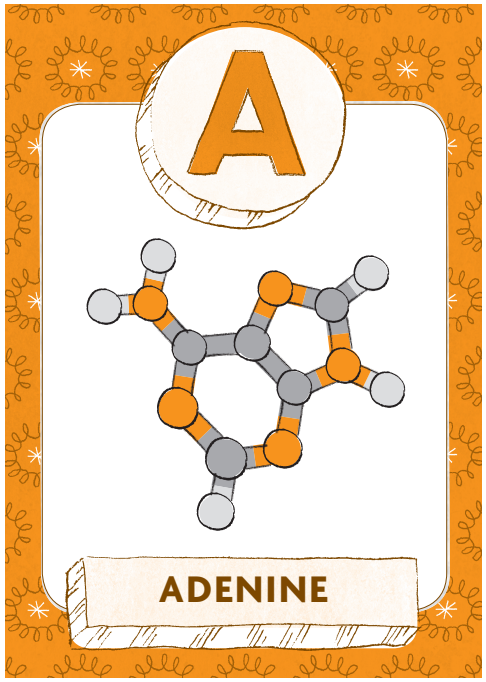
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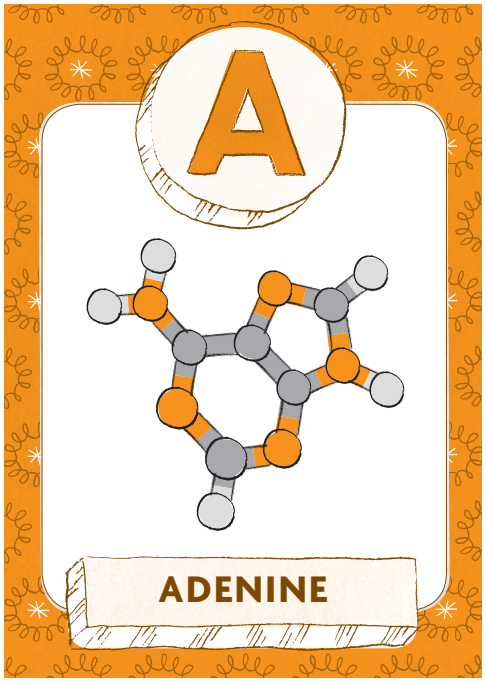
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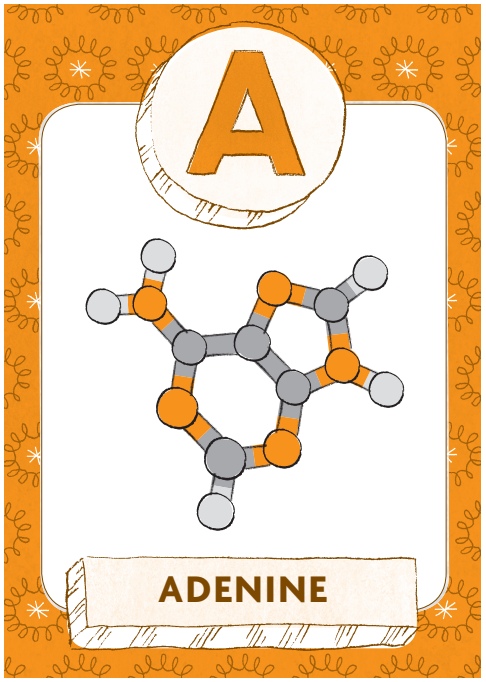
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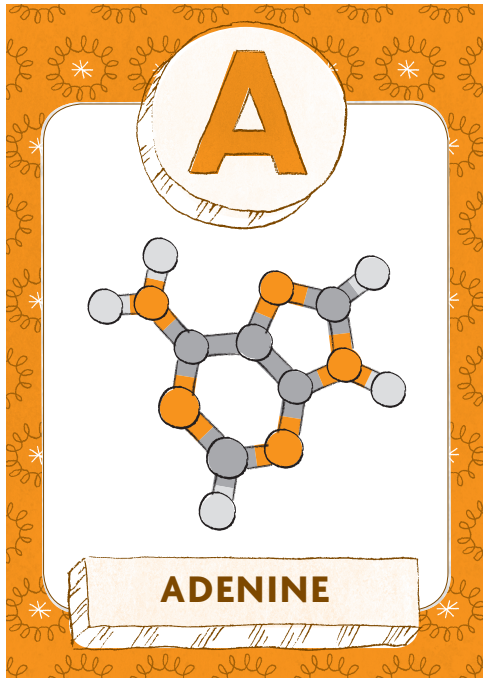
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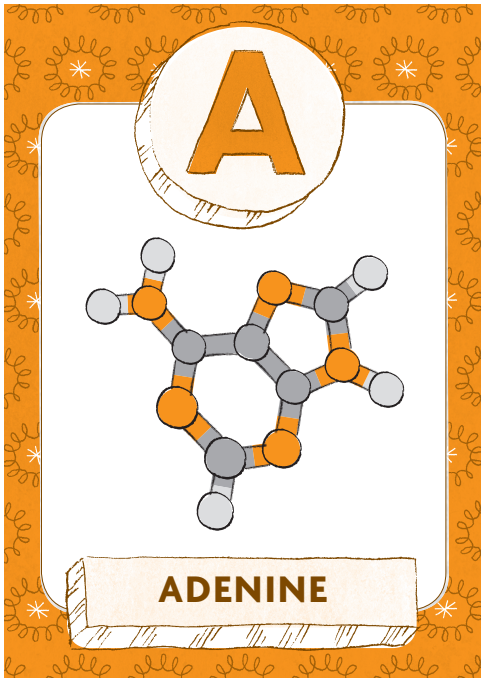
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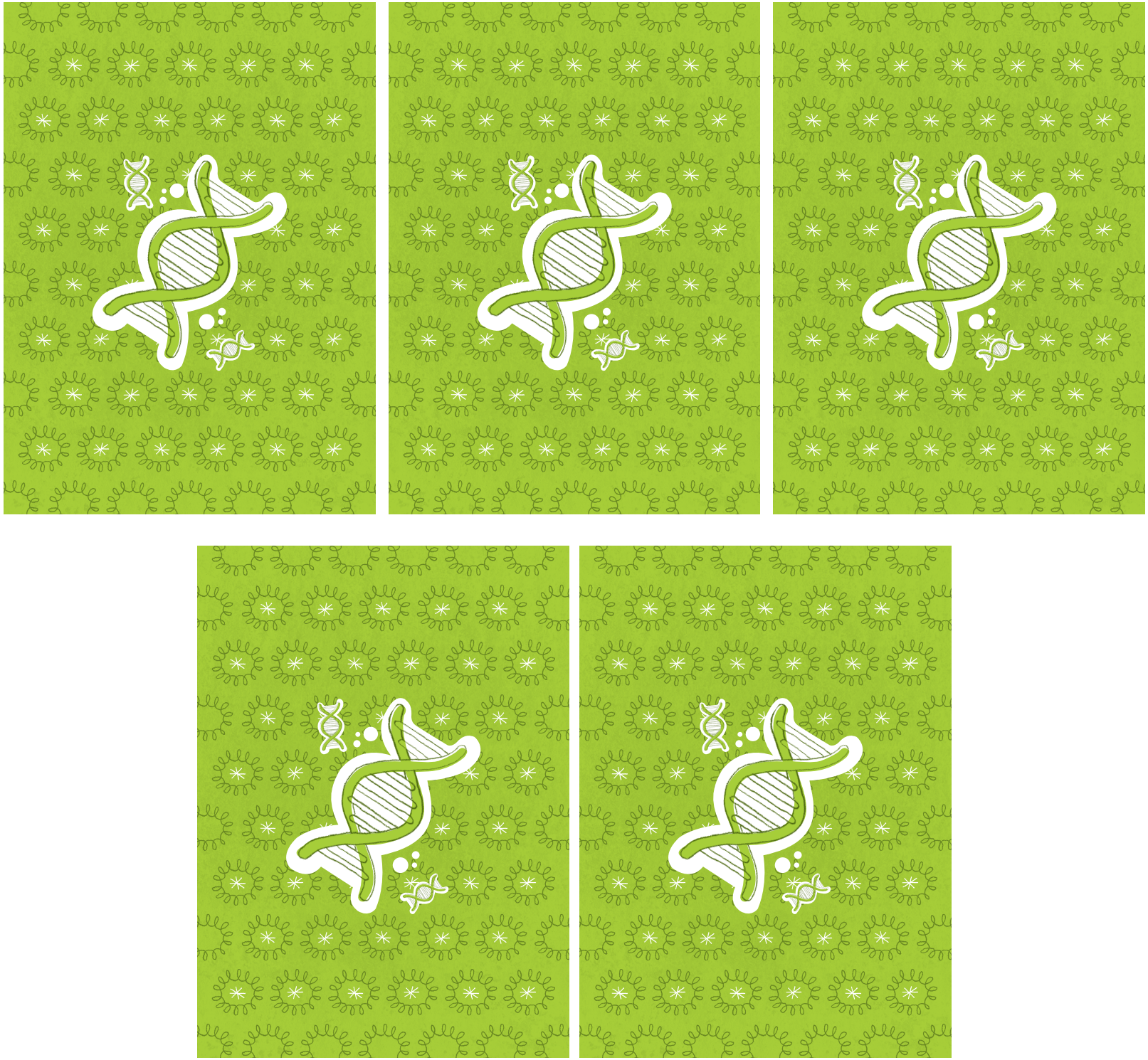

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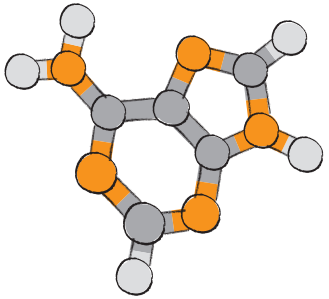

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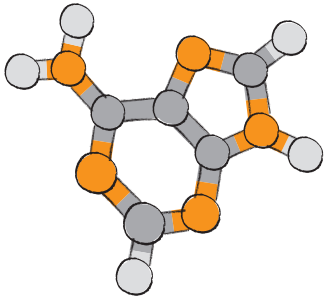

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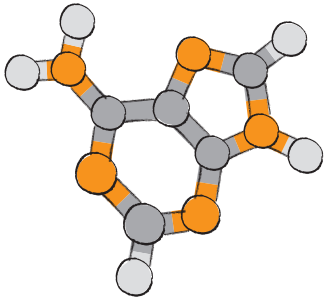

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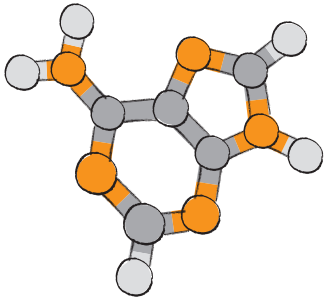

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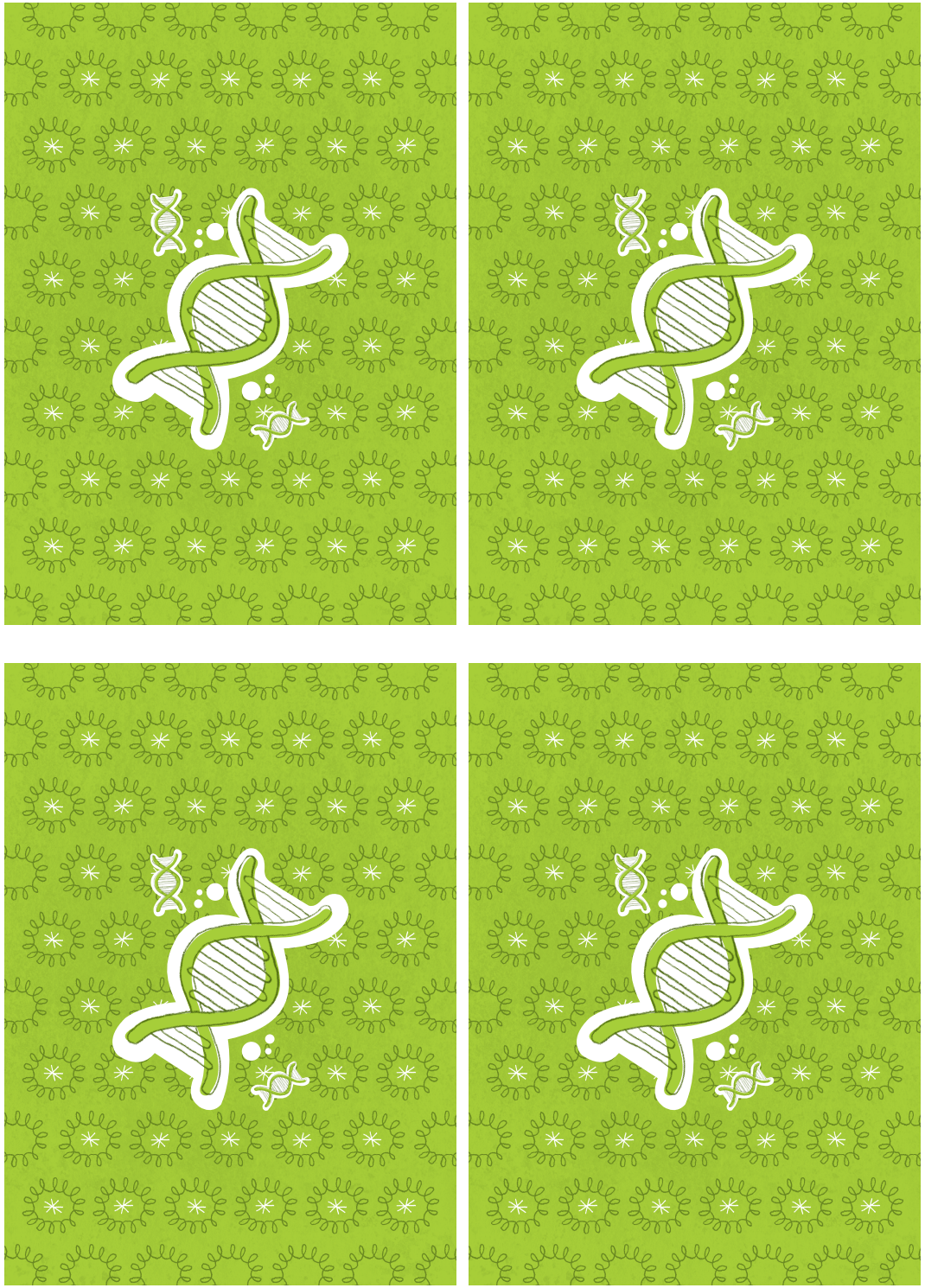

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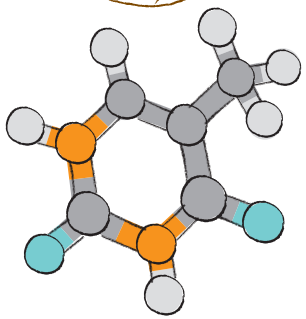

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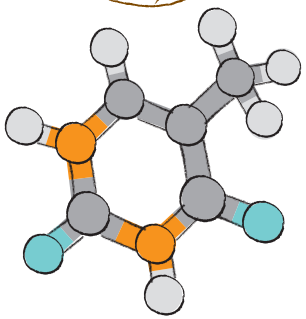

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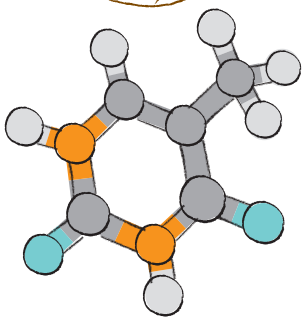

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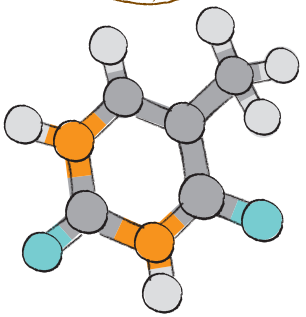

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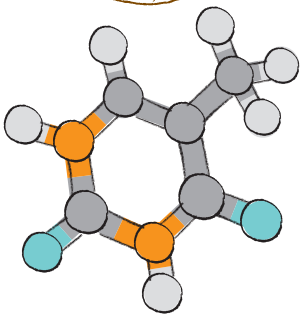

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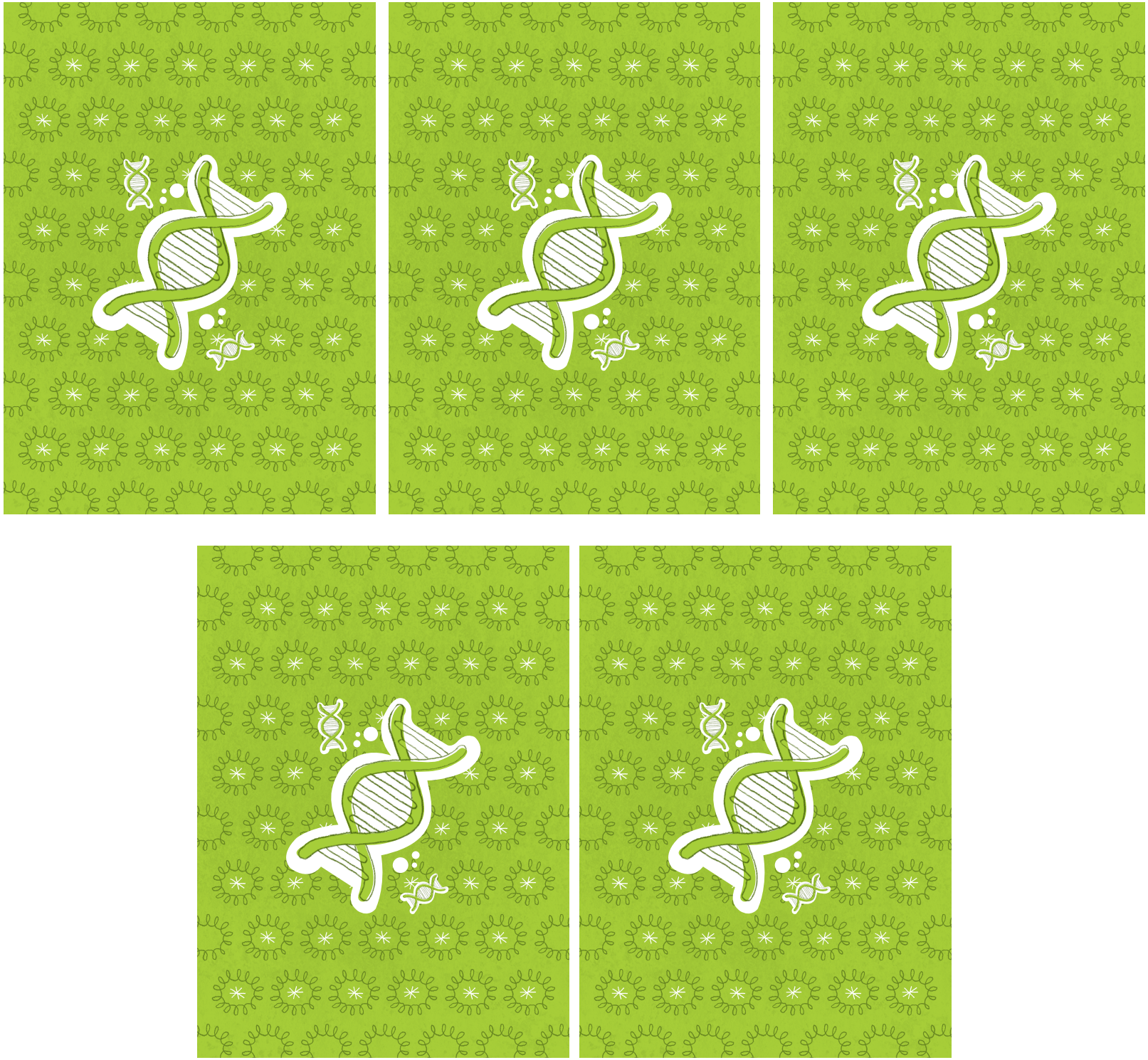

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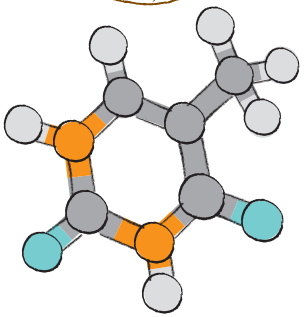

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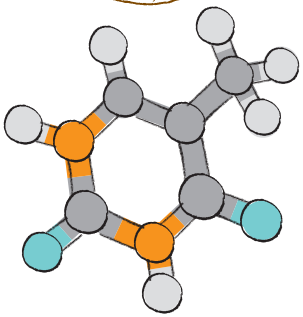

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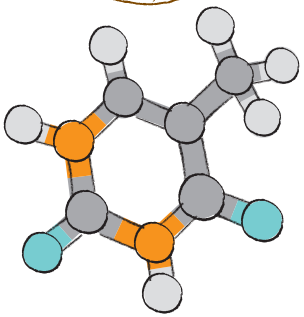

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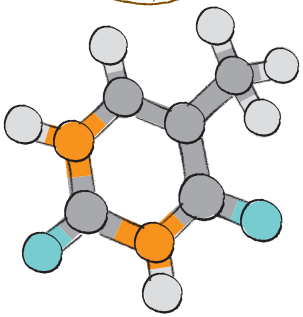

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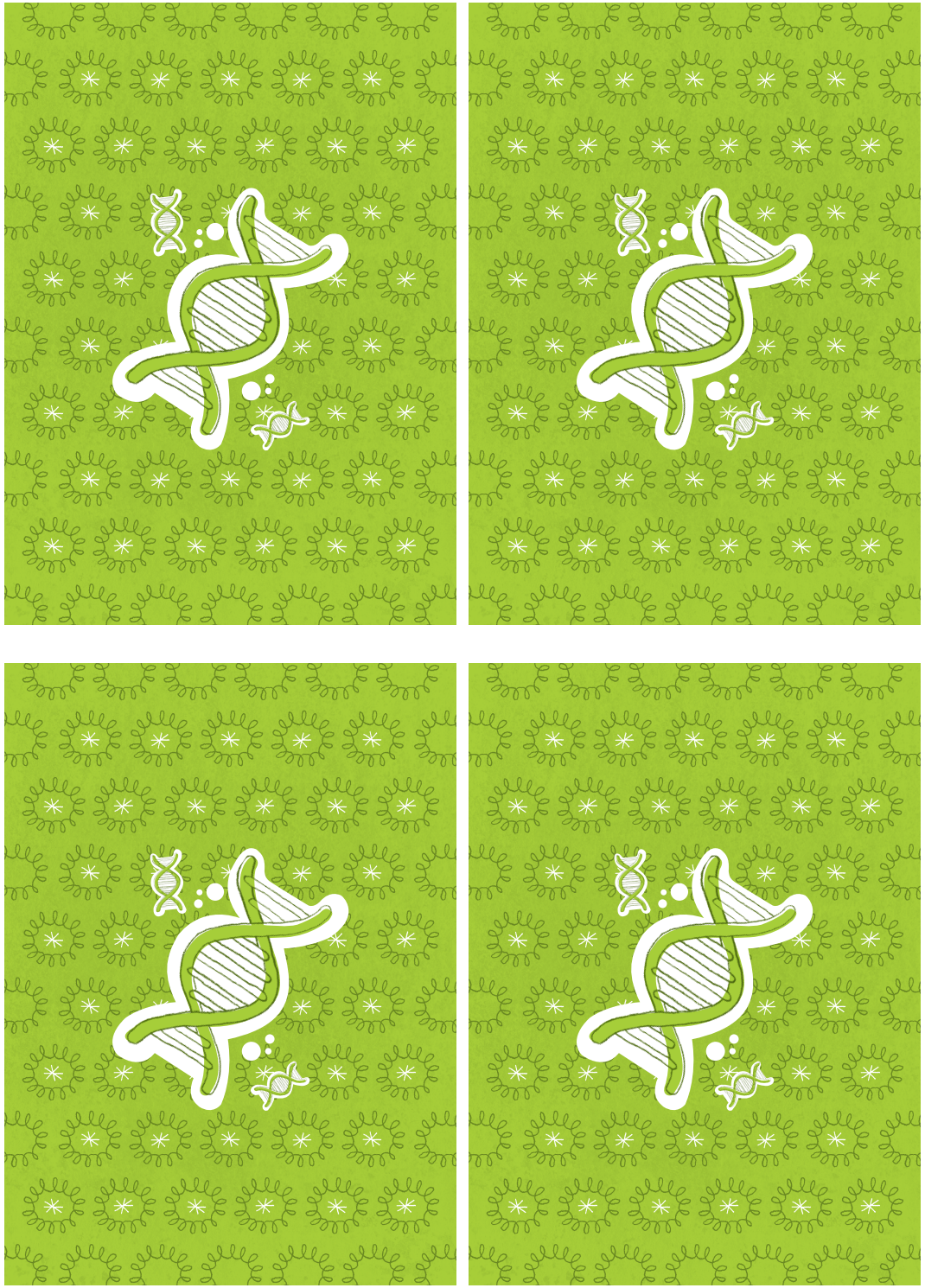

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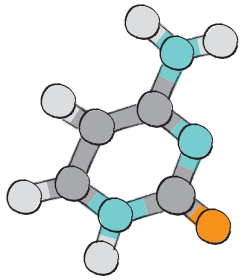

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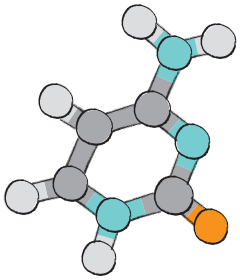

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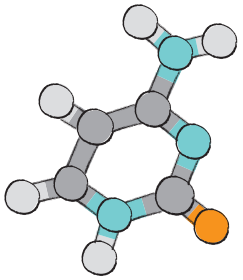

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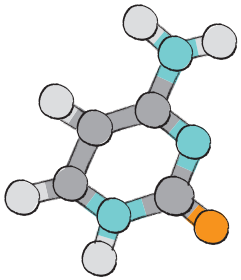

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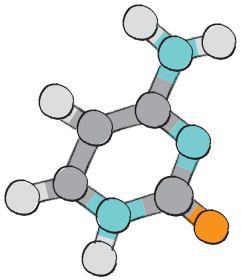

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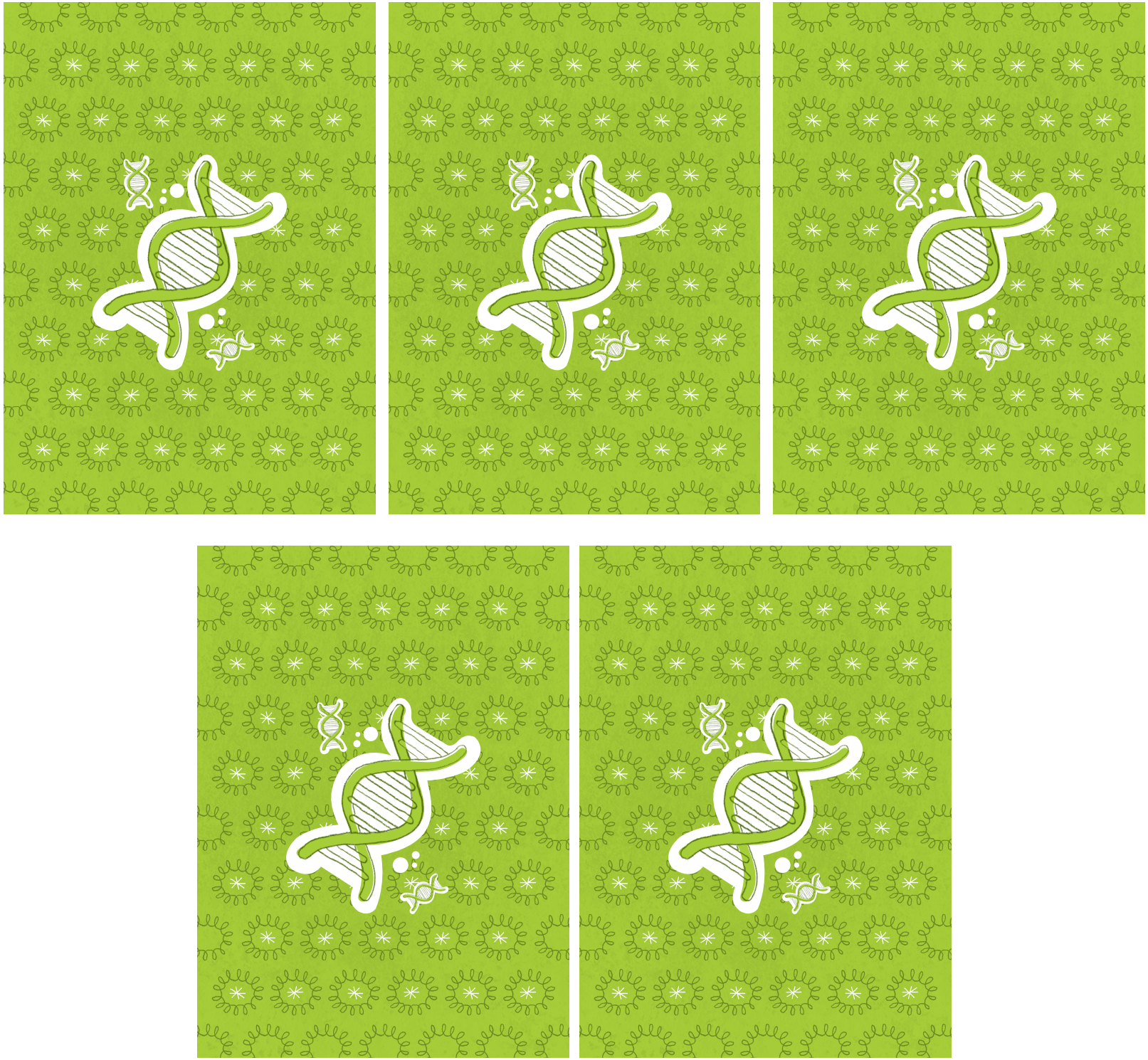

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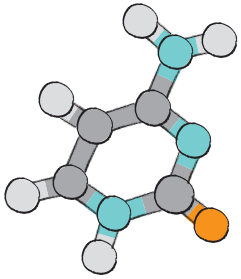

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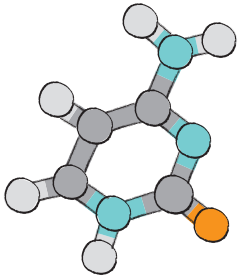

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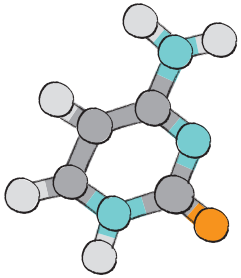

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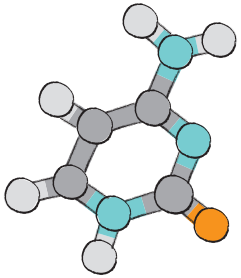

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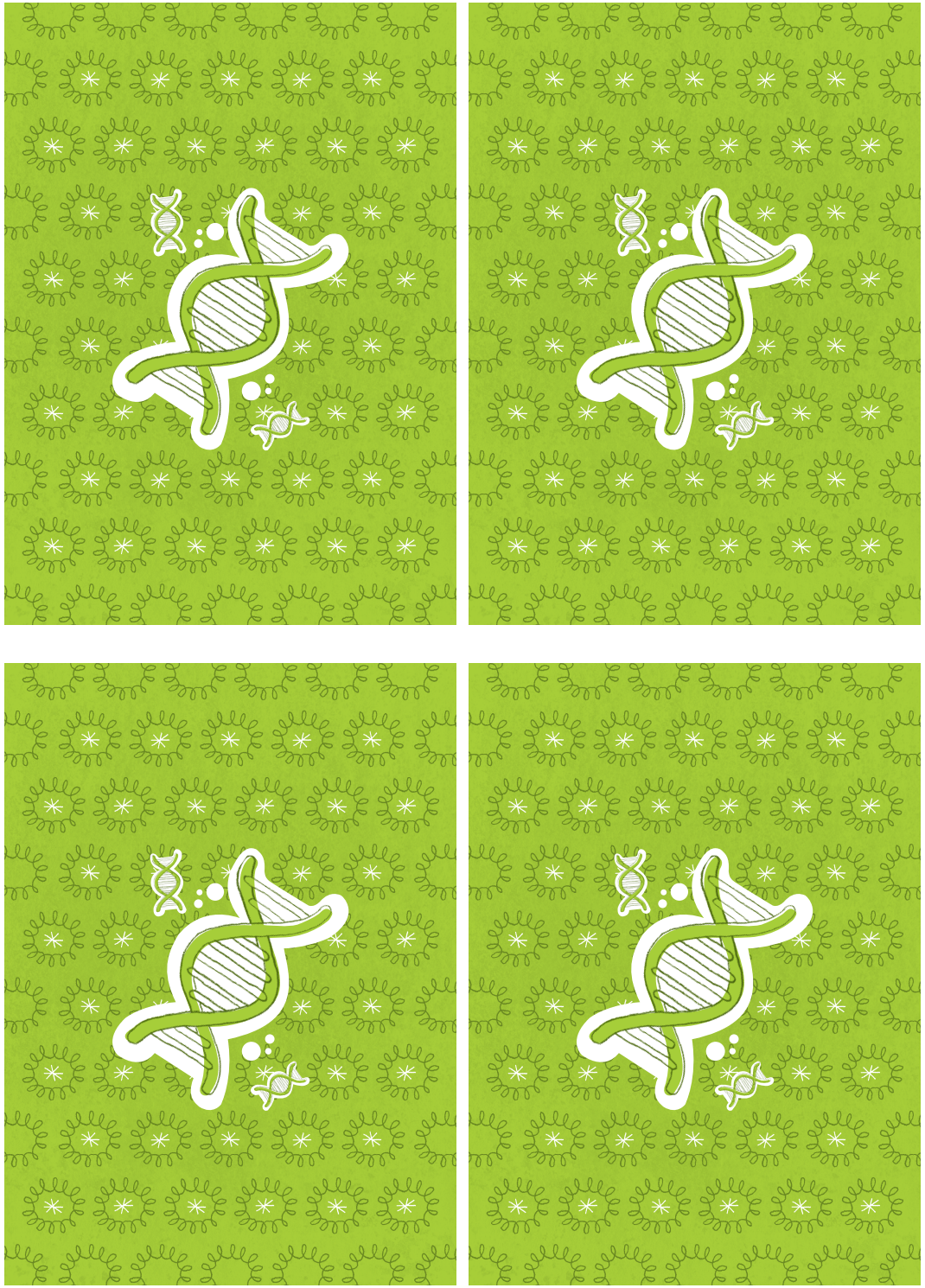

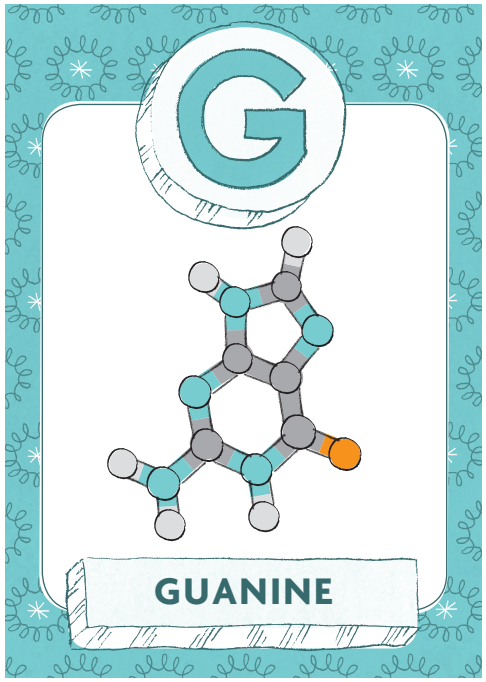
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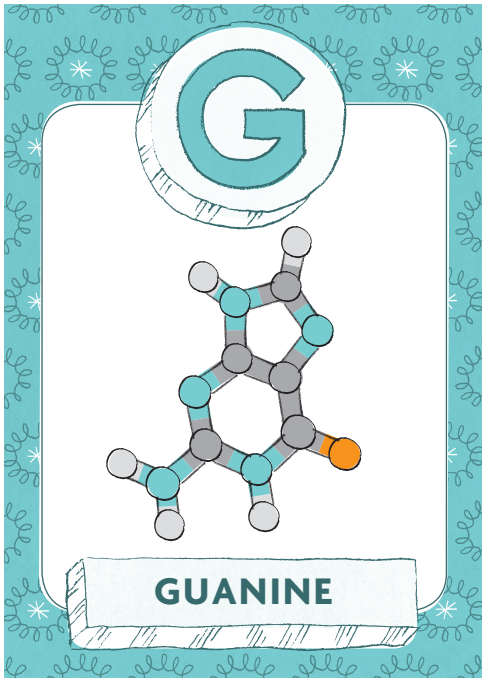
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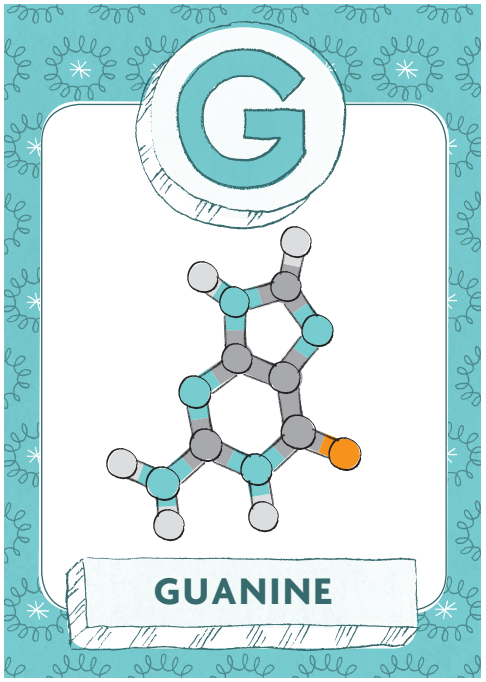
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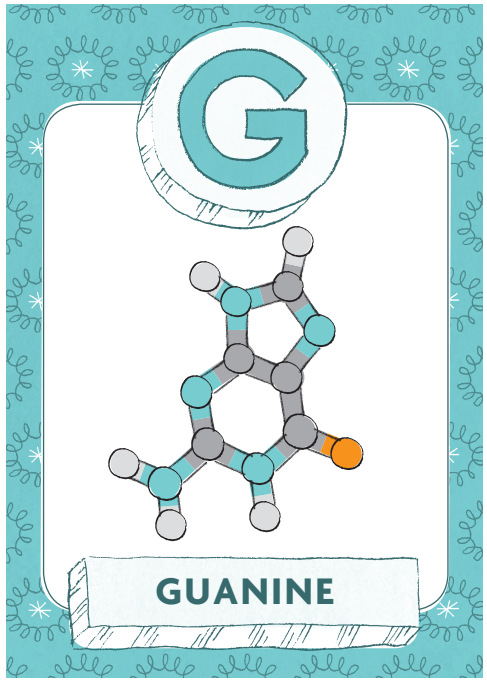
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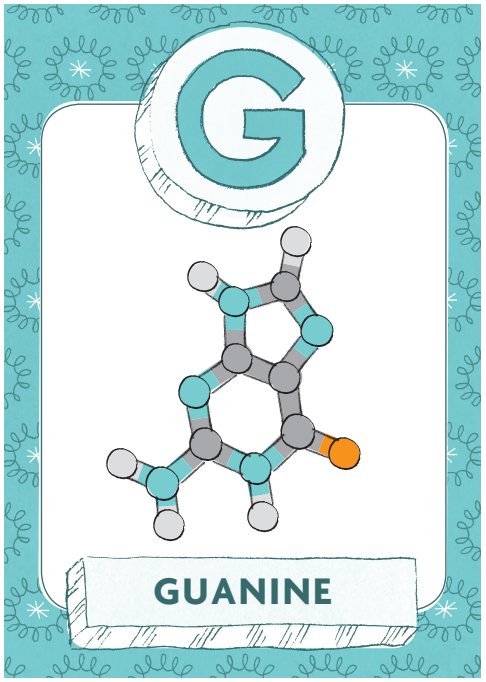
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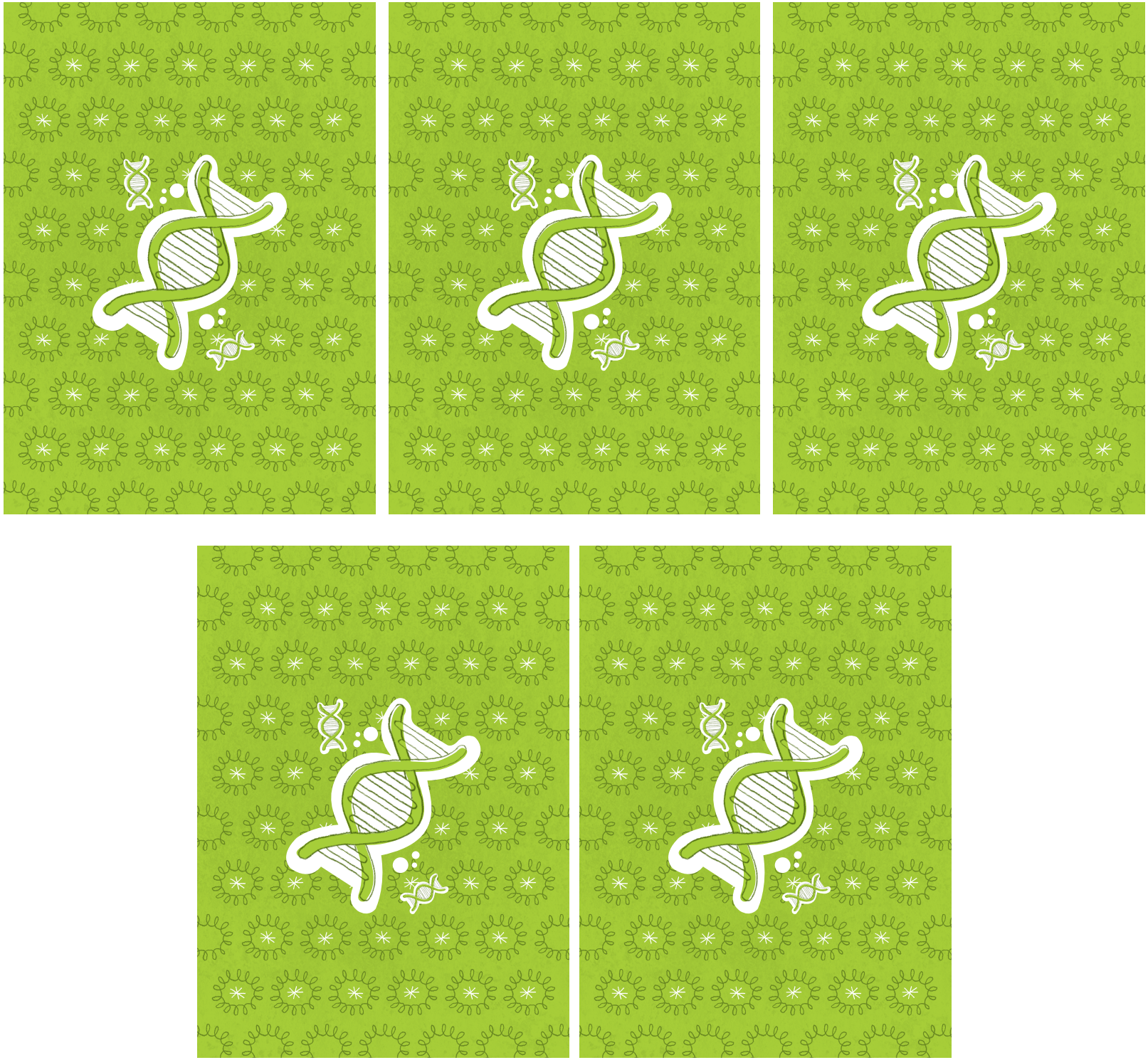

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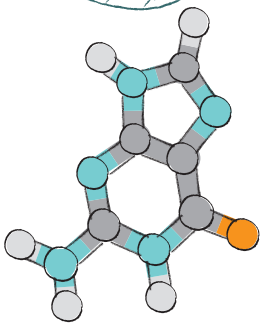

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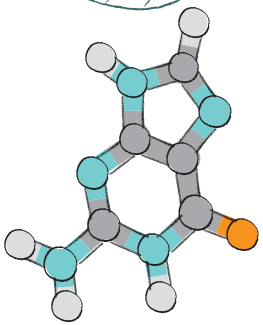

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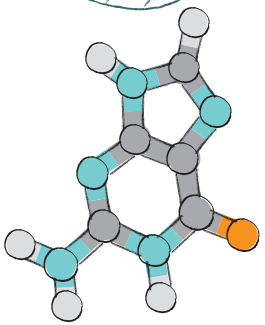

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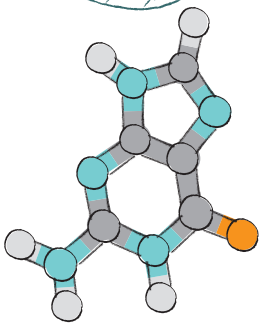

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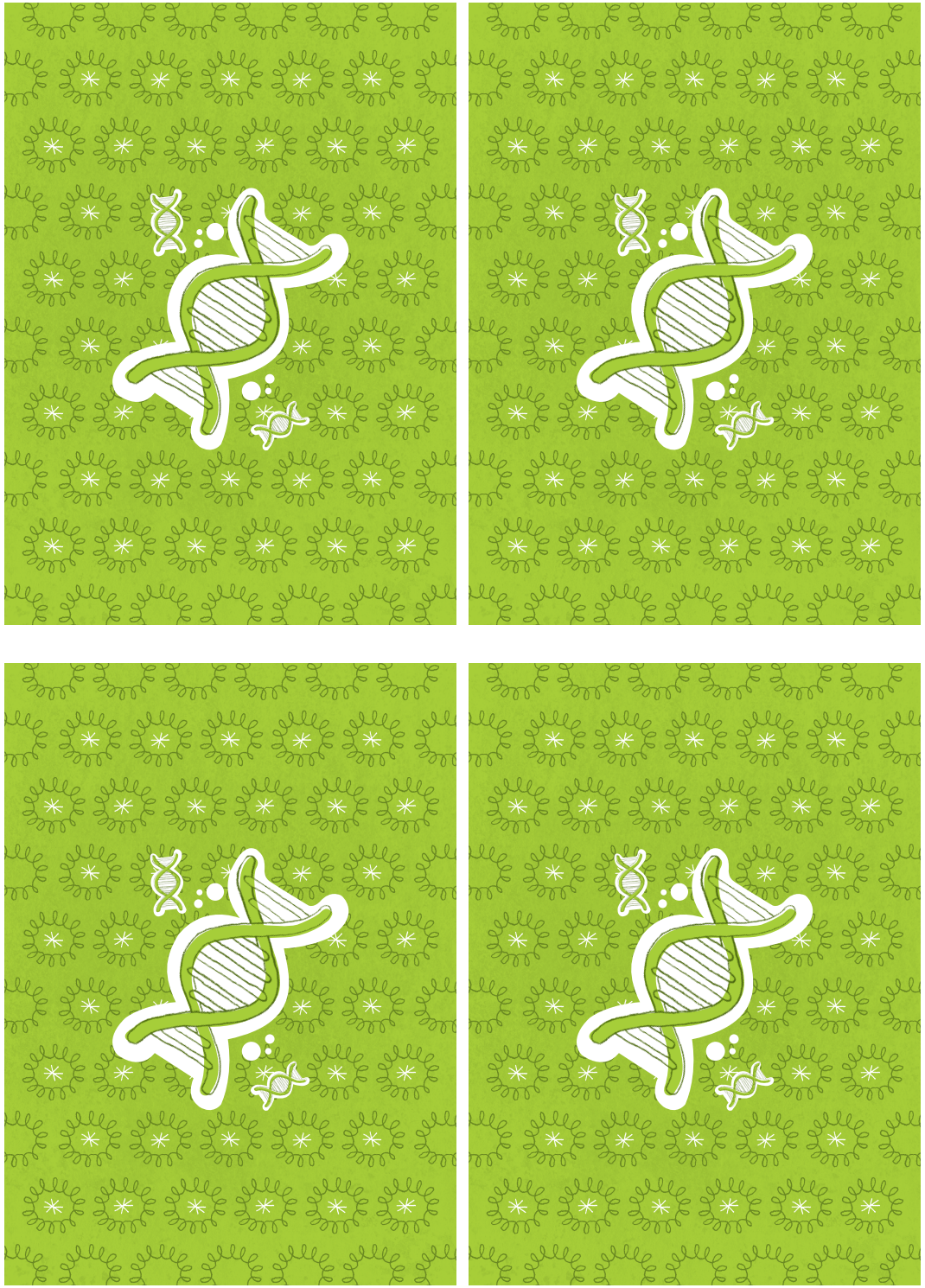
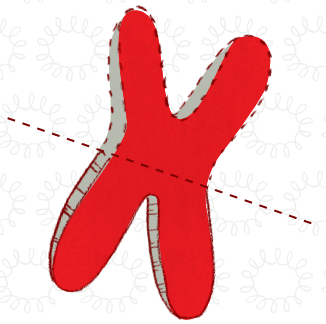
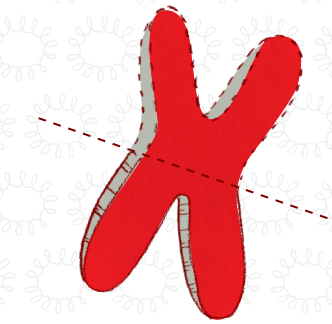


GENETIC ENGINEERING



Take one or two base pairs from either end of an opponent's sequence only if they can be played on either end of your own sequence.

GENETIC ENGINEERING



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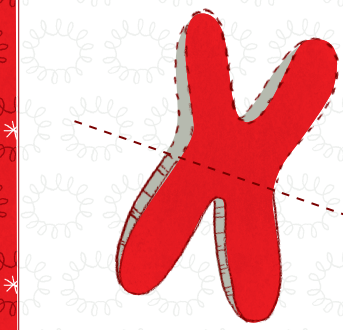
GENETIC ENGINEERING



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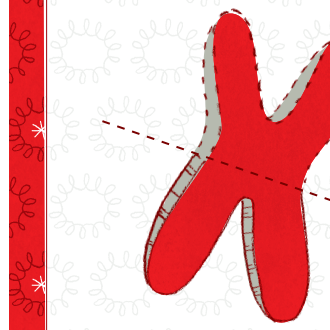
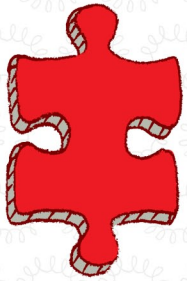
GENETIC ENGINEERING



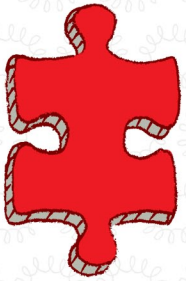
Take one or two base pairs from either end of an opponent's sequence only if they can be played on either end of your own sequence.

ENZYME



Shuffle the discard pile and place it face down. Take the top two cards. Discard any action cards. You may choose to play the remaining base card/s instead of drawing from the base pile at any time.

ENZYME

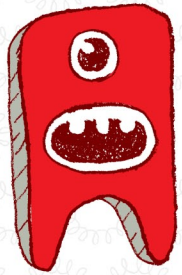


Shuffle the discard pile and place it face down. Take the top two cards. Discard any action cards. You may choose to play the remaining base card/s instead of drawing from the base pile at any time.

MUTANT

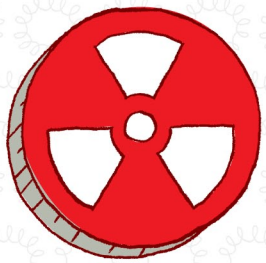
Draw another sequence card. A player may either replace a sequence card in play and send all other current sequences to the discard pile OR add this sequence card and play multiple sequence cards at once.

MUTANT



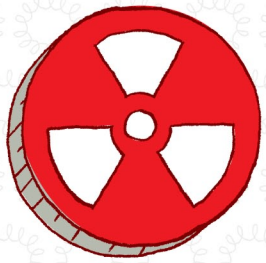
Draw another sequence card. A player may either replace a sequence card in play and send all other current sequences to the discard pile OR add this sequence card and play multiple sequence cards at once.

RADIATION



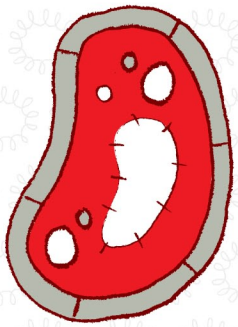
Break any player's sequence into two smaller sequences. That player may add base cards to either sequence during their turn.

RADIATION



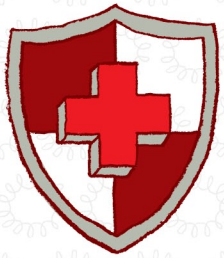
Break any player's sequence into two smaller sequences. That player may add base cards to either sequence during their turn.

VIRUS

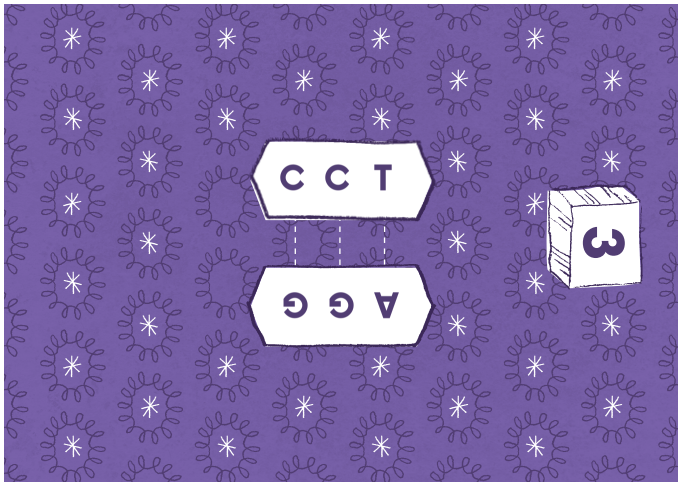


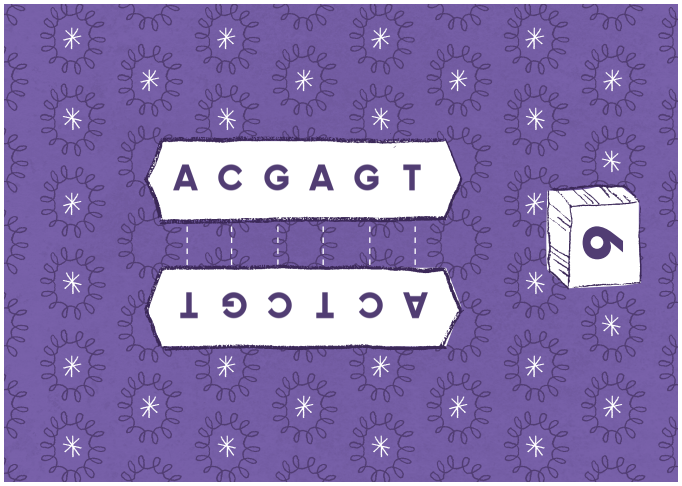
Exchange sequences with an opponent.

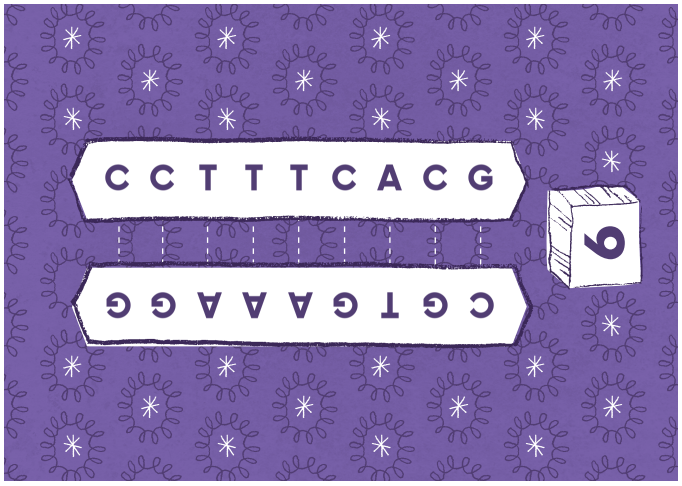
IMMUNITY



Place this card face-up in front of a player. No sequences controlled by that player can be the target of an action card. A player may choose to discard an action card to discard Immunity


C C T
G G A
3


A C G A G T
T G C T C A
6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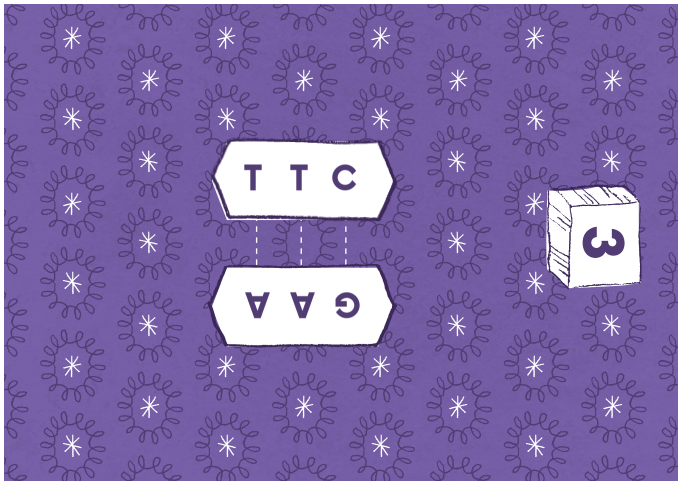
G C A A A G T G C
6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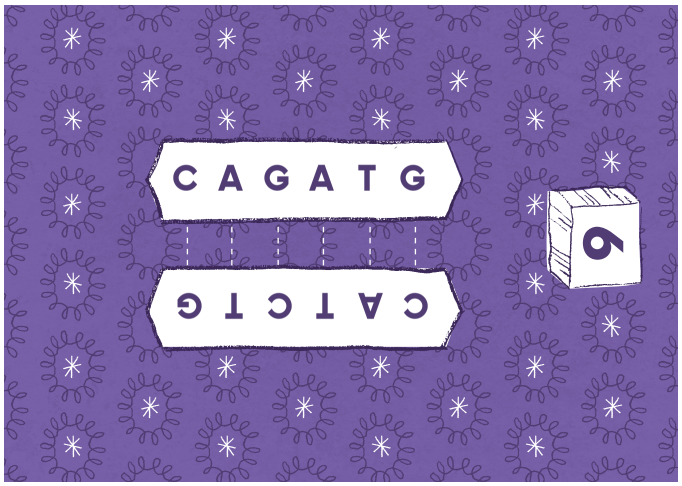
G A A
3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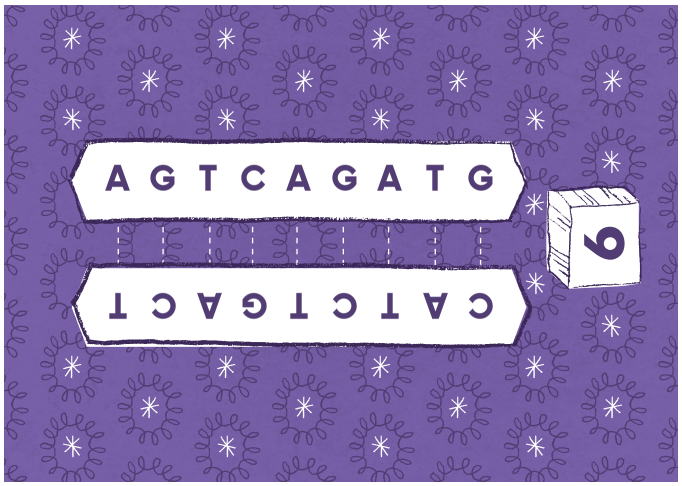
6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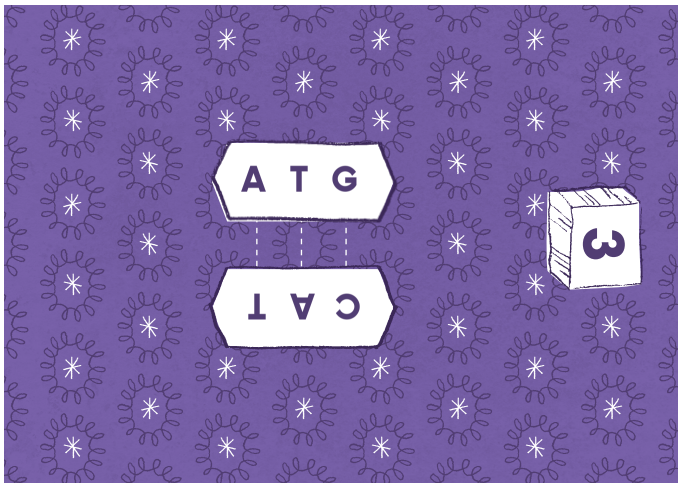
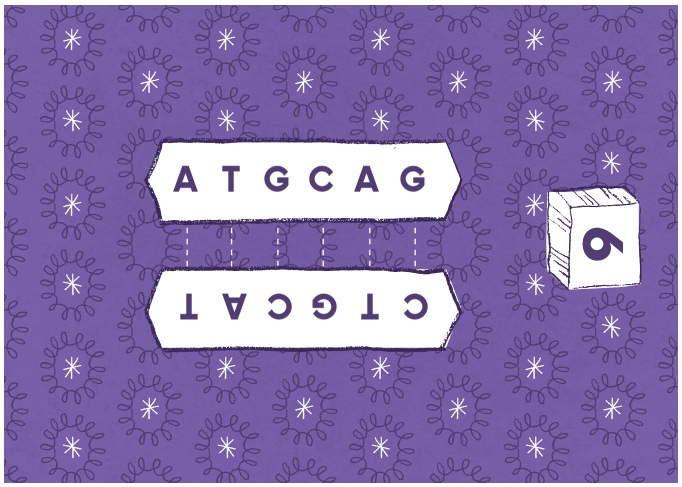
C A T C T G A C T
6


A T G
C A T
3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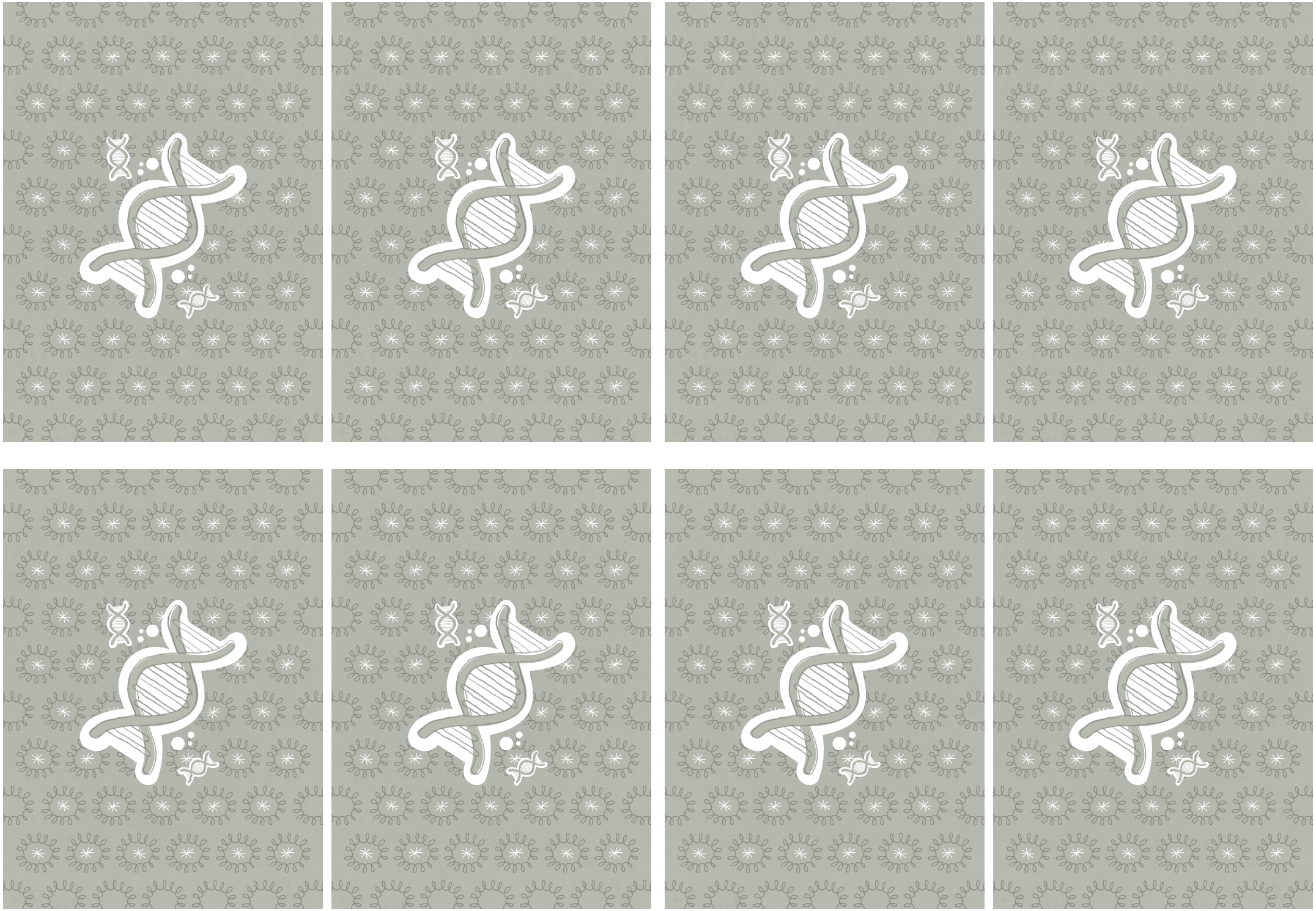
C T G C A T
6



DOUBLE HELIX CARD GAME

FOR TWO PLAYERS

Goal: Match the genetic sequence by building your own double helix. The first to reach 12 points wins!

1. Sort your cards into two piles:
   - **Base pile:** 36 base cards labelled G, T, C and A, and 4 action cards labelled 'Genetic Engineering'.
   - **Sequence pile:** 8 sequence cards

   Make sure each pile is properly shuffled.

2. Flip a coin to see who goes first. Whoever loses the toss turns over the top card in the sequence pile and places it in between two players.

3. The player who wins the toss takes the top two cards of the base pile. The player can perform the following actions:
   a. If one of the cards matches any base at either end of the sequence card, they can put it down in front of them.
   b. If the other card matches its partner (G – C, A – T), it can be placed down opposite its partner to make a base pair.
   c. Any cards that cannot be played are put face-down into a discard pile.
   d. Any action cards, such as 'Genetic Engineering', which cannot be played are immediately put face-down into a discard pile.

4. Players continue to take turns until one player has made a complete matching sequence OR the base card deck has no more cards.
   a. If a player completes a matching sequence, they win that round and keep the sequence card and its points (shown on the card). All base cards that have been played by both players are then put into the discard pile. Winning player draws a new sequence card to begin the next round.
   b. If the base card pile has no more cards, shuffle the discard pile and place it face up. This is the new base card pile.

5. Rounds continue until one player wins 12 points in total. That player wins the game.

Additional action cards

Every box of Double Helix comes with four Genetic Engineering action cards. Alternative limited edition Double Helix action cards can also be played, either in place of Genetic Engineering or in addition to them.

House rules

Nobody says you ever have to play by the rules. Why not make up your own game? Get your hands on a second deck and see what you and a friend can do with your own genetic sequences.

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