

STRAIN

Contents

Strain contains 3 Decks of tiles and Resistance tokens.

40 Organism tiles
80 Cytoplasm tiles
100 Petri Dish tiles
64 Resistance Tokens

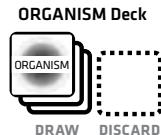
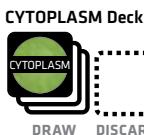


Object

Be the first player to score 12 Victory Points.

Set Up

Separate and shuffle the 3 types of tiles and form 3 draw piles in the middle of the table facedown.



Oldest player goes first.

All players start with an empty hand.

Play is clockwise around the table.

Each player's turn consists of 3 phases: **Awaken, Evolve, & Shed**.

Winning

The Game ends immediately once 12 Victory Points are scored.

THE 3 PHASES OF A TURN

Each player's turn is made up of 3 phases

1 AWAKEN PHASE

Activate Dormant tiles
o Draw 3 tiles into hand

2 EVOLVE PHASE

Build up your Organisms by playing tiles
o Attacking others

3 SHED PHASE

Score Organisms
o Discard all but 4 tiles

END

After the Shed phase the player's turn is over and play passes to the next player.

The player chooses when she is ready to move to the next phase.

The 3 Phases in detail [A player's turn]



PHASE

AWAKEN PHASE

Activate Dormant tiles & Draw tiles into hand

Awaken Action (Flip tiles over to Active state)

If player has face down Dormant tiles in play, they are flipped to Active – face up.

Draw Action (Take tiles from draw piles into hand)

Player draws 3 tiles in any combination from the 3 draw piles. You may look at each tile as it is drawn and decide what pile to draw from next. *Example... Draw 1 Cytoplasm, 1 Organism and 1 Petri Dish, or 3 Petri Dish tiles.*



PHASE

EVOLVE PHASE

Build up your Organisms & Battle others

The Evolve phase consists of using your available resources for generating ATP and/or Toxins. A Player may use available ATP/Toxin from any combination of her Active sources. This phase ends when the player can not generate or use any further ATP/Toxin or the player chooses to keep some tiles active and continues on to the Shed phase. As a tile is used it flips over and becomes Dormant. Dormant tiles may not be used again until the player's next Awaken phase, when all tiles are refreshed back to the Active state.

USE ATP (Build up your Organism and bring tiles into play)

A player may put 1 Organism tile and 1 Cytoplasm tile into play this phase. She may also use available ATP from any combination of her Active sources to pay the ATP costs for additional tiles such as Organelle, Virus, and Action. A tile becomes Active as soon as it is placed. All players may play Chain Reaction Tiles using their remaining Active ATP during others player's turns.

USE TOXIN (Attack others and remove pesky Virus tiles)

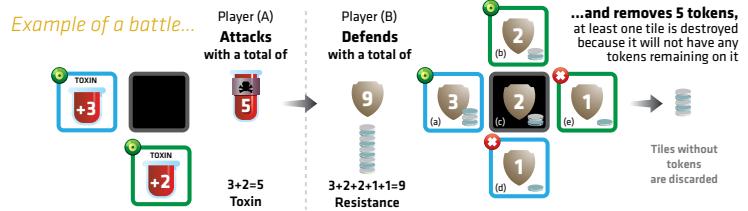
A player may use available Toxins from any combination of her Active sources to target any Organism or Virus. When a player decides to attack, she asks the opponent to “**Resist!**” and a battle starts. After the initial Toxins are committed the battle can only be modified by Chain Reaction tiles. When no further Action tiles are played the battle ends and is calculated. As each Toxin enters an Organism, the targeted player removes a resistance token of her choice from the attacked Organism. Each committed Toxin subtracts an Organism’s resistance by 1, when a tile within an Organism has 0 resistance it is then destroyed and discarded. Tiles used for Toxin generation become Dormant for the turn and are flipped facedown. After each battle the attacked Organism resets its Resistance back to full. A player may declare multiple battles in a turn if they still have available Toxin.



a resistance token

Resist! (An Organisms defense)

A targeted player places resistance tokens on each tile of the targeted Organism (both Active and Dormant) according to the indicated resistance of that tile in its current state. For example, if a tile has 1 resistance, then 1 token is placed on it, if it has 3 resistance, then 3 tokens are placed on it, etc...



SHED PHASE

Score Complete Organisms & Discard hand down to 4 tiles

The Shed phase consists of 2 possible Actions: Scoring and Discarding. At the end of this phase play continues to the next player.

Scoring (How Victory Points are Earned)

An Organism is considered complete when it has the required number of tiles with the Building Block symbol surrounding it and it is not infected by any Virus. The Organism may then be scored and is removed from the game. The Organism's tiles are returned to their corresponding discard piles (Cytoplasm and Petri Dish) but the Organism tile is kept by the player to be a Victory Point reminder. Once the Victory Point goal is reached the game is over.

Discard (Oh No! I got too many tiles in my hand!)

The player may have only 4 tiles in her hand by the end of the Shed phase.

If the player has more than 4 tiles, she must discard all but 4 tiles.

END
of turn

Tile Taxonomy [The tile types in detail]

ORGANISM TILES Tiles with Victory Point values



Specimens of typical Organisms



The facedown side of an Organism Tile

The Organism tile is the heart of your creature and represents a Victory Point value when completed and scored. Victory Points are indicated at the top of the card in this symbol . Each Organism tile allows up to 8 tiles to be attached around its perimeter (AKA 'membrane'). All Organism tiles are played without an ATP cost and are played during a players Evolve phase. A player may have up to 6 Organism tiles in play.

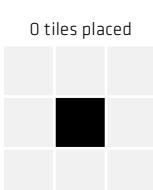
The Organism is considered complete when it has tiles with the Building Block symbol equal to the Build Number. The Build Number is stated in the middle of the Organism tile.

When empty slots remain in the Organism's membrane beyond the indicated Build Number, a player may place additional tiles to strengthen the Organism. These tiles do not increase the Organism's Victory Point value. Also, if space remains in the membrane, opponents may place a Virus on an Organism. For example, if an Organism is completed with 2 tiles, 6 more tiles may be placed on it. Once a Virus is on an Organism, it is considered infected and cannot be scored. All Virus tiles must be removed before an Organism can be scored. An Organism with all 8 slots filled with tiles is immune to Virus infection until a slot opens up.

When an Organism is complete the player has 2 options.

- 1) The player may score the Organism during the SHED phase and have the points immediately. When the completed Organism is scored, the Organism tile is taken out of play but kept by the player for a record of its Victory Points. The rest of the tiles on the Organism are discarded. An Organism can be scored with both Active and Dormant tiles showing, but **cannot be scored if infected with a Virus**.
- 2) The player may keep the Organism in play to score at his discretion at a later time – this allows the player to continue using the Organism's Toxins, ATP, and other special abilities, but also leaves it open to continued attacks and Virus tiles.

Example of tiles in the Organism's membrane



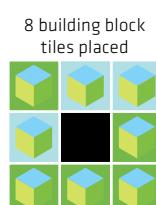
This Organism has
0 tiles in its membrane
with 8 potential spots



2 building block
tiles placed



4 building block
tiles placed & 1 Virus



8 building block
tiles placed

This Organism
is infected and
cannot be scored
until the Virus is removed

This Organism
cannot be infected
because all slots are
filled by tiles

Tile Taxonomy [The tile types in detail]

PETRI DISH TILES

A Mixture of tiles with ATP costs

Petri Dish tiles are a mixture of Organelles, Virus and Action tiles.

All Petri Dish tiles will have an ATP cost indicated on them.

A player may choose to play as many tiles as her ATP capability can buy.



The facedown side
of a Petri Dish tile

Organelle tiles

Building Block tiles with ATP costs

Organelle tiles have a Building Block symbol. This means that they can be used in the completion of an Organism.

Many Organelles have special functions described on the tile. When a basic feature (the production of ATP/Toxin) is used, the tile is used and turned facedown to its Dormant state until the player's next Awaken phase.



Specimens of typical Organelle tiles found in the Petri Dish

Virus tiles

A not-so-nice gift for your opponent

Virus tiles are played in the empty slots of an opponent's membrane. Once an Organism is infected by a Virus tile it cannot be scored until the Virus is removed. A Virus tile is removed from the Organism by spending Toxin equal to the Immunity total. A Virus will prevent completion of an Organism and must be removed before an Organism can be scored.

Many Virus tiles have Side Effects that are described on the tile.



Specimens of typical Virus tiles found in the Petri Dish

Action tiles

Temporary tiles with effects

There are 2 types of action tiles: Chain Reactions and Catalysts. All Action tiles are temporary and are removed when the prescribed effect is completed or countered. All action tiles will have an ATP cost indicated on them. A player may choose to play as many tiles as her ATP capability can buy.

Chain Reactions

can be played on your own turn or an opponent's turn during any phase.

Catalysts

can be played only on your own turn during the Evolve Phase.

Chain Reaction



Catalyst



[Global] Chain Reaction



Specimens of typical Action tiles found in the Petri Dish

Global modifier - These actions affect all players.

Look for the globe icon on the upper right corner

Tile Taxonomy [The tile types in detail]

CYTOPLASM TILES

Building Block tiles without an ATP cost

Cytoplasm tiles have a Building Block  symbol. This means that they can be used in the completion of an Organism.

All Cytoplasm tiles can be played without an ATP cost. When the production of either ATP or Toxin is used, the tile is turned facedown to its Dormant state until the player's next Awaken phase.

A player may place **only 1** Cytoplasm tile per turn.



The facedown side
of a Cytoplasm tile



Specimens of typical Cytoplasm tiles



Chain of Events [Timing & Sequence]

A chain of events is an ordered method of resolving which player's actions succeed.

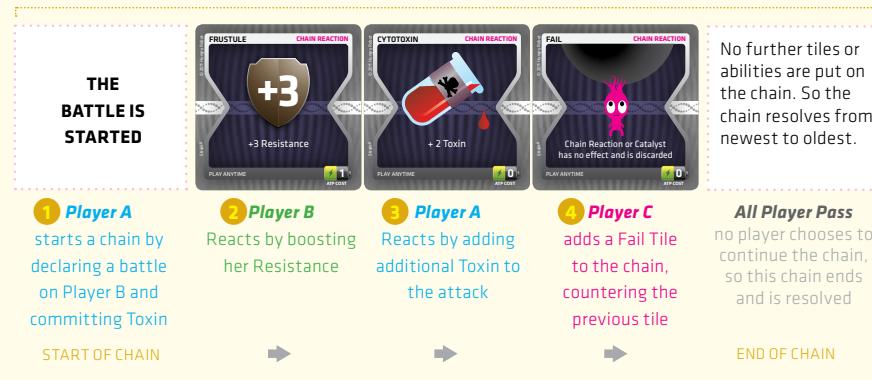
Actions include: Declaring Battle, Playing a tile, Executing an ability.

All actions are incomplete until each player has had a chance to counteract using action tiles or an ability on their organism. This happens clockwise from the player who started the chain with each player adding to the chain or passing. The chain is resolved when all players have passed.

For long or complex chains, resolving from right to left may be helpful to figure out what happens when actions interact or interrupt with other actions on the chain (e.g. countering).

With battles, toxin and resistance from tiles and/or Organisms is tallied when the chain has ended (i.e. resolved).

Example of a Chain of Events



Resolving the Chain

Start with the last tile played

Player C's Fail tile 4 successfully counters Player A's Cytotoxin 3. So, both tiles are discarded.

Player B's Frustule tile 2 succeeds, so she has increased resistance.

All Player Pass
no player chooses to continue the chain, so this chain ends and is resolved

The chain reaction ends with Player A's initial commitment of toxin and the battle is resolved.

Anatomy [The guts in detail]



ATP

is the currency of the game. Use ATP to purchase any tile with a cost. A tile's ability to produce ATP is identified by a green test tube. To use ATP, a player would tally all the tiles with ATP creation to arrive at an ATP grand total; multiple tiles from any Organisms in the control of the player may be used. Once a grand total is stated, the player uses that ATP to pay ATP costs. As ATP is spent, flip over the tile from which it came to its Dormant state until the next Awaken phase.



THIS TILE MAKES
4 ATP

TILES THAT CAN MAKE ATP
ORGANELLE TILES (FROM THE PETRI DISH DECK)
CYTOPLASM TILES



THIS TILE MAKES
2 ATP



Toxin

is the destructive power of the game. Toxins break down the resistance of Organelles, Cytoplasm, or Organism tiles and the Immunity of Virus tiles. A tile's ability to create Toxin is identified by a red test tube. To use Toxin, a player tallies all the tiles with Toxin creation to arrive at a Toxin grand total; multiple tiles from any Organisms in the control of the player may be used. Once a grand total is stated, the player uses that Toxin to engage an opponent's Organism. As Toxin is spent, flip over the tile to its Dormant state until the next Awaken phase.



THIS TILE MAKES
4 TOXIN

TILES THAT CAN MAKE TOXIN
ORGANELLE TILES (FROM THE PETRI DISH DECK)
CYTOPLASM TILES



THIS TILE MAKES
1 TOXIN



ATP Cost

is indicated by a battery icon and number. For a tile with an ATP Cost to be put into play, it must be paid for with the indicated amount of ATP.

TILE TYPES THAT HAVE AN ATP COST TO BE PAID BEFORE USE
ORGANELLES, VIRUS, & ACTION TILES (FROM THE PETRI DISH DECK)



THIS TILE COSTS
3 ATP



THIS TILE COSTS
0 ATP



Active and Dormant State (face up and facedown tiles)

Many tiles have two states: Active and Dormant. After being used for either ATP or Toxin production, the tile becomes Dormant and is flipped facedown. At the beginning of a player's turn (in the Awaken phase) the player flips all Dormant tiles face up to the Active state.

As long as a tile is Active it can be used.

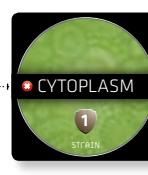
TILES THAT HAVE ACTIVE AND DORMANT STATES
ORGANELLE TILES (FROM THE PETRI DISH DECK)
CYTOPLASM TILES



THESE TILES ARE IN THE
ACTIVE STATE



Face up



THESE TILES ARE IN THE
DORMANT STATE



Facedown

Anatomy [The guts in detail]



Resistance (Organism defense)

is the tile's defense against Toxins. An Organism's Resistance is tallied up by adding each of the numbers on all of the Organism's shields: the total is the Organism's Resistance. For each Toxin that enters an Organism you subtract a Resistance point, as Resistance reaches zero points on a tile, the tile is destroyed and it is discarded. The host player chooses where to subtract the Resistance points and what tiles he will remove.



THIS TILE GIVES
+2 RESISTANCE

2

TILES THAT HAVE RESISTANCE

ORGANELLE TILES (FROM THE PETRI DISH DECK)
CYTOPLASM TILES
ORGANISM TILES



THIS TILE GIVES
+4 RESISTANCE

4



Immunity (Viral defense)

is the strength a Virus has against Toxins. A player must pay the Immunity cost in Toxin to destroy and remove a Virus.

TILES THAT HAVE IMMUNITY

VIRUS TILES (FROM THE PETRI DISH DECK)



THIS VIRUS HAS
4 IMMUNITY

4



THIS VIRUS HAS
2 IMMUNITY

2



Victory Points (what's needed to win)

The Victory Point mark indicates a scored Organism's point value.



THIS TILE GIVES
6 VICTORY POINTS

6

TILES THAT HAVE VICTORY POINTS & BUILD NUMBERS
ORGANISM TILES



THIS TILE HAS A
4 BUILDING BLOCK
REQUIREMENT

4



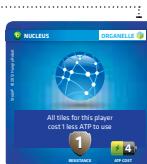
Building Block tiles (tiles that complete Organisms)

Only Building Block tiles complete an Organism.

All Building Block tiles are permanent and remain in play until they are destroyed or when the host Organism is destroyed or scored. A complete Organism has at least the number of Building Block tiles in its membrane equal to the Build Number indicated in the middle of the Organism tile.



THESE TILES CAN
BE USED TO BUILD AND
SCORE ORGANISMS



ALL TILES FOR THIS PLAYER
COST 1 ATP TO USE

BUILDING BLOCK TILES ARE
ORGANELLE TILES (FROM THE PETRI DISH DECK)
CYTOPLASM TILES

Special Functions (Organelles) & Side Effects (Virus)

Some tiles have special abilities outlined in text on the Active side. These abilities may change the basic rules and therefore take precedence over the basic rules.

Special Functions - The Organelle tile must be in play and in an Active state to use its Special Function.

Side Effects - The Virus tile must successfully be put into play before its effects can happen.



SPECIAL FUNCTIONS
& SIDE EFFECTS
ARE DESCRIBED ON
THE LOWER HALF
OF THE TILES



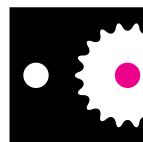
TILES THAT HAVE SPECIAL FUNCTIONS & SIDE EFFECTS
ORGANELLE TILES (FROM THE PETRI DISH DECK)
VIRUS TILES (FROM THE PETRI DISH DECK)

THE MIGHTY PLAY TESTERS

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