

Primordial Soup

FRESHLY SPICED RULES

Freshly Spiced is an expansion set, that allows you to play Primordial Soup (Ursuppe) with more players, and also contains new genes for you to play with. You need the basic Primordial Soup game to play with this set.



1. COMPONENTS

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| 12 new Amoebas in 2 colors | 2 Score markers |
| 110 new Foodstuff cubes in 2 colors | 1 set of new Genes (Genes for 5&6 players and extra Genes) |
| 25 extra Biological points (15 x1s and 2 x5s) | 1 short rule sets for 5&6 players |
| 8 extra Damage points | 6 reference sheets for the new Genes |



2. POSSIBLE VARIATIONS

This expansion set contains parts, which can be used independently.

- Material that allows you to play Primordial Soup with 5 and 6 players
- A set of extra genes for Primordial Soup that can be added to the basic set for 3 or 4 players, or indeed to the 5 and 6 player game.

3. PRIMORDIAL SOUP WITH 5 & 6 PLAYERS

We take it that you already know how to play the basic game with 3 or 4 players. These rules only deal with the new variations.

3.1. Material

Each player plays with the amoebas in their color numbered from 1 – 6. The new set of standard genes contains genes with the numbers 5+6 in the bottom right corner. Only these genes are used when playing with 5 or 6 players. Genes and the short version of the rules from the basic game are not used. The new short version of the rules are used when playing with 5 or 6 players: Some familiar genes have a new price, sensitivity or altered function when playing with 5 or 6 players. The genes with an asterisk are extra genes that may or may not be used in your game. (See section 4.1.)

3.2. Start

Obviously, you need to use the first 5 or 6 spaces on the scoring track at the beginning of the game, so that each scoring marker is on a separate space.

3.3. Feeding

Whether you have 5 or 6 players, an unmutated amoeba always eats 4 foodstuff cubes in 4 different colors (not including its own), per round, and excretes 2 cubes of its own color. With 6 players therefore, an amoeba may choose to ignore one color. This color may be different every time.



3.4. Cell division

Players get 11 BPs per round rather than 10.

3.5. Scoring

The Scoring for amoebas on the board is slightly changed from the basic game.

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

Scoring for genes remains as it was.



4. THE EXTRA GENES

4.1. Basic rules

The extra 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 color and an asterisk in the bottom right corner.

A quick warning may be appropriate here. The number of possible combinations of the 26 extra 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 possibly guarantee that there isn't a "killer" combination of genes that will lead to a certain win.

4.2. 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 extra genes and add them to the basic set. We recommend the "Social Gene" and "Population Explosion" as a good pair to begin with. The remaining extra genes are shuffled. In each Round, during Phase 3, "New Genes", you should turn over 3 extra genes, immediately after the leading player has chosen which genes they want to buy. The second player is therefore the first to have the opportunity to buy one of the extra genes.

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 choose to turn up more extra genes per round if you prefer or decide to play with some or all of the extra genes being readily available like the standard genes.. Or you might want to take a few genes you dislike out of the game. The only important point is that you agree beforehand how you want to play.

The "Extra Genes" result from creativity of Primordial Soup players and the distribution of their ideas via internet. Those players are mentioned in the short rules together with corresponding genes. This and all the other translations in this box are by John Webley, however, we had to insert some final mistakes again, when we made last minute changes.

