

The largest difference when playing Evolution: Climate with the Plant Micro-expansion is how food supplies are determined. Phases 2 and 4 are played differently from the non-Climate rules outlined above.

All Food Values (within the leaf icons) on Trait Cards, the Climate Board, and Events are ignored. Instead, food is determined solely by the location of the Climate Marker.

Phase 2 - Select Climate

Each player chooses a Trait Card and places it face down on the Climate Board. This will be revealed in Phase 4 (Modify Environment) to determine movement of the Climate Marker. All food values on these cards will be ignored.

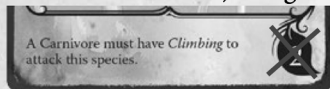
Phase 3 - Play Cards

- Traits may not be played on Plant Species

Phase 4 – Modify Environment

2) Trigger Climate Events:

- Climate Event cards that directly refer to the Watering Hole (Desertification, Wildfire, Meteorite) apply their effects to all Plant Species instead.
- Other modifications to the food supply (those contained within leaf icons) are ignored.



4) Adjust the Plant Food:

- Each player moves the wooden marker on their Plant Species Board to the space that corresponds to the

current Climate Zone. Food is then added to the Plant Species board, filling up that column and all open spaces to the marker with food.

Phase 4 – Feeding

Feeding Non-Carnivores:

- Non-Carnivores can take 1 Plant Food from any player's Plant Species board. This amount may be modified by certain traits like *Foraging* or *Cooperation*.
- If a player's Plant Board is being attacked by a non-Carnivore, that Plant Species' owner may counter-attack the feeding non-Carnivore Species with one Carnivore that he/she controls. A Carnivore attacking in this way must still fulfill all of the normal requirements for that attack, including Body Size, Trait, and Hunger requirements (*Intelligence* may be used to fulfill these requirements). If the attack by the Carnivore is successful, the non-Carnivore loses a population and no Plant Food is collected.

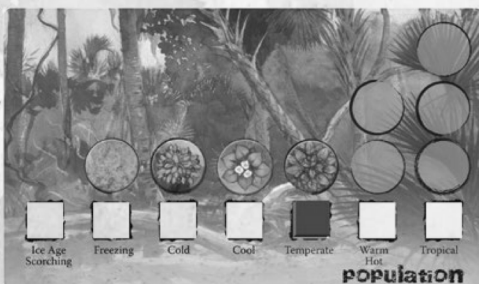
A Plant Species Board, even when fully depleted, is never removed from the game.

- Carnivores are not required to defend attacks on their controller's Plant Species.

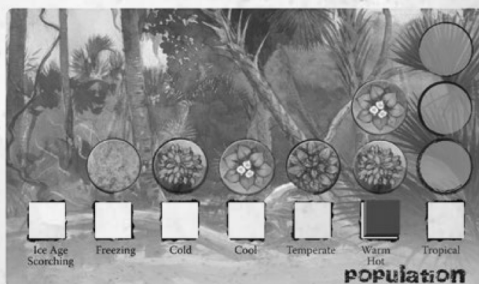
- Carnivores may feed as normal during their turn.

3) End of Feeding:

- Species with the *Fertile* Trait increase their Population at this time if any player's Plant Species Board still contains food. Other cards which normally check the Watering Hole for leftover food (Migratory) instead check every player's Plant Species Boards.
- Food remaining on Plant Species Boards are collected into their owner's Food Bags, and scored at the end of the game.



Filling the plant boards when the climate is Temperate



Filling the plant boards when the climate is Warm