

Tough Luck, Dodo

Overview:

Each player controls many creatures of a similar species that are evolving over time to fill the same ecological niche in a variety of environments. Creatures gain mutations that determine what resources they need to consume to survive and reproduce. As creatures reproduce, their offspring gain mutations. Each environment poses a different set of resources which your creatures must compete for to become the dominant species. **The goal of the game is to have two creatures fully suited for their environment.**

Components:

- 18 environment cards (large cards)
- 120 mutation blocks (40 red, 40 yellow, 40 green)
- 100 creature bases (25 white, 25 orange, 25 pink, 25 blue)
- 12 tokens (small cards)
- 4 colored dice
- 1 Active Player Token

Creatures:

Creatures are comprised of a single creature base and one or more mutation blocks. The color of the creature base indicates which player controls the creature. The mutation blocks indicate which resources the creature needs to consume to survive.

(E.g. A creature consisting of a brown base, two red blocks and a green block is owned by the brown player and requires two red resources and one green resource every turn to survive.)

Setup:

- For 2 players, randomly choose 6 environments and arrange them in a 2 x 3 grid. For 3-4 players, randomly choose 9 environments and arrange them in a 3x3 grid. The colored squares on the environment cards represent the number and type of resources that are available in that environment.
- Each player:
 - Chooses a creature base color (white, brown, pink, blue)
 - Starts with exactly three creatures, each of which has a single mutation block of a different color attached to a creature base.
 - Starts with three tokens (Competitive Advantage, Famine, and Relocation), one of each, placed face up in front of him or her.
- By whatever method you like, choose a player to take the Active Player token first.

- Starting with the active player and progressing in a clockwise order, each player places one of their three creatures onto an environment until all creatures are in play. Any number of creatures may occupy the same environment.

Turn Order:

A turn consists of four phases: the Token Phase, Migration Phase, Consumption Phase, and Reproduction Phase. Before moving to the next phase, all players must complete the current phase. Once all players complete the Reproduction Phase, pass the active token clockwise to the next player.

1. Token Phase:

- Each player, starting with the active player and moving clockwise, may play up to one of their tokens. Once a token is used, it is flipped over and cannot be used again for the rest of the game.
- Token types:
 - Competitive advantage: Place this token under a creature. That creature consumes resources before any other creature this turn. If two or more creatures have Competitive Advantage, ties are broken by normal consumption phase order.
 - Famine: Choose any two resources from any single environment. Cover their square with the black squares for the remainder of the turn. These covered resources may not be consumed by any creature this turn.
 - Relocation: Choose any creature (not necessarily your own) and move it to any environment. That creature may not be Relocated again during this Token Phase.

2. Migration Phase:

- Starting with the active player and going clockwise, each player may move one of their creatures into an environment sharing an edge with the one it is in. Repeat three times. A creature may only be moved once in this way in a turn.

3. Consumption Phase:

- A creature can only (and must) consume resources if there are resources available in the environment it occupies equal to its mutations. If a creature cannot consume all the resources it requires, it consumes no resources, dies and is removed from the board. (E.g.: a creature with two green mutations and a single yellow mutation must consume two green resources and a yellow resource to survive.)
- Once a resource is consumed, it may not be consumed by any other

creature this turn.

- In each environment, creatures consume resources in the following order:
 1. Any creatures that have Competitive Advantage this turn consumes resources first. If there are two more, ties are broken by the normal consumption phase order.
 2. The creature with the greatest number of mutations. Ties are won by the active player, or the player sitting closest clockwise to the active player. If the same player controls two creatures that are tied, the player chooses which creature consumes resources first.

3B. Capture Phase:

- If there is any environment in which a single creature consumes all of the available resources, that environment is now **captured** by that player. The environment is flipped over with the capturing creature still placed on it to denote that it has been captured. No creatures may move through a captured environment, and the capturing creature no longer migrates, consumes or reproduces.
- An environment can be captured even if it is under the influence of a Famine token.

4. Reproduction Phase:

- All creatures who consumed now reproduce. Assemble a new child creature identical to each creature that is reproducing. For each, roll a die; based on the color of your roll, add an additional mutation to the child creature. Place the child creature into its parent's square.

Ending the game: If at the end of the Consumption Phase any player has captured two environments, the game is over and the player with the most captured environments wins. In the case of a tie, the winner is the player with the most creatures on the board.

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