Genesis

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Genesis

A Zenmap building game
Pauline Ferraro

- ❖ Players craft a world though cards and chance
- ❖ Become the gods of your own world
- ❖ Win by expertly mapping out a world that gives you the most points based on adjacency and terrain combinations.

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
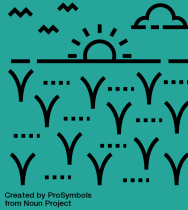   Mountain range x4
      Lagoon x4
      Sea x4
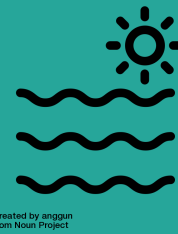   Estuary x4
2 grid based boards
1 wooden bowl

Forest
1 point

Created by Flatart
from Noun Project

Ocean
1 point

Created by anggun
from Noun Project

Plains
2 points

Created by ProSymbols
from Noun Project

Lake
2 points

Created by Andi Nur Abdillah
from Noun Project

Mountain
3 points

Created by Chris Evans
from Noun Project

River
3 points

Created by Dong Ik Seo
from Noun Project

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 *green* tokens and 25 *blue* tokens 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

Green tokens 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

2   2   2

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 toal 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 space is now a *blue* tile

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