



Gene Circuit Trail

BOOKLET

THE GOAL OF THE GAME

HAVE AT LEAST ONE MEMBER OF THE PARTY SURVIVE THE RIGORS OF THE DNA HELIX TRAIL!

CONTENT

- 8 PLAYERS CARDS: PROMOTER, RBS, CDS, TERMINATOR, ENHANCER, ACTIVATOR, REPRESSOR, INDUCER.
- 39 DNA HELIX TRAIL CARDS
- 22 CIRCUIT CARDS:
- 32 SUPPLY CARDS
- 1 DIE
- INSTRUCTION BOOKLET

SET UP

1. PICK ONE PLAYER CARD
2. PLACE THE START AND FINISH CARD ON THE TABLE, APPROXIMATELY 2 FT AWAY.
3. DIVIDE THE CARDS INTO 3 DECKS: SUPPLY CARDS, CIRCUIT CARDS, DNA HELIX TRAIL CARDS.
4. DEAL FIVE DNA HELIX TRAIL CARDS FACE DOWN TO EACH PLAYER. PLAYERS SHOULD LOOK AT THEIR OWN TRAIL CARDS. PLACE THE REMAINING DNA HELIX TRAIL CARDS FACE DOWN IN A DRAW PILE ON THE TABLE.
5. PLACE ALL CIRCUIT CARDS FACE DOWN ON THE TABLE NEXT TO THE DNA HELIX TRAIL CARDS
6. DEAL THE SPECIFIED NUMBER OF SUPPLY CARDS TO EACH PLAYER:
 - A. 6 PLAYERS: 3 SUPPLY CARDS
 - B. 5 PLAYERS: 4 SUPPLY CARDS
 - C. 2-4 PLAYERS: 5 SUPPLY CARDS
7. PLAYERS CAN GLANCE AT THEIR OWN SUPPLY CARDS ANYTIME DURING THE GAME.
8. THE REMAINING SUPPLY CARDS BECOME THE SUPPLY SHOP. THE YOUNGEST PLAYER IS THE SHOPKEEPER. THE SHOPKEEPER SORTS THE REMAINING CARDS BY TYPE (EX: NANODROP, IDT, ETC). AND PLACES THEM FACE-UP ON THE TABLE. THE FIRST PLAYER TO KICKED OFF THE TRAIL (DIE) WILL TAKE OVER THE SHOPKEEPER'S DUTIES.

CARD TYPES

- **DNA HELIX TRAIL CARD START/FINISH:** THESE CARDS REPRESENT THE BEGINNING AND END OF THE TRAIL. PLACE THE START CARD ON THE TABLE, AND PLACE THE FINISH CARD APPROXIMATELY 2 FEET AWAY FROM THE ENDPOINT.
- **DNA HELIX TRAIL CARDS:** TRAIL CARDS ARE LAID DOWN ON THE TABLE IN SETS OF 5 AS THE PARTY MAKES ITS WAY TO THE END OF THE DNA HELIX
- **DNA HELIX DIE ROLL TRAIL CARD:** FOLLOW THE INSTRUCTIONS ON THE CARD IF IT SAYS TO ROLL THE DIE
- **DNA HELIX IDT FREE SUPPLY CARD:** THIS CARD CAN BE PLAYED OFF ANY TRAIL CARD AND THEY ALLOW THE PERSON WHO PLAYED IT TO DRAW ONE EXTRA SUPPLY CARD OR REMOVE A CIRCUIT CARD.
- **CIRCUIT CARDS:** THESE CARDS REPRESENT PROBLEMS ASSOCIATED WITH THE DNA HELIX TRAIL. IF YOU DRAW A CIRCUIT CARD, JUST FOLLOW THE INSTRUCTIONS PRINTED ON IT.
- **SUPPLY CARDS:** THESE CARDS ARE USED TO REMEDY SPECIFIC CIRCUIT CARDS. . SUPPLY CARDS CAN BE PLAYED ON A TURN INSTEAD OF A DNA HELIX TRAIL CARD. ON HIS/HER TURN, ANY PLAYER MAY REMEDY A CIRCUIT CARD BY PLAYING A SUPPLY CARD (NOT JUST THE PLAYER WHO SUFFERED THE CIRCUIT CARD).

GAMEPLAY

1. THE PLAYER WITH THE PROMOTOR CARD GOES FIRST BY CONNECTING ANY ONE OF THEIR TRAIL CARDS TO THE START CARD. PLAY THEN PASSES TO THE LEFT.
2. ONCE THE TRIAL HAS BEEN STARTED, PLAYERS HAVE TWO CHOICES ON THEIR TURNS: EITHER PLAY A TRAIL CARD THAT CONNECTS TO THE TRAIL OR PLAY A SUPPLY CARD.
3. ANY TRAIL CARD WILL CONNECT TO AN IDT FREE SUPPLY CARD OR FINISH CARD.
4. PLAYERS MAY USE EITHER END OF THE DNA HELIX TRAIL CARD TO CONNECT TO THE TRAIL BY ROTATING THE TRAIL CARD.
5. PLAYERS WHO HAVE A TRAIL CARD (INCLUDING IDT FREE SUPPLY CARD) THAT CONNECTS TO THE TRAIL MUST PLAY IT UNLESS THEY ARE PLAYING A SUPPLY CARD ON THAT TURN.
6. IF A TRAIL CARD READS "DRAW A CIRCUIT CARD", THE PLAYER WHO PLAYED IT MUST DRAW A CIRCUIT CARD AND THEN FOLLOW THE DIRECTIONS PRINTED ON IT. ONLY THE PLAYER WHO DREW THE CIRCUIT CARD FOLLOWS THE INSTRUCTIONS ON THE CARD.
7. SOME CIRCUIT CARDS AFFECT ONLY THE PLAYER WHO DREW THEM AND OTHERS AFFECT THE ENTIRE PARTY. SOME HAVE IMMEDIATE CONSEQUENCES, WHILE OTHERS REQUIRE SPECIFIED SUPPLIES TO REMEDY THE CIRCUIT CARD WITHIN A CERTAIN TIMEFRAME. CIRCUIT CARDS REMAIN IN PLAY UNTIL THEY ARE REMEDIED.
8. IF THE DNA HELIX GETS MUTATED, NO ONE CAN PLAY A TRIAL CARD UNTIL THE SITUATION IS REMEDIED.

GAMEPLAY CONT.

1. PLAYERS WHO LOSE A SUPPLY CARD DURING PLAY, BUT DO NOT HAVE THEIR OWN SUPPLY CARD TO DISCARD, MUST CHOOSE ANOTHER PLAYER'S SUPPLY CARD TO DISCARD WITHOUT LOOKING AT THE FACE OF THE CARD AND WITHOUT DISCUSSING IT WITH THE OTHER PLAYER.
2. IF A PLAYER CHOOSES TO PLAY A SUPPLY CARD, HIS/HER TURN IS THEN OVER/ NO ADDITIONAL CARDS ARE DRAWN AND PLAY PASSES TO THE LEFT.
 - A. PLAYERS DO NOT HAVE TO PLAY A SUPPLY CARD TO REMEDY A CIRCUIT CARD/ THERE MAY BE TIMES WHEN IT IS A BETTER STRATEGY TO LET A PLAYER DIE THAN REMEDY THE CIRCUIT CARD.
3. PLAYERS CAN ONLY PLAY ONE SUPPLY CARD ON THEIR TURN UNLESS THERE ARE ONLY TWO PLAYERS LEFT IN THE GAME. IN THAT INSTANCE, PLAYERS CAN PLAY UP TO TWO SUPPLY CARDS ON A SINGLE TURN.
4. WHEN A CIRCUIT CARD IS REMEDIED, IT IS REMOVED FROM PLAY, THE USED SUPPLY CARD IS PUT BACK INTO THE SUPPLY SHOP, AND PLAY CONTINUES.
5. IF A PLAYER DOES NOT HAVE AN APPROPRIATE TRAIL CARD OR SUPPLY CARD TO PLAY, THEY MUST DRAW FROM THE TRAIL CARD DRAW PILE AND THEIR TURN IS NOW OVER.
6. IF THERE ARE NO MORE TRAIL CARDS IN THE DRAW PILE, TAKE THE BOTTOM FOUR CARDS OF EACH STOCK ON THE DNA HELIX TRAIL AND SHUFFLE THEM TO FORM A NEW DRAW PILE.

STACKING UP DNA HELIX TRAIL CARDS

THE DNA HELIX TRAIL IS CONSTRUCTED OF A SET OF FIVE CARDS. WHEN THE FIFTH TRAIL CARD IS CONNECTED, THE CARDS MUST BE STACKED. PICK UP THE FIRST TRAIL CARD PLAYED IN THAT SET AND PLACE THE OTHER CARDS UNDERNEATH IT.



THE NEXT TRAIL CARD PLAYED MUST CONNECT THE TRAIL CARD ON TOP OF THE PREVIOUS SET. REPEAT THIS AFTER EVERY FIFTH TRAIL CARD IS PLAYED.

TRADING SUPPLY CARDS

NO TRAIL CARD OR SUPPLY CARD YOU CAN PLAY? THEN YOU GAVE TO DRAW FROM THE TRAIL CARD PILE. AT ANY TIME, PLAYERS MAY TRADE IN TWO SUPPLY CARDS IN EXCHANGE FOR ONE SUPPLY CARD OF THEIR CHOICE FROM THE SUPPLY SHOP. ONE PLAYER MAY TRADE IN TWO CARDS, OR TWO PLAYERS MAY EACH CONTRIBUTE ONE CARD. IF TWO PLAYERS CONTRIBUTE, THEY MUCH THEN AGREE ON WHO GETS TO KEEP THE SUPPLY CARD THEY RECEIVE.

PLAYERS ON THE DNA HELIX TRAIL CARDS

1. WHEN PLAYERS DIE, THEY SELECT UP TO TWO OF THEIR SUPPLY CARDS AND GIVE THEM TO OTHER PLAYERS. THE REMAINING SUPPLY CARDS GO TO THE SUPPLY SHOP.
2. DEAD PLAYERS' TRAIL CARDS ARE PLACED ON THE BOTTOM OF THE TRAIL CARD PILE.
3. THE FIRST PLAYER TO DIE TAKES OVER AS THE SHOPKEEPER
4. WHEN A PLAYER DIES, THEY ARE OUT OF THE GAME.

END OF THE GAME

1. THE GAME ENDS WHEN AT LEAST ONE PLAYER REACHES THE FIFTH SET OF FIVE CARDS, REACHING THE FINISH CARD. IF THIS HAPPENS, EVERYONE WINS
2. MOST LIKELY, THE GAME ENDS WHEN THE LAST PLAYER DIES

ROUNDS AND CIRCUIT CARDS:

SOME CIRCUIT CARDS CAUSE INSTANT DEATH: OTHERS CAN GIVE PLAYERS EITHER ONE OR TWO ROUNDS TO REMEDY THE CIRCUIT CARD. A ROUND START WHEN THE PLATER TO THE LET OF THE PLAYER WHO PLAYED THE CIRCUIT CARD. A ROUND ENDS WITH THE PLAYER WHO PLAYED THE CIRCUIT CARD. SO PLAYERS ALWAYS HAVE THE CHANCE TO SAVE THEMSELVES. SOME CIRCUIT CARDS DON'T HAVE TO BE REMEDIED RIGHT AWAY, BUT PLAYERS WON'T HAVE THE OPPORTUNITY TO REMEDY THEM WHEN THE SECOND CARD OF THE SAME TYPE IS DRAWN.

INFLUENCED BY THE OREGON TRAIL CARD GAME

