

# DECIDE AND DIVIDE

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A Game of Split Decisions and Cellular Shenanigans!

## Introduction

Welcome, future geneticists and cellular biologists, to Decide & Divide: The Reproduction Race!

Your mission: race to complete a full cycle of cell division—either through mitosis or meiosis—before your opponents do. But beware! Along the way, random mutations, checkpoint failures, and DNA replication errors will try to sabotage your progress. You'll need DNA repair mechanisms, quick thinking, and maybe a bit of luck to divide successfully.

Will you choose the fast and furious mitotic route, or the long and complex meiotic path for ultimate genetic variation? Pick wisely, because one wrong mutation, and you might end up in the Cancer Zone, doomed to roll your way out.

Strap in, roll the dice, and get ready for the wildest cell cycle of your life.

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## Objective

Be the first player to successfully complete either mitosis or meiosis by collecting all required Phase Cards in the correct order. But watch out—mutations, failed checkpoints, and DNA replication mishaps will make your journey anything but smooth.



## Game Components (included is enough cards for 2 decks)

For a 4-player game, you'll need:

- **1 Deck of 164 Cards, including:**
  - **39 Mitosis Phase Cards** (Interphase + Mitosis)
  - **45 Meiosis Phase Cards** (Interphase + Both Meiotic Divisions)
  - **15 Checkpoint Cards** (roll the dice to pass)
  - **20 Mutation Cards** (unfortunate genetic accidents)
  - **15 DNA Repair Cards** (your only hope when things go wrong)
  - **15 DNA Replication Cards** (can help... or hurt... everyone at once)
  - **22 Event Cards** (for adding surprises and sabotage)
- **4-6 Cell Tokens** (optional for tracking progress)
- **1 Checkpoint Die (D6)** (because checkpoints don't just let you waltz through)

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## Card Types & Their Functions

### Phase Cards (Needed to Win!)

To win, you must collect all your Phase Cards in the correct order.

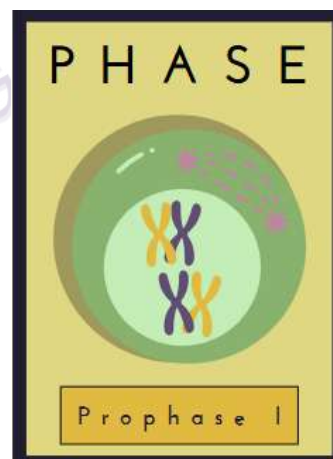
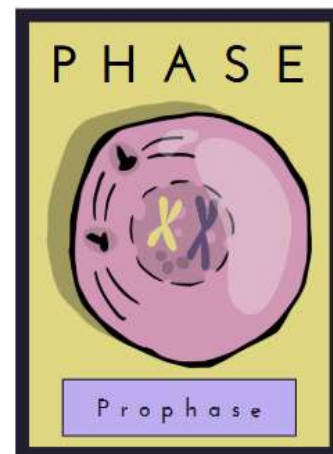
#### Mitosis requires 8 cards:

- **Interphase** → G1, S, G2
- **Mitosis** → Prophase, Metaphase, Anaphase, Telophase
- **Cytokinesis** (Final Split!)

#### Meiosis requires 12 cards:

- **Interphase** → G1, S, G2
- **Meiosis I** → Prophase I, Metaphase I, Anaphase I, Telophase I
- **Meiosis II** → Prophase II, Metaphase II, Anaphase II, Telophase II
- **Cytokinesis** (Final Split!)

If you don't complete Interphase first, good luck getting anywhere!



## Checkpoint Cards (Roll to Pass!)

Every few turns, you'll hit a checkpoint, where your cell must prove it's ready to continue dividing.

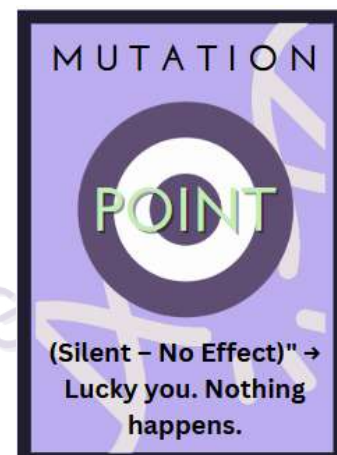


- **"G1 Checkpoint: Are You Ready?"** → Roll 4+ to pass, or lose a turn for "repairs."
  - **"S Phase Checkpoint: DNA Replication Success?"** → Roll 5+ to pass.
  - **"G2 Checkpoint: DNA Damage?"** → Roll 5+ to pass.
  - **"Metaphase Checkpoint: Chromosomes Aligned?"** → Roll 5+ to pass.
  - **"Meiosis Checkpoint: Crossing Over Success?"** → Roll 4+ to pass.
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## Mutation Cards (Bad Luck Strikes!)

Mutations throw a wrench in your plans! Collect 3, and you're sent to the Cancer Zone until you roll a 5 or 6 to escape.

- **"Point Mutation! (Silent - No Effect)"** → Lucky you. Nothing happens.
- **"Frameshift Mutation! Move back 1 Phase Card."** → Ouch.
- **"Nonsense Mutation! Lose a turn."** → Who needs protein synthesis anyway?
- **"Oncogene Activation! If this is your 3rd Mutation Card, go to Cancer Zone."** → RIP.
- **"Non-Disjunction! If playing Meiosis, restart Meiosis II."** → Meiosis just betrayed you.







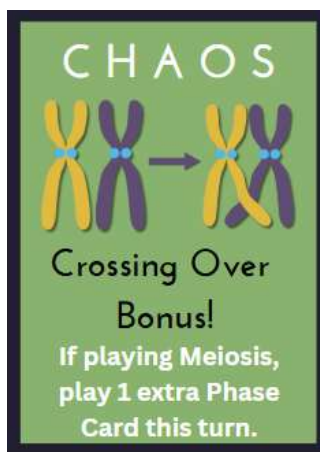
## DNA Repair Cards (Fix Your Mistakes!)

The only way to undo a bad mutation!

- **"Proofreading Enzymes at Work!"** → Remove 1 Mutation Card.
- **"Apoptosis Activated!"** → Sacrifice 1 Phase Card to remove 2 Mutation Cards.
- **"Checkpoint Correction!"** → Use this to reroll a failed Checkpoint roll.

## DNA Replication Cards (Affects Everyone!)

- **"DNA Polymerase Success!"** → All players advance 1 Phase Card.
- **"Replication Error!"** → All players must roll a 4+ to continue or lose a turn.
- **"Random Mutation Detected!"** → All players draw a Mutation Card.

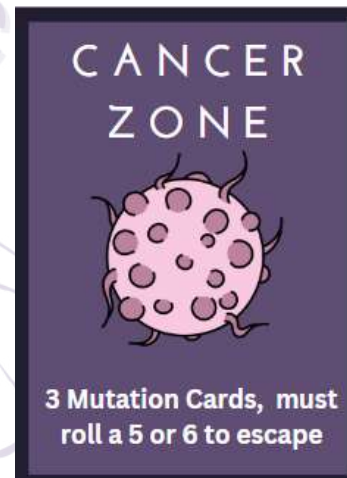


## Event Cards (Chaotic Good & Bad!)

- **"Crossing Over Bonus!"** → If playing Meiosis, play 1 extra Phase Card this turn.
- **"Independent Assortment!"** → Swap 1 Phase Card with another player.
- **"Mitotic Madness!"** → All players in Mitosis draw 1 extra Phase Card.
- **"Meiotic Mayhem!"** → All players in Meiosis must discard 1 Phase Card.

## How to Play & Gameplay Instructions

1. **Setup:** Shuffle the deck and deal 7 cards to each player.
2. Players take turns choosing to either draw a new card from the deck or pick up the top card from the discard pile.
3. Phase Cards must be laid down in front of the player in order as they are collected.
4. If a player receives a Mutation Card, they must keep it and count towards their total mutations.
5. Cards that affect the next player, such as Event Cards, take effect immediately after being played.
6. **Entering the Cancer Zone: If a player collects 3 Mutation Cards, they are sent to the Cancer Zone and must roll a 5 or 6 to escape. While in the Cancer Zone, they cannot progress toward winning.**
7. The first player to successfully play all required Phase Cards in order wins!



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Congratulations! Whether you raced through Mitosis, struggled through Meiosis, or got trapped in Cancer Zone questioning your life choices, you've successfully played another Mammoth Science Publishing masterpiece.

We at Mammoth Science believe learning should be fun, frustrating, and occasionally unfair—just like actual biology. If you now fear the randomness of mutations just a little more, our job here is done.

Thanks for playing! And remember: real life doesn't have a DNA Repair Card, so handle your cells wisely