Scion

In Scion, noble Houses vie for supremacy through generations by producing outstanding offspring whose achievements will be part of the legend of each House.

For those deeds to be done, getting the right mix of genes is essential. In each generation the child with the beat genes, the scion, must be chosen and a suitable match for spouse must be found. In the gene pool between the two of them, the next generation will be found.

Preparation

Each player should take a bag, a name sheet, a set of colored pencils, and a rules summary. In the middle of the table, the achievements board is laid out and the achievements are put in their respective places on the board. In addition, there should be tokens available for everyone. Each player take 4 tokens of each of the four primary colors: red, yellow, blue, green, and put them in their bag. They should also find a name for their House and write it on the top of the name sheet.

How to play

The games takes place over 8 rounds, each representing a generation, were each player performs the following phases (please note that players do not actually need to be in the same round at the same time - more on that later).

1. Prepare gene pool
2. Draw children
3. Choose scion and achievement
4. Find spouse

After the 8ᵗʰ round, victory points are tallied up and most points scored, wins.

Prepare gene pool

First, the gene pool must be determined. Empty the bag for tokens and count new tokens up – 8 for the genes of your scion and 8 for their spouse. Please note, if any of the two has any black genes, these are added in now. In the first round, the bag has already been prepared by adding four of each primary color, so skip this step for the first round.

Inbreeding

If the scion or the spouse has 5 or more genes of the same color, add one black token for each gene above 4. E.g. if the scion has 5 red (and 3 of other colors) and the spouse has 6 blue (and two of others), 3 black tokens would be added – 1 from the scion and 2 from the spouse. This is in addition to any that has already been added when counting up their genes.
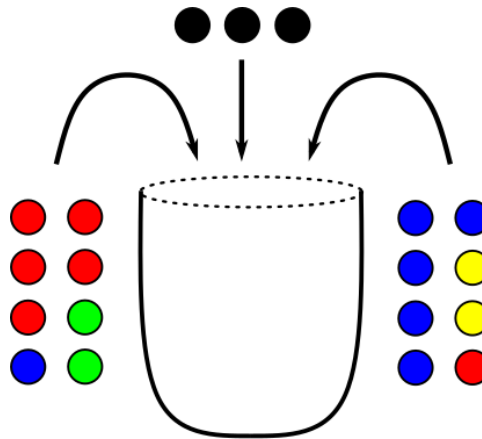
Draw children

Draw 8 tokens from the bag. Note their colors in the first empty cell on the name sheet. Return the tokens to the bag and repeat 3 more times – for a total of 4 offspring. This should fill a row on the name sheet. Name all four offspring – a common approach is to use consecutive letters for each generation; so first generation all have names starting with A etc. This is a fun approach and it eases the exchange of spouses in a later step.


Suggestion: Use the sequence of the colors shown on the achievements board – it helps everyone.

Choose scion and achievement

Of the four offspring, one must be chosen to be the scion. This determines what achievements can be selected, and also contributes half of the gene pool for the next generation. The offspring selected as scion is marked by checking off the box by the same name.

Choosing an achievement follows certain rules:

1. The scion must have at least the same number of genes of the appropriate color as shown on the achievement
2. No more than one achievement can be selected for one scion (aka round)
3. The same achievement cannot be taken more than once by each player
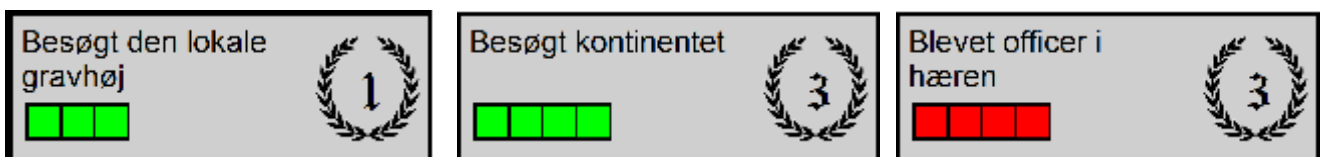
Find spouse

With a scion chosen, it is time to find the right spouse. The spouse should be found among the offspring of the other players (incest, mating within your own house, is not allowed). A few rules must be obeyed:

1. Scions cannot become spouses
2. Each offspring can only be married once
3. The spouse must be the same generation or one above or below your scion.

(On the other hand, any conceived gender regarding the offspring is irrelevant - same-sex marriage is totally legit)

Look at your fellow players' name sheets or ask aloud for the traits you desire. Once one is found, the player may not refuse to marry, but if more than one player is interested in the same offspring, the player of the offspring decides who gets to marry.

The player of the offspring being married away, checks the box, Married, in the cell of the offspring. The player will earn points at the end of the game for the number of offspring married away.

With a spouse, the cycle is about to repeat itself - next round can begin. In the last round, this step is skipped.

A note on rounds

Players do not need to be in the same round at the same time. As everyone will be completing the same amount of rounds with the same amount of offspring, there is no need to rush. The secret is in the possibility to choose from generations above or below your own. If you are a little ahead, you get to choose from fresh offspring just as they are created, but if you are a little behind, you can choose from the future generation - both approaches work and enables players to fetch a cup of coffee or visit the loo without everyone stopping the game.

Scoring

When all players have completed their last generation, scores are tallied. Each achievement is worth the points printed on them. Furthermore, if a player has three of the same rank of achievement, the scores of these are doubled, and if all four have been collected, they are tripled. Achievements of the same rank are those with the same number of victory points. Finally, the number of offspring married away is counted and the connections track is consulted to see the number of victory points awarded. When all victory points have been summed up, the winner is declared. No tiebreakers are used - in case of equal amounts of points; all those players are the winners.

Example:

2 rank 3 achievements (1 point each)	2
3 rank 4 achievements (3 points each, doubled)	18
2 rank 5 achievements (5 points each)	10
1 rank 6 achievement (10 points)	10
6 offspring married away (consult track)	5
	45