

Composition

Tokens



Rank badge x10



Survival badge x20



Mutation badge x10



Symbiosis badge x10

3rd rank Animal cards



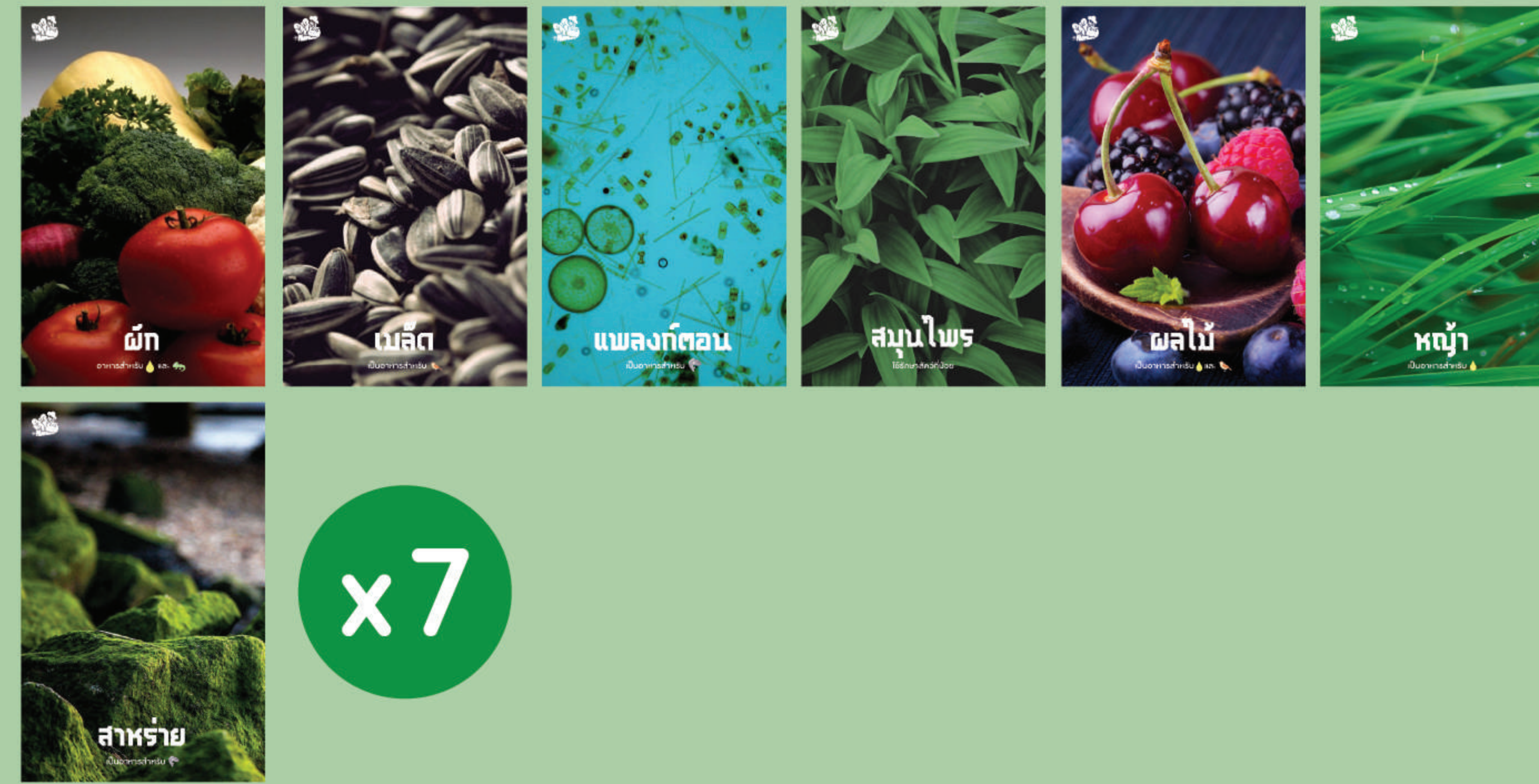
2nd rank Animal cards



1st rank Animal cards



Plant cards



Microbe cards



Action cards



Back side

Project: BLOME

Rules

- Each player will own an ecosystem that you must manage your living thing in limited resource conditions.
- Each player will receive animals, plants, microbes, and action cards. Each card has unique abilities to increase animals' survivorship or interrupt other players. Some abilities have using conditions so you must study them to use them properly.
- The player who has no animal will lose this game and those who are the last one will win this game.

Animal card classification




Detail and function

Cards detail

Cards basic ability

Animal card symbol



Common and scientific name

Abilities and condition


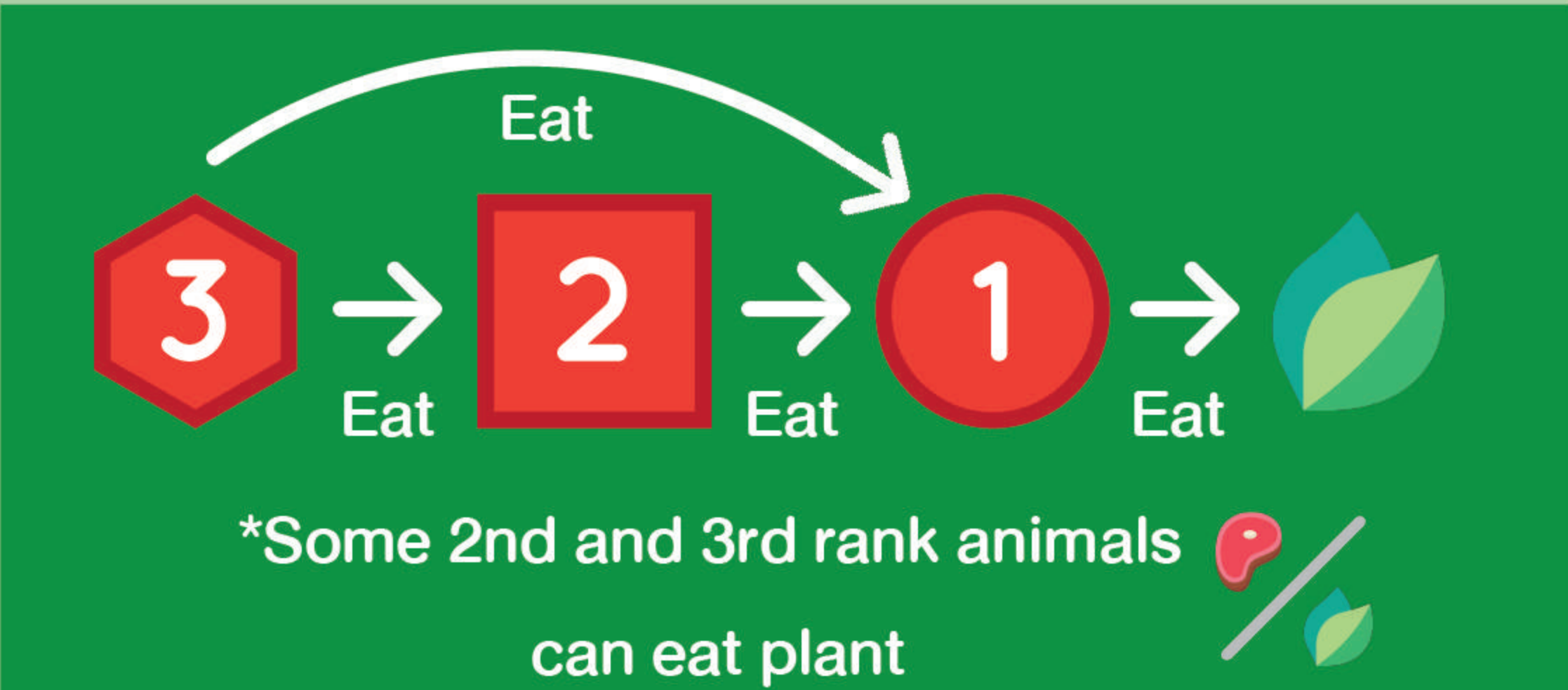
Rank

Type


Food that it want

สิงโต
Panthera leo





- สิงโตสามารถผสมพันธุ์กับเสือได้ โดยผู้เลี้ยงต้องเลือกการ์ดลูกระหว่างเสือหรือสิงโต
- ในทุกๆ 2 วัน สามารถตั้งสิงโตโตก็ได้โดยไม่ต้องเข้ามาอยู่ในระบบนิเวศ


*Some 2nd and 3rd rank animals can eat plant



*Must choose plant type suit with animals.







Use for making the animal sick that will downgrade rank 1 level and cannot hunt for 2 days.



Use for increase animals survivorship, promote their abilities, and interrupt other players.

Microbe card symbol




Common and scientific name

Abilities and condition

เชื้อไวบริโอ
Vibrio

ก่อโรคใน 1-2 ตัว

Plant card symbol




Card name

Abilities and condition

ผัก

อาหารสำหรับ และ

Action card symbol



Card name

Abilities and condition

ฟังพาด้าย

เลือกฟังพาด้ายกับสัตว์อีก 1 ตัวในระบบนิเวศ โดยสัตว์เหล่านั้นจะกินอาหารสำเร็จ-ตายด้วยกับ

Detail and function

Token using



When an animal is fed in the feeding phase or hunts an animal in the hunting phase, will receive a survivor badge to show this animal survived in that phase.



When using a mutation card with an animal, will receive a mutation badge to show this animal is mutated.



Rank tokens use to show new ranks that affected by card abilities.



2 animals that symbiosis, the cards must be positioned like this. If symbiosis with another animal in another ecosystem (affected by card abilities), you can position the cards in your or another ecosystem but the ownership of animals is still there.

Other function and card positioning



When feeding or hunting a animal, the animal card that use as the food must put below.



2 same species of animals can mate together then pick up another card from the card deck and be positioned like this. (If there is no card in the card deck, meaning you can't mate.)

How to play

Starting game

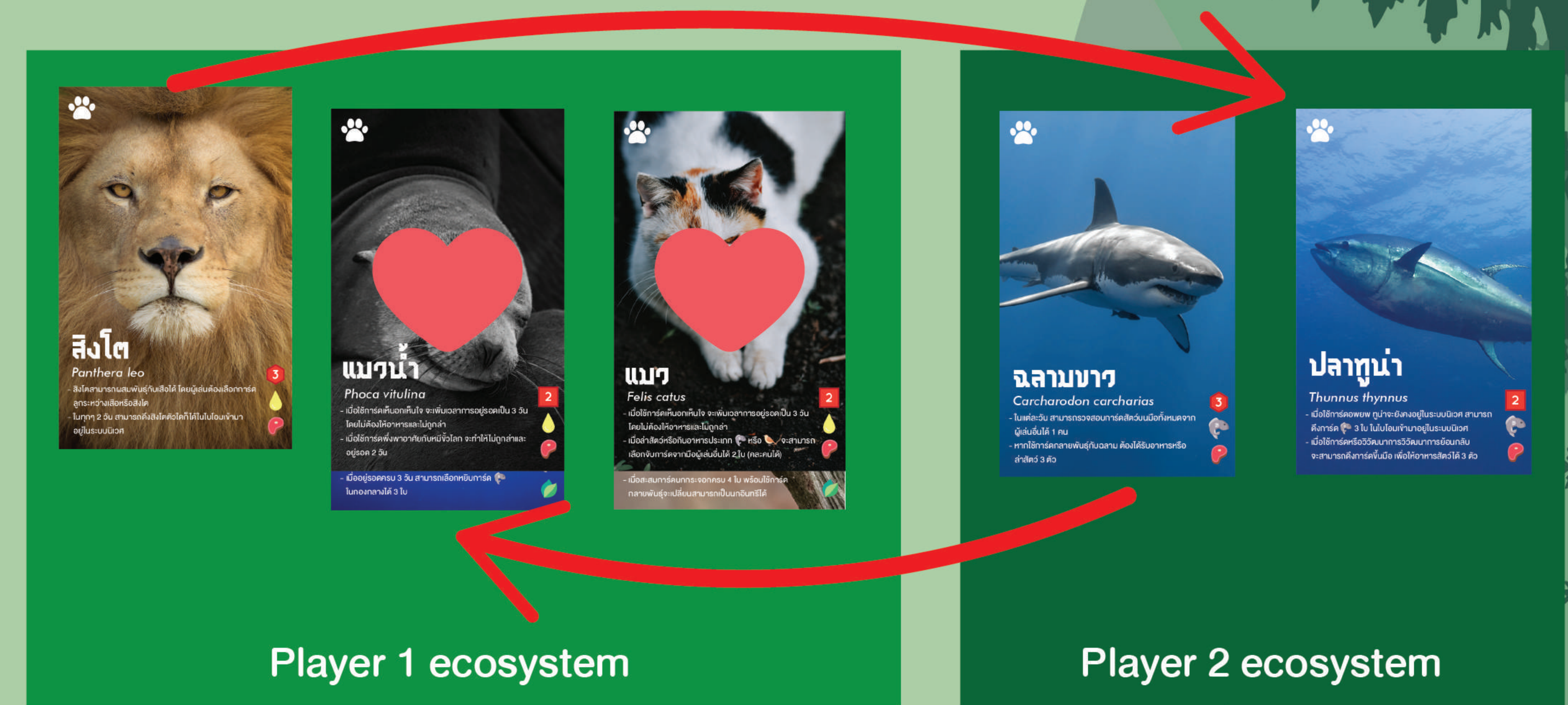


Each player must draw 7 cards.



Choose animals to put on the table (The site that use to put on your cards called ecosystem and all players' ecosystem called biome.)

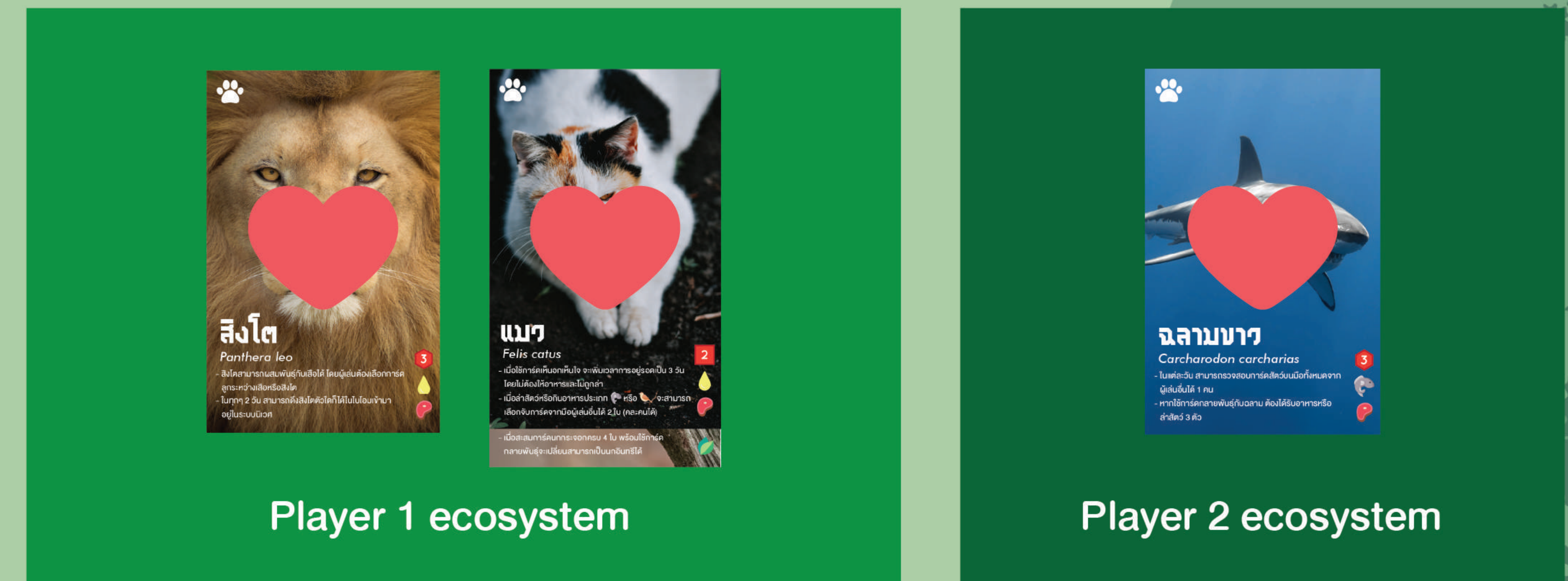
First day : Hunting phase



First day : Feeding phase



In this phase, You must feed the animals with the card in your hand to make these survive in the next phase.



The animals which are not fed must receive their food in this phase by choose any animal from other ecosystems to be hunted as a food when they hunted, will be survived in this phase, and the animals which survived in the previous phase and not be hunted in this phase, will be survived too. (If animals that not be fed in any phase will die.)

The next day

When all players proceeded with their hunting phase, will go on the next day by drawing 3 new cards from the card deck then proceed with the 2 phases like the first day. The player who has no animal will lose this game and those who are the last one will win this game.