**Life in a Sunless Sea - Game play (rules)**

**Setup**

* 6 thermal vents and 6 cold seeps are shuffled in with the barren hexagons and laid out in the boundary to make the ocean floor of the planet.
* 5 on the top row, 6, then 7, then 8, then 9, 8,7,6 and lastly 5 so a fairly round shape is created.
* Spare vents and barren hexs are placed on the spare tile piles for use with action cards.
* Element and action cards are shuffled and put on the draw pile.
* Compound cards are put in the compound pound.

**Rounds**

The first player takes 2 cards from the element and action card pile

If they have the correct number of molecules or elements in their hand they can immediately swap the elements in their hand for a compound card in the correct proportion straight away. They put the compound in their hand. The used element cards are then placed on the discard pile.

Then they can then either:

* Place a compound card they have in their hand on an empty barren hex (not a vent or seep)
* Play an action card and carry out its consequence. The card is then placed on the discard pile
* Offer to swap an element card with any other player. Only one to one trade is allowed and only one trade per turn is allowed.

In addition

* As soon as the conditions for life appear on the board during their turn the player place a life token on the intersection of 3 hexagons that provide the conditions for life. They can place life tokens as many intersections as have conditions for life appear. Players can use compounds placed by other players previously.

Once they have completed their turn the play moves to the player to their left.

**Action cards:**

* Meteorite strike - replace a hex of the players choice with a barren hex and place on it either a hydrogen sulphide or methane compound card of their choice from the compounds pound. If the change affects the conditions for life remove any life affected. Return the tokens to the owner. If conditions become favourable add life on the intersection(s) of the affected hex(s).
* Volcanic action - replace a hex of the players choice with either a thermal vent or a barren hex. Remove any compound on the affected tile and any life on an affected intersection. Return the compound to the pound and the token to the player it belongs to.
* Climate change. Player moves any compound on the board to an adjacent hex. If this means life at an intersection can't survive remove it and return it to the player it belongs to. If conditions now allow life to exist place life tokens on the appropriate intersections.

Players can not remove life from the board except in the case of one of the action cards changing things.

Only one life token can live on a hex interaction (In a more complex game with disparate life forms perhaps bacteria could live in a tube worm symbolically)

Play continues until a player reaches 10 points

Scoring

Life next to a thermal vent 2 point - Life next to a cold seep 3 point