Welcome to Pterosaurs: The Card Game!



Pterosaurs were flying reptiles that lived during the age of dinosaurs — and the first vertebrates to fly under their own power.

Pterosaurs: The Card Game uses images and information from the vast collections of the American Museum of Natural History in New York City, especially the 2014 special exhibition *Pterosaurs: Flight in the Age of Dinosaurs*. The game was co-designed with teenagers in the Museum's *#scienceFTW* program and with game designer Nick Fortugno, based on an existing biodiversity card game, Phylo (Phylogame.org).

Much about pterosaurs is still unknown, and scientific research is ongoing. While *Pterosaurs: The Card Game* is based on the latest findings, it also involves educated guesses. For example, we can't always know exactly what an animal ate about 66–220 million years ago.

Making Your Cards

What You'll Need:

- printer
- regular paper
- light card stock (optional)
- scissors

What To Do:

- **1.** Print the instructions (p.1-2 of PDF) on regular paper.
- 2. Print the cards (p.3-11) on light card stock or regular paper.
- 3. Optional: If you'd like, print the pattern (p.12) on the back of the cards.
- 4. Cut the cards using scissors. There are 51 cards in this deck.
- 5. Grab a friend and play!

Card Elements



Sample Layout After a Few Turns



How To Play

Number of Players: 2

Objective: Place and keep on the table as many plants and animals as you can by building up their food chains and disrupting your opponent's food chains. The person with the most points at the end of the game wins.

Setup: Place the two Home Cards in the center of the table, head-to-head. Every card played should face its owner. Shuffle the remaining cards, deal each player five cards, face down, and place the rest on the side as the Draw Pile, also face down. Youngest player begins the game.

Taking A Turn: To start your turn, take a card from the top of the Draw Pile. Then you must choose 3 of these 5 actions (you can use the same action more than once in a turn):

- **1. Start a food chain:** Place a Trophic Level 1 card next to any card. (A trophic level is an organism's place on a food chain. 1 is lowest and 3 is highest.) The card must face you.
- **2. Add to a food chain:** Place a Level 2 or 3 card in an empty space next to a card already in play (including your opponent's). You can only place a card next to a card that meets the following conditions:
- It's one trophic level lower on the chain.
- It shares at least one time period (e.g., Jurassic) and one terrain (e.g., ocean). Note: a card does not need to match ALL surrounding cards but must match at least ONE.
- **3. Play an Event Card:** Event cards disrupt another player. Follow the instructions on the card. Note: Some cards can be played during an opponent's turn.
- **4. Move a Card:** If an opponent has played a card that disrupts your card's food chain, you must reconnect it to another food chain. You can only move it one square into an open space, either horizontally or vertically. Animals that fly can also move diagonally. If the card cannot find food by the end of your next turn, you must remove it from the board.
- **5. Discard a card:** Place a card from your hand face up on the Discard Pile (next to the Draw Pile) and take three cards from the top of the Draw Pile. These cards may be played on the turn in which they were drawn.

End game: The game ends when there are no cards left in the Draw Pile. Players count up the point value of every card facing them on the table. The player with the most points wins!

Acknowledgments

• Thank you to everyone in the Museum's #scienceFTW program: Daniel, Gio, Cedric, David, Katie, Ruida, Javier, Michael Christopher, John, and Marc; its instructors, Julia, Nick (Playmatics), Shepard, and Barry.

- Thank you to everyone who lent a hand in the Museum's Exhibition and Photography departments, Research Library, and the National Center for Science Literacy, Education, and Technology, with special thanks to Curators Mark Norell and John Maisey.
- Thanks to all of the artists who worked to make their images available or provided them online under Creative Commons.
- Thanks to David Ng, Haley Fiege and the rest of the **Phylo** community. Special credit to Honorah O'Neill for principal development of the Phylo game rules. Thanks also to the Michael Smith Laboratories, UBC, whose financial support helped make this game possible. For free access to more Phylo cards and information, please visit http://phylogame.org



HAMERICAN MUSEUM & NATURAL HISTORY



HAMERICAN MUSEUM & NATURAL HISTORY



HAMERICAN MUSEUM & NATURAL HISTORY













.....

.....

