

## THE DARWIN EFFECT

### Cards:

32 Ration Cards  
16 Med-Kit Cards  
8 Shelter Cards  
8 Tool Cards  
48 Event Cards  
6 Special Cards

## BASIC RULES

### SETUP

Each player starts the game with 4 Ration cards, 1 Med-Kit card, 1 Shelter card, and 1 Tool card. The event card deck should be placed face down in the middle of the play area.

### OBJECTIVE

Be the last surviving player in the game.

### GAMEPLAY

At the start of each player's turn, he must discard one ration card back into the bank. If a player does not have a ration card or cannot get another player to trade for or give him a ration card to play he will be out of the game.

The game starts with the first player drawing a card from the events deck. The players will then perform the action based on what is on the event card:

### INDIVIDUAL CARDS

**Individual Give** : The drawing player gives a card of his choice to the player of his choice.

**Individual Take** : The drawing player takes a card from whomever he chooses. The player he chooses to take the card from will fan out his cards and the player who drew the card will pick one of the cards.

**Individual Get Ration / Med-Kit / Shelter / Tool** : The drawing player takes a card from the bank of the specific resource if there are cards still available.

**Individual Spend Ration / Med-Kit / Shelter / Tool** : The player who draws this card will return a card of that specific resource to the bank. If the player does not have a card of that type to discard then they will be out of the game unless they can trade with or persuade another player to give that card.

## **GROUP CARDS**

**Group Give** : All players give one card of their choice to the player to their right.

**Group Take** : When this card is drawn the player will present his cards to the player at his right, without the other player being able to see them, so that the player may take a card. That player will do the same with the player to his right and the action will be repeated until it returns to the player who drew the event card.

**Group Get Ration / Med-Kit** : When this card is drawn everybody receives a resource of that specific type. If there is not enough of that resource for everybody the player who drew the card gets the first card and then gets to distribute the rest as he sees fit.

**Group Spend Ration / Med-Kit** : When this card is drawn everybody must discard the card of the resource specified to the bank. Any players who do not have the specified card to discard are out of the game unless they can trade with or persuade another player to give that card to them. IT IS POSSIBLE FOR EVERYONE TO LOSE!!!

## **SPECIAL CARDS**

These cards have some special action on them for either the individual or the group to perform. When one of these cards is drawn, follow the instructions on the card.