

AMINO: COMPLETE RULES

Players: 3-6, ages 7+

Length: 30-45 minutes

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Goal: You are a group of scientists working to terraform sections of an atmosphere on a newly colonized world. Collect molecules and environmental effects in your section of the atmosphere to foster the creation of *amino acids*, building blocks of life. The player with the most points at the end of game wins!

Overview of Game: An atmosphere can hold a total of **four** cards, all of which are played **face down**. Players can never place a card into a full atmosphere. Cards played are kept in order; **no shuffling!**

→ A **game** lasts for several **hands**, until the End of Game condition below is met.

→ A **hand** consists of multiple **turns** for each player, and lasts until all atmospheres are filled.

→ A **turn** consists of four **actions**, then the game continues clockwise for the next player's turn.

Start of Game: The player who has journeyed furthest from your current location will start as first player. First player rotates clockwise each hand.

Start of Hand: Deal four cards to each player at the start of each hand; the remaining cards form the draw deck. **See second page for variants!**

During a Turn: On a player's turn, they must take all of the actions below, in the order they are listed.

1. **ANALYZE:** Look at any two played cards.
2. **BUILD:** Play a card into your own atmosphere. *If yours is full, skip this action.*
3. **CHANGE:** Swap any two played cards OR play a card into any atmosphere (yours or another's).
4. **DRAW:** Draw the top card from the deck. *If deck is empty, skip this action.*

End of Hand: When a turn ends and all atmospheres are full, the hand is over. After each hand:

1. Flip all cards in atmospheres face up.
2. Discard all cards in players' hands into a pile.
3. Shuffle the discard pile into the draw deck.
4. Resolve Sunlight cards (see Description of Cards section for details).
5. Tally scores based on face value of atmosphere, including lightning multipliers.
6. Check if all four elements (C, H, O, N) are found on cards in your atmosphere. If yes, amino acids are able to form: add six points to your score! The bonus is not multiplied.

End of Game: Play a set number of hands. The basic version is to play one hand per player (e.g. in a four-player game, play four hands), such that each player will be first player once. The player with the highest cumulative score at the end of the final hand wins. **See second page for variants!**

Description of Cards: There are three types of cards in the 42-card Amino deck, each described below.

Sunlight (5 in deck)

Sunlight cards are a form of **wild card**. To resolve at the end of the hand, discard the played sunlight card, draw three cards, and choose one to fill the spot in your atmosphere. Resolve sunlight cards one at a time in turn order starting with first player.

Lightning (4 in deck)

Lightning cards are **stackable multipliers**. A single lightning card will double the worth of the atmosphere, two lightning cards will quadruple the worth, and so on. The multiplier is used on the sum of the points shown on all atmospheric gases and is calculated before the set bonus.

Atmospheric gases (33 in deck)

| Symbol | Name | Card Value | Quantity |
|------------------|-------------------|------------|----------|
| H ₂ | Diatomic Hydrogen | -2 | 3 |
| N ₂ | Diatomic Nitrogen | -1 | 6 |
| CH ₄ | Methane | +1 | 7 |
| NH ₃ | Ammonia | +2 | 8 |
| CO ₂ | Carbon Dioxide | +3 | 5 |
| H ₂ O | Water | +4 | 4 |

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Game Variants: Below is a set of game variants developed along with the base game. There may be other interesting changes to the base game that work for different game groups. Let us know what house rules you like best by tweeting us at @cgsunit !

VENUS VARIANT: At the **start of each hand**, play one card from the top of the deck into each player's atmosphere as a random seed card.

MARS VARIANT: At the **start of each hand**, deal five card to each player instead of four, and each player chooses one card to play into their atmosphere as a seed card.

PHOBOS VARIANT: Mars variant, but instead of their own atmospheres, players choose a seed card for the atmosphere to their left.

DEIMOS VARIANT: Mars variant, but instead of their own atmospheres, players choose a seed card for the atmosphere to their right.

MARS CYCLE: Rotate through Mars, Phobos, and Deimos variants for consecutive hands.

JUPITER VARIANT: Game play remains the same, but the **end of game** is determined when a player reaches 100 cumulative points at the end of the round, instead of a set number of rounds.

PLUTO VARIANT: **End of game** is after only one hand; highest score for that hand wins the game!



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