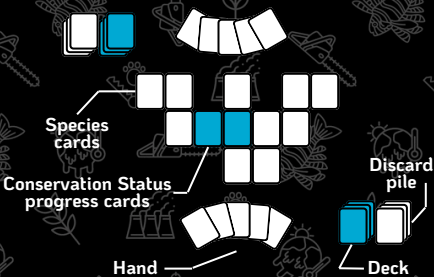


What is PhyloGenome Extinction Edition?

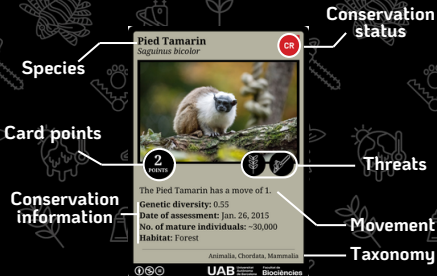
PhyloGenome Extinction Edition dives into the race to protect Earth's most vulnerable species. As habitats disappear and threats grow, you must use science to fight back. This game combines strategy with scientific concepts. Take turns tackling threats like deforestation or climate change and work to save species. The goal is to **accumulate the most points** by the end of the game.



Types of cards

In PhyloGenome there are 3 types of cards:

1. Species cards are the building blocks of the game and the source of points. These cards provide information about the species and its conservation status. They also provide details regarding how they are played. Discarded Species cards go to the discard pile of the player the card was facing.



2. Event cards affect the game dynamics. They can either be played:

- **Beneath a Species card**, affecting it until either one is discarded. If the *Species card* moves, it moves too
- **On top of a Species card**, affecting it momentarily and then being discarded
- **On the table**, having a constant effect until it is discarded
- **By influencing the game momentarily** and then being discarded

Discarded *Event cards* go to the discard pile of the player who played the card; thus, always place them facing yourself.

3. Conservation Status progress cards track the conservation efforts advancements. Players start limited to focus on the most endangered species. As the game advances, players may opt to broaden their conservation efforts to less endangered species.

Conservation Status progress

Players start the game limited to focusing on the most endangered species (i.e., **Critically Endangered**) and progress by adding the subsequent *Conservation Status* progress cards (i.e., **Endangered**, **Vulnerable** and **Least Concern**) on top of it.

The required conservation status progress for playing a *Species* card is shown in its top right corner. To progress to the next category, you need **at least 4 Species cards facing you from the previous conservation status category**. If discards reduce your controlled cards of a category to 3 or fewer, **you lose that conservation status advancement** and cannot play additional *Species* cards of that category until you rebuild to 4 cards. (Already-played *Species* cards remain unaffected). Note: It is also possible to jump from the last to the first conservation status category in this way.

Compatibility

In-game cards in PhyloGenome must be **compatible with the cards adjacent to them**. When playing a *Species* card, adhere to the following requirements:

- **Habitat compatibility:** at least 1 habitat of the card played must be shared with all adjacent *Species* cards
- **Conservation status progress:** you may only play cards up to your current conservation status progress

Actions may lead to incompatible connections or empty spaces, resulting in a section of the cards becoming disconnected from the *Conservation status progress* cards. In such cases, the player has until the end of their next turn to fix it. If not, **all disconnected or incompatible cards are discarded**.

Movement

Species cards can **Move** (shift horizontally or vertically) or **Jump** (move diagonally if the card has *Jump* ability). Movement can resolve incompatibility issues.

Preparation

Pick a random *Species card*. The player whose **birthday** is closest to its **Date of assessment** starts.

1. Each player sits **facing each other** with their deck of cards facing down next to them.
2. Each player places the **Critically Endangered** *Conservation Status progress card* on the table facing them. Both players' *Conservation Status progress cards* must be side by side (See page 1).
3. Each player **draws 5 cards** from their deck.

Player turn

Each turn is divided into 4 steps:

1. Activate your start-of-turn actions: trigger any action specified to activate “at the start of your turn”.

2. Draw a card: draw a card from your deck and put it into your hand.

3. Actions: perform up to 3 of the following actions (any action can be repeated except for playing an *Event card*):

- **Discard 1 card, then draw 3 cards**
- **Play a *Species card***
- **Move up to 2 *Species cards***
- **Play an *Event card***

4. End of turn: the turn ends, all *Species cards* in incompatible spots or disconnected from the *Conservation Status progress cards* are discarded.

Game end

The game ends when both players have played **all their Species cards**. The player with the most points at the end of the game wins.

Learn more at phylogame.omicsuab.org

*Credits: Phylogame.org; Honarah O'Neill.
Funded by: Universitat Autònoma de Barcelona*

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