

# REEF SURVIVOR- Gameplay Order of Operations

(see rulebook for more details)

## GAME SET UP

- A. **Pick Your Game Board** - Any one of five environments (30 spaces).
- B. **Start Growing your Reef** - Select five reef building organisms.
- C. **Set up the Coral Triangle** - Add one of each Reef Builder and Dweller to the Coral Triangle (note: it may be set up already).

\*\*\*

## PLAYING A ROUND (1 million years)

### Phase 1: New Friends and Mutations

- A. **Acquire reef dwellers** - For every 2 corals, bivalves, and calcareous algae, you can support one fish, urchin, or snail.
  - Now, each dweller eats one token of fleshy algae (only 1 per round)!
  - Reef dwellers do not mutate or reproduce.
- B. **Acquire fleshy algae** - Add 5 fleshy algae to your reef (worth NEGATIVE one point). They always take a space.
  - Fleshy Algae do not mutate or reproduce.
  - Covered reef builders cannot reproduce, evolve, or recruit dwellers and are not worth points. If algae are eaten off, builders can recover.
- C. **Mutation!** Go around the board and gain 2 mutations. **FIRST**, select which builder will mutate, **THEN** roll the D12 die and add the specified mutation token to your dweller; do this twice (2 rolls each per round).

### Phase 2: Spawning and Migration

- A. **Each reef builder spawns one identical juvenile** (same mutations as the parent), unless otherwise directed. Place new juvenile builders in the nursery.
- B. **Recruit (NOT in Round 1)** - The player with the lowest overall score AND the player with the lowest score in the last round each recruit two juvenile offspring from the Coral Triangle (place them in the nursery). Note: this could be two different players or one player twice; if there is a tie, both players recruit.
- C. **Trade juveniles** - Juvenile builders in the nursery are planktic and can float to new areas on your reef or the reef of the player next to you. Trade juveniles with your neighbors (1 left or right) or keep them; after trading, place the juveniles on your board.

(continued on back)

(continued from front)

### Phase 3: Catastrophe!

**All reefs on the table** (except the Coral Triangle) **get hit with a catastrophe**. Shuffle the Disaster Cards (separate long and short term disasters).

- Round 1: You only encounter ONE short-term event.
- Round 2: You encounter TWO short-term events.
- Round 3: You encounter ONE long-term event.
- Round 4: You encounter TWO short-term events.
- Round 5+: You encounter ONE short & ONE long-term event.

From the appropriate deck, pull out one or two cards (see above); flip the top card and follow the instructions on the card (address the disasters in the order they are drawn). Unless otherwise noted, disasters only impact the top-most reef builder.

- Assess whether you lost reef dwellers (dwellers must be always sustained by two builders).

### Phase 4: Survey your reef

Award points in your notebook using these rules:

- a) ONE POINT for each reef builder AND dweller on the board (unless covered by fleshy algae);
- b) LOSE A POINT for every fleshy algae;
- c) TWO POINTS for every different type of organisms on the board. All stacked reef builders count.

Bonus Points!

- Resilience (5 pts) – 4+ of the same type of reef builder each with UNIQUE POSITIVE mutations.
- 3-D Reef (5 pts) – 3+ sets of builders 3 stacks tall!
- Coastal Protection (5 pts) – TWO rows filled with reef builders between the open ocean and land.
- Catch an Error – If you catch someone's error, steal their reef dwellers for this round of scoring (i.e., their dweller points).

**Tally the score for the region (i.e., the table) and add this to the "Who's Winning?" scoreboard. Remove stacked organisms!**

\*\*\*

The game is played for 4 million years (i.e., Phases 1-4 for four rounds); or for whatever length of time you have.

**WINNING: Sum all points over all rounds for your final score; the highest final score wins.**

## REEF SURVIVOR- Gameplay Order of Operations

(see rulebook for more details)

### GAME SET UP

- A. **Pick Your Game Board** - Any one of five environments (30 spaces).
- B. **Start Growing your Reef** - Select five reef building organisms.
- C. **Set up the Coral Triangle** - Add one of each Reef Builder and Dweller to the Coral Triangle (note: it may be set up already).

\*\*\*

### PLAYING A ROUND (1 million years)

#### Phase 1: New Friends and Mutations

- A. **Acquire reef dwellers** - For every 2 corals, bivalves, and calcareous algae, you can support one fish, urchin, or snail.
  - Now, each dweller eats one token of fleshy algae (only 1 per round)!
  - Reef dwellers do not mutate or reproduce.
- B. **Acquire fleshy algae** - Add 5 fleshy algae to your reef (worth NEGATIVE one point). They always take a space.
  - Fleshy Algae do not mutate or reproduce.
  - Covered reef builders cannot reproduce, evolve, or recruit dwellers and are not worth points. If algae are eaten off, builders can recover.
- C. **Mutation!** Go around the board and gain 2 mutations. **FIRST**, select which builder will mutate, **THEN** roll the D12 die and add the specified mutation token to your dweller; do this twice (2 rolls each per round).

#### Phase 2: Spawning and Migration

- A. **Each reef builder spawns one identical juvenile** (same mutations as the parent), unless otherwise directed. Place new juvenile builders in the nursery.
- B. **Recruit (NOT in Round 1)** - The player with the lowest overall score AND the player with the lowest score in the last round each recruit two juvenile offspring from the Coral Triangle (place them in the nursery). Note: this could be two different players or one player twice; if there is a tie, both players recruit.
- C. **Trade juveniles** - Juvenile builders in the nursery are planktic and can float to new areas on your reef or the reef of the player next to you. Trade juveniles with your neighbors (1 left or right) or keep them; after trading, place the juveniles on your board.

(continued on back)

(continued from front)

### Phase 3: Catastrophe!

**All reefs on the table** (except the Coral Triangle) **get hit with a catastrophe**. Shuffle the Disaster Cards (separate long and short term disasters).

- Round 1: You only encounter ONE short-term event.
- Round 2: You encounter TWO short-term events.
- Round 3: You encounter ONE long-term event.
- Round 4: You encounter TWO short-term events.
- Round 5+: You encounter ONE short & ONE long-term event.

From the appropriate deck, pull out one or two cards (see above); flip the top card and follow the instructions on the card (address the disasters in the order they are drawn). Unless otherwise noted, disasters only impact the top-most reef builder.

- Assess whether you lost reef dwellers (dwellers must be always sustained by two builders).

### Phase 4: Survey your reef

Award points in your notebook using these rules:

- a) ONE POINT for each reef builder AND dweller on the board (unless covered by fleshy algae);
- b) LOSE A POINT for every fleshy algae;
- c) TWO POINTS for every different type of organisms on the board. All stacked reef builders count.

Bonus Points!

- Resilience (5 pts) – 4+ of the same type of reef builder each with UNIQUE POSITIVE mutations.
- 3-D Reef (5 pts) – 3+ sets of builders 3 stacks tall!
- Coastal Protection (5 pts) – TWO rows filled with reef builders between the open ocean and land.
- Catch an Error – If you catch someone's error, steal their reef dwellers for this round of scoring (i.e., their dweller points).

**Tally the score for the region (i.e., the table) and add this to the "Who's Winning?" scoreboard. Remove stacked organisms!**

\*\*\*

The game is played for 4 million years (i.e., Phases 1-4 for four rounds); or for whatever length of time you have.

**WINNING: Sum all points over all rounds for your final score; the highest final score wins.**