

Design Document for:

Genesis

Environmental Strategy Board Game!

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Version # 2.30

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Design History

This is a brief explanation of the history of this document.

In this paragraph describe to the reader what you are trying to achieve with the design history. It is possible that they don't know what this is for and you need to explain it to them.

Version 1.0

Version 1.0 includes everything submitted for Game prototyping GAME 601 in fall of 2019.

1. Includes all submitted materials

Version 2.0

Version 2.00 is the rework/redesign of most systems after graduating and leaving time for ideas to breathe. Started this rework august of 2021.

Included in the changes are:

1. All new icons, original to my design instead of using the noun project.
2. Graphical updates to packaging and card backs
3. Formatting of instruction booklet and card backs
4. A lot of just graphic updates

Version 2.10

Version 2.10 has several small changes over that of version 2.00. The key areas are in many of the game rules.

Highlighted systems changes resulting from playtest 2:

1. In efforts to simply the game while also increasing player choice the cards have been turned into hexagon tiles. The board has also been removed to allow players to fill out and create a world in any shape they so choose. With the removal of the board the colored tokens are removed as well. This is now a card-based game.
2. The terrain cards with the new graphics also state the number of points awarded to them on the tile itself to assist in end game scoring.
3. The combo cards are now smaller hexagon tiles that will be placed on the edges of the base terrain cards to create the combination. The reverse of the combo card has the points awarded so when the game is complete players can flip over the combo card to see those points to easily tally them for the end score.
4. Minor revisions throughout entire document.

Version 2.20

Version 2.20 has several small changes over that of version 2.00. The key areas are in many of the game rules.

Highlighted systems changes resulting from playtest 3:

1. Shortened the end game state from all cards played to 40 tiles played on one board.
2. Shortened the combo deck size to 2 copies of each combo per player.
3. Reworked natural disaster cards
4. Minor revisions throughout entire document.

Version 2.30

Version 2.30 adds the appendix section “Playtest Materials”

This includes:

1. Blank play test forms
2. Filled out forms with identifying information changed
3. Designer feedback / comments on playtest feedback

Game Overview

Philosophy

Philosophical point #1 Main Goal

Version 1.0:

I wanted to design a card-based game about terrain and world generation. To achieve this, I had to do research on terrain types and how ecosystems are formed. I have a grand vision of a huge board where players place their cards down trying to create a world from scratch. Combining and placing cards next to each other gives different effects or changes that part of the board entirely.

Philosophical point #2 System Ideas

Version 1.0:

I wanted to make this to test out how rules and systems interact with one another while also giving the player freedom to choose how they play their game. I wanted to create a simple game for all ages but had depth to make it a challenging game if players wanted it to be. I also wanted to make it adaptable for single and multiplayer, currently the game only provides for 2 players.

Philosophical point #3 Art

Version 1.0:

I have limited graphic design experience and wish to work on that to make a pretty yet minimal theme for the game. I used icons from the noun projects to achieve this for prototyping.

Version 2.0:

Now that I have learned how to use tools such as photoshop, illustrator, InDesign and Canva I am redoing all assets and graphics on my own to achieve my intended vision.

Common Questions

What is the game?

Genesis is a map building board game that uses cards as map tiles. Players are randomly given cards from a deck to place on their board to build out their world. The game is over when all cards have been used. Points are tallied based on combinations, terraforming and other uses of cards in the desk.

Why create this game?

I love board games and this is my first attempt at creating one. I was inspired by world building in DnD & other roleplaying games and wanted to create an experience that was centered around that.

What do I control?

The player controls where they place their cards on the board and if they choose to terraform or make more complex lands.

What is the main focus?

Create the world of your choosing with the cards you are given. The game is meant to have a lot of creative freedom handed to the players.

Feature Set

General Features

Minimal art style
Dynamic game times
Single and multiplayer game modes

Rule set v1.0

Overview

This is a record of the rules of the game.

Version 1.0:

Contents:

50 green tokens	Marsh x8
50 blue tokens	Swamp x8
120 Terrain cards	Tundra x8
30 forest	Cove x8
20 plains	Canyon x8
10 mountains	Gulf x8
30 ocean	Valley x8
20 lake	Volcano x8
10 river	Waterfall x8
20 natural disasters	Fjord x8
Tsunami x1	Reef x8
Tornado x2	Tributary x8
Blizzard x1	
Earthquake x2	Jungle x4
Flood x2	Desert x4
Mudslide x2	Mountain range x4
Drought x2	Lagoon x4
Wildfires x4	Sea x4
Volcanic Eruption x1	Estuary x4
Combo cards: 140 in total	
Rainforest x8	2 grid based boards
Hill x8	1 wooden bowl

Setup:

2 player game
Each player puts 25 green tokens and 25 blue tokens in their bag
Each player receives their copy of combo cards and board
Place the offering bowl between the two players
Shuffle all terrain cards and natural disaster cards

Phase one:

Each player draws tokens randomly out of their bag and places them on the grid; this creates the conditions onto which players can place terrain cards.
The players then switch boards- you are creating your opponent's board!

Phase two:

Each player draws one card UNLESS they are paying tokens into the devotion bowl (see devotion bowl rules). This card can be any of the terrain cards or one of the natural disasters.

You can only have a max hand size of 2 cards.

You can always decide to do nothing on your turn.

Each player then places the card they drew on the board in whichever place they decide as long as it lines up with the token.

Example: I draw a forest card I can place it on any of the green token tiles.

You can combine placed cards with a card in your hand to then play one of your combo cards.

Example: I have a plains card on my board and draw a forest card. I then place the forest card on top of the placed plains card. From my combo pile I place the associated upgrade card onto that spot. Plains + Forest = Rainforest. These combo cards are worth the points of their components so with plains (2) + forest (1) that tile is now worth 3 points.

You can use your left over 25 tokens in your bag to:

Pay to keep a card

Pay to discard a card

If you pay two tokens you can change any condition currently on your board- you must replace the token and put it in the bowl (in total you use 3 tokens to accomplish this)

Example: I have no water tokens on my board I pay two blue tokens from my bag into the bowl. I then take another blue token from my bag and replace one of the green tokens on my board. The green token I took from the board then goes into the bowl.

The natural disaster cards each have special rules on them to follow. They can affect either board or both of them depending on the condition.

The game is over as soon as one player fills their board.

The winner is decided by points attributed to the cards, as well as adjacency bonuses.

Adjacency bonuses:

Add the base points together for cards that are similar in a row or column

Example:

forest	ocean	plains	plains	forest	+4 extra points for plains row
forest	lake	Mountain	plains	forest	+0
ocean	Forest	Mountain	plains	forest	+0
ocean	plains	plains	plains	forest	+6
lake	river	plains	plains	forest	+4
+2 extra for ocean +2 extra for forest	+0 extra	+6 extra for mountain +4 for plains	+10 extra for plains	+6 extra points due to 6 forest column	4+2+2+6+4+10+6+6+4=44

44 EXTRA POINTS ON TOP OF BASE POINTS OF ALL CARDS

Therefore the final total of the above board is:

39+44=83

Points:

LAND

Forest +1

Plains +2
Mountain +3

WATER
Ocean +1
Lake +2
River +3

Combinations:

Card 1	Card 2	result	points
Forest	Forest	Jungle	2
Forest	Plains	Rainforest	3
Forest	Mountain	Hill	4
Forest	Ocean	Marsh	2
Forest	Lake	Swamp	3
Forest	River	Tundra	4
Plains	Forest	Rainforest	2
Plains	Plains	Desert	4
Plains	Mountain	Canyon	5
Plains	Ocean	Gulf	3
Plains	Lake	Oasis	4
Plains	River	Valley	5
Mountain	Forest	Hill	4
Mountain	Plains	Canyon	5
Mountain	Mountain	Mountain Range	6
Mountain	Ocean	Volcano	4
Mountain	Lake	Waterfall	5
Mountain	River	Fjord	6
Ocean	Forest	Marsh	2

Ocean	Plains	Gulf	3
Ocean	Mountain	Volcano	4
Ocean	Ocean	Sea	2
Ocean	Lake	Reef	3
Ocean	River	Cove	4
Lake	Forest	Swamp	3
Lake	Plains	Oasis	4
Lake	Mountain	Waterfall	5
Lake	Ocean	Reef	3
Lake	Lake	Lagoon	4
Lake	River	Tributaries	5
River	Forest	Tundra	4
River	Plains	Valley	5
River	Mountain	Fjord	6
River	Ocean	Cove	4
River	Lake	Tributaries	5
River	River	Estuary	6

Natural disasters

Tsunami

Clears both boards entirely

Tornado

Takes all cards from players hands and puts it back into the deck; the deck is then shuffled.

Blizzard

Turns a tile into a Fjord, Tundra or mountain

Earthquake

Change two tiles locations on the board.

Ie swap the cards on one tile for another, works with combo cards

Flood

Removes tile tokens in two tiles these tiles are now water tiles

This also removes existing cards on those two tiles

Mudslide

Removes tile tokens in two tiles these tiles are now land tiles

This also removes existing cards on those two tiles

Drought

Removes one combo from the board

Wildfires

Makes one tile a dead tile nothing can be placed here

Volcanic eruption:

May only be played on volcano, removes all combo cards on surrounding tiles

Terminology index V1.0

Explanation and official definition (Merriam-Webster online) of the terms used in the game as well as why the card functions in the way it does.

Terrain Cards:

Forest

a dense growth of trees and underbrush covering a large tract

Plains

an extensive area of level or rolling treeless country

Mountains

a landmass that projects conspicuously above its surroundings and is higher than a hill

Ocean

the whole body of salt water that covers nearly three fourths of the surface of the earth

Lake

a considerable inland body of standing water

River

a natural stream of water of usually considerable volume

Natural Disasters:

Tsunami

a great sea wave produced especially by submarine earth movement or volcanic eruption.

Clears both boards entirely

Tornado

a violent destructive whirling wind accompanied by a funnel-shaped cloud that progresses in a narrow path over the land.

Takes all cards from players hands and puts it back into the deck; the deck is then shuffled.

Blizzard

a long severe snowstorm

Turns a tile into a Fjord, Tundra or mountain

Earthquake

a shaking or trembling of the earth that is volcanic or tectonic in origin

Change two tiles locations on the board.

I.e. swap the cards on one tile for another, works with combo cards

Flood

a rising and overflowing of a body of water especially onto normally dry land

Removes tile tokens in two tiles these tiles are now water tiles

This also removes existing cards on those two tiles

Mudslide

a moving mass of soil made fluid by rain or melting snow

Removes tile tokens in two tiles these tiles are now land tiles
This also removes existing cards on those two tiles

Drought

a period of dryness especially when prolonged
Removes one combo from the board

Wildfires

a sweeping and destructive conflagration especially in a wilderness or a rural area
Makes one tile a dead tile nothing can be placed here

Volcanic Eruption

an instance of a volcano exploding
May only be played on volcano, removes all combo cards on surrounding tiles

Combo Cards:

Canyon

a deep narrow valley with steep sides and often with a stream flowing through it
Plains + Mountain

Cove

a small sheltered inlet or bay
Ocean + River

Desert

arid land with usually sparse vegetation
Plains + Plains

Estuary

a water passage where the tide meets a river current
River + River

Fjord

a narrow inlet of the sea between cliffs or steep slopes
River + Mountain

Gulf

a part of an ocean or sea extending into the land
Ocean + Plains

Hill

a usually rounded natural elevation of land lower than a mountain
Forest + Mountain

Jungle

a tract overgrown with thickets or masses of vegetation
Forest + Forest

Lagoon

a shallow sound, channel, or pond near or communicating with a larger body of water
Lake + Lake

Marsh

a tract of soft wet land usually characterized by monocotyledons (such as grasses or cattails)
Forest + Ocean

Mountain Range

a series of mountains or mountain ridges closely related in position and direction
Mountain + Mountain

Oasis

a fertile or green area in an arid region (such as a desert)
Lake + Plains

Rainforest

a tropical woodland with an annual rainfall of at least 100 inches (254 centimeters) and marked by lofty broad-leaved evergreen trees forming a continuous canopy
Forest + Plains

Reef

a chain of rocks or coral or a ridge of sand at or near the surface of water
Ocean + Lake

Sea

an inland body of water —used especially for names of such bodies
Ocean + Ocean

Swamp

a wetland often partially or intermittently covered with water
Forest + Lake

Tributary

a stream feeding a larger stream or a lake
Lake + River

Tundra

a level or rolling treeless plain that is characteristic of arctic and subarctic regions, consists of black mucky soil with a permanently frozen subsoil, and has a dominant vegetation of mosses, lichens, herbs, and dwarf shrubs
Forest + River

Valley

an elongate depression of the earth's surface usually between ranges of hills or mountains
River + Plains

Volcano

a vent in the crust of the earth or another planet or a moon from which usually molten or hot rock and steam issue
Ocean + Mountain

Waterfall

a perpendicular or very steep descent of the water of a stream
Lake + Mountain

Quick reference chart

	Forest	Plains	Mountains	Ocean	Lake	River
Forest	jungle	rainforest	hill	marsh	swamp	tundra
Plains	rainforest	desert	canyon	gulf	oasis	valley
Mountains	hill	canyon	mountain range	volcano	waterfall	fjord
Ocean	marsh	gulf	volcano	sea	reef	cove
Lake	swamp	oasis	waterfall	reef	lagoon	tributary
River	tundra	valley	fjord	cove	tributary	estuary

Rule Set v2.0

Version 2.0:

Overview

Contents:

120 Terrain cards	Estuary x8
30 forest	Flood plains x8
20 plains	Gulf x8
10 mountains	Mangroves x8
30 Sea	Marsh x8
20 lake	Savanna x8
10 river	Swamp x8
12 natural disasters	Tarn x8
Drought x2	Tributary x8
Flood x2	Valley x8
Mudslide x2	Volcano x8
Tornado x2	
Tsunami x2	Desert x4
Volcanic Eruption x2	Delta x4
Wildfires x2	Jungle x4
	Lagoon x4
Combo cards: 140 in total	Mountain range x4
Alpine x8	Ocean x4
Canyon x8	
Cove x8	100 score cards
Creek x8	

Setup:

2 player game

Each player receives their personal deck of combo cards- one player gets the green backed deck the other blue.

Shuffle all terrain cards and natural disaster cards together.

Each player draws 10 cards from the terrain + natural disaster deck.

Players then place 5 cards down in which ever manner they choose.

What do I do on my turn?

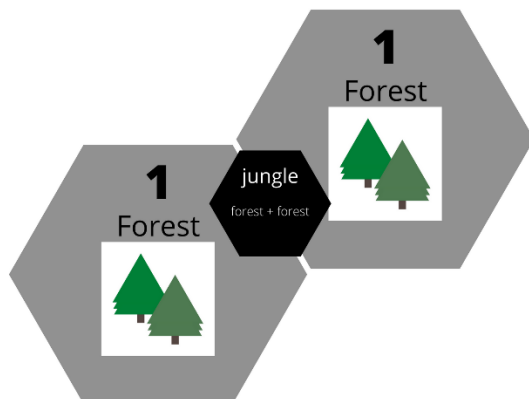
Draw a card from the center deck unless in doing so you would draw over the hand size limit. The hand size limit is 7 cards.

After you draw a card you can take one additional action on your turn:

- Place a card.
- Solidify a combination by placing the associated combination hex-card on your board.
- Play a natural disaster card on your or your opponent's board.
- Discard a card from your hand
 - When the main deck is exhausted, shuffle the discard deck and play from there.
- You can always decide to do nothing on your turn.

What are combination cards?

Combination cards are tiles that go on the borders between tiles. They are special terrain and can only be made with certain terrain card adjacency. See example below.



On the back of the combo card are the points associated with that combination. In the base game there are 36 total possible combinations each with different point values.

Refer to the table below to see all the combinations their points are the sum of the basic terrain used to make it. Forest (1) + Forest (1) = Jungle 2.

	Forest	Plains	Mountains	Sea	Lake	River
Forest	jungle	savanna	Alpine	Mangroves	Marsh	Creek
Plains	savanna	desert	canyon	gulf	swamp	Flood plains
Mountains	Alpine	canyon	mountain range	volcano	Tarn	valley
Sea	Mangroves	gulf	volcano	Ocean	Cove	estuary
Lake	Marsh	swamp	Tarn	Cove	lagoon	tributary
River	Creek	Flood plains	valley	estuary	tributary	Delta

What are Natural Disaster cards?

Natural Disaster cards are cards shuffled into the deck for players to draw. These are action cards with different effects. The effects are printed on the card. Players can use a natural disaster card on either their or their opponent's board.

If a natural disaster changes a placed card that has a combo card attached to it the combo card does not change unless otherwise specified.

When is the game over?

The game is over when all cards in the terrain + natural disaster deck have been played.

How do I win?

Players win by having the most points at the end of the game.

How do I get points?

At the end of the game players tally up their points. All cards have their point value printed on them. The first step is basic terrain points.

Each basic terrain card has an intrinsic point value:

Land:

Forest: 1 point

Plains: 2 points

Mountain: 3 points

Water:

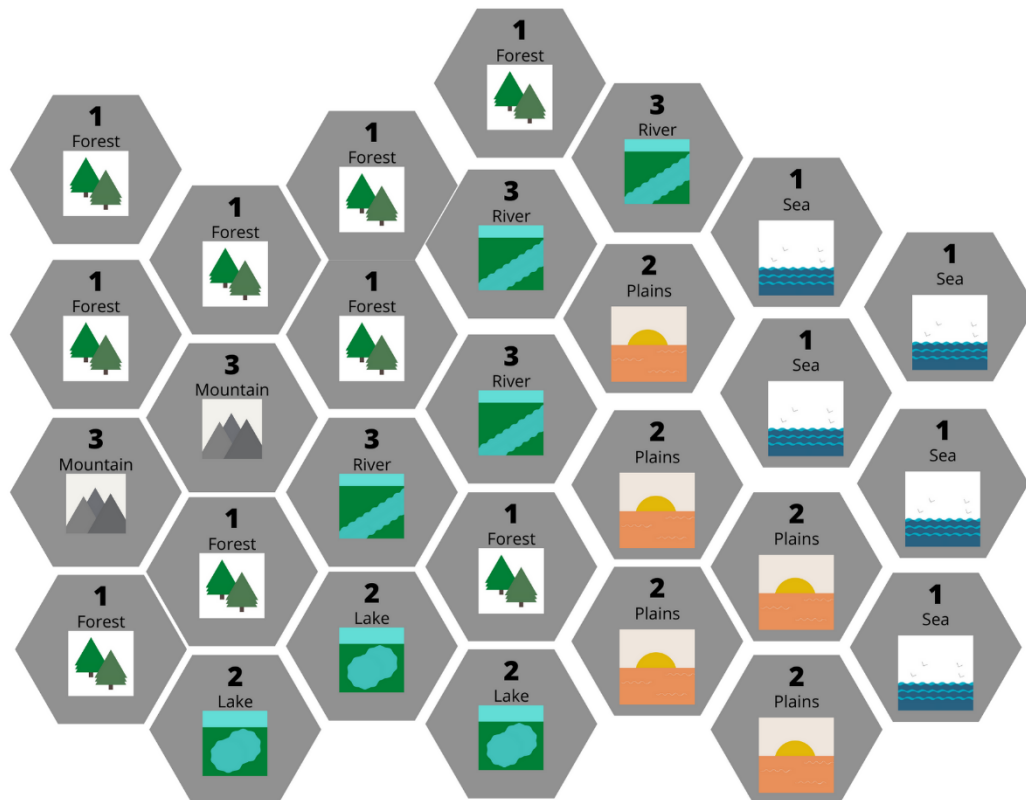
Sea: 1 point

Lake: 2 points

River: 3 points

Players first total all the points on their boards from the **basic terrain cards**.

Example:



Pictured above this player played 9 forest, 5 plains, 2 mountains, 5 sea, 3 lake, and 4 river my total points would be:

10 forest	9 X 1 = 10
-----------	------------

5 plains	$5 \times 2 = 10$
2 mountains	$2 \times 3 = 6$
8 sea	$5 \times 1 = 5$
12 lake	$3 \times 2 = 6$
5 river	$4 \times 3 = 12$

$10 + 10 + 6 + 5 + 6 + 12 = 49$

This player scored 49 points in the basic terrain section.

Players fill out this section on their score cards as the following example shows:

Genesis Score Card

Player Name: KIWI BIRD
 Date: 8/4/21
 Rule set: basic

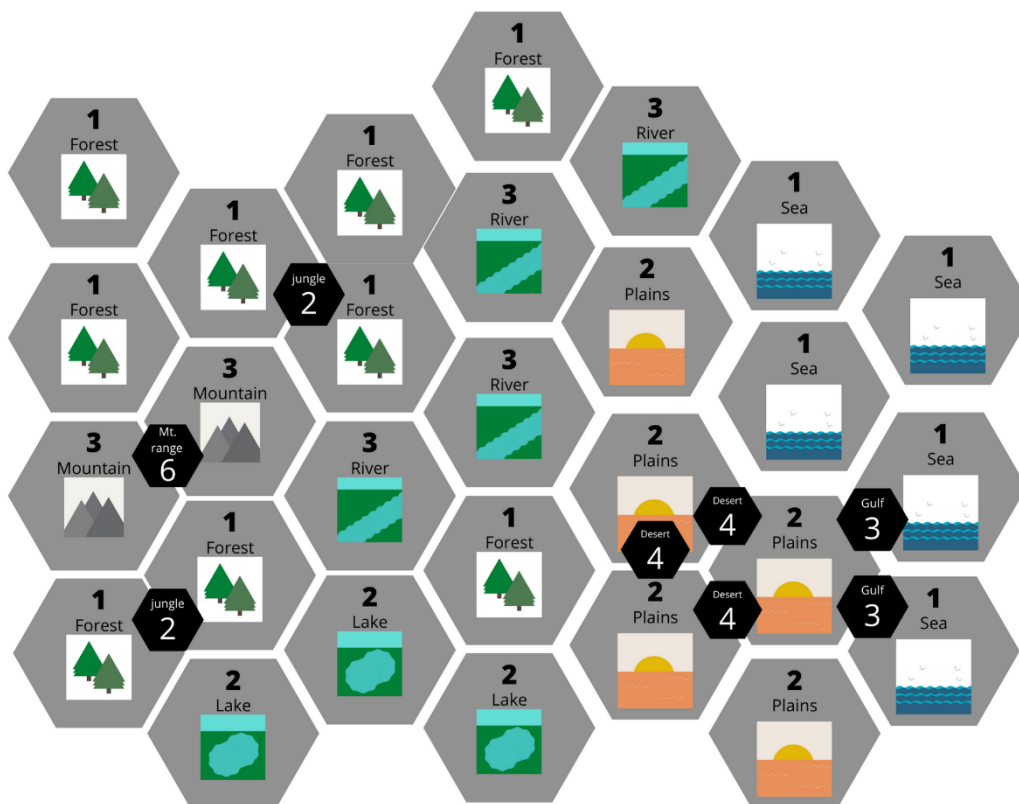
Basic Terrain Score: 49
 Combination Terrain Score:
 Natural Disaster Score:

Final score:

The next step is **combination terrain**.

Flip over all the combination cards on your board and count up the total points shown.

Example:



This player played:

Type	Points
Mountain Range	6

Jungle	2
Jungle	2
Desert	4
Desert	4
Desert	4
Gulf	3
Gulf	3

This player scored 28 points in the combination terrain score.

Players fill out this section on their score cards as the following example shows:

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score:

Final score:

The next stage is the **Natural Disaster score**.

Players count how many Natural Disasters they played and add that to their score.

Our example player only played two wildfires so they add + 2 to their score card:

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score: 2

Final score:

Their final score is:

$$49 + 28 + 2 = 79$$

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score: 2

Final score: 79

The player with the most points wins the game.

Terminology index V2.0

Explanation and official definition (Merriam-Webster online & Encyclopedia Britannica) of the terms used in the game as well as why the card functions in the way it does. This is updated to make more logical sense specifically with the combo cards. Additions in [Blue](#).

Terrain Cards:

Forest

a dense growth of trees and underbrush covering a large tract

Plains

an extensive area of level or rolling treeless country

Mountains

a landmass that projects conspicuously above its surroundings and is higher than a hill

Sea

the whole body of salt water that covers nearly three fourths of the surface of the earth

Lake

a considerable inland body of standing water

River

a natural stream of water of usually considerable volume

Natural Disasters:

Tsunami

a great sea wave produced especially by submarine earth movement or volcanic eruption.

Removes two land basic terrain cards and turns them into sea basic terrain cards. These two cards must be adjacent to sea hexes. Search the deck for these sea cards. If there are no ocean cards in the deck then simply flip the targeted tiles over, they still act as ocean tiles granting +1 points at the end of the game and have the ability to create combos on adjacent tiles. If this occurs place the tsunami tile underneath the flipped tiles to mark their designation.

Tornado

a violent destructive whirling wind accompanied by a funnel-shaped cloud that progresses in a narrow path over the land.

Takes all cards from players hands and puts it back into the deck; the deck is then shuffled.

Flood

a rising and overflowing of a body of water especially onto normally dry land

Removes one land-based combo from the board *does not work with desert

Mudslide

a moving mass of soil made fluid by rain or melting snow

Removes two water basic terrain cards and turns them into plains basic terrain cards. These two cards must be adjacent to a river or lake hex. Search the deck for these plains cards. If there are no plains cards in the deck then simply flip the targeted tiles over, they still act as plains tiles granting +2 points at the end of the game and have the ability to create combos on adjacent tiles. If this occurs place the mudslide tile underneath the flipped tiles to mark their designation.

Drought

a period of dryness especially when prolonged

Removes one water-based combo from the board *does not work with volcano

Wildfires

a sweeping and destructive conflagration especially in a wilderness or a rural area

Makes one Hex a dead hex no points are gained from this terrain card. Place this card on top of the targeted tile. Remove adjacent combos.

Volcanic Eruption

an instance of a volcano exploding

May only be played on volcano, removes all combo cards on surrounding tiles

Combo Cards:

Alpine

growing in the biogeographic zone including the elevated slopes above timberline

Forest + Mountain

Canyon

a deep narrow valley with steep sides and often with a stream flowing through it

Plains + Mountain

Cove

a small sheltered inlet or bay

Lake + Sea

Creek

a natural stream of water normally smaller than and often tributary to a river

River + Forest

Delta

low-lying plain that is composed of stream-borne sediments deposited by a river at its mouth.

River + River

Desert

arid land with usually sparse vegetation

Plains + Plains

Estuary

a water passage where the tide meets a river current

River + Sea

Flood Plains

level land that may be submerged by floodwaters

River + Plains

Gulf

a part of an ocean or sea extending into the land

Sea + Plains

Jungle

a tract overgrown with thickets or masses of vegetation

Forest + Forest

Lagoon

a shallow sound, channel, or pond near or communicating with a larger body of water

Lake + Lake

Mangroves

tropical maritime trees or shrubs that send out many prop roots and form dense masses important in coastal land building and as foundations of unique ecosystems

Forest + Sea

Marsh

a tract of soft wet land usually characterized by monocotyledons (such as grasses or cattails)

Forest + Lake

Mountain Range

a series of mountains or mountain ridges closely related in position and direction

Mountain + Mountain

Ocean

the whole body of salt water that covers nearly three fourths of the surface of the earth

Sea + Sea

Savanna

a tropical or subtropical grassland (as of eastern Africa or northern South America) containing scattered trees and drought-resistant undergrowth

Forest + Plains

Swamp

a wetland often partially or intermittently covered with water

Plains + Lake

Tarn

a small steep-banked mountain lake or pool

Lake + Mountain

Tributary

a stream feeding a larger stream or a lake

Lake + River

Valley

an elongate depression of the earth's surface usually between ranges of hills or mountains

River + Mountain

Volcano

a vent in the crust of the earth or another planet or a moon from which usually molten or hot rock and steam issue

Sea + Mountain

	Forest	Plains	Mountains	Sea	Lake	River
Forest	jungle	savanna	Alpine	Mangroves	Marsh	Creek
Plains	savanna	desert	canyon	gulf	swamp	Flood plains
Mountains	Alpine	canyon	mountain range	volcano	Tarn	valley
Sea	Mangroves	gulf	volcano	Ocean	Cove	estuary
Lake	Marsh	swamp	Tarn	Cove	lagoon	tributary
River	Creek	Flood plains	valley	estuary	tributary	Delta

Rule Set v2.20

Version 2.20:

Overview

Contents:

120 Terrain cards	Delta x4
Forest x30	Desert x4
Plains x20	Estuary x4
Mountains x10	Flood plains x4
Sea x30	Gulf x4
Lake x20	Jungle x4
River x10	Lagoon x4
12 natural disasters	Mangroves x4
Drought x2	Marsh x4
Flood x2	Mountain range x4
Mudslide x2	Ocean x4
Tornado x2	Savanna x4
Tsunami x2	Swamp x4
Volcanic Eruption x2	Tarn x4
Wildfires x2	Tributary x4
	Valley x4
Combo cards: 84 in total	Volcano x4
Alpine x4	
Canyon x4	100 score cards
Cove x4	
Creek x4	

Setup:

2 player game

Each player receives their personal deck of combo cards-

- One player gets the green backed deck the other blue.
- Combo decks should consist of 2 copies of each combination per player.

Shuffle all terrain cards and natural disaster cards together.

Each player draws 10 cards from the terrain + natural disaster deck.

Players then place 5 cards down in which ever manner they choose.

What do I do on my turn?

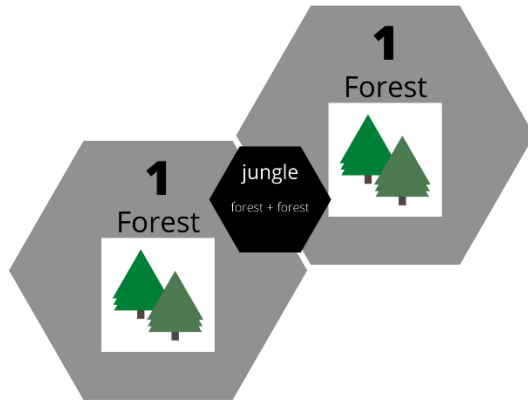
Draw a card from the center deck unless in doing so you would draw over the hand size limit. The hand size limit is 7 cards.

After you draw a card you can take one additional action on your turn:

- Place a card.
- Solidify a combination by placing the associated combination hex-card on your board.
- Play a natural disaster card on your or your opponent's board.
- Discard a card from your hand
 - When the main deck is exhausted, shuffle the discard deck and play from there.
- You can always decide to do nothing on your turn.

What are combination cards?

Combination cards are tiles that go on the boarders between tiles. They are special terrain and can only be made with certain terrain card adjacency. See example below.



On the back of the combo card are the points associated with that combination. In the base game there are 36 total possible combinations each with different point values.

Refer to the table below to see all the combinations their points are the sum of the basic terrain used to make it. Forest (1) + Forest (1) = Jungle 2.

	Forest	Plains	Mountains	Sea	Lake	River
Forest	jungle	savanna	Alpine	Mangroves	Marsh	Creek
Plains	savanna	desert	canyon	gulf	swamp	Flood plains
Mountains	Alpine	canyon	mountain range	volcano	Tarn	valley
Sea	Mangroves	gulf	volcano	Ocean	Cove	estuary
Lake	Marsh	swamp	Tarn	Cove	lagoon	tributary
River	Creek	Flood plains	valley	estuary	tributary	Delta

What are Natural Disaster cards?

Natural Disaster cards are cards shuffled into the deck for players to draw. These are action cards with different effects. The effects are printed on the card. Players can use a natural disaster card on either their or their opponent's board.

If a natural disaster changes a placed card that has a combo card attached to it the combo card does not change unless otherwise specified.

Players hold on to the natural disaster cards they have played to tally at the end of the game. They award flat points of 1 point per card.

When is the game over?

The game is over when one player has placed 40 terrain cards.

How do I win?

Players win by having the most points at the end of the game.

How do I get points?

At the end of the game players tally up their points. All cards have their point value printed on them. The first step is basic terrain points.

Each basic terrain card has an intrinsic point value:

Land:

Forest: 1 point

Plains: 2 points

Mountain: 3 points

Water:

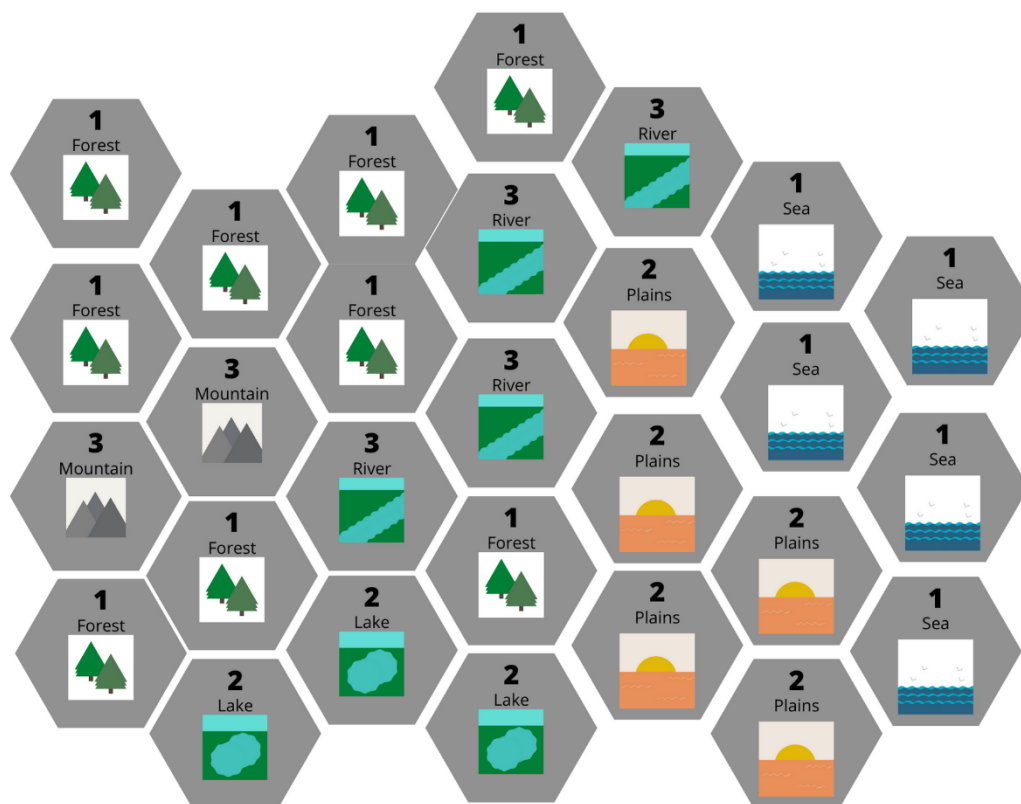
Sea: 1 point

Lake: 2 points

River: 3 points

Players first total all the points on their boards from the **basic terrain cards**.

Example:



Pictured above this player played 9 forest, 5 plains, 2 mountains, 5 sea, 3 lake, and 4 river my total points would be:

10 forest	9 X 1 = 10
-----------	------------

5 plains	$5 \times 2 = 10$
2 mountains	$2 \times 3 = 6$
8 sea	$5 \times 1 = 5$
12 lake	$3 \times 2 = 6$
5 river	$4 \times 3 = 12$

$10 + 10 + 6 + 5 + 6 + 12 = 49$

This player scored 49 points in the basic terrain section.

Players fill out this section on their score cards as the following example shows:

Genesis Score Card Player Name: KIWI BIRD
 Date: 8/4/21
 Rule set: basic

Basic Terrain Score: 49

Combination Terrain Score:

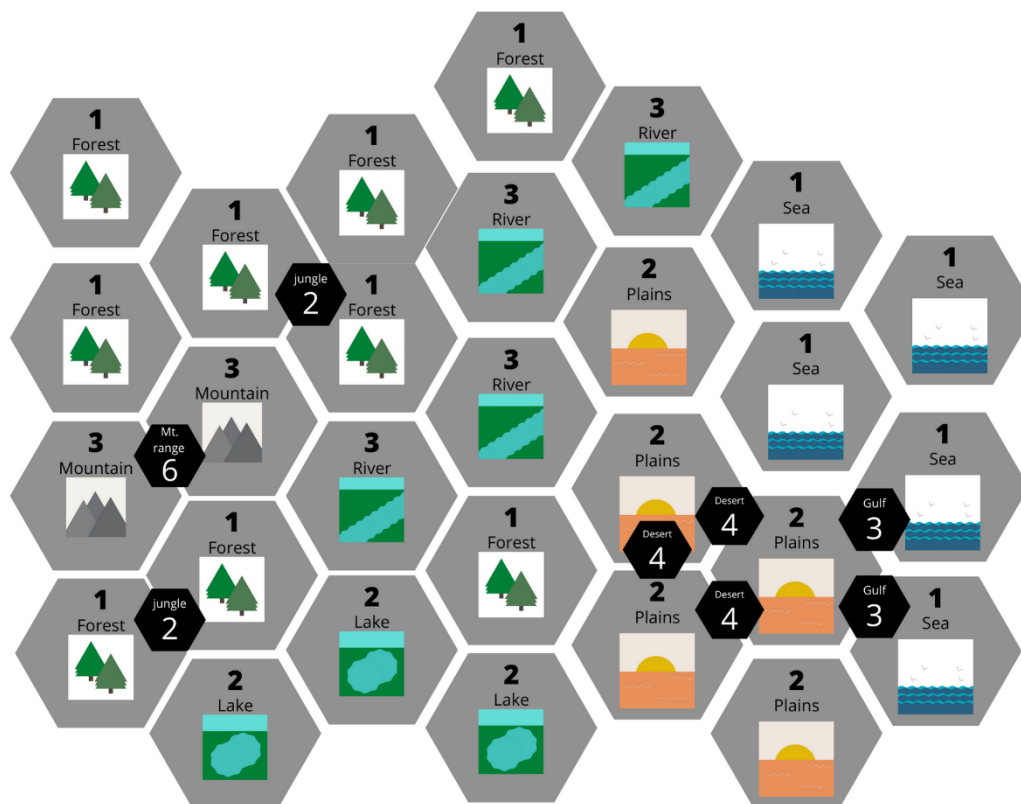
Natural Disaster Score:

Final score:

The next step is **combination terrain**.

Flip over all the combination cards on your board and count up the total points shown.

Example:



This player played:

Type	Points
Mountain Range	6

Jungle	2
Jungle	2
Desert	4
Desert	4
Desert	4
Gulf	3
Gulf	3

This player scored 28 points in the combination terrain score.

Players fill out this section on their score cards as the following example shows:

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score:

Final score:

The next stage is the **Natural Disaster score**.

Players count how many Natural Disasters they played and add that to their score.

Our example player only played two wildfires so they add + 2 to their score card:

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score: 2

Final score:

Their final score is:

$$49 + 28 + 2 = 79$$

Genesis Score Card Player Name: KIWI BIRD
Date: 8/4/21
Rule set: basic

Basic Terrain Score: 49
Combination Terrain Score: 28
Natural Disaster Score: 2

Final score: 79

The player with the most points wins the game.

Terminology index V2.0

Explanation and official definition (Merriam-Webster online & Encyclopedia Britannica) of the terms used in the game as well as why the card functions in the way it does. This is updated to make more logical sense specifically with the combo cards. Additions in [Blue](#).

Terrain Cards:

Forest

a dense growth of trees and underbrush covering a large tract

Plains

an extensive area of level or rolling treeless country

Mountains

a landmass that projects conspicuously above its surroundings and is higher than a hill

Sea

the whole body of salt water that covers nearly three fourths of the surface of the earth

Lake

a considerable inland body of standing water

River

a natural stream of water of usually considerable volume

Natural Disasters:

Tsunami

a great sea wave produced especially by submarine earth movement or volcanic eruption.

Removes two land basic terrain cards and turns them into sea basic terrain cards. These two cards must be adjacent to sea hexes. Search the deck for these sea cards. If there are no ocean cards in the deck then simply flip the targeted tiles over, they still act as ocean tiles granting +1 points at the end of the game and have the ability to create combos on adjacent tiles. If this occurs place the tsunami tile underneath the flipped tiles to mark their designation.

Tornado

a violent destructive whirling wind accompanied by a funnel-shaped cloud that progresses in a narrow path over the land.

Takes all cards from players hands and puts it back into the deck; the deck is then shuffled. The player that plays this card then draws 10 cards discarding four, these four cards are then given to the opposing player.

Flood

a rising and overflowing of a body of water especially onto normally dry land

Removes one land-based combo from the board, both parts of the combo must be land based.

*Does not work with desert

Mudslide

a moving mass of soil made fluid by rain or melting snow

Removes two water basic terrain cards and turns them into plains basic terrain cards. These two cards must be adjacent to a river or lake hex. Search the deck for these plains cards. If there are no plains cards in the deck then simply flip the targeted tiles over, they still act as plains tiles granting +2 points at the end of the game and have the ability to create combos on adjacent tiles. If this occurs place the mudslide tile underneath the flipped tiles to mark their designation.

Drought

a period of dryness especially when prolonged

Removes one water-based combo from the board, both parts of the combo must be water based.

*does not work with volcano

Wildfires

a sweeping and destructive conflagration especially in a wilderness or a rural area

Makes one Hex a dead hex no points are gained from this terrain card. Place this card on top of the targeted tile. Remove adjacent combos.

Volcanic Eruption

an instance of a volcano exploding

May only be played on volcano, removes all combo cards on surrounding tiles

Combo Cards:

Alpine

growing in the biogeographic zone including the elevated slopes above timberline

Forest + Mountain

Canyon

a deep narrow valley with steep sides and often with a stream flowing through it

Plains + Mountain

Cove

a small sheltered inlet or bay

Lake + Sea

Creek

a natural stream of water normally smaller than and often tributary to a river

River + Forest

Delta

low-lying plain that is composed of stream-borne sediments deposited by a river at its mouth.

River + River

Desert

arid land with usually sparse vegetation

Plains + Plains

Estuary

a water passage where the tide meets a river current

River + Sea

Flood Plains

level land that may be submerged by floodwaters

River + Plains

Gulf

a part of an ocean or sea extending into the land

Sea + Plains

Jungle

a tract overgrown with thickets or masses of vegetation

Forest + Forest	
Lagoon	<i>a shallow sound, channel, or pond near or communicating with a larger body of water</i>
Lake + Lake	
Mangroves	<i>tropical maritime trees or shrubs that send out many prop roots and form dense masses important in coastal land building and as foundations of unique ecosystems</i>
Forest + Sea	
Marsh	<i>a tract of soft wet land usually characterized by monocotyledons (such as grasses or cattails)</i>
Forest + Lake	
Mountain Range	<i>a series of mountains or mountain ridges closely related in position and direction</i>
Mountain + Mountain	
Ocean	<i>the whole body of salt water that covers nearly three fourths of the surface of the earth</i>
Sea + Sea	
Savanna	<i>a tropical or subtropical grassland (as of eastern Africa or northern South America) containing scattered trees and drought-resistant undergrowth</i>
Forest + Plains	
Swamp	<i>a wetland often partially or intermittently covered with water</i>
Plains + Lake	
Tarn	<i>a small steep-banked mountain lake or pool</i>
Lake + Mountain	
Tributary	<i>a stream feeding a larger stream or a lake</i>
Lake + River	
Valley	<i>an elongate depression of the earth's surface usually between ranges of hills or mountains</i>
River + Mountain	
Volcano	<i>a vent in the crust of the earth or another planet or a moon from which usually molten or hot rock and steam issue</i>
Sea + Mountain	

The Graphic design

Board

Version 1.0:

I used two poster boards divided into 25 tiles each. Hand painted myself as seen here:



Instruction Booklet:

Version 1.0:

I made the instruction booklet in power-point. I printed it out and put it in a small folder for players to have to review the rules and combinations.

You can view this in Appendix: Instruction Booklet.

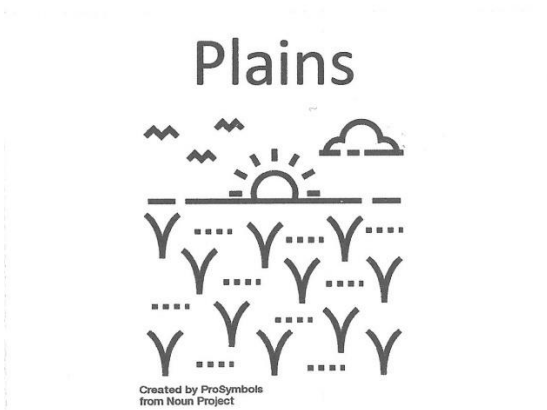
Card fronts

Version 1.0:

Color Pallet:

none

Terrain cards:



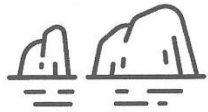
Natural Disasters:

Wildfires

Makes one tile a dead tile, nothing
can be placed here

Combo Cards:

Cove
Ocean + River



Created by Phạm Thanh Lộc
from Noun Project

Version 2.0:

Samples here; see [Iconography V2 Appendix](#) for every card included.

Cards are now hexagon shaped with the basic & Natural Disaster cards being 3.9” and combo cards being 2.6”

Color Pallet:

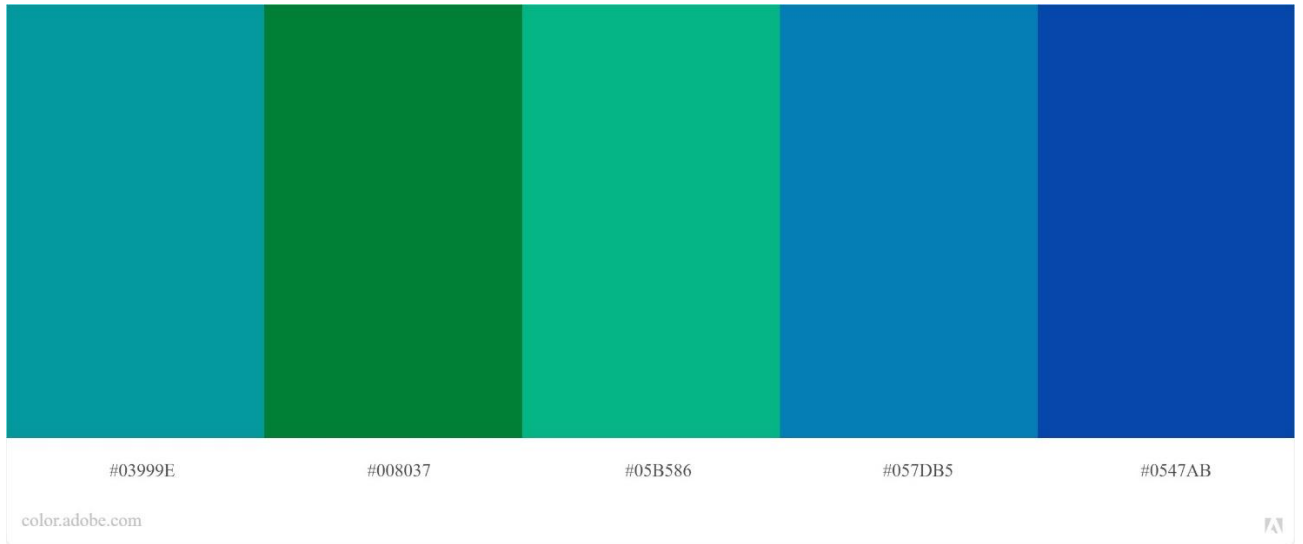
#03999E

#008037

#05B586

#057DB5

#0547AB



Card backs

Version 1.0:

Nothing just white plain backs

Version 2.0:

Plain green and blue backs

Extra Miscellaneous Stuff

Overview

Kickstarter Stuff: stretch goals!

Get quotes from <https://pandagm.com/>

Wooden hexagon tiles for everything laser engraved

Snow expansion including:

Glaciers

Tundra

Iceberg

Fjord

Desert expansion including:

Oasis

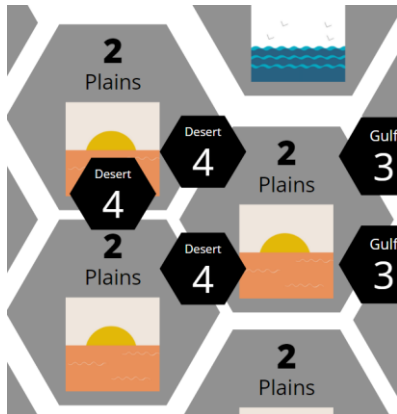
Mesa

Plateau

Dune

Natural wonders:

Natural wonders are triangle cards that can be placed when players make a tri combo as seen below:

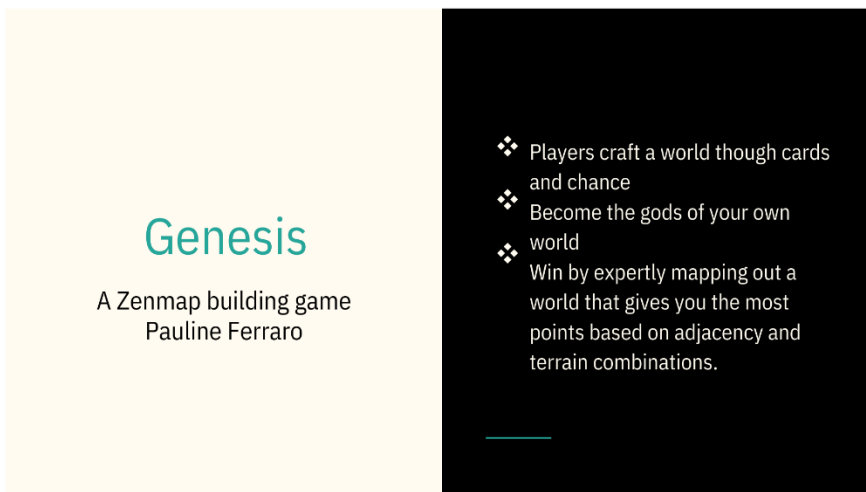
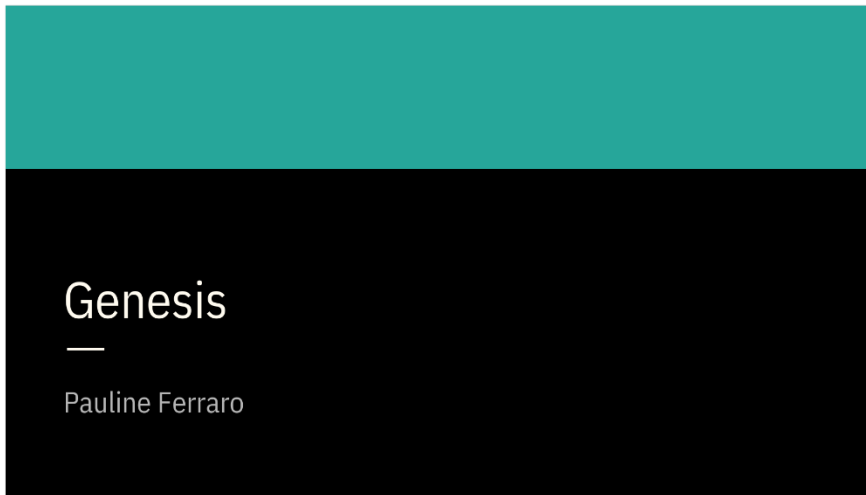


This triangle of desert tiles allows players to place the associated triangle tile on top for bonus points.

Desert + Desert + Desert = Sahara Desert (12 points)

“Instruction Booklet Appendix”

This is to show the iterations of the instruction booklet that would be included with the game.
Version 1.0:



Box should contain

50 green tokens
50 blue tokens
120 Terrain cards
30 forest
20 plains
10 mountains
30 ocean
20 lake
10 river
20 natural disasters
Tsunami x1
Tornado x2
Blizzard x1
Earthquake x2
Flood x2
Mudslide x2
Drought x2
Wildfires x4
Volcanic Eruption x1

Combo cards: 140 in total
Rainforest x8

Hill x8
Marsh x8
Swamp x8
Tundra x8
Cove x8
Canyon x8
Gulf x8
Valley x8
Volcano x8
Waterfall x8
Fjord x8
Reef x8
Tributary x8
Jungle x4
Desert x4
Mountain range x4
Lagoon x4
Sea x4
Estuary x4
2 grid based boards
1 wooden bowl

Forest
1 point



Plains
2 points



Mountain
3 points



Ocean
1 point



Lake
2 points



River
3 points



All icons from:
<https://thenounproject.com/>

Quick reference

- ❖ The game is over when one player fills their board entirely.
- ❖ The winner is decided when all card points and adjacency bonuses are tallied.
- ❖ The player with the most points wins.

Total contents of the game

50 green tokens
50 blue tokens
120 terrain cards
20 natural disaster cards
140 combo cards
2 boards
2 bags
1 bowl

Terrain cards:

30 forest
20 plains
10 mountains
30 ocean
20 lake
10 river

Setup

Phase Zero

Put 25 **greentokens** and 25 **bluetokens** in your bag, your opponent will do the same

Give each player a copy of their combo deck (see combo deck page for exact breakdown)

Each player receives a board

Place the offering bowl between the two players

Shuffle terrain and natural disaster cards

Combo deck breakdown

Each player receives all these cards in their deck:

4 rainforest	4 cove	4 waterfall	2 jungle
4 hill	4 canyon	4 fjord	2 desert
4 marsh	4 gulf	4 reef	2 mountain range
4 swamp	4 valley	4 lagoon	2 sea
4 tundra	4 volcano	4 tributary	2 estuary

Rules of play

Phase one

Each player randomly draws tokens out of their bag and places them on the board

There are 25 tiles on the board so you will have 25 tokens left over

These tokens indicate what card can be placed on that tile

Example: **Blue**tokens mean water cards can be placed here

Greentokens mean land cards can be placed here

You then give your opponent the board you just made and they give you theirs

You play with the board they created for you but keep your token bag

Phase two

Each player draws one card UNLESS they are paying tokens into the devotion bowl

This card can be any of the terrain cards or one of the natural disaster cards

You can have a max hand size of two cards and can always decide to do nothing on your turn

Each player then places the card they drew on the board in whichever place they decide as long as it lines up with the indicated token

Example : I drew a forest card, I place it on a tile that has a **green**token on it.

Phase 2 combo cards

You can combine placed cards with a card in your hand and then play a combo card

Example: I have a plains card on my board and draw a forest card. I then place the forest card on top of the placed plains card. From my combo deck I place the associated upgrade card onto that spot. Plains + Forest = rainforest. These combo cards are worth the points of their components. Plains (2) + forest (1)= 3.

Adjacency points

Adjacency bonuses are calculated by adding the base points of the cards together

Example: the top row is forest forest forest forest = 6 points



Remember to calculate vertical bonuses as well

Adjacency bonuses

Add the base points together for cards that are similar in a row or column

forest	ocean	plains	plains	forest	+4 extra points for plains row
forest	lake	Mountain	plains	forest	+0 extra
ocean	Forest	Mountain	plains	forest	+0 extra
ocean	plains	plains	plains	forest	+6 extra for plains
lake	river	plains	plains	forest	+4 extra for plains
+2 extra for ocean +2 extra for forest	+0 extra	+6 extra for mountain +4 for plains	+10 extra for plains	+6 extra points due to 6 forest column	4+0+0+6+4+2+2+0 +6+4+10+6=44 extra points

44 extra points based on adjacency; Therefore the total score for this board is;

39+44=83

Devotion bowl

You can use your left over 25 tokens to:

-Pay to keep a card expanding your hand to 3 for two turns

-Stack your card expanding tokens near your hand of cards to keep track

-Pay to discard a card

-If you pay two tokens you can change any condition currently on your board-you must replace the token and put it in the devotion bowl(in total you use 3 tokens to accomplish this)

- Example: I have no water tokens on my board. I pay two **bluetokens** from my bag into the bowl. I then take another **bluetoken** from my bag and replace one of the **greentokens** on my board. The **greentoken** I took from the board then goes into the bowl
- The space is now a **bluetile**

How to win

- ❖ The game is over when one player fills their board entirely.
 - ❖ The winner is decided when all card points and adjacency bonuses are tallied.
 - ❖ The player with the most points wins.
-

Combo cards

Combo Cards

Forest

Forest	Forest	Jungle	2
Forest	Plains	Rainforest	3
Forest	Mountain	Hill	4
Forest	Ocean	Marsh	2
Forest	Lake	Swamp	3
Forest	River	Tundra	4

Combo Cards

Plains

Plains	Forest	Rainforest	2
Plains	Plains	Desert	4
Plains	Mountain	Canyon	5
Plains	Ocean	Gulf	3
Plains	Lake	Oasis	4
Plains	River	Valley	5

Combo Cards

Mountain

Mountain	Forest	Hill	4
Mountain	Plains	Canyon	5
Mountain	Mountain	Mountain Range	6
Mountain	Ocean	Volcano	4
Mountain	Lake	Waterfall	5
Mountain	River	Fjord	6

Combo Cards

Ocean

Ocean	Forest	Marsh	2
Ocean	Plains	Gulf	3
Ocean	Mountain	Volcano	4
Ocean	Ocean	Sea	2
Ocean	Lake	Reef	3
Ocean	River	Cove	4

Combo Cards

Lake

Lake	Forest	Swamp	3
Lake	Plains	Oasis	4
Lake	Mountain	Waterfall	5
Lake	Ocean	Reef	3
Lake	Lake	Lagoon	4
Lake	River	Tributaries	5

Combo Cards

River

River	Forest	Tundra	4
River	Plains	Plains	5
River	Mountain	Fjord	6
River	Ocean	Cove	4
River	Lake	Tributaries	5
River	River	Estuary	6

Natural disasters

One can play these cards to either board; their own or opponents.

Tsunami-clears both boards entirely

Tornado -takes all cards from players hands and puts them back in the desk. The desk is then shuffled

Earthquake -turns a tile into a jord, tundra or mountain

Flood-removes tile tokens in two tiles, these tiles are now water tiles. This also removes existing cards on those tiles

Mudslide -Removes tile tokens in two tiles these tiles are now land tiles This also removes existing cards on those two tiles

Drought -removes one combo from the board

Wildfires -makes one tile a dead tile; nothing can be placed here

Volcanic eruption-may only be played on volcano, removes all combo cards on surrounding tiles

Version 2.0:

Version 2.1:

“Playtest Materials”

Blank playtest form no1.

GENESIS V2.20

PLAYTEST FEEDBACK

Pre-play information

Name:

Date:

Have you heard of/ played
this game before?

☐

yes

☐

no

If yes which version have you played?
version 1: board and tokens
version 2: hexagon tiles

☐

1

☐

2

Do you understand the rules from only
reading them?

☐

yes

☐

no

If no, what is confusing?

Do you think you will enjoy the game?

☐

yes

☐

no

Thank you for filling out this pre-survey. Enjoy the game!
Please do not forget to time the length of your game with a stopwatch,
including set up time. The post game survey is on the back.
Thank you!

Post-play information

How long did the game last? (time)

Who won?

Would you play again?

☐

yes

☐

no

If no, why not?

What did you like most about the game?

What did you like least about the game?

What was the most annoying part of the game?

If you could change one thing about the game what would it be?

Would you be willing to play test future versions?

☐

yes

☐

no

Any additional feedback for the designers?

“Iconography V1 Appendix”

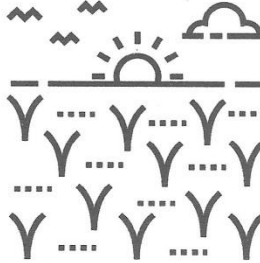
Terrain Cards:

Forest



Created by Flatart
from Noun Project

Plains



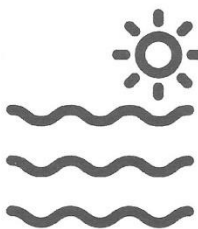
Created by ProSymbols
from Noun Project

Mountain



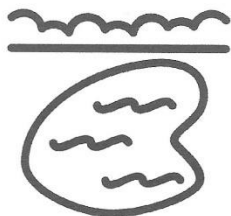
Created by Made x Made
from Noun Project

Ocean



Created by anggun
from Noun Project

Lake



Created by Andi Nur Abdillah
from Noun Project

River



Created by Dong Ik Seo
from Noun Project

Natural Disaster Cards:

Blizzard

Turns a tile into a Fjord, Tundra or mountain

Earthquake

Swap the locations of two tiles/cards on the board.

Includes all cards in the stack

Flood

Remove tile tokens in two tiles, they are now water tiles. This also removes the cards on those tiles

Mudslide

Remove tile tokens in two tiles, they are now land tiles. This also removes the cards on those tiles

Tsunami

Clears both boards

Tornado

Takes all of the cards from players hands, puts back in the desk, shuffle the deck

Volcanic Eruption

May only be placed on volcano, removes all combo cards on surrounding tiles

Wildfires

Makes one tile a dead tile, nothing can be placed here

Combo Cards:

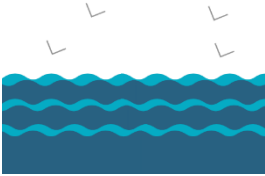
“Iconography V2 Appendix”

Terrain Cards:

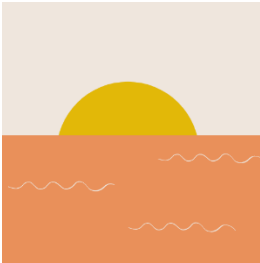
Tree



Ocean



Plains



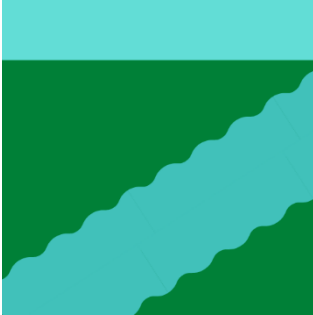
Mountain



Lake



River



Natural Disaster Cards:

Combo Cards:

“Story Appendix”