

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.

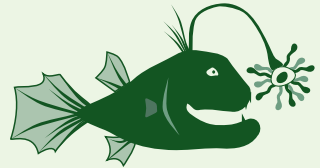


Intellect. A carnivore with this trait may, once a turn, ignore any one trait of the 🐉 it wishes to attack.

“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, you 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



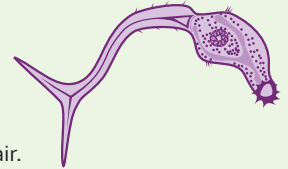
Specialization. This trait can only be used during your feeding phase. The player doesn't take  from the food bank but instead may place a  on the animal with the "specialization" trait. This trait cannot be used if another animal with the same "specialization" trait is on the table. For example, if 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.




SPECIALIZATION





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.

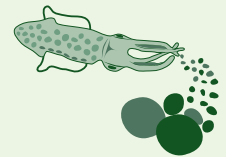





Metamorphose. During its feeding phase, instead of taking  from the food bank, the  may discard one of its traits (that doesn't increase its food requirements) and gain .


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.

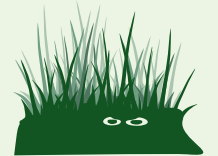



Viviparous. , once it's fed, creates a new  - place the top card from the deck on the table as a new . This animal is considered fed this turn.

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.