



RULEBOOK





Overview





'Evolooosen,' an odd simulation world created by Dr. Carlwin to validate his hypothesis on accelerated evolution, faces chaos caused by his rogue AI, Eidolia. As colleague scientists, you are called to evolve species within it, ensuring one prevails and escapes to a new planet, preserving its genetic information for future research.



Setup

- 1. The Starting Player:** The player whose age is closer to Tiktaalik's, becomes the starting player and receives the compass token.
- 2. Species Selection:** Starting with the player holding the compass token and proceeding clockwise, players select their species, each of which comes with a unique inclination (cannot be changed during the game).




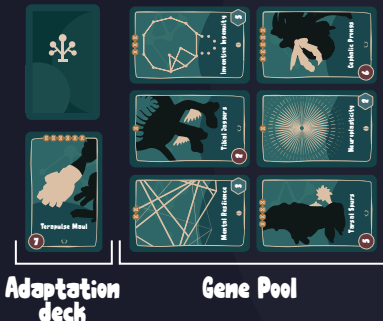
Components

-  **Habitat Deck** (x50)
-  **Inventions Deck** (x44)
-  **Adaptation Deck** (x54)
-  **Species Cards** (x5)
-  **Mutation Points** (x48): The game's currency
-  **Compass** (x1): Determines who's playing first
-  **Rocket** (x1): The winning token
-  **6d Die** (x1): A common die. Isn't it...?
-  **Turn/Icon Guide** (x3)
-  Rulebook

- 3. Inventions & Mutation Points :** When a player selects a species, they also draw 3 Invention cards  in hand and receive 3 Mutation Points .

- 4. Decks & Gene Pool:** Place the Habitat and Inventions decks as shown below. Ensure there is enough space next to each deck for their respective discarded piles.

It is now time to form the initial Gene Pool. First, place the Adaptation cards  of the selected species into the Adaptation deck, shuffle and lay out 6 cards from it in a 2x3 grid, face-up.



Habitat deck

Inventions deck



Every species has 2 Adaptation cards of its own. Unselected species' Adaptation cards are left out of the game.

Species adopt players' full name as their scientific name, perhaps with some **-us** and **-um** endings. Or **-is**. And maybe **-ex**. Hmm yeah, definately **-ex**.

The Goal

Be the first player to acquire 8 Adaptation cards from the Gene Pool, claim the rocket and bypass the boundaries of your planet! But beware, it might not be quite enough...

Decks



The **Habitat** deck represents the diverse world of Evoloosen, featuring a range of cards, including dangers and opportunities. This is the main deck which all players draw from at the start of their turn, confronting whatever they encounter.



The **Inventions** deck represents all the machinery and contraptions that assist the players in boosting their own abilities or sabotaging (see Battle System) other players and it's divided into four categories:

- Cheats**
- Chemicals**
- Gadgets**
- **Common**

Cognitive Points
Cognitive Points you need to spend to use that Invention card (see Intelligence System)

Categories

Types



Action

Can be played only on the Action Phase of each player's Turn (see Turns).



Battle

Can be played only on the player's Battle Turn (see Battle System).



Swift

Can be played anytime, any turn.



The **Adaptation** deck represents the evolutionary path of all species throughout the game. It comprises three distinct types:

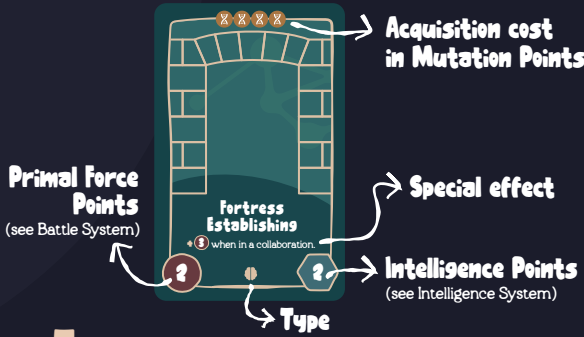
- Armor**
- Intelligence**
- Primal Force**

Adaptation cards grant Primal Force Points , Intelligence Points , while some of them bring special effects, all with their associated acquisition cost in Mutation Points .

Feeling like giving Biology exams yet?

* Limitations apply to all Adaptation cards (see Limitations section).

Adaptation card



Starting the game

The game begins with the first turn of the first round, starting with the player holding the compass token and moving clockwise. Each player takes their turn following the Turns phase. A round ends when every player has completed their turn.

Turns

A Turn consists of 3 phases that you must follow in order.

1. Exploring Phase: To start off your turn, either draw a Habitat card ▲ from the deck (Explore) and place it face-up in front of you, or choose one of the Unresolved Habitat cards (see next page) to encounter it. Once you've drawn from the Habitat deck ▲, you cannot return to playing an unresolved card and vice versa. Played cards get discarded.

None of the available actions (see below) can be made before or during this phase unless otherwise specified by a card.

Possible encounters:

- **Enemy** (Predator ▼/Antagonist ⊙): See Battle System.
- **Villager** ✕: See Looting.
- **Other:** Follow card instructions.

2. Action Phase: Unless you were defeated by any Enemy, this is the time to take any action you may want, otherwise pass directly to the next phase.

Available actions:

- Discard 2 Invention cards ⚡ to receive 1 Mutation Point ⚡.
- Use Action Invention cards ⚡.
- Use Adaptation cards' ⚡ effects.

3. Adapting Phase: Unless prevented by an Enemy, it is your choice to pass or you cannot afford it, acquire one Adaptation card ⚡ from the Gene Pool by spending its cost in Mutation Points ⚡ (Adapt), and add it to your Adaptation collection. Once you do that, your turn ends immediately, preventing you from taking any further actions.

Example of an Adaptation collection sorted by type and formed in a way that every crucial information is visible:



Important: You may only Adapt once per turn, unless otherwise specified by a card.



In case you are the first to acquire your 8th Adaptation card ✕, see Victory.

Unresolved Habitat Cards

In the Exploring Phase, if you encounter a Habitat card ▲ that you do not interact with, it is considered Unresolved and passes to the next player for their upcoming turn. Unresolved cards can only be:

- An Enemy (Predator 🐾 or Antagonist ☹), whose Upon Defeat effect did not trigger and loot was not taken (scared for example)
- A Villager ✂, whose quest did not complete
- A Mount/Pet 🐾, that was not kept (replaced mounts/pets must be discarded)

Multiple Unresolved cards can pass through as the turns proceed. All Unresolved cards get discarded after the given round ends.

Important:

- If you choose to encounter an Enemy Unresolved card, you are obliged to engage in battle immediately, even if it is - for instance - an Antagonist ☹ who does not attack if you have 2 Adaptation cards 🧬 or less, and you do.
- To encounter a Villager ✂ Unresolved card, you must meet the requirements of their quest.

Rounds

At the end of each round, players must:

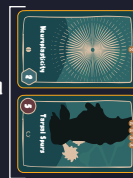
1. **Pass** the compass to the next player, clockwise.
2. **Receive** 3 additional Mutation Points 🧬 (see Limitations).
3. **Discard** all Unresolved Habitat cards ▲.
4. **Discard** all Used Invention cards 💡 (see Intelligence System).
5. **Refresh** Gene Pool:
 - Rotate all remaining cards 180 degrees to remain for one more round. (cards remain in Gene Pool up to 2 rounds).
 - Discard any rotated cards.
 - Refill the empty slots with new cards from the Adaptations deck.

Must be discarded



Must be rotated

Rotated



Remaining cards

Discard & Rotate

Refill

Once these steps are done, a new round begins, starting at the player with the compass token.

Battle System

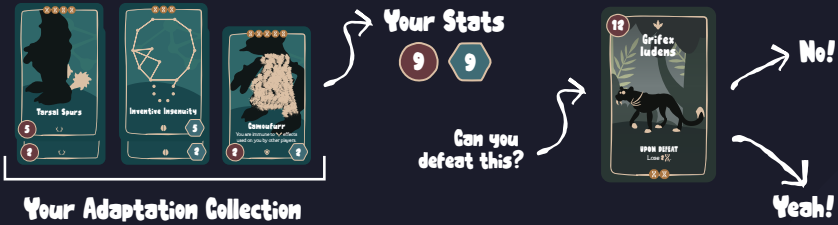
Primal Force Points

Primal Force Points are crucial for you in order to win battles and derive from summing up the respective scores from all of the cards in your Adaptation collection, plus any other cards you possess that add their own to yours.



Winning a Battle

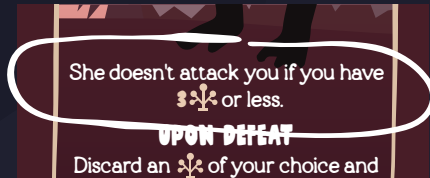
Winning a battle is straightforward. All you need is that your Primal Force Points exceed your Enemy's by at least one point (even in PvP battles - see Final PvP Battles).



Let's hope you have answered 'no'. As a matter of fact, you cannot deal with this Predator 🐾 directly with your own stats alone, so you can either use Invention cards 💡 to boost your Primal Force Points (see Intelligence System), or ask for help (see Interactions Between Players). Otherwise, you will face the consequences mentioned on the card (Upon Defeat).

In Battle

When you encounter an Enemy - unless it's an Antagonist © who doesn't attack - you are instantly considered to be In Battle and you are asked to decide whether you fight alone or with a collaboration. If you choose to collaborate, the other player is also considered to be In Battle.



Important: If you decide to engage in battle alone, you will not have the chance for a collaboration later.

Battle Turns

As every round is divided into turns, likewise, every battle is divided into turns as well - Battle Turns.


In Battle Turns it is only allowed to use Battle or Swift Invention cards 💡.



Solo Battle



When you decide to encounter an Enemy alone, take the first Battle Turn. You can win the battle using only your Primal Force Points (●), or by also playing Invention cards (💡) if necessary. After your Battle Turn ends, the battle continues clockwise as a round, allowing every player to interfere and sabotage (see next page). If players choose not to take an action during their Battle Turn, they pass. If at least one player chooses to sabotage within one Battle Round though, a new one will have to start, allowing again every player to interfere. The battle ends only when all players in a Battle Round pass.


Battle With Collaboration

The only difference between fighting alone or in a collaboration - if a player has sought help - is that when the battle starts, the player who is helping, "mentally" moves to their ally's position so they take the Battle Turns together while summing up their Primal Force Points . Then, as described at Solo Battle, the Battle Turns continue clockwise, surpassing the physical position of the player who is helping.

In both Solo Battle and Battle with Collaboration situations, when the Enemy is defeated, In Battle player(s) get to loot the rewards (see Looting), while having to suffer the consequences (Upon Defeat) if the battle ends with a defeat.

Sabotaging

Players who are not considered In Battle can sabotage a battle on their Battle Turn, by using Invention cards  (Battle & Swift types), targeting either the Enemy or the player(s) In Battle. They cannot use their own Primal Force Points  at this point.

Important: To prevent misunderstandings, you must clearly specify the target when playing the Invention card .





Any actions made that affect either side of a battle in any way possible, are considered sabotage.

Interactions Between Players

Collaborations

When facing a tough battle and needing a hand, you can convince another player to join forces with you - but you will surely need to persuade them.

Persuasion tactics could include, but are not limited to:

- Offering a share of the loot from the battle.
- Giving Invention cards  from your hand or Mutation Points .
- Pledging support in future battles in any way possible, etc.

Feel free to employ different diplomatic approaches that fit the situation and the player. The key is to gain the trust and cooperation of your potential ally.

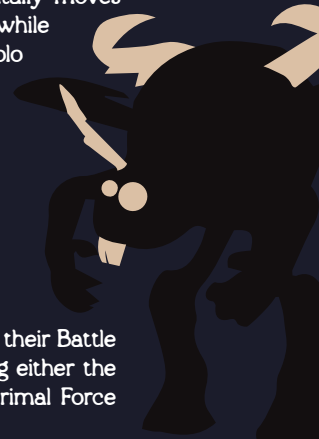
Skip Adapting consequence, affects only the player who encountered the Enemy and has the chance to Adapt this turn.



Important: A maximum of 2 players can participate in a collaboration.


Negotiations & Bribing

Besides immediate collaboration in battles, you have full freedom to negotiate future assistance, sabotage, or mutual aid in battles - even if you don't plan to fulfill your promises. Additionally, you are able to employ bribery to convince others to withdraw from collaboration negotiations. Keep in mind though that, loot-sharing agreements cannot be falsified.





Intelligence System

Intelligence Points

Intelligence Points derive from summing up the respective scores from all of the cards in your Adaptation collection and its main use is to provide you with Cognitive Points .





Cognitive Points

Cognitive Points  are equal to your total available Intelligence Points  and are key when it comes to utilizing Invention cards. You can spend your Cognitive Points within a given round, in a way that suits your strategy. (Spending Cognitive Points does not affect your total Intelligence Points).







Used Invention Cards

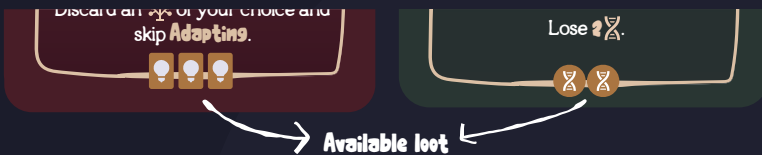
Used Invention cards  within a round are held next to your species card to keep track of the Cognitive Points  spent. At the end of every round - as used Invention cards are being discarded - your Cognitive Points are refreshed.




In this case, you have no Cognitive Points left until next round.

Looting

Wandering through the world of Evoloosen can be rewarding for you. Many encounters within the Habitat deck  may result in obtaining Mutation Points  or Invention cards . When you manage to defeat an Enemy or complete a quest given by a Villager , you can claim the reward offered.








Villager Quests

When you encounter a Villager , they offer you a quest. To complete it and receive the loot they reward you with, you must meet the indicated requirements, by having scores equal to or higher.

Limitations

You must all adhere though, to certain limitations:

Limitations to Adaptation cards

- Intelligence  and Primal Force  Adaptation cards  are limited up to 4 each.
- Armor  Adaptation cards are limited up to 1 while there is no limit on cards with an empty Armor icon .

Requirements to complete

Available loot



- Colored triangles on the upper right part of an Adaptation card 🦋, indicate that can be acquired only by the particular species. If a wrong species Adaptation card is drawn through an Opportunity 🗡️ card, it must be discarded.



- You cannot Adapt with other species' Adaptation cards 🦋.

- You can use only one Invention card 💡 that allows you to Adapt twice in one given turn.

General Limitations

- You cannot hold in hand more than 8 Invention cards 💡 in any given time within the game.
- You cannot receive more than 8 Mutation Points 🧬 in any given time within the game (cannot be in debt either).
- You cannot hold in hand something else other than Invention cards 💡.
- You can only possess either one Pet or one Mount 🐾.

Victory (Quick Mode - Recommended for new players)

If you want the games to end faster, this is the mode for you. In this mode, the first player to reach 8 Adaptation cards 🦋 in their collection, is the victor. They take the rocket and blast off to explore outer worlds—no questions asked!

Last Round & Victory (Full Game Experience)

For the full Evoloosen experience, things are getting a bit more complicated!

After the round in which the rocket is taken, the game is not quite over yet. All players proceed to one more round where they have their last chance to reach 8 Adaptation cards 🦋 themselves.

The player with the rocket continues to play, having the opportunity to acquire more. However, if they drop from 8 Adaptation cards 🦋 to less for any reason, they still keep the rocket.

Instant Victory

If the Last Round concludes without any other player reaching 8 Adaptation cards 🦋, the game ends. In this scenario, the player who secured the rocket, wins the game.

If during the Last Round one or more players manage to acquire their 8th Adaptation card 🦋, they move on to the Final PvP Battle(s) to challenge the rocket holder and win.

Final PvP Battles




Preparation (Action) Phase

In case there is one or more competitors for the rocket and the game is nearing the final battle(s), the rocket holder and any other player(s) who have reached 8 Adaptation cards 🦋, have the opportunity to take one extra Action Phase (see Turns), starting with the rocket holder and proceeding clockwise. Cognitive Points 💡 are restored for all players, both before and after this phase.



Important: If a player loses an Adaptation card 🦋 during the preparation phase, they cannot be excluded from the Final Battle(s). You cannot steal Adaptation 🦋 or Invention 💡 cards from those who didn't make it to the Final Battles.





Duel

If during the Last Round, only one player manages to acquire their 8th Adaptation card , a Duel commences starting from the players that possesses the rocket. Both contenders, the rocket holder and its competitor sum up their own Primal Force Points , while also harnessing the power of their Invention cards  to strive for victory. In case of a tie, the rocket holder gains the upper hand and wins the game.











Arena

In situations where multiple players reach 8 Adaptation cards  during the Last Round, a dramatic arena battle unfolds to determine who will be the final competitor for the rocket holder. The new aspect of the Arena in contrast with the Duel, is that in the upcoming Battle Turns, all players starting with the one with the most Primal Force Points  (in case of a tie, see General Rule Notes) are against all (the rocket holder cannot interfere).



The Arena victor gets all the Invention cards  left from the defeated players, their Cognitive Points  are restored and proceeds to Duel the rocket holder. There isn't another Preparation Phase at this point.

Both Arena and Duel are considered as Turns. Transitioning from Last Round to Duel, Last Round to Arena and Arena to Duel, is considered as a new round.

General Notes

- No negative scores are allowed.
- All ties are resolved in the order of Primal Force Points  > Intelligence Points  > Die.
- The term 'used on you' indicates that you've been sabotaged by an Invention card  of the types   .
- You can only trade with Invention cards  and Mutation Points . Adaptation cards  are not tradable.
- When any of the decks run out, shuffle their discarded pile and continue playing.
- Completing a Villager's  quest is obviously not a battle!
- All discarded deck piles are visible to everyone, anytime.
- Rocket holder wins all ties.



- Arena victor gets as many Invention cards  from their defeated opponent(s) as they can carry due to limitation (without seeing them).
- Preventing someone's Invention card  means that they have to lose it but spend the Cognitive Force Points required.

Keywords

- **Adapt:** Acquiring one Adaptation card from the Gene Pool by spending its cost in Mutation Points. Any other action that gains you an Adaptation card, is not considered as Adapting.
- **Enemy:** Predators and Antagonists in the Habitat deck.
- **Expand:** Putting an Owned Land in the Habitat Deck. If the Expansionist does not have any Adaptation of Intelligence cards, they place their Owned Land into the entire Habitat deck, which is then shuffled by another player. However, if the Expansionist does possess Adaptation of Intelligence cards, another player cuts the Habitat deck a number of times equal to the number of Adaptation of Intelligence cards the Expansionist has. The Expansionist selects which pile to place their Owned Land in and afterward, the player who cut the deck reassembles the other piles in order, shuffles the pile containing the Owned Land, and places it on top.
For example, if the Expansionist possesses one Adaptation of Intelligence card, the other player cuts the deck once; if the Expansionist possesses two, the deck is cut twice, and so forth.

Important: Cards that allow you to Adapt twice, don't allow you to Expand twice as well. Either Adapt and Expand once, or just Expand once.

- **Repair:** Taking back in hand one used Invention card, allowing the Scavenger to reuse it.
- **Explore:** Drawing a Habitat card face-up at the start of every turn.
- **Tame:**
 - Befriending a Predator encountered only by the Wrangler, bringing it next to them and claiming its loot. In order to tame a new Predator, the old one must be discarded first.
 - A tamed Predator.
- **Unleash:** Sending a Tame to add its Primal Force to a battle's side (player or Enemy's) until it is over. If it is on the winning side, the Wrangler takes it back. Otherwise, it gets discarded - and Cognitive Points spent are refreshed - when:
 - Defeated in a Wrangler's battle.
 - Defeated in another player's battle - The Wrangler has to give the Tame's loot to the player defeating it. (In case of a collaboration, the loot is divided and rounded up in favor of the player who encountered the Enemy in the first place).
 - Scared away from a battle.

Important: You can only Unleash your Tame once per round. Tap it to keep track of its availability and the Cognitive Points spent. At the start of a new round, untap it and refresh the Cognitive Points.
- **Owned Land:** Expansionist's card.
- **Gene Pool:** The 6 Adaptation card grid.

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The species that survives is the one that is able best to adapt
and adjust to the changing environment in which it finds itself

- Charles Darwin, "On the Origin of Species" (1859)

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