

POCKET GALAPAGOS

A Solo Player Game

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THIS CARD

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In **POCKET GALAPAGOS**, you will manage the indigenous animals of a lone island in the chain known for its ecological diversity using multi-use cards, potential combos, and a bit of press your luck. You will bolster the populations of land and sea, and try to minimize threats caused by new species.

If two of your **POPULATIONS** reach zero, and/or there are three of the same **SPECIES** in your **INVASIVE SPECIES**, you lose. But, if you can manage your island well over the course of ten turns, you win!

Pocket Galapagos was designed around a minimal rule set. The following rules cards serve as an overview of the game. The game flow and structure are laid out on the **TURN SEQUENCE** card. Additional in-game rules and prompts are found on the **ISLAND BIOME, DOMINANT SPECIES, INVASIVE SPECIES**, various **POPULATION**, and **THE OCEAN** cards.

SETUP

Rules Card 1

Shuffle the 54 **ANIMAL** cards and place them in a face up deck. Place the **TURN SEQUENCE** card on top of the deck and place the deck to the left of the play area.

Place the **DOMINANT SPECIES, ISLAND BIOME, INVASIVE SPECIES,** and **THE OCEAN** cards in a column to the right of the play area.

Place the 4 **POPULATION** cards to the left side of the above column. Place a **VALUE** card under each **POPULATION** set to 1.

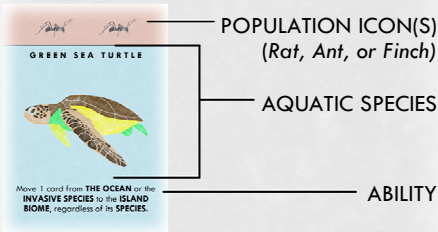
*Make sure that all above non-**ANIMAL** cards are not set to the **ADVANCED** side. Players are encouraged to play the basic game of Pocket Galapagos first using the basic side of the above cards.*

*The **ADVANCED** version offers additional challenges. To play the **ADVANCED** version, any applicable above cards would be set to the **ADVANCED** side during set up.*

ANIMAL CARDS

Rules Card 3

The front of all **ANIMAL** cards include:



When an **ANIMAL** is played to **THE OCEAN**, you increase the corresponding **POPULATION** (*Rat, Ant, or Finch*) shown on the played card by the number of **ICONS** on the played card, regardless if it **MIGRATES** or **INHABITS**.

When an **ANIMAL** is played to **THE OCEAN**, you use its **ABILITY** if it **INHABITS**. If it **MIGRATES** you do not gain the **ABILITY**.

MIGRATE and **INHABIT** are explained in detail on **THE OCEAN** card.

ANIMAL CARDS

Rules Card 4

The back of all **ANIMAL** cards include:



SPECIES
(*Rat, Ant, or Finch*)

INVASIVE EFFECT

ANIMAL cards may be flipped face down as a **RAT**, **ANT**, or **FINCH**, and played to one of the other, non-**THE OCEAN** cards.

Face down **ANIMAL** cards are played to the right of the **DOMINANT SPECIES**, **ISLAND BIOME**, or **INVASIVE SPECIES** cards. The effects and limitations of playing to these cards are covered in detail on the above mentioned cards.

INVASIVE EFFECTS only happen when a card is flipped and discarded from the Middle at the end of the turn.

POPULATIONS

Rules Card 5

Throughout the game, all **POPULATIONS** will increase, and sometimes, decrease.



There is a **VALUE** card beneath each **POPULATION** card. When a **POPULATION** increases, or decreases, adjust the **POPULATION** card up or down on its **VALUE** card to reflect the current level.

A **POPULATION** can never go below 0 or above 7.*

The **GIANT TORTOISE POPULATION** can never be decreased, and is never increased as the result of an effect or ability on another card. It is the game's timer.

*In the **ADVANCED** game, **POPULATIONS** can go above 7.

OTHER CARDS

Rules Card 6

Face down **ANIMALS** (RAT, ANT, or FINCH) are never played to **THE OCEAN**. Instead:



You may play a face down **ANIMAL** card to the **ISLAND BIOME** as long as the played card's **SPECIES** is not currently at the **ISLAND BIOME**.



You may play a face down **ANIMAL** card to the **DOMINANT SPECIES** as long as it is the first card played to the **DOMINANT SPECIES** or its **SPECIES** has already been played there.



If you must play a face down **ANIMAL** card, and you are not able to play it to the **ISLAND BIOME** or **DOMINANT SPECIES**, it must be played to the **INVASIVE SPECIES**.

The effects of playing **ANIMALS** to the above cards are described on each card.

TURN SEQUENCE CARD

Rules Card 7

The majority of game play rules are found on the **TURN SEQUENCE** card. This card outlines what you must do during your turn.

The **TURN SEQUENCE** card should remain on top of the deck, hiding the top card.

Each turn, you must do everything listed on the **TURN SEQUENCE** card, in the order presented.

If at any point there are no **ANIMAL** cards remaining in the deck, shuffle together the discard to form a new deck and place the **TURN SEQUENCE** card on top of the deck.

Cards in the Middle are always face up, and you cannot look at the back of those cards unless directed to do so.

Additionally, you cannot look at the other side of any card that has been played.

You may look at any card in the discard.

PLAYING THE GAME

Rules Card 8

You begin playing by following the instructions on the **TURN SEQUENCE** card. The losing, and winning, conditions of the game can be found on the cards.

No abilities, effects, or actions in this game are optional, unless they include “may.”

ADVANCED GAME

If you'd like an extra challenge, you can play the harder **ADVANCED** game which requires that you must also score at least 35 points to win.

Set up the game as normal, but flip the following cards to their **ADVANCED** sides: **POPULATIONS**, **ISLAND BIOME**, and **DOMINANT SPECIES**.

You will gain points at the end of the game, based on where you have played cards and your **POPULATIONS**. *Note that while **POPULATIONS** are not capped at 7 in the **ADVANCED** game, you cannot go above 10.*

T U R N S E Q U E N C E

Place the bottom 5 cards of the deck in the Middle of the play area, face up.

Select 2 cards from the Middle. One at a time, play each card to **THE OCEAN** and increase the **POPULATION** of the **ICONS** shown on the played card.

Then, flip 2 of the remaining cards over and play each to the side of either the **DOMINANT SPECIES**, **ISLAND BIOME**, or **INVASIVE SPECIES** cards.

Flip any remaining cards and discard them, triggering **INVASIVE EFFECTS**.

*Note that this is the only way **INVASIVE EFFECTS** are triggered.*

Increase or decrease **POPULATIONS** as indicated on their cards.

Then, the turn ends.

If you have not lost the game, or it has not ended, take another turn.