# COMPLETE RULES FOR AMINO

**Goal:** Collect molecules and environmental effects in your atmosphere to foster the creation of *amino acids*, building blocks of life. The player with the most points at the end of the game wins!

**Overview of Game:** The player who has most recently done a science experiment will go first. First player position will **rotate clockwise** each round. Deal **four** cards to each player at the start of each round; the remaining cards form the draw deck. 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 in an atmosphere should be kept in order; no shuffling!
→ A <u>game </u>lasts for several <u>rounds</u>, until the "End of Game" condition below is met.
→ A <u>round</u> consists of multiple <u>turns</u> for each player, and lasts until all atmospheres are filled.
→ A <u>turn</u> consists of four <u>actions</u>, then the game continues clockwise for the next player's turn.

**During a Turn:** On a player's turn, they <u>must</u> take all of the actions below, in the order they are listed.
1. **Look** at any two played cards.
2. **Play** a card in your own atmosphere. *If yours is full, skip this action.*
3. **Swap** <u>any two</u> played cards OR **Play** a card in <u>any</u> atmosphere*.*
4. **Draw** the top card from the deck. *If deck is empty, skip this action.*

**End of Round:** When a turn ends and all atmospheres are full, the round is over. After each round:
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 <u>all four elements</u> **(C, H, O, N)** are in atmosphere. If yes, amino acids can form, so **add six points**!

**End of Game:** There are two ways you can play Amino!
→ Basic: Play a set number of rounds, one round per player (e.g. in a four-player game, play four rounds).
     The player with the highest cumulative score at the end of the final round wins.
→ Advanced: Play until a certain score (e.g. 100, 150) is obtained by one player at the end of a round.
     The target score must be decided by all players <u>before</u> the start of the game.

**Description of Cards:** There are three types of cards in the 42-card Amino deck which are described below.
<u>Sunlight</u> (5 in deck)
Sunlight cards are a form of **wild card**. To resolve at the end of the round, discard each 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 position.

<u>Atmospheric gases</u> (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 |
| $H_2O$ | Water | +4 | 4 |

<u>Lightning</u> (4 in deck)
Lightning cards are **stackable multipliers**. A single lightning card will <u>double</u> the worth of the atmosphere, two lightning cards will <u>quadruple</u> the worth, and so on. The multiplier is used on the sum of the points shown on all atmospheric gases and is calculated before earning the set bonus.

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*Players: 3-6, ages 7+*
*Length: 30-45 minutes*