



Horns

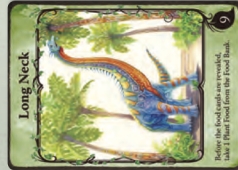
A Carnivore must reduce its Population by 1 when attacking this species. The reduction in Population occurs before the Carnivore takes Meat Food for the attack.

Intelligence

A player with *Intelligence* has the option to discard one or more cards from his hand during any of his Feeding turns to gain one of the following effects:

- If the species with *Intelligence* is a Non-Carnivore, it takes 2 Plant Food from the Food Bank for each card discarded. This may be done before or after the player's normal feeding turn.
- If the species with *Intelligence* is a Carnivore, each card discarded negates all copies of 1 Trait Card for the species' next attack (for instance, if *Warning Call* is on both sides of a species or if there are multiple copies of *Scavenger* in play).

A player is never forced to use this ability, even if *Intelligence* is on a species that is still hungry.



Long Neck

Take 1 Plant Food from the Food Bank (not the Watering Hole) when the Food Cards are revealed.



GOAL

The goal of Evolution is to gain the most points by feeding your species, increasing their population, and evolving them to best ensure their survival.

- At the end of the game, players get points for:
- 1 The food their species have eaten during the game.
 - 2 The Population of their surviving species.
 - 3 The Trait Cards on their surviving species.



PLAYING THE GAME

A game of Evolution is played over a variable number of rounds. There are 4 phases in each round. When playing with 2 players use the 2-Player Rules. When playing with 6 players use the 6-Player Rules.

PHASE 1: DEAL CARDS

Deal each player 3 cards, plus 1 card for each species they have in front of them. If the deck needs to be shuffled during this phase, this will be the last round of the game.



PHASE 2: SELECT FOOD

The number at the bottom right of each Trait Card represents an amount of Plant Food.

Each player secretly chooses 1 Trait Card from their hand and puts it facedown on the Watering Hole. These are the "Food Cards" that will be revealed during the Feeding Phase to determine how much Plant Food will be available for the round.

