The Yeast We Can Do

12 POINTS TO WIN

1 Roll and pay out

Both d20 together. Each number pays out on its own.

- Every field with that number gives **1 block to every player** standing there
- Each field pays each player **once**, even with three colonies
- **Budding Yeast gives 2** instead of 1
- Same number on both d20 pays out **twice**
- **1 or 20** → event card instead of a payout
- Full row on your pad, that block is lost

Everything happens on your pad. Fill a circle to receive a block, cross it out to spend it. The bank never runs out.

2 Grow

`1 block` per hop	Move, your own colony slides one corner along an edge
`2 blocks`	Extend, new colony on a free corner next to your own
`3 blocks`	Jump, new colony on another corner of a field you hold
`4 blocks`	Budding Yeast, 1 block from each colour group, harvests double
`+2 blocks`	Displace, only by extending or jumping

Everything combines, as often as you can pay, with as many colonies as you like. A colony you just placed or moved counts as yours at once.

3 Build

- **Write blocks** into the mission row, left to right, written means fixed
- **Trade** with the bank **and with each other**
- **Play opportunity cards**, 3 in hand at most
- **Deliver** at the matching ring segment
- **Draw again** right after delivering, always 2 open

BANK, THE RARER THE DEARER

`2 for 1`	common, L S K I E
`3 for 1`	medium, N T D V A G F
`4 for 1`	rare, R P Q Y H M C W

Cross out **identical** blocks, fill in any one you like.

POINT MUTATION

`−1`	other block, **same** colour group
`−2`	block of **another** colour group

Mission still scores in full. **Write it on the pad at once.**

Points, cards, the end

37 FIELDS ON THE BOARD

POINTS

`3 / 5 / 8`	completed mission, tier 1 / 2 / 3
`3`	pure culture, longest path, 5 colonies or more
`2`	a colour fully displaced, 4 at most in total
`−1 / −2`	per point mutation
`−3/−5/−8`	per **started** mission left open at the end

THE END OF THE GAME

Normally. Reach **12 points** during your own turn, after subtracting mutations, and you win on the spot.

For experienced players. Forget the 12. Whoever thinks they are ahead calls the end. Everybody else takes one more turn. Call it and lose and you drop **3 points**.

DISPLACING

4 blocks next door, **5 blocks** on the same field, never by moving. From round 2, once per turn, each corner once per round. **Biofilm** fends it off. The displaced player takes **1 block from the bank**, and with no colony left places one free next growth phase.

A NEW MISSION CARD

Right after **delivering**, draw at once, any pile. Plus **once per round** you may discard a mission you have **not started** and draw again from the same pile. Always 2 open, 3 at most.

READING A MISSION CARD

W letter, solid frame, **exactly this** amino acid

○ ring, dashed, **any** block of that colour

Tier 1 has 5 slots, groups only. Tier 2 has 7. Tier 3 has 9 with rare blocks. The **code** at the top goes on your score pad.

WHERE YOU DELIVER

- Bioremediation
- Biocatalysis
- Climate & Carbon
- Medicine & Drug Delivery
- Transcriptomics & Bioprocessing
- Nanomaterials & Biomineralization

The colour of the card is the ring segment. Each segment covers the seven rim corners in front of it.

THREE THINGS EVERYBODY FORGETS

1. **The payout goes to everybody**, not only to whoever rolled. Watch the numbers even when it is not your turn.
2. **A field pays each player once.** Three of your own colonies still give 1 block, unless it is a Budding Yeast, which gives 2, or you play **Yeast Lawn**, where every colony counts.
3. **Started means the first block sits in slot 1.** Only started missions cost minus points at the end.

THE EVENT DECK, 54 CARDS

9	23	18	2	2
Earthquake	Opportunity	Setback	Biofilm	Cell Fusion
AT ONCE · RING TURNS	KEEP · 3 IN HAND	AT ONCE	KEEP · BLOCKS A DISPLACEMENT	AT ONCE · SWAP COLONIES