

PHASE 1 : EVENTS



1. Reveal the top event and place it face-up into the discard pile.
 - A. If Aftershock the next event card is drawn and combined with the previous card.



2. Player order is determined by the row of colored icons on the event card. The leftmost color is the start player for all phases of the round. If that color isn't in the game the next color in line is first. Play proceeds clockwise from there. In every phase a Parasite always acts directly after its Host.



Wanton First Player

At the beginning of any phase if a player has the most HGT icons on all of their microorganisms they may declare themselves to be the first player for that phase. Play then proceeds starting with the first player defined by the event card.



3. Activate the Landforms indicated on the event card. Then roll each mutation deck next to an active Landform by putting the top card on the bottom of the deck.

4. Apply event icons from left to right.



Heaven

Draw Refugium placard from topmost active Landform deck. Setup Disorganized Manna.



Earth

Draw Refugium placard from bottommost active Landform deck. Setup Disorganized Manna.



Extremophile Crisis

Apply sum of all extremophile icons when applying the leftmost icon. Each organism uses their heat shields to block. For every unblocked icon that organism suffers one Atrophy. Heat shields include all heat shield icons plus all red bionts and cubes on the organism (including System Chromosomes).



Oxygen Spike

Apply sum of all O₂ spike icons when applying the left most icon. Each organism uses their antioxidant shields to block. For every unblocked icon that organism suffers one Atrophy. Antioxidant shields include all antioxidant shield icons plus all green bionts, cubes (including System Chromosomes), and **Vitamins** on the organism. May discard Antioxidant and **Vitamin** catalysts on organism as atrophies.



Ultraviolet Radiation

All organisms without a UV shield must discard Mutations or Organs down the the number specified in the UV icon. Each mutation card counts as one mutation. Can choose the order lost, but organisms without Immunology must lose healthy mutations before diseased ones.



Cancer

Every Macroorganism must make a Cancer Roll (same as Darwin Roll). If organism has PCD Shield only rolled '6's cause Atrophy. Every '1' rolled generates a Catalyst of the player's choice.



Drought

Every terrestrial Macroorganism without a Drought Shield suffers one atrophy.



Smite

All Refugia without Resiliency loses its rightmost Enzyme. If it has no Enzymes it loses the left most depicted Manna cube on the placard (disorganized before organized). If a Refugium has zero Manna cubes it is removed from the game. All bionts on the Refugium are returned to their owners without compensation.



Global Temperature

Indication whether Earth is in a warming or cooling climate. Four of the same climate in a row causes Armageddon.

PHASE 2 : ASSIGNMENT

In player order each player may assign any or all of their Bionts and Catalyst disks using the listed options. Bionts can only be assigned from the player's pool or from any Refugium in an *active* row.

A. ASSIGNING BIONTS AND CATALYSTS TO REFUGIA

Assign one or more Bionts to a Refugium by placing them in the organized field. You may also assign one or more Catalysts from your pool to a Refugium by placing them in the leftmost Enzyme slots. Bionts and Catalysts may only be placed in a Refugium (1) in an active row, (2) in a row where you already have a Biont, or (3) in the home row of one of your organisms. You may also assign Bionts back to your pool from a Refugium.

Home Row

A Microorganism's home row is the Landform icon on the upper left corner of its placard. A Macroorganism's home row is the ocean if marine, or continent if terrestrial. A Parasite's home row is the same as its Host.

Entropy Limit

The number of Bionts a player may have on all Refugia is always at least one. If one of your Bionts lives in an organism with at least one green Chromosome or Organ you may have two Bionts assigned to Refugia. If you ever have more Bionts on Refugia than your Entropy Limit you must immediately remove one and receive a Catalyst in your color as compensation.

Spore

If any of your organisms have a Mutation with the spore icon, you may assign to any row.

Deep Hot Biosphere

You must discard one Catalyst for each Biont you assign to the Deep Hot Biosphere.

B. ATTACHING A PARASITE WITH A BIONT

Attach your parasite on a side of your choosing to a Host in a foreign tableau or as a Hyperparasite in any tableau. The Host must be in the home row of one of your organisms or in an active row. The host must have at least one Mutation cube that can be stolen. Place the Parasite on the left of the Host. Assign one or two Bionts to it. Steal one or two Mutation cubes matching the colors on the Parasite card. The Host's Mutation cards are not flipped or lost. If the Host is a Macroorganism steal the Organ cubes. If the Host is another Parasite, the Hyperparasite steals the Host Parasite's Mutation cubes. If Parasite is a Polluter perform an Oxygen Spike attack (see Pollution in Purchases section)

C. SUPPLANTING A PARASITE

Supplant an existing Parasite by taking Mutation cubes of the Host and/or Disease cubes stolen by the current Parasite. Can only supplant if the new Parasite will end up with more Disease cubes than incumbent Parasite before supplanting. The supplanted Parasite may immediately attempt to attach to a new Host or supplant another Parasite using normal rules.

D. ASSIGNING ANTIOXIDANTS

Place a Catalyst disc directly on a Microorganism (not Parasites) or marine Macroorganism to help defend against O2 Spikes. Green Catalysts are Vitamins. All other colors are Antioxidants.

E. MOVING BIONTS VIA HGT

If any Microorganisms you have a Biont in contain an HGT icon, you move any of your Bionts from one Microorganism to another. You may move one Biont per HGT icon you have. Your Biont can move from any Microorganism to another Microorganism or Refugium in the home row of one of your Organisms or in an active row. You may also move your Biont to your pool. If you attempt to move into the Microorganism of a player that has more HGT icons than you that player may choose to block the move. If they do the Biont must move somewhere else, including where it came from. This still uses up the HGT move. If you move the last Biont out of an organism that organism goes extinct. If you move your last Biont out of one of your organisms containing foreign Bionts that organism becomes part of the foreign player's tableau. If there is more than one foreign Biont you choose who takes the organism.

PHASE 3 : AUTOCATALYTIC ROLL

Starting with the top row going left to right, make Autocatalytic Rolls for each Refugium containing at least one Biont.

1. IF CONTESTED, DETERMINE PROGENOTE

If more than one player has Bionts on a Refugium, the color with the most Enzymes and Organized Manna is the Progenote. Break ties using the leftmost color in the Manna Structure. The Progenote rolls and makes all decisions.

2. ROLL DICE

Roll one die for every organized Manna cube and two dice for every Manna Biont. If uncontested and the the color of the Refugium matches your player color you may choose to re-roll ALL of the dice once.

3. ANIMATION

For every die that matches a life die face of the current Climate move one Manna cube from disorganized to organized.

4. DEATH AND BIOSYNTHESIS

Consult the uncovered spaces of the Enzyme row for Manna Death and Enzyme Death. For each matching die apply the appropriate effect. A single die CAN cause both Manna Death and Enzyme Death. All Manna Death resolves first.

Manna Death + Biosynthesis

For each Manna Death remove one Manna cube or Manna Biont from the organized field. A Biont is returned to its owner who receives a Catalyst of their color as compensation. A cube is returned to the disorganized field and a Catalyst of the same color is created. If the Refugium is uncontested the Catalyst goes to the pool of the roller. If it is contested the Progenote decides which other contestant on the Refugium gets the Catalyst. Each player can have at most 6/4/3 (2/3/4 players) of each color Catalyst. For every two Catalysts you can't earn, take one of any color.

Enzyme Death

For each Enzyme Death the rightmost Enzyme is returned to the soup.

5. CREATION OF DARWINIAN LIFE

If any doubles were rolled and at least one of your Bionts remains on the Refugium after applying the results of the previous steps you may optionally create life. Take the placard into your tableau. Discard all Enzymes and Disorganized Manna. Set aside Manna cubes and Bionts from the organized Manna field. Flip placard to its Microorganism side. Place set aside cubes and Bionts into matching fields. These are now the Chromosomes of the Microorganism.

PHASE 4 : DARWIN ROLL

In player order make one Darwin Roll for each Microorganism (a Parasite rolls directly following its Host).

1. ROLL

Roll one die for every cube (including Mutation cubes) and two dice for every Biont on the Microorganism.

2. SPECIFICITY RE-ROLLS

You may re-roll one die for every yellow Chromosome on the Microorganism.

3. BIOSYNTHESIS

Earn the color of Catalysts specified. 1 for each triple rolled + each '1' earns 1 Catalyst per red Chromosome. Parasites generate Catalysts for their Host's pool.

4. ERROR CATASTROPHE

Every '5' or '6' rolled generates an error. Every blue Chromosome blocks one error. For every unblocked error suffer one Atrophy. If the Microorganism has the DNA Ability, only generate errors on every rolled '6'.

Atrophy

Loss of a Chromosome. Mutation cubes first, then Chromosome cubes, then Bionts, then Trophic Bionts. Ignore order if Organism has Immunology. If last Biont is removed the Organism becomes extinct. If a Macroorganism goes extinct consult rules (see Extinction in Glossary).

PHASE 5 : PURCHASES

In player order each player may make one purchase for an Organism for each Biont they have in the Organism. Foreign Bionts purchase directly after Organism owner's Bionts. Then Parasites purchase after that. Each purchase will cost a specific color Catalyst. Purchase options are listed below.

Chemoselectivity

For any purchase, you may pay two Catalysts of one color as any other color.



Chameleon

An Organism with one or more Chameleon icons may make any purchase with any single color Catalyst.

Foreign Purchases

Foreign Bionts, Parasites and Hyperparasites must make purchases using the Catalyst Pool belonging to the tableau where they reside. A Parasite can donate Catalysts to the pool of the tableau it resides in at any time. Foreign Bionts have access to the icon abilities of the Organism in which they reside. Parasites do not.

A. NEW MUTATION PURCHASE

To purchase a Mutation for a Microorganism pay a Catalyst matching the card's color and attach the card to the Microorganism. Place a matching cube from the soup on the indicated space. To be able to purchase a mutation the card must come from the top of a mutation deck in an active row or the home row of the organism. The abilities on the card become active starting in the next round.



Sex

If the Organism has the Sex ability, before purchasing, you may roll one Mutation deck in an active row or its home row. You may perform this action once for each sex icon you have.



Spore

If the Organism has the Spore ability it can consider any row its home row for purchases.



Fission

If the Organism has the Fission ability each Biont may make two sequential purchases instead of one.

Pollution

If you purchase, promote, or attach a Mutation or Parasite with the Pollution effect the Organism with the effect makes an immediate Oxygen Spike attack against all other Organisms that share its home row. The strength of the attack is equal to the number of green Chromosomes of the Polluter.

B. PROMOTING A MUTATION

To promote a mutation to its upgraded side spend a Catalyst matching the color in the upper right corner with the arrow. Flip the card over and place the matching cube on the indicated space. If the promotion is a Polluter perform an oxygen spike attack as above.

C. MACROORGANISM PURCHASE

Spend any color Catalyst to upgrade a Microorganism into a **marine** Macroorganism. To purchase a Macroorganism the Organism must have Chromosome cubes (not Bionts) matching the prerequisite printed in the lower left corner of the card. Discard all of the matching prerequisite cubes to the soup. Place the Macroorganism card on top of the Microorganism placard. Any remaining Chromosome cubes are then placed on matching Organ spaces if able. Any cubes unable to be placed are discarded. Place your Biont on the lowest unoccupied Trophic Level among all Marine Macroorganisms. If all are occupied set the Biont to the side of the card for now (see below). Place any Foreign Bionts and Parasite Bionts on the matching color on the left hand side of the card. Any Bionts unable to be placed are returned to their owner with a matching Catalyst as compensation. Any Parasite on the card goes extinct and is returned to its owner. A Hyperparasite now becomes a Parasite of the Macroorganism. Discard all mutations to the bottom of the stack of the Organism's home row.

Oxygen Crisis

When the first Macroorganism is created remove event cards until only Proterozoic events remain.

PHASE 5 : PURCHASES (continued)

Trophic Levels

There are three Trophic Levels (**C**arnivore, **H**erbivore, and **P**lant) in both the marine and terrestrial ecosystems. At the end of each purchase phase rearrange the Trophic Bionts in each ecosystem from highest to lowest Metabolic Rate. Metabolic Rate is the sum of the Organism's red and yellow Chromosomes (including the printed system Chromosomes). Break ties by rolling dice.

Overcrowded Ocean

After a fourth ocean Macroorganism is created all four Organisms (in player order) can attempt to make Landfall by spending any amount of Catalysts to purchase organs (see below), only if they can buy enough to go terrestrial. Any extra Catalysts spent can be used to purchase Organs for the terrestrial Organism. You may treat a Parasite's Disease cubes as Organs. Foreign Bionts may donate Catalysts to help pay. If after doing this the ocean or terrestrial ecosystem is overcrowded the Organism with the lowest Metabolic Rate will go extinct. Break ties by rolling dice.

D. ORGAN PURCHASE

Spend a color Catalyst matching the color of a Macroorganism's unplaced Organ to place an Organ cube on the empty slot. Some Organs and Foreign Bionts confer icon abilities. If an icon ability points to two spaces having one of those spaces filled unlocks the ability. Having both filled gives you two of the specified icon.

Landfall

The instant a marine Macroorganism has all of its Organ spaces filled it instantly flips to its terrestrial side and enters the terrestrial ecosystem. All Organ cubes and Vitamin and Antioxidant discs are lost to the soup. Bionts remain with the Organism. Any Organ cube stolen by a Parasite still counts when making Landfall. The Parasite loses any such cubes but remains with the Host.

E. RED QUEEN ABILITY

This purchase action can be used by a Host against its Parasite or vice versa. To be able to perform the action the Organism must have a Red Queen icon AND either the permission of the target or more Red Queen icons than the target.



A Host steals a Disease cube from its Parasite and returns it to its Mutation/Organ space. If the Parasite has no cubes left you may steal a Biont. If you steal its last Biont it goes extinct.

A Parasite steals a Mutation/Organ cube as a Disease cube if it has a free slot for it.

The cost is one Catalyst matching the color of the cube being stolen from the pool where the organism resides.

GAME END

The game ends at the end of the round the last event card is drawn or Armageddon.

When the fourth consecutive climate symbol is revealed any player may call for a vote to stop Armageddon. All players either place a cube in a closed fist to vote 'Gaia' or no cube to vote 'Medea'.

If ALL players vote Gaia, each player spends one Catalyst or suffers one Atrophy if able. The game then continues.

If at least one player votes Medea, Armageddon occurs and the game ends. Any players who vote Medea lose half of their VP (rounded in their favor)

- 1 VP for each cube on Organisms you control (including system Chromosomes of Macroorganisms)
- 1 VP for each of your Bionts in an Organism
- 1 VP for every extinct card or placard
- 6 VP for a Macroorganism (split amongst all players who have Bionts in the Organism)
- 12 VP, instead, for a Macroorganism at the highest Trophic Level in its ecosystem (split amongst all players who have Bionts in the Organism)

Most Catalysts breaks ties. If still tied, victory is shared.