

Overview

On a player's turn they either:

- Add a card to the resource line or
- Start an auction (if there are 5 resources in the resource line, you must do this)

Adding a card to the resource Line:

- Roll both dice
- Choose one die and add the corresponding resource to the resource line
- If doubles are rolled, a wild glucose card may be added to the resource line instead.

Auctions:

- Starting with the player that initiated the auction, players either bid a number of cards higher than the previous number or pass
- A player may only bid a number equal to or less than the number of cards in their hand
- Once passed, a player may not reenter into a bid
- A bid ends when all but one player has passed
- The winner of the bid distributes cards from their hand to the other players as evenly as possible, choosing who gets extra cards
- The winner then collects all of the cards from the resource line (there is no hand limit)

At the end of their turn, a player must complete a trophic level if they can by playing the requirements of the next level

Resource values:

1	Soil
2	O ₂
3	CO ₂
4	Water
5	Plant
6	Meat

Trophic level requirements:

Producers	2 CO ₂ , 1 Water, 1 Soil
Primary Consumers	1 O ₂ , 1 Water, 2 Plants
Secondary Consumers	1 O ₂ , 1 Water, 1 Meat
Tertiary Consumers	1 O ₂ , 1 Water, 2 Meat
Decomposers	1 O ₂ , 2 Soil, 1 Plant, 1 Meat