

Overview

PHYLO: Western PA Edition is a co-operative variant of the card game developed by The PHYLO(MON) Project. 2 to 4 players will work together to build a functioning ecosystem, which will change and evolve as the game progresses. The more varied and robust your ecosystem, the more points you earn!

At the end of the game, you can compare your score and see how effective your ecosystem is!



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Game Components

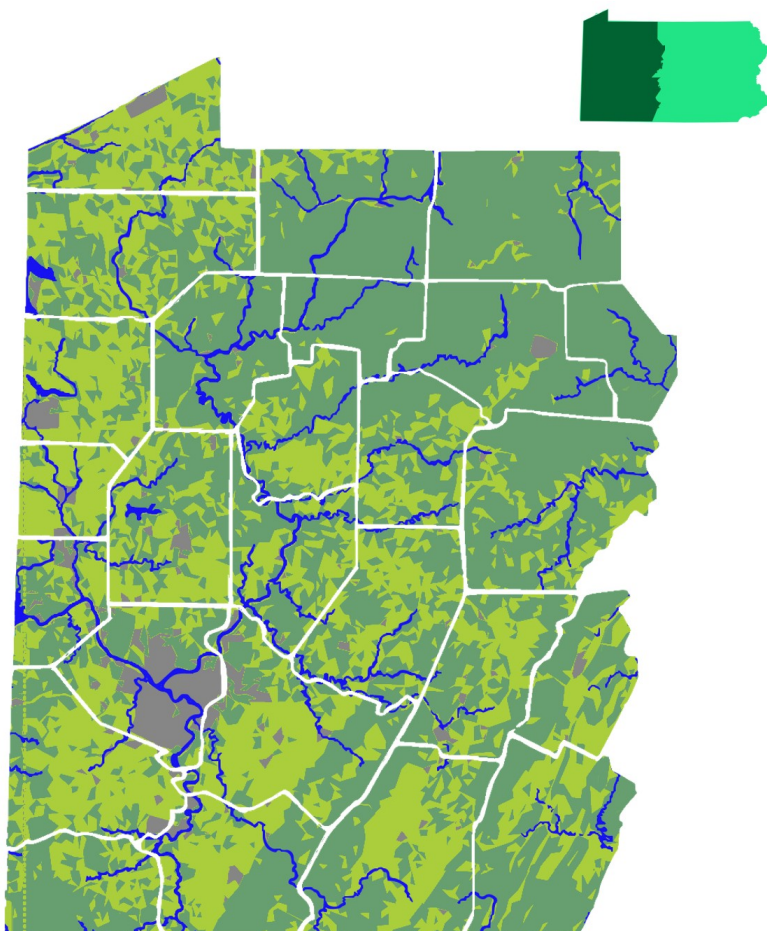
- 1 Home card
- 1 Rewilding token card
- 41 Species cards
- 14 Event cards
- 4 Action cards

Setup

Place the Home card in the center of the play area. Then, take all of the cards except for the Home card, and shuffle them together. This will be the Main deck from which players will draw cards into their hand.

Each player then draws 3 cards from the Main deck into their hand. If any Event cards are drawn, place them off to the side and draw another card. Once each player has 3 cards in their hand, shuffle any Event cards that have been placed aside back into the Main deck.

The player who has most recently visited a nature trail, zoo, or natural museum will go first.



Turn Structure

- Draw until you have 3 cards in your hand
 - Resolve any Event cards drawn this way
- If you cannot play anything from your hand, you may choose to **Get a New Hand**
- Use up to 3 Actions:
 - **Play** a card from their hand
 - **Move** a card from one spot on the board to another
 - **Pass** their turn (forfeiting any remaining actions)

Drawing Cards

The first thing a player must do on their turn is draw cards from the Main deck until they have 3 cards in their hand. Any time a player draws cards, they must do the following:

- If it is a Species card, they place the card in their hand.
- If it is an Action card, they place the card in their hand.
- If it is an Event card, they must resolve the effects of the card immediately and then discard the Event card (unless the card says otherwise). When an Event is discarded, do not draw a new card.

Example: Giselle has 1 card in her hand at the beginning of her turn. She will draw 2 cards, 1 of which is an Event. She will resolve the event and begin her turn with 2 cards in her hand.

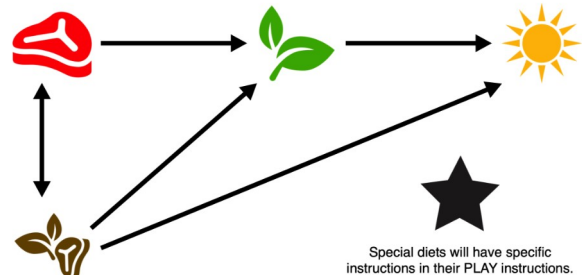
Playing a Species Card

To play a Species card from their hand, the player places the card face up adjacent to 1 or more cards already in play. "Adjacent" means that the card is directly above, below, or to the left or right another card. A card that is diagonal to another card is **not** adjacent to it.

When a Species card is placed, it must be compatible with all cards adjacent to it. Compatibility is based on 3 factors: Terrain, Climate, and Foodchain.

Cards are compatible when they share at least 1 Terrain and 1 Climate. Compatibility is also affected by the Foodchain type and Scale value of the Species (see table below). Species cards may also have the word PLAY on them. This may have additional conditions or steps that must be taken to put a Species card into play.

Foodchain	Compatibility
Photosynthetic	Placed adjacent to any cards (unless card says otherwise).
Herbivore	Must be placed adjacent to at least one Photosynthetic card.
Carnivore	Must be placed adjacent to at least one Herbivore, Carnivore, or Omnivore card with a Scale less than this card.
Omnivore	Can be placed next to any card. If the only card adjacent is an Herbivore, Carnivore, or Omnivore, the Scale of that card must be less than this card.
Special	Must be placed according to PLAY instructions on the card.



Playing an Action Card

A player can also play Action cards from their hand. Players will receive these cards from the Main deck periodically throughout the game. When a player plays an Action card, they must resolve the effects of the card immediately and then discard it next to the Main deck.

Get a New Hand

In the event that a player cannot play any cards from their hand, they can choose to draw 3 new cards and then shuffle their 3 original cards back into the deck. This can only be done before the player uses any actions, and only if none of the cards in the player's hand can be played. When drawing the cards, it is the same as at the beginning of the turn (see Drawing Cards above).

Moving a Card

A player may also choose to spend an action to move card that is already in play. Cards with the MOVE instruction may be moved up to the number of spaces indicated. Cards with the MOVE instruction can only be moved in the 4 cardinal directions (up, down, left, right). They cannot be moved diagonally. Cards with the FLIGHT instruction are the same as MOVE, except that they can move diagonally. You do not have to use the full move value of the card. A card with a MOVE value of 3 can be moved 1, 2, or 3 spaces. Cards may move through other cards, as long as they end movement in an empty and valid space.

When a card is moved, any Event card underneath it does not move with it, unless the Event card specifically states that it moves with the Species. The space that the card ends on must be compatible with that species (see Playing a Species Card above).

Example: Charlie chooses to move the Frog card, which has a MOVE of 2. He moves the Frog one space to the right, and then one space upward. He then chooses to move the Honey Bee, which has a FLIGHT of 2. He moves the Honey Bee diagonally down and left 1 space.

Ending the Game

When the last card is drawn from the Main deck, the player who drew the card must finish their turn, and then the game will end. Players then total up all of the Points values of all the cards in play. The higher the Points total, the more successful your ecosystem is!

- **Flourishing (110 or more Points)** – Your ecosystem is filled with diverse organisms and bristling with growth and life!
- **Sustainable (at least 80 Points)** – This ecosystem is strong and can serve as a habitat for many different species!
- **Damaged (at least 50 Points)** – Some organisms may struggle or go extinct in this environment. Keep trying to repair and strengthen it!
- **Barren (less than 50 Points)** – This environment is not suitable for most lifeforms. Significant time and work will be needed to bring growth back to this area.

Frequently Asked Questions and Errata

For any discrepancies which are not accounted for in the rules or in the section below, players should adhere to the **Grim Rule**: *When multiple outcomes are possible, you should always choose the one that is most harmful to the players.*

What if a relationship between species cards is played that does not exist in real life?

The game attempts to model the relationships of a complex ecosystem in a fairly simple and friendly way. Of course there are times when the rules cannot perfectly model how a real-world interaction would take place. Players can decide, as a group, whether any action in the game is legal or not.

***Example:** Shannon plays the Humans species card next to the Pea Aphid species card. While the omnivore Humans can technically feed on the smaller Aphids, this is not a realistic scenario. The players may decide that this is not a legal play, since there is no way that Humans would be able to sustain themselves feeding on Aphids alone.*

If a Species card is moved and there is an Event card underneath it, does the Event card move with the Species card?

No, unless the Event card specifically states that it stays with the Species card, Events always remain on the space they were originally played, even if no Species is attached to it.

If a Species card is removed from play and there is an Event card underneath it, is the Event card discarded as well?

No, unless the Event card specifically states that it stays with the Species card, Events always remain in play, even if no Species card is attached to it.

If a card condition (such as the conditions on Event cards) can be met by multiple cards, how do you decide which card to use?

The players may decide as a group which card will be used.

If an Event card condition cannot be met by any card, how do you decide which card to use?

The Event card is discarded without resolving its effects.

Can an Event card be considered as a target of another Event card?

No, Event cards can never be used against other Event cards. Only Action cards may target Event cards.

Can Event cards be counted for the purposes of calculating bonus points for Species cards?

Yes, if an Event card has a Diet type listed, it can be counted as a Species card of that type for all purposes except as a target for another Event card.