

The Endless Forms

# News-letter

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## Game Debut at the Chihuahuan Desert Nature Park

*Endless Forms* will be unveiled during seven “Wildlife Wonders” events being held at the Chihuahuan Desert Nature Park throughout 2024. This first edition of the game is dedicated to The Asombro Institute for Science Education and features the unique and hardy animals of the Chihuahuan Desert.

Play your Coyote and American Badger to the same habitat to cooperatively hunt together, or avoid predation with camouflaged species like the Creosote Bush Walking Stick and the Roundtail Horned Lizard! At each event, visitors will have the opportunity to learn how to play from the game’s creator, purchase pre-built starter decks, and collect commemorative event cards by visiting booths around the park. These cards will feature species from the group being celebrated at each event, which includes reptiles, mammals, birds, bats, and insects. Visit [asombro.org/events](http://asombro.org/events) to find the dates of all seven Wildlife Wonders!

All proceeds from the sale of first edition starter decks benefit the Asombro Institute for Science Education, a local non-profit which has dedicated itself to improving natural science literacy in Las Cruces for more than 30 years.



3 free bird species cards will be given out on April 20th!

SCAN TO SUBSCRIBE



# Basic Game Concepts

Endless Forms is based on *real organisms* and *natural science concepts*. It is a 2-player strategy game where you will draw cards from a shuffled deck and figure out how best to play them. Like other popular card games, you can craft your deck to include the cards that you think will work best together.

Each player has 2 decks: A *habitat deck* with 10 habitat cards in it, and a 40-card *main deck* containing *species cards*, *event cards*, and *effect cards*. Just as in nature, your goal is to survive and thrive. You will attempt to grow the populations of your desert species cards (by placing *counters* like coins or dice on them) as much as possible, while your opponent endeavors to do the same.

At the beginning of the game, habitat cards are drawn and placed in the playing area. Players then draw cards from their main deck and take turns placing species cards “in” those habitats. Species may be predators, like a Coyote or a rattlesnake, which can only get counters if they prey on other creatures. Other species such as insects or songbirds can get what they need (like nectar and seeds) from their habitat, so they gain counters automatically. No animal lives forever, so at the end of each turn, all species

lose some counters, and if they reach zero, they are removed from the game. The goal of each player is to increase the population of their species as much as possible during each of their 8 turns. *The player with the most population counters at the end of the game is the winner.*

Species may benefit from their own special adaptations, or from symbiotic relationships with other creatures. Playing effect and event cards can also help your species, or hinder your opponent’s. Using your own *creativity and ingenuity* to determine where to play your cards, and when, can give you an advantage over the other player, and the cards you choose to include in your deck can give you the best odds of ending the game with the largest population. Exactly which cards you draw, however, is up to chance, meaning *no two games will ever be the same!*

## THE MEANING OF “ENDLESS FORMS”

### The 4 Card Types



**GREATER ROADRUNNER**  
*Geococcyx californianus*

**BIRD**

This creature's specialized feet give it a distinctive X-shaped footprint which helps it reach its speed up to 28 mph.

**Reptile Specialist:** +1↑ when preying on a species of the reptile group.

**Zygodactyl:** During your move phase, in addition to your one allowed move, you may also move Greater Roadrunner to an adjacent habitat for free.

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*Species* are played to habitats where they can then exert to gain population counters. Predators can only exert if a prey species is present in the same habitat. The player with the most counters on their species at the end of the game wins.



**OCOTILLO FOOTHILLS**

Ocotillo, prickly pear, and yucca grow densely on these rocky, south-facing slopes.

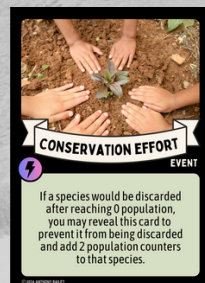
*Habitats* are placed in the playing field at the beginning of the game. Each player can deploy up to 3 species to any given habitat.



Deploy to a species. Whenever this species is preyed upon it does not lose a population.

**R-STRATEGIST**  
EFFECT

*Effects* are attached to other cards and alter what they can or cannot do. Effects can aid your progress, or hinder your opponent’s. When the card an effect is attached to is discarded, the effect is discarded along with it.



**CONSERVATION EFFORT**  
EVENT

If a species would be discarded after reaching 0 population, you may reveal this card to prevent it from being discarded and add 2 population counters to that species.

*Event* cards are played face-down and can be revealed at any time, even during your opponent’s turn. When they are revealed, their text takes action immediately. The timing with which you play your events determines how effective they are.

“It is interesting to contemplate an entangled bank, clothed with many plants of many kinds, with birds singing on the bushes, with various insects flitting about, and with worms crawling through the damp earth, and to reflect that these elaborately constructed forms... have all been produced by laws acting around us...”

There is grandeur in this view of life, with its several powers, having been originally breathed into a few forms or into one; and that, whilst this planet has gone cycling on according to the fixed law of gravity, from so simple a beginning *endless forms most beautiful* and most wonderful have been, and are being, evolved.”

- Charles Darwin, 1859