INTRODUCTION

The trading card game allows players to build food chains, stable ecosystems and sabotage opponents’ ecosystems and rack up points in the process! Eco-systems of animal species interacting in a common environment are the starting point. Environments are defined by its terrain and climate.

RULES FOR VERSION A

Age: 9 years and below
Number of players: 2-4 persons

All HOME and Event cards are removed from the deck. The rest of the cards are shuffled and divided equally among the players. The youngest player begins. He/she draws the first card from his/her pile of cards and then chooses one of the following parameters:

• Scale
• Rank in the food chain
• Number of moves (if not indicated on the card, the number of moves are zero)
• Number of terrains
• Number of climates

The opponent then draws a card from his/her pile of cards and compares it with the chosen parameters. The player with the highest number wins and can put both cards at the bottom of their pile. If the chosen parameter of two or more cards is equal, the players affected draw three cards and put them on the table. The same parameter of the fourth card decides who wins the duel. The winner takes all of the cards on the table. If the score is equal on the fourth card the procedure is repeated. The final winner of the game is the player who wins all of the cards.

Note that this game can be played in three versions of different complexity. Version A is suitable children below 9 years. Version B is suitable for children above 8 years. Version C is a game of solitaire.

1. Common name: the everyday name for the species.
2. Latin name: the scientific name for a species.
3. Points value: the number of points that the card is worth.
4. Card text: additional information about how the card can be played, along with a cool fact about the species.
5. Legal stuff: information about the producer of the cards and licenses.

7. Food chain: the species relative position in its food web.
8. Diet: the type of food they eat:
   - PLANTER
   - HERBIVORER
   - MEAT EATER
   - CARACHVORER
   - ANDOT

9. Classification: how the species is categorized scientifically and if it became extinct:
10. Terrain: the geographical and geological conditions where the species lived, it may have multiple terrain preferences. These are the different types of terrain:

11. Climate: indicates which temperatures the species prefers:
   - HOT - TEMPERATE (WARM) - COLD - ARCTIC

Brought to you by Phylo TCG Project
(Phylogame.org; Honorah O’Neill, David Ng)
Please find more information on phylogame.org

Image credit: Thøgersen&Stouby

POINTS

1. Coelodonta antiquitatis
   - Play:
     • Move of 1
   - Fact:
     When horns from woolly rhinos were found in Russia during the 19th century, many believed they were the claws of giant birds, because they were found apart from the rest of the body.
   - Cool, Arctic
   - Number: 1
   - Duplicates: 1
   - Color: Green
   - Comments: Mammutsteppe, Tundra (Mammoth steppe, Tundra)

RULES FOR VERSION B

Age: 9 years and above
Number of players: 2-4 persons

Brought to you by Phylo TCG Project
(Phylogame.org; Honorah O’Neill, David Ng)
Please find more information on phylogame.org
PLAYING A CARD

Two players坐在opposite ends of a table. At the start of the game, each player places his or her HOME card on the table. HOME cards must be placed adjacent to one another, facing in opposite directions. Each player then draws 5 cards from their respective piles to form their hand. The players may also draw a new card from their respective piles to form their hand. The players may also draw a new card from their respective piles to form their hand.

To play a card, the player places one card from their hand onto the table (a card may only be placed next to cards that are made compatible due to a readout card, as specific instructions regarding compatibility may be provided). The player may choose actions to play new cards that replenish broken food chains and/or events on the card. Unless otherwise specified, a card does not have to be used as soon as it is played. The player may save an action for later use, as specific instructions regarding compatibility may be provided.

EVENT CARD

When a player picks up his/her last card from the table, the player drops it, his/her opponent then drops one card of their own, then both players take one turn. At that point all adjacent cards that are made compatible will be removed. If a card is played resulting in an incompatible card on the table, the player who placed it must remove it. The player who placed it must also remove all adjacent cards that are made incompatible due to a readout card. The player who placed it must also remove all adjacent cards that are made incompatible due to a readout card. The player who placed it must also remove all adjacent cards that are made incompatible due to a readout card. The player who placed it must also remove all adjacent cards that are made incompatible due to a readout card.

ENDING THE GAME

The player who has drawn the most points wins. It can be saved and used when the player finds it useful.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

The player who has drawn the most points wins. It can be saved and used when the player finds it useful.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.

MOVING A CARD

A player may only play a card that shares at least one common climate and one common terrain. Species that share a common climate and terrain are said to be environmental compatibles. You may build on your opponent’s chain, but remember to turn the cards towards your species! and most points wins.