



DNA Ahead™ Game Play: Quick Start

1. Before you start, you need to identify certain Spaces and Clusters of Spaces on the Game Board: 6 gray Zone Spaces (3 in the RIM, 1 at the Board Center, and 2 large half-octagons right outside the center HUB); 6 yellow-centered Issues Spaces in the HELIXES; and 22 Clusters of Spaces—each containing a Marker (M) and some number of Landmarks (LM), all with same color—(12 in the RIM, 2 in the center HUB, and 8 that contain Markers in the octagon at the outside of the HUB + Landmarks in the HELIXES). See Booklet page 06 for pictures.
2. In the DNA Ahead Game, like *Monopoly*™, you: roll Dice, move your Mover, land on Board Spaces, claim/buy Spaces where you land, and draw the claim/ownership cards for those Spaces. But there are differences too.
3. Before starting, your player group (or the teacher) chooses a Cluster Muster Target from the All-U-Need Booklet, Page 12. Each row in the Target Table lists how many Claim Cubes you start with, and the number and locations of Spaces you must claim to end the Game and reap extra Votes. Yes, Votes, because your goal is to gain Votes to be elected DNA MVP (rather than to gain money as in *Monopoly*™).
4. Pass out the Cubes and roll both Dice. Player with highest total draws Map Card (behind Front Cover Card in Card Holder) and takes the first Turn by rolling either LoDice to move 1-4 Spaces or HiDice to move 5-8 Spaces.
5. If you roll a number, you move that number of Spaces in any direction. Spaces along the path must touch sides, not just corners. To jump, you must land on a Free Jump Space or draw a Card with a Free Jump Consequence.
6. You gain Votes by landing on a Space, placing one of your Cubes on its black dot, and drawing its Claim Card from the Card Holder. (Claiming Board Spaces you land on is optional.) Each Zone Space or Issues Space is worth Votes all by itself, and the more Zone or Issues Spaces you claim, the more Votes each one is worth. But for Clusters, you must claim the whole Cluster—Marker & Landmarks, but no Issues Spaces—for any Space within it to be worth Votes. Markers carry no Votes, but must be claimed as part of a Cluster.
7. If you roll a WOW or iii Dice face, draw the corresponding Card and follow its Consequence. You must play red-back WOW Now and blue-back iii Cards when you draw them unless the Consequence says otherwise. But you can keep yellow-back WOW Later Cards and play them later; you don't reveal their Consequences until you play them.
8. Some Consequences lead you to claim Show-&-Tell Cards (behind Claim Cards for Board Spaces in Card Holder), which carry high Vote values.
9. When you have claimed the Spaces for your game's Cluster Muster Target, you can end the game by Cluster Mustering on any later Turn.
10. Tally Votes as instructed on Ballots at back of Card Holder. WOW Later Cards carrying Hold Penalties held by your Opponents will cost them Votes when you Cluster Muster. Player with highest Vote Total is elected DNA MVP!
11. You may also need to refer to Rules in the Booklet for a few special situations: if you land on a claimed or occupied Space (Page 09, Rules 13-15); if you run out of Cubes (Page 11, Rule 18).



HAVE FUN! LOOK AT THE PICTURES. SEE WHAT TOPICS INTEREST YOU AND EXPLORE THEIR CLAIM CARDS LATER.

