

EcoPyramid Game Organization

- A starter set contains 4 different individual ecosystem decks. Each deck has different card back designs and colors: **Yellowstone**, **Prairie**, **Amazon**, and **Ocean**. All decks are compatible and can be played against each other in the same game. Each player will choose an ecosystem deck to play with.
- A player's board (example on back page) consists of the following elements: **Deck** - to draw cards from; **Pyramid** - where Organism cards are played to win game; **Bank** - place **Protection** cards here face-down for future use; **Trash** - all cards that are discarded from your hand, removed from your pyramid, or are done with their action go here.
- If the **Deck** cards run out, shuffle the **Trash** and reuse it
- The goal of the game is to complete your **Pyramid** by adding **Organism cards in the pattern shown below**. Each card spot is called a **Niche** (NEE-sh) and each layer is called a **Trophic Level** (Troh-fic) **Level**. Each **Niche** can be filled by one Organism card of the correct **Trophic Level**, which are either **Producer**, **Herbivore**, or **Carnivore**. The player who completes this Pyramid on their board first wins.
- **Players must start building their Pyramid at the Producer level**. Organisms of higher **Trophic Levels** cannot be added until they are supported by 2 Organisms in the **Niches** directly below them (2 **Producers** must be played for each **Herbivore**, and 2 **Herbivores** per **Carnivore**)

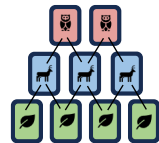
Card Types

- 4 Organism Categories:

Producer 🌱 (10)

Herbivore 🐄 (6)

Carnivore 🐺 (4)



Keystone Species (1) - Wild card that can be played anywhere in the **Pyramid** and fills 2 **Niches** of any 1 **Trophic Level**. This card can be lost to some **Catastrophes**.

Some Organism cards have special powers once played in the **Pyramid**, follow these directions when applicable.

- 3 Action Categories:

Catastrophe ⚡ (6) - cards which may be played to disrupt an opponent's **Pyramid**

Protection 🛡️ (6) - Cards which keep your Organisms safe from **Catastrophes**. Some cards are played directly from your hand during your turn for the effect, while others must be 'Banked' to play in response to a **Catastrophe** later. These cards can only respond to one event and are then discarded unless specified on the card.

Mutation ⚡ (6) - cards which alter typical gameplay are played during your turn

EcoPyramid Instructions for Play

- 2-4 players
- Each player starts by drawing 4 cards from their **Deck**.
- The **youngest player** in the game plays first and play proceeds **clockwise** unless changed by a card effect.
- At the beginning of their turn, each player draws cards from their **Deck** until they have 5 in their hand unless otherwise stated by cards with special powers in your **Pyramid**
- During their turn, each player has five options:
 - 1) Play 1 Organism card from their hand into their **Pyramid** (unless permitted more by a card power).
 - 2) Interact with the **Pyramid** by moving already placed cards from one **Niche** or **Trophic Level** to another if allowed by special card powers.
 - 3) Play an Action card (either **Catastrophe**, **Protection**, or **Mutation**) and follow the instructions on that card.
 - 4) Play a **Protection** card into their **Bank**. Cards in the **Bank** are placed face-down and do not activate their effects right away (see below).
 - 5) Discard 1 card from their hand.
- If the number of cards in a player's hand at the end of their turn does not equal 4, they must either discard from their hand or draw from the **Deck** until they have **exactly 4** cards, unless permitted by a card power
- Players can lose Organism cards in their **Pyramid** due to a **Catastrophe**. Players cannot place cards in **Niches** that are **not fully supported** at all levels below (example: **Carnivores** may not be played unless both **Herbivores** below it are supported by two **Producers**). If **both** Organisms supporting an Organism of a higher **Trophic Level** are removed, the player has **1 turn** to support the higher Organism with at least 1 Organism card in a supporting **Niche** of a lower **Trophic Level** or it is also lost.
- Players can use a **Protection** card from their **Bank** to counter a **Catastrophe** card played against them. Players may use **Protection** cards in their **Bank** immediately after an opponent targets them with a **Catastrophe** (on that opponent's turn). The player using the **Protection** card may then play another card on their turn as normal. **Protection** cards may **not** be played from the hand on another player's turn, only from the **Bank**.

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Player's Board Layout

