

AMINO: COMPLETE RULES

Players: 3-6, ages 7+

Length: 30-45 minutes

Designer: Lauren Woolsey

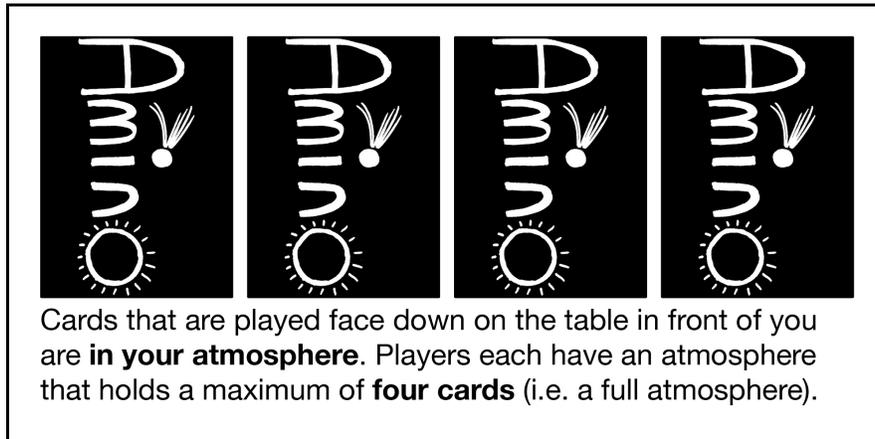
Goal: You are a group of scientists competing to terraform sections of the atmosphere on a newly colonized world. Collect molecules and environmental effects in *your* atmosphere to foster the creation of *amino acids*, the building blocks of life, so that you can get discovery credit and be the best scientist *on the planet!* **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 full.

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



Start of Game: The player who most recently performed a science experiment goes first. First player rotates clockwise each hand, such that everyone will be first player once over the course of the game.

Start of Hand: Deal four cards to each player at the start of each hand; the remaining cards form the draw deck. Put a card from the top of draw deck into each player's atmosphere, hidden from all players (see second page for MOON and MARS variants). The first player takes a turn, then play continues clockwise until all atmospheres are full (see End of Hand section below for more).

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 among the 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: The game lasts for one hand per player (e.g. in a four-player game, play four hands), such that each player will be first player once (see second page for JUPITER and PLUTO variants). The player with the highest cumulative score at the end of the final hand wins! *If there is a tie, play one additional round. If there is still a tie, shake hands and agree to be co-authors on the discovery paper.*

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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. *From the demo players at Boston Festival of Indie Games 2015: If your atmosphere contains all four lightning cards (and nothing else), you “shoot the moon” and win! :)*

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

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!*

MOON VARIANT: At the **start of each hand**, skip the initial “seeding” of the player atmospheres. All atmospheres instead begin with **no** cards in them!

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” instead of random cards from the deck.

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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