

American Megafauna errata for the second edition. VERSION 01/01/08

4 and 5 Player Game: For the 4 and 5 player game, (5-player game only available with the expansion) during Stage A draw two instead of one cards, resolving the first before drawing the second. (This gives on average one adaptation per player in the first 4 turns.)

Note: Ignore “Genetic Drift” if it appears on the second card.

Solitaire Game (correction to Setup Part C). this should read: “Start at size one, and with five genes. Forty-one cards are placed on the Timeline per Setup S2a.”

Solitaire Game (correction to the Victory Conditions): A player wins by surviving 41 turns, not 51.

Solitaire Game (clarification to Biome Placement): “New cards enter at biomass two. If ever a biome card goes to biomass zero, it is removed, activating the card beneath.”

Final Predator Size Adjust (clarification to G2): “Due to the omnivore rules, a genotype of the dog-faced cynodont player may have both carnivore and herbivore representatives. However, a dog-faced genotype may change size during Phase G only if all its members are carnivores (no herbivores).”

Migration Limitations (clarification on page 11): “Displacement arrows are used for biome displacement, and for all movement in and out of borderlands. Animal migrations from one hex to another are NOT limited by displacement arrows.”

Recess DNA (clarification to Part C): “Through inheritance, a single DNA card may be shared by multiple genotypes. If a genotype has its shared DNA recessed, it loses the DNA tent, and the DNA card is moved to any other legal genotype that is still using it. All genotypes using that DNA retain their tents.”

Immigrants (clarification to A4d): “Immigrants blocked from entering the map because of a flooded bridge are stacked so that the most recent is on the top. When the bridge clears, find biomes for them from top to bottom.” (This will tend to place the oldest immigrants farthest from the bridge, simulating the progressive radiation out from the bridge.)

Immigrants (clarification to A4g): “Since immigrant herbivores constantly follow their biomes, if their biome displaces into a borderland, immigrants following it automatically arrive first and select this biome. If more than one immigrant herbivore follows their biomes into a borderland, a winner is randomly selected, and the others go extinct.”

Continental Drift (clarification to page 5): “If the Africa or Spain orogeny biomes are shifted due to continental drift, any population tents living there shift automatically as well.”

Note: A flooded bridge does not stop continental drift.

Greenhouse (clarification to page 4): “Should a change in greenhouse result in multiple effects, apply them in this order: Bridges and hexes flood or clear, biomes displace north or south, and biomes swell to fill the hex capacity. If the game ends as a result of greenhouse, that occurs after culling.”

Note (plant growth clarification): A biome swelling due to a 600 ppm greenhouse only expands to fill unused hex capacity. It does not drive its neighboring biome extinct.

Optional rules: For bidding variants, see Steffan O'Sullivan's page at: <http://www.panix.com/~sos/bc/amf.html> or Rick Heli/Fabio Rocco variants at: <http://spotlightongames.com/variant/amf.html>