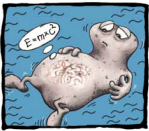


INTELLIGENCE

Completely useless.

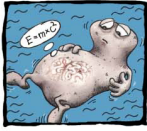


Mutation points:
Price: 2

3

INTELLIGENCE

Completely useless.



Mutation points:
Price: 2

3

MOVEMENT 1

On movement you may roll 2 dice instead of one.

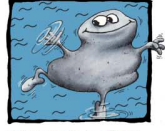


Mutation points:
Price: 3

2

MOVEMENT 1

On movement you may roll 2 dice instead of one.

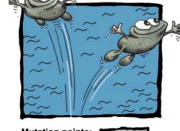


Mutation points:
Price: 3

2

SPORES

Cell Division: you may place an amoeba on any space not already occupied by your own amoeba.

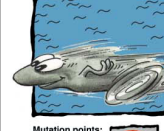


Mutation points:
Price: 3

3

SPEED

An amoeba may move twice.

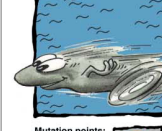


Mutation points:
Price: 4

3

SPEED

An amoeba may move twice.



Mutation points:
Price: 4

3

DEFENSE

An attack can be turned into a dice fight for 1 BP.

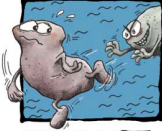


Mutation points:
Price: 4

4

ESCAPE

Allows extra movement in case of attack.

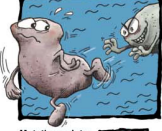


Mutation points:
Price: 4

4

ESCAPE

Allows extra movement in case of attack.



Mutation points:
Price: 4

4

SUBSTITUTION

Allows eating one color less, but one cube more.



Mutation points:
Price: 4

4

RAY PROTECTION

Guards against genetic defect.



Mutation points:
Price: 5

-2

RAY PROTECTION

Guards against genetic defect.

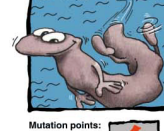


Mutation points:
Price: 5

-2

STREAMLINE

Active movements are free.

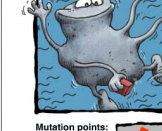


Mutation points:
Price: 5

4

TENTACLE

An amoeba can take foodstuff cubes with it.

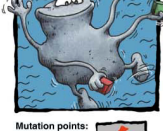


Mutation points:
Price: 5

4

TENTACLE

An amoeba can take foodstuff cubes with it.



Mutation points:
Price: 5

4

HOLDING

An amoeba can hold onto another one or stay put.



Mutation points:
Price: 5

4

LONGEVITY

An amoeba does not die until it has 3 DP.



Mutation points:
Price: 5

5

LONGEVITY

An amoeba does not die until it has 3 DP.



Mutation points:
Price: 5

5

FRUGALITY

An amoeba needs one foodstuff cube less.



Mutation points:
Price: 6

5

STRUGGLE FOR SURVIVAL

Instead of starving, an amoeba can attack another amoeba.



Mutation points:
Price: 6

4

STRUGGLE FOR SURVIVAL

Instead of starving, an amoeba can attack another amoeba.

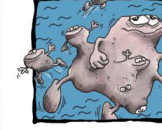


Mutation points:
Price: 6

4

DIVISION RATE

New amoeba cost 4 BPs.

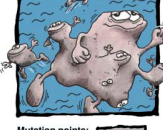


Mutation points:
Price: 6

5

DIVISION RATE

New amoeba cost 4 BPs.

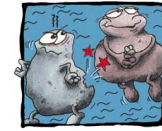


Mutation points:
Price: 6

5

PARASITISM

One foodstuff cube can be replaced by a BP of an opponent's amoeba.

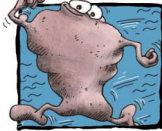


Mutation points:
Price: 6

5

PERSISTENCE

Like Speed plus free 2nd chance on Defense, Aggression and Struggle for Survival.

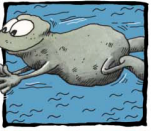


Mutation points:
Price: 4+ return Speed

4

MOVEMENT 2

On Movement, the player can choose the direction rather than roll a die.

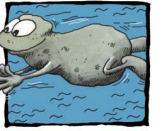


Mutation points:
Price: 5+ return Movement 1

5

MOVEMENT 2

On Movement, the player can choose the direction rather than roll a die.



Mutation points:
Price: 5+ return Movement 1

5

AGGRESSION

Like Struggle for Survival plus an extra attack for 1 BP once a round.

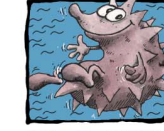


Mutation points:
Price: 5+ return Struggle for Survival

5

ARMOR

Perfect defense against Struggle for Survival. Aggressions turn into 1 DP.



Mutation points:
Price: 6+ return Defense or Escape

6

Primordial Soup
Genes Menu