

{Biome Rummy}

2+ Players ~?? minutes

Complexity: ★★

Quick Reference

- ❖ **Setup** - lay out aces
- ❖ **Start of Round** - deal cards
- ❖ **Play** - take turns
 - **Draw card**
 - **Choose to play sets**
 - **Discard**
- ❖ **End Round** - Player empties hand, count points
- ❖ **Scoring** - Player with most claimed [A] wins

[A] - Ace, biome cards, reference for sets
[Q] - Queen, largest animals. Unless under special circumstances carnivores don't usually hunt these animals

Setup

- Separate [A] out and line them up on table face up: [♠] [♥] [♣] [♦] [★]
- The remaining cards are the deck for playing purposes.

Start of Game

- Select dealer.
- Dealer shuffles the deck.
- Deal each player a hand of 9 cards.

Player's Turn

- Beginning of turn, player does one of these actions:
 - draw a card from the deck
 - take a card from the discard pile
- The player can then play sets if able to match the [A] biomes (suits):
 - Sets must be a minimum of 3 cards, but can be any amount of cards
 - Players can play individual cards only to add on to other player's sets.
 - (Play your cards—even individual cards—in front of yourself to more easily keep track of your cards for scoring.)
- A set consists of cards from the same biome (suit) and are:
 - Three (or more) matching classifications or diets.
 - One of each classification or one of each diet. (If a set of classifications has all five, or a set of diets has all four, no more can be played on those sets).
 - There can be multiple sets for each biome.
- At the end of the turn a player must discard the last card in their hand.
 - If a player has no more cards in hand, then the round is over. Move on to scoring the round.

End of Round

Once a player has played out their hand and has no more cards, the round is over and scoring begins.

- Scoring:
 - Each card played adds one point.
 - Each card in hand subtracts one point.
 - If multiple players have sets of the same biome the player with the largest carnivore adds a point. Unless an opponent of that player with a set in the same biome has a [Q] then only the player with the [Q] gets a point.
- The player with the most points wins the round.
 - That player takes an [A] matching their highest scoring set.
 - The next round begins with one less [A].

Ending the game

- Once All the [A] have been claimed, the player with the most [A] wins the game.

{Food Chain Game}

Two Players ~?? minutes

Complexity: ★★★★★

Quick Reference

- ❖ **Setup** - lay out aces
- ❖ **Start of Round** - deal cards
- ❖ **Play** - take turns playing actions
 - **Create food chains**
 - **Classify animals (take token)**
 - **[over populate]**
 - **Pass (take token)**
- ❖ **Scoring** - count points, collect tokens
- ❖ **Ending the Round** - return cards to deck
- ❖ **Ending the game** - final aces & token count

[A] - Ace, biome cards, base of chains
[K] - King, top predator, ends chains
[Q] - Queen, largest animals, starts descending count
[J] - Jack, top bird predator, ends chains
{token} - a small item used to keep score (penny, bean, bead, etc)

Setup

- Separate [A] out and line them up on table face up: [♠] [♥] [♣] [♦] [★]
 - *These represent five of the biomes found in the PNW. They also represent the plants and invertebrates that support higher trophic levels, and will be the foundation of the “food chains” during play.*
- The remaining cards are the deck for playing purposes.
- Set {tokens} within reach.

Start of Round

- Select dealer.
- Dealer shuffles the deck.
- **Deal each player a hand of {?} cards.**
- After the first turn, if any player has three or more [A], the opponent may choose one of that player’s [A] and return it to the line of biomes.

Play

Starting with the opponent, **players take alternating turns doing one of four actions:** create food chains, classify animals, [over populate], or pass.

(1) Create food chains. *A healthy ecosystem is built from maintaining stable food chains, which form a food web.*

- If it is the first card played onto a biome, it must be an herbivorous or invertivorous animal. *These primary consumers are the basis for a strong food chain.*
- Cards can be played onto a biome that does not match their suit. *It is not uncommon to see invasive species.*
- Cards being played onto a biome must be in numerical ascending order.
 - A card with a matching number cannot be played onto a biome that has that number on top.
- A [Q] does not count for numerical order, and can be played onto any chain that already has other cards on it. *These are some of the largest animals in their biome, they’re not usually predators, but can still have a great impact.*
 - Once a [Q] is played onto a biome, the chain now counts down in descending numerical order.
- A [J] or [K] does not count for numerical order, and can be played onto any chain that already has other cards on it. *These are some of the top predators of their biomes, many are keystone species and are key to a balanced food chain.*

- Once a [J] or [K] is played onto a biome no other cards can be played onto that biome this round.
- The player that played the [J] or [K] takes and sets aside the pile of cards to their side of the table.
- If you play a card with a matching number to a card on a different chain, take a {token}. *You have balanced trophic levels across biomes, for the moment.*
- If you play a card onto a biome and it creates a run of three or more cards across visible cards on different biomes, take a {token}.
 - A run is any set of 3 or more cards that are in precise numerical order, for example: [3], [4], [5] or [9], [10], [J], [Q].

(2) Classify animals. *Scientists classify animals based on physical and evolutionary traits.*

- If a player has three or more cards in hand that share a classification they may “classify” those animals by playing the set of cards onto their side of the table.
 - Animal classifications are mammal, reptile, amphibian, fish, & bird.
- The player that starts the classification takes a {token}.
- A player may play multiple classifications in a round.
- If there is a classification on the table, any player may play cards onto it, one at a time, as their action.

(3) [over populate]. *The balancing of predator and prey is a tenuous act.*

- Once per round, a player may discard a carnivorous animal card to make the opponent draw two cards from the deck.

(4) Pass. *“Only entropy comes easy.” - Anton Chekov*

- Once a player passes, they may not play any more cards this round.
- A player may choose to pass before they have played all their cards.
- If a player’s hand is empty they must pass.
- The first player each round to pass takes a {token}.

Scoring

Once all players have passed, the round ends and scoring begins.

- **Any player that collected a food chain counts out the points:**
 - One point for each card, including [A], that matches the suit of the biome.
 - Double the points for the chain if the [J] or [K] match the suit of the biome.
- Cards that are “classified” do not count towards points.
- The number of **cards left in a player’s hand are subtracted from their total points** for the round.
 - Double the subtracted points for each [J], [Q], or [K] in the hand.
- A player’s score cannot go below zero.
- **The player with the highest total points** for the round takes two {tokens}.

Ending the round

- **All cards except [A] are returned to the deck.** The deck is then handed to the opponent, who becomes the dealer for the next round.
- **Any player who has taken a chain keeps one of the [A] that was taken this round,** and returns the rest to the line for the next round.

Ending the game

- Once each player has **taken two [A]** the game ends.
- The player with the **most {tokens}** wins.

{Hunting Prey Game}

2-6? Players ~?? minutes

Complexity: ★★

Quick Reference

- ❖ **Setup** - split deck, draw hand
- ❖ **Start of Round** - redraw, select card to play
- ❖ **Play** - compare cards, determine {tokens}:
 - Highest number {carnivore} or {omnivore}
 - Discard with [J]
 - lowest number {herbivore} or {insectivore}
 - [Q] takes cards in play
- ❖ **Ending the Round** - players return any in play to bottom of decks
- ❖ **Scoring** - count {tokens}
- ❖ **Ending the game** - final

[Q] - Queen, largest animals, takes all cards lower than it to the bottom of the player's deck

[J] - Jack, top bird predator, removes cards from your hand

{token} - a small item used to keep score (penny, bean, bead, etc)

Setup

- Shuffle, then split the deck equally between players.
- Set {tokens} within reach.
- Players draw five cards from the top of their deck.

Start of Round

- If a player starts the round with less than five cards in hand that player draws back up to five.
- A player may put any number of cards face up on the table, and then draw that many new cards.
- Players select one card from their hand to play face down on the table.
- Simultaneously, all players reveal their played card.

Play

- Players compare cards, and determine who takes a token. Do these actions in order.
 1. The player with the {carnivore} or {omnivore} with the highest number takes a {token}, and selects another player's card with a lower number than their card to remove from the game.
 2. Any player that played a [J] may remove any cards in their hand from the game, if they do they take a {token}.
 3. The player with the highest number {herbivore} or {insectivore} that was not removed takes a {token}.
 4. Any player with a [Q] takes all cards on the table that are lower than their card and places them on the bottom of their deck of cards in a random order.

End of Round

- If any cards remain on the table each player puts the cards they played on the bottom of their deck in a random order.

End of Game

- Once