

# SYMBIOSE

2 to 4 players

15 minutes

8+ years



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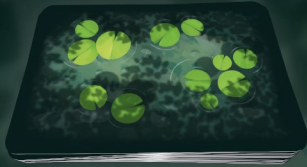
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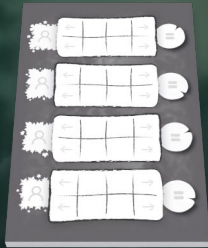
Publisher · **Yoann Brogol**

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# COMPONENTS



36 large cards



1 score sheet

# ANATOMY OF A CARD



The **Animal**  
in the foreground

The **Season**  
in the background

The **Points**  
at the bottom

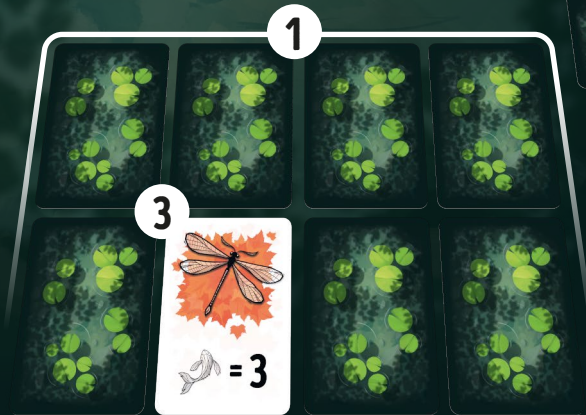
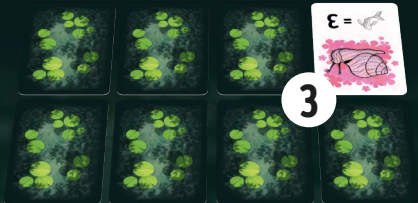
# GOAL OF THE GAME

In **SYMBIOSE**, each person collects eight cards in front of them in order to build their **Pond**.

The goal of the game is to have the **Pond** with the highest number of points.

# SETUP

- 1 Deal **eight cards face down** to each person to form the **Ponds**.
- 2 Place **four cards face up** in the center of the table to form the **River**.
- 3 Each person **simultaneously** reveals one card from their Pond, placing it face up.
- 4 Determine the order of play: the last person to have seen a **frog** starts, then play proceeds in turn order clockwise.



# GAME TURN

1. Take a **card** from the River **A**.
2. Choose a **card** from your Pond **B**.
3. Exchange the **card** from your Pond **B** with the **card** taken from the River **A**.
4. Leave the **card** **A** face up in your Pond.
5. Put the **card** **B** face up in the River.

Caution, if the card chosen from your Pond **B** was already face up, **reveal another one of your cards as well C**.

*At the end of your turn, you will therefore always have a new card face up in your Pond.*



# THE POINTS

Each of your cards earns **variable points** or **fixed points**.


If these points are **variable** according to an Animal or a Season, your card scores according to its placement in your Pond:

- in **your left column**, it scores in relation to the entire left Pond.
- in **your two central columns**, it scores in relation to your entire Pond.
- in **your right column**, it scores in relation to the entire right Pond.

If these points are **fixed**, the card earns you the points indicated regardless of its placement.

In-game example



2 points by  in the left Pond  
= 4 points



3 points by  in your Pond  
= 6 points

5 fixed points  
= 5 points



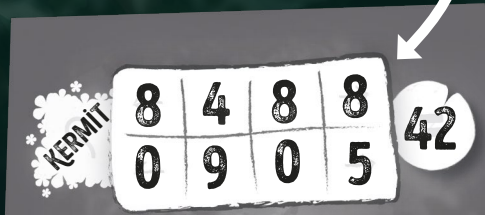
# END OF THE GAME

The game ends once all players have **eight cards face up** in their respective Ponds.

Count the **points scored** by each of your cards, noting them on the scoresheet.

Add up the points of all your cards. **The person with the highest score wins the game.**

*In case of a tie, the victory is shared.  
You then live in perfect symbiosis,  
congratulations!*



# DUEL MODE

1VS1

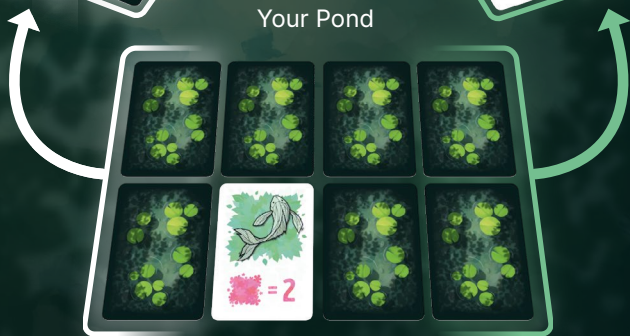
In **Duel Mode**, you will play with a **River** of eight cards.

During setup, add four face-down cards to the **River** in addition to the four face-up cards.

On your turn, you can choose any of the eight cards in the **River**. If you choose a face-down card, remember to place the replacement face-up.

At the end of the game, if any cards remain face down in the **River**, turn them face up.

When counting points, your two cards on the **River** side score points in relation to the eight cards in the **River**.



# TEAM MODE

2 VS 2

In **Team Mode**, you will play **cooperatively with the person sitting opposite you**.

Setup and gameplay proceed in the same way as in normal mode.

The difference lies in the scoring: your cards on the sides score points in relation to the eight cards of the person opposite you, the one with whom you are teaming up.

At the end of the game, **add up the points of both Ponds in your team**. The team with the highest score wins the game.







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