JURASSIC PHYLO STARTER DECK

AGILISAUROUS
Agilisaurus
4 POINTS
PLAY: Agilisaurus had a MOVE of 2.
FACT: Nicknamed "Agile Lizard" due to its long lower leg bones, this dinosaur weighed about as much as a cooler spaniel.

MAMENCHISAUROUS
Mamenchisaurus
5 POINTS
PLAY: Mamenchisaurus had a MOVE of 2.
FACT: Had the longest neck of any creature that lived, stretching to 18 meters.

TUOJIANGOSAUROUS
Tuojiangosaurus
3 POINTS
PLAY: Tuojiangosaurus had a MOVE of 2.
FACT: Fed on low growing ferns and cycads. Had four paired spines at the end of its tail that it used for defense.

OMEISAUROUS
Omeisaurus
3 POINTS
PLAY: Omeisaurus had a MOVE of 2.
FACT: Predators may have deterred from attacking Omeisaurus, not only because of its huge size, but also because it had a huge bony tail club (and possibly tail spikes).

SANF STORM
Event Card
PLAY: Place this card on any terrestrial SPECIES card.
EFFECT: The SPECIES is immediately discarded. In the same action, this EVENT moves onto an adjacent card. A game of rock-paper-scissors determines whether this next SPECIES is also discarded. Repeat until your opponent wins at rock-paper-scissors.

CLIMATE CHANGE
Event Card
PLAY: Place this card on any SPECIES card.
EFFECT: The SPECIES is immediately discarded. Leave the Climate Change card in the space. After your opponent has had their turn, any SPECIES that is still adjacent (horizontal and vertical) to this card (as well as this event card) is also discarded.

SEAS RISING
Event Card
PLAY: Place this card on any terrestrial SPECIES card.
EFFECT: The SPECIES card, as well as any other horizontally adjacent SPECIES cards (that cannot live in the water), are immediately discarded.
On each turn, a player draws 1 new card from the PICK UP pile and may take 3 of the following ACTIONS:

PLAY 1 card (SPECIES or EVENT).
MOVE 1 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.

NOTE: EVENT and MOVE actions will often result in cards that are INCOMPATIBLE (i.e., no shared CLIMATES or TERRAINS, and no proper FOODCHAIN connections). So, the affected player has only their next turn (i.e., next 3 ACTIONS) to react before any of these newly INCOMPATIBLE SPECIES cards are removed. These players may choose action, 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.

ENDING A GAME: When a player picks up the last card from the PICK UP pile, then that player will finish his/her 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 that last turn - essentially, when this happens the player always has the right to react by getting one extra turn. In the end, players will then add up all points.

FACT: These coniferous trees lived all over the globe during the Jurassic and Cretaceous periods.

FACT: Araucarian conifers were dominant during the Jurassic period. They were found in tropical rain forests.
SHRIMP
Aeger elegans

41

PLAY: Aeger elegans had a MOVE of 1.

FACT: This is a species of shrimp that was found in the Solnhofen limestone of Germany.

CYCADS
Cycads

81

FACT: This type of plant is one of the first colonizers of terrestrial habitats, known to have lived in the Permian era over 200 million years ago.

WILLIAMSONIA GIGAS
Williamsonia gigas

81

FACT: This is a seed plant that resembled cycads and belonged to the group, Bennettitales. It produced flowers up to 10cm in length.

NORFOLK ISLAND PINE
 Araucaria mirabilis

91

FACT: Araucarian conifers were dominant during the Jurassic period. They were found in tropical rain forests.