

# The Many Worlds Hypothesis

*There are many ways to play Evolution given the many expansions and promos released for the game.*

## Evolution - second edition, 2015

- the current base game, 3-6 players
- 17 unique biological traits - many tweaked from the 2014 first edition
- 129 cards
- when these cards run out, re-shuffle the deck and play one more round

## Evolution: Flight, 2015

- an expansion for the base game
- adds a second arena of food competition and predation, the aerie
- also adds event cards to the card deck
- 48 new cards and other game pieces to be combined with the base game
- 5 new traits (one on cardboard), 2 events, 6 additional *Carnivore* cards
- set up: shuffle all 177 cards then set aside 40 cards for use in the last round

note: both **Evolution** and **Flight** can be played by 2 players. Remove 40 cards from the deck before playing (for **Flight**, this is before setting aside a further 40). Species may have a maximum of 2 traits.

## Evolution: Climate, 2016

- a stand alone game
- adds a 3rd dimension to the game: food competition, predation and now, environmental adaptation
- species may now evolve up to 4 traits a piece
- 6 new climate oriented traits, 6 additional *Carnivore* cards, some cards now sport climate icons / text
- 177 cards
- set up: shuffle all cards then set aside a number of them for the last round according to the number of players: 2 players, set aside 88 cards; 3 players, set aside 60 cards; 4 players, set aside 30 cards; 5 & 6 players, set aside none, re-shuffle the deck for the last round.
- for 2 player games, species may have a maximum of 3 traits

## Evolution: Climate + Flight

- set up and play **Climate** normally
- use the Avian Species boards, the cardboard *Flight* trait, and the Cliff as you would in **Flight**
- do not add any **Flight** cards to the deck

## Evolution Promo Cards

- the Kickstarter edition of **Flight** included additional promo and event cards
- the Kickstarter edition of **Climate** included additional promo cards
- to use a promo card, replace all 7 copies of a trait with all 7 copies of the promo card
- use as many promo cards as you like by swapping 1 for 1 like this
- remove a defensive trait or two if you'd like to increase the viability of *Carnivores* and do the opposite if you'd like a more peaceful environment
- never remove *Ambush* or *Warning Call* without removing the other