TIME TO FLY

"Evolution. The Origin of Species" expansion

Dear friends, you hold in your hands the expansion to the game "Evolution". Before starting the game you need to combine both the expansion deck and the basic deck together and shuffle it thoroughly. The expansion doesn't change any of the core rules but does change the gaming process thanks to the new traits. Described below are all the new traits and how they should be played, we recommend you to get to know them before starting the game. Please note that some of the traits from the basic deck are added as alternative (second) traits on the cards. These traits are played the same way as explained in the basic deck.

By using the expansion with the basic set you can increase the amount of players to six people. Though if you are playing with two or three people we recommend you to reduce the amount of cards in the deck. To do this take out half of the cards from the basic deck and an even amount of each card from the expansion deck.

With the core game a player could create as much as 50 thousand different combinations of traits

on his/her animals, now the possibilities go up to 50 million. This is probably more than the number of species living on Earth. So without further ado, let's find out which species will be the most adaptable.

Shell. *If attacked by a carnivore, 🐾 may hide in its shell. The 🐾 inside the shell cannot be eaten and can't receive ●\●, the only exception is to convert from ◯. The attacking carnivore doesn't receive ●● and cannot attack this turn.*

Important! After the death of the animal (it doesn't matter if it was eaten or starved to death) the "shell" trait stays in play. The card with this trait is placed in the center of the table. Any player may, instead of taking a food token from the food bank, settle one of his/her animals in the shell. To do this the player takes the "shell" trait and places it on one of his/her animals as if the card was played from the player's hand.

Intellect. *A carnivore with this trait may, once a turn, ignore any one trait of the 🐾 it wishes to attack.*

"Intellect" allows a carnivore to eat any animal with only one protective trait.

The owner of the carnivore chooses which trait his/her animal will ignore: this trait won't affect the carnivore till the end of the turn. "Intellect" cannot protect from the "anglerfish" trait.

Anglerfish. *Can only be played as an* 🐟. *When a carnivore attacks one of your* 🐟 *that doesn't have any traits, your may reveal your Anglerfish, which will attack the carnivore out of turn, while ignoring one of its traits. Anglerfish can be activated only if doesn't have any traits.*

The Anglerfish is a special card: it cannot be played as a trait, but only as an animal. If one of your animals is attacked by a carnivore, you may reveal the "anglerfish" – this way the predator and prey are flipped around. The "Anglerfish" will attack the carnivore and will ignore one of the carnivore's traits, as if it has the "intellect" trait. The owner of the anglerfish chooses which trait to ignore. If the "anglerfish" successfully eats the attacking carnivore, it receives 🔵🔵 ; If not, then it will still need to be fed from the food bank. If the "anglerfish" was already fed as a normal animal, he still keeps 🔴. The attacking carnivore, if he wasn't eaten by

the "anglerfish", remains unfed and cannot attack this turn. If the carnivore attacked the "anglerfish" card, the player must reveal it and play its trait. Throughout the rest of the game and when scoring victory points, the revealed "anglerfish" is considered as a separate animal with the "carnivore" trait. Bear in mind that the "anglerfish" trait can only be played when both the attacked animal and the "anglerfish" cards don't have any traits on them. It means that the "anglerfish" only protects "ordinary" animals that don't have any trait and only until it has no traits also.

Specialization. This trait can only be used during your feeding phase. The player doesn't take 🔴 from the food bank but instead may place a 🔵 on the animal with the "specialization" trait. This trait cannot be used if another animal with the same "specialization" trait is on the table. For example, if two animals have the "specialization A" on the table, neither of them can use this trait. Obviously it's better to use this trait when there are no food tokens left in the food bank. An animal cannot have two different "specialization" traits at the same time.
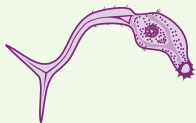
Trematode. *Parasite. You can play this trait only on another player's pair of 🐸🐸. You can not discard it with the help of other trait cards.*

All rules concerning paired animals apply to this card as well. The "trematode" increases the food requirements for both animals by "1". If one of the animals dies the "trematode" is also discarded. One animal can have any amount of "trematode" parasites on it but each one requires a unique pair.

Metamorphose. *During its feeding phase, instead of taking 🔴 from the food bank, the 🐸 may discard one of its traits (that doesn't increase its food requirements) and gain 🔵.*

With the help of this trait you can discard useless (or even useful) traits and gain food for them. You may discard pairwise traits. You cannot discard traits that increase the food requirements ("carnivorous", "high body weight", "parasite", "trematode" and so on).
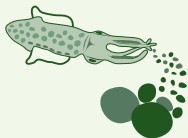
Ink cloud. *Once during the feeding phase, when attacked by a carnivore, 🦑 may squirt ink and cannot be eaten. The carnivore may attack this same 🦑 or any other during the next round of the feeding phase.*

Practically this trait allows you to protect your animal for one round during the feeding phase. Sometimes (for example if the animal has the "burrowing" trait) it could be very helpful.

Viviparous. *🦑, once it's fed, creates a new 🦑 - place the top card from the deck on the table as a new 🦑. This animal is considered fed this turn.*

To indicate that the new animal is fed, place a ● on it. The player may check what ability is on the back of this animal. Please note that the "viviparous" trait may impact the end of the game. For example, if there is only one card remaining in the deck and is placed on the table due to the "viviparous" trait, this turn will be considered the last turn of the game. In this situation animals using the "hibernation" trait will remain unfed.

Ambush hunting. *A carnivore with this trait may attack an* 🦎 *that is receiving* 🔴 *from the food bank. If the attacked* 🦎 *is eaten,* 🔴 *remains in the food bank.*

This ability allows to attack prey during the act of another player. As a result you could save time to take food token from food base. This can be highly useful if the food stock is low and there are unprotected animals. Animals attacked with "ambush hunting" cannot use the "burrowing" and "shell" traits.

Flight. 🦎 *with this trait cannot be attacked by a carnivore that has an equal or higher number of traits.*

Please note that different "parasites" and "pairwise traits" also increase the "weight" of the animal with the "flight" trait. So an animal with only the "carnivorous" trait may easily eat an animal with the "flight" and "parasite" traits or "flight" and "pairwise" traits.

EVOLUTION
The Origin of Species

🇬🇧 **Rules of the Game**

An astonishing diversity of life forms inhabits our planet. The evolutionary theory explains what differences have arisen from the struggle for existence, when each species used a different approach for survival. Some species adapted to forage on previously unfit resources; others gained advantage by learning to defend themselves from predators effectively; still others moved into habitats where they alone could survive. New adaptations arose in different groups of animals. For example dinosaurs, birds and mammals evolved flight independently. All the adaptations "invented" by evolution were recombined and tested by natural selection. During this process some species went extinct, while others came to dominate the planet.

In Evolution, you are the one who combines different traits (adaptations) of animals, and grows your own population while dealing with an ever changing amount of food resources. By regulating the number of animals, gaining new useful traits and struggling with other players, your population can fight for survival, and by the end of the game, dominate the planet!

Winner

The player with the largest number of victory points at the end of the game is the winner. Points are awarded to a player for all his surviving animals and their traits.

Preparation

Mix the deck thoroughly. Each player gets 6 cards from the top of the deck; these cards are now the player's hand. The deck is put at the center of the table with 🐾 facing up. The food tokens are placed near the deck: red ("food

bank"), blue ("extra food") and yellow ("fat"). Then each player rolls a die. The player whose throw is the highest starts the game

The game turn

Each turn of the game consists of four phases:

- development phase
- food bank determination phase
- feeding phase
- extinction and draw phase

During each phase players act in order moving clockwise from the first player. The phase of development and the phase of feeding may include several rounds; after the first round is over, the first player acts again, etc. The player who can't or doesn't want to act passes.
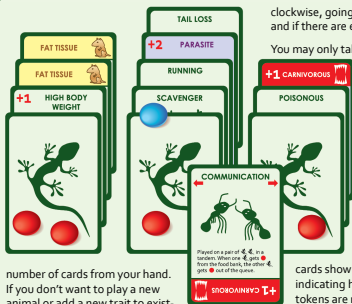
Development Phase

During this phase you may play your cards by putting them from your hand onto the table in front of you. You may play each card either as an animal (with 🐾 facing up) or as a trait of an existing animal (with 🐾 facing down). If you play a card as a trait, put the card underneath the corresponding animal (or pair of animals).

Some of the cards carry two traits, with one trait at the top and the other (e.g. Carnivorous) on the bottom of the card. When playing such a card, you should decide which of the two traits you will use, and place the card with the desired trait on the top. This decision is final, and you can't change your mind and use the second trait later in the game.

Some cards, such as "Communication", can only be played onto a pair of animals. Such cards are placed between the two cards onto which they are played.

The development phase includes several rounds. Each player can play just one card at a time, starting from the first player and going clockwise in order. During this phase you may play any

FAT TISSUE

FAT TISSUE

+1 HIGH BODY WEIGHT

TAIL LOSS

+2 PARASITE

RUNNING

SCAVENGER

COMMUNICATION

Played on a pair of ..., in tandem. When one ... gets ... from the food bank, the other ... gets ... out of the queue.

+1 CARNIVOROUS

+1 CARNIVOROUS

POISONOUS

number of cards from your hand. If you don't want to play a new animal or add a new trait to existing animals, you say: "I pass". You must pass if you have no cards left. After passing, you can't choose to play more cards during this phase. The phase ends after all players pass.

Food Bank Determination Phase
The amount of food available during this turn is determined at this time. The amount is indicated by the dice, depending on the number of players:

  2 players - number indicated by **one dice + 2**
  3 players - sum of **two dice**
  4 players - sum of **two dice + 2**

The first player rolls the dice. When the amount of food is determined, the corresponding number of red tokens is put in the center of the table; this is **the food bank** for the current turn.

Feeding Phase
During this phase players in order take one red food token from the food bank and put it on the top of one of their animals. The first player takes the first token, and other players continue clockwise, going in several rounds if necessary and if there are enough tokens.

You may only take one red token from the food bank at a time. However, some traits, such as "Communication", allow to take several tokens.

As a result of their additional traits, your animals can get blue "extra food" tokens during this phase.

An animal with **one food token** on the top of it is considered **FED**, unless it carries traits which increase its food requirements. Such cards show a number at the top left corner, indicating how many additional food tokens are required to feed the animal.

For example, an animal (which, by itself, requires one food token) with the HIGH BODY WEIGHT trait (+1) carrying a PARASITE (+2) is only considered fed if it has four food tokens on the top of it.

Any animal can be fed by red or blue food tokens, or any combination thereof.

Important! A fed animal can't get more food tokens, except to fill its FAT TISSUE (see Fat Tissue section below). If all your animals are fed and their FAT TISSUE is filled you can't obtain more tokens from the food base or in other ways.

After all animals are fed and their FAT TISSUE is filled, or the food bank is empty and all players have used any traits of their animals they wanted to use, the feeding phase is over. Any remaining red tokens in the food bank are set aside.

Extinction and Draw phase
At the beginning of this phase all animals which are not fully FED are put into a discard pile,

along with their traits, and all the pairwise traits associated with them. Each player has his own discard pile. The cards are put into a discard pile with 🦎 facing up. You may look at cards in your own discard pile, but not in other players' piles.

The first player now deals new cards to players from the top of the deck. The cards are dealt one at a time in order, beginning with the first player. Each player gets in total the following number of cards: **1 + the number of surviving animals** belonging to the player. If the deck is empty it's possible that one or more players get fewer cards than they are due.
If a player has no surviving animals and his hand is empty then he takes **6 cards** from the deck during this phase.

After the cards are dealt the turn is over. All food tokens except the fat tokens are removed from the cards and set aside. The new turn starts with the development phase; the role of first player passes clockwise from the first player of the previous turn.

End of the Game
After the deck is empty the last turn begins. After the extinction phase of the last turn the victory points are counted. Each player is awarded victory points as follows:
- **+2 points** *for each surviving animal;*
- **+1 point** *for each trait of a surviving animal;*
- **additional points** *for the traits which increase food requirements:* **+1** *point for Carnivorous or High Body Weight;* **+2** *points for Parasite.*

If several players have an equal number of victory points, the one who has the most cards in the discard pile is the winner.
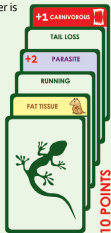
Traits
An animal may combine any number of traits. However, **no animal can have two identical traits**, with the exception of the FAT TISSUE trait and pairwise traits.

You may only add traits to your own animals. The only exception is the Parasite trait, which you may only add to another player's animal.

The 🦎 sign in the description of a trait on a card denotes an "animal". The 🔴 sign denotes a red token from the food bank. The 🔵 sign denotes a blue extra food token which you can get as a result of using some traits.

Some traits such as High Body Weight or Swimming have permanent effects; others can only be used at specific moments during the game. For example the Running, Tail Loss, and Mimicry traits can only be used when an animal is to be eaten by a Carnivore.

If your animal has several traits which can be used at the same time, you decide in which order to use them. For example if your animal is attacked by a Carnivore, you can first use the Running trait (i.e. try to run away), and, if your attempt failed, use the Tail Loss trait (i.e. survive by loosing one of your traits).

Some of the traits may be only used during your feeding round. This means that when you are to take a red token from the food base, **you may use this trait together with, or instead of, taking a token**. This is possible even if there are no tokens left in the food bank.

Some traits, such as Carnivorous, Piracy, or Hibernation Ability, may only be used once per turn or every other turn. After using such a trait, rotate the card of the trait horizontally to identify that it has already been used in this turn. At the end

+1 CARNIVOROUS

TAIL LOSS

+2 PARASITE

RUNNING

FAT TISSUE

10 POINTS

of the turn, you may rotate the cards back into the vertical position.

Carnivorous Trait
This trait may be used during your feeding round. At this round **don't take food tokens from the food bank**. Instead, use your Carnivorous animal to attack one of the animals on the table, and if it succeeded in eating this animal get **two blue extra food tokens**. Each Carnivorous animal may use its Carnivorous trait once a turn. In each feeding round only one of your Carnivorous animals may use its Carnivorous trait. Your Carnivorous animal may attack any animal on the table that is not protected by additional traits, including your own animals or another Carnivorous animal. For the animal eaten, all its traits and all other animals if it is fully fed and has no empty Fat Tissue. You can use the Carnivorous trait even if there are no tokens left in the food bank.

Fat Tissue
A single animal may have several Fat Tissue traits. At any time during the game, when your animal with this trait which is already FED and can receive another food token, you can deposit it into its Fat Tissue. In this case, exchange the food token for a yellow fat token and put it on the top of the Fat Tissue card. You can put no more than one fat token on the top of each Fat Tissue card. If there are fat tokens on the top of each Fat Tissue, the Fat Tissue is considered filled and the animal can't get additional food tokens during this turn.

You may use the yellow fat token only during your feeding round. **Instead** of getting one red

token from the food base take **any number** of yellow fat tokens from **one of your animals** and convert them into blue food tokens. This conversion isn't considered the same as **getting food tokens** and isn't bound up with using other traits of the animal.

Pairwise Traits
Pairwise traits are played on a pair of animals simultaneously. You can't play two identical pairwise traits onto the same pair of animals. If one of the animals is put into a discard pile, all pairwise traits associated with it are also put into the discard pile. During any player's action during a feeding round you can use each pairwise trait only once; however, you can use each trait during each feeding round. You decide in which order to use your pairwise traits to get food tokens for them. For example, if both Communication and Symbiosis traits are played onto the same pair of animals, you can first take a red token from the food bank to feed the symbiont, and if the symbiont is then fed, immediately take a second red token for the other animal.

If there are not enough tokens of a certain color at some point during the game, you can use tokens of another color or self-made tokens to substitute for them.

Playing with Two Game Sets
You can mix cards from two game sets to accommodate up to 8 players. The size of the food bank is then determined as follows:

*5 players - sum of **three dice + 2***
*6 players - sum of **three dice + 4***
*7 players - sum of **four dice + 2***
*8 players - sum of **four dice + 4***