

SETUP

- 1 SEPARATE:** (1) Birth of Life and (15) catastrophe cards from the other (25) age cards.



- 2 SHUFFLE** the age cards. Deal 3 piles, with 3 ages each, face down. Set the rest of the ages aside.



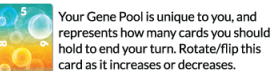
- 3 SHUFFLE** the catastrophes, then deal 1 random catastrophe into each of the 3 piles. **Shuffle each pile separately.** You should now have 3 piles, each with 4 cards.



- 4** a) Stack the 3 piles on top of each other.
b) Place The Birth of Life on top of the stack.
c) Place the age pile in the center of the table.



- 5** Each player selects 1 Gene Pool card. Just pick your favorite color! Place your Gene Pool card in front of you, with the number 5 facing up.



Your Gene Pool is unique to you, and represents how many cards you should hold to end your turn. Rotate/flip this card as it increases or decreases.

- 6** Finally, shuffle the traits like life depends on it, and deal 5 to each player. Place the remaining stack of traits in the center of the table, next to the age pile.



pg 1

GAMEPLAY

The object of the game is to score the most points by the end of the world. (Play traits to score points. See Taking a Turn, pg 2.)

1st player is left of the dealer. To begin, 1st player flips the Birth of Life from the age pile, which simply sets the game. **Moving clockwise, each player takes a turn.**



Once all turns are taken, 1st player flips the next age card, and a new round begins... and so on and so forth!

AGES: All players follow the age effect BEFORE turns are taken. **Age effects last 1 round only.**

When a catastrophe is flipped:

- ✓ All players permanently apply the Gene Pool effect.
- ✓ Then, all players follow the secondary effect.

Ignore the gold World's End effect until the 3rd catastrophe, at which point the world ends.

Time to tally the scores!

LAYOUT // ERAS

Catastrophes mark the end of an "Era". To keep track of the game, begin a new era after each catastrophe, by starting a new stack of ages. **A fully finished game should look something like this:**



pg 1

TAKING A TURN

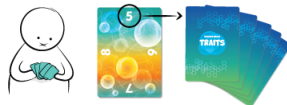
Reminder: All players must follow the current age effect before turns are taken. (See Gameplay, pg 1.)

- 1** Play 1 trait from your hand, face up, in front of you. This is your trait pile, and it's how you earn points! (Tip: to organize your tableau, overlap cards of the same color with the point value revealed.)



- 2** Some traits have text at the bottom, called "effects." These can be bonuses, or special instructions (pg 4). If applicable, play the effect now.

- 3 STABILIZE to end your turn.** To stabilize, the number of cards you hold must equal the number at the top of your Gene Pool card.



EXAMPLE:

Your Gene Pool is 5, but you hold 4 cards: Draw 1. Your Gene Pool is 5, but you hold 6 cards: Discard 1. Your Gene Pool is 5, and you hold 5 cards: Do nothing. Congratulations, you are stable.

NOTE: If your Gene Pool changes, it doesn't mean you draw or discard. Only draw or discard when you stabilize.

Once you're stable, your turn is over. When all players have taken a turn, 1st player flips a new age card, and a new round begins.

pg 2

CATASTROPHES

When a catastrophe is drawn: 1st player position moves 1 person to the left. **DRAWING THE 3RD CATASTROPHE ENDS THE GAME.**

- a** Catastrophes affect ALL Gene Pools. All players adjust their Gene Pool cards before turns are taken. This effect lasts for the rest of the game. (Remember, players do not draw or discard until they must STABILIZE!)
- b** All catastrophes have a Catastrophic effect. Follow that effect before turns are taken. Catastrophic effects only last during that round.
- c** IGNORE the World's End effect, UNTIL... The 3rd and final catastrophe arrives, and the game ends. No more turns are taken. It's time for the World's End...



pg 2

WORLD'S END

When the final catastrophe is drawn, that's it! The world ends, and no more turns are taken. ...now what?

FIRST

- 1** Play the **GENE POOL EFFECT** and **CATASTROPHIC EFFECT**, just like any other catastrophe.

IN TURN ORDER

Players check their traits in their trait piles for any "World's End" symbols in the bottom right corner. Resolve these effects now!

- 2**

RESOLVE

the World's End effect of the final catastrophe.

Remember, no more turns are taken. It's time to tally the score.

3

SCORING

You might be a swell arithmetician, but in case you aren't, we recommend you grab a pen and paper, and follow these steps when scoring.

- 1** If the final catastrophe's World's End effect gives or takes away points, count those now.
- 2** Tally the face value of all traits in your trait pile. (Count compass stars as zero.)
- 3** Finally, tally up any bonuses/modifiers in your trait pile. To quickly identify these cards, look for the Drop of Life in the bottom right corner:

*For a printable scorecard, digital score calculator, and more, check out doomlings.com, or scan the QR code on the back of these rules!

TIES: In the rare event of a tie, we leave it to fate! Draw a trait from the top of the deck, and apply only the face value to your final score! (Then laugh triumphantly about your well-earned victory!)



pg 3

COLOR TEXTURE GUIDE

To help distinguish colors, the point value circle has a different texture for each color. The surrounding border further distinguishes the card. E.G. Red surrounding borders have spark/fire textures, while colorless is naked around the circle. Dominant traits say "Dominant" at the top of the card.



CUSTOMIZATION: Doomlings can be customized to your household's liking. If a card doesn't fit your playstyle, it's okay to remove it! If you want longer or shorter games, you can add or remove an age from the setup phase! Expansions and boosters can be mixed-and-matched for a variety of gameplay. For a list of suggested game variants, visit doomlings.com

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Thank you to my loving wife for continuing to support my spontaneous obsessions, however they turn out. Dedicated to Mary Anne and Leroy Meyer. Developers: Chris Svehla and Eric McCoy. Creators: Andrew Meyer and Justus Meyer.

SURVIVAL GUIDE

EFFECTS

The text at the bottom of a card is an **EFFECT**. Traits with no text are **EFFECTLESS**.

AGE EFFECTS last for that round only, but +/- Gene Pool effects last for the rest of the game.

TRAIT EFFECTS typically occur as long as they're in your trait pile. *If you lose the card, you lose the effect!*

ACTIONS: You'll know it's an Action if it has this symbol below the text:



Actions only occur when the trait is played directly from your hand. If able, you must play the action. If unable, ignore the action. (See "Requirements below.") By default, do not play actions that are stolen or swapped, played directly from the discard pile, the community deck, or by any other means, unless told to do so.

OUT OF TURN: Some traits can be played out of turn. If the trait is played as instructed, it does not count as your turn! *Do not stabilize until the end of your turn!*

To quickly identify these cards, look for this symbol:



NOTE: These traits can still be played as a normal turn, but we recommend against this!

FACE VALUE refers to the number at the bottom of a trait. This value is constant. Bonuses are tallied separately, at the end of the game.

VALUE IS EQUAL TO effects have a compass star face value. The final value is variable, but ALWAYS treat its face value as zero.

RANDOMLY/AT RANDOM: If a trait is randomly removed from your hand/trait pile for any reason, we suggest flipping the set of cards face down, and offering an opponent to select the card. (Ideally the receiving opponent, or if no one is receiving, then player's choice.)

SWAP/STEAL: If you swap/steal from a hand, put the card in your hand. If you swap/steal from a trait pile, put the card in your trait pile.

REQUIREMENTS: If an effect is a requirement, like, "To play, you must have at least 1 colorless trait in your trait pile," you must fulfill the requirement to play from your hand, the top of the deck, or the discard pile. If it's played randomly and you cannot fulfill the requirement, discard it immediately. Ignore the requirement if the trait is moved, swapped, or stolen, unless otherwise stated.

RESTRICTIONS: Effects can be restricted. Example: an age states players cannot discard. If a trait requires you to discard, *(To play you must...)*, you cannot play the trait. If an effect is not required, *(Discard 1 card from your hand)*, simply play the trait and ignore the effect. This might even work to your advantage!

Note: In most cases, you cannot choose to ignore an effect.

pg 4

GENE POOL

Your Gene Pool card represents what your hand size must be after you stabilize, (e.g. at the end of your turn.)



STABILIZING: To stabilize, simply draw or discard until the number of cards in your hand equals the size of your Gene Pool. **This is how you end your turn.**

(Check the effects! Some cards can force you to stabilize out of turn, while others can force you to skip the stabilize step entirely.)

IMPORTANT: Throughout the game, you'll find yourself with more or fewer cards than your Gene Pool allows. That's okay! Just remember to **stabilize at the end of your turn.**

INCREASING/DECREASING YOUR GENE POOL

Catastrophes and traits can increase/decrease your Gene Pool. When this happens, rotate/flip your Gene Pool card so that its current value is at the top.

DO NOT draw/discard until you must STABILIZE.



CATASTROPHES affect ALL Gene Pools immediately, and the effect is permanent.

TRAITS with +/- Gene Pool effects apply when they enter your trait pile. If the trait leaves your trait pile, adjust your Gene Pool accordingly.

MIN/MAX GENE POOL

If an effect would have you exceed a Gene Pool of 8 or dip below a Gene Pool of 1, ignore the effect.

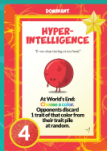
But when a trait leaves your trait pile, ALWAYS adjust your Gene Pool, even if you have enough effects to reach the maximum Gene Pool. *The event of the trait leaving causes the change.*

DOMINANT TRAITS

Dominant traits have a gold border and a gold star in the top corner.

Once played, they cannot be swapped, stolen, discarded, returned or removed from your trait pile for any reason.

You can **ONLY** play 2, so choose wisely!



A 3RD DOMINANT: Your trait pile might receive a 3rd dominant trait by random chance (i.e. playing a trait from the top of the deck). In that case, instead of playing the 3rd dominant, discard it. **You may not redraw** to replace it.

BIRTH OF A HERO: The age "Birth of a Hero" commands you to play the trait "Heroic" without restriction. Play "Heroic" immediately. If it would be your 3rd dominant trait, you may keep it. This is **THE ONLY WAY** to have 3 dominant traits in your trait pile. Congratulations, you've pulled off something our crack team of statisticians assured us would only happen once in a thousand super volcanoes...

HELPFUL ICONS



Actions are special effects that occur once, when played directly from your hand. Look for this symbol below the effect text.



Traits with this symbol can be played out of turn, so pay close attention to the effect! *They can also be played as normal, (i.e. if it's the last card in your hand), but we recommend against this.*



Traits with a World's End effect will have this symbol in the bottom corner. At the end of the game, look for this symbol to quickly identify your World's End effects.



Traits with the Drop of Life provide bonuses or modifiers to your score. When scoring, look for this symbol to quickly identify your bonuses!



Identify expansion cards with icons in the top right corner. Mix and match collections for a variety of gameplay!

pg 5

DISPUTES/RESOLUTIONS

Just like in life, there are exceptions to many rules in Doomlings. If a conflict of rules arise, you can generally follow a heirarchy structure. Ages > Traits > Survival guide

If a dilemma arises that cannot be resolved with a friendly battle of wits—or perhaps a light shouting match—we suggest the opposing parties each draw a card and award the decision to the highest face value. Or throw the cards in the air and bond over a friendship exercise of 52+ pickup.

DISCARD PILE

Discard face up, next to the community trait stack. Only reshuffle the discard pile if traits deplete (e.g. games of 5-6 players, without expansions).



COLOR/COLORLESS

There are 4 colors: blue, green, purple, and red. *Dual-color borders are 2 colors simultaneously. (Expansions) Grey is "colorless," and isn't used for "color" designated effects. Lowest/highest color count is the color you have the least/most. A "color pair" or "pair of colors" is 2 traits of the same color.



WHEN YOU CAN'T PLAY A TRAIT

If you are able, you **MUST** play a trait, even if it's something you don't want in your trait pile!

On rare occasions, you might be unable to play a trait on your turn. If your hand is empty, draw 5 cards and skip your turn! If you hold cards but can't play any, skip your turn. You may, if you choose, discard your entire hand and draw 3 cards. In either case, do not stabilize this turn!

NOTE: Grow your Gene Pool to avoid getting skipped!



WELCOME TO DOOMLINGS!

On your first playthrough, you might overthink your hand, like there's some hidden, perfect path to take. But when is this ever the case in life? Rest assured, there is no perfect card to play. So for now, play something cute, try some things, and trust that the cards will help you find your way.

WATCH THE TUTORIAL,
USE THE SCORE TOOL,
EXPLORE THE UNIVERSE
AT DOOMLINGS.COM



DINOLINGS

15X TRAITS // 1X DOMINANT
1X AGE // 1X CATASTROPHE



Fossil records show that
Dinolings once roamed Enderas.

This deluxe expansion revolves around the discard pile, and easily slots into any game of Doomlings. You don't need to learn anything new to play: simply add or remove them to your liking!



MYTHLINGS

16X TRAITS // 1X DOMINANT
1X AGE // 1X CATASTROPHE



Mythlings exhibit traits of **magic** and **mischief** that defy the natural order of things!

You might want to familiarize yourself with the base game before introducing these tricky techniques to play. But don't worry, the cards will tell you what to do! Simply add or remove them to your liking.



TECHLINGS

15X TRAITS // 1X DOMINANT
1X AGE // 1X CATASTROPHE



The tech boom on Enderas sparked a new type of Doomling, one with certain...**modifications.**

Techlings introduces a new attachment mechanic to the game. On the back of this card is the complete set of rules for play. We recommend familiarizing yourself with the base game before diving in!

ATTACHMENTS: Traits with the attach effect are played into your trait pile, unless otherwise allowed. To quickly identify attachments, look for this symbol:



They must be attached to a “host trait,” even if played randomly! **IF THERE ARE NO SUITABLE “host traits”** (e.g. played at random) simply discard the attachment.

HOST TRAITS: Dominant traits cannot be host traits. Traits with the attach effect cannot be host traits. A host trait cannot have more than 1 attachment.

SWAP/STEAL/DISCARD Attachments cannot be individually swapped, stolen, or discarded.

By default, **IF THE HOST TRAIT IS:**

SWAPPED: The attachment sticks with the host trait.

STOLEN: The attachment sticks with the host trait.

DISCARDED: Discard the attachment.

RETURNED TO YOUR HAND: Discard the attachment.

RANDOM DISCARDS/SWAPS/STEALS: Attachments alone cannot be randomly removed from your trait pile. If the host trait is considered for random removal, set the attachment aside, and shuffle suitable targets. If the host trait is ultimately selected, follow the above procedure for swap/steal/discard.

TRAIT/COLOR COUNT:

Attachments apply to your total trait count.

Attachments apply to your color count.

MULTICOLOR

**1X QUADRICOLOR DOMINANT
6X DUAL-COLOR TRAITS
1X COLORLESS TRAIT**

Borders with multiple colors are simultaneously each color.

Icons above the point value will help color-blind players quickly identify multicolor borders.

(This card can be used as a player aid.)



Blue



Green



Red



Purple



BLUE



GREEN



PURPLE



RED

THE MEANING OF LIFE

18X SIGNS



Throughout the ages, Doomlings have contemplated their existence. Why am I here? Does any of it matter? Luckily, the Meaning of Life provides your little Doomlings simple answers to these complicated questions, by adding quantifiable point values to their lives.

The complete set of rules is on the back of this card. These **hidden objectives** incentivize different strategies, adding a new element to your decision when choosing which card to play.

SETUP

Deal the game as normal, with 5 traits to each player.

STEP 1: Shuffle the Meaning of Life cards.

STEP 2: Deal 2 MoL cards to each player, face down.

STEP 3: Secretly keep 1. Return the other to the box.

Players may look at their hand before selecting!

SCORING

Achieve your MoL card's **hidden objective** to earn extra points at the end of the game.

NOTE: If a card has varying point thresholds, only apply the best applicable bonus.

At the end of the game, after all other points are tallied, determine your meaning of life points, and add that to your total.

Congratulations, at long last you can quantify the meaning of your wonderful life.

THANK YOU FOR PURCHASING

LEGENDS OF ENDERAS

VARIETY EXPANSION

You have unearthed a forgotten history full of extraordinary beasts, magics, and technologies. These legends are back from the past to reshape the future of Enderas.

**This box contains 5 collections:
Treasures, Dinolings, Mythlings,
Techlings, and Fuzelings.**

The Legends of Enderas expansion can be played using the base game of Doomlings and does not require any other expansion. Remain calm and immerse yourself in the past, so you can quietly ignore the impending end of the world.

For more information, rule clarifications,
and other end of the world shenanigans,
check us out on:



Doomlings.com



Discord



Facebook



Instagram

DINOLINGS

21X TRAITS // 3X **DOMINANTS**
2X AGES // 1X CATASTROPHE

Through advanced scientific techniques, paleontologists on Enderas have unearthed discoveries concerning the Dinolings. Turns out, their anatomy, behaviors and other adaptations were just, like, super cool.



The Dinolings are **rumbling** back from the past with mechanics that dig through the **discard pile**. Be careful with these **fragile giants**. The big points come with a **high risk** of extinction.



MYTHLINGS


21X TRAITS // 3X DOMINANTS
2X AGES // 1X CATASTROPHE

Scholars of bygone eras describe the time of the Mythlings, a time when all you needed were the simple things:
A sharp sword. Personal courage.
Petty curses. Maybe a pet dragon.



The Mythlings collection is filled with **magical** spells and **mischievous** tricks! Pay attention to the **discard effects** on cards with the sparkly new **spell** icon.



Some Mythlings can attach to host traits through magical binding. Cards with this attach mechanic will have the  symbol.



Read the Techlings rules card for detailed information on attachments.

TECHLINGS


21X TRAITS // 3X **DOMINANTS**
2X AGES // 1X CATASTROPHE

Exploration of abandoned silos reveals ancient technological beings that once sculpted life on Enderas. After a reboot, these powerful techies have found new ways to **modify** and **enhance** themselves.



Techlings use the **attachment** mechanic. The rules can be found on the back of this card. We recommend familiarizing yourself with the base game before adding these into your deck.

ATTACHMENT RULES

ATTACHMENTS: Play directly into your trait pile, unless stated otherwise. Look for this symbol: 

To play an attachment, it must be attached to a “host”, (even if played randomly)! **If there are no suitable hosts**, discard the attachment.

Attachments can't be targeted for removal.

HOSTS: Attachments cannot host attachments.
1 attachment per host (unless otherwise stated).

If the host is:

SWAPPED//STOLEN: The attachment sticks!

DISCARDED//RETURNED: Discard the attachment!

DOMINANTS: Unless stated otherwise, dominants can't host attachments.
A dominant attachment with a host is 1 dominant.

RANDOM REMOVAL: Attachments cannot be considered for random removal. If the host trait is selected for random removal, see above.

TRAIT/COLOR COUNT: Attachments count toward your total color and trait count!

FACE VALUE: If an attachment alters a host's variable (+) face value, count its new face value AND its Drop of Life bonus points.

FUZELINGS

9X TRAITS // 1X **DOMINANT**
2X AGES // 1X CATASTROPHE

Dinosaurs, Wizards, and Robots...

OH YEAH!

Fuzelings are combinations of
Dinolings, Mythlings and Techlings!



Doomlings are adaptive creatures. In the little time they have, they can gain multiple attributes. Use these Fuzelings to get bigger bonuses from **Drop of Life** effects and trigger new combos.



TREASURES

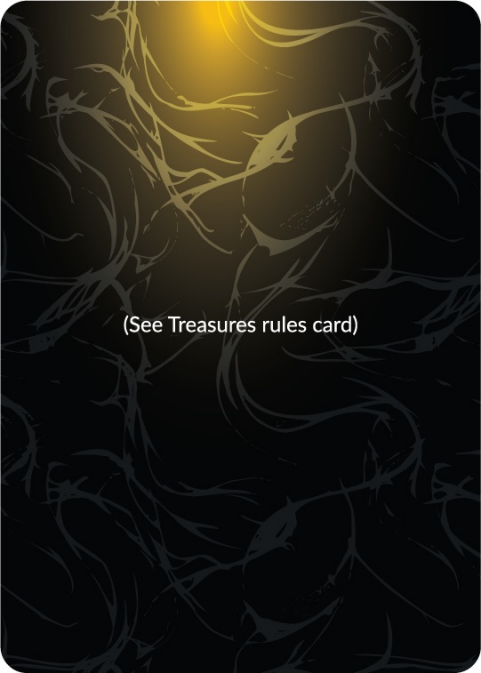
26X TREASURES

While riffling through texts at the Living Library, a piece of parchment floats to the floor. You've stumbled upon a map of Enderas, one with curious glyphs marking several locations. Who knows what might be hidden there?



The Treasures expansion adds a level of strategy to Doomlings. Don't hoard treasures—you can't take them with you once the world ends. **Rush** to battle, **Mutate** traits, **Echo** your plays, **Adapt** to action, **Cloak** from danger, and discover the real treasure: the friends we make along the way.

Behold! These treasures grant **unique abilities** which greatly **alter** the course of your destiny and thus, your **POINTS!** You'll want to be comfortable with the base game before handling these mystical artifacts.



(See Treasures rules card)

TREASURES RULES

TREASURES are powerful artifacts of the past. Keep treasures hidden from other players. Use them to fund big plays and enrich yourself with more precious points.

SETUP: Shuffle the treasures and place the deck face down. This is the treasure pile! Deal 1 treasure to each player.

GAMEPLAY: When an age is revealed, draw 1 treasure if you have fewer than 2.

Treasures are not considered part of your hand for game effects or stabilizing. You may use any number of treasures on your turn. Most treasures have 2 effects. **Use 1 effect per treasure.**

(See Treasure Glyphs for details.)

Coffer Pile: After resolving a treasure's effect, place it face up in a pile next to the treasure pile. This is the coffer pile. If the treasure pile runs out, shuffle the coffer pile face down to start a new treasure pile. **When the final catastrophe is revealed, immediately discard all treasures.**

To learn Treasures, might we suggest...

EASY MODE: Shuffle the treasures, then deal 3 to each player. **Do not draw more treasures.** These are the only treasures you get for the game. Use them wisely!

TREASURE GLYPHS

RUSH



Before the start of your turn:

Play "rush" effects. *There are a variety of rush effects.*

MUTATE



Start of your turn:

Choose 1 trait from your trait pile. "Mutate" it by placing it **on the bottom of the trait deck**. Then play 1 trait of the specified color to replace it.

ECHO



On your turn:

After playing a trait with the specified color, you may "echo" it by playing **another trait** of the **same color**.

ADAPT



On your turn:

Play a trait **with an action (A)** and **ignore it**. Then "adapt" it by playing an action (A) from any trait pile of the specified color. (Treasures can also adapt **effectless** traits.)

CLOAK



At any time:

Play in response to a specified non-dominant effect. "Cloak" yourself by **preventing it entirely**. (*Prevents age, trait, and treasure effects.*)

THANK YOU FOR PURCHASING

IMAGINARY ENDS

VARIETY EXPANSION

The universe is full of the unknown, unusual, and unbelievable. Imaginary Ends is an exploration of the more fantastical expressions of life.

This box contains 5 collections: Magical Merchants, Deeplings, Moonlings, Glitterlings, and Fuzelings.

We hope you like Imaginary Ends even more than we liked making it. Enjoy the end of the world!

Be sure to join our mailing list at **doomlings.com** for sneak peeks, giveaways, live community events, and special discount codes.


If you'd like to leave a review, visit **doomlings.com/review**.

DEEPLINGS

16X TRAITS // 2X DOMINANTS
2X AGES // 1X CATASTROPHE

The mysterious Deepplings lurk in fathomless darkness. The oldest and strongest fear is fear of the unknown, and the Deepplings are very, very scary.



Deepplings introduce **suppress.** 
Suppress effects help you grow your power with **smaller trait piles!** Suppressed cards hide face-down in your trait pile. They're worth +1 point each, but they do not count as traits!

There's a complete set of rules on the back of this card. You'll want to be familiar with the classic game before diving in!

WHY SUPPRESS? Deepings help you **grow in power with smaller trait piles**. (*Hello Tiny!*) They can turn unwanted cards into nothing but **points!**

Cards with the suppress effect can be identified by **this symbol**:



SCORING: Suppressed cards **are not traits**. They have **no face value**, and **do not count toward Drop of Life** effects. **They're worth +1 point each.**

HOW TO SUPPRESS: place a suppressed card face-down under any trait in your trait pile. (Excluding under dominants!) Any number of cards may be suppressed under a single trait.

Like actions, if you cannot complete a suppress effect, you may still play the trait. (However you must complete the suppress effect if able!)

Note: Suppress effects are not actions!

DOMINANTS: You cannot suppress cards under dominants. You cannot suppress dominants from your trait pile. You can suppress dominant cards from your hand.

SWAP/STEAL/DISCARD: Effects cannot interact with suppressed cards. If a trait leaves your trait pile, all suppressed cards under that trait are placed **at the bottom of the trait deck.**

MOONLINGS

16X TRAITS // 2X DOMINANTS
2X AGES // 1X CATASTROPHE

Life doesn't always make sense.

To a Doomling, Moonlings are aliens, chattering away in their strange tongue. While it looks like nonsense to us, we're mostly certain it makes sense to them. Mostly.



Moonlings are oddballs. They **give a lot away** and really shine with **low Gene Pools**.

Just make sure you're familiar with the classic game before shuffling these weirdos into the trait deck!



GLITTERLINGS

16X TRAITS // 2X DOMINANTS
2X AGES // 1X CATASTROPHE

Like the catastrophes threatening their blissfully ignorant land, Glitterlings are **so RANDOM** we can't even.



Glitterlings have no “opponents,” only **friends!** Isn't that nice? We think it's nice.

A word of advice: These sparkly balls are all about **chance**, so when you play them, we suggest you close your eyes and hope for the best!



FUZELINGS

9X TRAITS // 1X DOMINANT
2X AGES // 1X CATASTROPHE

**Fuzelings are mishmashed
medleys of Deeplings,
Moonlings and Glitterlings!**



**The Fuzelings can help you get
bigger bonuses from
Drop of Life effects and
trigger new combos!**




MAGICAL MERCHANTS

11X MERCHANTS
40X TRINKETS

Swindlers peddling “spectacular” wares have set up shop in certain corners across Enderas.

The Magical Merchants expansion adds a new layer of strategy to a game of Doomlings. You can now collect points by fulfilling **objectives** and **pocketing** these **trinkets**!

Buyer beware, the trinket **powers** might not be as useful as promised. You'll want to be comfortable playing the classic game before meeting these hornswogglers.



(See Magical Merchants rules card)

MAGICAL MERCHANTS RULES

GOAL: Complete objectives to pocket as many trinkets as you can and boost your score!

SETUP: Game setup is as normal, but now each of the 3 age stacks should have **1 basic age, 1 catastrophe, and 2 merchant ages.**

Shuffle the trinkets. Place them face down to create the trinket deck. After traits are dealt, each player gains 2 trinkets. They keep 1 trinket and trash the other.

TRASH PILE: When you trash a trinket, place it face up in a 'trash pile'. **If the trinket deck runs out,** shuffle the trash pile to create a new trinket deck. It is possible to completely run out of trinkets—this is fine, continue play as normal.

MERCHANTS: The four merchants function similarly to ages and interact with trinkets.

TRINKETS: A trinket can be pocketed **at any time** by fulfilling its **pocket objective**. A trinket has a **power** that is active while face-up. At the start of an age, before playing age effects, **players without a face up trinket gain 1 trinket.**

MAGICAL MERCHANTS RULES CONTINUED...

POCKETING: When you pocket a trinket, place it face down next to your trait pile. It cannot be trashed or taken. Its points are now yours!

Pocket Objectives

Play - Play the required traits.

Reveal - Show that you have the required cards in hand. **If you have this objective, you may reveal at any time.**

Hand Discard - Discard the required cards from your hand through effects or by stabilizing.

Trait Pile - Have the required traits in your trait pile.

Draw - Draw the required cards through effects or by stabilizing.

Trait Pile Removal - Completed when the required traits are removed from your trait pile for any reason.

WORLD'S END & SCORING: At World's End, trash all face-up trinkets. Add the points of pocketed trinkets to your final score.

CONFLICTS: Trinket powers take priority over ages and trait effects.

THANK YOU FOR PURCHASING

SHADOW PUPPETS

BOLSTER EXPANSION

31X TRAITS // 6X DOMINANTS
2X AGES // 1X CATASTROPHE

There is an unsettling feeling that someone... or something... is pulling strings to manipulate life on Enderas!

Explore these new Deeppling (♫), Moonling (☾), and Glitterling (♠) traits to puppeteer your opponents into the end of the world.

The Shadow Puppets expansion requires the Doomlings base game to play. It plays great with the Imaginary Ends expansion as well.

For more information, rule clarifications,
and other end of the world shenanigans,
check us out on:



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DEEPLINGS

9X TRAITS // 2X DOMINANTS

In the darkest recesses of the mind, Deeplings remind us that there are forces beyond our control, guiding our thoughts. Learn to control them before they control you... or just play with the lights on.



Deeplings introduce **suppress**. 
Suppress effects help you grow your power with **smaller trait piles**! Suppressed cards hide face-down in your trait pile. They're worth +1 point each, but they do not count as traits!

(See back for **suppress** rules.)

WHY SUPPRESS? Deeplings help you **grow in power with smaller trait piles**. (Hello Tiny!) They can turn unwanted cards into nothing but **points!**

Cards with the suppress effect can be identified by **this symbol:**



SCORING: Suppressed cards **are not traits**. They have **no face value**, and **do not count toward Drop of Life** effects. **They're worth +1 point each.**

HOW TO SUPPRESS: When you suppress a card, place the suppressed card face-down under any trait in your trait pile. (Excluding dominants!) Any number of cards may be suppressed under a single trait.

*Note: When **you** suppress a card, suppress it to **your** trait pile, regardless of where it came from.*

Like actions, if you cannot complete a suppress effect, you may still play the trait.

Note: Suppress effects are not actions!

DOMINANTS: You cannot suppress cards under dominants. You cannot suppress dominants from your trait pile. You can suppress dominant cards from your hand.

SWAP/STEAL/DISCARD: Effects cannot interact with suppressed cards. If a trait leaves your trait pile, all suppressed cards under that trait are placed **at the bottom of the trait deck.**

MOONLINGS

9X TRAITS // 2X DOMINANTS

The darker sides of the moons of Enderas are home to Moonlings who have mastered manipulation of the shadows. Some seek power, others wisdom, and a few just like to make cool shadow puppets.



Moonlings use **lower Gene Pools** to their advantage and try to trip up their opponents with **tricky techniques**. Don't let these fur balls fool you!



GLITTERLINGS

9X TRAITS // 2X DOMINANTS

Toys stitched together from scraps in a world that is soon to collapse. Every thread tells a story; every pull changes fate. Can you find their purpose, before it's too late?



Take a **chance** on these forgotten friends. Glitterlings use "**friends**" instead of "opponents" for effects. Don't be mean!



FUZELINGS

4X TRAITS

Sometimes genes get spliced when traveling through dimensional portals. These creatures are what we call “happy accidents.”



Fuzelings create unique strategies by combining multiple **clades**:
Deeplings (🐙), *Moonlings* (☾),
Glitterlings (★).



THANK YOU FOR PURCHASING

CASTLE GLASS

30X TRAITS // 7X **DOMINANTS**
2X AGES // 1X CATASTROPHE

Greetings, traveler! Welcome to Castle Glass, the city made of sand. **Collect** all the memories you can before the tides rise and wash the city away.

The Castle Glass Bolster Expansion introduces **trait classes** to the game and with it, three new classes: **Shells** (🐚), **Coral** (🪸), and **Fish** (🐟).



(See the Class Bonuses divider card for more details.)

The base game of Doomlings is required to play.

CLASS BONUSES

Some traits belong to a **class**, located at the bottom of the card.



Scoring:

At the end of the game, after counting drop of life bonuses, sort your class cards.



If you have **2 or more cards from the same class**, each card in that class is worth extra points. See below.

Points per card:

- +1 for class cards, or
- +2 for **Curious** class cards, or
- +3 for **Exotic** class cards

(See back for examples.)

EXAMPLES

SHELL  **CORAL** 

0 + 0 = 0 pts.

SHELL  **SHELL**  **CORAL** 

1 + 1 + 0 = 2 pts.

SHELL  **CURIOUS SHELL**  **EXOTIC SHELL** 

1 + 2 + 3 = 6 pts.

CORAL  **CURIOUS CORAL** 

1 + 2 = 3 pts.

SHELL  **EXOTIC SHELL** 

1 + 3 = 4 pts.

= 7 pts.

THANK YOU FOR PURCHASING

MOKOKO VILLAGE

30X TRAITS // 7X DOMINANTS

2X AGES // 1X CATASTROPHE

Nestled deep in the overlush of Enderas, Mokoko Village hums with life. From mossy treetop homes to bustling berry markets, the villagers go about their day, even as the world crumbles around them.

The Mokoko Village Bolster Expansion has no new rules. Instead, it invites you to use a variety of strategies through spirits, critters, musicians, even outcasts.

As the saying goes, if you want to win the end of the of the world, it takes a village...

The base game of Doomlings is required to play.