

Clades™ Clades Prehistoric™

A set-identification card game about evolution.

Key Selling Points

- Introduce science-based facts about evolution to kids.
- No taking turns — everyone plays at the same time.
- **Cute animals!** Whales, winged insects, lizards, and more in *Clades*; dinosaurs, sea scorpions, woolly mammoths and more in *Clades Prehistoric*.

What It's About

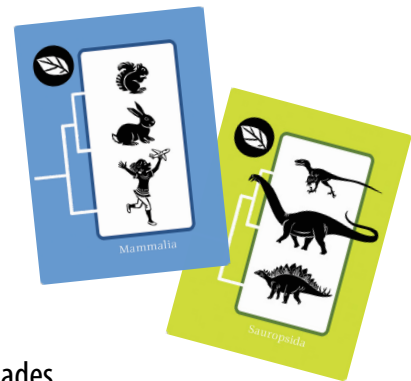
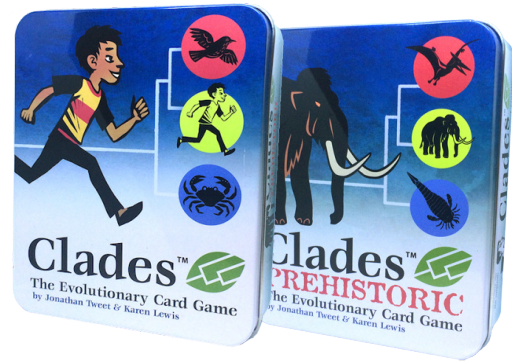
A **clade is a complete branch of the evolutionary family tree.** In these games, the major clades are mammals, arthropods ("bugs"), and sauropsids (reptiles and birds together). Each major clade includes three smaller clades, like "bats" or "turtles." All are linked to one of three environments: water, land, or air.

Gameplay Basics

- **Players scan to spot "triples"** — three cards that go together — in a 12-card set.
- **Each player also has a personal card** that only they can use.
- Bonus cards add **an exciting element of chance.**

Vital Stats

- Clades Stock AG1420, ISBN 978-1-58978-181-8, MSRP \$16.99.
- Clades Prehistoric AG 1421, ISBN 978-1-58978-184-9, MSRP \$16.99.
- Contains 83 playing cards and 5 science fact cards.
- 1+ players, 15–20 minutes, ages 6+.
- Tin size 5.25" x 3.75", case count 6.



Clades



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