

Building Biomes: Version A

Cards being used: Biome Type and Biome Category cards

Instructions

Goal: Be the first player to lay down 5 matching biome cards to create a complete and healthy biome. A complete biome set includes the Biome Type, Vegetation, Temperature, Precipitation, and Wildlife. A biome cannot be considered complete if there are any damage cards in play on any category cards.



- Step 1: Shuffle the deck and deal out 5 cards each. Place the rest of the cards face down in the middle; this is the draw pile. There will also be a discard pile created beside the draw pile. Choose who goes first.
- Step 2: On your turn, pick up 2 cards from the draw pile (NOT the discard pile). If the draw pile runs out of cards, shuffle the discard pile and make those the draw pile. Now, you can play up to 3 moves.
 - In order to build a biome, you must play a Biome Type card first and then build around it with Biome Category cards (Vegetation, Temperature, Precipitation, and Wildlife). You can build more than one biome at a time.
- Step 3: At the end of your turn, you should have 5 cards or less. If you have more than 5, place all extra cards of your choice in the discard pile.
- Step 4: The next player gets to go (repeat from Step 2).

Version A Cards


Example of a complete and healthy biome:



Biome Type Card example

Tundra	
	Precipitation
15-25 cm/year (snow)	
55-95 cm/year (mainly snow) Precipitation 	
Grassland	


Biome Category Card: Precipitation example

Tundra	
	Vegetation
<ul style="list-style-type: none"> - Permafrost layer beneath soil – poor soil quality - Rapid-flowering plants (close to the ground, small leaves and root systems) - Mosses and lichen 	

Biome Category Card: Vegetation example

Tundra	
	Wildlife
Caribou, Polar Bears, Snowy Owl	
Lions, Walrus Orcas, Whales, Sea Wildlife 	
Marine	

Biome Category Card: Wildlife example

Tundra	
	Temperature
<ul style="list-style-type: none"> - Extreme winds - Short summers (3-12°C) with continuous sunlight - Long winters (-34°C) with no sunlight 	

Biome Category Card: Temperature example

Building Biomes: Version B

Cards being used: Biome Type, Biome Category, Restore, Damage, and *No Thanks* cards

Instructions

Goal: Be the first player to lay down 5 matching biome cards to create a complete and healthy biome. A complete biome set includes the Biome Type, Vegetation, Temperature, Precipitation, and Wildlife. A biome cannot be considered complete if there are any damage cards in play on any category cards.

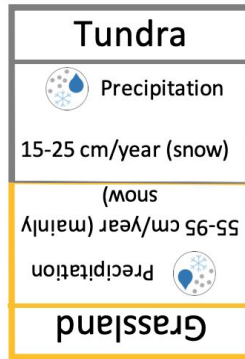
- Step 1: Shuffle the deck and deal out 5 cards each. Place the rest of the cards face down in the middle; this is the draw pile. There will also be a discard pile created beside the draw pile. Choose who goes first.
- Step 2: On your turn, pick up 2 cards from the draw pile (NOT the discard pile). If the draw pile runs out of cards, shuffle the discard pile and make those the draw pile. Now, you can play up to 3 moves.
 - In order to build a biome, you must play a Biome Type card first and then build around it with Biome Category cards (Vegetation, Temperature, Precipitation, and Wildlife). You can build more than one biome at a time.
 - You may damage another player's biome with a Damage card; place the card on the category card you damage.
 - You may restore your own biome with a Restore card; remove the Damage card on your biome and place both cards in the discard pile.
- Step 3: At the end of your turn, you should have 5 cards or less. If you have more than 5, place all extra cards of your choice in the discard pile.
- Step 4: The next player gets to go (repeat from Step 2).
 - If another player plays a Damage card on you, you may immediately play a *No Thanks* card to veto the damage. Place both cards in the discard pile.

Version B Cards

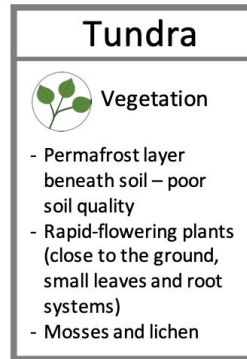
Example of a complete and healthy biome:



Biome Type Card example



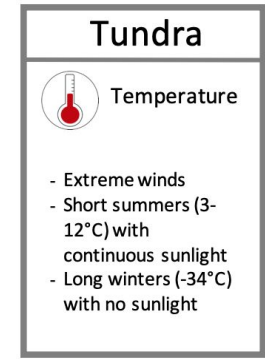
Biome Category Card: Precipitation example



Biome Category Card: Vegetation example



Biome Category Card: Wildlife example



Biome Category Card: Temperature example

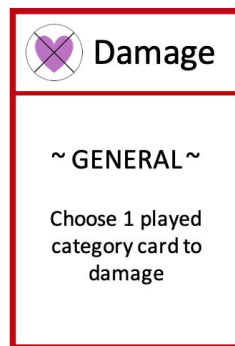
Example of Restore, Damage, and *No Thanks* cards:



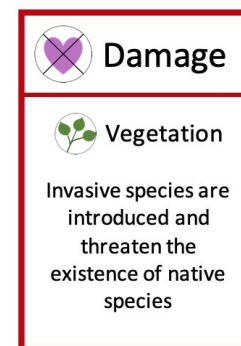
General Restore card



Specific Restore card: Vegetation example



General Damage card



Specific Damage card: Vegetation example



No Thanks card example

Building Biomes: Version C

Cards being used: Biome Type, Biome Category, Restore, Damage, *No Thanks*, Steal, and bonus cards

Instructions

Goal: Be the first player to lay down 5 matching biome cards to create a complete and healthy biome. A complete biome set includes the Biome Type, Vegetation, Temperature, Precipitation, and Wildlife. A biome cannot be considered complete if there are any damage cards in play on any category cards.

- Step 1: Shuffle the deck and deal out 5 cards each. Place the rest of the cards face down in the middle; this is the draw pile. There will also be a discard pile created beside the draw pile. Choose who goes first.
- Step 2: On your turn, pick up 2 cards from the draw pile (NOT the discard pile). If the draw pile runs out of cards, shuffle the discard pile and make those the draw pile. If you pick up the OOPS! card, you must play it immediately and all players (including you) must discard 1 played category card - you cannot use a *No Thanks* card. Now, you can play up to 3 moves.
 - In order to build a biome, you must play a Biome Type card first and then build around it with Biome Category cards (Vegetation, Temperature, Precipitation, and Wildlife). You can build more than one biome at a time.
 - You may damage another player's biome with a Damage card; place the card on the category card you damage.
 - You may restore your own biome with a Restore card; remove the Damage card on your biome and place both cards in the discard pile.
 - You may steal another player's card with a General or Blind Steal card (instructions on cards of how to use it); place the Steal card in a discard pile after use.
 - You may play a bonus card: Shield, Plus 2, Ultimate Defense, or Destruction card (instructions on cards of how to use); place the bonus card in the discard pile after use.
- Step 3: At the end of your turn, you should have 5 cards or less. If you have more than 5, place all extra cards of your choice in the discard pile.
- Step 4: The next player gets to go (repeat from Step 2).

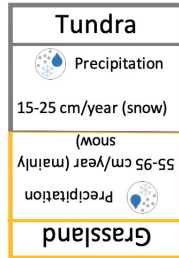
→ If another player plays a Damage card on you, you may immediately play a *No Thanks* card to veto the damage.
Place both cards in the discard pile.

Version C Cards

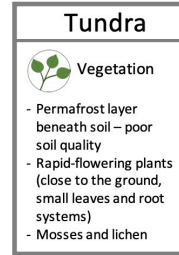
Example of a complete and healthy biome:



Biome Type Card example



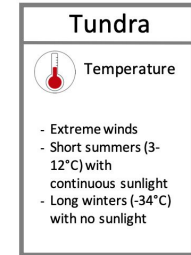
Biome Category Card:
Precipitation example



Biome Category Card:
Vegetation example



Biome Category Card:
Wildlife example

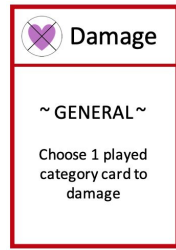


Biome Category Card:
Temperature example

Example of Restore, Damage, *No Thanks*, Steal and bonus cards:



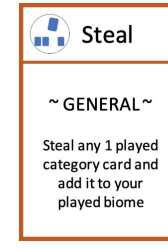
General Restore card



General Damage card



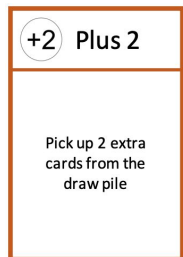
No Thanks card



General Steal card



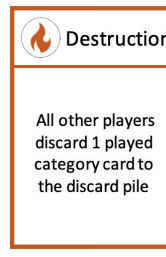
Blind steal card



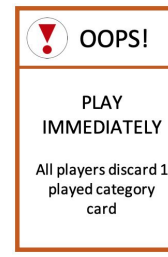
Bonus card: Plus 2



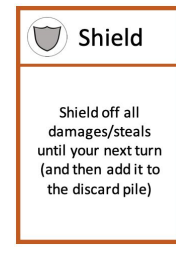
Bonus card: Ultimate Defense



Bonus card: Destruction



Bonus card: OOPS!



Bonus card: Shield