

ANIMAL FARM

Also known as "American Megapeople"

(thanks Chris Carlson)

Version 06-10-2008, by Phil Eklund,
Sierra Madre Games

This variant combines your *American Megafauna* and your *Origins* Game! Is there any other game that combines intestine length with women's lib? Except where noted, Era 0 is played as a standard *American Megafauna* game, while Eras I and higher are played as a standard *Origins* game. However, the *Megafauna* map is used throughout the game, and so the following *Origins* rules are dropped in favor of their *Megafauna* equivalents:

- *Megafauna* greenhouse (p. 4) supplants *Origins* climate cards.
- *Megafauna* migration (p. 6) supplants *Origins* migration rules.
- *Megafauna* culling rules (p. 7) supplant *Origins* starvation rules.
- *Megafauna* biomass (p. 9) supplants the *Origins* "Footprint".
- *Megafauna* hopeful monsters (p. 10) supplant *Origins* slavery.

COMPONENTS USED

- The *American Megafauna* Era Cards and Starburst Cards (optionally including the expansion)
- The *American Megafauna* Map and DNA tents
- The *Origins* Brain maps, and Era I, II, III, and (opt.) IV Cards
- The *Origins* Infrastructure tracks (on the New World map)
- The *Origins* Demography Sheets (one for each player)
- *Origins* Unit blocks (24 for each player)
- Genes (coins or poker chips, etc.), a dozen per player.

GAME SETUP (General)

Map. The *American Megafauna* map and Starburst biomes are set up per S2 (p. 2). Map Coins are placed per S2b.

Infrastructure. The *Origins* New World map is folded so only the Infrastructure tracks are face-up.

Cards. The entire *American Megafauna* Era Deck is shuffled and placed into a pile face-down (161 cards, plus an additional 43 if using the expansion).

CHARACTER SETUP

Color. Each player chooses a unit color, and receives 24 units (8mm wood blocks) of his color.

Brain. Each player chooses an *Origins* Demography Sheet and corresponding Brain Map card. Optional Brain maps are provided as alternates for Players "N" and "H".

Dentition. Each player chooses a dentition. He places an archetype card in the upper left corner of his Demography sheet to indicate dentition.

Note: It is helpful to seat the players around the table in **player order** (most to least "r" dentition, see p. 12). Players start in Era 0.

Important: Dentition "mmm" and "mmrrr" are mammals, and all other dentitions are considered reptiles. This means that that some "hominids" in the game are actually "lizard-men".

GAME SET-UP (For Each Player)

Brain Units. Five of a player's units start as Brain Units. Each player takes five units of his color, and places them on his brain map to cover all five icons (both red and black).

Infrastructure Units. Five of a player's units start as Infrastructure Units. Each player takes five units, and places them in the leftmost block of the five Infrastructure tracks.

Innovation Units. Place units in the Innovation track so that all slots not marked with a red star are covered.

Population Units. Place all remaining units in the Population track, preferentially covering the rightmost vacant slots.

Map Units. Instead of Population tents, use the *Origins* cubes known as Map Units. In player order, remove one unit from the leftmost slot of the Population track, and place it on any chosen biome on the map. This biome must have no requirements, per S2c (p. 2).

Starting Genes. As in *American Megafauna*, each player starts with 5 genes. (As before, the player with rr½m dentition gets 10 genes, if the rm dentition player is also in the game.)

ANIMAL FARM TURN SEQUENCE

All players participate in each stage of the turn, either simultaneously, or (if someone objects) in player order.

Note: Stages B and G should be done in player order.

A. Reveal *Megafauna* Era card (skip this stage if no

players are in Era 0). **Note:** For the 4 or 5 player game, reveal two cards, resolving the first before revealing the second.

- B. Perform *Origins* Innovation Actions (Only those in Era 1+).
- C. Resolve Catastrophes (both from Era cards or Public Cards).
- D. Play *Origins* Cards down to Hand Size (Only those in Era 1+).
- E. Recess DNA into Hand (Era 0) or Stability Roll (Era 1+).
- F. Adjust Trophic & Size (skip this stage if no players are in Era 0).
- G. Perform Population Actions (See allowable Era 0 actions below)
- H. Carnivore Migrations and Final Size Change
Note: Carnivores do not require Population actions to move.
- I. Herbivore Cull
 - Niche
 - Roadrunner
 - Game warden
 - Most teeth
- J. Carnivore Cull
 - Biggest "effective size" (Footprint + Metallurgy)
 - Least teeth

SPECIAL RULES

Size Change. Instead of using the size dial, the player's Infrastructure Unit in the Footprint track is used to keep track of his genotype's size (from one to six). Therefore, ignore all Footprint Advancements and prerequisites on idea cards.

Effective Size. When comparing sizes during carnivore competition, the genotype's Footprint and Metallurgy stages are summed to obtain an "effective size". **Exception:** See *cavalry*.

Migration Limitations. As per *American Megafauna* (p. 11).

Technologies: Air force and Missiles technologies (p. 16) confer "wings" DNA to the player. The Bronze Axe gives (to carnivores only) two roadrunner DNA of the player's choice (both can be altered once during each Herbivore Cull stage). The Caravan, Rafting, Colonial Power, Blockade, Wells, Hay, and Pesticides technologies are not used in this variant.

Pandemics. *Trypanosomiasis Plague*, *Dermo Parasite*, *Viral Epidemic*) affect the player(s) having the fewest genes only. These *American Megafauna* pandemics have no effect if this player is at Immunology stage one or higher. Otherwise, it increases his Immunology by one stage, and removes half his Map Units as losses (rounded in his

favor). He selects a Neighbor (same or adjacent hex) to also catch the disease.

Speciation. If a player expresses a genotype card, he removes all his Map Units except one (which is the new species). In other words, each new genotype drives a player's old archetype extinct.

Exception: In the two or three player game, each player is allowed one genotype besides its archetype. During speciation (see B2, p. 5), use one cube of an unused color to replace one of the archetype units, and place 5 more in each of the Infrastructure tracks alongside the units of its archetype. Unused units are stored off to one side. A genotype remains in the same era as its archetype, and its DNA cards are stacked beneath the genotype card. Genotype units are NOT allowed to perform any kind of domestications, sieges, or urbanizations. Advancement arrows (p. 8) played during the game may be applied either to the archetype or genotype.

DNA adaptations. A player's "Head" DNA cards (max of 2) are kept in the Information Repertoire slot, the "Guts" DNA cards (max of 2) in the Culture Repertoire slot, and the "Limbs" DNA cards (max of 2) in the Administration Repertoire slot. The corresponding DNA tents can be kept somewhere on his Physiology sheet, where the other players can see them.

Entry into the Cenozoic. When the first player enters Era 1, the Mesozoic is over and the Cenozoic era begins. Flip over the Era Indicator Card provided.

Note: The Era affects *Catastrophe* and *Immigrant* card results.

ERA 0 POPULATION ACTIONS (may only do in Era 0)

All players start in Era 0. This Era allows no Innovation Actions, and no Chaos Rolls are made. While in all Eras, a player is allowed a number of Population actions equal to his Population Number (see p. 12). During Era 0, four Population Actions are possible:

- **Map Unit Placement & Migration.** Remove a unit from the Population track (or genotype unit pool), place it anywhere on the map where the player already has units, and move it up to its migration value.
- **Map Unit Migration.** Move a Map Unit up to its migration value.
- **Fecundity Decrease.** (This action may be performed three times per turn max).
- **Natural History Encephalization.** This action

costs 8 genes. It removes the "acorn" Brain Unit as a loss (see p. 9), and moves the player into Era I.

SPECIAL BRAIN-ENLARGING ERA 0 CARDS

Encephalization. Expressing one of the Era cards listed below causes an Encephalization (Brain Unit loss, p. 9).

- **Wild DNA.** An additional effect of each "W" DNA when expressed is to uncover either the natural history (advance to Era I) or the social skills Brain Unit (player's choice).
- **Communication.** Expressing this DNA card causes a Language encephalization as its only effect (all other effects listed on the card are ignored).
- **Herds, Flocks, or Packs.** Expressing this DNA card causes a Social Skills encephalization as its only effect (all other effects listed on the card are ignored).
- **Tool Use.** Expressing one of these DNA cards causes a Technical Skills encephalization as its only effect (all other effects and prerequisites listed on the card are ignored).
- **Technology cards** (*Technology & Ideas, Fire, Clothing, Weaponry, Hand-Axes*) may be bid upon by anyone, but may only be expressed by those with Technical Instincts (the "hand" icon).
- **Stealth Ambush/Sentry Warning Cry** (expansion). Same as *Communication*.
- **Cooperative Game Flushing/Mobbing** (expansion). Same as *Herds, Flocks, or Packs*.

Advancing to Era I. A Natural History (acorn) encephalization instantly advances the Player into Era I. He starts making Stability rolls, and may perform Era I Innovation and Population actions.

DNA AWARDS (via Infrastructure Advancements)

- Each advance (for any reason) on the Metallurgy track confers an "A" and an "a" DNA tent.
- Each advance on the Maritime track confers an "M" and an "S" DNA tent.
- Each advance on the Energy track confers two DNA tents of the player's choice.
- Each advance on the Immunology track confers a "P" DNA tent.

Note: All DNA tents obtained by Infrastructure Awards are stored in the Elder Pool. DNA from Technology cards (*Fire, Clothing, Weaponry, Hand-Axes*) or from the Bronze Axe are also stored in this pool. DNA tents stored in the Elder Pool do not count against a player if affected by the extinction calculus (p. 4). Marine (M) DNA tents stored in the

Pool do not force a creature into living in marine biomes, as an exception to the "amphibian" rule (p. 9).

ORIGINS CATASTROPHES

Catastrophes triggered by *Origins* Public cards have these effects:

- **Climate Change.** Roll the die. If the roll is 4 or more, the Greenhouse level goes up one step. Otherwise, the Greenhouse level drops one.
- **Volcanoes.** All volcanoes force a climate change. The Yellowstone volcano, in addition, removes all Map Units in Laramidia as losses.
- **Disease.** Unchanged (see p. 6).

ANIMAL DOMESTICATION

Animal Domestication Attempts. A player may attempt to domesticate genotypes, archetypes, or immigrants. As in the standard game, each domestication attempt requires a Naturalist Innovation action or playing a card with the Animal Husbandry icon, plus an Elder expenditure. Then the attempter rolls a die and consults this modified Animal Husbandry table.

| Die Roll | Animal Husbandry Table |
|------------|--|
| 1, 2, or 3 | Too ferocious: domestication fails, and the targeted Map Unit is Lost. |
| 4, 5, or 6 | Successful domestication: form Farm Unit. <i>If the targeted unit is a herbivore, the Herder's Energy advances to Stage 1. If the targeted unit is a carnivore, then see cavalry rules.</i> |

Note: An archetype Migratory Map unit must be in the same hex or borderlands as the creature that he is trying to domesticate. The targeted creature must not be on a Farm.

Ferocity. A player whose archetype is being domesticated may, immediately after the Domestication roll, force a re-roll by spending a gene. He may do this as many times as he has genes.

Animal Domestication Effects. A player that successfully domesticates is called a herder. The genotype or immigrant he domesticated is called his pet. Immediately place the herder Map Unit on top of the Map Unit (or immigrant card) that it has domesticated. This pair of units is collectively called a Farm Unit.

Note: Both parts of a Farm Unit are considered to be the same trophic level. All Herders gain the "Omnivore" ability (p.11).

Example: A Neanderthal crocodile in Era I with Language and Natural History instincts tries to domesticate a meat-eating Hobbit bird by performing the Naturalist action. He rolls a "3", which with one added becomes a "4": successful. But the bird resists, by spending his last gene. A second roll is still successful, so the bird becomes a pet. The crocodile herder moves one of his units in the bird's hex on top of the bird unit. The other bird units are free and wild, but in danger of being indoctrinated into Farms as well.

Farm Unit Movement. A Farm Unit can be moved only by its herder, and only during a herder turn. A Farm can only migrate to places where the pet is allowed to go, using the pet's migration rate.

Note: A Farm is treated as one unit for purposes of culling. If one half of a Farm dies, the other dies with it. However, a Farm Unit is counted as two units for purposes of being preyed upon, and each half of a herbivorous Farm Unit may be preyed upon by predators.

Herder movement. During migration, a herder may freely move any or all of his archetype Map Units onto, or off of, pet units. Each pet unit can support one herder unit, except that an immigrant card can support as many as its capacity.

Important: If at any time all the units of a Pet player are not in a Farm, then he is liberated (no longer domesticated).

Beasts of Burden. If all of a player's archetype Map units become pets or are lost, then his genotype (if any) takes over as the new archetype, inheriting the DNA in the Elder Pool, genes, and Public cards. If all of a player's Map units become pets, then he becomes a hopeful monster in Era 0, retaining all his DNA, Infrastructure, genes, and Public cards. His Pet units left behind remain on the Farm, controlled by the Herder player. The size and DNA of these units is fixed and independent of the new emergent hopeful monster units.

Note: The emergent hopeful monster can liberate these units by domesticating their herder masters (which instantly breaks down all Farm Units with containing his units as pets).

Cavalry. Farm Units in the predator triangle are "cavalry" if the herder size is no larger than his pet. The "effective size" (size used during carnivore competitions) of cavalry is two plus the pet size plus the Herder Metallurgy stage.

Example: A size 2 herder rides a domesticated meat-eating tyrannosaur of size 6. The herder is at

Metallurgy stage 1 (Copper Age). The effective size of the herder/tyrannosaur cavalry unit is 9.

CROP CULTIVATION

Plant Domestication Attempts. A player may attempt to domesticate biomes (plants, insects, aquaculture, etc.). A biome may be domesticated multiple times. As in the standard game, each domestication attempt requires a Naturalist Innovation action or card with the Crop Cultivation icon, plus an Elder expenditure. The Map Unit must be a herbivore or herder sitting on the biome that he is trying to domesticate. Then the attempter rolls a die and consults the following modified Crop Cultivation table.

| Die Roll | Crop Cultivation Table |
|----------|---|
| 1 or 2 | Fruit: Successful domestication, form Metropolis. |
| 3 or 4 | Nut: Successful domestication if at Energy stage 2+, form Metropolis. |
| 5 or 6 | Grain: Successful domestication if at Energy stage 1+, form Metropolis. |

Plant Domestication Effects. If a genotype succeeds, the Migratory Unit is converted into a Metropolis per the next paragraph. The domesticated biome climax is changed to 90 plus the farmer's Metallurgy stage. All other biomes of lesser climax in the hex or borderlands go extinct, and the domesticated biome becomes the largest size possible.

Exception: Terrestrial domesticated biomes cannot affect marine biomes, and vice versa.

Metropolises. Metropolises are formed by plant domestication, or by Urbanization. (An animal domestication does NOT form a metropolis in this variant.) To establish a Metropolis, move the migratory Map Unit from within the hex it occupies out to one of the six hex corners (so the placement of Metropolitan and Migratory Map Units is the reverse of the *Origins* convention!). Metropolises cannot be formed in borderlands or adjacent to ice.

Important: Metropolitan Units do not displace during greenhouse changes. A metropolis is destroyed if an Ice Sheet enters any of the hexes it adjoins, or if all available biomes in the hexes it adjoins become marine.

Note: Sieges of Metropolises can be attempted by archetype Migratory Units in any of the three hexes adjacent to the Metropolis position. The defensive Footprint value of a Metropolis is equal to its Metallurgy stage.

RESOURCE UTILIZATION

All of the Orogeny cards contain these four resources:

- **Tin** (metallurgy advancement, bound 2)
- **Gold** (add two to the roll) (elder gain)
- **Biofuel** (subtract one from roll) (energy advance, bound 2)
- **Oil** (subtract three from the roll) (energy advance, bound 4)

To mine any of these resources (and receive the benefit), a player must be living in the Orogeny hex, play a card with a "resource extraction" (flame) icon, announce the resource he is attempting, and expend an Elder. He rolls a die and consults the following modified Resource Extraction Table:

| Die Roll | Resource Extraction Table |
|-----------|--|
| 2 or less | If at Metallurgy stage 5 and Energy stage 3, Successfully mine the chosen resource, form Metropolis. |
| 3 or 4 | If at Metallurgy stage 3 and Energy stage 2, Successfully mine the chosen resource, form Metropolis. |
| 5 or more | If at Metallurgy stage 1 and Energy stage 1, Successfully mine the chosen resource, form Metropolis. |

VICTORY is counted per *Origins* (p. 18).

DESIGNER'S NOTES

I have this vision that the worst possible outcome for any creature is to become a pet. Cat and dog lovers will be picking up stones now, but in-breeding servility and docility would seem to take some of the competitive edge off of any being, not to mention having an addled brain untempered by survival of the fittest. I couldn't think of an adjective that encompasses both the meekness and insipid aspects of domestication. Is there such a word?

Jokes about what happens to a man when he receives the yoke of matrimony come to mind.

*In **Animal Farm** (named after Orwell, who held language as the father of consciousness) becoming a pet is a fate worse than slavery. Players must domesticate to get ahead, yet they essentially only have each other to domesticate! So some become masters, others pets... and then hopeful monsters. Do pets have a chance of winning? If they become an immigrant monster, than the "W" DNA can be used to boost themselves quickly into Era I. The monster may then try to domesticate other players, even their former masters. (This rule allows them to "liberate" their relatives, now millions of years domesticated. Readers of "Red Dwarf" will recall such a pet-owner reversal with the evolution of the descendants of the ship's cat when the crew*

reawakens from deep freeze.)

There are various ways in which a player can advance without putting another player out of the game. A player can domesticate his own genotype, or sometimes two players can domesticate each other! A player can be domesticated, and yet have wild remnants (perhaps on the "Lost World" island of Spain) to carry on the species evolution. And immigrants will be favored targets for domestication (think "exotic pets") since they cannot use the ferocity rule. But in spite of these situations, I am afraid there will still be players who end up as house cats, which will be no fun for them.

Speaking of predator pets, I decided to make carnivores suitable only as war beasts and herbivores suitable only as work or draft animals. I also removed the energy requirement for domesticating war animals. This trophic prejudice is unhistorical, as meat-eating megafauna are expensive to maintain and are usually unsuitable for domestication. But a rule making carnivores immune to domestication would have slanted the game unfairly.

*Except during sieges, only carnivores wage war in **Animal Farm**! They attack rival predators using "effective size" and unwanted herbivores via game wardenship. Nevertheless, they are at a hefty disadvantage pitted against technologically-adept plant-eaters. Imagine that there were two technological creatures in the world, one feeding off the other. This is an unstable situation favoring the herbivore. Any maritime, metallurgical, or especially energy advance by the herbivore will starve the predator, unless he has farms or bronze weaponry that might spare him. Why are predators so endangered? It's because a predator, like a politician, is essentially a glorified parasite.*

The new Brain map for the pugilist Maniraptor (the "brainiest known dinosaur) is scaled from that of a songbird, and follows the 2002 revised Avian Brain Nomenclature. The language centers are patterned from avian song vocalization centers. The technical ability is derived from the songbird nest-building processes. The serene Mastodont Brain map emphasizes the elephant hippocampus, the largest and most convoluted of its kind known, in both relative and absolute terms. The hippocampus is the portion of the limbic system associated with memory and spatial navigation.

*Phil Eklund, phileklund@aol.com
June, 2008*

ERA INDICATOR
Cut out with scissors.

OPTIONAL BRAIN MAPS
Optional Brain maps are provided as alternates for Players "N" and "H".

