

Genetico (working title)

OVERVIEW

You play as a geneticist working on multiple research projects. At the end of the day, you want to complete as many projects as possible AND beat your next-door colleague. You choose whether you want to do achieve this through collaborating with other geneticists or screwing up their projects to get ahead. Let the games begin!

THE DECK

The standard deck consists of 45 *Resource Cards* and 15 *Project Cards*.

Project Cards

These specify the *Resource Cards* you need to complete the project and collect points. The number of *Resource Cards* required is the number of points awarded for completing the project. At the end of the game, unfinished *Project Cards* result in penalty (or negative) points.

Resource Cards

Categorized into *Species cards*, *Research Cards*, and *Modifier Cards*. Species and research cards are attached to *Project Cards* to finish that project. Modifier cards are played to change the game dynamic for players to build advantage.

Species Cards: a model organism card used in a project

Research Cards: research techniques, tools, or people needed to complete a project

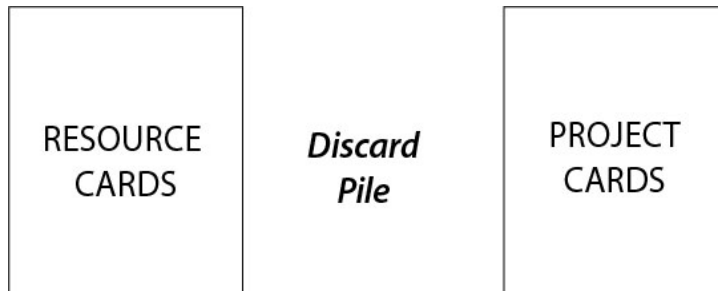
Modifier Cards: when this card is played, the described effect is activated immediately unless stated otherwise

WINNING THE GAME

The winner is the person with the most “project points” at the end of the game. Points are gained by completed projects. Uncompleted projects at the end of the game result in negative points.

SET-UP

To start the game, place all the resource cards face down between the players. Place all the *Project Cards* face down in a second pile beside them. Leave a space between the two piles for a *Discard Pile*, like so:



Each player starts with a hand of two *Resource cards*, and one project card. Decide who goes first!

PLAYING

Every turn consists of three basic phases: A draw phase, and action phase, and a discard phase.

1. Draw: At the start of your turn draw two cards. You may draw from the top of the *Project Card* pile, the *Resource Card* pile, or the *Discard* pile. You must declare from which pile you will draw from at the beginning of your draw phase, and you cannot change your decision as you are drawing.

2. Action: You can now chose to do one or more of the following actions:

1) Start / work on a project. To start a project, place a *Project Card* face up in front of you. By doing this, you commit to finishing the project. If you do not finish it, you will have negative points at the end of the game. You can work on multiple projects at the same time. To work on a project, place appropriate resource cards face-up below it (the project card will tell you what resources you need to finish it).

2) Finish a project. When you finish a project, take the *Project Card* and set it aside - it will give you points at the end of the game. Place the associated resource cards in a face-down *Burn* pile (see BURN PILE).

3) Use a “Modifier Card”. *Modifier Cards* are resource cards that give you special abilities during the game. Some are useful for completing your own projects, and some are useful for messing with other players projects.

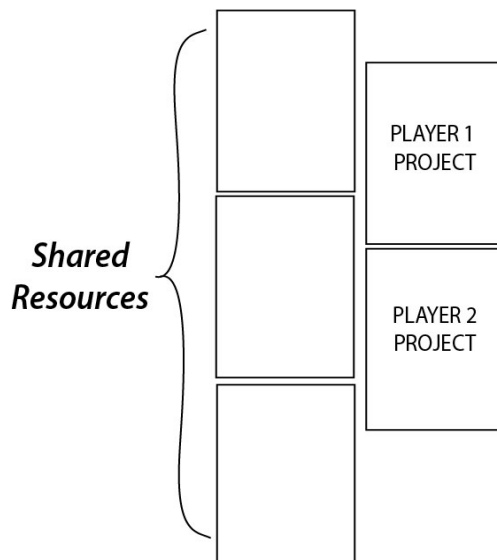
4) COLLABORATE with another geneticist. Sometimes it may be mutually beneficial for players to collaborate on projects. Both players must agree to engage in a collaboration (see COLLABORATIONS).

3. Discard: At the end of your turn, you can discard cards face-up into the *Discard* pile. You must discard if your hand size is LARGER than the number of projects you have in progress. For example, if you are working on one solo project, and one collaborative project, you can hold two cards at the end of your turn. If you have no unfinished projects on-the-go, you must discard your entire hand. You may choose to discard extra cards from your hand, as long as the number of cards you hold do not exceed your hand limit at the end of your turn.

COLLABORATIONS

During a collaboration, one project card from each player is pushed together. Resources are placed to the left. If both projects in the collaboration require the same resource, only ONE *Resource Card* of that type is needed. For example, if both projects call for and INVERTEBRATE card, you only need one INVERTEBRATE card between the two of you.

Once BOTH projects are completed, each player takes their own *Project Card*, and can claim the associated points at the end of the game.



IMPORTANT RULES FOR COLLABORATIONS:

* Collaborations can only be initiated if no more than ONE *Resource Card* is already attached under each of the projects. Eg. if you are working on a project and have already put two resource cards on it, you cannot start a collaboration.

** You may only have ONE collaboration at a time with another player. In a 3 or 4 person game, you can have different collaborations with different players, but you cannot have 2 collaborations with the same person at the same time.

THE BURN PILE

The *Burn* pile can be placed on the side of the playing field.

Things that go in the *Burn* pile:

- *Resource Cards* used to finish a Project,
- Used *Modifier cards*, and other cards destroyed by *Modifier cards*.

Once the Resource deck runs out of cards, the Burn Pile is re-shuffled and placed face-down where the old resource deck was (it becomes the new resource deck).

ENDING THE GAME

When the last *Project Card* is drawn from the Project deck, the next player to complete a project ends the game at the end of their turn.

All the players tally up all their points - positive points for completed *Project Cards* and negative points for unfinished *Project Cards* left on the table. The number of points is equivalent to the number of *Resource Cards* used to complete that project. The player with the most project points wins the game.

Example: Dave completed a 4-card Project, a 2-card Project, and has an unfinished 3-card Project. He gets $4 + 2 - 3 = 3$ project points at the end of the game.