

HEY SCIENTISTS! IN THIS GAME, YOU'LL:

- 1) **Get to know some cool Australian mega-animals and how they are all related to each other!**
- 2) **Master reading an evolutionary tree—one of the most important diagrams in all of science!**
- 3) **Tell your friends to 'Go Extinct!'**

Hi, I'm **Galerita!** **Go Extinct!** is a lot like **Go Fish** or Happy Families with a few key differences:

- You are trying to **collect sets** of closely related animals, **NOT pairs** of the same animal. The sets are colour coded and also shown on the board. A complete set (called a clade - rhymes with 'braid') has one of each unique animal sharing a colour.
- You have to ask **one specific person** for cards (not the group as a whole EXCEPT when you play the Megabat action card – see Page 5).
- You can **ask for any animal on the tree – a specific animal or an ancestor** to get cards from other players! For example, you could ask for the Ninja Turtle or for "any of the Homebodies," which is all the animals that have the blue turtle shell symbol pictured on the top left of their card.
- The other players give you **one card at a time**, so if you asked for Homebodies and they had more than one, they would choose only one of those cards to give to you.
- If the other player doesn't have what you asked for, they say 'Go Extinct!' and you draw a card from the draw pile. **Players must be honest**, like scientists!
- **End your turn** by drawing until you have at least six cards. Don't draw if you have six or more cards.
- **When the draw pile runs out, it sparks two End Game rules!** Flip to Page 6.

QUICK START



PLAYER MISSION

Collect the most 'complete clades'

A **clade** (rhymes with 'braid') includes all of the animals that share a common ancestor, indicated by the 19 clade symbols on the tree board, which come in two types: ten solid-colour clades, each showing the direct ancestor, and nine multi-colour clades, each showing the deeper ancestor.

A solid-colour
clade symbol:



A deeper
clade symbol:



In this game, a **complete clade is one of each animal in a solid-colour clade** (two, three, or four cards depending on the clade). All of the animals will share the same colour and have the same direct ancestor listed first in their family history on the left-hand side of the card.



Complete Clade

Use the tree board for reference



Incomplete Clade

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

SET UP

- 1) Gather three to six players.
- 2) Look over the evolutionary tree board. Check out the colour-coded clades, find your favourite animals, and trace their ancestors on the board and on the cards.
- 3) Shuffle the cards and deal six to each player. Keep in mind that there are two of each animal card in the deck.
- 4) Place the remaining cards face down as the draw pile.
- 5) The player to the left of the dealer gets to go first and turns continue clockwise (to the left).

THE THREE TURN ACTIONS

(do each action once and in order)

1) Ask a specific player for one card

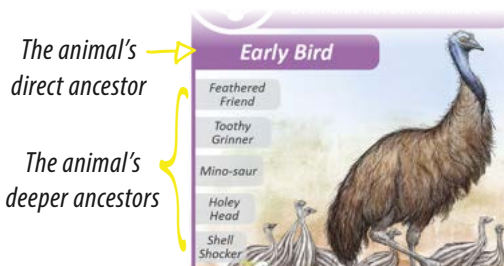
You can ask this person for anything on the tree, such as:

A specific animal card, like 'do you have the *Diprotodon*?'

*If the other player has a *Diprotodon* card, they must give it to you, AND you get to Ask Again.*

A direct ancestor in a solid-colour clade, like 'do you have any Thunder Thighs?'

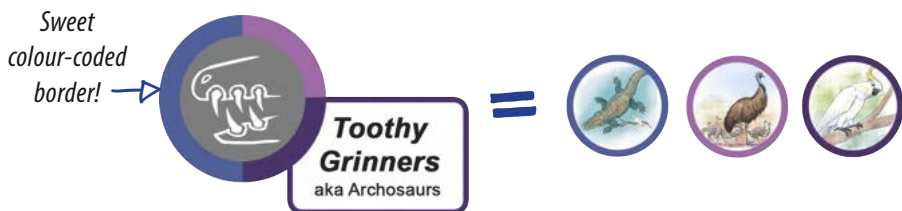
*If the other player has ANY card with *Thunder Thighs* as a direct ancestor (*Giant Tree 'Roo*, *Red Kangaroo*, or *Short-Faced 'Roo*), they must give you one of these cards. **If they have more than one card from this clade, then they choose ONE to give to you.***



Hey, did you notice the family history on the cards?

A deeper ancestor in a multi-colour clade, like 'do you have any Toothy Grinders?'

*The other player could give you any one card with *Toothy Grinders* listed as a deeper ancestor, which could be from any of the following solid-coloured clades: **Super Chompers**, **Early Birds**, or **Cheeky Beakies**.*



The other player should give you the card face down in total secrecy so no one else sees it.

Sounds great, right? Here's the catch: If the other player has no cards that match your ask, they get to say, '**Go Extinct!**' and you draw one random card from the top of the draw pile.

THE THREE TURN ACTIONS (cont.)

Psst! I know that it sounds a little harsh and very risky if you ask for a specific animal card! But let me tell you my personal favourite rule:

Ask-Again Rule: Usually players only get to Ask for cards once per turn. But if you ask for a specific card AND you get it, then you can repeat the Ask action! This means you can ask for a specific animal again or go for an ancestor in a clade symbol. If you get a specific card again, you get to Ask yet again!

I love this rule because it rewards really careful listening—sometimes I get to steal a bunch of animals from my siblings all in one turn!

Note: Some players use this rule to memorise and ask for the chain of specific cards that were asked for in previous turns, only to have the player next to them do the same move, making the game more of a memory competition! This can be a totally new and dramatic way to play, but if it isn't fun for everyone, we recommend limiting the maximum number of Asks per turn to three (one regular Ask and two Ask-Agains).



2) Declare your complete clades

If you do not have any complete clades yet, skip this action. But when you have one or more complete clades in your hand, now is your time to declare them and earn points!

For each clade, place the cards in front of you—not on the tree board—so other players can confirm that you have one of each unique animal from that solid-coloured clade (Scientists call this 'peer review'). Do not place more than one of each animal card in a clade; remember, each solid-coloured clade will be completed twice and each complete clade counts separately for points.

If you make a mistake by declaring an incomplete clade and another player catches it at any time, you must put the mistakenly declared cards back into your hand and try again!

Successfully declared cards are out of play, meaning no one can steal them, and they score points when the game ends. There is no limit to how many clades you can declare during your Declare action but once you Reset your hand, no more clades can be declared on this turn.

3) Reset your hand

If you have six or more cards in your hand already, your turn is done! Sit back and listen closely to the next player make their Ask. If you have five or fewer cards, Reset your hand by drawing from the draw pile until you have six. Then your turn is done.

TALL TURKEYS AND MEGABATS!

The deck includes two Tall Turkey and two Megabat cards, which do not get put into clades.

Tall Turkey: At any time on your turn, you may play a Tall Turkey card to 'rummage through' the top three cards of the draw pile. Pick them up, look at them, and then choose your favourite for your hand. Shuffle the other two cards, place them on the bottom of the draw pile and put the Tall Turkey card out of the game.



If there are only two cards left in the draw pile when you play a Tall Turkey, take your favourite and put the other card back face down. If there is only one card left, it's yours and the End Game Rules (Page 6) go into effect immediately! This also means the Tall Turkey will only help you if there is still a pile, so if you have one, play it quickly!

Megabat: At any time during your turn, you may use the Megabat card to ask EVERYONE your question. You can ask the same way as usual – for specific animals or clades. Every player who has an animal in your ask then needs to give you ONE.

COMMONLY OVERLOOKED RULES

As tempting as it might be, **you cannot immediately declare** any clades completed from cards you drew during Reset! Believe me, this is hard to resist... just hang on to them until your next turn. If they get stolen away, just ask for them to get them back!

There is no limit to how many cards you can have in your hand at one time, but you might become the go-to player to Ask if you have a lot!

Finally, a common mistake: don't draw a card if another player gets one from you. You **ONLY** draw cards when it is your turn and in these three cases:

- 1) if told to Go Extinct! during your Ask action
- 2) if you have fewer than six cards during your Reset action
- 3) if playing a Tall Turkey card

Don't worry! Having a smaller hand can make other players less likely to ask for your cards.

END GAME RULES

go into effect when the draw pile runs out

Big Change #1: Give up to 3 cards

When you ask for a solid-coloured or multi-coloured clade, instead of giving just one card per Ask, the other player must now give UP TO THREE cards to you if they have more than one animal from the clade you asked for.

Big Change #2: Players can be knocked out of the game

Hands can no longer be reset, so when a player runs out of cards, they are finished. Turns continue clockwise, skipping any and all players who are out of the game.

WINNING GO EXTINCT!

The game ends once all of the cards are out of play, meaning that all of the animals (except for Tall Turkeys and Megabats) are sorted into complete clades. Unused Tall Turkeys and Megabats are simply discarded.

After the game ends, each player counts their point total, which is based on how many complete clades they collected and how big each clade is:

Each two-card clade = **10 points**

Each three-card clade = **20 points**

Each four-card clade = **30 points**

The player with the most points wins! If there is a tie, then the player with the most four-card clades wins. If it is still a tie, then the player with the most three-card clades wins. If there is still a tie, then the victory is shared!

SOME STRATEGY

This isn't Go Fish from kindergarten! To win Go Extinct! you'll need to chase animals across the evolutionary tree and change up your Asking tactics each turn. Here are our tips to get you started:

As much as Galerita loves the Ask Again rule, it only works if you're fairly certain that the other player has what you want. Worse, it can give away the specific animals you have if other players use the process of elimination!



So, when in doubt, ask for deeper ancestors from multi-coloured clades, especially ones that include the colours of two or more animal cards in your hand. This increases the chance you'll get a useful card while keeping the specifics of your hand mysterious.



Listen as closely as a dingo! If someone else keeps asking for a clade you're also working on, they probably have the cards you need. Pounce when it's your turn again.



Play your Tall Turkey card before the draw pile runs out, and the Megabat card when players still have lots of cards!



Did you know that you can even ask for descendants of Shell Shockers, the ancestor of all animals on the board? Can you think of a time when that would be a mega move? (Hint: read the End Game Rules again).



Credits

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