END OF RESOURCES

Rules:

About the game

"End of resources" is a board game in which players try to be saved from the extinction by fighting against decreasing resources, living place and overpopulation.

Estimated play time depends on point limit. With default point limit (10) game lasts 10-30 minutes.

Number of players 2-6. To add more than 6 players, you have just to design and create and/or bring more pieces for the game.

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Theme/Backstory

Different species come to same area to live. Sadly, they all use same resources to live. Also, overpopulation causes death.

Species can be exiled to different parts in the map, and death of all pieces cause extinction of the specie.

Game components

Game has the following game components:

- 1 hexagonal map. There comes one with the game. You have to print, cut and colour it with help of our layout. See appendices 1. and 2.

- 8 specie cards. See appendix 4.

- 12 small "SPECIE" pieces of each different (8) colours. These can be printed and cut with help of our layout for example to cardboard, but we suggest to use wooden pieces, for example from other board games.

- At least 70 small "WASTED AREA" pieces. We had no time to calculate how many there are in our layout in appendix 5.

Object of the game

Species come to same area to live. Players try to be the last specie on the map,
while trying to avoid the overpopulation of their own specie.

Overpopulation (three or more in a row) of one certain specie causes the death of said species and resources in their areas to vanish.

**Setup**

0. If there are more than 2 players, random their sitting places for each game.

1. Select (number of players + 1) different species cards. If there are 3 players, select 4 different species cards.

2. Each player selects a specie card for themselves randomly, in any order. This specie card is not shown to other players. There will be one "NATIVE" specie which is not owned by any player.

3. Select the correct size map.

4. Select the game mode (one round, several rounds with certain point limit, etc.) Default game mode is 10 point limit.

**Starting phase**

4. Select 2 "SPECIE" pieces of every specie to be played at the starting phase.

5. The hungriest (not youngest as usually) player selects and gives one "SPECIE" piece to the next player on his/her left side.

6. The receiver puts the received "SPECIE" piece anywhere in the map except over other "SPECIE" pieces.

7. The same player (the piece receiver in 6.) player selects and gives one "SPECIE" piece for the next player on his/her left side.

8. Go to 6. until all 2 "SPECIE" pieces of selected species have been played. Now the real game starts.

**Progression of play**

9. The player who put the last "SPECIE" piece to the map selects and gives any "SPECIE" piece to the next player on his/her left side.

10. The receiver puts the received "SPECIE" piece to the map next to any already existing "SPECIE" piece, but not over a "WASTED AREA" piece, if such exists in the map.

   a) If three or more "SPECIE" pieces of the same specie are in a row, they are overpopulated and dead, and removed from the map. Resources in their locations are consumed and marked with "WASTED AREA" pieces, which can not be moved or removed later.
b) If the "SPECIE" piece is put into an area which after the move is full of "SPECIE" pieces, and is not the last available area in the map, all species in that area die and can be replaced with "WASTED AREA" pieces.

c) If all "SPECIE" pieces of same one specie are dead, they are extincted and can not be played to the map anymore.

d) If a "SPECIE" piece is left between a just put "SPECIE" piece and an already existing same "SPECIE" piece, it can be exiled and moved to another location on the map. All rules of 10. applies in order a) b) c),....

For example, there are blue and yellow "SPECIE" pieces in a row, and the player puts a blue "SPECIE" piece to the same row next to the yellow one, so there are blue-yellow-blue "SPECIE" pieces in a row, the yellow one has to be moved.

Resolution

11. Go to rule 9. until

11.a) There are only one specie in the map.

11.a.1) If the specie is owned by a player, he/she gets point equal to amount of "SPECIE" pieces in the map.

11.a.2) If the specie is not owner by any player, the last alive player gets no points, but all others players get the amount of existing "NATIVE" specie pieces in the map.

11.b) The last area is fully populated so there are no free resources, in other words
it is not possible to put any "SPECIE" piece to the map based on the rule 10. All players get points equal to the amount of own "SPECIE" pieces in the map.

12. **The player who has most points wins.** Default limit of points is 10 but it can be changed in the rule 4.

**Additional Tips & tricks**

It might be wise to put own "SPECIE" pieces in rule 6. to the corner places in the map because they usually are safer than center of the map. This way, it is also possible to trick other players to think you have this "SPECIE" in your hand.

**Appendices**

**Appendix 1. Map layout**

Cut a hexagonal map from appendix 2. which have 7 hexagonals in each side. Colour the map using presented colours above. Size of the playing area is different with different amount of players.

**Appendix 2. Hexagonal grid**


**Appendix 3. Cards**

Cut and colour 8 (or more) different colour cards, which have same colours as "SPECIES" pieces. You can decide the size of the cards. There needs to be 1 card of each colour.
Appendix 4. Players' "SPECIE" pieces

Here are some example "SPECIE" paper pieces. Cut solid lines and fold dashed lines. Put one part behind the third one and use some glue.
Appendix 5. "WASTED AREA" pieces

Example "WASTED AREA" pieces. Print, cut and glue them for example to cardboard.