

**Holey
Heads**
aka Diapsids

Go extinct!

MEGAFUNA

**Feathered
Friends**
aka Aves



You are all biologists...
racing to collect clades of megafauna for your research!



Megafauna are BIG animals

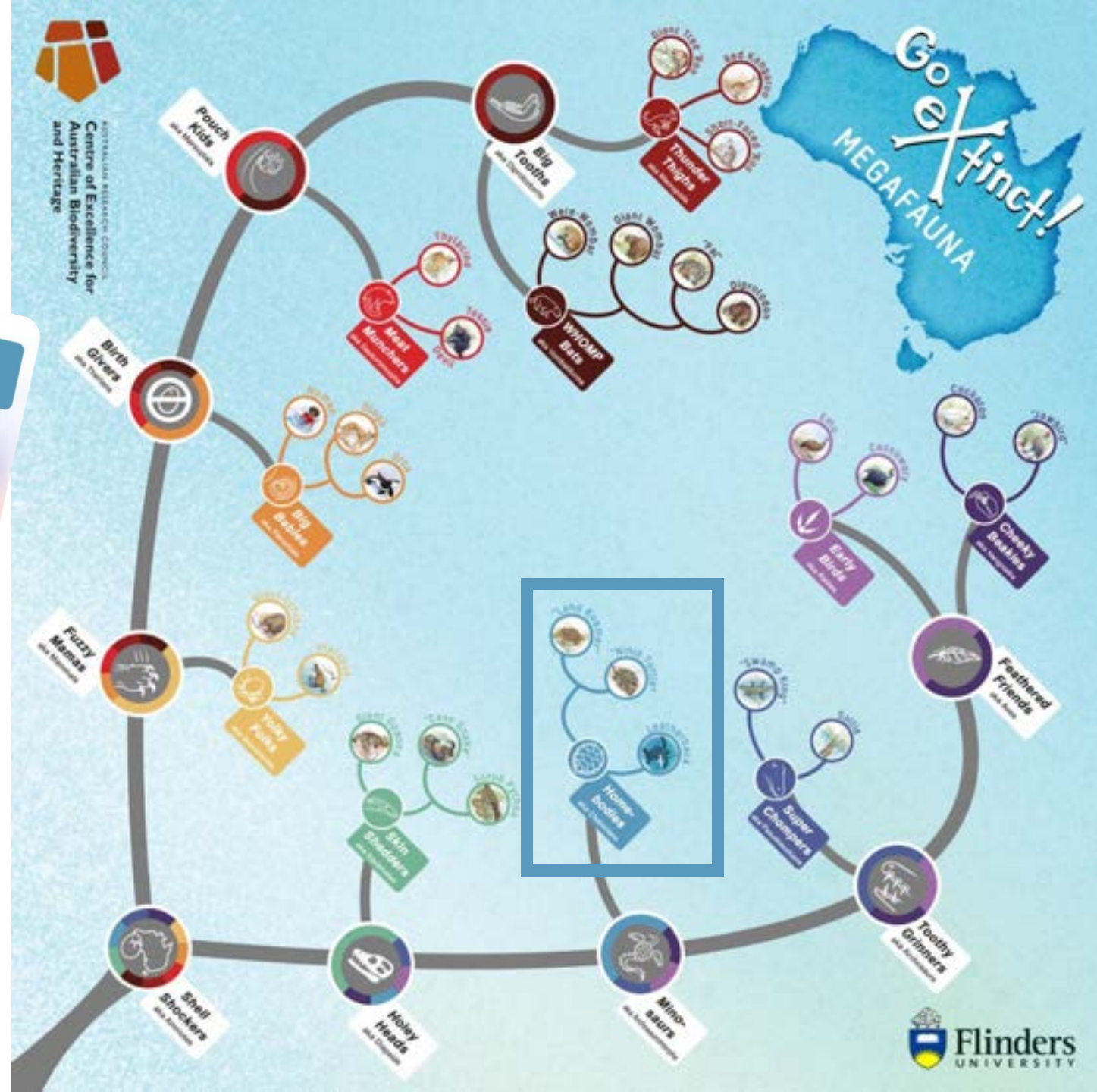


Win by collecting the most clades!



A **clade** is a group of related animals.

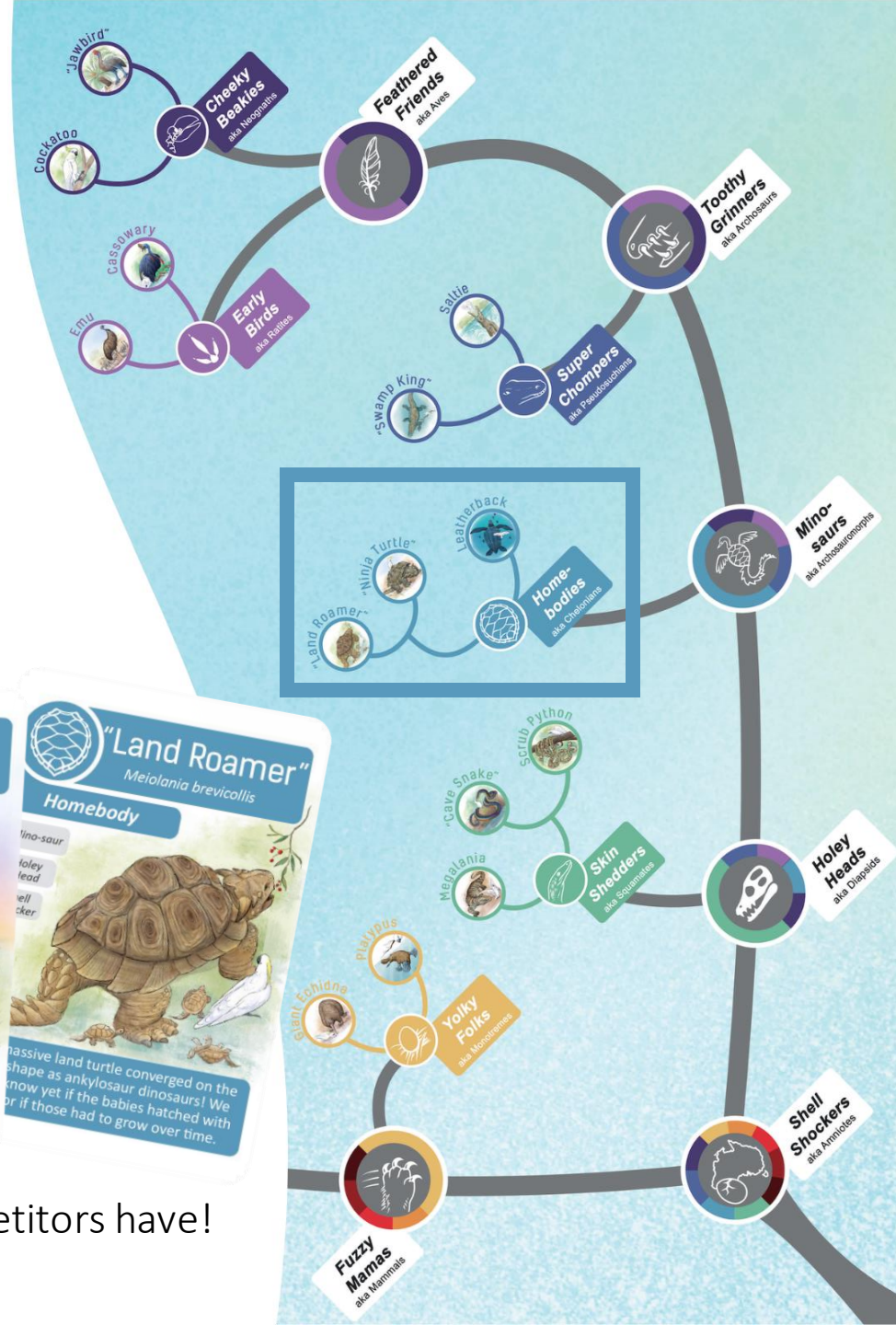
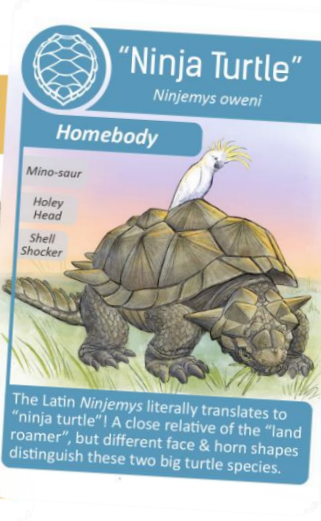
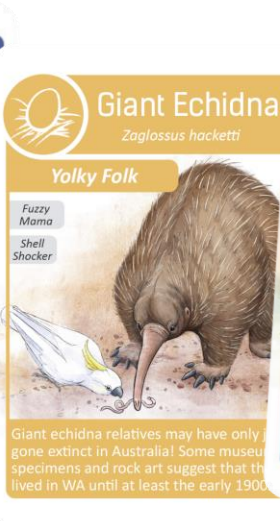
Clades are labelled and colour-coded on the evolutionary tree board and cards. They also share an icon.



This is Go Fish evolved!

You can ask for anything!

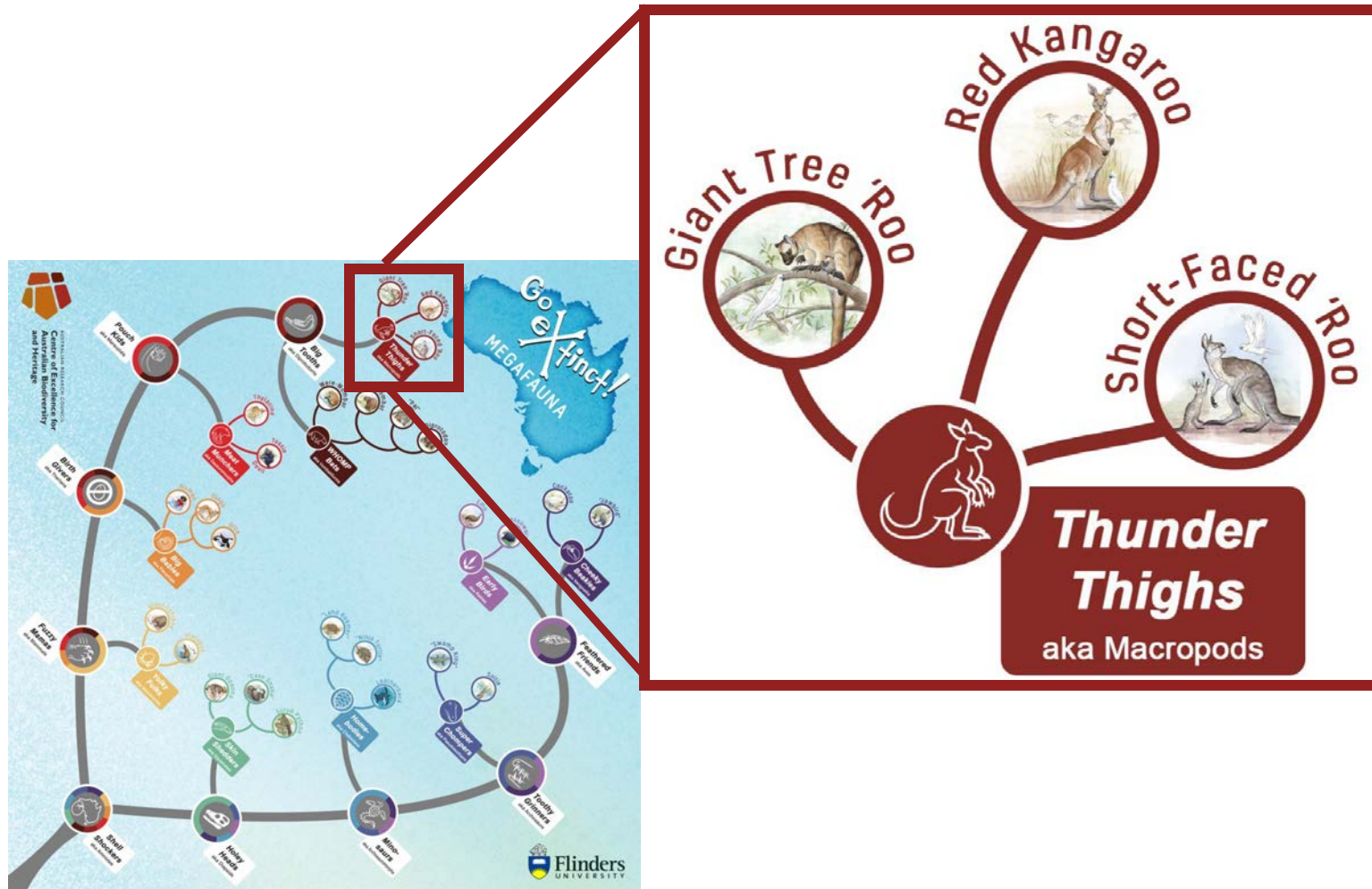
- A Leatherback
- Any 1 Homebody
- Any 1 Mino-saur
- Any 1 Holey Head



Be strategic and ask based on your hand and what cards you think your competitors have!

How to Play

Use the board to identify colour-coded clades!



**Bigger clades =
more points!**



Complete Clade
One of each animal



Incomplete Clade
Having two Giant Tree 'Roo DOES NOT
make up for missing the Red Kangaroo.

Set Up:

- Shuffle the deck
- Deal 6 cards to each biologist
- Put remaining cards face down as the draw pile
- Select who will go first and proceed clockwise

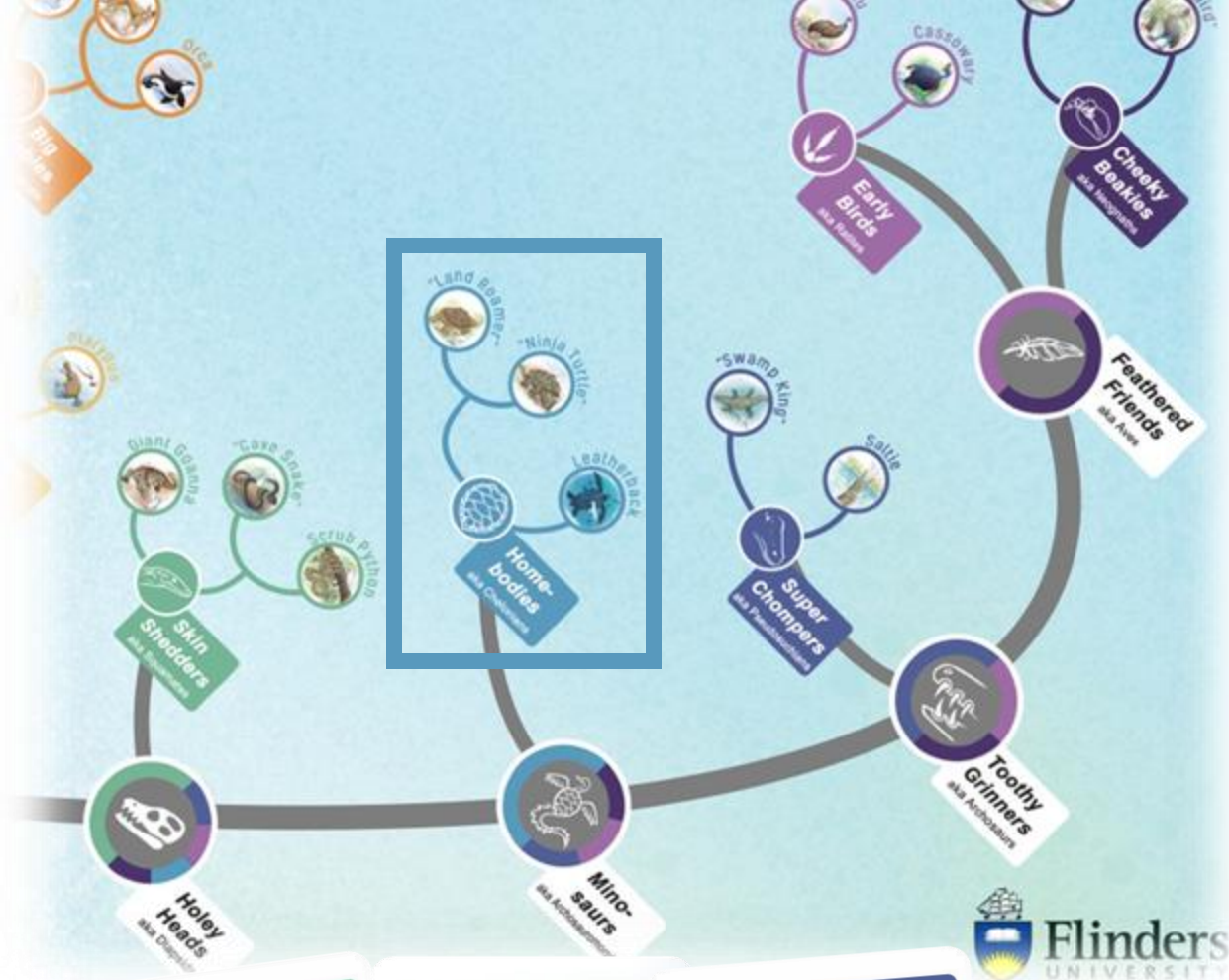


Turn Actions

Do each only once and in order:

- 1) Ask for a card from ONE specific person
- 2) Declare complete clades for peer review!
- 3) Reset hand to 6 cards *if* you have 5 or fewer cards

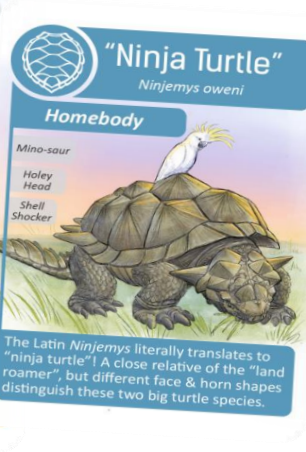
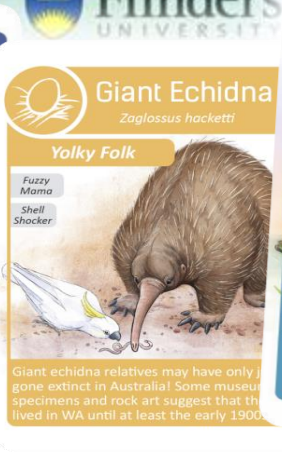
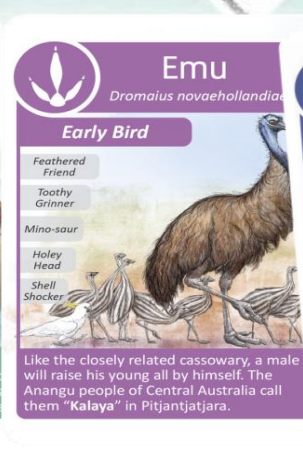




The Ask

You can ask for anything!

- A specific animal like the Leatherback
- A solid-coloured clade, such as a Homebody, Super Chomper or Early Bird
- A Deeper Clade, such as a Feathered Friend



The animal's direct ancestor

The animal's deeper ancestors



Ask Again Rule!

If you ask for a **specific animal** (not a clade) AND you get it, then you get to repeat your Ask action!

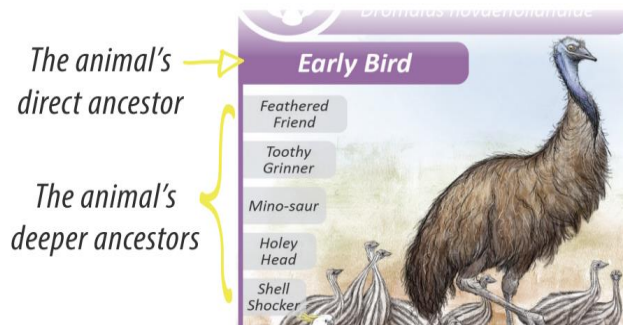
This means you could try for a specific animal again or for a clade.

Could you steal all the WHOMPbats one by one?!?



Turn Actions

Do each once and in order



A solid-colour
clade symbol:



**Thunder
Thighs**
aka Macropods

A deeper
clade symbol:



**Toothy
Grinners**
aka Archosaurs

1) **Ask** for a card from ONE specific person

- You can **ask for any clade**! If the other player has 1+ animal matching your Ask, they choose ONE to give to you. If not, they say Go Extinct! and you draw 1 card.
- **Ask Again** if you asked for a **specific animal** and you get it!

2) **Declare** complete clades for peer review!

- A clade has one of each animal – no more, no less. If your competitors find a mistake, pick up your cards and try again!

3) **Reset** your hand to 6 cards if you have 5 or fewer cards

- Do this last & only reset your hand if it's your turn
- No clade declarations after resetting
- If you have 6+ cards, your turn is done!

End Game Rules

When the draw pile runs out...

1) When asked for a clade, players give **up to 3 cards** instead of just 1 card!

For example: you asked for Fuzzy Mamas. If the other player has...

- **4+** Fuzzy Mamas, they choose which 3 to give.
- **1-3** Fuzzy Mamas, they give you all of them!
- **0** Fuzzy Mamas, they tell you to “Go Extinct!” and you end your turn without drawing a card.

***Psst!** The **Ask Again Rule** is unchanged and can be a good option sometimes.*

2) No reset: once you're out of cards, you're out! Turns skip you.

WINNING!

Once everyone runs out of cards, score the clades you declared for your research

2-card clade = 10 points
3-card clade = 20 points
4-card clade = 30 points

The player with the most points wins!