

Darwin's Journey

PLAYER REFERENCE

Round Structure

1. **Action** Place workers 1 at a time for actions (on back).
2. **Turn Order** Turn order is adjusted for next round.
3. **Rewards** Stamps, Beagle goals grant rewards.
4. **Cleanup** Prepare for the next round (skip if last round).

Worker Placement

- Players begin with 4 workers, 1 extra is gained when the leftmost golden Objective is achieved. After placement, pay costs, then actions resolve immediately.
- There are action **areas** and **spaces** (inside areas). Based on player count, a **red ribbon may divide action areas**.
- **Multiple workers can go to some spaces**. If a worker is already in an action area, **additional workers must pay** based on player count:

2p = 3 Coins

3-4p = 2 Coins

Large Circle Magnifying Glass: Any number of workers

Small Circle Lens: Single worker only. If the worker is owned by a different player than the lens owner, the lens owner gains 1 Coin from the supply.

Rectangle/Square Magnifying Glass: Any number of workers and 0 cost for multiple workers.

- Action spaces with ① have an additional coin cost.
- Some spaces require a worker to have a certain number of Wax Seals in a certain color with its player board row. **Purple** wax seals are wild. Temporary Knowledge tokens can be spent as a seal of any color.

Modifiers on Action Icons

- ② Number of times the action may be taken
- 2 Total discount for that particular action
- ⊗ Action has no cost
- ↺ Perform the indicated action again
- ∞ Effect is applied for the rest of the game.
- ➡ Gained during final scoring.
- ⚡ Immediately perform this or apply the bonus.
- 🏝 Collect the corresponding reward based on one of the islands where an Explorer of your color is in.

Turn Order

The player whose Worker is farthest to the left within the Magnifying Glass moves their marker to the #1 location on the track and other markers match the relative position of the Workers. If no Workers are placed there, no order changes.

Rewards

Players gain rewards for Correspondence majorities and Beagle goals in the current turn order.

Correspondence Majorities

Starting from the top and moving down, the player with the **most Stamps** on an Envelope performs **actions shown in the #1 section** of the tile. The player with the **second-most** may perform **all actions shown in the #2 section** of the tile. Players tied for a position will all perform the action.

Players who performed an action from a reward now remove half their Stamps, rounding up, from the specific Envelope and put them into the Stamp discard area on the Main board.

Beagle Goal Tile

Each player gains victory points as indicated for each time they meet the current goal's (below HMS Beagle's position) condition.

Lagging Penalties

Reduce a player's victory point award equal to each penalty shown between their ship and the HMS Beagle (min 0 pts). Once all players have scored the goal tile, flip it face down.

Cleanup

1. Move the HMS Beagle forward to the next Beagle Goal position.
2. Players return their Workers back to their boards.
3. Remove all remaining Objectives from the Main board and draw 2 new silver and golden Objectives.
4. Remove all wax seals on the top-most Scroll. Shift remaining wax seals to the topmost positions until there are no empty wax seal spots. Now draw new wax seals and fill empty spots.

Final Scoring

1. Objectives (player boards)
2. Silver and Gold Objectives bonus
3. Workers with five wax seals. Workers with six.
4. Placing all five Tents on Campsites.
5. **Theory of Evolution Track Scoring**
(2 VP + 1 VP per completed Museum row) × book multiplier
6. Remaining coins gain 1 VP for every 5 Coins. For each remaining Temporary Knowledge, gain 1 VP.

Tiebreakers

The player that has advanced furthest in the Theory of Evolution track is the winner. If still tied, the player with the most Coins is the winner, otherwise players share the victory.

Darwin's Journey game design - Simone Luciani, Nestore Mangone
Artist - Paolo Voto

PLAYERAGE v1.6 - Tahsin Shamma

Actions

Unlock Lens Location

Main Actions need to be unlocked in order (top to bottom) on each page. Any order for Special Actions.

1. Pay any Coin cost.
2. Place a Personal lens token onto a locked location on any of the three Diaries.
3. Perform the action(s) of the location without placing a Worker and ignore seal requirements.

This location is now unlocked for all players for the rest of the game. **Placing a Worker onto another player's lens gains the owner 1 Coin from the supply.**

Academy

1. Pay any Coin cost for the scroll row.
2. Take a wax seal from the row.
3. Add it to the left-most empty spot of a row of one of your Workers on your board. Pay costs for the spot.

Navigation

1. Move your Ship on the Ocean track, up to the number associated with the activated icon. Ships can be on the same location at the same time.
2. If the Ship crosses a silver banner, place an Explorer onto the starting location of the indicated island.
3. If the Ship stops on an action icon, you may perform the indicated action.
4. If your Ship is first to enter the final location, gain +3 points.

Exploration

1. Move one of your explorers along its island track up to the number of the action performed. Skip any spot occupied by an opponent's Explorer.
2. Perform the action in the location where your Explorer stops.
3. If the Explorer is the first to cross a golden ribbon, gain victory points as per the icon on the ribbon. If it's the first to enter the final location of the Island track, gain +3 points.
4. If it stops on a specimen, place a Research token onto the matching Specimen icon on your board.

Only one Explorer can be on a location at a time, with the exception of the first and last spot on an island track.

Theory of Evolution Track Advancement

Move your Evolution marker forward on the track as many spaces as shown in the action icon.

Book Multipliers have an effect during final scoring.

Gain Coins / Victory Points

Gains the indicated number of Coins / Victory Points (Coins from the supply). Use additional cubes on the the 50 / 100 / 150 books if needed for higher scores.



Establish Campsite

At an empty Tent location next to the action icon:

1. Pay any Coin cost.
2. Remove the top-most Tent from your board and place it on the location.
3. Perform any actions indicated by icons then perform any actions from your board for the Tent token. Some Tents have a choice of 2 of actions (choose 1).



Correspondence

1. Gather a number of Stamps per the activated icon taken from any stacks on your board. Take your Stamps from the Stamp discard area if needed.
2. Place the Stamps onto a single Envelope.
3. If the final Stamp was removed from a stack, perform actions shown near the stack.



Envelopes have majority actions performed at the Reward Phase.

Deliver Specimen

If you have any Research tokens placed on specimens on your board, you may deliver a Specimen to the Museum if it's token is not already in the display.

1. Take the matching Museum token from the ones set aside during setup. Place it on its location on the Museum display.
2. If this is the second specimen for the action, pay 3 Coins.
3. If this is the first Museum token placed in that row (excluding Specimens placed during setup), take the Coin next to the row.
4. If this was the last possible token placed into a row, move your Evolution marker 1 space forward.
5. Gain Coins and Evolution marker advancements for each space in the row and column where the Museum tile was placed (1 coin for empty spaces, 1 advance for tile spaces).



Research Museum Specimen

1. If this is the second Specimen researched for the action, pay 3 Coins.
2. Select a Museum token that is already on the display.
3. Place a Research token on the same on your board.



Gain Objective

1. Take 1 Objective tile from the Main display and place it beside your board's Objective rows.
2. If there are already 2 Objective tiles there, place the new tile onto an empty Objective location within the matching color row face-up. Pay any costs there.



Once this Objective is completed it will be flipped face-down and the Objective action will be a reward.

Reserve Turn Order

Place a Worker on the left-most empty spot within the rectangular magnifying glass then gain 2 Coins (3 Coins in a 2 player game).



Objectives

To fulfill an Objective:

1. Flip it over
2. Pay any costs
3. Place it onto an empty Objective space on your board then perform the space's specific Objective action.

Objective Requirements



Have the indicated number of empty Stamp stacks on your player board.



You have placed at least the indicated number of Research tokens on Specimens matching the symbol on your player board.



You have placed at least the shown number of Research tokens onto Specimens of the matching shape/color on your player board.



You have placed at least the indicated number of that player's Personal lens tokens to unlock actions.



Your Evolution token must be on or past the shown position on the Theory of Evolution track (steps, not books).



You have placed at least the indicated number of Tent tokens onto Campsites.



Your Ship is on the same space or further on the Ocean track as the HMS Beagle.

Crew Cards

To complete Crew Cards during the Action and Reward phases, you must have a Worker with at least the indicated seals on its wax seal row (order doesn't matter) that matches a Crew card's requirements. Purple seals act as any color seal but Temporary Knowledge tokens cannot be used.

1. Perform the actions on the bottom of the card.
2. Flip the card with the arrow pointing at the worker row used. Only one Crew card can be assigned to a row.

Objective Actions

Perform the action when its paired objective is completed.



Gain 5 VP during final scoring.



Gain 8 VP during final scoring.



If the Objectives above and below this are achieved, gain 4 VP during final scoring.



Perform the associated actions for one of your Tents that has already been placed.



Place a Research token on your board for a Specimen on the island with your Explorer.



Place a Purple wax seal from the supply on the left-most empty spot in a row on your board (no cost).



You no longer pay the Coin cost for taking seals from rows in the Academy. Placement cost remains.



The Coin cost for visiting an occupied Diary area is reduced by 1 for the rest of the game.



During Beagle goal scoring, Lagging penalties from your Ship to the HMS Beagle are reduced to -2 (max).



Unlock your 5th worker. Place it on this space. Wax seals cannot be placed next to this Worker.



Add one Book Multiplier to your total reached on the track before scoring the Theory of Evolution.



Distinctions

When visiting a Diary, gain the bonus if your worker has enough Stamps for the indicated Distinction.



Up to +1 Move on Exploration Action.



Gain 3 VP immediately.



Up to +1 Move for the Navigation action.



Stamps placed with this action may be placed on multiple Envelopes.



Up to +1 Stamp with Correspondence Action.



When Exploring or Navigating, you may stop to perform an additional action. Perform the action of the last stop normally.



Up to +1 wax seal with this Academy action



Pay 1 Coin less for each wax seal taken and placed with this Worker placement (cumulative with other discounts).



Gain 2 Coins from the supply.

Special & Crew Actions

These actions are on Special Action tiles and Crew cards.



Place a Tent onto an empty Tent location on a Campsite by paying the Coin cost. The active player may perform the actions indicated and action for the Tent on their board.



Perform a "Deliver Specimen" action of a Specimen that has already been delivered. You must have a Research token on the Specimen on your board. This is done as if you are placing the token for the first time. The first delivery bonus coin is not taken when this delivery is repeated.



Take 1 available Objective tile from the Main board and place it face-down onto any open Objective location on your board. Then immediately achieve any Objective tile you have without meeting any of the requirements.



Take a Purple wax seal from the supply and place it on the left-most empty seal spot on your board for no Coin cost.



Gain one Temporary Knowledge token from the supply.



You may return one Temporary Knowledge token to the supply to gain 7 Coins or 7 VP.



You may place an unused Explorer onto the starting location of any island where you do not have an Explorer.



You may perform all the actions associated with a locked location (that does not have a lens token on it).



You may place a Research token onto any empty Specimen location on your board.



Move your Ship to the same spot where the HMS Beagle is located.



You may place up to 5 Stamps onto any number of Envelopes on the Main board.



Gain and immediately perform all Crew actions shown on an un-achieved Crew card that is in front of any player, including the player who owns the Crew card with this ability.

Notes