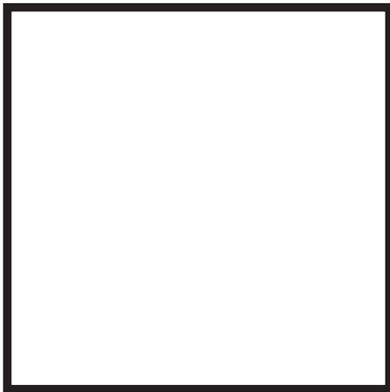


"B" discards

Original
Tile
discards

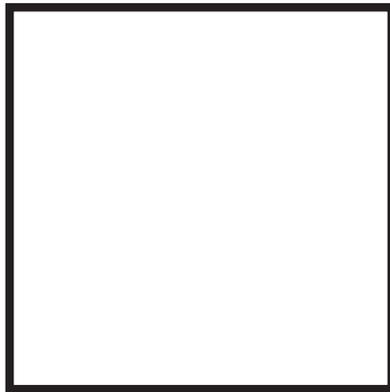
"N" discards



American Megafauna

3-4 Player
House Rules
Track

Genetic Drift occurs
only with Immigrants
from South America



Stack B: BID!

Stack N: no bid

Mesozoic

1
B

2
N

3
B

4
N

5
B

6
N

7
B

8
N

9
B

10
N

11
B

12
N

13
B
Score

K-T Boundary

14
N

15
B

16
N

17
B

18
N

19
B

20
N

21
B

22
N

23
B

24
N

25
B
Score

Cenozoic

American Megafauna

SOS' House Rules for 3-4 players

- Sort the non-start tiles into two stacks:

Stack "B" contains all the Biddable tiles: **DNA** and **Genotypes** (90 tiles).

Stack "N" contains all the Non-biddable tiles: **Biomes**, **Catastrophes** and **Immigrants** (71 tiles).
- Shuffle each stack separately, and place a manageable amount on the appropriate square on the House Rules Track.
- Use a coin or clear glass token on the first "B" square to mark the turn. The game starts at the beginning of the Cretaceous in the Mesozoic era - the Triassic and Jurassic periods are not played (due to game length). Do not use the tile track that came with the game - only the House Rules Track.
- On an "N" turn, draw a tile from stack "N" and resolve the turn according to the rules. (**Exceptions:** *Turn Order* and *Genetic Drift* - see #6 & #8, below).
- Advance the marker to the next number at the end of each turn. Scoring turns are marked, as is the turn in which you enter the Cenozoic era.
- Turn Order:** do not use the turn order as stated in the rules. Instead, the player with the most "r" dentition is the start player at the beginning of the game. Use a token of some sort to denote start player - we use a plastic dinosaur. At the beginning of every "B" turn thereafter, pass the start token to the player to the left of the previous start player. This player is now start player for bidding and turn order purposes until the next "B" turn. The start player performs actions first in each phase of the turn.
- On a "B" turn, reveal X-1 "B" tiles, where X = number of players.** Starting with the new start player, players bid on the right to choose a tile. This choice does not have to be made public during the bidding phase. Do not use the normal tiebreaker rules - there are no tiebreakers. Instead, every bid must be higher than a previous bid. The start player does not have to start with a bid of "1" - he may start with any legal bid he wishes. Likewise, players may jump-bid when raising. The winner of an auction chooses the tile of their choice, and another auction begins at "0" for the right to choose from the remaining tile(s). Once you've won a bid, you may not bid again until the next "B" turn. It takes a minimum bid of "1" to win a tile.
- Genetic Drift** only occurs when Immigrants from South America are drawn - ignore genetic drift on other immigrants. (Otherwise genetic drift occurs too frequently the turn after bidding.)