Did you try ***Origin*** Junior already?
Are you experienced gamers?
If yes, play this version of the game.

Origin



In Origin, live the greatest adventure of all time: Mankind's expansion. Starting in Africa, the world's cradle, explore the entire planet, improve your knowledge and progress on the evolution scale.

Created by Andrea Mainini
Illustrated by Nephyla

CONTENTS

- 1 Main board
- 1 Rewards board
- 36 Tribe Pawns
- 36 Villages
- 30 Innovation tiles
- 6 Hunting tokens
- 11 Strait tokens
- 48 Cards:
  - 14 Action (yellow)
  - 14 Permanent (orange)
  - 20 Objective (purple)

GOAL OF THE GAME

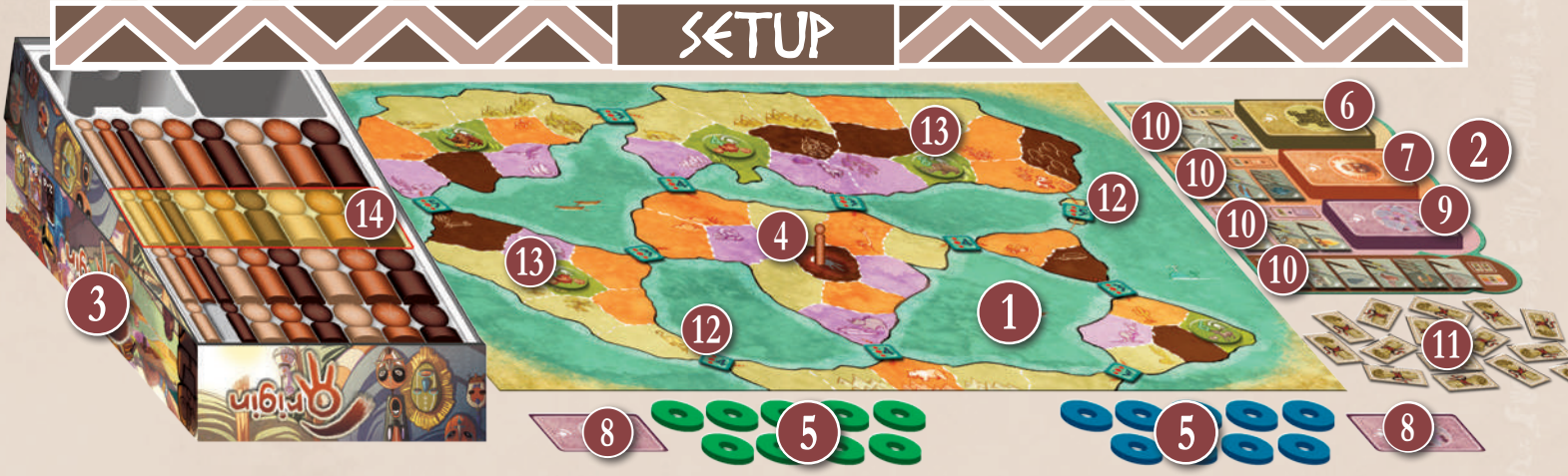
Score the highest number of points by completing objectives, hunting, controlling straits, or developing knowledge.

TRIBE PAWNS

Each Pawn has three characteristics: his Speed (= height), his Strength (= width), and his Color. Each characteristic comes in three different variants.



SETUP



- Place the ***Main board*** 1 at the table's center, and place next to it the smaller board called the ***Rewards board*** 2.
- Place the box bottom with the 36 ***Tribe Pawns*** at an angle in the box top 3 to make the Pawns easily visible and accessible.
- Then place one of the shortest and weakest Pawns of any color on the territory marked by the Origin symbol 4.
- Each player chooses a player color (not a Pawn Color) and takes the 9 corresponding ***Villages*** 5.
- Shuffle the ***Action cards*** (yellow) and place them face-down, in a pile on the corresponding space of the ***Rewards board*** 6. Do the same with the ***Permanent cards*** (orange) 7.
- Shuffle the ***Objective cards*** (purple) and distribute 3 randomly to each player. Each player chooses one from these three 8 and puts the other two back into the pile. Shuffle the ***Objective cards*** again and place them face-down, in a pile on the corresponding space of the ***Rewards board*** 9.
- Randomly place the ***Innovation tiles*** face-up on the corresponding spaces of the ***Rewards board*** 10. The unused tiles are kept face down and constitute a reserve 11.*
- Randomly place the ***Strait tokens*** face-up on the 11 Straits of the ***Main board*** 12.
- Randomly place the ***Hunting tokens*** face-up on each green territory of the ***Main Board*** 13. Place the unused token back in the box; it will not be used during this game.
- The smallest player will be the first player, and play proceeds clockwise.

SETUP FOR 2/3 PLAYERS

With 4 players, there are two of each Medium pawn. When playing with 2 or 3 players, remove one set of 9 Medium Pawns 14, leaving you with 27 pawns, not 36. This will mean that all Pawns are different.

Tip: *It's possible to properly identify the Height of a Pawn by looking at the number of sections on his legs marked by the dotted lines.*



** If you do not have at least 3 level 1 Innovation tiles, repeat this step until you do.*

ACTION PHASE

1 - During his turn, a player **MUST** do **one of the following 3 actions**:

EVOLUTION	MIGRATION	SWAP
Place a new ***Tribe Pawn*** and its ***Village*** on a vacant territory of the board.	Move a ***Tribe Pawn*** and its ***Village*** to a vacant territory.	Move a ***Tribe Pawn*** and its ***Village*** towards another player's ***Tribe Pawn***.

2 - The player takes the Rewards corresponding to his action (see *Rewards Phase*).

3 - In addition to his mandatory action, the player can play up to one card of each color (see *The Cards*) at any time during his turn.

EVOLUTION

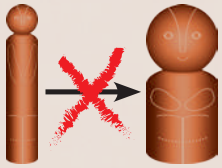
Place a new *Tribe Pawn* and its *Village* on a vacant territory of the *board*.

The player takes a ***Tribe Pawn*** from the reserve and places it on a vacant territory of the ***Main board***. The new ***Pawn*** has to be placed on a territory **adjacent** to a territory already occupied by a ***Pawn***, **no matter which player controls it**. Territories connected by a Strait are considered to be adjacent.
In order to be placed, the Pawn must have at least two characteristics which are identical to the Pawn he's placed next to.

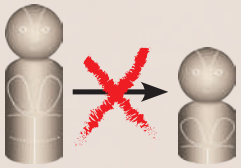
The different characteristic can be: different Color, Height +1, or Strength +1. **It is not possible to place a Pawn with a Strength or Height inferior to his neighbor**.

The following configurations are possible:

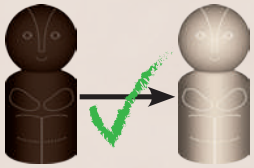
- **Completely identical:** same Height, same Strength, same Color.
- **Different Color:** same Height, same Strength, different Color.
- **Strength +1:** same Height, same Color, Strength superior by 1.
- **Height +1:** same Strength, same Color, Height superior by 1.



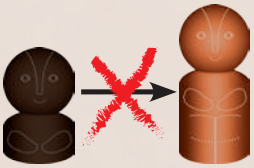
Incorrect: The difference in Strength is greater than 1.



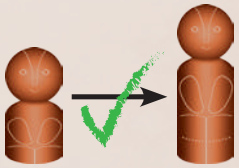
Incorrect: Height is inferior.



Correct: Only the Color is different.



Incorrect: 2 differences, Color and Height.



Correct: Only the Height is different (difference of 1).

Note: *If the Evolution involves a territory adjacent to several occupied territories, the placement conditions only have to apply with one of the neighboring Pawns.*

The player places the ***Tribe Pawn*** on the territory with a ***Village*** of his color. The Strength 1 Pawns are inserted in the hole whereas the others are placed on the ***Village***. From now on, the ***Pawn*** and the ***Village*** cannot be separated, even if the ***Pawn*** moves. Once placed, ***Pawns*** and ***Villages*** cannot be removed from the ***Main Board*** in any way.

MIGRATION

Move a *Tribe Pawn* and its *Village* to a vacant territory.

The player can move one of his ***Pawns*** (with its ***Village***), already placed on the ***Main Board***, up to a number of territories corresponding to his Height (1, 2 or 3).

During his movement, a player can move through territories, even if they are occupied by other players' ***Pawns***.

It is legal to use only part of the available movement.



The green player moves a Height 2 Pawn. It goes through the Green territory occupied by a pink Pawn and lands on the Orange territory.

SWAP

Move a *Tribe Pawn* and its *Village* into the same space as another player's *Tribe Pawn*.

The movement follows the same rules as Migration.
The destination territory must be occupied by a ***Pawn*** of inferior Strength.
The arriving ***Pawn*** triggers a Trade: both ***Pawns*** (and their Villages) switch places.
The stronger Pawn takes over the weaker Pawn's territory, and the weaker Pawn is sent to the territory the stronger Pawn just left.

It is not possible to Swap with the neutral Pawn of the starting territory.



The pink player moves a Height 2 Strength 2 Pawn. It moves and lands on the yellow territory occupied by a green Strength 1 Pawn. The pink Pawn takes the green one's place, and the green one is chased to the pink Pawn's place.

REWARDS PHASE

The player ends his round by taking the Rewards he won through his action.
There are 4 types of Rewards that can be obtained depending on the conquered territory:

- ***Cards*** (Action, Permanent, or Objective)
- ***Innovation tiles*** (Level 1, 2, 3, 4, and 5)
- ***Hunting tokens*** (Value 4 to 8)
- ***Strait tokens*** (Value 3 to 5)

Note: *A player provoking a Swap with another player, earns the Rewards corresponding to the territory where he lands, following the same rules as Migration and Evolution. The other player does not lose any of his possessions, but does not win the Rewards of the territory he is chased to.*

1) Obtaining cards and discovering innovations

When a player places or moves a ***Tribe Pawn*** onto a territory, he instantly takes the Rewards corresponding to the territory's color.
The Yellow, Orange, Purple, and Brown territories refer to the ***Rewards board***. Each color offers a choice between two different Rewards (see below).

Note: *If a player is allowed to draw a card or an **Innovation tile** and there are no cards or tiles left, the player earns no Reward.*

YELLOW

Take **one of the three available *Innovation tiles* from the yellow column,** then draw the first ***Action Card***.

OR

Draw the first three ***Action cards*** and add them to your hand. Then put any two ***Action cards*** from your hand at the bottom of the pile.

ORANGE

Take **one of the three available *Innovation tiles* from the orange column,** then draw the first ***Permanent Card***.

OR

Draw the first three ***Permanent cards*** and add them to your hand. Then put any two ***Permanent cards*** from your hand at the bottom of the pile.

PURPLE

Take **one of the three available *Innovation tiles* from the purple column,** then draw the first ***Objective Card***.

OR

Draw the first three ***Objective cards*** and add them to your hand. Then put any two ***Objective cards*** from your hand at the bottom of the pile.

BROWN

Choose two of the six ***Innovation tiles*** available in the brown column.

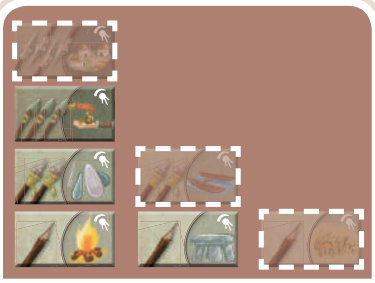
OR

Choose an ***Innovation tile*** out of any column of the ***Rewards Board***.

When an ***Innovation tile*** is taken from the ***Rewards Board***, it is replaced by a new one drawn randomly from the reserve. If the reserve is empty, the tile is not replaced.
Description of the cards are on page 4.

INNOVATION TILES RESTRICTIONS

Warning! The tiles are placed in front of the player, face up. The player needs to place the tile(s) he just drew on another tile of the immediate lower level. It is always possible to draw a level 1 ***Innovation tile*** but if the player doesn't have a tile of the immediately lower level, it is not possible to draw a Level 2-5 ***Innovation tile***.
The level is indicated by the number of spears drawn on the tile. The illustrations on the tiles only have an esthetic purpose.



A player has the tiles 1-2-3-1. He can only take one level 4 tile to put on top of his level 3 tile, or a level 2 tile to put on top of his level 1 tile, or a new level 1 tile.

2) Hunting grounds

A player who places or moves a ***Tribe Pawn*** onto a Green territory instantly earns the ***Hunting token*** placed on it. From now on, this territory will give no other reward. At the end of the game, the player will score a number of points corresponding to token's value. Once a player earned a ***Hunting token***, he cannot lose it in any way.



3) Straits

When a player has villages on both sides of a Strait he controls it and he instantly claims the corresponding Strait token off the Main Board.
Once the token has been claimed, the Strait token ownership is not impacted by the Strait control anymore.



Green player has villages on two sides of the Strait. He takes the Strait token (value 4).

THE CARDS

Note: *A player cannot play a card during another player's turn. But he can play up to three cards in any order during his turn.*
Example: *The player can play an Action card at the beginning of his turn, then move a Pawn, play a Permanent card and finally play an Objective card.*



Example: *This card bears a level 3 Innovation symbol. It is necessary to own a level 3 Innovation tile in order to play it.*

Note: *Some Objective cards in the game refer to "continents". Each land mass separated from others by Straits constitutes one continent, except for the two islands shown below, which together form Oceania.*



At any time during his turn, in addition to his mandatory action, a player can play up to three cards, one of each color (Yellow, Orange, Purple).



· ACTION CARDS (yellow)

When an ***Action card*** is used, the corresponding effect is completed immediately and the card is discarded.



· PERMANENT CARDS (orange)

To place a ***Permanent card***, it is necessary to own at least one ***Innovation tile*** of the level indicated on the card. The card has to be played and placed face up in front of the player for the effect to be activated. The effect is permanent and lasts for the rest of the game, even if the player loses the ***Innovation tile*** that allowed him to activate the card.



· OBJECTIVE CARDS (purple)

Players earn victory points by completing Objective cards as soon as they fulfill the conditions specified on the card (he has the number of elements indicated on the cards, or more). Once all the conditions are met, the player can place the card face up in front of him. Once the Objective has been placed face up, it cannot be lost or stolen in any way.

VERY IMPORTANT!

- **As soon as a player plays his Objective card, he immediately draws a new Objective card.**
- **A player cannot have more than 2 Objective cards in his hand. If a player already has 2 Objective cards when he has to draw a new one, he has to choose and keep only two and put the other at the bottom of the Objective cards deck.**

END OF THE GAME

Example:
A player owns:

- *5 Objective cards scoring 6/5/5/4/4 = 24 points*
- *2 Permanent cards and 1 Action card still in hand = 3 points*
- *1 Hunting token scoring 4 = 4 points*
- *2 Strait tokens (scoring 4 and 5) = 9 points*
- *2 level 1 Innovation tiles, 2 level 2 Innovation tiles, 1 level 3, 1 level 4 and 1 level 5 = 11 points*

His final score = 51 points.

The game ends when one (or several) elements are exhausted:

- **One of the three cards' decks is empty** (Action, Permanent, or Objective).
- **All the *Innovation tiles* have been taken from the Rewards Board.**
- **The *Tribe Pawns* reserve is empty.**
- **All players have used all their *Villages*.**

The player who took the last element of one of these categories starts the end of the game. The other players have one last turn each, then the game ends and the players count their points.
During the last round, the players can play more than one *Objective card*, but they do not draw new Objectives to replace Objective cards played after the first one.

- Players earn as many points as indicated on the ***Objective cards***.
- Each ***Action***, ***Permanent***, and ***Objective cards*** still in hand gives 1 point each.
- The ***Hunting tokens*** and the ***Strait tokens*** give as many points as indicated on the tokens.
- Each ***Innovation tile*** placed in front of a player gives him 1 point, except for the level 5 ***Innovation tiles*** that give 5 points.

The player with the highest final score wins the game.
In case of a tie, the tied player having the most cards in hand wins the game.

THANKS

Origin *had a long time of development and improvement and it was tested in many alternative versions during the last 5 years. During this period the willingness of my friends and the patience of the Matagot team have been strongly challenged and so I desire to remember all of them: Stefania Angelelli, Alberto Branciari, Luciano Sopranzetti, Walter Obert, Luca Borsa, Paolo Mori, Tinuz, Paoletta, Willy, Paolo Ruffo, Matagot team (Hicham, Arnaud, Mathieu, Yann, Doria, Barbara, Fabien, Sabrina). In particular my best acknowledgement goes to Bruno Cathala who, with his suggestions and his final tuning, has strongly contributed to the final result.*