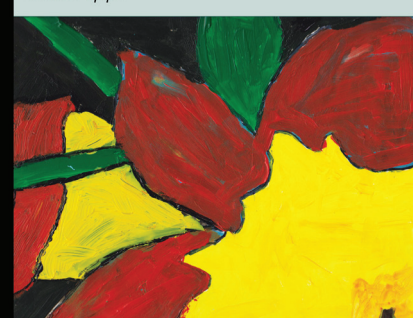


HOT WARM COOL COLD

LILY

6 1

Lilium spp.



1

POINT

Plantae, Angiosperms, Monocots

FACT: Some species of lily are toxic to cats.

muse
www.musemagkids.com
Image by **Hali W.**



WARM COOL

GIRAFFE

9 2

Giraffa camelopardalis



5

POINTS

Animalia, Chordata, Mammalia

PLAY: Giraffe has a MOVE of 2.

FACT: Giraffes are the world's tallest land animals, growing up to 5-6 metres (16-20 ft) tall.

muse
www.musemagkids.com
Image by **Alexander Z.**



HOT WARM

GLADE FERN

6 1

Diplazium pycnocarpon



2

POINTS

Plantae, Pteridophyta, Pteridopsida

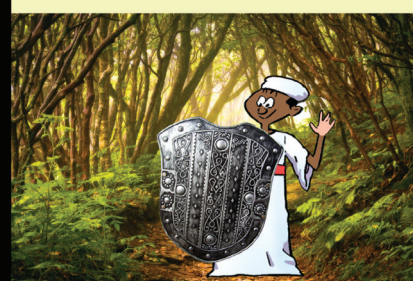
FACT: Glade ferns have bright green leaves and a dark purplish base.

muse
www.musemagkids.com
Image by **Stephanie B.**



WARM COOL

CHAD'S REVERSE-O-TRON SHIELD

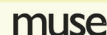


Event Card

PLAY: This card may be played in IMMEDIATE response to any EVENT card.

EFFECT: Chad's Reverse-O-Tron Shield deflects the EVENT and bounces its effects back onto your opponent.

muse
www.musemagkids.com
Image by **MUSE**



HOT WARM COOL COLD

MOOSE

8 2

Alces alces



3

POINTS

Animalia, Chordata, Mammalia

PLAY: Moose has a MOVE of 2.

FACT: The moose is the second largest land animal in both North America and Europe.

muse
www.musemagkids.com
Image by **Ashwini M.**



COOL COLD

AEIOU'S VIRUS



Event Card

PLAY: Place this card on top of any SPECIES card.

EFFECT: The SPECIES card is IMMEDIATELY discarded.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

DANDELION

Taraxacum officinale

5 1



2

POINTS

Plantae, Angiosperms, Eudicots

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



www.musemagkids.com
Image by John S.



WARM COOL

CATTAIL

Typha spp.

7 1



1

POINT

Plantae, Angiosperms, Monocots

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



www.musemagkids.com
Image by Gwen B.



HOT WARM COOL

GREEN SEA TURTLE

Chelonia mydas

7 3



3

POINTS

Animalia, Chordata, Reptilia

PLAY: Green Sea Turtle has a MOVE of 2.

FACT: Adult green sea turtles can grow up to 1.5 metres (5 ft) long.



www.musemagkids.com
Image by Kana S.



HOT WARM COOL

CALIFORNIA QUAIL

Callipepla californica

5 2



4

POINTS

Animalia, Chordata, Aves

PLAY: California Quail has a FLIGHT of 2.

FACT: The California quail is the state bird of California.



www.musemagkids.com
Image by Rachel R.



WARM COOL

FREE LUNCH WITH FEATHER



Event Card

PLAY: Place this card next to any SPECIES card.

EFFECT: On the same turn, you may play any SPECIES card on top of Free Lunch With Feather, disregarding compatibility with adjacent SPECIES.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

GIANT KELP

Macrocystis pyrifera

8 1



3

POINTS

Chromalveolata, Heterokontophyta, Phaeophyceae

FACT: Giant kelp is one of the fastest-growing species on Earth, growing as much as 61 cm (2 ft) per day.



www.musemagkids.com
Image by Elizabeth P.



WARM COOL

WILLOW TREE

Salix spp.

9 1



1

POINT

Plantae, Angiosperms, Eudicots

FACT: Willows have large root systems, and are often planted near bodies of water to prevent shoreline soil erosion.



www.musemagkids.com
Image by Lauretta S.



WARM COOL COLD

RIVER OTTER

Lontra canadensis

6 3



5

POINTS

Animalia, Chordata, Mammalia

PLAY: River Otter has a MOVE of 2.

FACT: River otters are members of the weasel family, related to badgers and wolverines.



www.musemagkids.com
Image by Rose B.



WARM COOL COLD

Musémon Is HERE!

KOKOPELLI'S FLYING PIES



Event Card

PLAY: Place this card anywhere on the table.

EFFECT: This space becomes any TERRAIN of your choosing. Any SPECIES that are not compatible with this new TERRAIN must be IMMEDIATELY discarded.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

DIPLODOCUS 9 2

Diplodocus spp.



4

POINTS

Animalia, Chordata, Reptilia

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).



www.musemagkids.com
Image by Jason H.



HOT WARM

GROUND IVY 6 1

Glechoma hederecea



1

POINT

Plantae, Angiosperms, Eudicots

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



www.musemagkids.com
Image by Christopher H.



WARM COOL COLD

GARDEN SPIDER 4 3

Argiope aurantia



7

POINTS

Animalia, Arthropoda, Arachnida

PLAY: Garden Spider has a MOVE of 2.

FACT: Garden spider webs are circular with a dense zigzag of silk in the center.



www.musemagkids.com
Image by Jason W.



WARM COOL

CAMELLIA 6 1

Camellia japonica



2

POINTS

Plantae, Angiosperms, Eudicots

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



www.musemagkids.com
Image by Charleston M.



HOT WARM COOL

BO OVERGRAZES



Event Card

PLAY: Place this card on top of any PLANT SPECIES card.

EFFECT: The PLANT SPECIES is IMMEDIATELY discarded.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

WHITE-TAILED DEER 7 2

Odocoileus virginianus



3

POINTS

Animalia, Chordata, Mammalia

PLAY: White-tailed Deer has a MOVE of 2.

FACT: Male white-tailed deer regrow their antlers every year.



www.musemagkids.com
Image by Mina S.



HOT WARM COOL

PWT SAVES AN ENDANGERED ANIMAL



Event Card

PLAY: This card may be played IMMEDIATELY after your opponent has placed an EVENT card on one of your ANIMAL SPECIES cards.

EFFECT: Your ANIMAL SPECIES card is protected from the effects of your opponent's EVENT.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

BRISTLY SEDGE 6 1

Carex comosa



2
POINTS

Plantae, Angiosperms, Monocots

FACT: Bristly sedge blooms from late spring to early summer.



www.musemagkids.com
Image by Anna N.



WARM COOL

SERVAL

Leptailurus serval

7 3



8
POINTS

Animalia, Chordata, Mammalia

PLAY: Serval has a MOVE of 2.

FACT: Servals have the longest legs of any cat, relative to their body size.



www.musemagkids.com
Image by Eric S.



WARM COOL

TEXAS MOUNTAIN LAUREL 9 1

Calia secundiflora



1
POINT

Plantae, Angiosperms, Eudicots

FACT: Texas mountain laurels produce extremely fragrant purple flowers which are said to smell like grape soda.



www.musemagkids.com
Image by Colette P.



HOT WARM

CRRAW'S RHYME ATTACK



Event Card

PLAY: Place this card on top of any one of your opponent's SPECIES cards.

EFFECT: If your opponent cannot think of a rhyme for this SPECIES within one turn this SPECIES is discarded.



www.musemagkids.com
Image by MUSE

muse

HOT WARM COOL COLD

BROWN BEAR 8 3

Ursus arctos



6
POINTS

Animalia, Chordata, Mammalia

PLAY: Brown Bear has a MOVE of 2.

FACT: Brown bears are mostly solitary creatures, although they may gather in large numbers at major food sources.



www.musemagkids.com
Image by Tatiana G.



WARM COOL COLD

STAR MOSS 5 1

Tortula ruralis



1
POINT

Plantae, Bryophyta, Bryopsida

FACT: Star moss has loose, bright green leaves when wet. When it dries, star moss becomes reddish brown in colour.



www.musemagkids.com
Image by Danny R.



WARM COOL COLD

RACCOON 6 3

Procyon lotor



1
POINT

Animalia, Chordata, Mammalia

PLAY: Raccoon has a MOVE of 2.

FACT: Raccoons climb down trees headfirst, rotating their hind feet to point backwards as they descend.



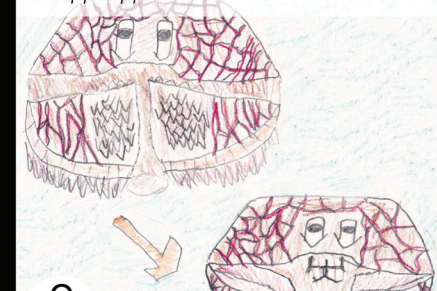
www.musemagkids.com
Image by Theresa M.



WARM COOL COLD

BOX CRAB 5 3

Calappa spp.



9
POINTS

Animalia, Arthropoda, Crustacea

PLAY: Box Crab has a MOVE of 2.

FACT: Box crabs are sometimes called "shame-faced crabs" because they often cover their faces with their claws.



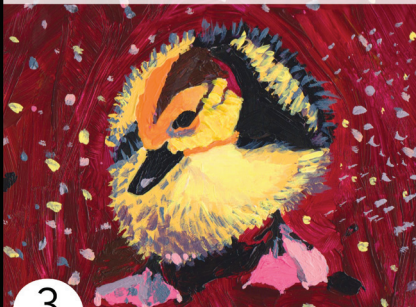
www.musemagkids.com
Image by Koji S.



WARM

MALLARD DUCKLING 6 3

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.

muse
www.musemagkids.com
Image by Cilla W.



DANDELION 5 1

Taraxacum officinale



2
POINTS

Plantae, Angiosperms, Eudicots

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

muse
www.musemagkids.com
Image by John S.



WEST INDIAN MANATEE 8 2

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.

muse
www.musemagkids.com
Image by Gracie R.



JACKSON'S CHAMELEON 5 3

Chamaeleo jacksonii



8
POINTS

Animalia, Chordata, Reptilia

PLAY: Jackson's Chameleon has a MOVE of 2.

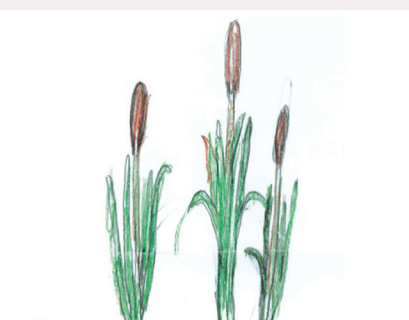
FACT: Jackson's chameleons are native to the humid, cooler regions of Kenya and Tanzania.

muse
www.musemagkids.com
Image by Kenji S.



CATTAIL 7 1

Typha spp.



1
POINT

Plantae, Angiosperms, Monocots

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

muse
www.musemagkids.com
Image by Gwen B.



GREATER ROADRUNNER 6 3

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).

muse
www.musemagkids.com
Image by David D.



MOUNTAIN COTTONTAIL 6 2

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.

muse
www.musemagkids.com
Image by Madison T.



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.

muse
www.musemagkids.com
Image by MUSE



HOBBIT JADE 5 1

Crassula ovata



1
POINT

Plantae, Angiosperms, 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.

muse
www.musemagkids.com
Image by Marnie G.





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 placed next to at least one compatible FOODCHAIN#1 card (so they have something to eat).

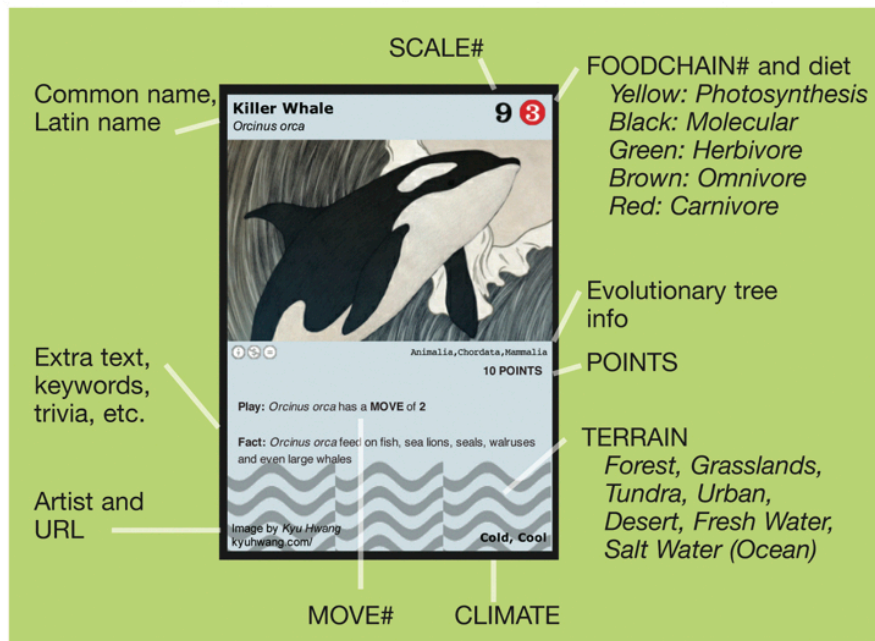
FOODCHAIN#3 cards must be placed next to at least 1 compatible FOODCHAIN#2 card. FOODCHAIN#3 cards are usually carnivores (meat-eating). Unless specified on the card, this also means they can only be played next to prey of equal or smaller SCALE# (for easy eating).

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 place 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!



Detailed rules and diagrams can be found at phylogame.org/2012/05/30/ecosystem-game-basic-rules-version-3-0.