

ORGANISM

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COMPONENTS

2 GAME BOARDS

2 Sides (2,3,4,6 Player / 5 player)
1 Side (2-3 Player)

6 PLAYER COLORS

5 elements of each type
(EAT/MOVE/GROW)

89 FOOD TOKENS

5 CAPTURE TOKENS

each player color

25 MUTATION CARDS

see page XX for detailed instructions

PLAYER PIECES

- 5 EATER
- 5 GROWER
- 5 MOVER
- 5 CAPTURE TOKENS

FOOD TOKENS

- 89X

CAPTURE TOKENS

- 5X
- 5X
- 5X
- 5X
- 5X
- 5X

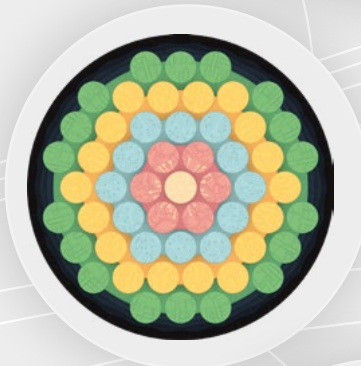
25 MUTATION CARDS



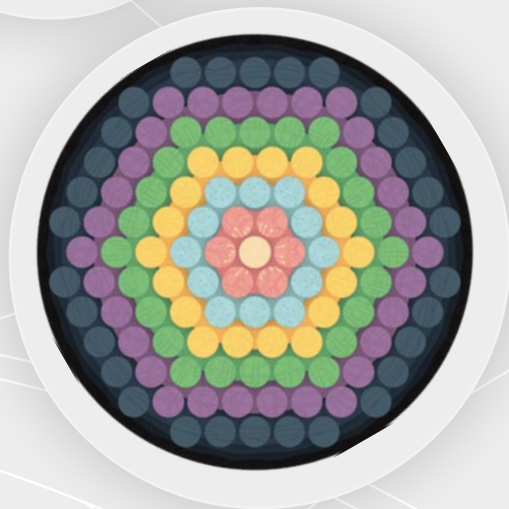
5 PLAYER BOARD



2-3 PLAYER BOARD



2, 3, 4, 6 PLAYER BOARD



ORGANISM

Your new awareness emerges all at once. You know immediately, before you even recognize your own existence, an all-consuming hunger. Hunger and also.... fear? Because somehow you know, you are not alone. Beneath these immediate drives lies something deeper, a spark, a joy, a hope. The glee, the audacity to split, to drive a wedge in your very self and become two. And through two, infinity.

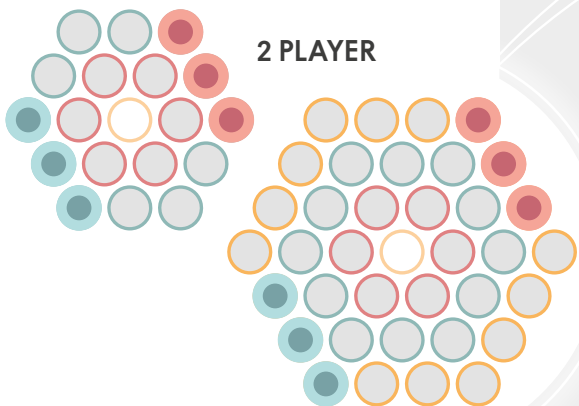
OVERVIEW

Each player controls an Organism composed of three **elements**: EAT, MOVE, and GROW. In the beginning, each organism contains one of each element, which is a requirement for your organism to live. If an organism lacks one of these three elements at the end of the turn, it dies.

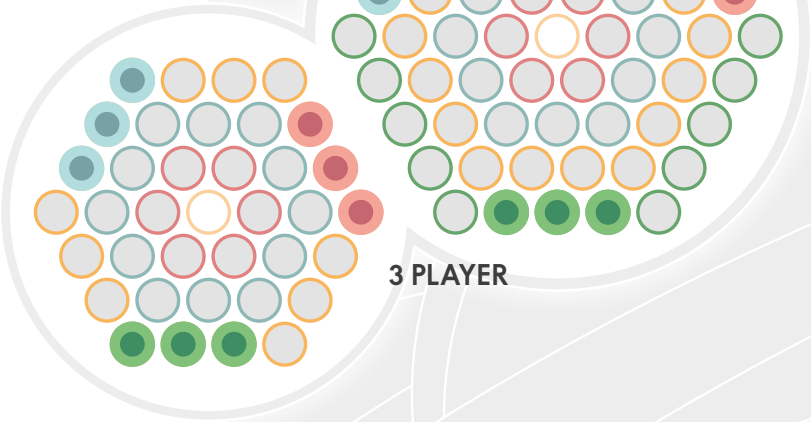
Players take turns either eating food, moving into new positions (possibly coming into contact with other organisms or even dividing into separate organisms), growing new elements, or circulating food within their organism. When any elements of opposing organisms meet, the conflict is resolved by removing one or more elements from the board. You win the game if you capture a certain number of the opposing player's elements (or just eliminate them entirely from the board), or if you attain three separate organisms at the beginning of your turn, ensuring your inevitable spread across the world.

SETUP

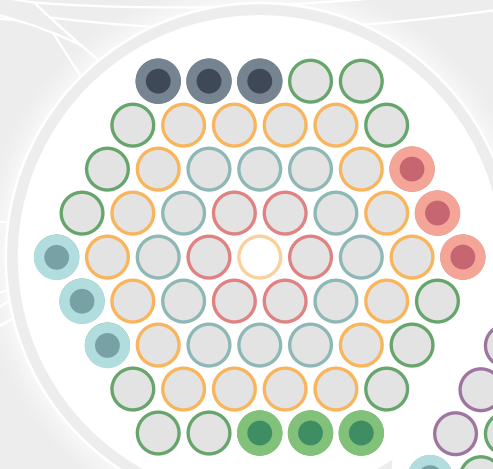
ORGANISM plays from 2-6 players in the base game (the solo variant described in its own section at the end). The rings in play and each player's home spaces depend on player count and game length variant (open or close).



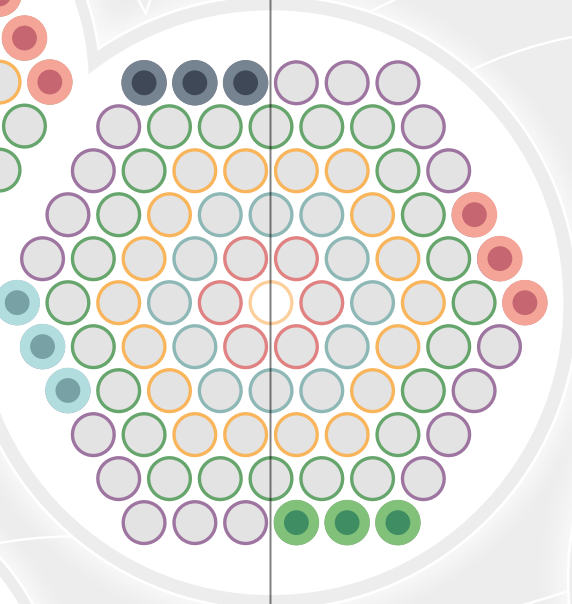
2 PLAYER



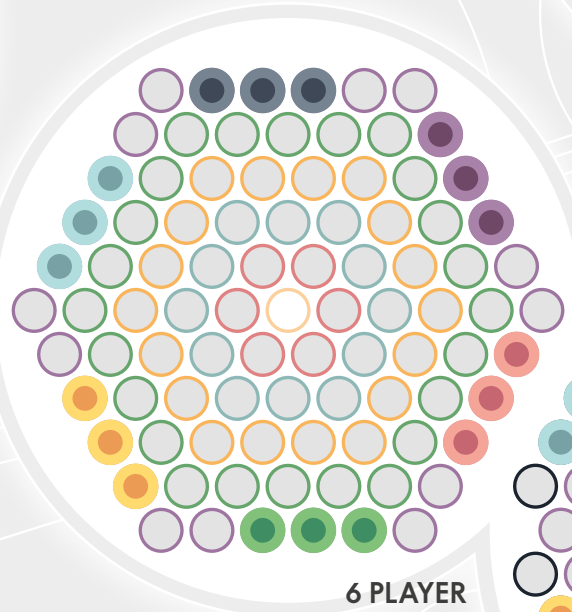
3 PLAYER



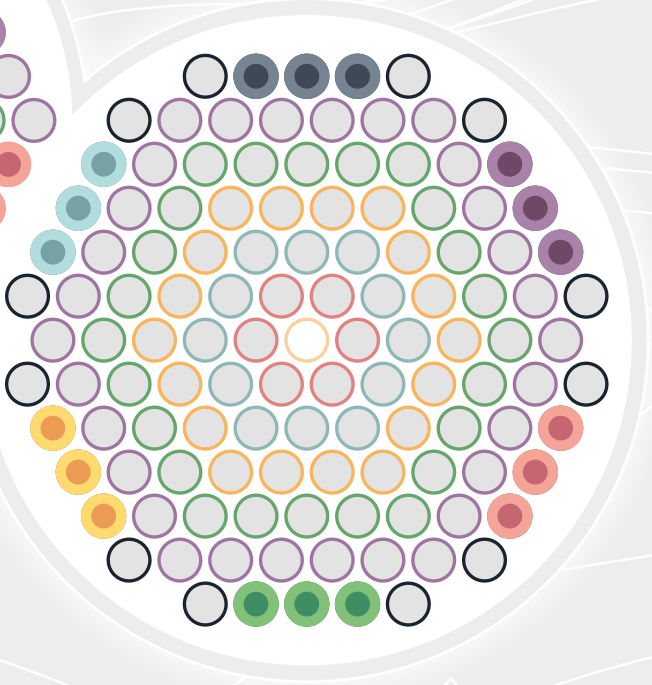
4 PLAYER

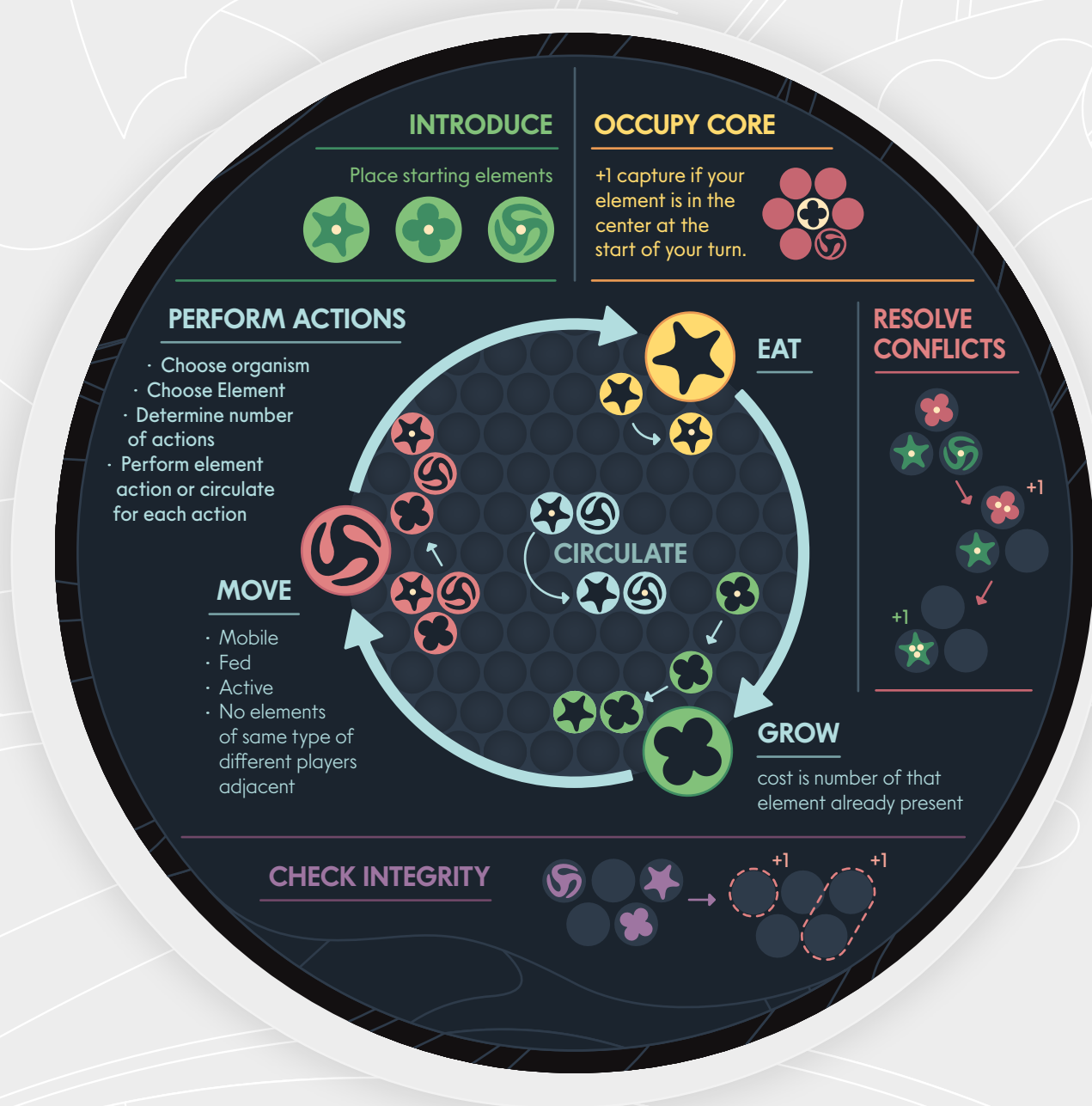


5 PLAYER



6 PLAYER





BEING AN ORGANISM

An ORGANISM is a contiguous group of a player's elements (a chain of adjacencies) separated by one or more spaces from other groups of their own elements. A single element occupying a single space not adjoining any other elements of that same player counts as an organism of size one (though it will probably not survive INTEGRITY).

GAMEPLAY

Play alternates between players. On each player's turn they will perform the following steps:

- A - Introduce / Occupy Core**
- B - Choose Element**
- C - Perform Action(s)**
- D - Resolve Conflicts**
- E - Check Integrity**

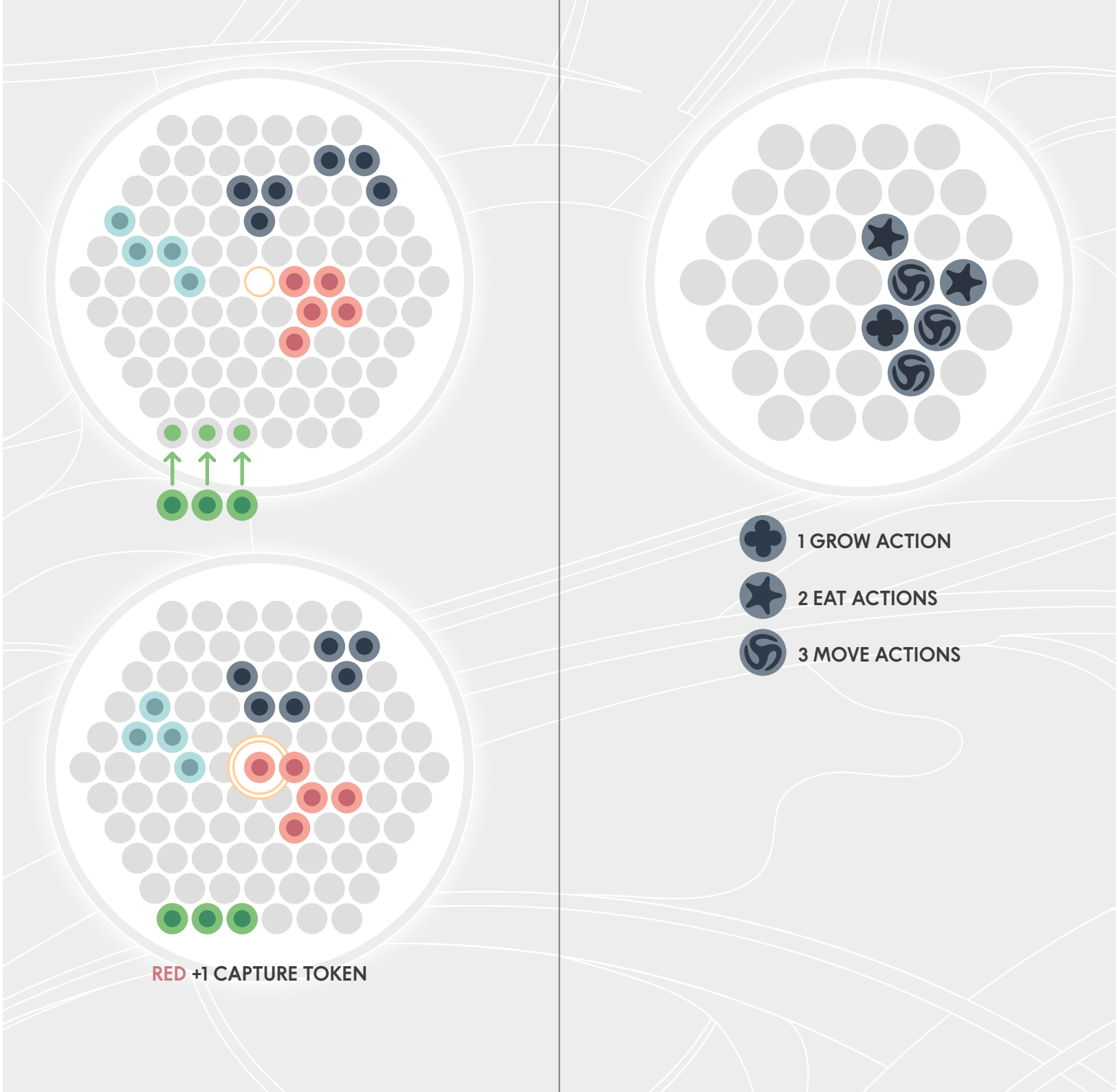
If you have more than one organism at the beginning of your turn, you perform phases B - Choose Element and C - Perform Actions for each organism before moving onto phase D - Resolve Conflicts.

A - INTRODUCE

If you begin your turn with no organisms on the board, place one of each element, each containing one food, in your three home spaces. Any elements adjacent to your home spaces are immediately removed (no capture tokens are awarded).

A - OCCUPY CORE

If you occupy the core (you have an element in the center YELLOW space of the board), claim one neutral capture token (of any player not in play. If this is a six player game, choose one capture token among the players who have the most capture tokens remaining).



B - CHOOSE ELEMENT

Choose one of the three element types to be your action(s) for this organism this turn:

- EAT
- MOVE
- GROW

You get one action for each element of that type in your organism.

Example: So, if your organism contains 2 EAT elements, 3 MOVE elements and 1 GROW element, you could EAT twice, MOVE three times, or GROW once.

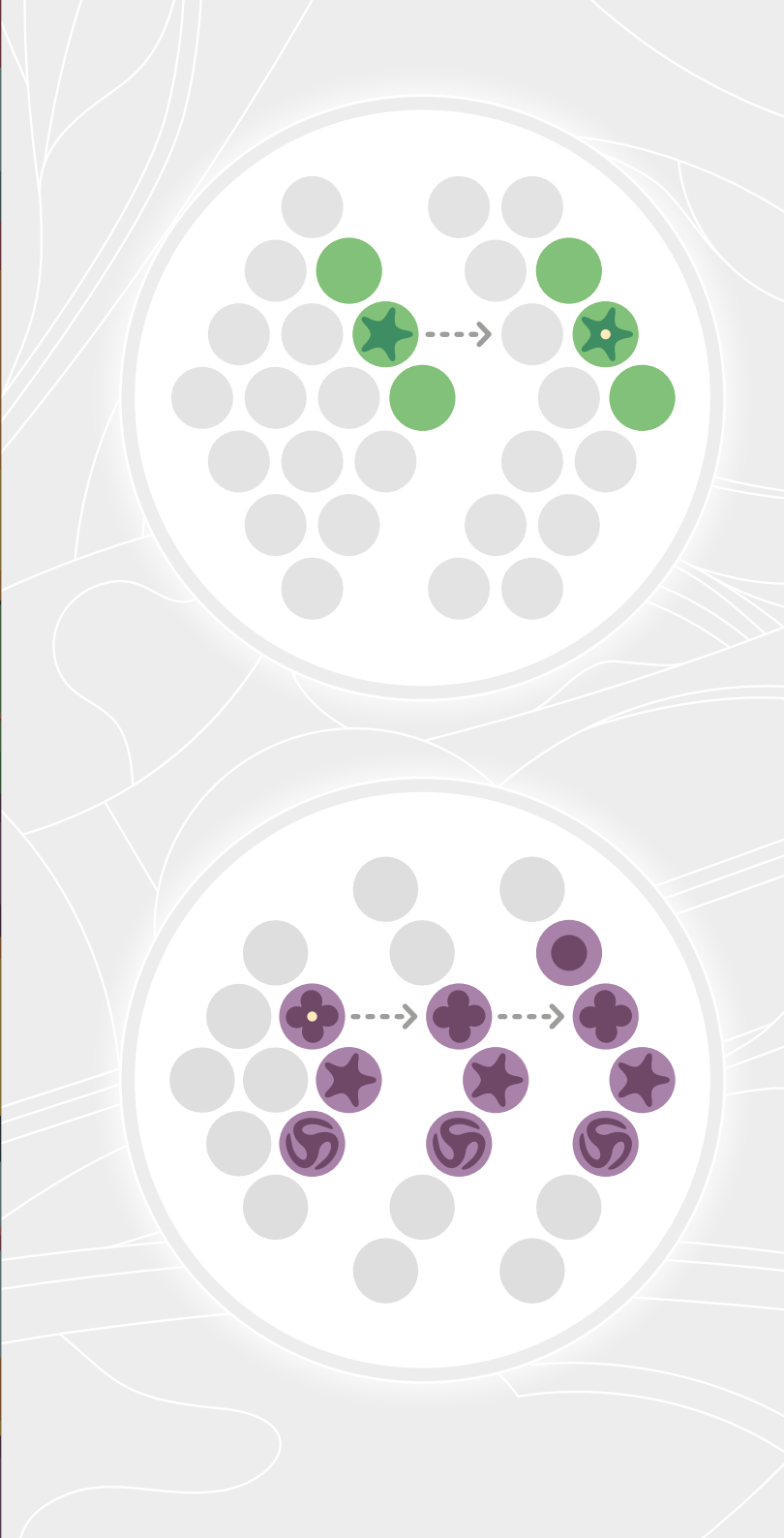
C - PERFORM ACTIONS

Once you have chosen an action and know how many times you get to perform that action, you may proceed to take those actions one by one. Each action is independent of each subsequent action, and must be completed fully before proceeding to the next action.

For each action you take, you may perform **CIRCULATE** instead of the chosen action.

Example: You have an organism with three GROW elements, two EAT elements and one MOVE element. If you choose GROW, you can GROW three times, GROW twice and CIRCULATE once, CIRCULATE twice and GROW once, or CIRCULATE three times. These three actions can be done in any order (for the choice of growing twice and circulating once, any of GROW/CIRCULATE/GROW vs GROW/GROW/CIRCULATE vs CIRCULATE/GROW/GROW, are possible).

Each action is explained on the following two pages.



EAT

Add one food into one of your **EAT** elements. You can have up to 3 food in any single element. If an EAT element is full, it can no longer eat food.

GROW

Consume food from your **GROW** elements and add a new element (EAT, MOVE or GROW) to an open space adjacent to one of your GROW elements. The number of food you must remove collectively from your GROW elements is the number of that element type already present in your organism.

MOVE

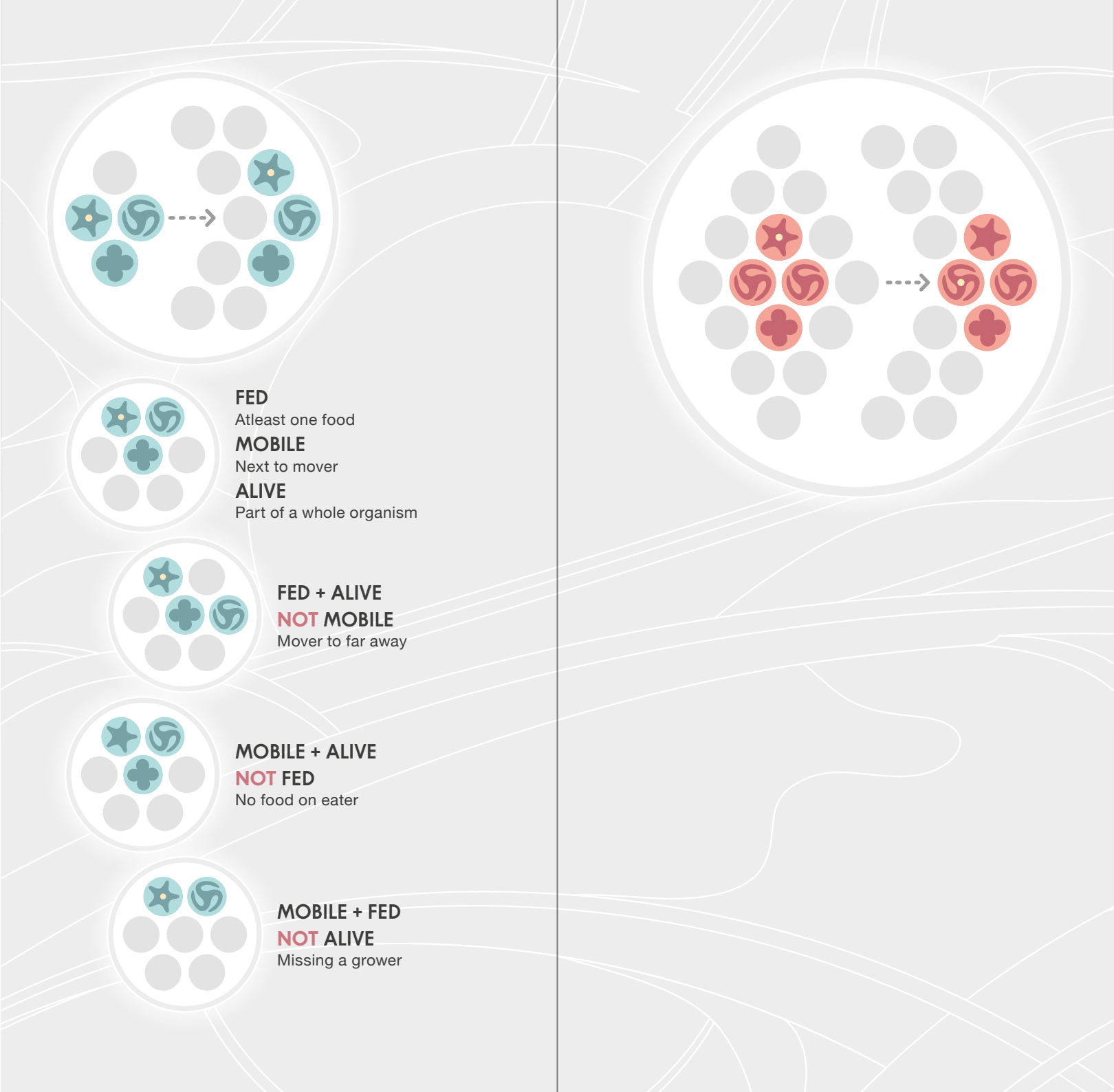
Move an element in your organism to an adjacent open space (contains no elements of any player). In order to move, **three conditions** must be met:

- MOBILE** - The element must be adjacent to a MOVE element of the same organism, or be itself a MOVE element.
- FED** - The element that is moving must contain at least one food. (for EAT and GROW elements, the adjacent MOVE does not need a food, only the element moving requires a food in order to move).
- ALIVE** - The element must be part of a whole living organism at the beginning of each move action in order to move. It can end its action separated, but it must begin as part of an organism (1 each of EAT/MOVE/GROW).

This food is not consumed in the process of moving, it remains on the element moving. it is simply required for an element to be able to move.

This move can split your organism into two (or more!) parts, whose integrity will be determined at the end of your turn. If you have more than one organism, the elements in each organism are associated to their original organism for the whole PERFORM ACTION phase, even if elements from one end up adjacent to elements from another that hasn't taken an action yet. (It is recommended to nudge each of these separate-yet-adjacent elements away from each other to visually signify they are not connected, until integrity is resolved in a later phase).

An element may end movement adjacent to an element in an opponent's organism, but only if they are of different types (EAT/MOVE/GROW.... no GROW next to another player's GROW). **Two elements of the same type from opposing organisms may never be adjacent**, even temporarily. Adjacent elements of different players are considered to be "in conflict" and will be resolved in the Resolve Conflict phase C.



CIRCULATE

Instead of any of the above actions, you may CIRCULATE instead. Transfer one food from an element inside your organism to any other element inside the same organism. You may not do this if the destination element already contains three food (it is full).

If some elements of one organism are separated from each other in this action phase (through movement), they are still considered part of the same organism for circulation purposes, so food may be circulated onto and off of newly separated elements this turn.

D - RESOLVE CONFLICT

If your organism ended its MOVE actions with an element next to an element from another player's organism(s), one or more elements are captured. The elements form a heterarchy with the following structure:

EAT captures GROW
GROW captures MOVE
MOVE captures EAT

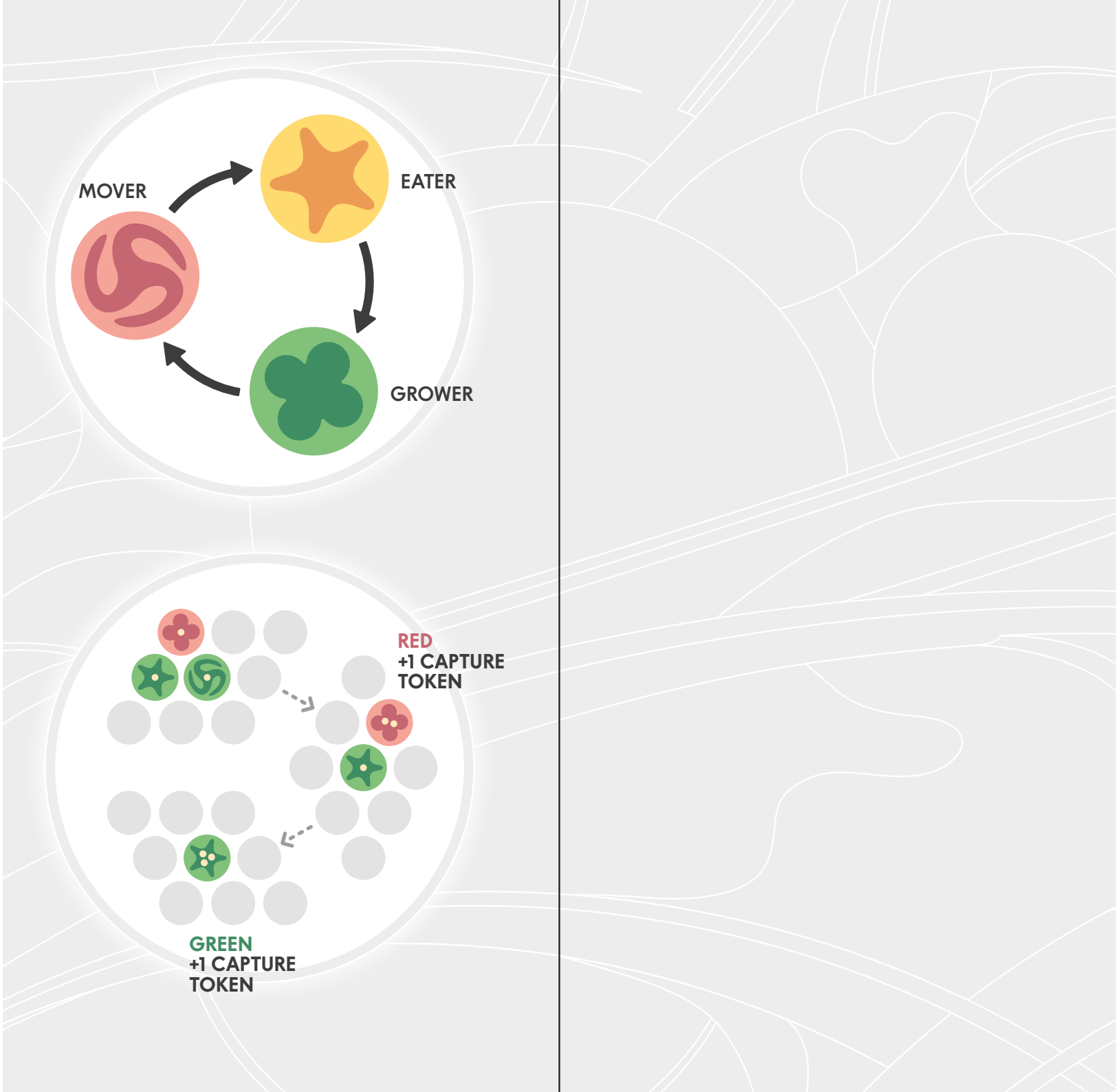
There is a number associated to each element type based on their symmetry, with each element dissolving the next lower element, and the lowest dissolving the highest. EAT (5) > GROW (4) > MOVE (3) > EAT (5).

Adjacent elements of opposing players can never be of the same type.

Conflict resolves simultaneously, so it is possible for more than one element to be captured in a turn, including the one used to attack (if the attacking element ends up adjacent to an element that captures it). If there is more than one capturing element, always resolve in the order starting from elements that are themselves not capturing any other elements: remove them first, then resolve the elements that now are not capturing anything on the board. Iterate until all captures are resolved.

Any food inside the lost elements are claimed by the elements that captured them, in a chain to the last survivor if necessary (there is invariably a unique order to the sequence of capturing elements that leaves the food on a final survivor). If the receiving element is full, the food is removed.

Each captured element awards a capture token to the player who controls the piece that captured it. If the acting player's element is captured by more than one other player's element at the same time (rare but possible), the acting player awards the capture token to both players.



E - CHECK ORGANISM INTEGRITY

Check each organism's integrity to see if it survives. If any organism (a contiguous group of adjacent elements of the same player) lacks any one of the three element types (EAT/MOVE/GROW), all of the elements in the organism are removed from the board, awarding a capture token per organism removed (not elements!).

The acting player gains one capture token for each other player's incomplete organism that is entirely removed from the board. If it is the acting player's organism that is removed, the acting player rewards a capture token to any player who the acting player has received a capture token from this turn.

GAME END

The game ends immediately if one of the following conditions is met:

THREE ORGANISMS - the acting player has three separate organisms at the end of their turn - they win immediately.
CAPTURES - One or more players have met the requirement for capture tokens held.

If there is a tie for capture tokens the acting player loses, and all other tied players share victory.

