

EVOLUTION

NEW WORLD



Rulebook



The diversity of living organisms inhabiting our planet is astonishing. According to the theory of evolution, random mutations occur all the time, granting new traits to animals and plants. These traits are then tested through natural selection. Animals with beneficial traits propagate more successfully than others, expand their habitat areas, and effectively protect themselves against predators and unfavorable conditions. Such species dominate the ecosystem, while poorly adapted animals become extinct.

“Evolution. New World” is an updated and extended version of the basic “Evolution. The Origin of Species” game. It includes both well-known animal traits and new ones, complete with refined descriptions and colorful illustrations. Food is now generated using Area cards, and animals can use shelter to hide from predators.

OVERVIEW

In “Evolution. New World,” you create animals and give them traits essential to surviving in an ever-changing environment. Over the course of six Epochs, your successful animals evolve and procure food, while

poorly adapted species become extinct or fall prey to predators. At the end of the game, victory points are awarded for your surviving animals and the traits they possess. The player with the most points wins the game.

COMPONENTS



96 Evolution cards



20 Area cards



4 Player Aids



1 First Player token
(1 of 40 variants)



20 Red tokens



15 Blue tokens



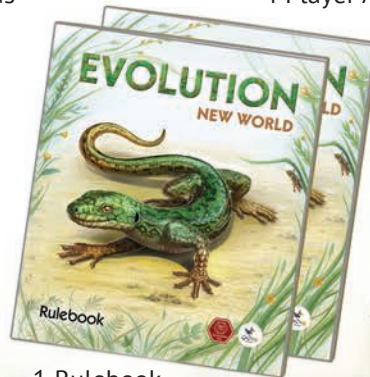
10 Yellow tokens



5 Green discs



1 Six-sided die



1 Rulebook
1 Reference Guide



2 Trait Reference sheets

SETUP

Areas. Shuffle the Area cards (landscape on the back). Deal 6 cards face-down on the table in a stack. Then, deal Area cards equal to the number of players face-up in a row on the table. Return all remaining Area cards to the box without revealing them - they won't be used this game.

➤ During the game, the rightmost Area cards in the row will be discarded and new cards will be added from the Area stack to the left side of the row.

Token supply. Place the Food, Fat, and Shelter tokens near the row of Area cards.



Common food



Special food



Stored fat



Shelter



➤ These symbols are used to depict the tokens on cards and in the rules.

Evolution deck. Shuffle the Evolution cards (lizard on the back), and deal 6 cards face-down to each player. Then, place the remaining deck face-down on the table, leaving space for a discard pile.

➤ You may look at your cards, but never show your cards to other players. Each opponent knows only how many cards are in your hand.

First Player. The youngest player decides who will be the first player and gives them the First Player token. Alternatively, you can roll the die to see who goes first.

The die is also used during the game to determine the effects of the Running and Horned traits.

EPOCHS

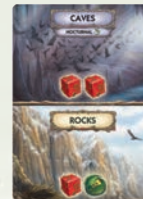
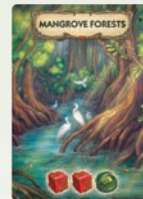
The game lasts for 6 Epochs (rounds), corresponding to the 6 cards in the Area stack.

Each Epoch consists of four phases: **Development**, **Areas**, **Feeding**, and **Extinction**.

Setup for a 3-player game



Area stack
(6 Area cards)



3 face-up Area cards



Token supply



Evolution deck



DISCARD
PILE



Each player has 6 Evolution
cards in their hand



1. DEVELOPMENT PHASE

In the Development phase, players take turns playing 1 card from their hand, starting with the first player and proceeding clockwise. The Development phase continues in this manner until all players have passed.

On your turn, place 1 Evolution card from your hand on the table in front of you, either face-down or face-up. This is how you create a new animal or add a trait to an existing one.

If you **cannot** or **don't want** to play an Evolution card, you must pass (this forfeits all your turns until the end of the Development phase). When all players have passed, the Development phase ends.

Creating a new animal

You play 1 Evolution card FACE-DOWN on the table. This creates a new animal with no traits.

- When you create a new animal, place the card on the table vertically with the lizard's head pointing towards the center of the table.
- The owner of the animal may look at the traits printed on the front side of the card, but other players may not look at them.
- Always arrange your animals in a single row. At any point on your turn during the Development phase, you may freely change the locations of your animals within the row. However, animals linked by paired traits must remain adjacent to each other.
- You may have an unlimited number of animals in your row.

New animal

You have just created a new animal by playing an Evolution card from your hand on the table face-down.

The animal has no traits yet.



Adding new traits to animals

You play 1 Evolution card FACE-UP under one of your played animals. This gives your existing animal a new trait.

Each Evolution card has two traits: a **Main** trait and a **Short** trait. The only difference between them is that the descriptions of Short traits are provided in the Reference Guide, not on the card. From a gameplay perspective, there is no difference between Main and Short traits.

Evolution card



- 1 Main trait.** Name, illustration, and description. A symbol explaining the card's effect may be present next to the card's name. There are 23 Main traits.
- 2 Short trait.** Name. See descriptions of the Short traits in the Reference Guide. There are 6 Short traits.

When adding a new trait to your animal, you choose whether to use the Main or Short trait. Place the Evolution card under the animal so that only the chosen trait is shown. The other trait on the card no longer exists and has no gameplay effect.

- ✔ A paired trait must be played to two adjacent animals at the same time. Place the paired Evolution card on top of the lower parts of the two animals it will affect.
- ✔ An animal may not have two of the same trait. Exceptions: Fat Tissue and paired traits that are linked to two different adjacent animals.
- ✔ You may only add traits to your own animals. Exception: adverse traits that are added to opponents' animals.
- ✔ You may not exchange or discard played traits of your animals, except by using the effects of traits such as Metamorphosis, Repelling, Hibernation, or Tail Loss.

For more information, see **Traits** on pg. 16–17 and the Reference Guide.

First animals

After the Development phase of the 1st round, you may have assembled the following animals and traits using your initial 6 cards.



- 1 An animal with no traits.
- 2 An animal with the Nocturnal, Running, and Partnership traits.
- 3 An animal with only the Partnership trait. Partnership is a paired trait that applies to both animals 2 and 3.

Evolution of animals

In later rounds, your animals may acquire many traits and could look similar to the example here:



2. AREAS PHASE

In the Areas phase, a new Area appears, and 🍌 and 🏠 are placed on the face-up Area cards. This shows how much food and shelter are available to animals during the current Epoch. Perform the following steps in order:

Step 1: Add a new Area. Place the top card from the Area stack face-up on the left side of the Area cards row. There will now be one more Area card than the number of players.

➤ When the last card of the Area stack has been placed, it means that the current Epoch is the last round, and the winner will be determined after the Epoch ends.

Step 2: Place 🍌 and 🏠 on each Area. Place 1 token on each symbol of every face-up Area card.

➤ Some Area cards are divided into two parts. For these Double-area cards, tokens are placed on the symbols for both the upper and lower parts of the card.

If unused 🍌 and 🏠 remain on Area cards from the previous Epoch, simply add tokens until all food and shelter symbols are covered.

For more information on Double-area cards and Swamps, see **Areas** on pg. 15.

Area cards



- 1 Area name.
- 2 If the card is a Double-area card, the lower Area is available to all animals. However, the upper Area is only available to animals that possess the specific trait listed under the Area name. For example, Caves are only available to animals with the Nocturnal trait. The lower Rocks part of the card is available to all animals.
- 3 The symbols on the cards indicate which tokens are placed during the Areas phase. Place the tokens directly on the printed symbols.

New Area

In the setup example (see pg. 3), 3 Area cards are revealed: Steppes, Mangrove Forests, and Caves/Rocks.

During the Areas phase of the first Epoch, the fourth Area card is added on the left: Taiga (the Area stack now has 5 cards). 🍌 and 🏠 have been placed on all the symbols of the 4 Area cards.

In the Extinction phase, the rightmost Area card (Caves/Rocks) will be discarded.



3. FEEDING PHASE

Feeding is the most critical phase of the game - during this phase, you will try to feed your animals. Animals feed from the Areas, and Predators may attack other animals. Animals that are not fed will die during the Extinction phase.

The Feeding phase starts with the first player and continues clockwise until all players have passed. During your turn, you may perform **one** of three actions:

- 🌿 **Search for shelter**
- 🌿 **Feed from an Area**
- 🌿 **Attack with a Predator**

In addition to these three basic actions, certain traits may give you the ability to perform other actions on your turn (see **Additional Actions** on pg. 16).

Pass

If you are **unable** to perform any of the three basic actions, you must pass.

You may not pass if any of the three basic actions are available to be performed.

Once you have passed, all your turns in the current Feeding phase are forfeited - you may not take another action, even if 🍖 emerges in a Swamps Area or a valid target appears for your Predator.

However, your animals' traits are still triggered by opponents' actions after you have passed. For example, you may use traits to protect against a Predator's attack or use Scavenger to gain 🟩.

When all players have passed, the Feeding phase ends.



General Principles

- 🌿 An animal can only gain 🍖 and 🟩 from Areas they have access to.
- 🌿 To attack an animal, a Predator must be able to overcome the target's protective traits.
- 🌿 Only hungry animals can gain food or attack other animals (see **Hungry and Fed Animals** on pg. 8).
- 🌿 An animal may not take more food than it needs. Any extra food is left on the Area or in the token supply.
- 🌿 🍖, 🟩, 🟦, 🟨, and 🟩 resources are not finite. If you run out of tokens in the supply, use a proxy.

Basic Action: Search for shelter

Select one of your animals and take 1 🟩 from an Area it has access to. Place the 🟩 directly on the animal's card.

- 🌿 An animal may only have 1 🟩.
- 🌿 Predators may not attack animals with 🟩.

Shelter gives complete protection from Predators. There are no traits that allow Predators to ignore shelter.



Shelter



The animal to the right takes 🟩 from the Mangrove Forests Area and the 🟩 is placed on its card.



The animal could have taken 🍖 instead of 🟩, but the player decided that shelter was more important.




Hungry and Fed Animals


An animal is considered fed if its food requirement has been met (food tokens are on its card). All animals start with a requirement of 1 food. Each  or  token represents 1 food.


However, some traits increase an animal's food requirement and are marked by "+1" or "+2" before the trait name. To determine an animal's food requirement, these numbers are added to the basic food requirement of 1. Any combination of  and  may be used to satisfy the animal's food requirement.


Animals gain  from Areas and may take  from the supply by using certain traits.

Animals that do not have their food requirement met are considered hungry.

 In the Feeding phase, you may not pass if you have a hungry animal and food is available.

 For example, if you have a hungry Predator and the only possible action is to attack another of **your own** animals, then the Predator must attack.

 Fed animals stop feeding. The only exception is if an animal has the Fat Tissue trait, which allows it to store food in excess of its food requirement (see pg. 3 of the Reference Guide).

 Hungry animals die during the Extinction phase (but may use Hibernation, Fat Tissue, or other traits to avoid death).

Hungry or fed?



1



2



3



4



5



- 1 The animal is fed.
- 2 The animal is hungry – it needs 1 food.
- 3 The animal is fed.
- 4 The animal is hungry. It has the High Body Weight (+1) and Detrimental Mutation (+1) traits, so its total food requirement is 3. It has 2 food and needs 1 more to be fed.
- 5 The animal is fed. Because it has the Carnivorous (+1) trait, it needs 2 food instead of 1 and has 2 food tokens.

In this example, animals **1** and **3** don't need food and may not continue to feed. Animals **2** and **4** must continue to feed if there is food available to them. Animal **5** is fed but may continue feeding until its Fat Tissue trait is filled.

Basic Action: Feed from an Area

Select one of your hungry animals and take 1 🍌 from an Area it has access to. Place the 🍌 directly on the animal's card.

Feeding



The animal above takes 1 🍌 from the Deserts Area and the 🍌 is placed on its card.

This animal does not have the High Body Weight trait and may not take food from the Savannah Area

When an animal with a Hoofed, Communication, or Cooperation trait takes 🍌 from an Area, those traits are triggered.

Communication and Cooperation allow you to take more than 1 food token for your animals in a single turn.

Hoofed allows you to reduce an Area's remaining food tokens. **Tip:** This trait should only be used when your animals are fed and not at risk of being hungry.

For more information about these traits, see the Reference Guide.



Food chain

There are 3 🍌 on the Taiga Area.

You take 1 🍌 and place it on animal ①.

The paired Communication trait is triggered, and animal ② also takes 1 🍌 from Taiga.

Then the paired Cooperation trait is triggered, and animal ③ takes 1 🍌 from the supply.

Animal ① also has the Hoofed trait, which is triggered when the animal feeds. You decide to use it and remove the remaining 1 🍌 from Taiga to the supply, thus, depriving your opponents' animals from taking the food.



Basic Action: Attack with a Predator

Any animal with the Carnivorous trait is a Predator. This trait is more common than other traits and significantly affects the in-game ecosystem.

Hungry Predators may take food from Areas or attack other animals and consume them.

A Predator may not perform more than 1 attack per Epoch. When your Predator attacks, rotate its Carnivorous card 45 degrees to the right to show that it has already attacked this round.

To attack with a Predator, perform the following steps in order:

Step 1: Select a Target. Choose one of your hungry Predators and select another animal as the target. If the animal has protective traits or shelter that prevent it from being attacked, you may not select it as a target.

➤ For example, an animal with Camouflage may not be attacked. However, if your Predator has Sharp Vision, this trait allows it to ignore Camouflage, and an attack is possible.

Step 2: Attack. Rotate the Carnivorous Evolution card to perform the attack. Any of the target's traits that trigger during an attack are now resolved. These traits may save the animal from the attack and may even cause the Predator to die.

Step 3: Result. If its traits have not saved the target, the attack is a success. The Predator consumes the target and takes 2 from the supply. The target animal and all its traits (including paired traits) are discarded.

For more information, see pg. 4 of the Reference Guide.



➤ If an animal is killed by a Predator's attack (either the target or the Predator), Scavenger traits and the Swamps Area are triggered (if present).

✔ A hungry Predator may choose to not attack if there is food in an accessible Area or if the player has other basic actions available. However, if no other options are available and a suitable target is present, the Predator must attack.

➤ For example, your Predator may be forced to attack an animal with the Poisonous trait or one of your own animals.

✔ A fed Predator with empty Fat Tissue may attack, but is not required to attack.

✔ A Predator may attack another Predator.

✔ A Predator may not attack itself.

✔ A Predator may not attack an animal with 🌿.

Attack



The Predator selects the animal with no traits as the target.



The Carnivorous card is rotated and the attack is successful. The Predator takes 2 from the supply, and the target is discarded. The Predator may not attack again during this Feeding phase.

A Predator goes hunting



Your hungry Predator with Sharp Vision and Nocturnal traits is on the left.

An opponents has four animals on the right. Which animals can your Predator attack?

- 1 This animal is protected by shelter and may not be targeted.
- 2 This animal is a valid target, but is Poisonous. If your Predator attacks this animal, the Poisonous trait will cause the Predator to die during the Extinction phase.
- 3 This animal is a valid target. It is protected by Partnership, but also has Detrimental Mutation, which means the Partnership may be ignored. However, if attacked, the animal will use Tail Loss to survive and discard Detrimental Mutation (to the delight of its owner). As a result, the Predator will only take 1 and will not be able to attack again this Feeding phase.

- 4 This animal is a valid target. Its Nocturnal trait has no effect because the Predator is also Nocturnal, and Camouflage is ignored because the Predator has Sharp Vision. Also, Burrowing does not provide protection because the animal is still hungry (it needs 3 food due to Parasite, but only has 2).

The Predator selects animal 4 as the target. The Carnivorous card is rotated and the attack is successful.

The Predator takes from the supply. The target and all its traits are discarded (including Partnership). The animal 2 has the Scavenger trait and takes 1.



4. EXTINCTION PHASE

In the Extinction phase, animals either survive to the next Epoch or become extinct. Perform the following steps in order:

Step 1. Beginning of the phase. If any animals have traits with “In the beginning of the Extinction phase,” resolve their effects:

- Poisonous - Predators that have eaten Poisonous animals die and are discarded (including all traits).
- Full Fat Tissue - Hungry animals with Fat Tissue may use stored Fat tokens to meet their food requirement.
- Hibernation - Hungry animals with Hibernation may discard their Hibernation card to become fed.

Step 2. Extinction. All hungry animals die. Discard each hungry animal and all of its Evolution cards (including paired traits).

If the Swamps Area is present, place 1 🟠 on the card for each animal that dies during the Extinction phase. A maximum of 4 🟠 are placed.

In the 6th Epoch, skip the remaining steps and proceed to End of Game and Final Scoring. If this is not the 6th Epoch, complete Step 3 and Step 4.

Step 3. Renewal. Remove all 🟠, 🟡, and 🟢 from all animals. Unused 🟡 tokens are not removed.

Discard the rightmost Area card.

Return all rotated Evolution cards back to their vertical position.

Step 4. Drawing cards. Starting with the first player, each player draws cards from the Evolution deck equal to the number of animals they have, plus 2 additional cards. For example, if you have 3 animals, you draw 5 Evolution cards.

After all players have drawn, any player with more than 6 cards must discard to have no more than 6 cards in their hand. The player chooses which cards to discard.

If none of your animals have survived the Extinction phase, draw cards until you have 6 cards in your hand.

- If the Evolution deck is empty, shuffle the discards to create a new deck.

Step 5. New First Player. The First Player token is passed to the next clockwise player.

Extinction



Animals 1, 2 and 3 survive because they are fed. Animal 4 needs 3 food to survive, but only has 2. It becomes extinct, and all its cards are discarded.

Animal 5 needs 2 food, but only has 1. However, it can use the 🟡 from its Fat Tissue card and survive.

Because the player has 4 surviving animals, they draw 6 cards.

END OF GAME AND FINAL SCORING

After 6 Epochs, the game ends, and there will be no more Area cards left in the Area stack.

To determine the winner, each player counts their victory points:

+3 victory points for each of your surviving animals

+1 victory point for each trait possessed by your surviving animals.

 Paired traits are only counted as 1 victory point.

Players gain additional victory points for traits that increase an animal's food requirements (marked by "+1" or "+2").

+1 victory point for each Carnivorous, High Body Weight, Detrimental Mutation, and Stasis trait

+2 victory points for each Parasite trait

The player with the highest number of victory points is declared the winner. In case of a tie, the tied player with the most surviving animals wins. If still tied, the victory is shared.



Score calculation

At the end of the game, you have 4 animals.

4 x 3 = 12 points

The total number of traits possessed by your animals is 10.

+ 10 points

Traits marked as "+1" bring 1 additional point each.

+ 3 points

In total, you have **25 points**.



GAME VARIANTS

Game Duration

A standard game lasts for 6 Epochs, which corresponds to the number of cards in the Area stack. During the setup, you can use a different number of cards in the Area stack to play either a shorter or longer game.

Unlimited Hand Size

In the first edition of “Evolution,” players could have more than 6 cards in their hand - you may apply this rule to “Evolution. New World.” This allows you to accumulate cards and create animals in the last Epoch with maximally efficient sets of traits.

Evolution: Random Mutations Variant

Game Setup. Setup the game as usual. Instead of giving each player a hand of cards, deal each player 6 cards face-down in a stack. Each player’s stack is their gene pool, and they may not look at the cards.

Development Phase. During your turn, you either pass or announce how you will use the top card of your gene pool: as a new animal or as a new trait.

1. New animal. Place the top card from your gene pool face-down to the right of your existing animals (you may not look at the card).

2. New trait. Select one of your animals. Then, reveal the top card in your gene pool and add it to the selected animal as a trait. You may choose between the Main trait and Short trait. If neither of the traits can be added, the trait is added to the player’s next animal to the right. If this is impossible, the card is flipped face-down and placed to the right to create a new animal.

- 🌿 Adverse traits may only be added to your animals – you may not add them to other players’ animals.
- 🌿 You may only change locations of animals in your row before playing a card.

Extinction Phase – Drawing Cards. Players place drawn cards face-down on their gene pool without looking at them. If there are more than 6 cards in the gene pool, discard down to 6.

Evolution: Cataclysm Variant

Volcanic eruptions, falling meteorites, and ice ages can create catastrophic environmental changes and cause entire classes of living organisms to become extinct. For example, the Cretaceous cataclysm resulted in the extinction of dinosaurs, while the great Permian extinction event killed 90% of species inhabiting the Earth at that time. In the aftermath of such disasters, surviving animals gain new development opportunities, and new ecosystems transform the face of the Earth.

The Evolution: Cataclysm variant is intended for experienced players. On the verge of a catastrophic cataclysm, you must take a giant, last leap to enable your animals to survive.

The game lasts for only 1 Epoch, and the winner is determined after the single Epoch has been played.

Game Setup. Do not create an Area stack. Shuffle the Area cards and place cards face-up in a row equal to the number of players +1. Return the remaining Area cards to the box. Place 🍷 and 🌍 on the Area cards as usual.

Shuffle the Evolution cards and deal 20 cards face-down to each player. Return the rest of the cards to the box.

Development phase. Players take turns playing 1 card as normal. However, they must play at least 18 of their 20 cards during the Development phase. No more than 2 cards may be left in the player’s hand (these cards may be used in the Feeding phase for animals with Metamorphosis).

Areas phase. This phase is skipped.

Feeding and Extinction phases. These phases are played as normal. Hibernation may not be used during Extinction because this is the last Epoch.



AREAS

Swamps Area

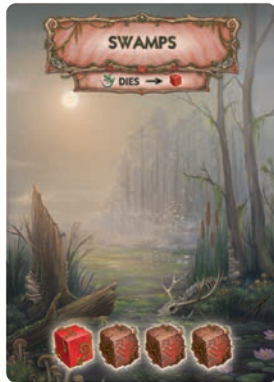
Swamps are different from other types of Areas. They accumulate food and preserve it during the transition from one Epoch to another.

During the Areas phase, leave all accumulated 🍖 from previous Epochs on the Swamps card. If it has no 🍖, place 1 🍖 on the card.

- Whenever Swamps enters the game, place 1 🍖 on the red symbol. The dark, printed symbols may only be filled when animals die during the Feeding or Extinction phases.

Every time an animal dies for any reason (eaten by a Predator, extinct from hunger, poisoned, or killed by an animal with Horned), place 1 🍖 on the Swamps card, up to a maximum of 4. Any excess is not placed.

- If two Swamps cards are present, place 🍖 on both cards for each death.

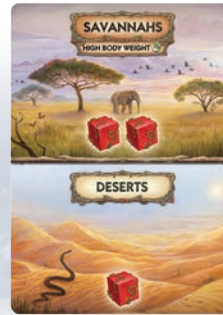


Double-Area Cards

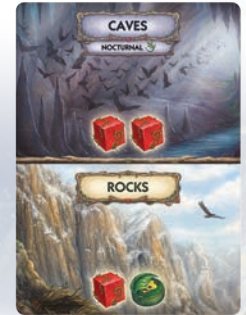
Some Area cards contain two Areas instead of one. The lower Area is available to all animals, but the upper Area is only available to animals with the specific trait listed under the Area name.

The lower and upper Areas are considered separate, including for the resolution of Communication and Hoofed traits.

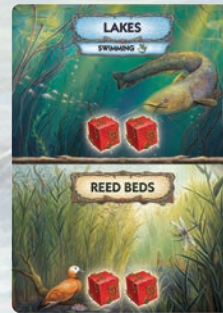
Double-area cards



Savannas are only available to animals with High Body Weight



Caves are only available to animals with Nocturnal.



Lakes are only available to animals with Swimming.



Glaciers are only available to animals with no traits (including paired traits).

In this manner, animals with High Body Weight, Nocturnal, or Swimming traits, or having no traits at all, have feeding advantages when a suitable Area is present.

- 🌿 Animals with Cosmopolitan may feed from all Areas (including Glaciers).

TRAITS

- ✔ **Traits are normally used during the Feeding phase** (except for Hibernation, Poisonous, and full Fat Tissue, which are resolved at the beginning of the Extinction phase).
 - ✔ **Traits are resolved automatically, without player choice** (except for Carnivorous, Piracy, Metamorphosis and traits with descriptions that include the word “may”).
 - ✔ Each trait’s card may only be used **once per player’s turn**
- For example, an animal with Communication takes 1 🍖 from an Area; Communication is triggered and the paired animal also takes 1 🍖. This trait may not be triggered a second time (i.e. in the opposite direction) during the same turn.

Golden Rule

Every time the trait description conflicts with the basic game rules, follow the trait description.

Trait Resolution Order

When multiple traits of an animal are triggered simultaneously, its owner decides the order in which to resolve them (ex. when a Predator attacks).

Trait resolution order

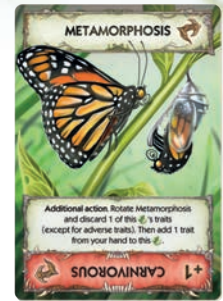
The Predator on the left attacks the target animal on the right.

The owner of the target may resolve the Horned trait first. If it succeeds, the Predator dies. If it did not succeed, the owner could then use the Running trait. If that also failed, the owner would be forced to resolve the Tail Loss trait.

If the player owned both the Predator and the target, they may decide to use Tail Loss first, thus ensuring their own Predator takes 1 🍖 and the target survives. In this case, the attack ends, and the Horned and Running traits are not resolved.



Additional Action



The Piracy and Metamorphosis traits give a player additional actions.

- ✔ On your turn during the Feeding phase, you may perform an additional action either before or after the basic action. Important: the basic and additional actions may affect different animals.
- ✔ If no basic actions are available to you, you may activate Piracy or Metamorphosis to perform an additional action instead of passing.
- ✔ You may only perform one additional action each turn.
- ✔ Each Piracy or Metamorphosis trait may be activated only once during each Feeding phase. When you perform an additional action, rotate the card 45 degrees to the right.

Paired Traits



Paired traits are added to two of a player's animals at the same time.

- When played, a paired Evolution card is placed between two adjacent animals in the player's row so that it overlaps both animals. As with other Evolution cards, only the upper section of the card is active.
- You may swap locations of your animals before adding a paired trait to them. However, you may not break an existing paired trait that links two animals.
- A paired trait belongs to both of the animals it connects.
- Player's animals are arranged in a row. Accordingly, an animal may be linked by paired traits with a maximum of two animals (located on its left and right). These paired traits may be the same or different.
- An animal may only have two identical paired traits if each trait is linked with different animals.
- For example, you may have a chain of 3 or more animals linked together by the same paired trait. These chains can be critically important for survival!
- If an animal dies, all paired traits linked with it are discarded.
- At the end of the game, each paired trait gives its owner 1 victory point

Adverse Traits



Stasis, Detrimental Mutation, and Parasite are adverse traits that increase an animal's food requirement and make its survival more difficult.

- Adverse traits are easily recognizable – their names are printed on a light purple background.
- The Detrimental Mutation and Parasite traits may only be added to animals that belong to other players.
- The Stasis trait may be added to both your and other players' animals.
- An adverse trait belongs to the animal possessing it (not to the player who added the trait).
- At the end of the game, adverse traits of surviving animals give their owner additional victory points.



EVOLUTION SERIES

In the original “Evolution. The Origin of Species” game, you create animals and give them traits to help them adapt. Predators or herbivores, swimming or burrowing creatures - it’s survival of the fittest in an ever-changing world!

The “Evolution. Time to Fly” expansion adds numerous evolutionary traits and gives you even more important decisions to make about your animals. Which trait is more important: Intelligence or Flight? Viviparous or Shell?

With the “Evolution. Continents” expansion, your animals colonize the continents of Gondwana and Laurasia, or choose to settle in the Ocean as they search for food sources and resource-rich areas.

Continuing the series, “Evolution. Plantarum” adds even more danger. Plants develop toxins and symbiotic links. Will your animals overcome the newly-developed protective traits of edible flora and avoid falling prey to Carnivorous plants?

New foods appear in the “Evolution. Herbs and Mushrooms” expansion. With diverse chemical compositions, these new organisms can successfully resist animals, and possibly even overcome them.

The “Evolution. Variation” expansion introduces five new animal traits: Flighty, Homeothermy, r-Strategy, Skinny and Sociality.



A standalone game, “Evolution. Random Mutations” models the process of evolution in the most accurate way. Traits are randomly added to animals, and not all of them are beneficial. On the other hand, a successful species can grow dynamically and quickly increase their population.

EVOLUTION ANNIVERSARY EDITION NEW WORLD

“Evolution. New World” is a colorful game inspired by the basic “Evolution. The Origin of Species”.

“Evolution. New World” adds even more to the Evolution experience with 29 traits and 14 unique areas for finding food and shelter. Adapt your species wisely and take the evolution to another level!





EVOLUTION. NEW WORLD



Concept
Dmitriy Knorre
Sergey Machin

Artists
Maria Efremova
Aleksandra Karenskaya

Editors
Denis Davydov
Eli Lester
Evgeniy Maslovskiy
Fedor Myachin
Ivan Tulovskiy
Gleb Zabelich



© Rightgames, 2021
rightgamesrbg.com



EVOLUTION

NEW WORLD



QUICK REFERENCE GUIDE

The game lasts for 6 Epochs (game rounds). The Sixth Epoch begins when you reveal the last card in the Area stack. Each Epoch consists of four phases:

1. DEVELOPMENT PHASE

Starting with the first player, players take turns playing 1 Evolution card from their hands to either create a new 🐾 (animal) or add a trait to an existing 🐾.

🌿 **Creating a New 🐾**: Place a card in front of you face-down.

🌿 **Adding a Trait**: Place an Evolution card under your 🐾 face-up with the desired trait visible.

➤ An 🐾 may only have 1 copy of any trait (except for Fat Tissue and paired traits that are connected to different 🐾). Positive traits are added to your 🐾, while adverse traits (names on a light purple background) are given to an 🐾 belonging to another player.

🌿 **Pass**: If you are unable or don't want to play an Evolution card, you must pass. The Development phase ends after all players have passed.

2. AREAS PHASE

Reveal the top card in the Area stack and place it face-up on the left side of the row. Place 🍖 and 🏠 on all printed symbols of each Area card.

3. FEEDING PHASE

Starting with the first player, players take turns performing 1 basic action each. There are 3 basic actions:

🌿 **Search for Shelter**: select an 🐾 in your row without 🏠. Take 1 🏠 from an Area it has access to. Place the 🏠 directly on the 🐾's card. This shelter protects your 🐾 from Predators.

🌿 **Feed from an Area**: Select an 🐾 in your row that is hungry. Take 1 🍖 from an Area it has access to. Place the 🍖 directly on the 🐾's card. Some Areas require that an 🐾 has specific traits (listed under the Area name) to be able to access the Area.

➤ An 🐾 needs 1 🍖 or 🍷 to be fed. Traits with "+1" or "+2" before the trait name increase the animal's food requirement. A hungry 🐾 must feed if there is available food. Hungry Predators must feed or attack if a suitable target is available.

🌿 **Attack with a Predator**: Select your hungry Predator (🐾 with the Carnivorous trait) and a valid target 🐾 (its traits can be overcome by your Predator). Rotate the Carnivorous card (if the card is already rotated, the Predator cannot attack). If the attack is successful, the Predator takes 🍷🍷, while the target and all of its Evolution cards are discarded.

🌿 **Pass**: If you cannot perform an action, you must pass.

The Feeding phase ends after all the players have passed.

4. EXTINCTION PHASE

Fat Tissue, Hibernation, and Poisonous traits are resolved. Any 🐾 that remains hungry becomes extinct – discard their Evolution cards.

Remove 🍖, 🍷, and 🏠 from all 🐾 cards (do not remove 🍷) and return any rotated Evolution cards to their vertical position. Discard the rightmost Area card.

Draw Evolution cards equal to the number of animals in your row, plus 2 extra cards. If you have more than 6 cards, discard down to 6. If you have no 🐾, draw cards until you have 6 cards in your hand.

Pass the First Player token clockwise.

END OF GAME

The game is over when the Sixth Epoch ends. Players calculate their victory points: **3** for each surviving 🐾, **1** for each trait possessed by their 🐾, and additional victory points for traits marked with "+1" or "+2." The player with the most victory points wins. In case of a tie, the tied player with more animals wins. If still tied, the victory is shared.