

Bios: Megafauna Action Summary

Each turn each player receives actions equal to his action limit as shown on the Reservoir Board. Green uses the green action limit; the other players use the black action limit. Choose from the action menu below; actions may be performed in any order and may be chosen more than once.



1. Mutate. Select a card from the available mutations and add it to a species in your tableau. The total cost of the mutations added to a species in one turn may not exceed its unborn creeples. (The cost may be modified by emotions.) Take any plus cubes the mutation grants and place them on the mutation card.

Player green may only select a red or yellow mutation if it has the horror-plant icon.



2. Promote a Mutation. Select a mutation on one of your species, move its plus organ cubes to your genotype card (they are now **basal organs**), and then flip over the mutation, choosing which half of the card to use. Place any plus cubes granted by the promoted mutation on its card; other traits are summarized on the reverse.

If the promotion shows a creeple shape, you are **speciating**. If the size of the mother exceeds the new species' size limit, swap its card with your archetype – the new species uses your archetype creeples; otherwise, use the creeple shape indicated on the card. In either case, if the new creeple is already on the map, the promotion is not allowed. When speciating, perform the following steps:

1. Separate the promoted mutation from its mother and place it (or your archetype, if exchanged) in your tableau.
2. Duplicate all the basal organs and the size of the mother onto the new species.
3. If the new species' card has a recession icon, discard an organ of the indicated color (if any).
4. Replace one of the mother's creeples on the map with a creeple of the new species. This may cause the mother to become extinct.



3. Populate. Move an unborn creeple of one of your species, plus up to one per blue cube on the species, to the newborns card.

4. Neoteny. Discard a basal organ on any/all of your species.

5. Resize. Change the size on any/all or your species by one.

If you exceed the size limit of a mutation, discard all its cubes (and the mutation unless part of your personality).



If you exceed the size limit of your genotype and your archetype is extinct, exchange the genotype card, and all its creeples on and off the map, with your archetype, maintaining cubes and mutations. Otherwise, your genotype becomes extinct.

6. Resurrect. If you have no creeples on the map, use this action to place one of your archetype creeples in any habitable biome on the map. Set the size of your archetype to one.

7. Claim Medea Supervillain. You may spend **all** of your actions to claim the Medea Supervillain card.

Carnivore Contest Priority List. Ignore endangered creeples in contests. Loser becomes endangered.

1. **Roadrunner.** In Sea/Bloom/Weeds, most **yellow** cubes wins. In Swamp/Forest, most **red** cubes wins.
2. **Prey Size.** Predator nearer in size to prey wins.
3. **Predator Size.** Bigger predator wins.
4. **Skeletal number.** Greater skeletal number wins.

Promoted Mutation Traits Summary

Monster organs. The cube on this symbol represents a number of organs of the indicated color equal to the species' size. When atrophying a monster organ, instead reduce the size of the species unless it is 1; in this case, remove the cube.



Size limits. If the size of the species ever exceeds the size limit as shown on the mutation, discard all its cubes (and the mutation unless part of the species' personality). You may not promote to a mutation if your species' size exceeds the size limit on the mutation.



Mutualism. Take one of the unborn or newborn (your choice) creeples of another species that shares a biome with this species, if any, and place it on your mutation with the mutualism trait; this is your species' **host** and it counts as one of your species on the map when scoring. If no such creeple is available, you may still promote this mutation but gain no host creeple.



Player green may also select any species on the map with an unpromoted horror-plant icon as the host species.



Venom. A species with venom may only be eaten by species that is larger than it, or that also has venom, or that has a tool.



Haustorium. Card 56 changes the skeletal number of the player to either 0 or 5 (based on which side is promoted). If 0, the player uses the green heart limit (like the green player); if 5, the player uses the red heart limit (like the other players).



Emotions. After a promotion, you may combine any of your species' head and tail icons **of the same color** to form emotions. A single emotion of a color halves the cost of purchasing mutations of that color for that species; two or more emotions of a color reduce the cost of every card of that color but the free card to one. A purple emotion allows the species to claim an unclaimed tool. See J7.



Place cards with completed emotions as the top row of the mutations of your species, this row is your species' **personality**. A species may only have one personality. A personality may have multiple emotions in any combinations of colors; new emotions may be added your species' personality when promoting a mutation (by inserting cards or adding cards at either end so the emotion colors match) but may never be removed.

Cards in the personality are only lost when the species becomes extinct; they are not discarded when all the cubes on the mutation are lost.

If a personality has at least three completed emotions of at least two different colors, your species develops language and the game will end this turn (and you score a three VP bonus).

Herbivore Contest Priority List. Ignore endangered creeples in contests. Loser becomes endangered.

1. **Edibility.** If predator present: inedible defeats edible.
2. **Roadrunner.** If predator present: In Sea/Bloom/Weeds, most **yellow** cubes wins. In Swamp/Forest, most **red** cubes wins.
3. **Humidity.** In humid, most **green** cubes wins. In arid, most white cubes win. (Humidity determined by latitude and climate.)
4. **Size.** Bigger herbivore wins.
5. **Skeletal number.** Lesser skeletal number wins.

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