

541 million years ago In the Cambrian sea, a variety of new organisms were born.

Everyone, let's prepare the sea environment, collect creatures and make them prosper!

And it will cause a macroevolution of life called Cambrian Explosion! !

[background/sessile organisms]



cyanobacteria / 60cm

Stromatolite

Bacteria called cyanobacteria accumulate in layers and become rock-like. It is the benefactor who produced oxygen on earth.



Siphusauctum

 $\times 8$

 $\times 10$

×13

Because of its appearance, it is called "tulip creature", and it is thought that it had a mouth at the base of the tulip-like calyx and an anus at the top, which sucked and filtered microorganisms.



×17

Vauxia

? / 20cm

sponge / 3cm

It had a spongy body and took in organic matter as food.Many fossils have been found, and they grew in colonies in various places during the Cambrian period.



rule book · · · 1 (this)

[Prehistoric life] Anomalocaris



arthropod / total length 1m

It is the largest Cambrian predator, boasting an overwhelmingly large body. It is

thought that it used two tentacles to catch on prey.



Opabinia

 $\times 7$

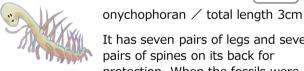


arthropod / total length 10cm

It has five eyes and a tentaclelike proboscis, which is thought to have been used to catch food.

Hallucigenia

×9



It has seven pairs of legs and seven pairs of spines on its back for protection. When the fossils were first discovered, it was difficult for researchers to understand the top and bottom and front and back.

Pikaia

 $\times 10$

chordates / Less than 6cm in total length

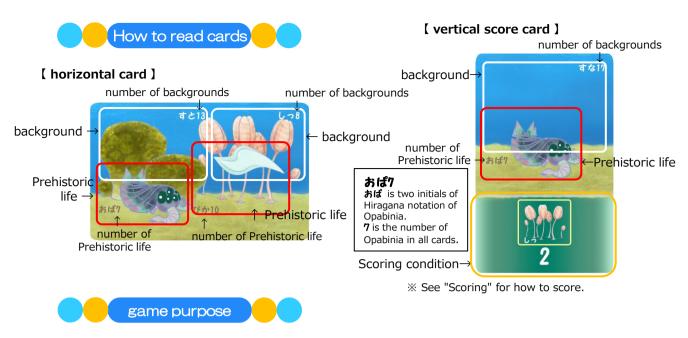
In the center of the body there is a structure that is the prototype of the spinal cord, and it was thought to be the ancestor of vertebrates. But now, new chordates have been found that predate Pikaia.

Wiwaxia

 $\times 10$

mollusks / total length 6cm

Its entire body is covered with scales, and its back has numerous spines like sabers. It is believed to have been iridescent, like the back of a CD. 1



At the end of the game, each player has 8 cards in front of them. Then calculate the score for each of those vertical scoring cards. Players aim to get the highest total score.





You shuffle the vertical scoring cards and the horizontal cards together. From there, make 4 sets of 8 cards face down (6 cards for 2 players) and place them in the center of the table. The starting player is the person who recently saw the fossil. The starting player puts the box of "Line up Cambria" beside him as a landmark. [For 3 or 4 players]



[For 2 players]





Return the remaining 8 cards to the box.





[For 3 players]

*The rules are the same for 2 and 4 players.

Check the contents of the selected card deck, and choose one card from them. Place it face up

so that the pattern is connected to either the left

(The pattern will be connected when the top of

or right of the card placed in front of you.

B Place the rest of the cards face down in

the other players choose next.

front of you. This becomes the card deck that

the card is aligned.)

the box that marks the starting player

Starting with the starting player, choose one card deck in clockwise order. For the first time only, choose one from 4 decks of 8 cards in the center of the table. From the second time onwards, choose a card deck that you did not use in the previous round. \star And if there are card decks that no one chose, move them to the center of the table.

 \star When playing with 4 players, only if 3 players choose each other's card decks, the last player will choose the card deck they used in the previous round again.

Arrange them to the left or right so that the patterns match.

You can't put it between cards that have already been placed.

When everyone has their card decks in front of them, the starting player becomes the player to the left. (Hand over the box to the starting player's mark.) Then return to 1 and start a new round.



next starting player



current starting player

5 The game ends when 8 cards are placed in front of you.

Calculate the score for each vertical score card you have obtained, calculate the total score, and the player with the highest score wins. For how to calculate your score, see "Scoring" on the next page.

If more than one player has the highest score, it is a draw. Share your victories.



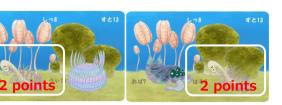


There are three types of scoring conditions, and they are color-coded.

You can get the score written for each pattern.

single

Example: #4#





This gives both Wiwaxia and Pikaia 1 point.



4 points

Score 1 point for each background where none of Stromatolite, Vauxia, or Siphusauctum are written. (Sand with no sessile organisms) (Background written with "すな")

This Opabinia does

not score. Because there aren't enough

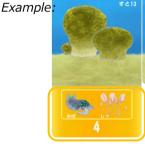
0 points

Siphusauctum.

おぼり

pair

Each of the two patterns is paired, and points are scored for each pair.





Pairs can get points even if the patterns are not next to each other.

This card gives 5 points for every 2 Pikaia. 3 Pikaia are worth 5 points, but 4 are worth 10. \rightarrow

Stromatolites will get 2 points

each, giving a total of 4 points.



next to

If there is the pattern next to the specified pattern, it will be scored. You get points on the right side or the left side.



Single Stromatolites do not score.

4