

American Megafauna Solitaire Rules

The Survival Imperative

Second Edition

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Overview

This single-player game uses all Advanced Game rules (as modified below). Instead of a map, five biome cards are laid out and treated as five hexes. Each hex holds one slot, with a predator triangle above, and a husker triangle below. Each biome can vary in biomass from one to four; if it goes to zero it is removed as extinct.

Setup

The map is not used. Instead choose any five starburst arils and arrange them in a vertical column at biomass two.

a. Pick your own Physiology Sheet (but do not choose the beak-lizard rhynchosaur).

b. Place a population tent on one of the five biomes that has requirement of "NONE".

c. Start at size one, and with five genes. Forty-one cards are placed on the Timeline per Setup S2a.

d. Sequence of play is as listed on the Timeline.

Card Auction

All genotype and DNA cards cost three genes if the player chooses to buy them.

Biome Placement

Each new biome is placed upon the top of the lowest climax biome, unless that new biome is a lower climax than the lowest of the five, making it extinct upon arrival.

a. New orogeny cards are placed over the lowest climax orogeny card in the column, if any are present.

b. There is no displacement.

c. New cards enter at biomass two. If ever a biome card goes to biomass zero, it is removed, activating the card beneath.

Genotypes

If a genotype is not purchased by the player, it is introduced into the game as if an immigrant with dentition **rrrr**, per "immigrants" below. Such non-player genotypes go to the maximum size allowed by their card (or by their prey, if a predator). They first check all five hexes to see if they are suitable for the biomes (vegetarians), and then, if not suitable, check all five as predators.

a. Genotypes and immigrants do not attempt to compete with other non-player immigrants or genotypes.

b. Non-player genotypes appearing in the Mesozoic Era use the ruling reptile side, those appearing in the Cenozoic use the mammal side.

c. Genotypes check hexes from south to north if there is any ice present. If no ice is present, check from north to south.

Immigrants

Immigrants check the biomes and are placed as per rules (from the north if Asian, from the south if South American or Atlantic, and obeying the amphibian rule). Those with a single-tooth dentition try for predator slots per Stage A4d, those with six teeth try for herbivore slots, per Stage A4e.

Greenhouse

If the greenhouse goes up due to a catastrophe, find the unused starburst marine biome card with the lowest climax, and use it to cover up the most southern non-marine card in the column. Then remove the most southern ice-sheet, if any. If the greenhouse goes down, find the ice-sheet biome card with the lowest climax, and use it to cover the most northern non-ice biome. Then remove the most northern marine biome, if any (even if this leaves an "empty" slot). There are no greenhouse displacements; other effects are as before.

Other Catastrophes

Pandemics are ignored unless the player has no genes; and bridges are always ignored. Milankovich cycles occur per Stage B2f when genotype cards are

expressed (either by the player or by the system), using the following Milankovich charts shown on the right.

Victory Conditions

A player wins by surviving 41 turns with at least one genotype. A major victory is scored if the population is over six.

E circular orbit **Ocean Hypoxia** (suffocation): All marine biomes shrink one.
Doldrums: Terrestrial biomes with  shrink one.

E oblate orbit **Bloom:** Biomes with any preference    grow one.

T 21° axis tilt **Erosion:** Orogeny biomes shrink.
Earth Drier: Biomes with  grow one.

T 24° axis tilt **Seasonal:** Biomes with  grow.
Earth Wetter: Biomes with  grow one.

P aphelion summer **Land Wetter:** Terrestrial biomes with  shrink one.

P perihelion summer **Land Drier:** Terrestrial biomes with  shrink one.