

Set up:

Each player receives:

- four bone tiles, of which two are layed out adjacent to each other as starting board in front of him. The other two are kept as starting hand.
- 9 small glass stones of the same color, of which every neighbour player gets one;
- one big glass stone, placed on the Leonardo-Square, to designate the player's colour and
- 12 Darwin

The youngest player starts the game and receives the the turn counter.

The player to the left of him gets the Darwin tile.

The bone tiles are shuffled and formed to two face-down stacks.

Sequence of play:

1. In turn each player can buy two bone tiles for three Darwin. Afterward he has to discard two bone tiles.
2. Each player selects a bone tile and places it face-down in front of him.
3. The bone tiles are revealed simultaneously.
4. The starting player starts the first bidding round.
5. In the first bidding round the player must bid one (if he has only one other players stone) or two others players stones to bone tiles. You can place bids on one or more bone tiles. Afterwards he can bid with one of his stones. After that the next player bids.
6. In the second and third bidding in the same way each player can bid none to two stone, own or others. The owner of the Darwin tile can bid one more stone.
7. The highest bidder of each tile gets it for putting it in his terrain. Additionally he receives one of his bidden stones back. The rest of his stone go to the seller of the bone tile. All other stone go back to their respective owners.
8. In case of a tie the position of the starting player decides. He or the one tied player closest to him in turn wins the tile.
9. The winner of the bone tile of the starting player gets the turn counter and is next starting player. The player to the left of the old starting player ist the new starting player if the starting player has won his own tile.
10. In turn the won tiles must be placed in the terrains rotten bones payed and if desired a creature and/or jewel scoring initiated.
11. After that each player draws a new bone tile.
12. The player with the least bone tiles in his terrain gets the Darwin tile. In case of a tie, the next tied player clockwise.

Terrain:

Bone tiles must layed adjacent to each other.

The terrain is limited to 3 by 4 or 4 by 3.

Bones do not have to fit.

Once placed a tile cannot be changed.

Creature scoring:

Once a creature is complete it is scored.

A creature is completed if all connections are closed by appendages.

Scoring for the creature in Darwin is the product of the number of the creature's tiles by the number of appendages. Example: A creature with 5 bone tiles and skull and foot scores 10 Darwin.

Jewel scoring:

Every jewel can be scored only once by each player.

At a jewel scoring the player chooses a sort of jewel. That jewel is scored in a row or coloumn of his terrain by his choice.

One can only score before or after an empty place.

For scoring the sum of the bone values (number on the label at the bones, only bone tiles with the jewel!) is multiplied by the number of the choosen jewels in the coloumn or row. Example: The bones tile with the jewel in the row are labelled 2, 1, 2 an there are three blue earrings in the row. The player gets 15 Darwin.

End of the game:

The game ends in the round where one or more player have 12 tiles in their terrains. Then the last scorings are done and the player with the most Darwins wins the game. In case of a tie the player with the biggest creature wins.

Expert variant:

Instead of the big stone a small stone is used as designation of the player colour. The big stone counts as one stone when laying or getting back but two stones in bidding. Big stones of another player must be placed first. When winning a tile, the player gets a small stone back first.