Darwin Rules

How-to-play Video: bit.ly/Darwin-Rules

Cards in the Deck

Resources: dark blue Darwin backs **Environments**: light blue Darwin backs

Objective

Evolve a species that will survive. A surviving species meets these conditions:

⊘ Eat ≥ 3

Survive ≥ best opposing Predator score

② Reproduce ≥ 1

Set Up

Place Resource cards face-up in separate piles. This is the Bank. With 3 players: remove 2 of each Resource from the game. With 4 players: remove 1 of each Resource from the game. Place shuffled Eat, Survive, and Strategy Adaptation decks face down. Place the Ocean Environment card face-up on top of the Air Resources. Place the other Environment cards next to the bank. Place each Reproduce card face-up so that each one is visible.

Resources and the Environment

There are four types of Resources:

Sun Water Air and Wutrients.

You'll need Resources to add Adaptations to your species. When you collect Resources, place them face-up in front of you (do not place them in your hand).

There are four Environments. In each Environment one Resource is scarce (Desert: Water; Sky: Nutrients; Ocean: Air; Rainforest: Sun). The current Environment is indicated by one of the four Environment cards placed on top of the scarce Resource in the bank. Nobody can pick up the scarce Resource from the bank. Additionally, when the Environment changes, all players forfeit the scarce Resource for the new Environment to the bank.

Evolving a Species

Each player evolves a species by collecting Adaptations (Eat, Survive, Reproduce, and Strategy cards), and paying Resources to add the Adaptations to their species. Picking up an Adaptation does not make it a part of your species: you must pay the Resources indicated on the upper-left corner of the card to add the Adaptation to your species. For example, if you have a card with the icons \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc in your hand, you must pay a Sun, Water, Air, and Nutrients to the bank to add the Adaptation to your species.

Each player starts with Eat, Survive, Predator, and Reproduce scores of zero. The goal is to add Adaptations to your species to increase these scores. The icons in the upper right-hand corner of the Adaptation cards indicate it's value: Eat; Predator; Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce. For example, a card with the icons Survive; and Reproduce.

To add the Eat, Survive, and Strategy Adaptation cards to your species you must pick them up then pay the Resources for them. Reproduce cards remain on the table until they are added to a species. Each Reproduce card is only available in one Environment. During any turn, you may buy one of the available Reproduce cards and add it to your species. Since the Reproduce cards always require the scarce Resource of the Environment they are available in, you'll need to use Strategy Adaptations to get a Reproduce card.

Taking a Turn

Each time you take a turn, you follow 4 steps:

- (1) *Pick up:* Pick up any two available Resources from the bank, OR pick up any two cards from the face-down Eat and Survive piles and add them to your hand. You may draw one at a time.
- (2) **Play Adaptations:** You may add Adaptations to your species by paying the required Resources to the bank and placing the Adaptation face-up in front of you. This includes Adaptations in your hand and Reproduce cards. When you add an adaptation to your species, read the title and text aloud.
- (3) *Take strategy cards:* For each Eat card you added to your species this turn, pick up a card from the top of the Strategy deck and add it to your hand.
- (4) *Discard to 3:* If you have more than 3 Adaptation cards in your hand (that doesn't include Resources), discard down to 3 cards, placing discarded Adaptations in a face-down discard pile.

Alternatively, a player can use their entire turn to change the Environment from the current Environment to any other. When changing the Environment, the player cannot do anything else on that turn. Note that changing the Environment with a strategy card does not take up an entire turn.

Ending the Game

When a player begins their turn with a surviving species (see Objective), they may choose to state "I will survive" *instead* of taking their turn. Then, every other player takes one more turn and the game ends.

At the end of the game, all species that meet the 3 survival conditions are survivors! Each player with a surviving species then names their species and describes how its adaptations help it to thrive (creativity encouraged!). The surviving species with the least number of Adaptation cards is the winner of the game.

Rules for Strategy Cards

To the [Environment]: Use during the "Play Adaptations" phase of your turn. Pay one Resource to immediately change the Environment (players return the scarce Resource to the bank immediately). You may build Adaptations before and after playing this card.

+[Resource]: Once you add this card to your species, you have one free (specific) Resource for each Adaptation card you build. It can be used unlimited times, even on one turn. For example, if a card costs and you have added + to your species, you only need to pay for the card.

[Resource]: You don't give up this Resource when the Environment changes to the Environment where it is scarce. You still can't pick up the scarce Resource from the bank.

[Environment] Fertility: You may purchase the Reproduce cards that are only available in this Environment at any time, regardless of the current Environment.

Special Circumstances

If there Eat, Survive, or Strategy decks run out, sort the discard pile, shuffle each deck of discarded Adaptations, and add all discarded Adaptations back to the bottom of the appropriate decks.

If there are no surviving species after the last round of turns, the game continues as if nobody had called "I will survive."

You may buy multiple reproduce adaptations even though you only need one.

Sources for Information and Images

Most of the cards are inspired by AskNature.com. Visit bit.ly/Darwin-Game-Sources to explore articles and image sources for every card, and keep learning!

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