

DOOMLINGS RULES



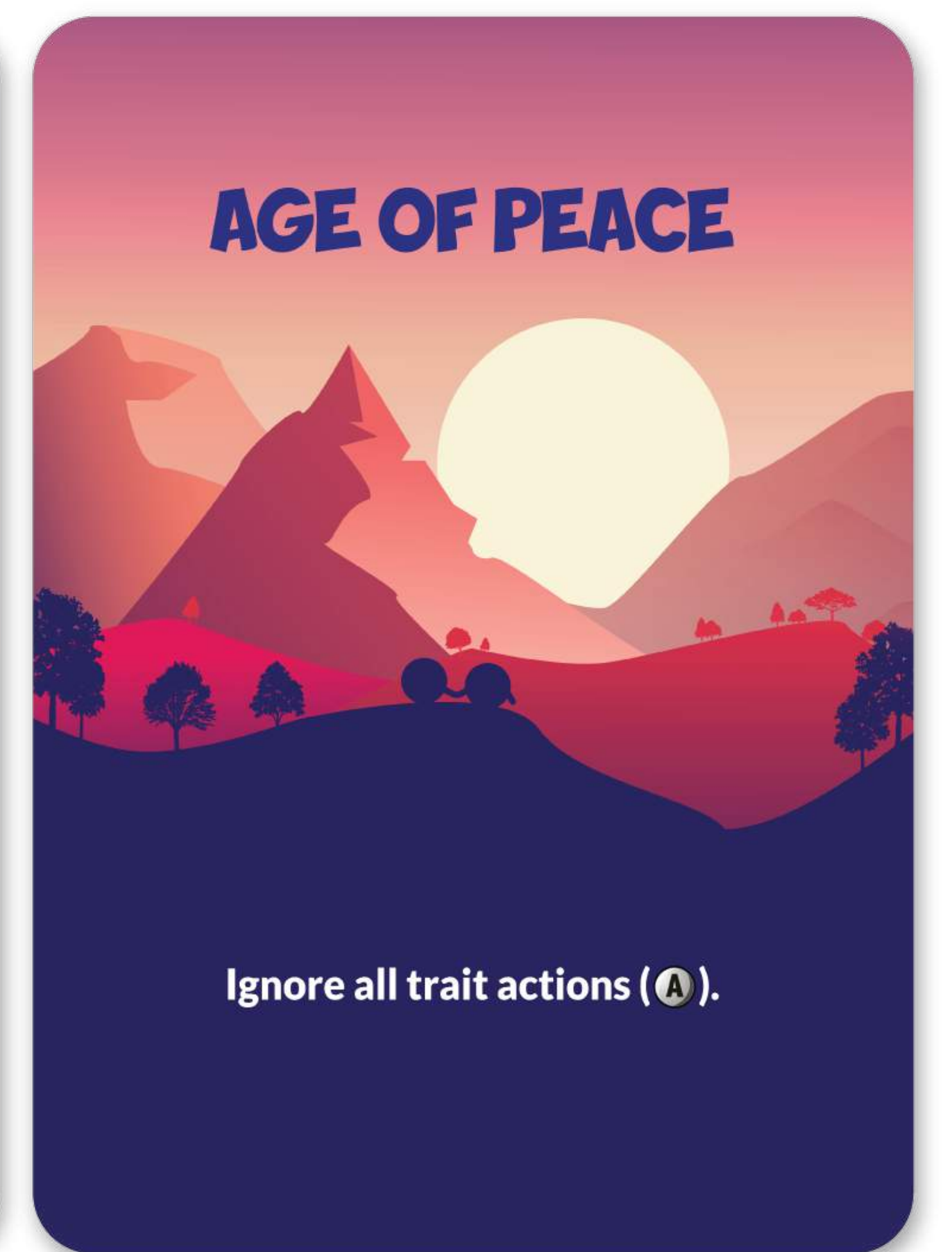
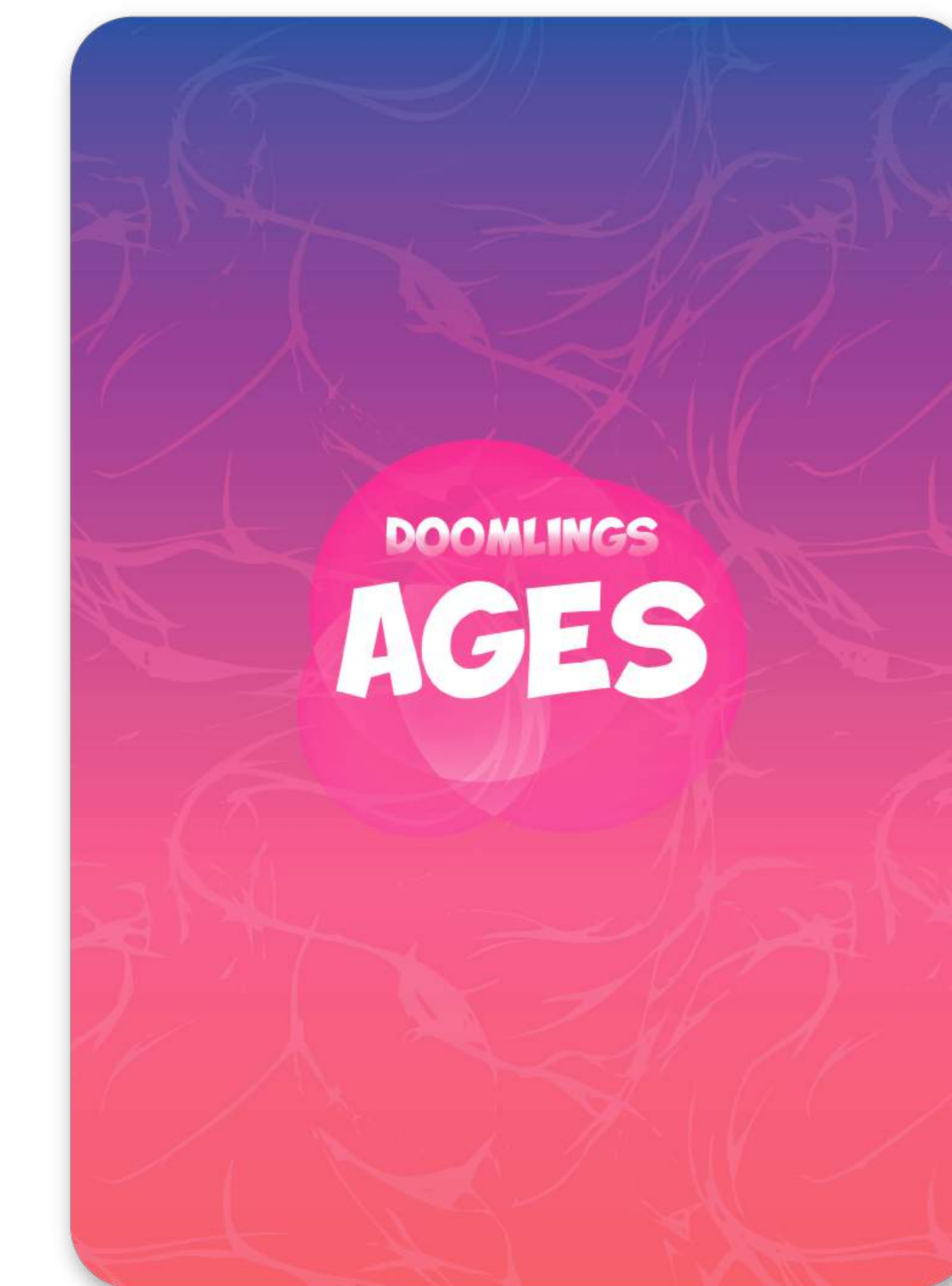
BLACKBOX EDITION / / 162 CARDS

2-6 PLAYERS, 20-60 MINUTES, AGES 10+

WELCOME TO DOOMLINGS! You may be the type to read the rules front to back before playing, and hey, you do you! But we believe the best way to learn is to dive right in! The Setup/Turn guide will give you everything you need to get started. As questions arise, you can refer to our handy **SURVIVAL GUIDE**.

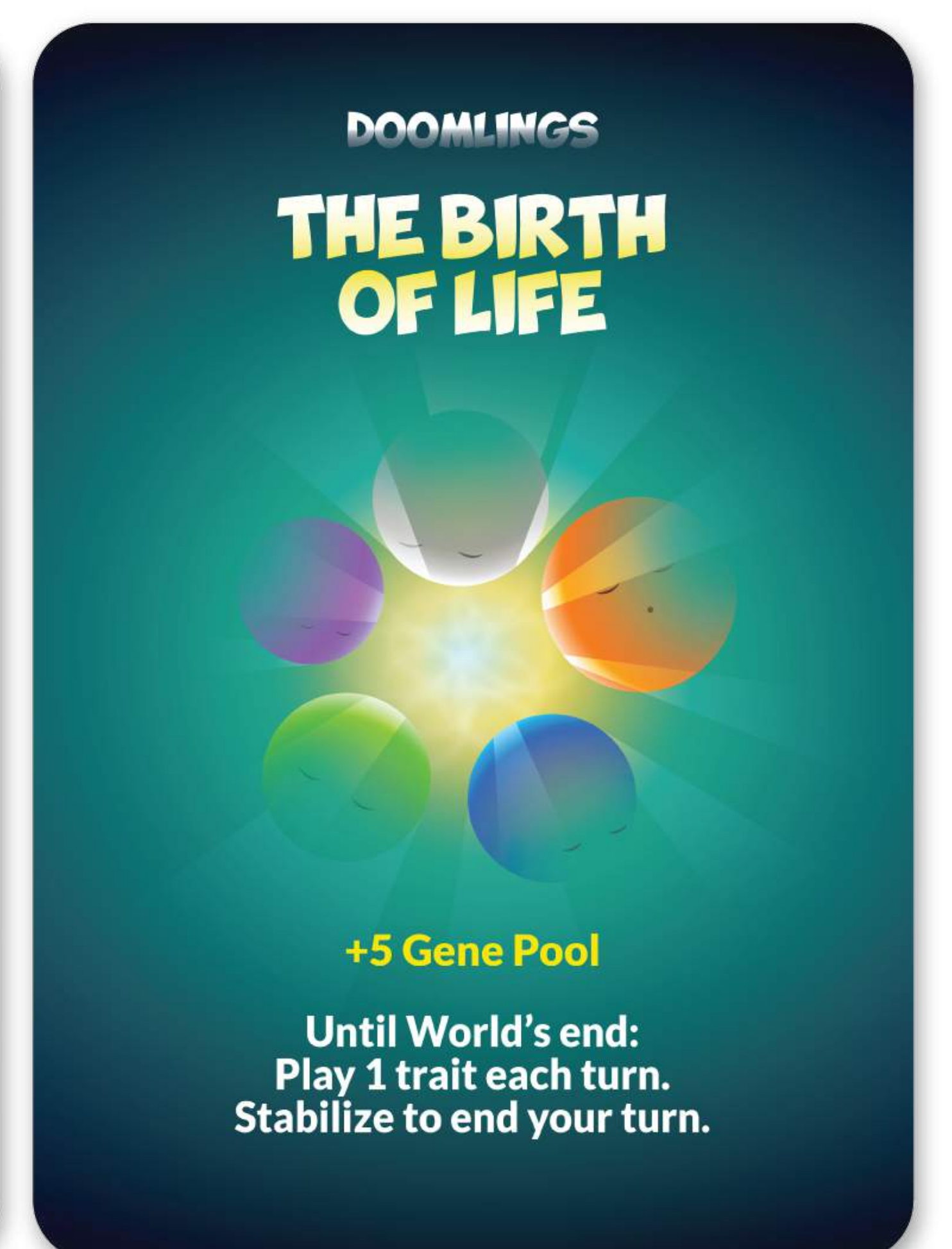
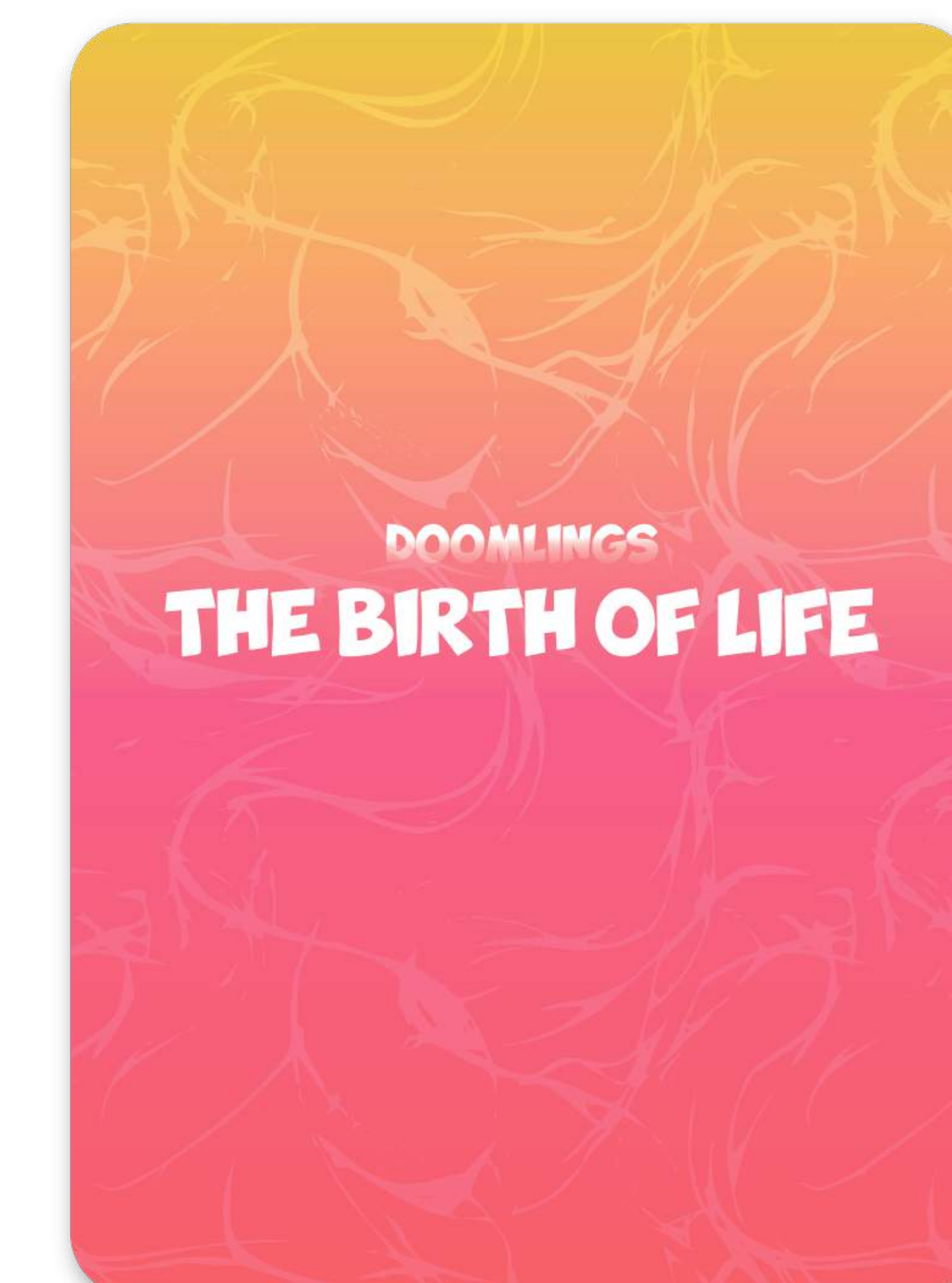
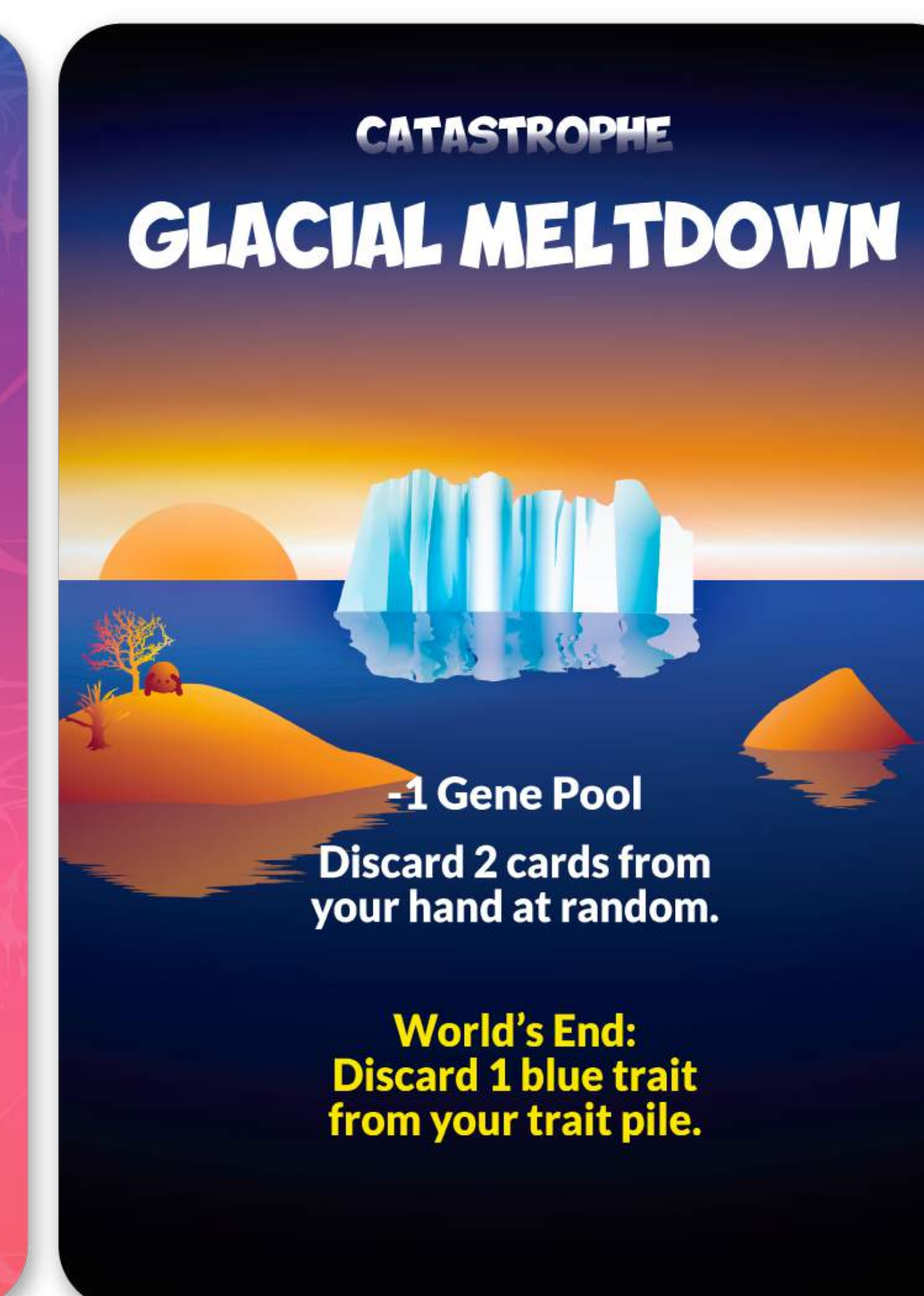
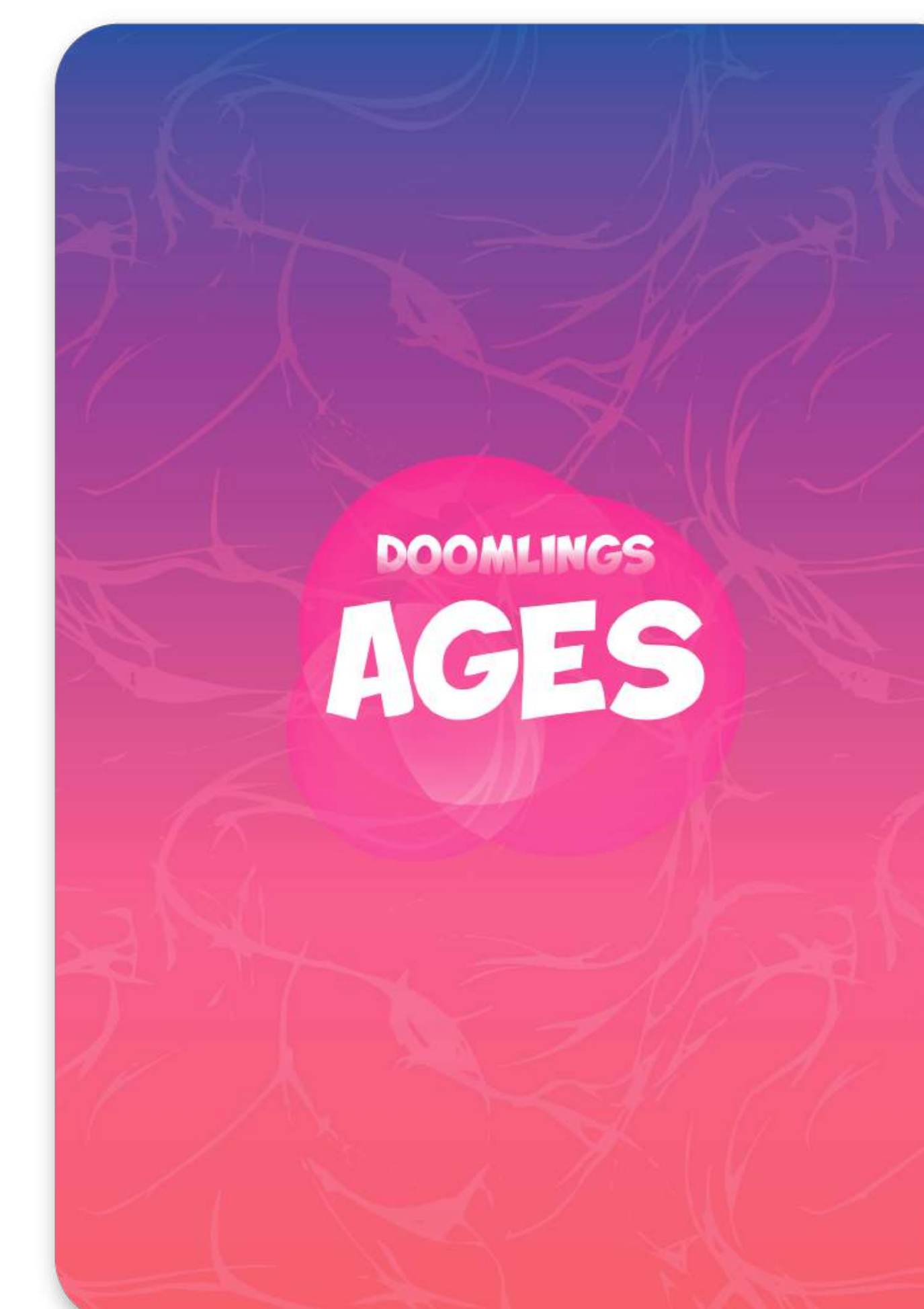
Our advice? For now don't worry about playing the BEST card. Just pick something cute, try some things, and trust that the cards will tell you what to do. Thankfully, this is only a game. The future of humanity doesn't depend on playing the perfect hand. So take a deep breath, enjoy yourself, and have some fun! That's what we're here for, right?

BLACKBOX EDITION



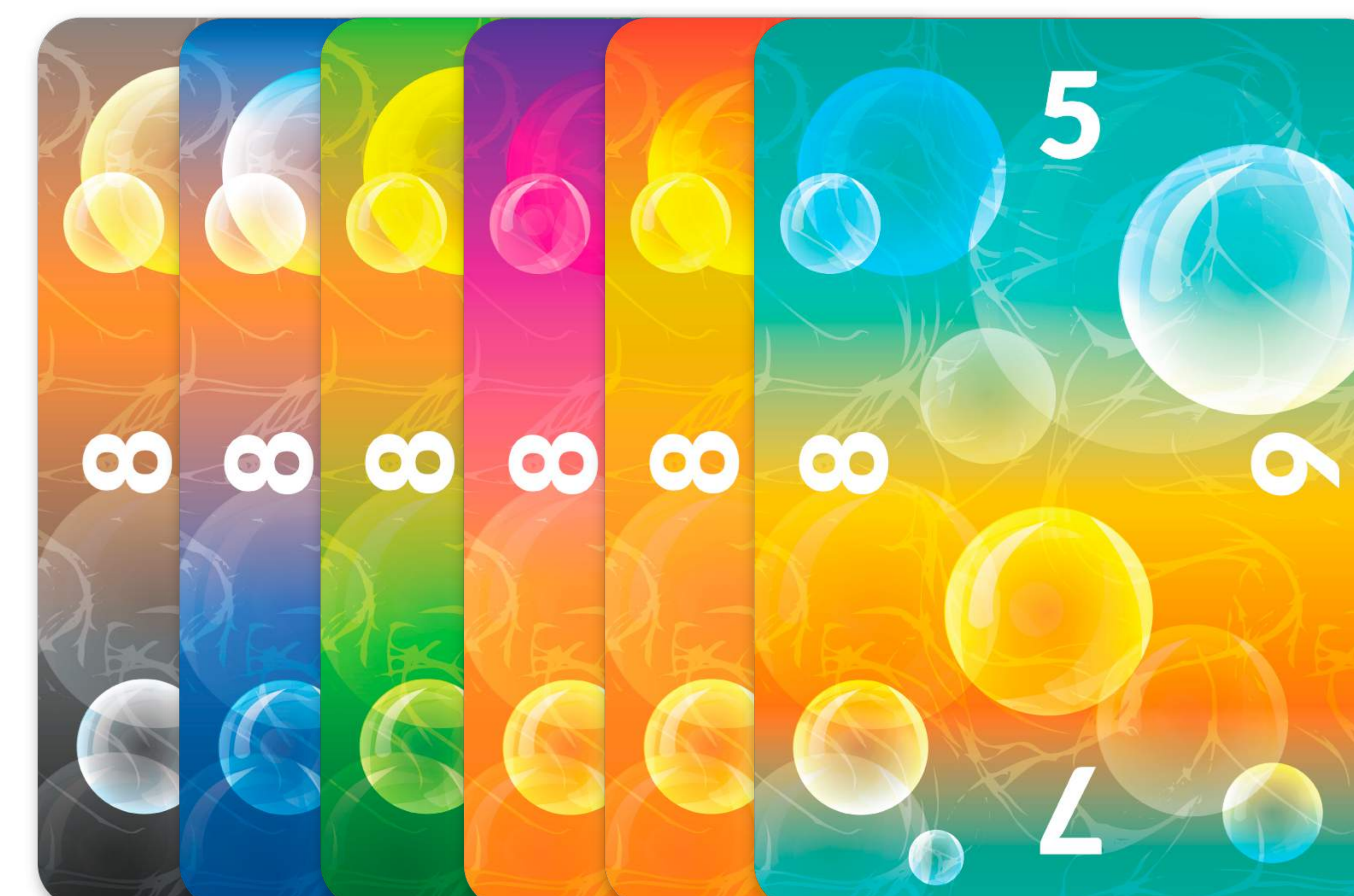
115 TRAITS

25 AGES



15 CATASTROPHES

1 BIRTH OF LIFE



6 GENE POOL COUNTERS

SETUP

- 1 SEPARATE** (15) Catastrophes and (1) Birth of Life from the other (25) Age cards. You'll know it's a Catastrophe if it has "Catastrophe" at the top, and a gold World's End effect at the bottom. *The Birth of Life* has a special card back to help you quickly identify it.



- 2 SHUFFLE** the remaining Age cards, and deal 3 piles, with 3 Ages each, face down. Set the rest of the Ages aside.



- 3 SHUFFLE** the Catastrophes, then deal 1 random Catastrophe into each of the 3 piles. No peeking! Shuffle each pile separately. You should now have 3 piles, each with 4 cards.

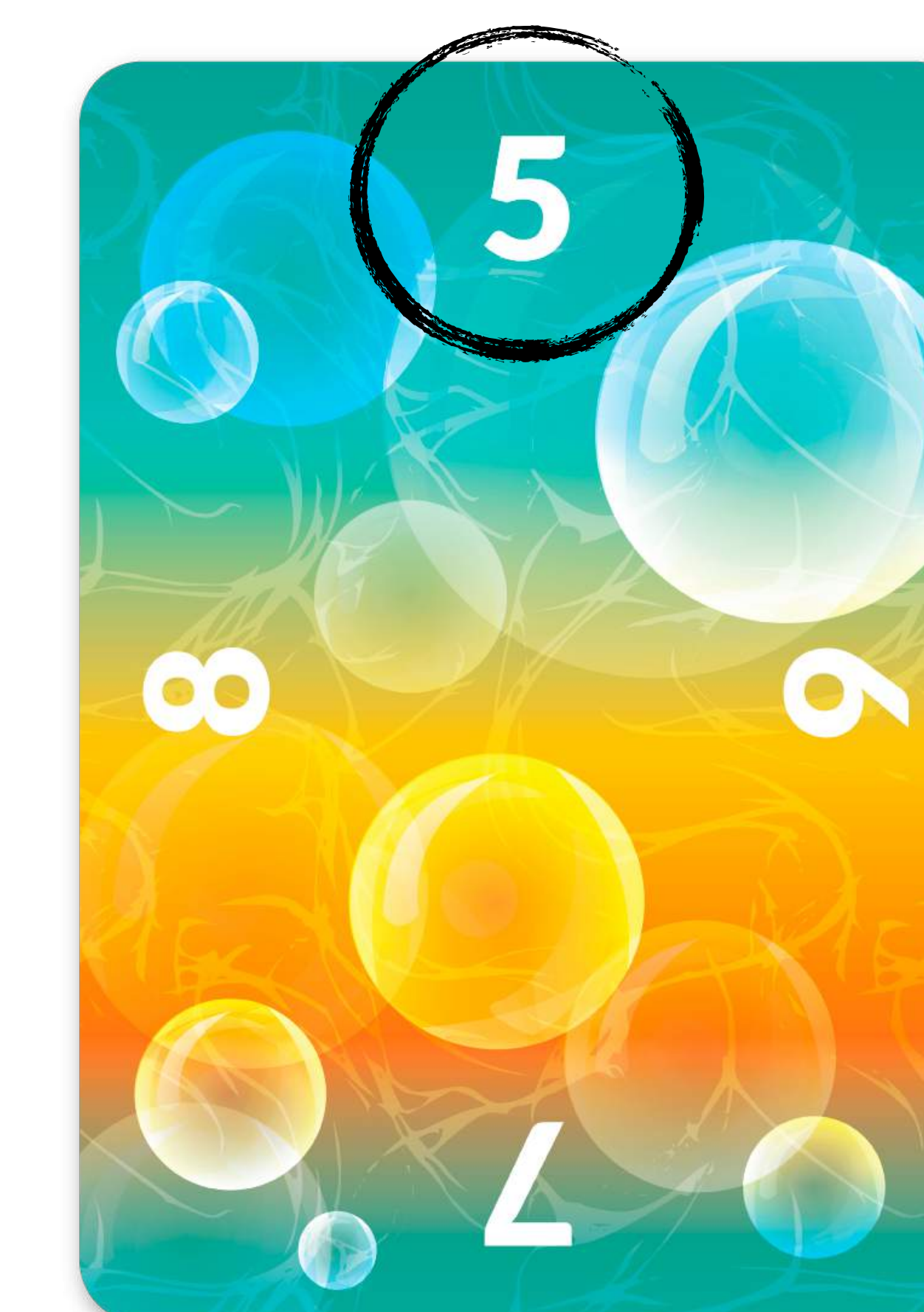


SETUP (CONT)

- 4** A) Stack the 3 piles on top of one another.
B) Place the Birth of Life on top.
C) Place this pile in the center of the table. We shall now cleverly call it, "The Age Pile."

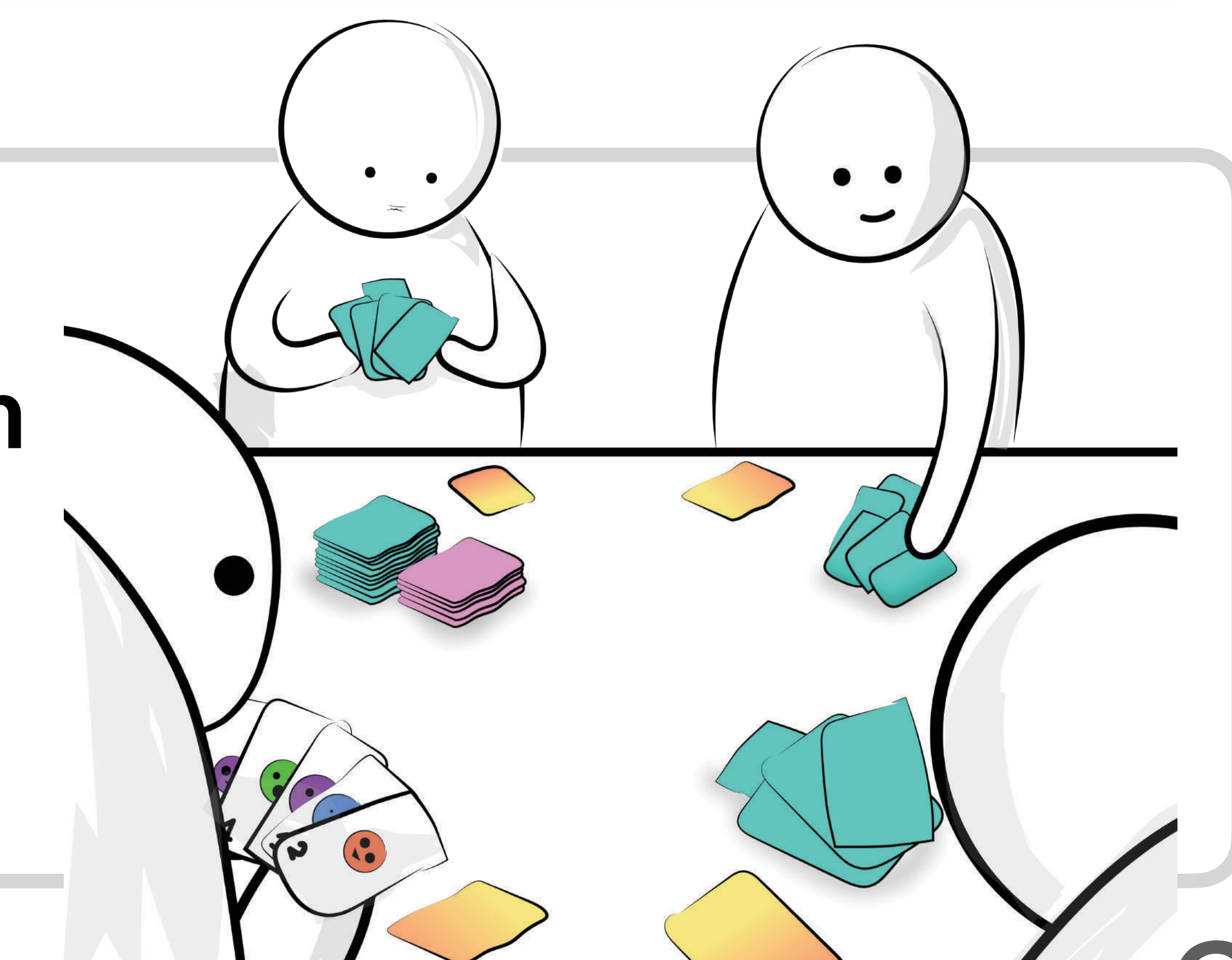


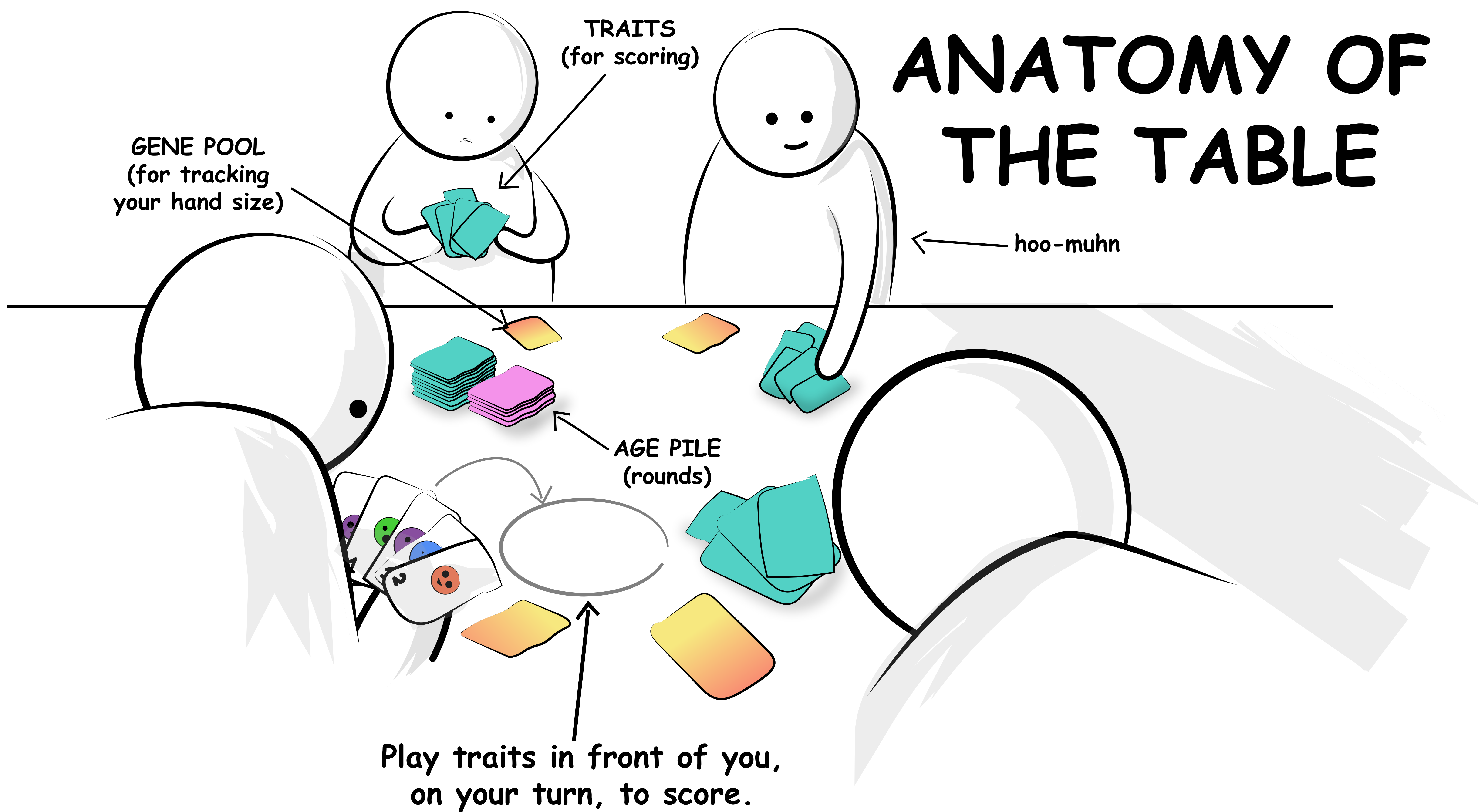
- 5** Each player selects 1 Gene Pool card. (Just pick your favorite color, and let's try not to fight about it, shall we?) Place your Gene Pool card in front of you, with the number "5" facing up.



You Gene Pool is unique to you, and it represents how many cards you *should* have in your hand, in order to end your turn. Rotate and flip this card as your Gene Pool increases, or decreases. (More on this on Page 10.)

- 6** Finally, shuffle the traits SUUUUUPER well, and deal 5 to each player. Place the remaining stack of traits in the center of the table, next to the Age Pile.



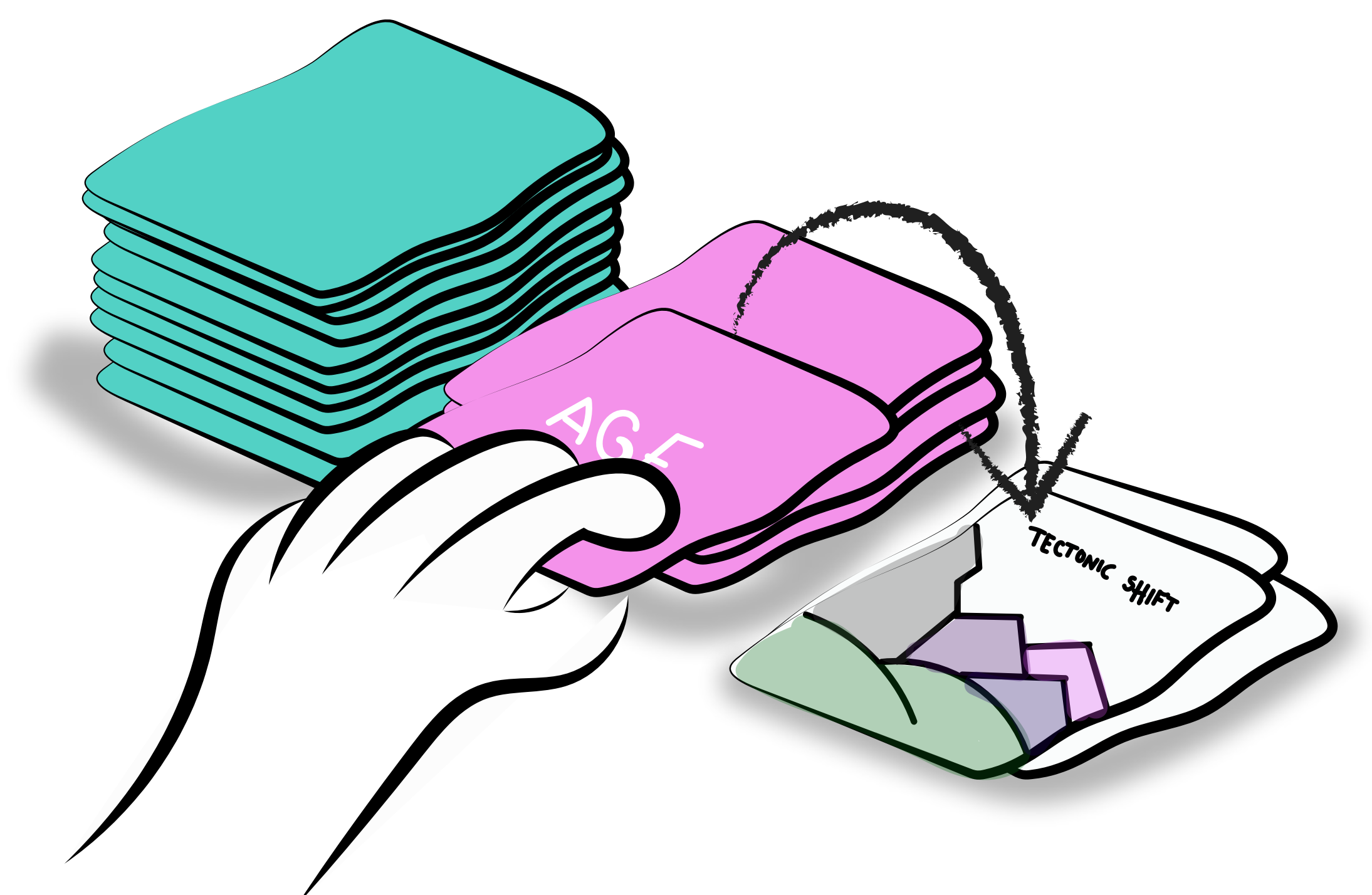


GAMEPLAY



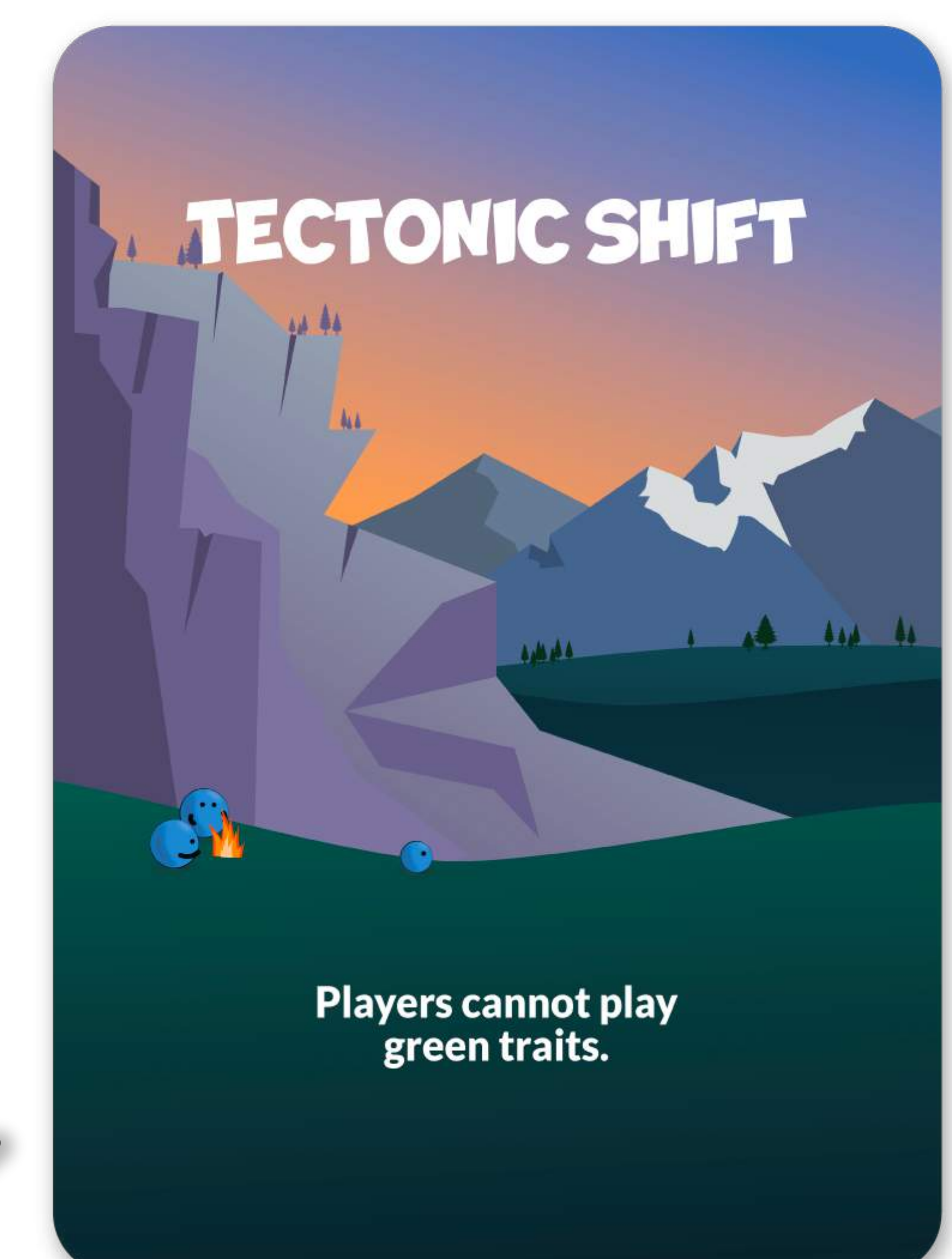
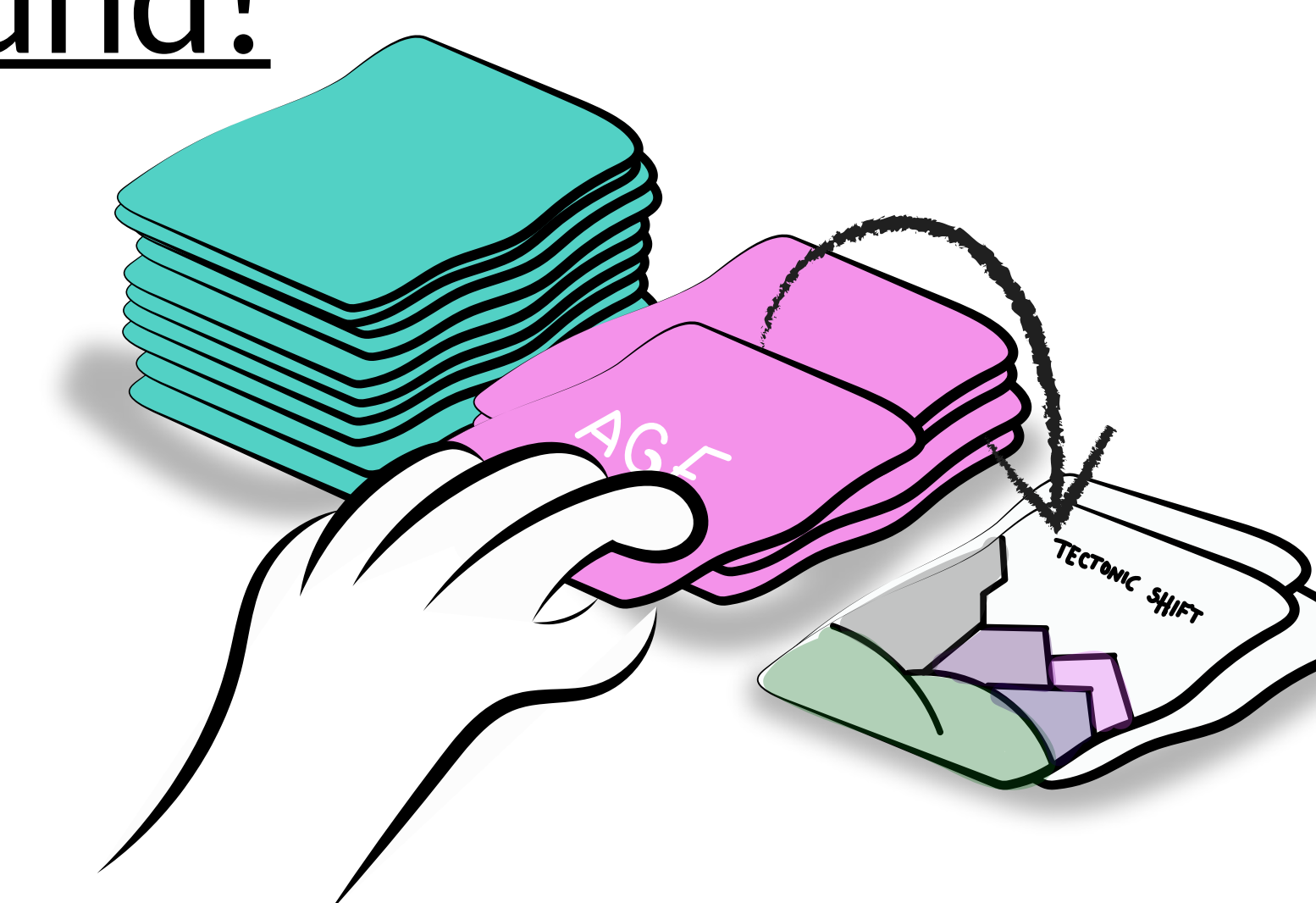
- 1 The game begins when the dealer flips a card from the Age Pile.

Note: The first Age is always **THE BIRTH OF LIFE**.



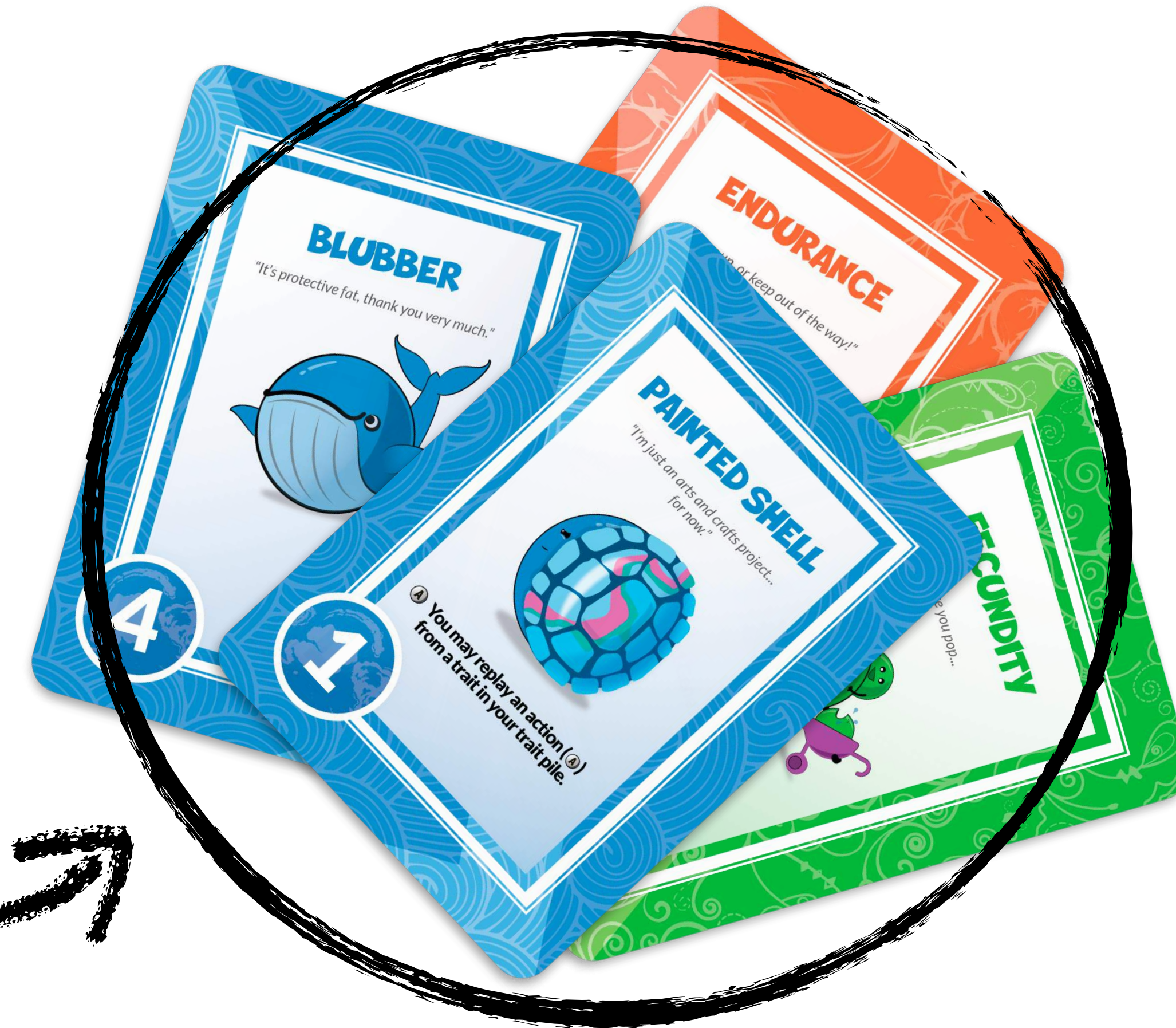
1st player is left of the dealer. Moving clockwise, each player takes a turn by playing a trait from their hand. (See **TAKING A TURN**.)

- 2 Once all turns are taken, the dealer flips the next card, and a new Age begins. Each Age has a special rule for players to follow before taking turns. Remember: The rule only applies for that round!



TAKING A TURN

- 1 Begin your turn by following the rule on the current Age card. Then, play 1 trait from your hand, face up, in front of you. This is called your trait pile, and it is where you earn points!



- 2 Some traits have text at the bottom, which are called “Effects.” If applicable, follow their instructions now.

These can be bonus points, or special instructions, like “draw 4 cards.” Unless otherwise stated, effects occur when they’re in your trait pile.

Some effects are Actions. Actions only occur when the trait is played directly from your hand! (See Page 11 for details.)



NOTE: +/- Gene Pool effects apply when they enter your trait pile, and are removed when they leave your trait pile. Adjust your Gene Pool card accordingly.



ENDING YOUR TURN

- 3 To end a turn, you must **STABILIZE** your hand. The number of cards you hold must equal the number shown on your Gene Pool card.



EXAMPLE:

Your Gene Pool is 5, but you hold 4 cards? Draw 1.

Your Gene Pool is 5, but you hold 6 cards? Discard 1.

Your Gene Pool is 5, and you hold 5 cards? You are stable.

NOTE: If your Gene Pool changes, it doesn't mean you draw or discard. Only draw or discard when you **STABILIZE**, typically at the end of your turn, unless a card says otherwise.

Once you're stable, your turn is over. When all players have taken a turn, the dealer flips a new Age, and a new round begins.



CATASTROPHES

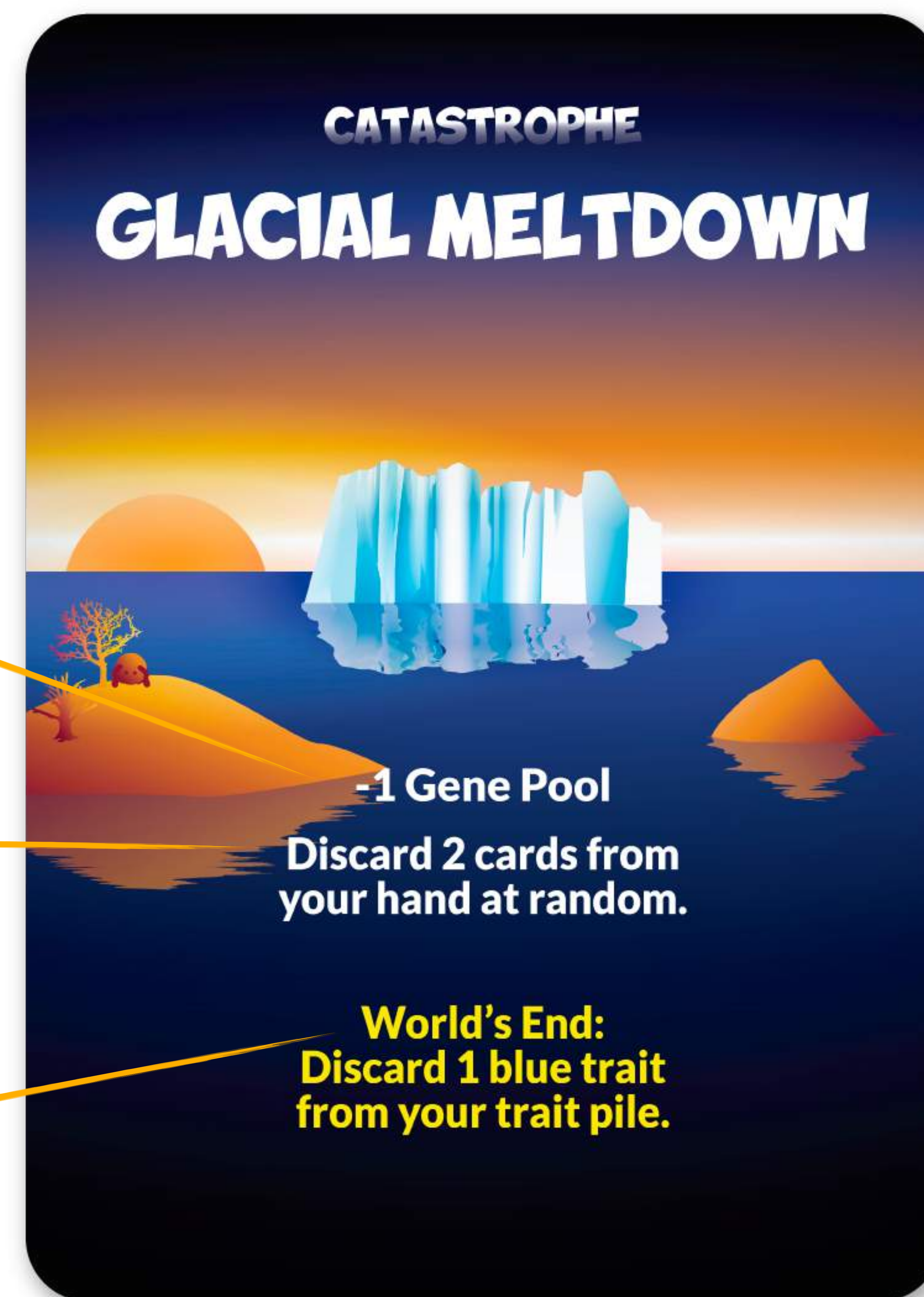
When a Catastrophe is drawn, 1st Player position moves 1 left.

Drawing the 3rd Catastrophe ends the game. (See Page 7.)
Catastrophes have 3 parts:

A) Gene Pool effect

B) Catastrophic effect

C) World's End effect



A) Catastrophes affect ALL gene pools. All players adjust their gene pool cards before turns are taken. Remember, players do not draw or discard until they must STABILIZE!

B) All Catastrophes have a Catastrophic effect. Follow that effect before turns are taken.

C) IGNORE the World's End effect, UNLESS... It's the 3rd and final Catastrophe. In that case, the game is now over. No more turns are taken. All players apply the World's End effect before tallying their scores.

WORLD'S END

When the dealer flips the 3rd Catastrophe, the game is over. All players follow the effects of the Catastrophe, including its World's End effect.

No more turns are taken.
The player with the most points wins.

SCORING

You might be a swell arithmetician, but in case you aren't, we recommend these steps when scoring.

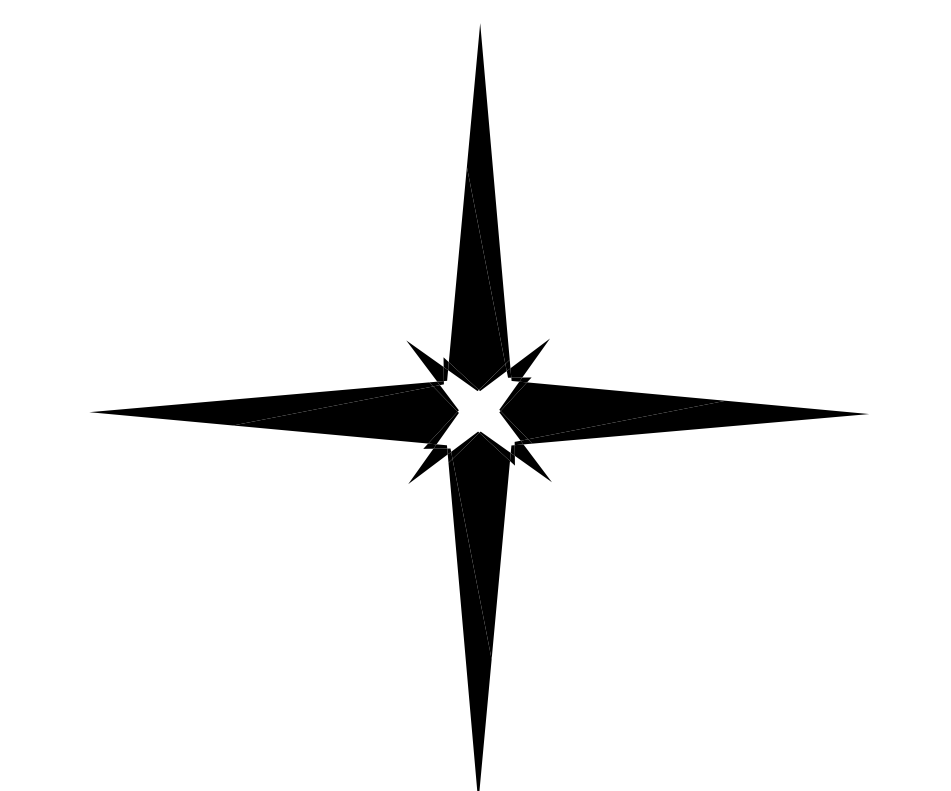
Grab a pen and paper.

1 Apply the World's End effect to each player. If a player gains/loses points, tally that now.

2 If any traits **affect opponents**, apply these effects/points now. (Look for traits with this symbol in the bottom right corner:



3 Tally up the **face value** of all your traits. *Count the face value of this symbol as 0:*



4 Finally, go through your own traits and tally up any **bonuses and modifiers**. (To quickly identify these cards, look for this symbol in the bottom right corner:



TIES: In the rare event of a tie, we leave it to fate! Draw a trait from the top of the deck, and apply only the face value to your final score.

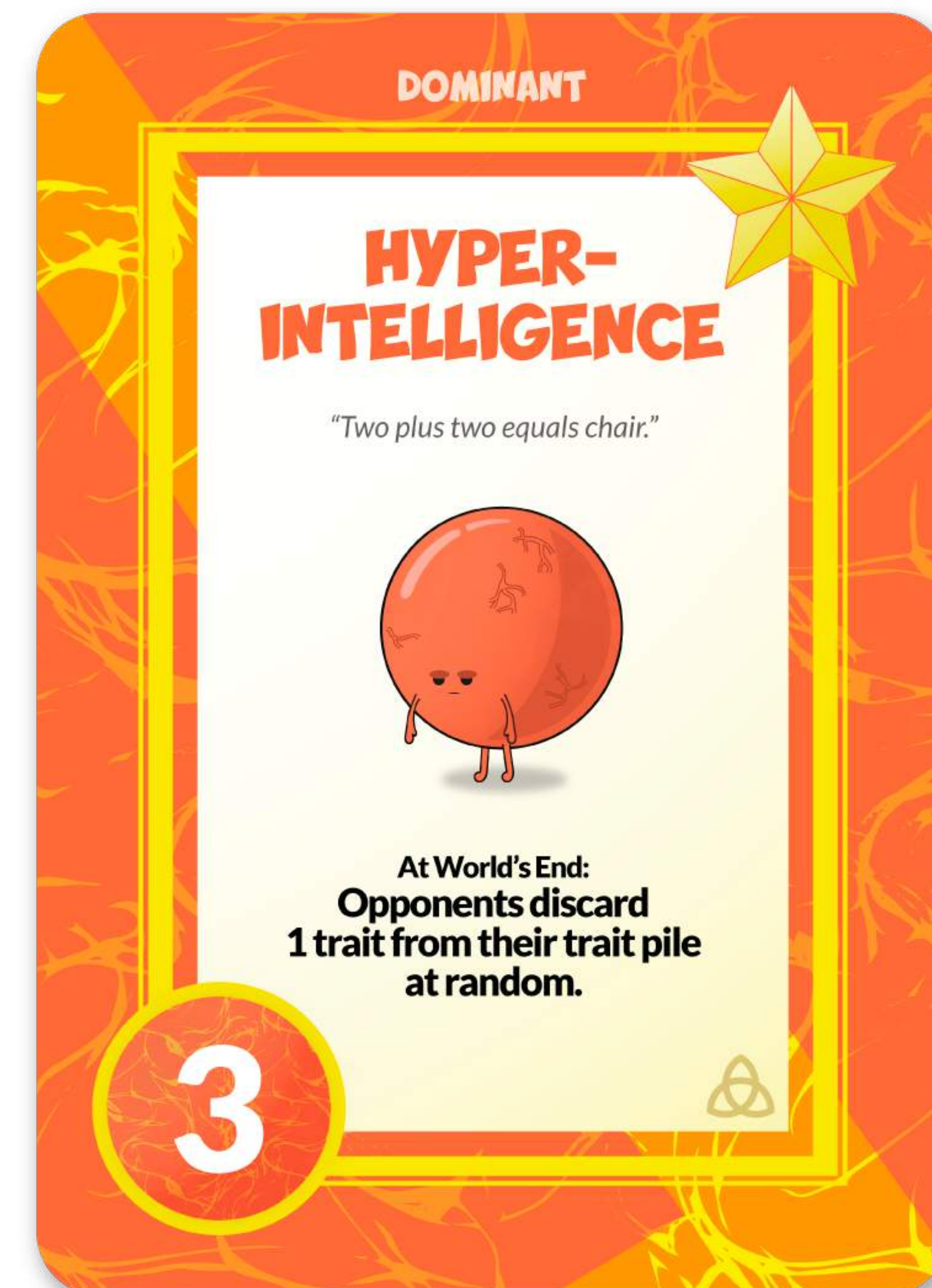
SURVIVAL GUIDE

DOMINANT TRAITS

Dominant traits have a gold border, and a gold STAR in the top corner. These are more powerful than other traits. Players can ONLY play 2, so choose wisely!

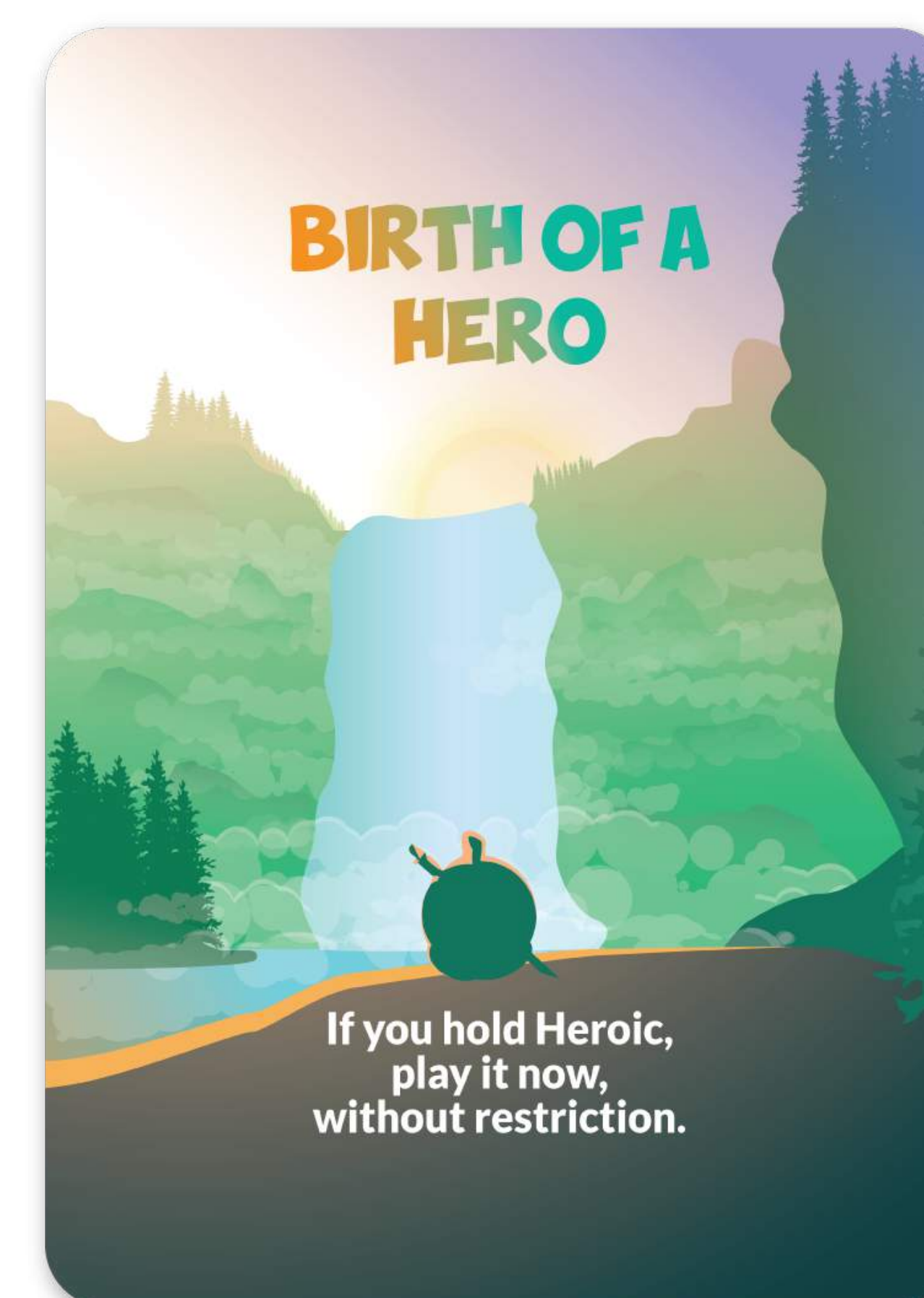
Once played, these cannot be removed from your trait pile. This means they cannot be stolen, swapped, discarded, or returned by any event in the game.

A 3rd DOMINANT At some point during the game, your trait pile may obtain a 3rd Dominant trait by random chance. In that case, instead of playing the 3rd Dominant, simply discard it. You may not redraw to replace it.



THE BIRTH OF A HERO / / HEROIC

The Birth of a Hero age commands you to play "Heroic" without restriction. Play "Heroic" immediately. If it would be your 3rd Dominant trait, you may keep it. This is THE ONLY WAY to have 3 Dominant traits in your trait pile. Congratulations, you've pulled off something our crack team of statisticians assured us would only happen once in a thousand super volcanoes...

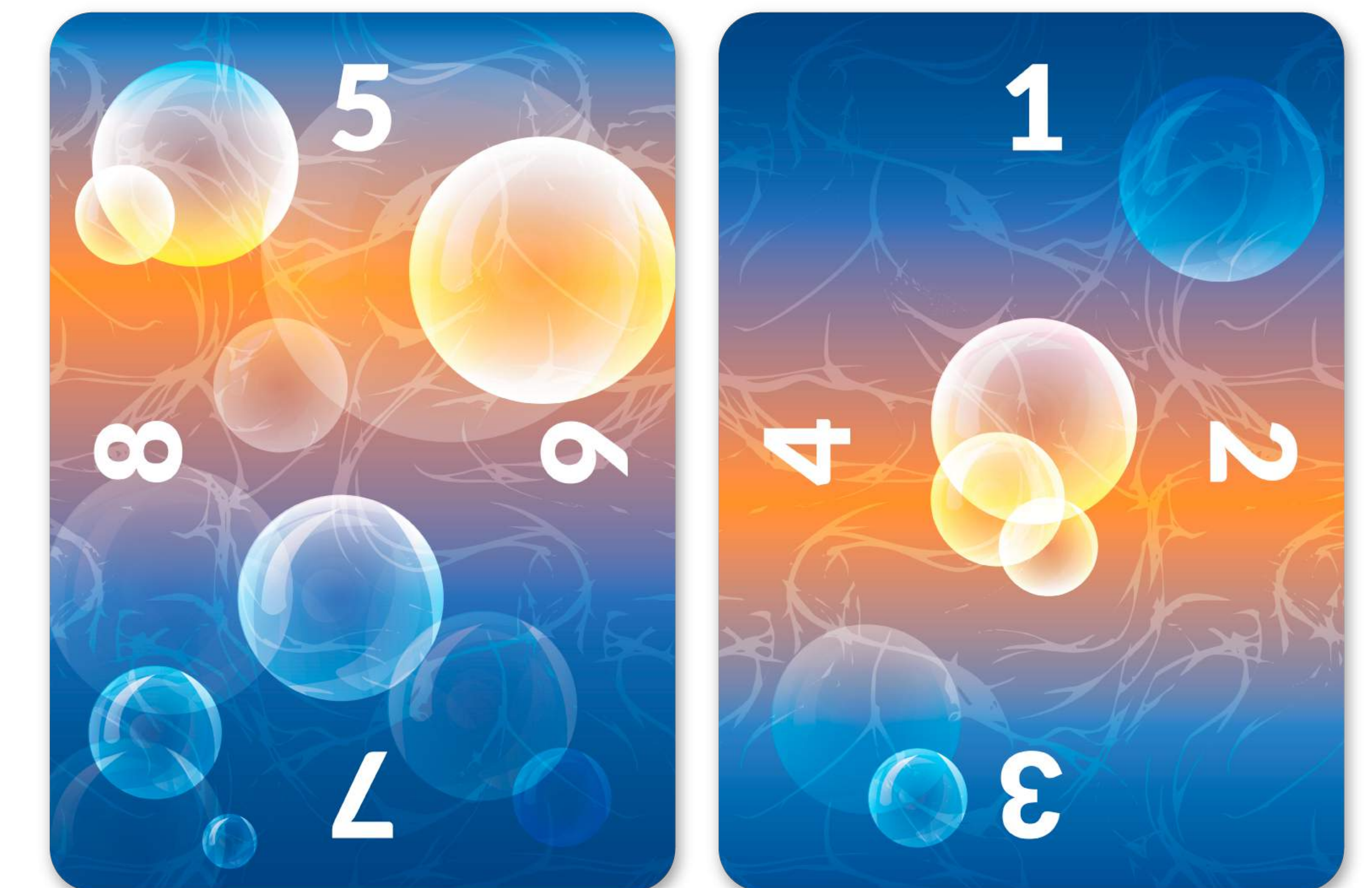


SURVIVAL GUIDE (CONT)

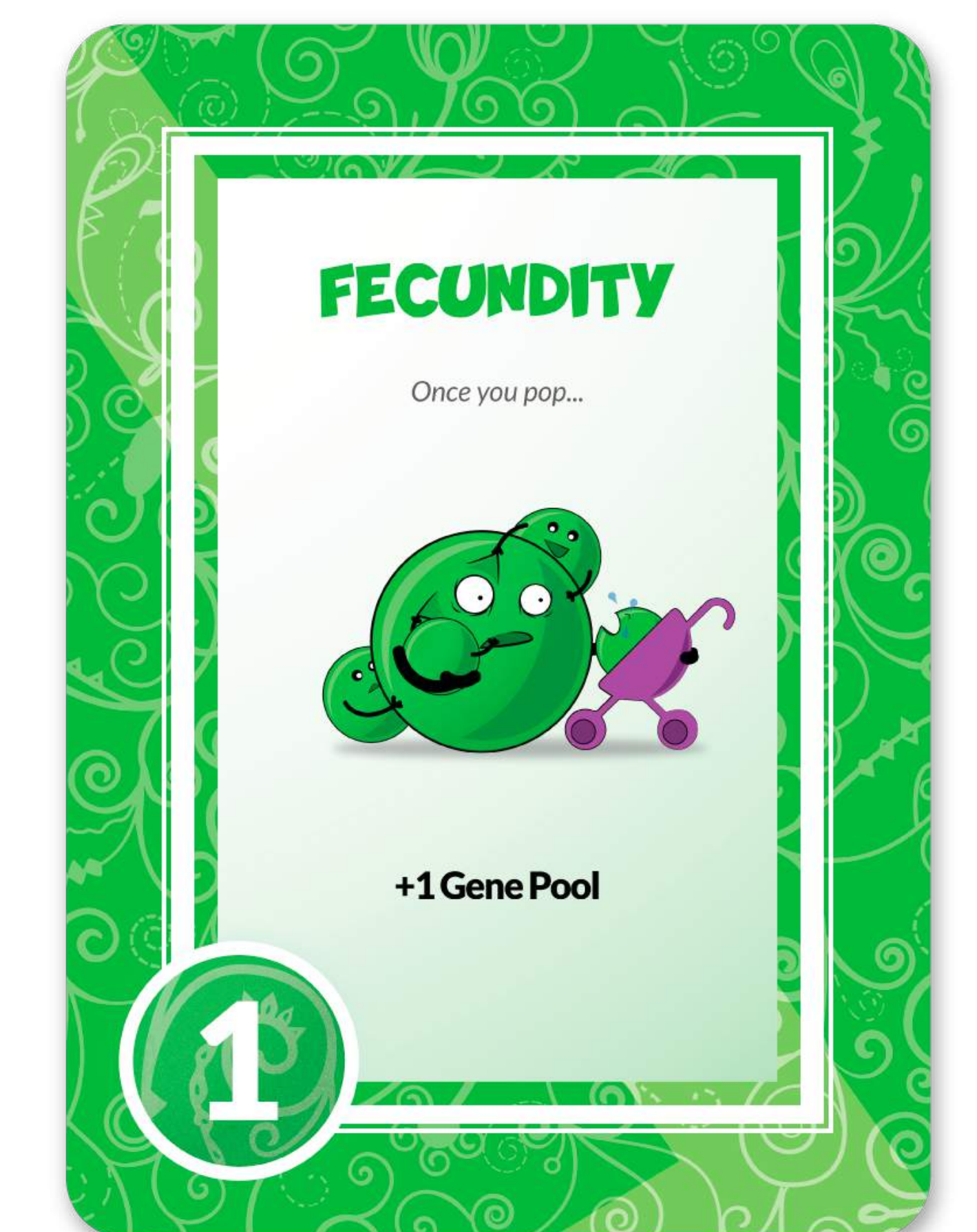
GENE POOL

Min = 1, Max = 8. There is no min/max for the number of cards you can hold. It is possible to hold more or fewer cards than your gene pool size, if you haven't yet stabilized.

REMEMBER: If your gene pool goes up or down, wait to draw or discard until you must stabilize!



NOTE: Traits with +/- Gene Pool only apply while they are in your trait pile. If the trait leaves your trait pile, you lose the +/- effect! Adjust your Gene Pool accordingly!

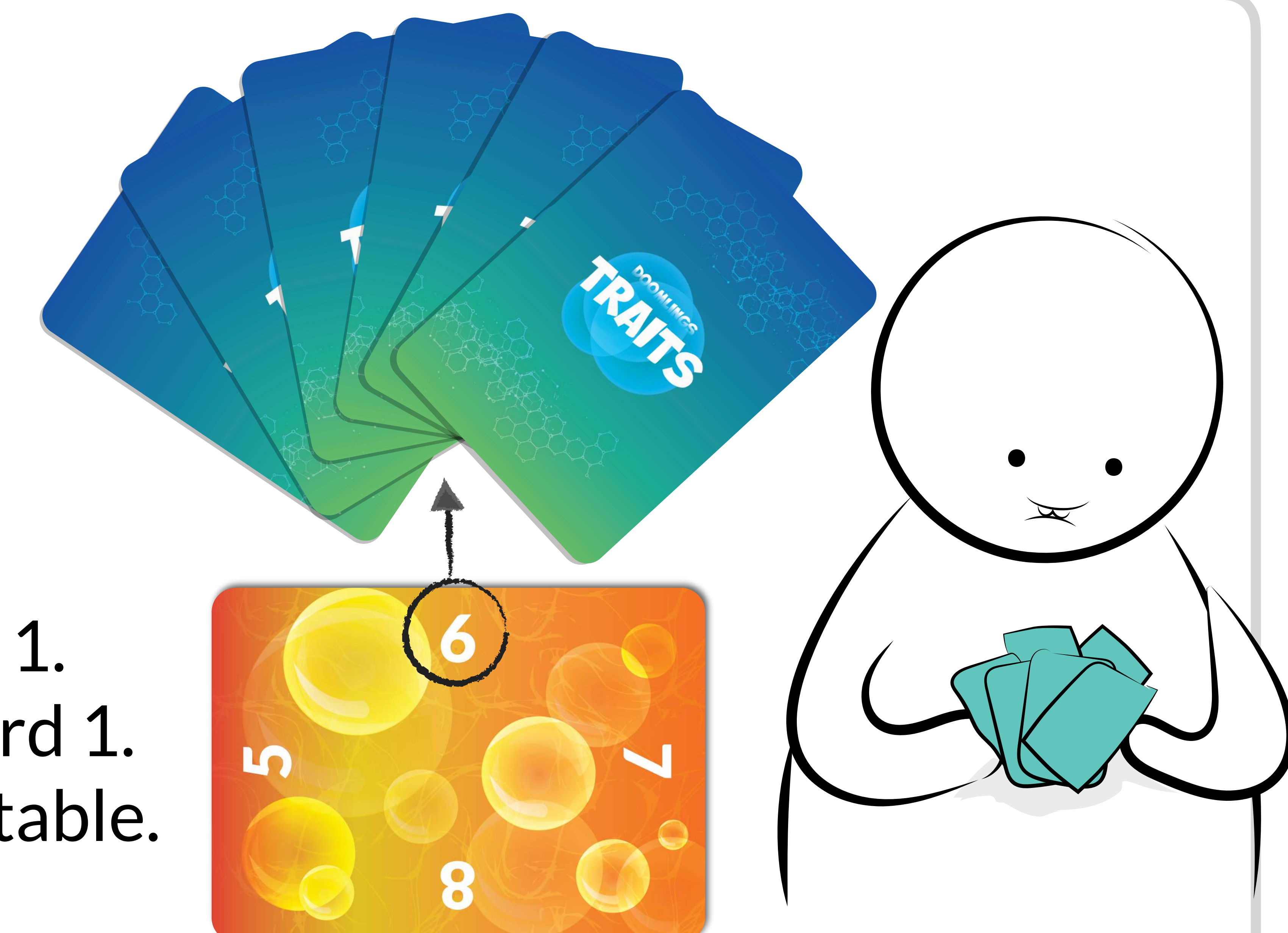


STABILIZE: In order to stabilize, the number of cards in your hand must match your Gene Pool.

EXAMPLE:

To stabilize with a Gene Pool of 6...

- If 5 cards are in your hand: Draw 1.
- If 7 cards are in your hand: Discard 1.
- If 6 cards in your hand: You are stable.



SURVIVAL GUIDE (CONT)

EFFECTS/ACTIONS

EFFECTS are any text at the bottom of a card. If a trait has no text, it is considered “effectless.”

- Unless otherwise stated, trait effects apply when in your trait pile. If you discard it, you lose the effect!



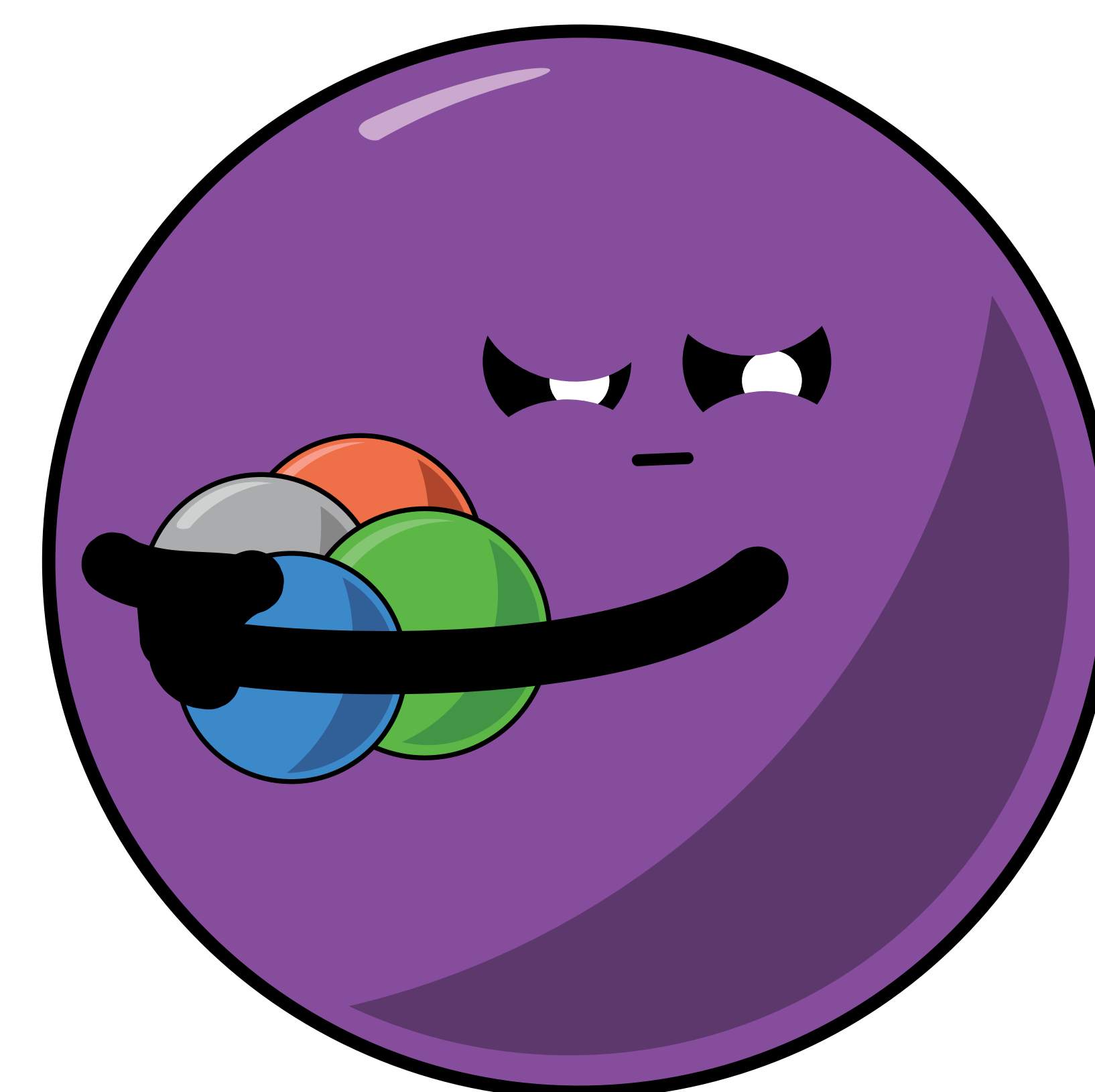
ACTIONS are single-use effects, and only trigger when the card is played directly from your hand. You'll know it's an action when you see this symbol to the left of the text:



DISCARD - If you're asked to discard, but you don't have what must be discarded, ignore it.

SWAP - Swap a card from a trait pile with a card from another trait pile. Ignore Actions of the swapped card, unless otherwise stated.

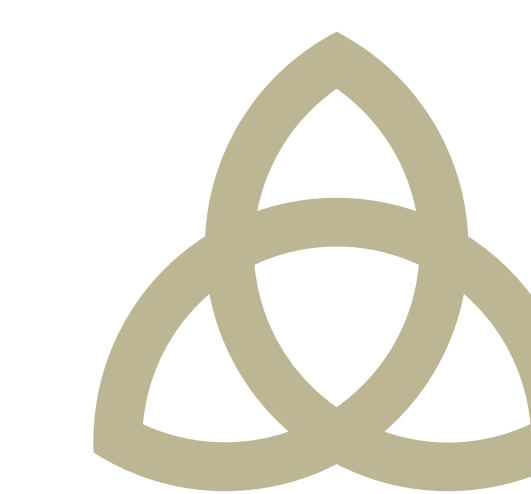
STEAL - If you steal from an opponent's hand, it goes in your hand. If you steal from a trait pile, it goes in your trait pile. Ignore Actions of the stolen card, unless otherwise stated.



SURVIVAL GUIDE (CONT)

HELPFUL INDICATORS

Some traits have an icon in the bottom right to help you quickly organize your traits for scoring.



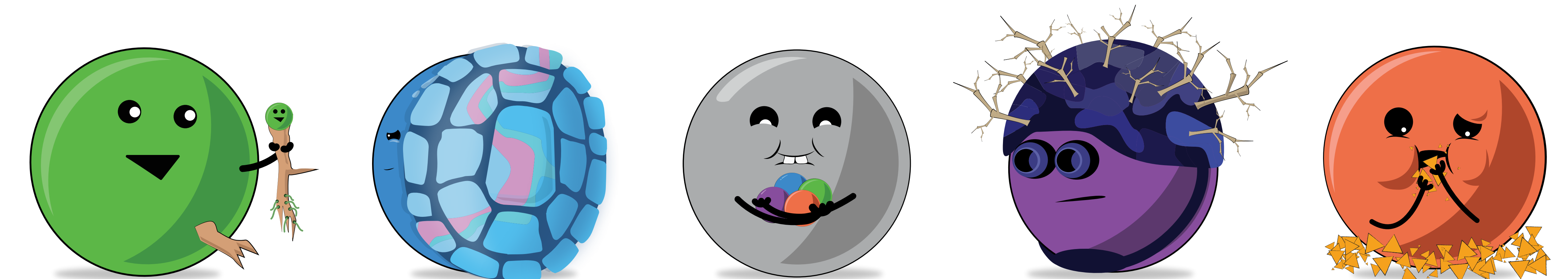
TRUFFLES' STAR - These traits affect opponents at World's End. (Step 2 of scoring.)



DROP OF LIFE - These traits offer bonuses at World's End. (Step 4 of scoring.)

COLOR/COLORLESS

There are 4 colors: green, blue, purple, and red. Grey is “colorless”, and cannot be considered for “color” designated effects.



COLOR COUNT - For a color to be your lowest count, at least 1 of that color must be in your trait pile. If you have multiple colors tied for the lowest count, pick one to be your lowest. For a color to be the highest count, it must be the highest. No ties!

WHEN YOUR HAND IS EMPTY

On rare occasions, you may start a turn with an empty hand, notably toward the end of the game. If this is the case, simply DRAW 3 cards, and skip your turn. (To prevent such an instance, we recommend grabbing a trait with +1 Gene Pool early on.

the end

