

Is this your first game?
Do you play with children?
If yes, play this version of the game.

Created by Andrea Mainini
Illustrated by Nephyla



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.

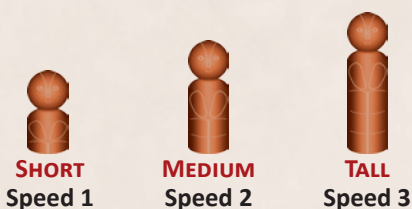
GOAL OF THE GAME

Score the highest number of points by collecting cards, hunting, controlling straits, or developing knowledge.

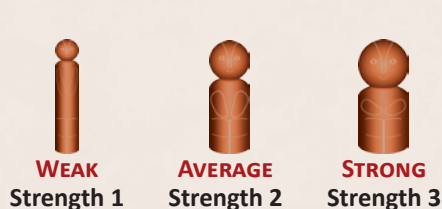
TRIBE PAWNS

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

HEIGHT



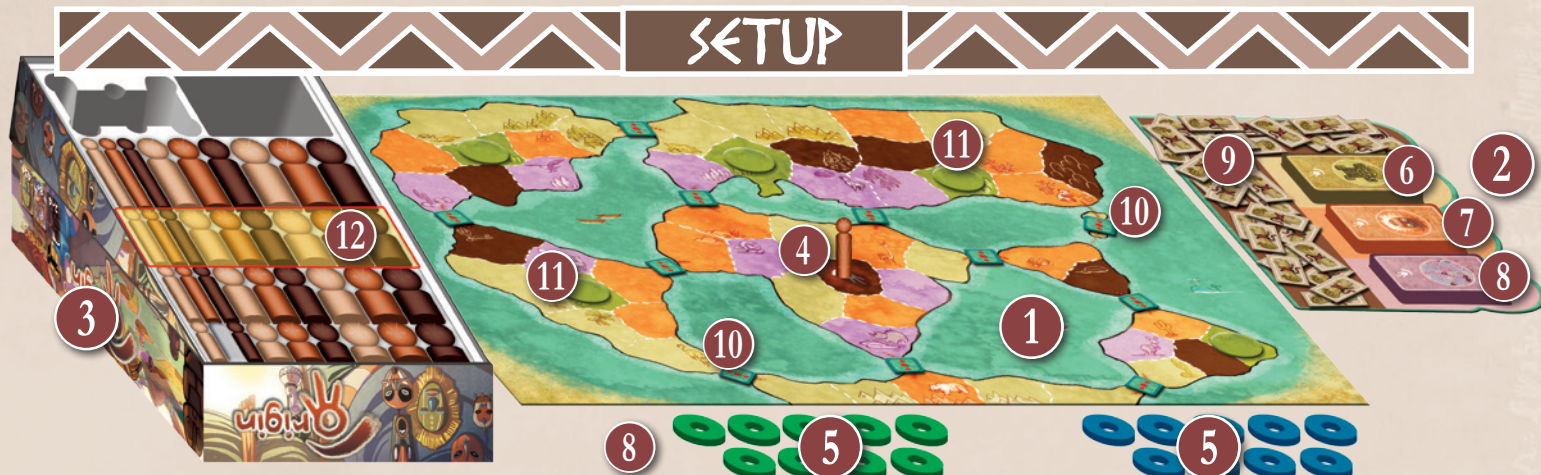
WIDTH



COLOR



SETUP



- Place the **Main board** ① at the table's center, and place next to it the smaller board called **Rewards board** ②, Junior side up.
- 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.
- Place all the **Yellow cards** face-down, in a pile on the corresponding space of the **Rewards board** ⑥. Do not shuffle any of the cards, as only their backs are used in this Junior version of Origin. Do the same with the **Orange cards** ⑦. Randomly take only 14 of the **Purple cards** ⑧ and do the same. The remaining **Purple cards** are removed from the game.
- Place all the **Innovation tiles** face-down in the brown space of the **Rewards board** ⑨.
- Randomly place the **Strait tokens** face-down on the 11 Straits of the **Main board** ⑩.
- Randomly place the **Hunting tokens** face-down, one on each green territory of the **Main Board** ⑪. 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.

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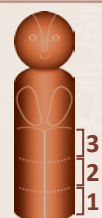
- 1 Main board
- 1 Rewards board
- 36 Tribe Pawns
- 36 Villages
- 30 Innovation tiles
- 6 Hunting tokens
- 11 Strait tokens
- 48 Cards:
 - 14 yellow
 - 14 orange
 - 20 purple

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 ⑫, 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.



ACTION PHASE

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

EVOLUTION

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

MIGRATION

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

SWAPPING 2 TERRITORIES

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*).



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 token are considered to be adjacent.

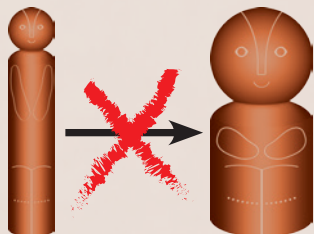
In order to be placed, the Pawn must have at least two characteristics which are identical to the pawn he's placed next to.

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.**

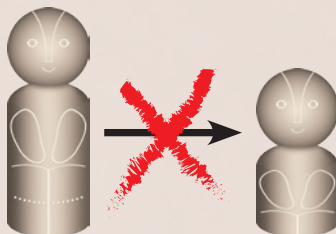
Note: If the Evolution involves a territory adjacent to several occupied territories, the placement conditions only have to apply with one of the neighboring Pawns.

THE FOLLOWING CONFIGURATIONS ARE POSSIBLE:

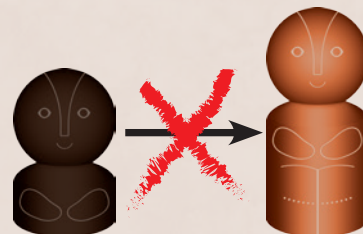
- **Completely identical:** same Height, same Strength, same Color.
- **Different Color:** same Height, same Strength, different Color.
- **Strength +1:** same Height, same Color, Strength superior by 1.
- **Height +1:** same Strength, same Color, Height superior by 1.



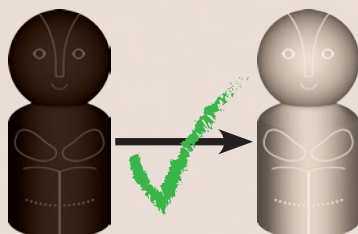
Incorrect: The difference in Strength is greater than 1.



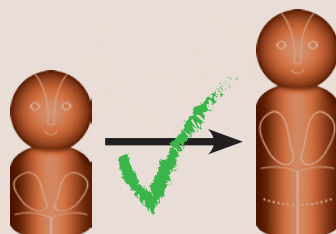
Incorrect: Height is inferior.



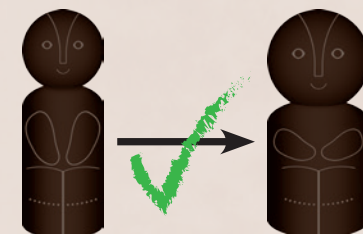
Incorrect: 2 differences, Color and Height.



Correct: Only the Color is different.

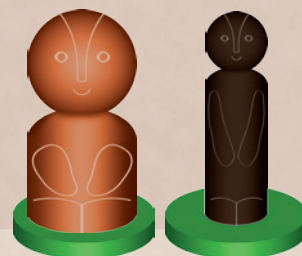


Correct: Only the Height is different (difference of 1).



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


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 Swap: 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** (yellow, orange, or purple)
- **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**.

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 **Yellow Card**.

ORANGE

Take one **Orange Card**.

PURPLE

Take one **Purple Card**.

BROWN

Take two **Innovation tiles**.

THE CARDS

Warning! USE ONLY THE BACK OF ALL THE CARDS, which, once drawn are placed face down in front of the player. The front of the cards are only used in the classic version of Origin rules.

Cards earn points at the end of the game (see page 4).



THE INNOVATION TILES

Innovation tiles have a value indicated by the number of spears shown on the tile (the illustrations on the tiles only have an esthetic purpose). During the game, players can hide the value of their Innovation tiles.

Innovation tiles earn points at the end of the game (see page 4).



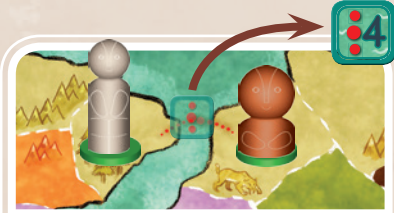
Tile value 1

Tile value 3



2) HUNTING TOKEN

A player who places or moves a **Tribe Pawn** onto a Green 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 the token's value. Once a player earns a **Hunting token**, he cannot lose it in any way. During the game, players can hide the value of their Hunting tokens.



Green player has villages on two sides of the Strait. He takes the Strait token. He looks up its value (4 points), but he doesn't have to show it to the other players.

3) STRAIT TOKEN

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.

During the game, players can hide the value of their Strait tokens.

END OF THE GAME

The game ends when **any of the card decks is empty**.

When the very last card is drawn from the deck, the game ends immediately.

The players then proceed to final countdown to determine the winner.

Example:

A player owns the following elements:

- 7 yellow Cards
= 24 points
- 2 orange Cards
= 3 points
- 1 Hunting token scoring 4
= 4 points
- 2 Strait tokens (scoring 4 and 5)
= 9 points
- 2 level 1 Innovation tiles, 1 level 4 and 1 level 5
= $2 \times 1 + 4 + 5 = 11$ points
- 4 white Tribe Pawns, 2 brown Tribe Pawns and 3 black Tribe Pawns. So at least 2 from each Color
= 10 points

His final score = 61 points.

SCORING

- Players count the number of cards they possess in each color, refer to the list below for each Color and score the corresponding points:

1 Card = 1 point

2 Cards = 3 points

3 Cards = 7 points

4 Cards = 13 points

5 Cards = 21 points

If a player has more than 5 cards of the same color, he must constitute a new collection. For example 7 yellow cards = 5 cards + 2 cards = 21 points + 3 points = 24 points

Then players add the points they made in the 3 different colors to get their total of Card points.

- If the player has at least 2 **Tribe Pawns** from each Color (white, brown, and black), he wins 10 points.
- 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 a number of points corresponding to the number of spears drawn on the front side of the tiles.

The player with the highest final score wins the game.

In case of a tie, the tied player having the most cards wins the game.



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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 Branciarri, Luciano Soprannetti, 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.