

# GENE DREAMS

CARTBOARD  
ENVY

## INTRO

A card game of gene sequencing for 2 to 4 players.

Game duration: 20 minutes

Age: ≥12 years

## COMPONENTS

12 gene cards  
6 location cards  
9 red cubes  
9 blue cubes  
9 green cubes  
9 yellow cubes  
1 red token  
1 blue token  
1 green token  
1 yellow token

## SETUP

[1] Give Each Player a 9 CUBES and 1 TOKEN of the same colour

[2] Shuffle the GENE CARDS

[3] Deal 3 GENE CARDS to each player

[4] Shuffle the LOCATION CARDS

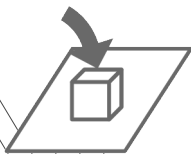
[5] Place 3 LOCATION CARDS, face down in the middle of the players

[6] Reveal the first LOCATION CARDS

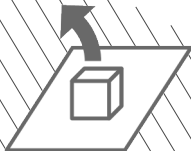
## GENE SKILLS



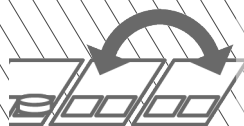
2 Victory Points



Add a cube to any LOCATION, ignore box restrictions



Remove a cube from any LOCATION, return cube to owner



Resequence your GENE CARDS. Used SKILLS are NOT refreshed



Skip the next GENE in the sequence



Swap any 2 CUBES between 2 LOCATIONS

## GAMEPLAY

[1] All players set the order of their GENE CARDS and mark the row their sequence will follow with their token.

[2A] The player works along their GENE SEQUENCE. Place 1 CUBE on any valid empty square on any LOCATION CARD for each GENE square in the sequence in order. Squares with numbers are valid based on the number of players. The player turn ends when the player cannot place a CUBE on a LOCATION CARD.

[2B] If a player has completed a GENE CARD they may use the skill Shown at the top of the card. When the skill is used, flip the card over.

[3] If there are players waiting:  
NEXT PLAYER

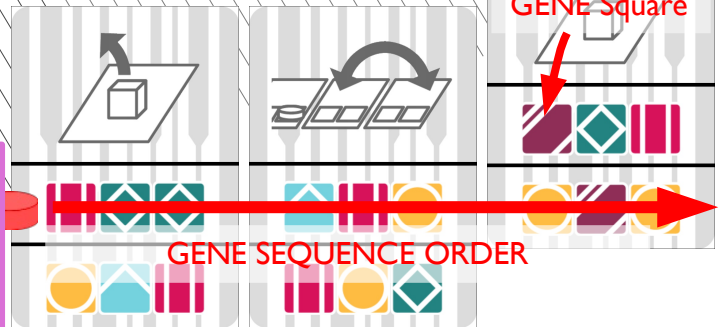
NEXT PLAYER

[4] If all players have taken their turn  
reveal the next LOCATION CARD

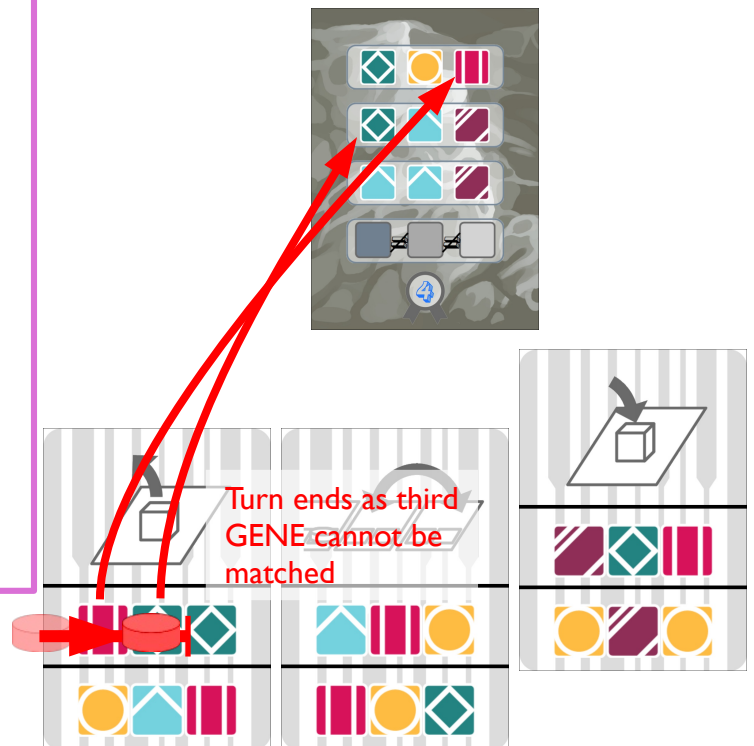
NEXT LOCATION

[5] When no turns can be taken players score the LOCATION CARDS if they have the most cubes on the CARD. Draws give ZERO points.

## SEQUENCE ORDER



## PLAYER TURN



## END GAME SCORING



# GENE DREAMS