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In the footsteps 
of
Darwin
Correspondence 

Rulebook



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England, 1856. Charles Darwin wrote “On the Origin of Species” during a period of great intellectual and personal intensity. Published in 1859, the book was based on years of research and observation that began during his voyage on the HMS Beagle (1831-1836). Darwin worked intensively on his ideas about natural selection and the evolution of species, accumulating evidence from his observations in botany, geology, and zoology.

To write the book, Darwin used a methodical approach by examining variations between species and fossil evidence. He also received support from a few contemporary scientists, such as Thomas Henry Huxley, who defended his theories and helped to spread his ideas. However, “On the Origin of Species” also faced strong opposition from people who rejected the idea of evolution due to its religious and philosophical implications. The debates surrounding the book marked a turning point in biology and initiated a long period of discussion on the nature of evolution and its impact on scientific and social thoughts.



Thomas Henry Huxley, 1874.

Components

1 England board



16 Animal tiles



5 Character tiles



6 Compass tokens



9 Advanced Publication tokens



18 Envelope tokens



17 Classification tokens




1 score pad

1 rulebook

1 appendix

Note: Some components of the expansion (Animal and Character tiles, Advanced Publications) have a gold mark on their top-left/right corner to tell them apart from those of the base game.

Setup

- 1 Place the **England board** next to the **Journey board** from the base game in the center of the table.
- 2 Shuffle together the 5 **Characters** from this expansion and the 5 **Characters** from the base game. Create two face-up piles of 5 **Characters** each and place them on the **England board**.
- 3 Shuffle the 16 new **Animal tiles** with the 64 **Animal tiles** from the base game. Take 6 of them randomly to create 2 face-up piles of 3 **Animal tiles** each and place them on the **England board**. Proceed with the setup from the base game: place 9 **Animal tiles** face up on the **Journey board**, then form as many piles of 12 face-down **Animal tiles** as the number of players. Return the unused **Animal tiles** to the box.
- 4 Place the **Darwin token** from the base game on its starting space (marked with ) on the **England board**.
- 5 Randomly place one **Advanced Publication** token on each of the 8 corresponding slots on the **England board**. Return the unused token to the box.
- 6 Place the **Envelope** tokens next to the **England board**.
- 7 Place the 17 **Classification** tokens in the cloth bag.

Complete the rest of the setup by following steps 2, 3, 5, and 6 from the base game (except for the **Darwin token**).





How to play


Follow the turn structure of the base game. Even though the game lasts 12 turns as in the base game, you will get additional opportunities to place more tiles on your Naturalist's notebook during the game, thanks to the new immediate bonuses and special actions from this expansion.

When you place a tile from this expansion, resolve their immediate bonus icons, if any:

 **Correspondence:** Gain one **Envelope** token.


 **Classification:** Draw a Classification token from the bag and place it on the corresponding space of your Naturalist's notebook:



- If there is already a tile on the space, flip the Classification token to its  (2 VP) side.



- If there are no tiles on the space, place the Classification token on its classification side.

The next time you place a tile on that space, flip the Classification token to its  (2 VP) side and place it on top of the tile.

Example: Louison draws the mammal of Oceania Classification token. Since she has not studied any mammals of Oceania yet, she places the token (on its classification side) on the corresponding empty space of her Naturalist's notebook. When she study such an animal (e.g. a Tasmanian Devil), she will flip this Classification token. Now this token will give her **2 VP** at the end of the game.

Note: If you place a new Animal tile on top of another tile with a Classification token on it, remove the token and place it on top of your newly acquired Animal tile.

Move: Move the **Darwin** token to the next space in clockwise order (as indicated by the arrows) and then resolve the bonus indicated on the space it landed.

This **Move** bonus replaces the **Emblematic** bonus from the base game. The **Darwin** token is not controlled by any player and does not provide any **VP** at the end of the game.



(Starting space)
Gain two **Envelope** tokens.



Draw one **Classification** token from the bag.

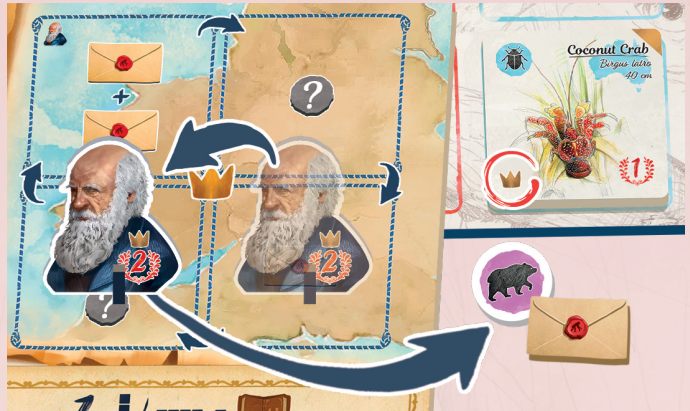


Gain one **Envelope** token and draw one **Classification** token from the bag.



Gain one **Envelope** token.

Example: Raphaël studies a **Coconut Crab** which allows him to move the **Darwin** token to the next space. Raphaël then resolve the bonus from the space by gaining an **Envelope** token and drawing a **Classification** token.



New special actions

Send a Correspondence

Once per turn, before or after moving the Beagle, you may choose one of the two following special actions:



Request a Character's support: spend two **Envelope** tokens (by returning them to the supply) and choose one of the two face-up **Characters**. Place the **Character** on the topmost available slot on your **Naturalist's notebook** and gain the immediate bonus. You may not perform this special action if you already have the support from 3 **Characters**.

Example: Louison spends 2 **Envelope** tokens and requests the support of John Henslow. She places the **Character** tile on her **Naturalist's notebook** which allows her to hire a **Guide** and gain a **Compass** token.



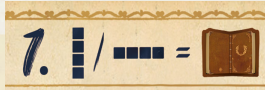
Retrieve zoological documentation: spend three **Envelope** tokens (by returning them to the supply) and choose one of the two face-up **Animals** on the **England board**. Place the **Animal** tile on the corresponding space of your **Naturalist's notebook** and resolve its immediate bonus as usual (if any).

Example: Raphaël spends 2 **Envelope** tokens and gets the zoological documentation about the African bush elephant from the **England board**. He takes the **Animal** tile and places it on the corresponding space on his **Naturalist's notebook**.



Note: Whenever one of the piles (**Animal** or **Character**) on the **England board** becomes empty, refill the empty spot with the tile from the top of the other pile, ensuring that there are always 2 face-up **Animals** or **Characters**.

Write an Advanced Publication



When you cover all 4 spaces of a given ecosystem or class (i.e. by completing a column or a row in your Naturalist's notebook) and you are the first player to do so, you write an **Advanced Publication**.

Instead of taking the regular **5 VP Publication** token (from the base game), take the **Advanced Publication** token that corresponds to the ecosystem or class you just completed and resolve its immediate bonus (if any). **Important:** If you are not the first, take a **5 VP value Publication** token, as usual.

Example: After studying a Gold Tegu, Raphaël completes the America's ecosystem in his Naturalist's notebook before other players. As a result, instead of receiving a **5** (5 VP) **Publication** token, he earns the **Advanced Publication** token that corresponds to America for this game. This token allows him to immediately hire a **Guide** and will give him **6** (6 VP) at the end of the game.



End of the game

The end of the game is triggered the same way as the base game, i.e. when the last Animal tile is placed on the Journey board.

Using the new score pad, score **VP** like in the base game, except for the last row (specific to this expansion):

? **Classifications**: **2 VP** for each flipped **Classification** token.

Add up the 5 categories (**Darwin** token does not provide any **VP** in this game). The player with the most **VP** wins the game. If there is a tie, the naturalist with the most **VP** in the **Theories** category wins the game. If there is still a tie, share the victory.



Example: Louison calculates her end game scoring to be **40 VP**:

- **13 VP** for her tiles
- **2 VP** for the **Surveyed Chart**
- **10 VP** for the **Publications**
- **13 VP** for the **Theories** (5+4+4)
- **2 VP** for the **Classifications**

The remaining **Envelopes** does not score her any **VP**.

Advanced Publications



Score **6 VP** at the end of the game and hire a **Guide**.



Score **4 VP** at the end of the game and **Survey**.



Score **5 VP** at the end of the game and gain one **Envelope** token.



Score **1 VP** at the end of the game and gain two **Envelope** tokens.



Score **7 VP** at the end of the game.



Score **5 VP** at the end of the game and draw one **Classification** token.



Score **3 VP** at the end of the game and draw two **Classification** tokens.



Score **4 VP** at the end of the game, then move the **Darwin** token to the next space and resolve the bonus indicated on the space it landed.



Score **2 VP** at the end of the game and develop a **Theory**.

New Characters

Emma Darwin (1808-1896)



Naturalist. Coming from a prosperous industrial family and being the personal and intellectual support of her husband Charles, she played a key role in managing the household and in the publication of her husband's work, while also sharing his values. Emma was also an active figure in the social and philanthropic circles of her time.

Score **2 VP** at the end of the game and you may immediately swap one of your **Theories** with one of the three face-up ones from the **Journey** board.

Joseph Dalton Hooker (1817-1911)



Botanist. Known for his work "Genera Plantarum" and for supporting Charles Darwin, whom he encouraged to publish his theories. Darwin would later pay tribute to him for his unwavering confidence, vast knowledge, and sound judgment. Hooker was also a leading explorer, notably of the southern seas and India.

Score **4 VP** at the end of the game and gain one **Envelope** token.

Alfred Wallace (1823-1913)



Naturalist. He developed the theory of evolution by natural selection at the same time as Charles Darwin, which prompted Darwin to publish his theory earlier than planned in order to establish precedence.

Write a **Publication** (5 VP value).

Thomas Henry Huxley (1825-1895)



Biologist. Also a paleontologist and philosopher, he earned the nickname "Darwin's bulldog" after a public debate in 1860, where he opposed the Bishop of Oxford, responding that he "would rather be descended from an ape than from a learned man who used his education and eloquence in the service of prejudice and falsehood."

Score **2 VP** at the end of the game, draw a **Classification** token and hire a **Guide**.

Alexandrina Victoria (1819-1901)



Queen of the United Kingdom, Canada, Australia, and Empress of India, her reign was so long that it gave its name to a famous era in English history: the Victorian period. She witnessed profound social, economic, and technological changes in the United Kingdom, as well as the rapid expansion of the British Empire.

Score **3 VP** at the end of the game, move the **Darwin** token to the next space and resolve the bonus indicated on the space it landed.

