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| ***Initial Set-up Rounds*** | Phase 1: Set Dice Combination To Five  Phase 3: Players choose any 1/1 combination on Evo Phase  Phase 4: not applicable  Phase 5: 3 free placements anywhere on the board, the number up the panel for the life with the inside of the wheel of life compare and corresponding cube number to adjust |
|  |  |
| **Turn wheel and dice** | Turn wheel 1 unit counterclockwise. All: Remove population cubes that have the new number |
| **Gain EP**  **Pages (6-8)**  **(Simultaneous)** | **Evolution points** according to the scale (line below right) received on the player tableau (5 at the start of the game) |
| **Spend EP** | Each player takes the following steps when it's their turn:  1) Buy Development Card(s)(**Page 6**).  Buy any number of cards for 2 or 5 EP  *\*Refill the card at the end of the turn*  2) Movement on the evolutionary field (**Page 6-7**). Go any number of steps on both bars. Pay EP according to the number of moved. Possibly: Bonus for double level 4’s.  *\*Movement in both directions is possible*  3) Movement on the tie-breaker bar (**Page 7**). Any number of steps on the tie-breaker bar go. Pay according to the table. Possibly: bonuses for the reaching / crossing of corner fields.  *\*\*At the end of Phase 3: player in last, receive 1 unique section, 2 lifetime points in 2 landscapes*  4) Play 1 development card (Page 8). Every player is allowed to play exactly 1 Develop card from their hand, provided that conditions are exactly fulfilled.  5) Pass |
| **Movement**  **(Page 8)**  **(in turn, starting with the**  **starting player)** | On the game board, move die (or dice) in adjacent areas (N/S/E/W). The number of points of the dice is reduced by 1 (not 1 per field).  - 1 turns 5 regardless of the player tableau screen.  - If the value of the die reaches the display of the Elephant cemetery, the population dies.  - Fully occupied areas may be crossed  - The movement may be arbitrary between different populations, and can be split |
| **Reproduction**  **(Page 9)**  **(in turn, starting with the**  **starting player)** | Place number of dice according to the number on player board, place each dice with the free cube side up, adjacent to your own dice showing a number on a free space (white circle) of a landscape tile:  - where the player already has his own population  - which is orthogonal adjacent to a landscape tile, on the player already has his own population. It can represent several players represented on a landscape tile be.  After all new populations have been set:  -place number up for the life with the inside of the wheel compare the life and corresponding number of die to adjust |
| Fill up Environments  Pages (10-11)  (Simultaneous) | Occupy vacant spaces on landscapes with majorities. Possibly: bonus for 2 equal majority occupations  Of landscape tile preserved |
| Check Majorities  Page (11)  (Simultaneous)  Check goals (Assignments) for winner | Whoever achieves 5 goals first wins.  Mark goal cards with goal cubes.  Briefly:  - Spread (1 full circle in diagram) = at least 1 population  - Majority occupied (2 full circle) = more than half of spaces on the environment tiles are occupied. Coexistence is allowed.  - Fully occupied (3 full circles) = all spaces are occupied by a single individual’s dice. |
| Change starting player and replenish face up cards | The start player change is clockwise at the end the round. The foremost card of the display will be discarded, remaining cards will be pushed to the right and filled up by the draw pile. |

JASON’s CHANGES FOR TEACHING:

Theme changes:

1. Evolution Scale= Epigenetic Interactions
2. Populations= Individual

**New Overview**

In *Biosphere,* players control a species at the dawn of its arrival to a vast, uncolonized landscape. At start of the game, each player’s species is poorly adapted to the new landscape and each individual can only survive a few years in each of the six biomes. During the game, players evolve their species to increase it’s reproduction rate, movement, and biome specific lifespan. As the game progresses, each species radiates across the mosaic of available biomes. Players win the game by achieving 5 of the randomly selected evolutionary goals associated with dominating a biome type(s), having the largest population, adapting to all biomes, or occupying a number of biome tiles.

**Game play modifciations:**

1. Select 2 Habitat Points at start in ANY habitat (perhaps everyone does the one that matches speciecs)
2. Select goals non-randomly (& do not use purple goals)
3. Play twice: clustered (e.g. N. America) vs. non-clustered habitats
4. IGNORE TIE BREAKER TRACK- DO NOT DISCUSS
   1. All tiebreaker points go into EP bank
   2. If there is a tie, the number of EP points are the tiebreaker
5. Use our biome lifespan cards (vs. ‘Elelphant graveyard’ dial)