# ON THE ORIGIN OF SPECIES

In 1831, a young naturalist and recent graduate named Charles Darwin returned home from a geology excursion to find a letter waiting for him that would change the course of science. His mentor had recommended him as the captain's companion on HMS Beagle's expedition to chart the southern coast of South America. Darwin's intense interest in natural history made him an ideal candidate for the position.

The Beagle left Devonport on December 27, 1831, commanded by Lieutenant Robert FitzRoy. While FitzRoy mapped the coast, Darwin studied the geology and collected plant and animal specimens ashore. After touring the South American coast, the ship encountered a strange and ominous volcanic archipelago known as the Galapagos Islands. Darwin was captivated by the unusual organisms that he observed and the subtle variations they exhibited. He came to the conclusion that these animals must have come from the South American mainland long ago, then diversified into the new species he found on the Galapagos Islands.

It took many years after the Beagle returned to England for Darwin to further develop an explanation for his discoveries. In 1859, he published On the Origin of Species, and our understanding of the history of life was forever altered.

"I am very anxious for the Galapagos Island – I think both the geology and zoology cannot fail to be interesting."

- Charles Darwin, Letter to his sister Catherine in August 1835

#### COMPONENTS

- 1 Game Board
- 1 Wooden Ship (The Beagle)
- 4 Score Markers in Player Colors (Turtles)
- 32 Observation Cubes (in 4 Player Colors)
- 3 Beagle Objective Markers (Anchors)
- 3 Starting Species Tiles
- 27 Advanced Species Tiles, Level 1-4
- 18 Beagle Cards
- 33 Habitat Knowledge Cards (in 3 Habitat Suits)
- 32 Darwin's Journal cards:
  - ➤ 5 Level 0 Setup Cards
  - ≥ 21 Level 1-3 Mid-game Objective Cards
  - ➤ 6 Level 4 End-game Objective Cards

#### GAME OBJECTIVE

Players will join the *Beagle's* journey through the Galapagos Islands, carrying out Research on the island habitats and using their observations to Discover the natural history of the species they encounter, as Darwin did. The player who makes the most progress in the islands will be the most distinguished naturalist and will win the game!



#### GAME SETUP

- 1. Place the Game Board in the center of the table.
- **2.** Each player chooses a player color, takes the 8 Observation Cubes of their player color, and places their Score Marker (turtle) on the 0 spot of the Scoring Track.
- **3. Select "Darwin's Journal Cards"** for game setup and scoring. You may randomly select one Card from each Level (0-4), or for a simpler first game, use the Darwin's Journal Cards with the *Beagle* in the upper-right corner.
  - > a. The Level 0 Card shows where to place the 3 Starting Species Tiles. Place each Starting Species Tiles in the map space shown on the Card, then return all Level 0 Cards to the box.











> 6. The Level 1-3 Cards are mid-game scoring Objectives. Each Card shows a date from the *Beagle's* journey and a scoring condition. Place these Cards in the bottom-right corner of the Board, face up. For each date shown on a Card, find the corresponding circle on the Board and cover it with an Objective Marker. When the *Beagle* reaches these locations, the Objectives will score. (The Species shown on each Card are only used for the Advanced Game, in Appendix 2.)



- > c. The Level 4 Card is the end-game scoring Objective, which will determine how players earn points for the Books that they collect throughout the game. Place it in the top-left corner of the Board, face up.
- **4. Set up the Evolution Track.** Shuffle the Species Tiles and randomly select 7. Arrange them by Tile Level (shown in the turtle icon) on the Evolution Track, with the highest Level at the top. Place the rest of the Species Tiles in 3 draw piles, near the board.

**5.** Separately shuffle each of the 3 Habitat Knowledge Decks (Land, Water, and Air) and the *Beagle* Deck, and place each Deck face down on the matching space. Draw the top 3 cards of the *Beagle* Deck and place them face up in the indicated spaces.



- 6. Place the Beagle on South America.
- 7. The player who was most recently on a boat will be the first player. Play then proceeds to that player's left, and continues clockwise.

  Players receive the following starting bonuses based on initial turn order:
  - > First player receives no bonus.
  - > Second player receives one point (advance their Score Marker one space).
  - ➤ Third player places an Observation Cube on any of the 3 Starting Species Tiles.
  - > Fourth player receives one point and may place an Observation Cube on any of the 3 Starting Species Tiles.

#### **GAME OVERVIEW**

The *Beagle* is exploring the Galapagos Islands, shown as a grid of spaces where **Species Tiles** may be placed. Players will **Research** the habitats of species already on the board, adding **Observation Cubes** to the Tiles to reflect their knowledge of the local flora and fauna. They will spend these cubes in order to **Discover** new **Species Tiles**, adding them to the board. In doing so, they earn victory points, collect Cards with special abilities and scoring opportunities, and advance the *Beagle* through the Islands. The *Beagle's* journey will trigger 3 midgame scoring Objectives, and eventually signal the end of the game.

#### GAME TURN

The game begins with the first player and proceeds clockwise. On each player's turn, they must choose one of the two main actions:

- **1. Research** the habitats of species already on the board, placing Observation Cubes on two different Species Tiles.
- **2. Discover** the natural history of a new species, using Observation Cubes from previous Research to place a new Species Tile on an adjacent space.

Players may also play any number of cards on their turn.



#### RESEARCH

Take the **Research** action to place 2 Observation Cubes on different Species Tiles already in play. Observation Cubes are used to pay the Habitat Cost of discovering new species. Each Cube may be used to pay the number and type(s) of Habitat icons on the Species Tiles.

- You may place Observation Cubes on Species Tiles even if other cubes (yours or another player's) are already present.
- If you have fewer than 2 Observation Cubes remaining, you may move Cubes from other Tiles instead.
- Level 4 Species Tiles do not have any Habitat Observation icons and may not have Observation Cubes on them.



#### DISCOVER

Take the **Discover** action and spend Observation Cubes, returning them to your supply, to place a new Species Tile in an available space. The Observation Cubes used must be taken from Species Tiles adjacent to the space where the new Tile is placed. This will earn you rewards and advance the *Beagle*.

In order to take the discover action:

**1. Select a Species Tile** from the Evolution Track. You may not Discover from among the top 3 Species Tiles unless you have a Map Card in play.

- 2. Select an available space. A new Species Tile can be placed in an empty space or can replace a lower Level Species Tile on the board (see below). Move the Tile onto the new Space (keeping the Cost and Reward Side showing for now).
- Observation Cubes from Tiles adjacent to the chosen space. (Your Discoveries depend upon the relationships among species in a shared habitat.) Each Observation Cube contributes the number and type(s) of Habitat Observations on the Tile it is taken from. Habitat Icons of any type may be used to pay for

#### Discovering a New Species Tile

**Rachel** has previously taken the Research action to place Observation Cubes. This turn, she wants to make a Discovery.

- 1. After considering her available options, she decides upon the Level 3 Magnificent Frigatebird. It is not currently in one of the top 3 spaces on the Evolution Track, so she does not need a Map Card.
- **2.** She places the Species Tile on an empty spot in the board, adjacent to the Observation Cubes she will need to pay for it.
- 3. The Frigatebird costs total Observations. Rachel removes 1 Observation Cube from the Sea Lion to pay and 2 Observation Cubes from the Galapagos Mockingbird to pay for each. She has paid a total of the Additional is lost). The spent Observation Cubes are returned to her supply.
- **4.** Rachel earns the rewards on the Frigatebird Tile: she immediately moves her Score Marker up 3 points, draws either an Air (yellow) or Land (green) Habitat Knowledge Card, and draws one face up Beagle Card of her chooce. The Beagle moves two spaces along its path, and the Species Tile is flipped to its Species Side.
- **5.** Finally, Rachel refills the Evolution Track. She decides to add a Level 2 Hydra from the top of one of the draw piles. She rearranges the Tiles so that it can join the Evolution Track as the highest Level 2 Species Tile.



- 4. After the Discovery, receive the rewards on the Species Tile from left to right:
- Immediately score victory points equal to the Tile's Level (shown in the turtle).
- Take the Cards shown. If a pair of Habitat Knowledge Cards are stacked, pick one of the two. When earning a *Beagle* card, take any of the face up options or draw from the deck, then refill any empty slots.
- Move the *Beagle* one or two spaces along its path, as indicated by the arrows. If the *Beagle* has reached or passed a route Objective Marker or has reached the end-game Objective, scoring will occur after the Tile is placed.
- Finally, flip the Tile to its Species Side. Level 1-3 Tiles show habitat icons and may have Observation Cubes placed on them in future turns. (If an Objective has been reached, score it now.)
- **5. Refill the Evolution Track** from any one of the Species Tile draw piles, rearranging the Evolution Track if necessary. Insert the new Tile above any Tiles of the same level, keeping the rest of the Track in the same order.

#### REPLACING A SPECIES TILE

When taking the Discover action, the new Species Tile may replace a lower Level Species Tile already on the board. The procedure for doing so is the same as any other Discover action, with the following special rules:

- Only a higher Level Species Tile may be placed on a lower Level Tile. The Level of a Tile is indicated by the number in the turtle (on the Cost and Reward Side) or the number of Habitat Observation icons (on the Species Side). Species Tiles with no Habitat icons are Level 4 Tiles, and cannot normally be replaced.
- If a player replaces a Species Tile, they take the old Species Tile. Species Tiles collected during the game are worth 1 victory point at the end of the game. If any Observation Cubes were on the old

- Species Tile, they are returned to the appropriate players. When removing opponents' Cubes, the opponents will score 1 point for each Cube. (The player making the Discovery will remove their own Cubes from the old Tile, but will not score points.)
- When replacing a Species Tile with a new Discovery, Observation Cubes may be used from the old Species Tile (it is considered adjacent).
- The 3 Starting Species Tiles count as Level 1 Species Tiles, and may be replaced, though they are not removed from the board. Instead, the Discovering player moves the Starting Species Tile to the nearest empty space, and any Observation Cubes on it remain. (If there are no empty spaces remaining on the board, the Starting Species Tiles may not be replaced.)

#### Replacing a Species Tile

- 1. Ezra decides to Discover the Level 2 Summer Tanager Species Tile.
- **2.** He will replace the Sea Snail Species Tile next to his Observation Cubes. This is possible because the Sea Snail is a lower Level (the single Habitat Icon means it is Level 1). For now, he sets the new Tile on the location while paying for it.
- **4.** He gains 2 points, draws a Land (green) Habitat Card, and picks a face up Beagle card. The Beagle moves one space.

He then removes the Sea Snail Tile from the board (it will be worth 1 point at the end of the game). The Observation Cubes on the sea snail Tile are returned to their players. In this case, the player with the gray Cubes receives 2 points.

The Summer Tanager is turned to its Species Side and placed on the space.

5. Ezra refills the Evolution Track.



#### Optional: Play Cards

During their turn, a player may play any number of Cards, discarding them. Cards are earned as rewards for Discovering Species and depict either Characters from the *Beagle* or Tools used by the naturalists. They may be kept hidden, and a player may have any number of Cards. The Cards and their effects are shown in Appendix 1.



The Magnifying Glass helps pay Habitat Costs.

Syms Covington allows a player to move two Observation Cubes.

- Playing a Card is always optional, but if a player decides to play a Card, they must apply all of its effects.
- Tool Cards are generally played during a Discovery Action to help pay for it. Character Cards generally place or relocate Observation Cubes, and may be played before or after a player's main action. Players must finish the effects of a Card or action before beginning another (for example, a player could not interrupt their Discovery rewards to play a Card before moving the *Beagle*).

#### BEAGLE MOVEMENT

The *Beagle* begins its route in South America. It will only move when a Species Tile is discovered or a Character Card showing the *Beagle* movement icon is played, and it only follows the path on the board.

The Beagle has two functions in the game:

- **1.** It triggers 3 mid-game scoring Objectives during the game. These Objectives are selected during setup and indicated by the Objective Markers on the board.
- **2.** It triggers the end of the game when it reaches the final Objective, completing its route.



When the *Beagle* reaches a mid-game or end-game Objective (either an Objective Marker or the final Objective Card), scoring will take place immediately. For mid-game Objectives, consult the Objective Card corresponding to the Marker that was reached (see Appendix 1). For the final Objective, proceed to end-game scoring.



#### ENDING THE GAME

The game ends immediately when the *Beagle* reaches the last position of the route, the end-game scoring Objective.

First, check the Species Tiles in play. For each Tile, the player with the most Observation Cubes on that Tile takes the Tile. (If two are more players are tied, no one takes the Tile.) Players then score 1 point for each Species Tile they have obtained.

Next, **score the Books** that players have collected according to the end-game Objective Card (see Appendix 1).

The player with the most points wins! In case of a tie, the player with most total Books on their cards wins. If there is still a tie, the tied player who was last in turn order is the winner.

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- Gerard Ascensi & Ferran Renalias



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# APPENDIX 1 CARDS



### 1. (haracters



#### Robert FitzRoy, Commander

Move one of your Observation Cubes from one Species Tile to any other Tile. The *Beagle* advances two spaces on its route.

Robert FitzRoy (1805-1865) was Commander of HMS Beagle and its principal surveyor. FitzRoy was from an affluent family and joined the Navy at a young age, where he rose through the ranks before assuming command of the Beagle in 1828, during the first Beagle survey of the coast of South America. He offered a young Charles Darwin a position on board as a companion and a naturalist, though Darwin's later scientific writings would become a source of conflict between them.



**Bartholomew James Sulivan, Lieutenant**Place an Observation Cube on any
Species Tile. The *Beagle* advances one
space on its route.

Bartholomew Sulivan (1810-1890) was Lieutenant on HMS Beagle. Sulivan was interested in natural history as a young man, but followed his family's footsteps in joining the Navy. He served on HMS Thetis with Robert FitzRoy, and was promoted and appointed to the Beagle at FitzRoy's request. An amicable man, Sulivan would become the linchpin of many life-long friendships that began onboard. Darwin particularly enjoyed the man's company and described him as a "real good rattling fellow."



#### John Lort Stokes, Naval Officer

Take any one Species Tile directly from the Evolution Track for end-game scoring. Refill the Evolution Track.

John Lort Stokes (1812-1885) was a Royal Navy officer on HMS Beagle for 18 years. Stokes was Darwin's cabin mate on the Beagle's second voyage, and their lively conversations helped Darwin through his terrible bouts of seasickness. Stokes eventually became commander of the Beagle in 1841.



#### Yokcushlu, Hostage and Translator

Play when taking a Discovery action to place 3 Observation Cubes on a single Species Tile instead of the normal action.

Yokcushlu (1821-?), named "Fuegia Basket" by the English, was a native Alakaluf from the islands around western Tierra del Fuego. Her story shows a darker side of the Beagle's expeditions. Yokcushlu was a 9-year-old girl when she was kidnapped during the first voyage of the Beagle under Captain FitzRoy. She was intended to be exchanged as a hostage for a stolen boat, but she and 3 other Fuegians were ultimately taken back to England. The Fuegians were something of a spectacle in England, and were taught English. Yokcushlu in particular took quickly to English, then learned Portuguese and Spanish as well. This made quite an impression on FitzRoy, Darwin, and the rest of the crew of the Beagle, when she returned to serve as a translator on the second voyage. She disembarked in Tierra Del Fuego in 1832 to aid Richard Matthews in attempting to establish his Mission. She eventually made it back to the Alakaluf people, and years later, could be recognized by passing boats through her greeting: "How do? I have been to Plymouth and London."



#### Richard Matthews, Missionary

Select one opponent, then place up to two Observation Cubes on different Species Tiles where that player has already placed Cubes.

Richard Matthews (1811-1893) was a missionary on board HMS Beagle. He was tasked by the Church Missionary Society to set up a mission on Tierra del Fuego. He was to be helped by the Fuegian natives who had been taken to England at the end of the first Beagle voyage and were being returned to their homeland. The attempt to set up a mission failed within 15 days, and Matthews, fearing for his safety, rejoined the Beagle.



#### Syms Covington, Cabin Boy

Move up to 2 of your Observation Cubes to any other Species Tile(s).

Syms Covington (1816-1861) was a fiddler and cabin boy on HMS Beagle. After teaching Covington to shoot and skin birds, Darwin began to pay Covington as his servant and secretary for note-taking. Covington would remain in Darwin's service for 3 years after the return of the Beagle to England before emigrating to Australia, marrying, and starting a family.

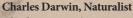


#### Conrad Martens, Artist

Move up to two Species Tiles to adjacent spaces (keeping any Observation Cubes on the Tiles). If you move a Tile to a space that already contains another Tile, the standard replacement rules apply:

the new Tile must have a higher Level, you take the old Tile, and your opponents score 1 point for each Observation Cube being removed.

Conrad Martens (1801-1878) was privately employed by Robert FitzRoy as the ship's artist for 2 years. Martens' sketches served as the primary visual data of the second voyage for the Beagle.



Charles Darwin (1809 - 1882) was the captain's companion on HMS Beagle. Darwin was sent to medical school at the encouragement of his physician father. He became interested in natural history, but disliked and neglected his primary medical studies and so left the University. He was considered a "wastrel" by his father for his excessive interest in hunting and drinking, and was sent to Christ's College, Cambridge, to pursue religious studies. There he continued developing his interest in natural history and a professor encouraged him to take up the offer to travel on the Beagle. His father eventually agreed to let Darwin go, and to pay his way. Darwin's observations on this voyage were instrumental in his publication of On the Origin of Species in 1859.



HMS Beagle at Tierra del Fuego (painted by Conrad Martens)

#### 2. Tool Cards



#### Magnifying Glass, Net, Binoculars, and Dissection

Play when taking the Discover action to pay the Habitat Observations that are shown. (If a Habitat Cost is fully paid by these Cards, the Species Tile may be placed anywhere.)



#### Linnaeus

Play when taking the Discover action to pay 2 Habitat Observations of any type.



#### Rowboat

Play when taking the Discover action to ignore the requirement to use Observation Cubes from adjacent Species Tiles. You may use any Observation Cubes and Discover this new Species Tile on any space.



#### Scalpel

Play when taking the discover action to treat the Species Tile being discovered as one Level higher. This will provide an extra victory point for Discovering it and allowing you to replace a Species Tile of the same Level. This is the only way to remove a Level 4 Species Tile from the board.



#### Map

Play and leave the Map in front of you when taking the Discover action in order to be able to Discover any of the Species Tiles on the Evolution Track (including the top 3) for the remainder of the game.

#### 3. Darwin's Journal

The Darwin's Journal Cards provide variable setup and scoring conditions. One Card will be selected from each Level (0-4) during setup. This may be done randomly, or you may use the cards with the *Beagle* in the upper-right corner for a simpler game.



#### Level 0 (5 cards)

The Level 0 Card chosen during setup will show where to place the Starting Species Tiles, then return all Level 0 Cards to the box.

#### Levels 1, 2, 3 (21 cards)

One card of each Level is selected at setup, placed on the board, and will determine the timing and rules for mid-game scoring.

When the cards are selected, an Objective Marker is placed on the *Beagle*'s route at the date shown on each card. As the *Beagle* arrives at each Objective Marker, points are awarded in the following ways:



**Navigation Expert** cards will reward points to the player who advanced the *Beagle* onto the Objective Marker.



**Archipelago Expert** cards will award points based on the number of Observation Cubes that each player

currently has on Species Tiles swith at least one matching Habitat Observation icon. Each Cube only counts once, and will count as long as it matches any of the indicated habitat icons. The player with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> most cubes will earn the indicated points.



**Local Expert** cards will award points based on the number of Observation Cubes that each player currently has on the Species Tiles surrounding the location of the Objective Marker. The player with

1st, 2nd and 3rd most cubes will earn the indicated points



Journey Expert cards will award points for each Character or Luggage Card in a player's hand, as indicated. Players reveal the appropriate Cards, then return them to their hands.

Darwin's Journal Ties: For the intermediate and final goals involving player rankings, there may be ties between players. Whenever this happens, the tying players share the available points, rounding down. (For example, for the Habitat Majority goal, if two players tied for the most Books, they would receive 4 points each and the 3rd place player would receive 1.)

In order to score any points for an objective, a player must have at least some matching Cubes, Cards, or Books.

#### Level 4 (6 Cards)

One end-game scoring Objective is selected at setup, and shows how the Books that players have collected will score at the end of the game.

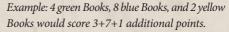
Book Cards are collected from the Habitat Knowledge and *Beagle* Decks, and show 2 or 3 Books of different Habitat types (colors).



**Sets**: Players score 3 points for each set of 3 different Books.

Example: 3 green Books, 2 blue Books, and 5 yellow Books would be 2 complete sets for 6 points.

**Progression**: For each Habitat type, players receive points for the total Books collected, as shown.







**Habitat Majority**: For each Habitat type, the player with the 1st, 2nd, and 3rd most Books will earn 6, 3, and 1 points.

Example: A player with the majority of green Books, no blue Books, and tied for 2nd-most yellow Books would score 6+2 points.

**Habitat Trio**: For each habitat type, players score 4 points for every 4 Books. *Example: 11 blue Books forms two complete sets of 4, scoring 8 points.* 





Accepted Knowledge: After Species Tiles are removed in end-game scoring, count how many of the remaining Species Tiles in play have at least one icon matching each Habitat type. Whichever Habitat type(s) is the most

common (has the largest number of Tiles showing that icon), players score 2 points for each Book of that type. Example: After removing the tiles where any player has a majority of Observation Cubes, 5 Species Tiles showing Habitat Observation icons remain. There are 4 Tiles showing the Air Observation icon and 2 Tiles showing Water Observation and Land Observation icons. Therefore, Air Habitat (yellow) Books score 2 points each.

Rare Knowledge: After Species Tiles are removed in end-game scoring, count how many of the remaining Species Tiles in play have at least one icon matching each Habitat type. Whichever Habitat type(s) is the rarest (has the fewest number of Tiles



showing that icon), players score 2 points for each Book of that type.

## APPENDIX 2: VARIANTS

#### ADVANCED GAME

Players looking for an additional strategic challenge may try the **Advanced Game**, which sends them chasing after specific Species Tiles.

During setup, after selecting the public Level 1-3 Darwin's journal cards (step 3b of setup), secretly deal each player one Card from each of the three decks as a private Objective.







The 3 face-up public Objectives will continue to determine the locations of the *Beagle*'s Objective Markers and the type of scoring to happen at each location.

In addition, each player may score additional points by claiming the Species Tiles matching the species shown on either the 3 public Objectives or their 3 private Objectives. These will generally be acquired by discovering higher-Level Species Tiles that replace lower-Level Tiles. (The dates and scoring condition on the players' private Objectives are ignored; only the species is considered.)

At the end of the game, after players take Species Tiles where they have the most Observation Cubes: instead of scoring 1 point per Species Tile, players count up the number of acquired Tiles that match the species on public or private Objectives. They then earn points according to the following table:

Matching Species Tiles	1	2	3	4	5	6
Victory points	2	5	8	12	16	20

The Advanced Game will significantly change the strategy and pacing of the game.

#### **FAMILY VARIANT**

The family variant simplifies the rules and is suitable for younger players. Make the following changes to setup and gameplay:

- During setup, place the Starting Species Tiles using the standard setup printed on the game board. Each player starts at 0 points, with no Observation Cubes on the board.
- Remove all Cards from the game. Only the Species Tiles are used in the game. Players do not earn Cards for discovering new species, and there are no intermediate nor final Objectives.
- Players may discover Species Tiles in any of the 7 slots of the evolution track.

This variant simplifies the game while maintaining the core gameplay:

- The main actions remain unchanged: players may either **Investigate** (placing two Observation Cubes on different Species Tiles), or **Discover** (removing Observation Cubes to pay a habitat icon cost and place a new Spcies Tile in an adjacent location).
- Newly discovered Tiles may be placed on an empty space or may replace a lower Level Species Tile (taking the Tile and awarding points to other players whose cubes were returned). After discovering a Tile, receive the points shown by the turtle icon and move the *Beagle* accordingly.
- Players may score points from (1) discovering species, (2) claiming Tiles during the game, as they replace a lower Level Tile, (3) having their Observation Cubes removed from a replaced Tile, and (4) having the majority of Observation Cubes on a Tile at the end of the game.
- The game ends as usual when the Beagle finishes
  its route. The player with the most victory points
  will be the winner. In the event of a tie, the winner
  will be the tied player who was last in turn order.



CHARACTER CARDS

## Quick Reference Guide

**Research Action** - Place 2 Observation Cubes on different Species Tiles.

**Discover Action** - Place a Species Tile on an empty space or replace a lower Level Tile, paying its Habitat Cost with Observation Cubes from adjacent Species Tiles. Receive the rewards and move the *Beagle* as shown on the Tile.

Replacing a Tile - New Species Tiles may replace lower Level Tiles. Return Observation Cubes on the old Tile to their owner(s), and opponents receive 1 point for each returned Cube. The player who makes the Discovery claims the old tile for end game scoring. Starting Species Tiles cannot be replaced; they are moved to the nearest empty space.

**Setup Bonuses** - 2nd gets 1 point, 3rd places 1 Cube, 4th gets 1 point and places 1 Cube.

**Habitat Observations** - Each Observation Cube on a Species Tile will pay the number and types of Habitat Observation icons shown on the Species Tile. Imay be paid with any Habitat Observation type.

Game End - When the *Beagle* reaches the final objective, the game ends. The remaining Species Tiles are rewarded to the player with the most Observation Cubes on each Tile. Players score points for the Books they collected according to the Level 4 Darwin's Journal Objective, and score 1 point for each Species Tile they collected.

**FitzRoy** - Move one of your Observation Cubes, then move the *Beagle* twice.

**Sulivan** - Place an extra Observation Cube, then move the *Beagle* once.

**Stokes** - Take a Species Tiles from the Evolution Track.

**Yokcushlu** - Place 3 Observation Cubes together as your Discovery action.

Covington - Move two Observation Cubes.

**Martens** - Move two Species Tiles one space. This may replace lower Level Tiles.

**Matthews** - Place two Observation Cubes on different Tiles where an opponent has Cubes.

Magnifying Glass / Net / Binoculars / Dissection - Play when Discovering to pay the indicated Habitat Observations.

**Linnaeus** - Play when Discovering to pay any 2 Habitat Observations.

**Rowboat** - Play when Discovering to ignore the adjacency requirement.

**Scalpel** - Play when Discovering to add one Level to the Species Tile.

**Map** - Put in play to access the top 3 spots on the Evolution Track for the rest of the game.



LEVELS 1 - 3 CARDS

The player who advanced the *Beagle* to the Objective Marker scores the indicated points.



Players are awarded points for having the most Observation Cubes currently placed on Species Tiles matching at least one of the matching Habitats.



Players are awarded points for having the most Observation Cubes currently placed on Species Tiles surrounding the Objective Marker.



Players score points for revealing Character or Tool Cards from their hands.

**Sydney** - Players score 3 points for each complete set of 3 Books (one of each type).

**Cape Town** - Players score points for the number of Books of each type.

**Plymouth** - Players score points for having the most Books of each type.

**New Zealand** - Players score 4 points for each complete set of 4 Books (of the same type).

**Tahiti** / **New South Wales** - After all players have removed Tiles with their majorities at the end of the game, players determine which Habitat(s) has the most / least remaining Tiles. Players score 2 points for each Book of that type.