

Ursuppe

(Frish Abgeschmeckt)
(Freshly Spiced)

Designed by Doris Matthäus and Frank Nestel
A game expansion for 5 to 6 players of 12 years or older.
Duration: 2 hours.
Translation: John Webley
Small Format: Idris Hsi

Contents

- 12 Amoebas in 2 colors and 12 Sticks. (Before the first game, you have to build the amoebas by carefully hammering one stick into each amoeba)
- 110 Foodstuff Cubes in 2 colors.
- 2 Large Biological Points – Worth 5 points.
- 15 Small Biological Points – Worth 1 point.
- 8 Damage Points
- 2 Score markers in 2 colors
- 1 Deck of *Gene cards* with Genes for 5 to 6 players and Extra genes
- 6 Reference Cards for 5-6 players
- 6 Summary Cards for Extra Genes.
- These Instructions

Overview

This expansion set to Ursuppe allows you to play with up to 5-6 players and has new set of genes for your amoebas that can be added to the basic set for 3-4 players or to the game for 5-6 players.

Preparation

These rules assume you know the 3-4 players rules for Ursuppe.

Determine Starting Player

The player who rolls highest, places their Score marker on any one of the spaces marked 1-6 on the board instead of 1-4.

Placing Amoebas

Players may use any of their amoebas numbered 1-6. The amoebas numbered 7 are not used in the 5-6 player game.

Course of Play

Phase 1: Movement and Feeding

Feeding and Excretion

Whether you have 5 or 6 players, an unmutated amoeba always eats 4 foodstuff cubes in 4 different colors, not its own, per round. Thus, with 6 players, an amoeba can ignore one color. Excretion is still two cubes of the amoeba's own color.

Phase 4: Cell Division

In *Descending Order*, each player gets 11 BPs instead of 10 BPs.

Phase 6: Scoring

In *Descending Order*, the players' Score Markers are moved.

The *Advance* of a player's marker up the *Scoring Ladder* is determined by the number of live amoebas they have on the board and the number of Gene cards they possess. The following tables are used for the 5-6 player game.

Amoebas	0-1	2	3	4	5	6
Spaces	0	1	2	3	4	5

Gene Cards	0-2	3	4	5	6+
Spaces	0	1	2	3	4

The New Genes

Basic Rules

The new Gene cards may be used to supplement the basic set when playing with 3 or 4 players, or they may be added to the new set for 5 or 6 players. They are easily distinguished from the old set thanks to their different background colour.

A quick warning may be appropriate here. The number of possible combinations of the 26 new genes is enormous. If you add the combinations available to different players it becomes almost limitless. We have tested all the new genes but we cannot possible guarantee that there isn't a "killer" combination of genes that will lead to a certain win.

Play

The normal rules from the basic game apply wherever they are not replaced by these rules. Before each game, the players should choose a couple of the new genes and add them to the normal set. We recommend the "Social Gene" and "Population Explosion" as a good pair to begin with.

In each Round, during Phase 3, "New Genes" you should turn over two new genes, immediately after the leading player has chosen which genes they want to buy. The second placed player is therefore the first to have the opportunity to buy one of the new genes.

And that's it. The rules given mean that you can't ever know which of the new genes are going to become available, but that, given enough games, they will all turn up. Obviously, you can decide on other genes to start with, or you can choose to turn up just 1 new gene per round, or 3 if you prefer. Or you may allow all the genes, including the first pair, to come up randomly. The only important point is that you agree beforehand how you want to play.

Phases of a Round, 5-6 players

1. Movement and Feeding	Players take turn in Ascending Order. Amoebas in the soup are treated in Numerical Order. Each Amoeba must Drift or Move. Afterwards, it attempts to Feed (4 different colors) or it Starves.																										
2. Environment and Gene Defects	A new Environment Card is put on the Compass (except for the first round). In Descending Order, players determine if the total MP on their Gene Cards is greater than the Ozone Layer thickness on the new Environment Card. If so, they must pay the difference.																										
3. New Genes	In Descending Order, players can buy new Gene Cards by spending BP and Advanced Gene cards by spending BP and Gene Cards.																										
4. Cell Division	In Descending Order, each player gets 11 BP. For 6 BP, new amoebas can be placed on the board in a space that doesn't already have an amoeba of the same color and that is adjacent to (horizontally or vertically) a space that already contains an amoeba of the same color.																										
5. Deaths	Amoebas that have 2 or more DP are replaced by two Foodstuff Cubes of each of the colors in play.																										
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The Amoeba Genome Project, 5-6 Players

All genes are in short supply, no player may buy a second copy of a Gene card that they already possess. The number of cards in the game depends on the number of players, shown in the corresponding columns.

Price	MPs	Name of Gene	# Cards	Description
2	3	Intelligence	3	Unfortunately useless in the primeval soup but does help amoeba <i>Advance</i> .
3	2	Movement I	3	In Phase 1, the player rolls 2 dice rather than one and chooses the direction from those on offer. Movement cost doesn't change.
3	3	Spores	2	During Division in Phase 4, the new amoeba may be placed on any space that doesn't already have an amoeba of that color on it.
4	3	Speed	2	In Phase 1, the amoebas may move twice. The second movement begins where the first ended. A new direction is chosen for the second movement. An amoeba may not <i>Drift</i> twice, neither may an amoeba mix <i>Drift</i> and movement. The second movement does not cost any BPs. The amoeba only feeds once after its complete movement.
4	4	Defense	2	Attacks by other amoebas in Phases 1 or 5 can, on paying 1 BP, be converted into a fight. Attacker and defender both roll a die. The higher die roll wins. Reroll on a tie. If the attacker wins, they eat the defender. If the defender wins, the attacker <i>Starves</i> .
4	4	Escape	2	Amoebas can attempt to avoid an attack during Phase 1 or 5 by moving away. Escaping amoebas may use all its genes (Movement I / II, Speed, Streamlining, Tentacle) even in Phase 5. This movement costs 1 BP
If a player possesses both Defense and Escape , they may use both against the same attack, in any order. But they may only use each once per round.				
4	4	Substitution	2	During Phase 1, amoebas may eat one less color of foodstuff cube, but must then eat one cube more than otherwise. In a 4 player game, they eat 2 of 2 colors instead of 1 each of the 3 colors (not their own). In a 3 player game, they eat 4 of 1 color instead of 2 of 1 color and 1 of another.
Alternative feeding genes (Frugality, Substitution, and Parasitism) can, but need not, be used at any time. If a player possesses both Frugality and Substitution , each amoeba has 5 different possible feeding methods (1:1:1:1, 2:2:1:0, 3:1:1:0) and more if it also has Parasitism .				
5	-2	Ray Protection	2	Gives Double Protection against Gene Defects in Phase 2
5	5	Streamlining	2	Movement (also Escape), with or without a gene card, is free (no BPs)
5	4	Tentacle	2	If an amoeba moves or drifts during Phase 1, it may take up to 2 foodstuff cubes with it in a 3 player game and 3 in a 4 player game.
5	4	Holding	1	Has two functions: 1) During Phase 1, amoebas may choose not to drift and stay put. 2) If amoebas move away from the same space as an amoeba with Holding , that amoeba may choose to move with it. The second amoeba can decide whether to go with the moving amoeba after the moving amoeba has decided on a direction of movement. The second amoeba can also wait to decide which foodstuff cubes to bring if the moving amoeba has Tentacle .
5	5	Life Expectancy	2	In Phase 5, amoebas only die if they have 3 DPs.
5	5	Frugality	2	In Phase 1, amoebas eat one less foodstuff cube. Excretion is normal.

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Price	MPs	Name of Gene	# Cards	Description
6	5	Struggle for Survival	3	In Phase 1, if there is insufficient food for an amoeba, and it would otherwise starve, it may attempt to attack another amoeba in the same space. The attack costs 1 BP and is always successful unless the defending amoeba possesses Defense, Escape, or Armor . If the attack is successful unless the other amoeba possesses Defense, Escape, or Armor . If the attack is successful, the other amoeba is removed from the board. The attacker eats but does not excrete as normal. Instead, one foodstuff cube of each color is placed in that space. An amoeba may attack another amoeba of its color.
6	5	Parasitism	2	If during Phase 1, an amoeba is in the same space as an amoeba from another player who still has BPs available, the amoeba needs 1 less foodstuff, but the owner of the other amoeba pays 1 BP to the Bank. There is no defense against Parasitism . The amoeba may parasitize, even if there is sufficient foodstuff available. If there is a choice of amoebas, the player may decide which to parasitize.
6	5	Division Rate	2	In Phase 4, division only costs 4 BPs instead of 6 BPs.

Advanced Genes

To buy an Advanced Genes, the player must give up a specific lower gene. They must also pay the normal cost for the card. They must have possessed the lower gene for at least one round meaning that they can't buy the lower card and immediately trade it for the Advanced gene. Advanced Genes given back during Phase 2 are immediately available to other players. Players are not allowed to buy the corresponding lower gene if they already possess the Advanced Gene. Advanced Genes count as two cards on the advance table.

Price	Give Up	MPs	Name of Gene	# Cards	Description
4	Speed	4	Persistence	1	Allows player with Struggle for Survival, Defense, Aggression , to make a second free attempt to use these Genes if the first attempt fails.
5	Movement I	5	Movement II	2	In Phase 1, the player chooses the direction of movement rather than rolling the dice.
5	Struggle for Survival	5	Aggression	1	During Phase 5, after any natural deaths, one amoeba from another player in the same space as the amoeba with Aggression may be killed after the attacker pays 1 BP. The dead amoeba is replaced by 2 foodstuff cubes of each color. This attack may only be used once per round. Defending amoebas with Armor , don't die but get a DP.
6	Defense or Escape	6	Armor	1	Protects the amoeba in Phase 1 and Phase 5 from enemy amoeba with Struggle for Survival or Aggression . In Phase 1, the amoeba can't be attacked. In Phase 5, the amoeba attacked with Aggression survives but gets 1 DP. This may then cause the amoeba to die a Natural Death.

Criticisms, Suggestions, Variants, and Praise to:
Doris Matthäus and Frank Nestel,
Obere Büch 24, 91054 Buckenhof
Tel.: 09131/55045
Fax.: 09131/55085

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The Amoeba Advanced Genome Project

Price	MPs	Name of Gene	Description
2	3	Doris & Frank Gene	Whoever possesses this gene at the end of the game, decides what to play next.
3	-2	Glutton	All amoebae must eat one more foodstuff cube per turn than otherwise. This is of course a disadvantage, but the negative sensitivity protects the amoebae against gene defects and so compensates. Idea by Stephen Tavener
3	3	Alarm	As soon as one of a player's amoebae has been eaten during Phase 1, all that player's other amoebae gain the ability of Flight. Idea by Steffan O'Sullivan
3	3	Cleanliness	Foodstuff cubes excreted by an amoeba may be placed in a neighboring space of choice. All excreta from an amoeba per round must be placed in the same space. Idea by Trevor Dewey
3	3	Hard Crust	If an amoeba being attacked, doesn't defend itself, or loses despite it's efforts to defend itself, the attacker then has to pay one more BP to carry through the attack. If it can't or won't pay, the attack is unsuccessful, the attacker starves and the defender survives. Idea by Steffan O'Sullivan
3	3	Migration Sensing	At the start of Phase 1. The player with this gene may look at the environment card that will be turned over later during the phase. They may not tell their fellow players what is on the card. Idea by Brian Bankler
4(2)	3	Social Gene	The owner of this gene gets 1 BP in Phase 6 from every player that is 6 or more spaces (counting occupied spaces), in front of them on the scoring track. This gene may only be bought by the player in last place on the scoring track. If they buy it from the Bank, it costs 4 BPs. If they buy it from another player who was previously last, they only pay 2 BPs to that player. The Bank gets nothing in this case.
4	3	Fast Food	The player's amoebae may exchange the order of eating and movement during Phase 1, i.e. they may eat first and then move or vice versa.
4	3	Highly Adaptable	Genes which you have already bought, (including this one), may be swapped during Phase 3 for any available gene. If the new gene is more expensive than the old, you must pay the difference, if the new gene is cheaper, the exchange is free, but you do not receive any BPs as compensation. Idea by Steffan O'Sullivan
4	3	More than a Mouthful	If an amoeba is successfully attacked by an enemy amoeba with Struggle for Survival, it only loses 1 DP rather than 2. It survives the attack, the attacker feeds, but no new foodstuff cubes appear in the space. Idea by Andy Daghish
4	4	Camouflage I	An attacking Amoeba rolls a die. On a throw of 1 - 3, the amoeba being attacked may defend itself as normal, (using flight, Defence or Alarm). On a throw of 4 - 6, the attacker's camouflage is effective and the object of it's attack doesn't defend itself. Armour works against a camouflaged amoeba as per normal. Idea by Steffan O'Sullivan
4	4	Suction I	When feeding, one food cube may be taken from an neighbouring space (horizontally or vertically but not diagonally), Idea by Trevor Dewey

The Amoeba Advanced Genome Project

Price	MPs	Name of Gene	Description
2	3	Doris & Frank Gene	Whoever possesses this gene at the end of the game, decides what to play next.
3	-2	Glutton	All amoebae must eat one more foodstuff cube per turn than otherwise. This is of course a disadvantage, but the negative sensitivity protects the amoebae against gene defects and so compensates. Idea by Stephen Tavener
3	3	Alarm	As soon as one of a player's amoebae has been eaten during Phase 1, all that player's other amoebae gain the ability of Flight. Idea by Steffan O'Sullivan
3	3	Cleanliness	Foodstuff cubes excreted by an amoeba may be placed in a neighboring space of choice. All excreta from an amoeba per round must be placed in the same space. Idea by Trevor Dewey
3	3	Hard Crust	If an amoeba being attacked, doesn't defend itself, or loses despite it's efforts to defend itself, the attacker then has to pay one more BP to carry through the attack. If it can't or won't pay, the attack is unsuccessful, the attacker starves and the defender survives. Idea by Steffan O'Sullivan
3	3	Migration Sensing	At the start of Phase 1. The player with this gene may look at the environment card that will be turned over later during the phase. They may not tell their fellow players what is on the card. Idea by Brian Bankler
4(2)	3	Social Gene	The owner of this gene gets 1 BP in Phase 6 from every player that is 6 or more spaces (counting occupied spaces), in front of them on the scoring track. This gene may only be bought by the player in last place on the scoring track. If they buy it from the Bank, it costs 4 BPs. If they buy it from another player who was previously last, they only pay 2 BPs to that player. The Bank gets nothing in this case.
4	3	Fast Food	The player's amoebae may exchange the order of eating and movement during Phase 1, i.e. they may eat first and then move or vice versa.
4	3	Highly Adaptable	Genes which you have already bought, (including this one), may be swapped during Phase 3 for any available gene. If the new gene is more expensive than the old, you must pay the difference, if the new gene is cheaper, the exchange is free, but you do not receive any BPs as compensation. Idea by Steffan O'Sullivan
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Price	MPs	Name of Gene	Description
4	4	Threat Display	Amoebae may only be attacked by amoebae with the same or a lower number. Idea by Mike Mayer
5	4	Flexible	New genes cost 1 BP less.
5	4	Healing 1	At a cost of 3 BPs, an amoeba may remove 1 DP during Phase 4. Idea by Stephen Tavener
5	4	Rebound	Amoebae that hit an obstacle or are carried against one, can bounce into the space on the opposite side of the obstacle, (assuming there is one). Idea by Mike Mayer
5	5	Go Out With A Bang	If an amoeba with this gene dies, all other amoebae on the same space get 1 DP. This may lead to a chain reaction should more than one of the player's amoebae are on the same space. Idea by Stephen Tavener & Trevor Dewey
5	5	Short Life Span	Amoebae die with just 1 DP rather than 2, (if they also have Life Expectancy, with 2 rather than 3). The cost of an amoeba in Phase 4 is only 4 BPs. This gene must be used if bought, players may not choose to ignore it, if discarded because of radiation damage, it only counts as 4 against the total rather than 5! Idea by Ronald Olszewski
5	5	Toxic Excretions	Every time that an amoeba with this gene excretes, 1 DP is placed on that space. This DP is then acquired by the next amoeba to move onto that space. If a space contains more than one DP, they all affect the next amoeba to move onto that space. Idea by Andy Daglish
6	5	Population Explosion	The player with this gene places new amoebae on the board, until they have as many in total as the player who is leading on the score track. They do not draw any new BPs during this round, and must give up any that they have in stock.
6	6	Energy Conservation	Amoeba which drift in Phase 1, earn their owner 1 BP. Idea by Ronald Olszewski

Advanced Genes

Price	Give Up	MPs	Name of Gene	Description
3	Intelligence	4	PhD	Very useless in the primeval soup but does help amoeba Advance.
4	Migration Sensing	3	Environmental Sensing	Directly after turning over a new environment card in Phase 2, a player with this gene may secretly look at the next environment card. They may not however inform other players of it's value. Idea by Brian Bankler
5	Camouflage I	5	Camouflage II	Attacks may not be countered by Flight, Defence or Alarm. Armour remains effective.
5	Healing I	5	Healing II	As per Healing 1, alternatively, the loss of 1 DP may be transferred to another amoeba in the same space. This amoeba dies immediately. Idea by Stephen Tavener
6	Suction I	6	Suction II	Up to two foodstuff cubes may be taken from a neighbouring space (horizontal or diagonal) and eaten. Idea by Trevor Dewey

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