

EXTINCTION

If the Population of any species is reduced to 0, it goes Extinct. Discard the Species Board and Trait Cards on that species, and draw a number of Trait Cards equal to the number discarded. If the species that went extinct was between two species, close the gap between the adjacent species. If the deck needs to be shuffled, the next round will be the last round of the game. Any food that was on a species killed by a Carnivore is placed in that player's Food Token Bag.

END OF GAME SCORING

If the deck had to be shuffled during the Deal Cards phase, the End of Game Scoring starts at the end of that round. If the deck had to be shuffled at any other time, play one more full round before the End of Game Scoring.

Scoring:

- Each food in a player's bag is worth 1 point.
- Each species is worth points equal to its Population.
- Each Trait Card on a surviving species is worth 1 point.

Add up each player's points to determine the winner. If there is a tie, the player with the most Trait Card points is the winner. If there is still a tie, the player with the most Population points is the winner. If there is still a tie, then you must immediately order pizza and play again.

2-PLAYER RULES

The 2-player game is played with the same rules as the normal game with these exceptions:

- Remove 40 random Trait Cards from the deck before playing.
- A species can have a maximum of 2 traits instead of 3.

6-PLAYER RULES

The 6-player game is played using the Quick Play Variant rules.

QUICK PLAY VARIANT

During *Phase 3: Play Cards* all players play their cards at the same time without looking at what their opponents are doing.

TABLE SPACE ISSUES

If table space is an issue, players should flip their Species Boards over and play them vertically.

evolution 2.0.1

A player mod to enhance the theme of predation in Evolution without changing game play.

There are over a million different animal species on our planet. The theory of evolution explains the cause of this incredible biodiversity.

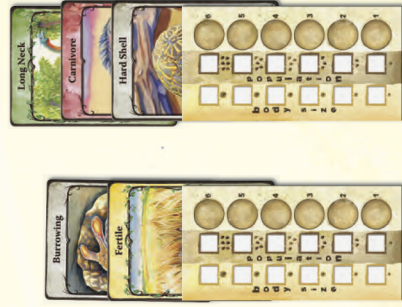
Charles Darwin formulated a theory of evolution by means of natural selection. His theory posits that animals that are better adapted to survive in an environment are more likely to pass on their traits. Over thousands of generations, this has led to the variety of species we find on our planet.

OVERVIEW

In the game Evolution, players adapt their species with traits to survive in an ever-changing ecosystem. Food is scarce and carnivores run rampant. Your choices will determine the fate of the world's species: which will survive, which will thrive, and which will disappear from the planet forever.

COMPONENTS

- 1 Rulebook
- 1 Watering Hole Board
- 1 First Player Marker
- 129 Trait Cards
 - 17 Carnivore Trait Cards
 - 7 of each other Trait Card
- 24 Species Boards
- 24 Marker Cubes (brown)
- 200 Plant Cubes (green) **NEW**
- 100 Meat Cubes (pink) **NEW**
- 6 Food Token Bags
- 6 Player Aids



Vertical orientation