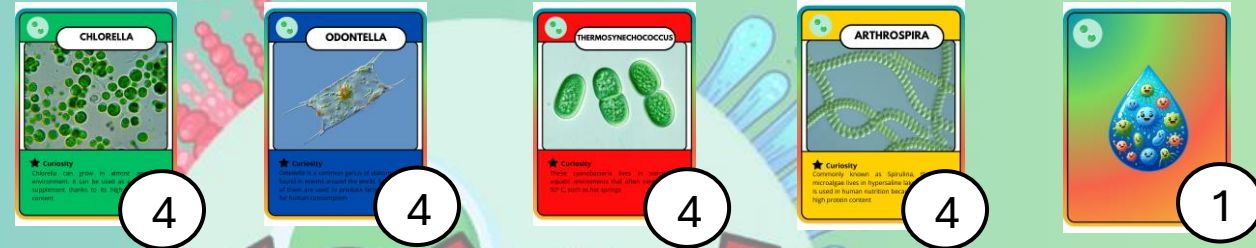


CONTENT

The deck contains 72 cards, which are divided in the following categories:



OBJECTIVE

The objective of the game is to obtain 1 microalgae from one of each **4 habitats**:

- Marine **(BLUE)**
- Freshwater **(GREEN)**
- Extremophile **(RED)**
- Hypersaline **(YELLOW)**

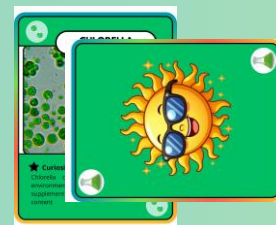
If you achieve to complete a whole set of **4 HEALTHY MICROALGAE**, you WIN!!

The healthy microalgae are the ones that are free of virus/amoeba and the ones that are protected or immunized.

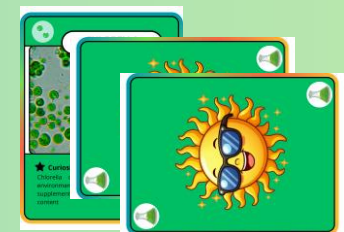
**Free
microalgae**



**Protected
microalgae**



**Immunized
microalgae**



GAME MECHANICS

Shuffle the deck and distribute **3 cards** to each player. The rest of the deck is placed face down on the table and next to it, the discards pile is placed face up. When the deck is empty, flip the discards pile and put it face down. There is no need to shuffle the cards again.

Each player **MUST** always have 3 cards at the beginning of his turn and will only be allowed to do one action per turn. After each turn, the player must draw cards from the deck to complete his hand of 3 cards.

Play the different type of cards placing them on the table in front of you to complete your algae set or over your opponents' cards to stop them from completing their sets before you.

GAME MECHANICS



GAME MECHANICS

ALGAMON lets you choose between **playing a card or discarding 1,2 or 3 cards of your hand**. Remember to draw the exact number of cards you need to complete your hand. You cannot pass your turn without making one of these actions.



Play a card

or



Discard some cards

Stage 1

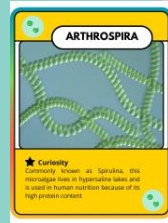
Stage 2



Draw as many cards you need to complete 3 cards in your hand and pass the turn to the player next to your right

TYPE OF CARDS

MICROALGAE



Gather 4 microalgae of different colors to win. You cannot have 2 microalgae from the same habitat. **To win the game all 4 microalgae must be healthy.**



This card acts as a joker and counts as any of the 4 habitats. It can be protected with any health card, but it can also be infected with any amoeba or virus card.

TYPE OF CARDS

HEALTH



Health cards (CO₂ and sun) are used to protect your microalgae against viruses or amoebas or to destroy a virus or an amoeba from your cards. **You can only use these cards on microalgae or virus of its same colour.**



This card acts as a joker and can protect any microalgae or destroy any virus/amoeba, but they can also be destroyed by any virus card.

TYPE OF CARDS

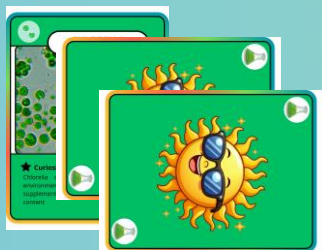
HEALTH



CURE: Place a card over an infected microalgae to destroy the virus or amoeba. Both cards should be placed in the discards pile.



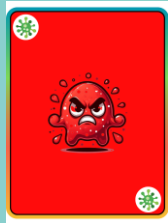
PROTECT: Place a card over a free microalgae card to protect it against virus or amoeba. Players will need 2 viruses or amoebas to infect your microalgae.



IMMUNIZE: Place a second health card over a microalgae to immunize it against virus or amoeba. In this state, the microalgae will be **forever protected** against any viruses or amoebas. It can't also be affected by action cards.

TYPE OF CARDS

VIRUS/AMOEBEA



Virus/amoeba cards are used to infect your opponents' microalgae or to destroy their health cards. **You can only use these cards on microalgae or health cards of its same colour.**



This card acts as a joker and can infect any microalgae, but they can also be destroyed by any health card.

TYPE OF CARDS

VIRUS/AMOEBA



UNPROTECT: Place a card over a protected microalgae to destroy the health card. Both cards should be placed in the discards pile.



INFECT: Place a card over a free microalgae card to infect it. **REMEMBER**, If any of your microalgae are infected, you cannot win the game.



DESTROY: Place a second virus/amoeba over a microalgae to destroy it. The 3 cards are placed in the discards pile.

TYPE OF CARDS

These cards can help you to win the game and to stop other players. **After you play an action card, you need to discard it**

ACTIONS



Microalgae thief: Steal one microalgae from another's players set and place it in your own. You can steal healthy, infected or protected microalgae, but not immunized ones.



Microalgae exchange: Swap two microalgae between two players. You can exchange healthy, infected or protected microalgae, but not immunized ones.

TYPE OF CARDS

ACTIONS



Contagion: Spread your virus/amoeba to other players' microalgae. You can transfer all the virus you want as long as the microalgae are not infected yet.



Lose your papers: All the players must discard their cards and pick new ones from the discards pile, except the person who played this card.

TYPE OF CARDS

ACTIONS



Stock exchange: Swap your entire microalgae set with another player including health cards, virus and even immunized microalgae. The cards each player has is their set at that moment does not matter.