

SURVIVAL GUIDE

EFFECTS

The text at the bottom of a card is an **EFFECT**. Traits with no text are **EFFECTLESS**.

There are many types of effects. Most are self-explanatory, but the information below will offer clarity in special situations:

AGE EFFECTS last for that round only. (See AGES, page 2.)

TRAIT EFFECTS typically occur as long as they're in your trait pile. If you lose the card, you lose the effect!

ACTIONS: You'll know it's an action if it has this symbol below the text:



Actions only occur when the trait is played directly from your hand. By default, do not play actions on traits that are stolen or swapped, played directly from the discard pile, the community deck, or by any other means, unless told to do so.

OUT OF TURN: Some traits can be played out of turn. If the trait is played as instructed, it does not count as your turn! Do not stabilize until the end of your turn! To quickly identify these cards, look for this symbol:



NOTE: These traits can still be played as a normal turn, but we recommend against this!

FACE VALUE refers to the number in the bottom left corner of a trait. This value is constant, as any bonus points are tallied separately at the end of the game.



VALUE IS EQUAL TO language means the final value of a trait is variable. It has a compass star. ALWAYS treat its face value as zero.

REQUIREMENT EFFECTS: If an effect is a requirement, like, "To play, you must have at least 1 colorless trait in your trait pile," you must fulfill the requirement to play from your hand, the top of the deck, or the discard pile. Ignore the requirement if the trait is moved, swapped or stolen.

WHEN EFFECTS ARE RESTRICTED: Effects can be restricted. Example: an age states players cannot discard. If a trait requires you to discard, (To play you must...), you cannot play the trait. If an effect is not required, (Discard 1 card from your hand), just play the trait and ignore the effect. This might even work to your advantage! **Note:** In most cases, you cannot choose to ignore an effect.

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GENE POOL

Minimum = 1, Maximum = 8

Your Gene Pool card represents what your hand size should be after you stabilize.

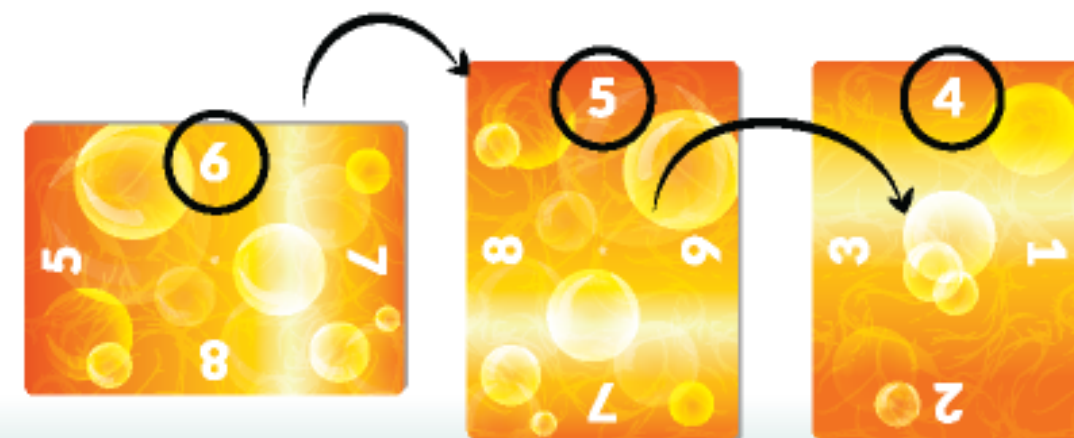


STABILIZING: To stabilize, simply draw or discard until the number of cards in your hand equals the size of your Gene Pool. This is how you end your turn. (Some cards will also force you to stabilize.)

IMPORTANT: Throughout the game, you'll find yourself with more or fewer cards than your Gene Pool allows. That's okay! Just remember to stabilize at the end of your turn.

INCREASING/DECREASING YOUR GENE POOL

Catastrophes and traits can increase/decrease your Gene Pool. When this happens, rotate/flip your Gene Pool card so that its current value is at the top. **DO NOT draw/discard until you must STABILIZE.**



CATASTROPHES affect ALL Gene Pools immediately, and the effect is permanent.

TRAITS with +/- Gene Pool effects apply when they enter your trait pile. If the trait leaves your trait pile, adjust your Gene Pool accordingly.

MIN/MAX GENE POOL

If an effect would have you exceed a Gene Pool of 8 or dip below a Gene Pool of 1, ignore the effect.

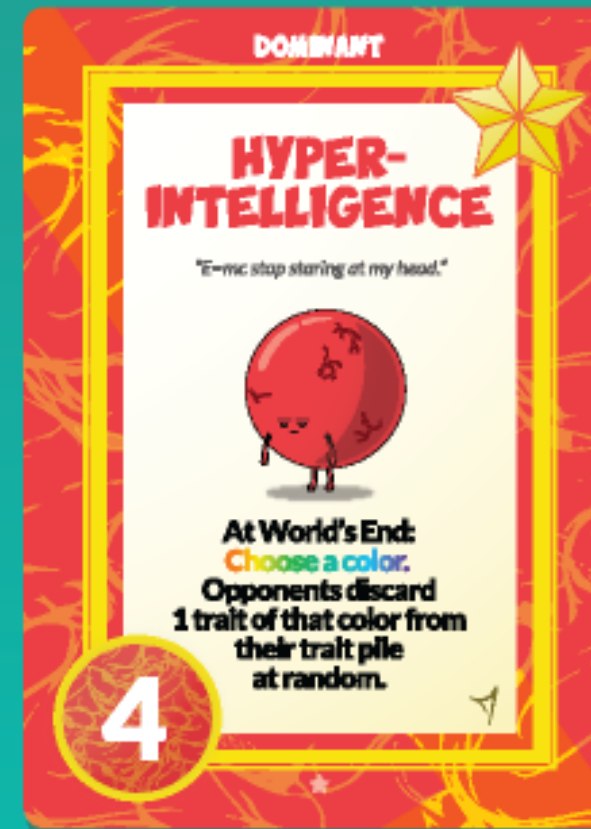
But when a trait leaves your Gene Pool, ALWAYS adjust your Gene Pool, even if you have enough effects to reach the maximum Gene Pool. The event of the trait leaving causes the change.

DOMINANT TRAITS

Dominant traits have a gold border and a gold star.

Once played, they cannot be swapped, stolen, discarded, returned or removed from your trait pile for any reason.

You can **ONLY** play 2, so choose wisely!



A 3RD DOMINANT: Your trait pile might receive a 3rd dominant trait by random chance (i.e. playing a trait from the top of the deck). In that case, instead of playing the 3rd dominant, discard it. You may not redraw to replace it.

BIRTH OF A HERO: The age "Birth of a Hero" commands you to play the trait "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...

HELPFUL ICONS



Actions are special effects that occur once, when played directly from your hand. Look for this symbol below the effect text.



Traits with this symbol can be played out of turn, according to the effect. They can also be played as normal, (i.e. if it's the last card in your hand), but we recommend against this.



Traits with a World's End effect will have this symbol in the bottom corner. At the end of the game, look for this symbol to quickly identify your World's End effects.



Traits with the Drop of Life provide bonuses or modifiers to your score. When scoring, look for this symbol to quickly identify your bonuses.



Identify expansion cards with icons in the top right corner. Mix and match collections for a variety of gameplay!

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DISPUTES/RESOLUTIONS

Just like in life, there are exceptions to many rules in Doomlings. Doomlings generally follows a hierarchy structure: Ages > Traits > Survival guide. If a card says you can do something, follow the card!

If a dilemma arises that cannot be solved with a friendly battle of wits—or perhaps a light shouting match—we suggest drawing cards from the top of the deck and awarding the decision to the highest face value. Or submit to house rules!

CATASTROPHES AND ERAS

To help keep track of the impending end of the world, we suggest starting a new pile, or ERA, after a new catastrophe is drawn.



DISCARD PILE

Discard face up. Only reshuffle the discard pile if traits deplete (e.g. games of 5-6 players, without expansions).

COLOR/COLORLESS

There are 4 colors: blue, green, purple, and red. Dual color traits act as 2 colors simultaneously. Grey is "colorless," and cannot be considered for "color" designated effects.



It might help to know that each color has a minor speciality: Blue traits are often defensive. Green traits encourage growth. Purple traits are for sneakier playstyles. Red traits play with risk and reward. Colorless traits have catch-all utilities.

WHEN YOU CAN'T PLAY A TRAIT

If you are able, you **MUST** play a trait, even if it's something you don't want in your trait pile!

On rare occasions, you might be unable to play a trait on your turn. If your hand is empty, draw 3 cards and skip your turn! If you hold cards but can't play any, skip your turn. You may, if you choose, discard your entire hand and draw 3 cards. In either case, do not stabilize this turn!

NOTE: Grow your Gene Pool to avoid getting skipped!

DOOMLINGS

YOUR GUIDE TO THE END OF THE WORLD

2-6 PLAYERS / 20-45 MINUTES / AGES 10+

WELCOME TO DOOMLINGS!

On your first playthrough, you may feel pressure to play the right card, like there's some hidden, perfect path to take. But when is this ever the case in life? Our advice? For now, don't fret about the best card. Instead, play something cute. Play your favorite color. Take a breath, try some things, and trust that the cards will help you find your way.

DON'T WANT TO READ?
WATCH THE TUTORIAL AT
[DOOMLINGS.COM](https://doomlings.com)

SETUP

- 1 SEPARATE:** (1) Birth of Life and (15) catastrophe cards from the other (28) age cards.



- 2 SHUFFLE** the age cards. 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. **Shuffle each pile separately.** You should now have 3 piles, each with 4 cards.



- 4** a) Stack the 3 piles on top of each other.
b) Place The Birth of Life on top of the stack.
c) Place the age pile in the center of the table.

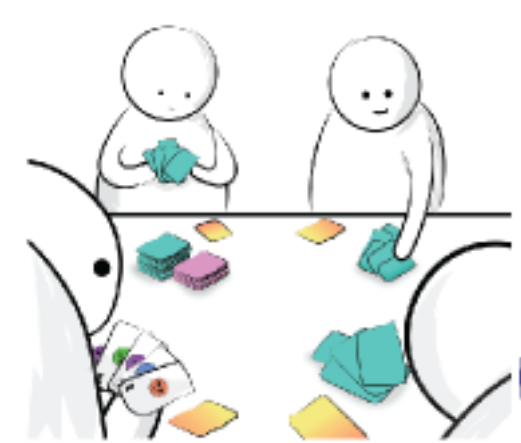


- 5** Each player selects 1 Gene Pool card. Just pick your favorite color! Place your Gene Pool card in front of you, with the number 5 facing up.



Your Gene Pool is unique to you, and represents how many cards you should hold to end your turn. Rotate/flip this card as it increases or decreases.

- 6** Finally, shuffle the traits like life depends on it, and deal 5 to each player. Place the remaining stack of traits in the center of the table, next to the age pile.



GAMEPLAY

The object of the game is to score the most points by the end of the world.

- 1** The game begins when 1st player flips the Birth of Life from the age pile.



- 2** 1st Player is left of the dealer. Moving clockwise, all players must follow the effect of the current age. Then, each player takes a turn by playing a trait from their hand.



- 3** Once all turns are taken, the 1st player flips the next age card, and a new round begins.

TAKING A TURN

- 1** Play 1 trait from your hand, face up, in front of you. This is your trait pile, and it's how you earn points!



Some traits have text at the bottom, called "Effects". These can be bonuses, or special instructions (pg 4). **If applicable, play the effect now.**

- 2 STABILIZE to end your turn.** To stabilize, the number of cards you hold must equal the number at the top of 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: Do nothing. Congratulations, you are stable.



NOTE: If your Gene Pool changes, it doesn't mean you draw or discard. Only draw or discard when you stabilize.

Once you're stable, your turn is over.

When all players have taken a turn, 1st player flips a new age card, and a new round begins.

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AGES

Doomlings is played over several rounds, called ages.

To begin a round, the 1st player will flip over an age card from the age pile.



Ages have special effects. If the effect is a one-time event, everyone plays the effect in turn order, before turns are taken.

If the effect is a rule, like: "Players cannot play green traits," it lasts for the entire round, but does not continue into future ages.

CATASTROPHES

Catastrophes are special age cards that leave a lasting impact on the Doomlings world.

When a catastrophe is drawn:
1st player position moves 1 person to the left.
DRAWING THE 3RD CATASTROPHE ENDS THE GAME.

Catastrophes have 3 effects.

- 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. This effect lasts for the rest of the game. (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. Catastrophic effects only last during that round.

- c** IGNORE the World's End effect, UNTIL... The 3rd and final catastrophe arrives, at which point the game is over. No more turns are taken. It's time for the World's End...

pg 2

WORLD'S END

When the final catastrophe is drawn, that's it! The world ends, and no more turns are taken. ...now what?

FIRST

Play the **GENE POOL EFFECT** and **CATASTROPHIC EFFECT**, just like any other catastrophe.

IN TURN ORDER

players check their traits for any "World's End" symbols in the bottom corner. Resolve these effects now!

RESOLVE

the World's End effect of the final catastrophe.

Remember, no more turns are taken. It's time to tally the score.

SCORING

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

- 1** If the final catastrophe's World's End effect gives or takes away points, count those now.
- 2** Count up the face value of your traits. (count compass stars as zero.)
- 3** Finally, tally up any bonuses or modifiers you may have. To quickly identify these cards, look for the drop of life in the bottom right corner:

*For a printable scorecard, check out doomlings.com

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! (Then laugh triumphantly about your well-earned victory!)

EXPANSION

THE MEANING OF LIFE

Throughout the ages, Doomlings have contemplated their existence. Why am I here? Does any of it matter? Thankfully, the Meaning of Life expansion provides your little Doomlings simple answers to these complicated questions, by assigning quantifiable point values to life.

SETUP

- Deal the game as normal, with 5 traits to each player.
- STEP 1:** Shuffle the Meaning of Life cards.
- STEP 2:** Deal 2 Meaning of Life cards to each player, face down.
- STEP 3:** Players secretly keep 1 card, and discard the other. (The discarded cards may be put back in the box.)

Achieve the card's hidden objective to earn extra points at the end of the game. NOTE: If a card has varying point thresholds, only apply the best applicable bonus.

At the end of the game, after all other points are tallied, determine how many bonus points you earned, and add that to your total. Congratulations, at long last you can quantify the meaning of your wonderful life.

ATTACHMENTS

Now that science has invented magic, anything is possible. With the Techlings expansion comes a new effect to the Doomlings universe: "attachments."

ATTACHMENTS: Traits with the attach effect are played into your trait pile unless the card allows otherwise. They must be attached to a "Host trait", even if played randomly!

HOST TRAITS: Host traits are traits that don't currently have attachments. Dominant traits CANNOT be host traits. Traits with the attach effect CANNOT be host traits.

SPECIAL FEATURES:

Attachments cannot be the target of swap or steal effects, but the host trait can.

IF THE HOST TRAIT IS:

- a) discarded/returned to your hand:** discard the attachment.
- b) swapped/stolen:** the attachment sticks with the host trait.

NOTE: Attachments count toward your color/trait count. They're still traits after all!

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GAME VARIANTS

We've optimized Doomlings for the current setup, but as you become a veteran of the Doomlings universe, you may decide you want to get a little weird with it! Here are some variants to try if you're so inclined!

STUNTED GROWTH - (SHORTER GAMES):

Nobody takes turns on catastrophes. Instead, simply follow the effects, and draw the next age. (-2 for Tiny!)

PROSPEROUS WORLD - (LONGER GAMES):

Set up the game with 3 piles of 4 ages, each with 1 catastrophe.

INTELLIGENT DESIGN - (CARD DRAFTING):

Set up the game as normal, with 5 cards dealt to each player. Before the game begins, each player selects 1 card from their hand to keep, then passes the remaining 4 cards to the right. Continue to select 1 card in this fashion until each player has a hand of 5 chosen cards.

RAPID SUCCESSION - (MORE 1st PLAYER ROTATIONS):

Rotate the 1st player position at the beginning of every age! (If The Messiah is turned when you become 1st player, sorry! You take your turn last.)

AUTOCRATIC RULE - (NO 1st PLAYER ROTATIONS):

Excluding The Messiah, 1st player position does not change.

SPECIAL THANKS

In 2021, the first edition of Doomlings was introduced to the world, and it wouldn't have been possible without the help of incredible friends, family, and a passionate community of players like yourself. You can scan the QR code on the inside of this box to see the original Kickstarter backers who helped bring this game to life.

CREDITS, SHOUTOUTS, and THANK YOUS:

Key content contributor: Anthony Miller
KS Videos: Vannick Douglas, Cam Robinson, Dick Duncan Downie, James Toth, Marlon Clark, Jamie Costa.
Doomlings Team: Christine Petrowich, Gregory Frank, James Freeman, Patrick Jones.
Notable playtesters/smelltesters: Miranda Liebsack, Anthony Rath, Nick Moore, Seth Reger, Rebecca Svehla, Angela McMahon. **Couldn't have done it without:** Brooke Anne, Charles Como.
Immortalized Cards: Clever (Ono the Penguin) - Lucy Koerbel/Michael Koerbel, Doting - Becky Vornebrock/Rachael Donovan, Eloquence - Mary Anne Meyer, Fortunate - Dianne Shackelford, Bad - Linda Barnes.
Honorary cards: Mighty - Luisa Arnaudo, Acrobatic - James Freeman, Bloom - Margaret Blueberri/Jeff Dean, Witchy/Mecha - Christine Petrowich, The Magician - Patrick Jones, Ozmorian Winds - David Liebsack/Eric Carda, Coastal Formations - Sarah Meyer, Adorable - Truffles.
Shoutout to Heather and Matt Hahn.
Thank you to my loving wife for continuing to support my spontaneous obsessions, however they turn out. Dedicated to Mary Anne and Leroy Meyer.
Developers: Chris Svehla and Eric McCoy
Creators: Andrew Meyer and Justus Meyer