DARWIN'S RHEA
Rhea pennata

FACT: Darwin was searching for this bird, and first came across it on his dinner table where Garden Martens, an artist on board the H.M.S. Beagle, accidentally shot one for a meal.

PLAY: Darwin's Rhea has a MOVE of 2.

3 POINTS

Animals: Chordata, Aves

DARWIN'S TANAGER
Pipraeidea darwinii

FACT: The Darwin's Tanager is considered a separate subspecies of the plain yellowแท้, because it has a greenish back instead of a black one.

PLAY: The Darwin’s Tanager has a FLIGHT of 2.

3 POINTS

Animals: Chordata, Aves

GLYPTODON
Glyptodon genus

FACT: Darwin described the fossils as “a large animal, with an osteopyle coat in compartments, very like that of an armadillo”

PLAY: Glyptodon has a MOVE of 2 and is EXTINCT.

4 POINTS

Animals: Chordata, Mammalia

MEGATHERIUM
Megatherium americanum

FACT: To my great joy, I found the head of some large animal, emmbedded in a soft rock— it took me nearly 3 hours to get it out; for as I was able to judge it is allied to the Rhinoceros. — Charles Darwin 1832

PLAY: Megatherium has a MOVE of 2 and is EXTINCT.

4 POINTS

Animals: Chordata, Mammalia

SATUREJA DARWINII
Cilinopodium darwinii

FACT: Very sweet-smelling plant, with a rather biting aromatic taste; used for making tea by the seamen. — Darwin, 1834

2 POINTS

Plants: Angiospermae, Eulycotis

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Cilinopodium darwinii

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2 POINTS

Plants: Angiospermae, Eulycotis

CLOUDED YELLOW
Colias genus

FACT: This genus occurs throughout the Northern hemisphere, and are also found in South America, Africa, China and India.

PLAY: Colias has a FLIGHT of 2, and feeds off a flowering PLANTAE species.

3 POINTS

Animals: Anthropoda, Insecta

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**HUMAN INFLUENCE**
*Event card*

**PLAY:** Play on top of any SPECIES card.

**EFFECT:** The played SPECIES card (as well as this event card) is discarded immediately.

*Image by Robert Ball*
*www.robertball.com*

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**SPECIMEN PRESERVATION**
*Event card*

**PLAY:** You can play this card immediately after your opponent has played an EVENT card on top of one of your SPECIES.

**EFFECT:** Negate the effect of the EVENT card.

*Image by Diana Sudyka*
*www.diannasudyka.com*

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**BEAGLE RUNS ASHORE**
*Event card*

**PLAY:** Can be played at the start of another player’s TURN for below effect, and then discarded.

**EFFECT:** Affected player must discard all but ONE of their cards.

*Image by Simon Gurr*
*www.gurrillustration.com*

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**ROUGH SEAS**
*Event card*

**PLAY:** Can be played at the start of another player’s TURN for below effect, and then discarded.

**EFFECT:** Affected player will miss their TURN.

*Image by Robert Ball*
*www.robertball.com*
On each turn, a player draws 1 new card from their PICK UP pile and may take 3 of the following ACTIONS:

**PLAY** a card (SPECIES or EVENT).

**MOVE** a species card (see MOVE or FLIGHT details).

**DROP** one card into a DISCARD PILE and PICK UP three new cards.

**PASS**, and end the turn.

**NOTES:**
- EVENT and MOVE actions will often result in cards that are INCOMPATIBLE (no shared CLIMATES or TERRAINS and no proper FOODCHAIN connections).
- If the affected player has only their next turn (i.e. next 3 ACTIONS) to react before any of these newly INCOMPATIBLE SPECIES cards are revealed, these players may choose actions to play new cards that repair 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.

**ENDING A GAME:** When a player picks up their last card from their PICK UP pile, then that player will finish their turn, and their opponent will then also 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 the 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.

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