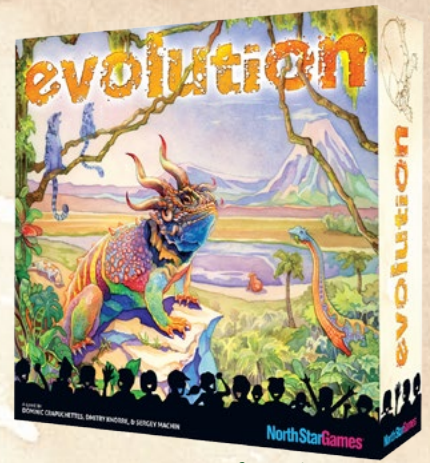


evolution

plant micro-expansion



The Plant micro-expansion gives players more control over the food supply. Instead of using a central Watering Hole, each player grows and protects their own plants while feeding on the plants of other players. Players score points for how well their Animal Species and their Plant Species thrive throughout the game. This micro-expansion is not compatible with Flight.

These are the rules for using the Plant micro-expansion with Evolution. All rules are exactly the same except the changes explained below.

Setup

- ✦ Setup as normal except do not play with the Watering Hole.
- ✦ Each player receives a Plant Species Board with a Wooden Marker in the leftmost space to signify a Population of "1". Use the side without the Climate labels.

Phase 1 - Deal Cards

Deal cards as normal: 3 cards + 1 card per Animal Species. You do not draw an extra card for your Plant Species.

Phase 2 - Food Selection

- ✦ Instead of discarding a card to the Watering Hole, every player increases the Population of their Plant Species by 1.
- ✦ **Fertile** does not trigger at this time. It will trigger at the *End of Feeding*.

Phase 3 – Play Cards

- ✦ You may discard a card(s) to increase the Population of your Plant Species by 2.
- ✦ Traits may not be played on Plant Species.

Phase 4 – Feeding

1) Grow Plants:

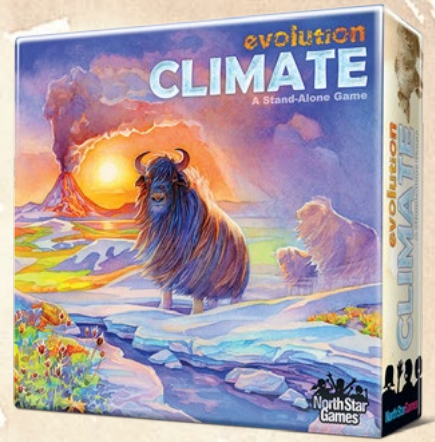
- ✦ Place Food Tokens onto each player's Plant Species Board from left to right up to the Population of the Plant Species. For example, if your Plant Species has a Population of 4, you should place 5 Food Tokens on the Plant Species Board.

2) Feeding Species:

- ✦ Instead of feeding from the Watering Hole, Non-Carnivores choose any player's Plant Species Board to feed from (including their own). All other rules apply as normal, such as **Foraging** allowing a species to take 2 Food instead of 1.
 - ✦ Before a Non-Carnivore can eat from a Plant Species Board, that Plant Species' owner gets the chance for 1 free counterattack against the Non-Carnivore with any **Carnivore** that he/she controls. A **Carnivore** attacking in this way must be able to fulfill all of the normal requirements for that attack (larger Body Size, counter traits, and unfed Population or open **Fat Tissue**). If the attack by the **Carnivore** is successful, the Non-Carnivore loses a Population and no Plant Food is collected by the original player for his/her feeding turn. The attacking **Carnivore** gets Food as normal.
 - ✦ Food that is eaten from a Plant Species Board is removed from the highest Population (right to left). Once all of the Food spaces of a Population level have been depleted, the Population of the Plant Species is reduced.
 - ✦ A Plant Species Board, even when fully depleted, is never removed from the game.
- 3) End of Feeding:
- ✦ The **Fertile** trait triggers if any player's Plant Species board still contains Food.
 - ✦ Any Food remaining on Plant Species Boards are scored just like Animal Species Boards.

evolution

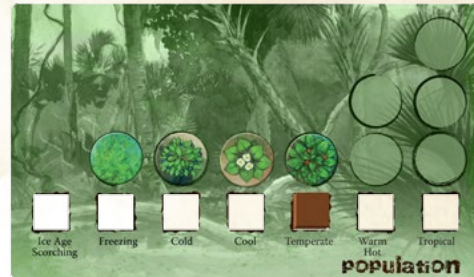
plant micro-expansion



These are the rules for using the Plant micro-expansion with Evolution: CLIMATE. The rules are the same as when playing with base Evolution except for the changes explained below.

Setup

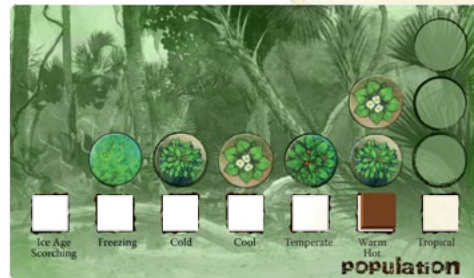
- Place the Climate Track Board in the center of the table.
- Players use the side of the Plant Species Board with the Climate labels.
- Put the Climate Event Cards back in the box and do not play with them. Some of these cards don't work with this micro-expansion.



Filling the Plant Boards when the climate is Temperate

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 the movement of the Climate Marker. The Food values on these Trait Cards will have no effect on the food supply.



Filling the Plant Boards when the climate is Warm

Phase 4 - Modify Environment

- Move the Climate Marker and complete Climate Population Loss as normal.
- Each player moves the Wooden Marker on their Plant Species Board to the space that corresponds to the current Climate Zone and adds Food as normal. Ignore the Food modification icons on the Climate Board.

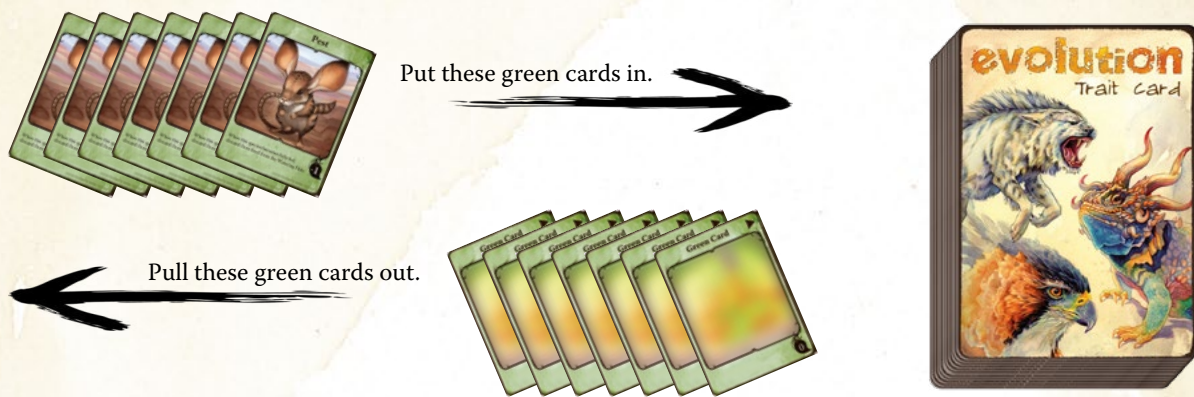


Evolution Promo Cards

Thousands of play test hours go into each Evolution release to provide an experience that is deeply immersive in theme and balanced enough for tournament play. We encourage you to play your boxed game as intended before spicing things up with the promotional cards. The promo cards are designed to *change* the game experience, not to *improve* the game experience. Anytime we had found a way to improve the game, we included those changes directly in the box. In some cases, using the promo cards will *detract* from the delicate balance we have achieved, which is why we have created this guide. If you follow our suggestions, these promo cards will provide many gaming experiences that are fresh, exciting, and fun. Enjoy!

How to Use:

Choose a promo trait (all 7 cards) to shuffle into your Draw Deck. Then choose a like colored trait (all 7 cards) to remove from your Draw Deck. Never remove **Carnivores** from the game. If you are using the Promo Cards in CLIMATE, make sure you do not decrease the total number of cards with Climate icons. Increasing the number of cards with icons is fine.



You can do this as many times as you want without hurting the delicate balance of the game, but there are a few things to keep in mind concerning specific cards:



Warning Call / Ambush:

Remove these two traits as a pair (14 cards) and replace with two promo traits.



Camouflage / Good Eyesight:

These are cards in the Flight expansion. Remove these two traits as a pair (14 cards) and replace them with two promo traits.



Mimicry:

You can remove any color trait (7 cards) when you use **Mimicry**.



Rapid Mutation:

This is a card from Promo Pack II which dramatically decreases the size of the deck. Instead of removing a trait when you play with **Rapid Mutation**, you should add an extra two traits (for a total of 21 cards).



Invasive Species:

This is a yellow Event Card from Promo Pack II. Remove **Fertile** from the game when you play with **Invasive Species**.



Pounce / Last Stand:

These are Event Cards from Promo Pack II which replace themselves when used. They should be included as a pair, and only 1 trait should be removed when they are used. You can remove a trait of any color.

Feeling Reckless?!

Try removing a different color-type than the promo card you are using. Increase the number of white traits (defensive cards) if you would like a more peaceful game, and decrease them if you'd like a more aggressive game. Changing the mix of trait types will quickly lead to a unique gaming experience.

Why Are We Pulling Out Cards?

Adapting to the changing environment is the core concept of *Evolution*. If you want to attack a species with **Climbing**, you will need to draw a **Climbing** card. The larger the deck, the less control you have over your ability to adapt to the changing environment. Therefore, mixing all of the promo cards together can lead to a very frustrating game. It also increases the length of the game.