

## SETUP

- 1 SEPARATE:** (1) Birth of Life and (15) catastrophe cards from the other (25) age cards.



- 2 SHUFFLE** the age cards. Deal 3 piles, with 3 ages each, face down. Set the rest of the ages aside.



- 3 SHUFFLE** the catastrophes, then deal 1 random catastrophe into each of the 3 piles. Shuffle each pile separately. You should now have 3 piles, each with 4 cards.



- 4** a) Stack the 3 piles on top of each other.  
b) Place The Birth of Life on top of the stack.  
c) Place the age pile in the center of the table.



- 5** Each player selects 1 Gene Pool card. Just pick your favorite color! Place your Gene Pool card in front of you, with the number 5 facing up.



Your Gene Pool is unique to you, and represents how many cards you should hold to end your turn. Rotate/flip this card as it increases or decreases.

- 6** Finally, shuffle the traits like life depends on it, and deal 5 to each player. Place the remaining stack of traits in the center of the table, next to the age pile.



## GAMEPLAY

The object of the game is to score the most points by the end of the world.  
(Play traits to score points. See Taking a Turn, pg 2.)

1st player is left of the dealer.

To begin, 1st player flips the Birth of Life from the age pile, which simply sets the game. Moving clockwise, each player takes a turn.



Once all turns are taken, 1st player flips the next age card, and a new round begins...  
...and so on and so forth!

**AGES:** All players follow the age effect BEFORE turns are taken. Age effects last 1 round only.

When a catastrophe is flipped:

- ✓ All players permanently apply the Gene Pool effect.
- ✓ Then, all players follow the secondary effect.

! Ignore the gold World's End effect until the 3rd catastrophe, at which point the world ends.  
Time to tally the scores!

## LAYOUT // ERAS

Catastrophes mark the end of an "Era".

To keep track of the game, begin a new era after each catastrophe, by starting a new stack of ages. A fully finished game should look something like this:



## TAKING A TURN

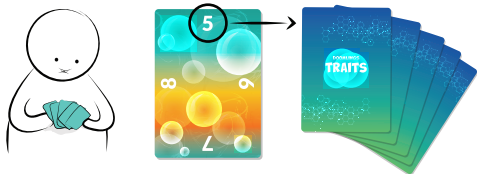
Reminder: All players must follow the current age effect before turns are taken.  
(See Gameplay, pg. 1.)

- 1 Play 1 trait from your hand, face up, in front of you. This is your trait pile, and it's how you earn points! (Tip: to organize your tableau, overlap cards of the same color with the point value revealed.)



- 2 Some traits have text at the bottom, called "effects." These can be bonuses, or special instructions (pg 4). If applicable, play the effect now.

- 3 **STABILIZE to end your turn.** To stabilize, the number of cards you hold must equal the number at the top of your Gene Pool card.



### EXAMPLE:

Your Gene Pool is 5, but you hold 4 cards: Draw 1.  
Your Gene Pool is 5, but you hold 6 cards: Discard 1.  
Your Gene Pool is 5, and you hold 5 cards: Do nothing.  
Congratulations, you are stable.

**NOTE:** If your Gene Pool changes, it doesn't mean you draw or discard. Only draw or discard when you stabilize.

### Once you're stable, your turn is over.

When all players have taken a turn, 1st player flips a new age card, and a new round begins.

pg 2

## CATASTROPHES

When a catastrophe is drawn:  
1st player position moves 1 person to the left.  
**DRAWING THE 3RD CATASTROPHE ENDS THE GAME.**

- a Catastrophes affect ALL Gene Pools. All players adjust their Gene Pool cards before turns are taken. This effect lasts for the rest of the game. (Remember, players do not draw or discard until they must **STABILIZE!**)
- b All catastrophes have a Catastrophic effect. Follow that effect before turns are taken. Catastrophic effects only last during that round.
- c **IGNORE** the World's End effect, UNTIL... The 3rd and final catastrophe arrives, and the game ends. No more turns are taken. It's time for the World's End...



## WORLD'S END

When the final catastrophe is drawn, that's it!  
The world ends, and no more turns are taken.  
...now what?

### FIRST

- 1 Play the **GENE POOL EFFECT** and **CATASTROPHIC EFFECT**, just like any other catastrophe.

### IN TURN ORDER

Players check their traits in their trait piles for any "World's End" symbols in the bottom right corner.  
Resolve these effects now!

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### RESOLVE



the World's End effect  
of the final catastrophe.

**Remember, no more turns are taken.  
It's time to tally the score.**

3

## SCORING

You might be a swell arithmetician, but in case you aren't, we recommend you grab a pen and paper, and follow these steps when scoring.

- 1 If the final catastrophe's World's End effect gives or takes away points, count those now.
- 2 Tally the face value of all traits in your trait pile. (Count compass stars as zero.) 
- 3 Finally, tally up any bonuses/modifiers in your trait pile. To quickly identify these cards, look for the Drop of Life in the bottom right corner: 

\*For a printable scorecard, digital score calculator, and more, check out [doomlings.com](http://doomlings.com), or scan the QR code on the back of these rules!

**TIES:** In the rare event of a tie, we leave it to fate!

Draw a trait from the top of the deck, and apply only the face value to your final score!

(Then laugh triumphantly about your well-earned victory!)



## COLOR TEXTURE GUIDE

To help distinguish colors, the point value circle has a different texture for each color. **The surrounding border further distinguishes the card.** *E.G. Red surrounding borders have spark/fire textures, while colorless is naked around the circle.* Dominant traits say "Dominant" at the top of the card.

Green  
vines



Blue  
clouds



Purple  
honeycomb



Red  
sparks



Colorless  
crag



**CUSTOMIZATION:** Doomlings can be customized to your household's liking. If a card doesn't fit your playstyle, it's okay to remove it! If you want longer or shorter games, you can add or remove an age from the setup phase! Expansions and boosters can be mixed-and-matched for a variety of gameplay. **For a list of suggested game variants, visit [doomlings.com](http://doomlings.com)**

## CREDITS, SHOUTOUTS, AND THANK YOU

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# SURVIVAL GUIDE



## EFFECTS

The text at the bottom of a card is an **EFFECT**.

Traits with no text are **EFFECTLESS**.

**AGE EFFECTS** last for that round only, but +/- Gene Pool effects last for the rest of the game.

**TRAIT EFFECTS** typically occur as long as they're in your trait pile. *If you lose the card, you lose the effect!*

**ACTIONS:** You'll know it's an Action if it has this symbol below the text:



Actions only occur when the trait is played directly from your hand. If able, you must play the action. If unable, ignore the action. (See \*Requirements below.) By default, do not play actions that are stolen or swapped, played directly from the discard pile, the community deck, or by any other means, **unless told to do so**.


**OUT OF TURN:** Some traits can be played **out of turn**. If the trait is played as instructed, it does not count as your turn! *Do not stabilize until the end of your turn!*

To quickly identify these cards, look for this symbol:



**NOTE:** *These traits can still be played as a normal turn, but we recommend against this!*

**FACE VALUE** refers to the number at the bottom of a trait. This value is constant. Bonuses are tallied separately, at the end of the game.

 **VALUE IS EQUAL TO** effects have a compass star face value. The final value is variable, but **ALWAYS** treat its face value as zero.

**RANDOMLY/AT RANDOM:** If a trait is randomly removed from your hand/trait pile for any reason, we suggest flipping the set of cards face down, and offering an opponent to select the card. (Ideally the receiving opponent, or if no one is receiving, then player's choice.)

**SWAP/STEAL:** If you swap/steal from a hand, put the card in your hand. If you swap/steal from a trait pile, put the card in your trait pile.

**REQUIREMENTS:** If an effect is a requirement, like, "To play, you must have at least 1 colorless trait in your trait pile," you must fulfill the requirement to play from your hand, the top of the deck, or the discard pile. If it's played randomly and you cannot fulfill the requirement, discard it immediately. Ignore the requirement if the trait is moved, swapped, or stolen, unless otherwise stated.

**RESTRICTIONS:** Effects can be restricted. Example: an age states players cannot discard. If a trait requires you to discard, (*To play you must...*), you cannot play the trait. If an effect is not required, (*Discard 1 card from your hand*), simply play the trait and ignore the effect. This might even work to your advantage!

**Note:** *In most cases, you cannot choose to ignore an effect.*

## GENE POOL

Your Gene Pool card represents what your hand size must be **after you stabilize**, (e.g. at the end of your turn.)



**STABILIZING:** To stabilize, simply draw or discard until the number of cards in your hand equals the size of your Gene Pool. **This is how you end your turn.**

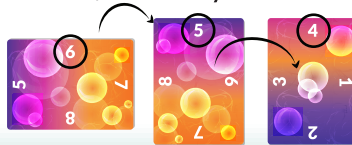
*(Check the effects! Some cards can force you to stabilize out of turn, while others can force you to skip the stabilize step entirely.)*

**IMPORTANT:** Throughout the game, you'll find yourself with more or fewer cards than your Gene Pool allows. That's okay! Just remember to **stabilize at the end of your turn**.

### INCREASING/DECREASING YOUR GENE POOL

Catastrophes and traits can increase/decrease your Gene Pool. When this happens, rotate/flip your Gene Pool card so that its current value is at the top.

**DO NOT draw/discard until you must STABILIZE.**



**CATASTROPHES** affect ALL Gene Pools immediately, and the effect is permanent.

**TRAITS** with +/- Gene Pool effects apply when they enter your trait pile. If the trait leaves your trait pile, adjust your Gene Pool accordingly.

### MIN/MAX GENE POOL

If an effect would have you exceed a Gene Pool of 8 or dip below a Gene Pool of 1, ignore the effect.

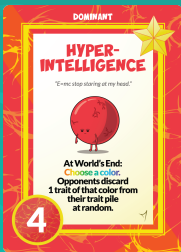
**But when a trait leaves your trait pile, ALWAYS** adjust your Gene Pool, even if you have enough effects to reach the maximum Gene Pool. *The event of the trait leaving causes the change.*

# DOMINANT TRAITS

Dominant traits have a gold border and a gold star in the top corner.

Once played, they cannot be swapped, stolen, discarded, returned or removed from your trait pile for any reason.

You can **ONLY** play 2, so choose wisely!



**A 3RD DOMINANT:** Your trait pile might receive a 3rd dominant trait by random chance (i.e. playing a trait from the top of the deck). In that case, instead of playing the 3rd dominant, discard it. **You may not redraw to replace it.**

**BIRTH OF A HERO:** The age "Birth of a Hero" commands you to play the trait "Heroic" without restriction. Play "Heroic" immediately. If it would be your 3rd dominant trait, you may keep it. This is **THE ONLY WAY** to have 3 dominant traits in your trait pile. Congratulations, you've pulled off something our crack team of statisticians assured us would only happen **once in a thousand super volcanoes...**

# HELPFUL ICONS



Actions are special effects that occur once, when played directly from your hand. Look for this symbol below the effect text.



Traits with this symbol can be played **out of turn**, so pay close attention to the effect! *They can also be played as normal, (i.e. if it's the last card in your hand), but we recommend against this.*



Traits with a World's End effect will have this symbol in the bottom corner. At the end of the game, look for this symbol to quickly identify your World's End effects.



Traits with the Drop of Life provide bonuses or modifiers to your score. When scoring, look for this symbol to quickly identify your bonuses!



Identify expansion cards with icons in the top right corner. Mix and match collections for a variety of gameplay!

# DISPUTES/RESOLUTIONS

Just like in life, there are exceptions to many rules in Doomlings. If a conflict of rules arise, you can generally follow a heirarchy structure. Ages > Traits > Survival guide

If a dilemma arises that cannot be resolved with a friendly battle of wits—or perhaps a light shouting match—we suggest the opposing parties each draw a card and award the decision to the highest face value. Or throw the cards in the air and bond over a friendship exercise of 52+ pickup.

# DISCARD PILE

Discard face up, next to the community trait stack. Only reshuffle the discard pile if traits deplete (e.g. games of 5-6 players, without expansions).



# COLOR/COLORLESS

There are 4 colors: blue, green, purple, and red.

\*Dual-color borders are 2 colors simultaneously. (Expansions)  
Grey is "colorless," and isn't used for "color" designated effects.  
Lowest/highest color count is the color you have the least/most of.  
A "color pair" or "pair of colors" is 2 traits of the same color.



# WHEN YOU CAN'T PLAY A TRAIT

If you are able, you **MUST** play a trait, even if it's something you don't want in your trait pile!

On rare occasions, you might be unable to play a trait on your turn. If your hand is empty, draw 5 cards and skip your turn! If you hold cards but can't play any, skip your turn. You may, if you choose, discard your entire hand and draw 3 cards.

In either case, do not stabilize this turn!

**NOTE:** Grow your Gene Pool to avoid getting skipped!



# DOOMLINGS

**YOUR GUIDE TO THE END OF THE WORLD**

**2-6 PLAYERS / 20-45 MINUTES / AGES 10+**

## **WELCOME TO DOOMLINGS!**

On your first playthrough, you might overthink your hand, like there's some hidden, perfect path to take. But when is this ever the case in life? Rest assured, there is no perfect card to play. So for now, play something cute, try some things, and trust that the cards will help you find your way.

**WATCH THE TUTORIAL,  
USE THE SCORE TOOL,  
EXPLORE THE UNIVERSE  
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