

PHASES OF A TURN

You and your opponent will each get 8 turns to grow the populations of your species as much as possible. The game alternates between **Day** and **Night**, with each player getting one turn during each period. (Tip: Use the turn tracker on the back of this booklet to help you keep track.) The player with the most population counters on their species cards at the end of **16 turns** is the winner.

DAY		NIGHT	
P1	P2	3	4
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Draw 1 card Draw 2 cards

1 INITIALIZATION PHASE

On your first turn of the game, you will simply **draw** from your **main deck** during this phase. The game begins as Day so you will draw 1 card. When it is Night, you will draw 2 cards.

If you have already had a turn and have species that have been exerted (i.e., rotated sideways), you should **un-exert** them (i.e., rotate them back to the normal position) during this phase.

The Initialization Phase in more detail:

Stage 1: Un-exert any of your exerted species.

Stage 2: Resolve any cards that reference "At the beginning of turn..." (i.e., make their effect happen).

Stage 3: Draw cards for the turn: 1 card if it is Day, 2 cards if it is Night.

2 DEPLOYMENT PHASE

Time to play some cards! During this phase, you may **play 1 card of each type**:

- Species:** Species are deployed to habitats. Each player may have a maximum of 3 species at any one habitat. Any species can be deployed to any habitat that has room for it. **When you first deploy a species, place the same number of population counters on top of it as its expanding population rate specifies** ($X\uparrow$, see page 2). View the diagram on page 4 to see how species cards should be placed in habitats on the playing field.



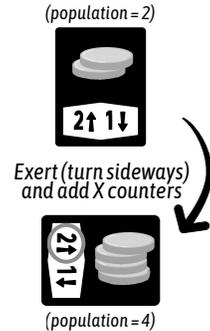
- Effects:** Effects may be attached to other cards or zones, and may have other consequences as specified by the text on the card. Place them partially underneath the card or zone they are deployed to so that you can remember that their effect is in action. When a card with an Effect attached to it is discarded, that Effect card is discarded along with it. Multiple Effects can be attached to a single card.
- Events:** Event cards are played face-down in your Event Zone. **An Event card in your Event Zone can be revealed (turned over) at any time during the game, even during your opponent's turn.** When an Event card is revealed, it is resolved (i.e., its text takes effect) immediately, and then it must be placed in its owner's discard pile. You must wait until your next Deployment Phase to place a new Event card in your Event Zone, and only 1 Event card may be in this zone at any given time. More details:

Events are important because they "interdict." Event cards can be revealed at any time and are resolved immediately. Interdiction means that the card takes precedence and may **interrupt** normal actions. For example, you may intend to play a card to the field, but your opponent can reveal their hidden Event just before you do so, requiring that the text of that Event card be followed **first**. The only exception is when the first player *also* has an Event card and plays it "in response" to their opponent's Event. In these cases, follow the "**last played, first to resolve**" rule. This means that the last Event played gets resolved first, followed by the Event that was played just before it.

3 EXERTION PHASE

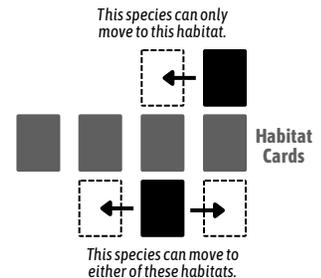
Species may **exert** (i.e. be rotated sideways) during this phase to either: **(1)** expand their population (called "exerting to expop" for short, often written as "exert to \uparrow "), or **(2)** to use an ability that requires exertion to be activated (called "exerting for an ability"). More often you will do the former. **To exert to expop, rotate your species card sideways and add as many counters as its current expanding population rate** ($X\uparrow$ plus any modifications from other cards or conditions). To exert for an ability, rotate the species card sideways and perform the action specified by the ability. Exert as many of your species as possible, but each only once, and only during this phase.

- Predators** may only exert to expop if a species of *their own size rank or up to 2 ranks lower* is present in the same habitat. For example, a predator of rank 4 may predate upon a species of rank 4, 3, or 2. **When a predator exerts to predate it gains X counters, and the selected prey species loses 1 counter.** The same prey species can be predated upon by multiple predators, losing 1 counter for each predation, and you may predate upon your own species so long as they meet the above requirements. If a prey species loses its last population counter, the card is moved to its owner's discard pile. Predator cards are marked with fangs around their size rank number (e.g. **1↓**, see page 2).
- Non-predators** at any habitat may exert to expop during this phase. Other species do not lose counters when they do so.



4 MOVEMENT PHASE

During this phase, you may **move 1 species** card, including exerted species, to a different habitat if possible. This habitat must be adjacent to (i.e., touching on either side) the habitat the species is currently at, and must have room for it. If you already have 3 species at a habitat, it is full (even if your opponent has space on their side of the field). If you do not wish to move a species, or if no move is possible, proceed to your Termination Phase.



5 TERMINATION PHASE

During this phase, **all** species go into decline and lose some population counters (called "depop" for short, often written as " \downarrow "). **During depop, each player must remove as many counters from their own species as each card's current declining population rate** ($Y\downarrow$ plus any modifications). If any species card loses all of its population counters at this time or any other, that card must be placed in its owner's discard pile.

The Termination Phase in more detail:

Stage 1: Remove Y counters from all species.

Stage 2: Resolve any cards that reference "At the end of turn..."

Stage 3: Pass the turn to your opponent.



Your turn is now over.

IMPORTANT

Many cards will **modify** the expanding and declining population rates ($X\uparrow$ and $Y\downarrow$) of your species cards, so make sure to account for this when you exert to expop during your Exertion Phase, and when you depop during every Termination Phase.

For example, if your species card reads **2↑1↓**, is currently at a habitat with , and has the ability "+1↑ at  habitat," when you exert to expop you will add 3 population counters instead of 2.

DETAILS, TIPS & REMINDERS

- General**
- You may not have any duplicate cards in any of your decks unless a card specifically says so.
 - You may have any number of species, Effect, and Event cards in your main deck as long as you do not have more than 40 cards total. A recommended balance for new players is: 20 species, 10 Effects, and 10 Events.
 - Cards in your discard pile remain face-up. An opponent can ask to view your discard pile at any time. Habitat cards are not discarded (see Habitats section below).
 - If a card must be "removed from the game," (e.g. Turkey Vulture's **Carion Feeder** ability), it is not discarded but rather placed aside. It is completely inaccessible to either player for the remainder of the game.
 - When you deploy a species during your Deployment Phase, place as many population counters on top of it as is specified by the expanding population rate (X↑) written directly on the card (since this is not exerting to expop, modifiers like "+1↓ at ♣ habitat" do not apply).
 - Many cards and conditions will modify the expop and depop rates (X↓ and Y↑) of your species. Make sure to take account of this when you exert to expop during your Exertion Phase, and when you depop during every Termination Phase.
 - Being exerted does not prevent a species from being moved, or from being predated upon.
 - All species lose Y population counters during the Termination Phase of every turn (yours and any other, they must be removed from play and placed in your discard pile).
 - Multiple Effects can be deployed to the same card.
 - Only one Event card can be in your Event Zone at any given time. Your choice of when to reveal an Event card can dramatically influence how powerful that Event is. If the Event card in your Event Zone currently has no effect on the game, you may "burn" it (reveal and discard it) so that your Event Zone is ready for a new Event card to be deployed during your Deployment Phase.
 - The "Turn Tracker" on the back of this booklet can help you keep track of whether it is Day or Night, and how many turns remain in the game. Use a coin or other object to mark the current turn.
- First hand, and hand size**
- You may choose whether or not to keep your first hand. If you are unhappy with the cards you have drawn, you may shuffle those cards back into the deck and draw a new hand (this process is called a mulligan). In this game, you get 1 free mulligan. After that, if you are still unhappy with your hand, you can repeat the process, but you must draw 1 fewer card each time. Taking more than 2 or 3 mulligans is usually not recommended. A good starting hand will have 1 or 2 Effect cards, 1 or 2 Event cards, and 4 to 6 species cards. Players must commit to their hands before habitat cards are drawn.
 - After you draw your first hand of 8 cards from your main deck, there is no limit to how large or small the number of cards in your hand can be.
- Habitats**
- All the species that are deployed to a particular habitat should be placed in a column aligned with that habitat (see diagram on page 4). The order of species within a habitat column does not matter, but your species should stay on your side of the playing field. Remember that you and your opponent may each deploy a maximum of 3 species to one habitat, so a given habitat can have anywhere from 0 to 6 species in it. A predator in a habitat column can choose any suitable prey species within that column.
 - If a card allows you to copy a habitat, the copy becomes a fresh iteration of that habitat with no Effect cards or counters attached to it.
 - Habitat cards are not discarded. If a habitat card in play is replaced, the replaced card goes to the bottom of its owner's habitat deck. Any Effects attached to that habitat go to their owner's discard pile.

SETTING UP TO PLAY

Find a flat surface where you and your opponent can sit facing each other.

You and your opponent each need:

- A 10-card habitat deck made up of unique habitat cards
- A 40-card main deck made up of unique species cards, Effect cards, and Event cards
- Counters, like coins or dice, to keep track of your species' populations
- A 6-sided die (also known as a D6)

STEP 1

Flip a coin or roll a die to see who will take the first turn.

STEP 2

Each player shuffles both of their decks and places them face-down.

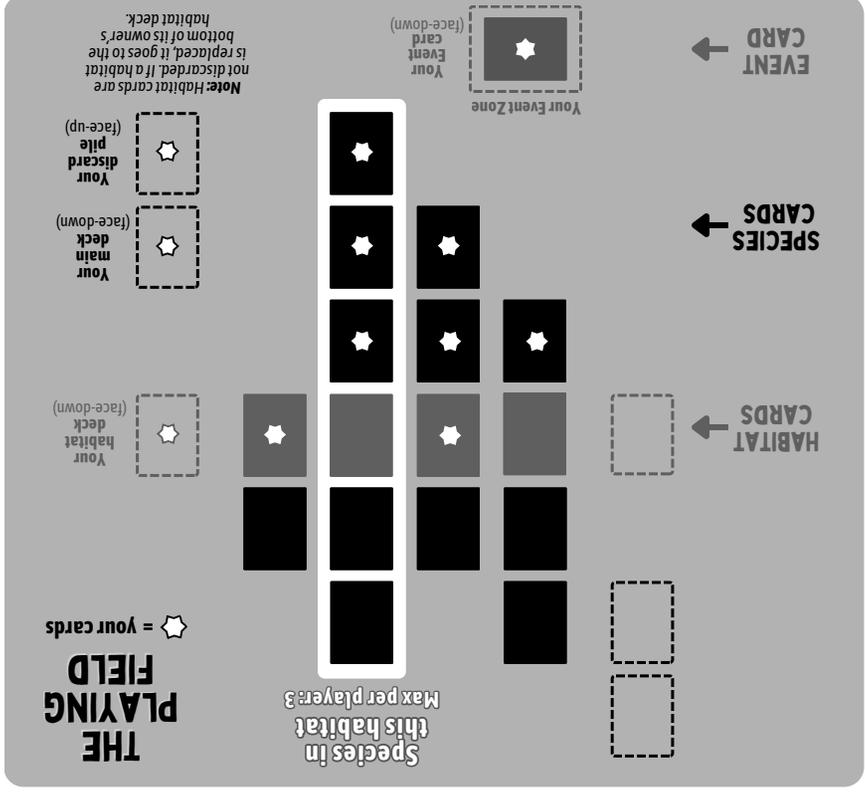
STEP 3

Each player draws 8 cards from their **main deck**. You may look at your own cards in your hand, but you may not look at your opponent's. Each player decides whether to keep their hand, or draw a new one (see "First hand" on page 7).

STEP 4

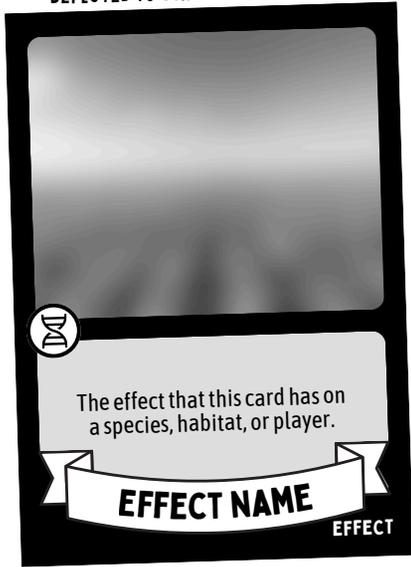
Each player draws 2 cards from the top of their **habitat deck** and places them face-up in the center of the play area in an alternating pattern, as shown below.

The following diagram shows the placement of cards for an example game in-progress:



EFFECT CARDS

DEPLOYED TO OTHER CARDS OR ZONES



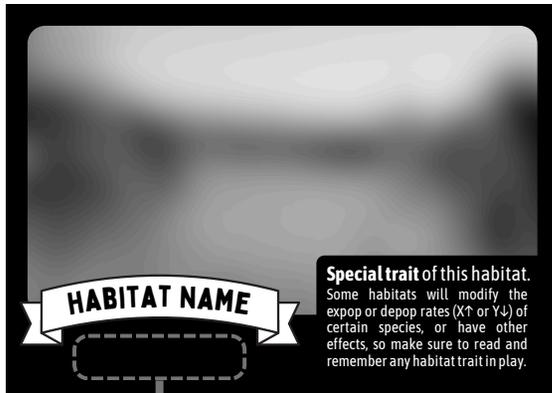
EVENT CARDS

DEPLOYED TO YOUR EVENT ZONE



HABITAT CARDS

PLACED IN MIDDLE OF FIELD AT BEGINNING OF GAME



Note: Habitat cards are not discarded. If a habitat card is replaced, it goes to the bottom of its owner's habitat deck.

SPECIAL HABITAT RESOURCES

You may deploy any species card to any habitat, but some habitats offer particular resources which can benefit specialist animals. For example, if the pollen & nectar symbol (🌸) appears in this space, a species with the ability "+1↑ at 🌸 habitat" will gain 1 more counter when it exerts to expop at this habitat.



CARD LIST



The cards below are available in the Chihuahuan Desert Edition, which includes all 50 cards from the limited Asombro Institute for Science Education Edition (marked with an asterisk *)

SPECIES

- American Badger*
- American Kestrel*
- Banner-Tailed Kangaroo Rat*
- Barred Tiger Salamander
- Black-chinned Hummingbird*
- Black-tailed Jackrabbit
- Black-throated Sparrow*
- Burrowing Owl
- Cactus Wren
- Calliope Hummingbird
- Canyon Tree Frog
- Chihuahuan Green Toad
- Chihuahuan Raven*
- Chiricahua Leopard Frog
- Collared Peccary
- Common Collared Lizard
- Coyote*
- Creosote Bush Walkingstick*
- Desert Millipede
- Desert Orangetip
- Eastern Screech-Owl
- Gambel's Quail
- Giant Velvet Mite
- Gila Monster
- Gray Vireo*
- Great Plains Toad
- Great-tailed Grackle
- Greater Earless Lizard*
- Greater Roadrunner*
- House Finch
- Immaculate Antlion
- Lesser Earless Lizard
- Lesser Earless Lizard (blanched-type)
- Lesser Long-nosed Bat
- Longtail Tadpole Shrimp
- Melon Aphids*
- Mexican Free-tailed Bat
- Mexican Honeypot Ants*
- Monarch*
- Mountain Lion
- New Mexico Hairstreak
- New Mexico Spadefoot Toad
- New Mexico Whiptail
- Organ Mountains Colorado Chipmunk
- Ornate Box Turtle*
- Oryx*
- Pyrrhuloxia
- Ringtail
- Rock Pocket Mouse
- Rock Pocket Mouse (melanic-type)
- Roseate Skimmer
- Roundtail Horned Lizard*
- Sacramento Mountain Salamander
- Sandhill Crane
- Soaptree Yucca Moth
- Spotted Bat
- Striped Bark Scorpion
- Texas Banded Gecko
- Texas Blind Snake
- Texas Horned Lizard
- Thisbe's Tarantula-Hawk
- Trans-pecos Ratsnake
- Turkey Vulture*
- Valley Carpenter Bee
- Western Black Widow
- Western Diamond-backed Rattlesnake
- Western Hognose Snake*
- Western Kingbird
- Western Massasauga
- White-lined Sphinx Moth
- Wild Cochineal Bug*
- Woodhouse's Toad

HABITATS

- Agricultural Land*
- Basin Valley
- City Suburbs*
- College Campus
- Creosote Scrub*
- Desert Arroyo*
- Desert Grassland*
- Desert Playa*
- Desert Spring
- Dormant Volcanic Peak
- Gypsum Flats*
- Lava Malpais*
- Mesa Plains
- Mesquite Scrub
- Mountain Forest
- Mountain Stream
- Ocotillo Foothills*
- Piñon Woodland
- Riparian Wetland
- River Bosque*
- Sea of Parking Lots
- Weathered Badlands

EFFECTS

- A Road Runs Through It
- Aesthetic Choice*
- Artificially Sustained*

- Blight
- Bloom
- Convergent Evolution
- Diversion
- Environmental Homogenization*
- Feeder
- Insect Swarm*
- Insular Dwarfism
- Insular Gigantism
- Maimed
- Mutigen*
- Over-Graze
- Pack Hunt*
- Pathogen*
- r-Strategist*
- Shrouding Weather
- Spreading Grasses
- Stable Climate*
- Wicked Reflexes*
- Wildlife Study

EVENTS

- Aggressive Overpopulation
- Anthropinistic Development
- Conservation Effort*
- Dehydration
- Drought*
- Echoed Form*
- Ecological Preserve
- Ecological Succession*
- Empathetic Thinking
- Extinction Event
- Hyper-Adaptive Fauna*
- Introduced Population
- Life Finds a Way
- Limited Resources*
- Molting
- Monsoon Season
- Offroading Degradation*
- Once Thought Extinct*
- Organic Recycling
- Outbreak
- Overpredation
- Regeneration
- Rejuvenation
- Rites of Spring*
- Seasonal Migration
- Wildfire!*
- Winter Cuts Short the Day
- Withering

PLUS, look for special versions of some of these cards, including alternate photo cards, borderless cards, and artist's cards!

GLOSSARY

Ability: The bold text on a species card that grants it a special power in the game. (E.g., **Keen Eyes:** *This species may predate in an adjacent habitat.* This also includes text such as “+1 at 🌱 habitat.”)

Adjacent: Adjoining or neighboring. If a habitat card is touching another on its right or left side, it is adjacent to that habitat (see page 6 for an example).

Blanched: A term applied to species who have adapted to blend in to a light-colored environment (like White Sands) by becoming more pale in color. See also: Melanic.

Counter: An object like a coin or die that is used to keep track of the size of a species' population throughout the game. If a species currently has a population of 5, it should have 5 coins on it, or one die showing the value 5.

Day: One of two game periods. The game alternates between Day and Night, with each player getting one turn during each period. The game starts as Day. If it is Day, you draw 1 card during your Initialization Phase. See also: Night

Declining Population Rate: or depop rate, or Y↓. The declining population rate of a species is indicated on the card by a number next to a down arrow. This number can be modified by other cards and conditions. During depop on the last phase of each turn you will remove Y counters from each of your species.

Deploy: When you play a card from your hand to the playing field. Species cards are deployed to habitats. Event cards are deployed to your Event Zone. Effect cards are deployed to another card or zone (place Effect cards under the card or zone they are

Depop: When the population of a species declines (also written as “↓”). During depop on your Termination Phase, every species loses as many counters as is specified by its current declining population rate (Y↓).

Discard Pile: When a species, Effect, or Event card is removed from play, it is placed face-up in its owner's discard pile. Your opponent may view your discard pile at any time. Replaced habitat cards do not go to the discard pile. Rather, they are placed at the bottom of their owner's habitat deck.

Effect Card: A card in your main deck that is deployed to (attached to) another card or zone. Its effect remains in place as long as the card is in play.

Event Card: A card in your main deck that is deployed face-down to your Event Zone. It may be revealed (turned over and enacted) at any time.

Event Zone: The area on your side of the playing field where you deploy your Event card face-down.

Exert: Turning a species card sideways. A player may exert their species to expop (i.e. gain X counters), or to use an ability that requires exertion to be activated. Other cards may also cause exertion. A species must be un-exerted during your Initialization Phase before it can exert again during your Exertion Phase. Predators may only exert to expop if a suitable prey species is present in the same habitat (see Predator).

Expanding Population Rate: or expop rate, or X↑. The expanding population rate of a species is indicated on the card by a number next to an up arrow. This number can be modified by other cards and conditions. When you exert a species to expand its population (called “exerting to expop”), you will give it X counters.

Expop: When the population of a species expands (also written as “↑”). When a species exerts to expop, it gains as many counters as is specified by its current expanding population rate (X↑). The animal group (or “taxon”) that a species belongs to. A group name appears on every species card (amphibian, reptile, bird, mammal, or arthropod).

Habitat Card: The only type of card in your habitat deck. Placed in the center of the playing field. Any player can deploy up to 3 species to any habitat. Habitat cards are not discarded. If a habitat card is replaced it goes to the bottom of its owner's habitat deck.

CARD TYPES

In this game, every card in your decks must be unique. In other words, you are not allowed to have any duplicate cards unless a specific card (e.g., Chihuahuan Raven) says that you may.

Learn more about each card type below. Terms like “exert” and “predator” are explained in the Phases of a Turn section (page 5).

SPECIES CARDS DEPLOYED TO HABITATS



the ASOMBRO INSTITUTE
of SCIENCE EDUCATION
-edition-
Cards from different
editions (indicated on the
back of the card) may
appear visually distinct
but all contain the same
information and can be
played in any deck.

SIZE RANK & PREDATOR STATUS

Every species has a size rank number, with 1 being the smallest. If this animal is a predator, fangs will appear on either side of this number. Example:
Rank 3 predator: 🦷
Rank 3 non-predator: 🦷
Note: In this game, species that feed on insects and other arthropods are often considered non-predators.

EXPANDING & DECLINING POPULATION RATES

Your objective in *Endless Forms* is to finish the game with more population counters on your species cards than your opponent. The expanding and declining population rates of your species (X↑ and Y↓) determine how many counters you add and remove. When you exert a species to expand its population during your turn (called “expop” or simply “↑”), you will give it X counters. When all species populations decline at the end of every turn (called “depop” or simply “↓”), you will remove Y counters from each of your species. Importantly, other cards and/or a species' own ability can modify these rates. This can help a population survive and add to your counter total, or cause it to fade to zero and be discarded.

RARITY KEY
Circles on cards are shaded based on the card's rarity:

- COMMON (white)
- UNCOMMON (gray-white)
- RARE (purple-pink)

BASIC CONCEPTS

Endless Forms is based on real organisms and natural science concepts. This is a **2-player strategy game** where you will draw cards from a shuffled deck and determine 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 10-card habitat deck made up of **habitat cards**, and a 40-card main deck made up of **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 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 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 increase their populations if they prey on other creatures. Other species such as insects or songbirds can get what they need (like leaves, nectar, or seeds) from their habitat, so their populations grow automatically. No animal lives forever, so at the end of each turn all populations decline and lose some counters, and if a species’ population reaches zero at this or any time, it is removed from the game. The goal of each player is to increase the populations of all 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 animals. Playing effect and event cards can also help your species, or hinder your opponent’s. Using your own creativity and ingenuity to determine where and when to play your cards can give you an advantage over the other player. The cards you choose to include in your deck can also increase your 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.

RULE #1: BREAK THE RULES!

While you must learn the following rule set in order to play *Endless Forms*, the power of your cards comes from the fact that they allow you to break these rules. The text on a card may grant you an exception to one or more of the game’s rules, so read and follow its instructions carefully. **If a card contradicts what is in these rules, the card is right!**



Habitat Deck: Your 10-card deck of unique habitat cards.

Initialization Phase: The first phase of your turn during which you draw a card and un-exert your species.

Main Deck: Your 40-card deck composed of species cards, Effect cards, and Event cards (all unique).

Melanic: A term applied to species who have adapted to blend in to a dark-colored environment (like a lava flow) by becoming darker in color. See also: Blanched.

Movement Phase: The second-to-last phase of your turn during which you may move 1 deployed species to an adjacent habitat.

Night: The game alternates between Day and Night, with each player getting one turn during each period. If it is Night, you draw 2 cards during your Initialization Phase.

Non-predator: A species that may naturally exert to expop at any habitat during your Exertion Phase. Predators, on the other hand, require suitable prey in order to exert (see Predator).

Population: The number of population counters a species currently has. “A population” means 1 population counter.

Predate: When a predator exerts to expop at a habitat. When this happens, the predator gains X counters, and the selected prey species loses 1.

Predator: A carnivorous species that must eat other animals to survive. These cards are marked with fangs around their size rank number (e.g., 157). In order to exert to expop, a predator must select a suitable prey species (see Prey).

Prey: A prey species for a particular predator is one that is at the same habitat and has a size rank equal to that predator or up to 2 sizes smaller. For example, a predator of rank 5 may choose to predate upon another species of rank 5, 4, or 3.

Rank: see Size Rank

Resolve: A card is resolved when its text has taken effect.

Size Rank: A number that appears on every species card that indicates its size (1 being the smallest). Rank matters when predators are selecting prey (see Predator, Prey).

Special Habitat Resources: The symbols (e.g., 🌵 🍯 🐝) that appear on habitat cards. Species with abilities like “+1↑ at 🌵 habitat” get more population counters when they exert to expop at habitats with these symbols. See key on page 3.

Special Habitat Trait: The bold text on a habitat card that grants it a particular effect when in play. (E.g., **Reptile Reverie:** All reptile species gain +1↑ when they exert at this habitat.)

Species Card: A card in your main deck that is deployed to a habitat if possible. Species must be exerted during their owner’s Exertion Phase in order to gain population counters. The player with the most counters on their species at the end of the game wins.

Termination Phase: The final phase of your turn during which all species lose as many population counters as their declining population rate (Y↓) specifies.

Trait: see Special Habitat Trait

Un-exert: Turning a species card right-side up during your Initialization Phase so that it is ready to exert again.

X↑: see Expanding Population Rate

Y↓: see Declining Population Rate

↑: see Expop

↓: see Depop



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Acknowledgments

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Check out the resources below

NEED MORE HELP?



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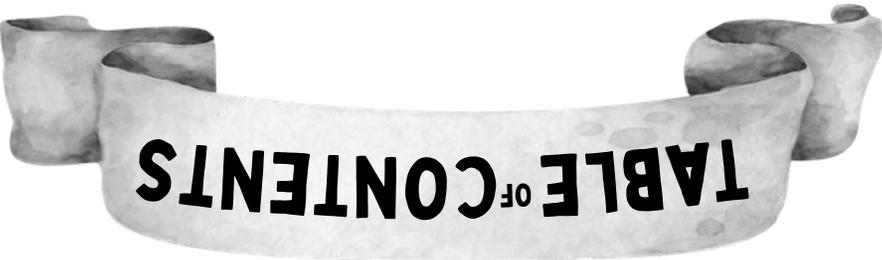


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WELCOME
TO THE

*Endless
Forms*

CUSTOMIZABLE
CARD GAME

This is your guide to **Endless Forms**, a 2-player strategy game where each card mimics the real-life organism or natural science concept it is based upon.

The first two editions of the game feature the incredible flora & fauna of the **Chihuahuan Desert**.

Learn about the hardy organisms that call this desert home, and use that knowledge and your own creativity to help your species survive. **Collect** over 180 cards and **craft** a custom deck to take advantage of the survival methods of your own animals, leverage powerful predator combinations against your opponent's, or fashion a unique strategy all your own.

For two players. Game recommended for ages 12 and up.
Collect and learn at any age!

CREATED BY ANTHONY BAILEY



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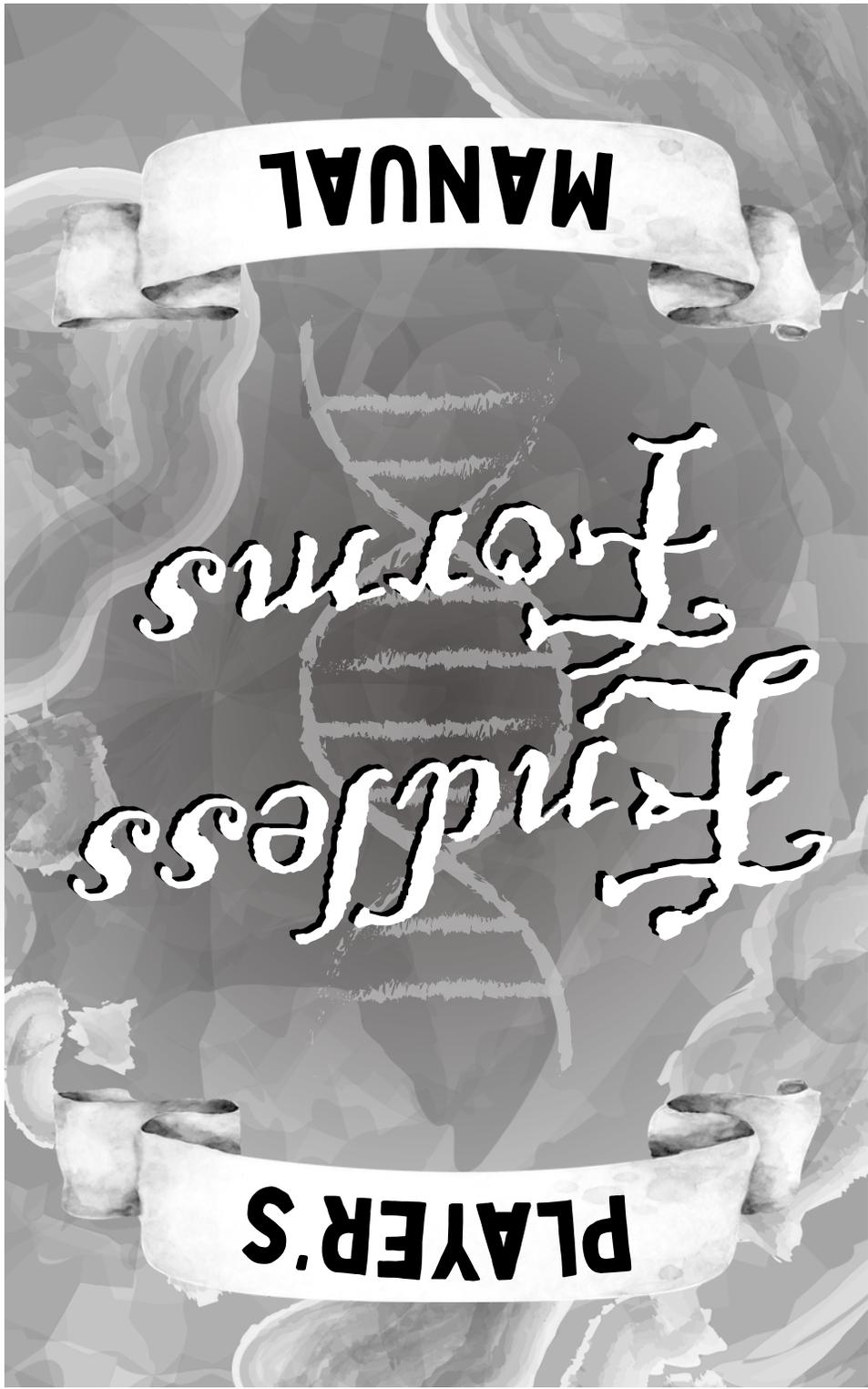
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“It is interesting to contemplate an entangled bank, clothed with many plants of many kinds, with birds singing on the bushes, with various insects flitting about, and with worms crawling through the damp earth, and to reflect that these elaborately 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.”

The quote above, which forms the final passage of *On the Origin of Species* by Charles Darwin, is the inspiration for the name “*Endless Forms*”





TURN TRACKER

DAY		NIGHT	
P1	1	3	4
P2	2	7	8
	5	11	12
	9	15	16
	13		

Draw 1 card

Draw 2 cards