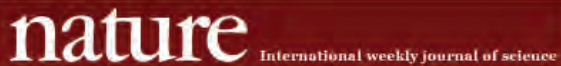# evolution
CLIMATE
Stand-Alone Rules

evolution

Our planet is teeming with life. There are over eight million animal species on Earth and at least as many plant species. Charles Darwin's theory of evolution suggests that this incredible diversity shares a common ancestry. Species evolve over generations because individuals better adapted to their environment are more likely to survive and pass on their traits. Over millions of years, nature will select the best adapted animals to extend the branches of their evolutionary tree.

Fluctuations in climate are one of the major drivers of evolutionary change as they can affect every aspect of an ecosystem, from plant life to predators. Larger species may perish in hot climates because they have a tough time dissipating heat. Likewise, smaller species have difficulty maintaining heat during times of extreme cold. Evolution: Climate models this phenomenon as it incorporates a shifting climate into the game's dynamic ecosystem.

WELCOME TO EVOLUTION: CLIMATE!

This game is the culmination of years of collaboration between nine game designers, a world renowned nature artist, and a Russian scientist. The result is an exceedingly fun board game that was featured in the world's leading scientific journal:

nature
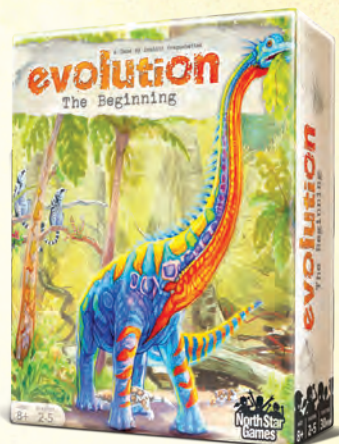### International weekly journal of science

"Evolution features sophisticated biology. Traits can be put together in a dizzying array of combinations, so each game can be very different. The theme of evolution is not just tacked on: it drives play."

– Stuart West, Professor of Evolutionary Biology, University of Oxford

MORE WAYS TO PLAY!

Go to www.NorthStarGames.com for products that can expand your Evolution gaming experience, such as **Evolution: Flight** which introduces flight into the ecosystem.

If you are looking for a more casual game to play with friends and family, pick up **Evolution: The Beginning** at Target. It's a 35 minute game for ages 8 and up. It's a wonderful way to introduce people to the Evolution brand and it's remarkably strategic as a 2-player game.

North Star Games will soon release a ground breaking digital adaptation of **Evolution**. Learn the rules effortlessly, hone your strategy, explore new ways to play, and get matched against opponents of your skill level.

Available on the App Store

GET IT ON Google Play

STEAM™

Use your unique code shown on the sticker above to receive an exclusive Climate avatar and free digital goods at northstargames.com/digital
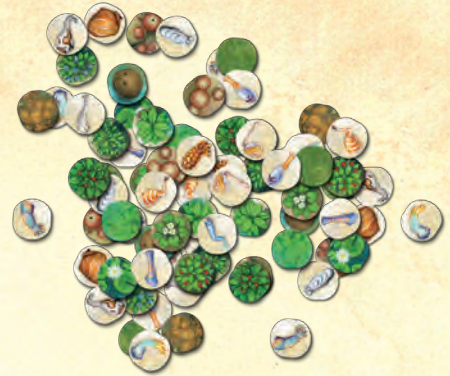
SET-UP

- Assemble the Climate Board on the table. One side is for 2-3 player games and the other side is for 4-6 player games.
- Put the Climate Marker in the TEMPERATE zone of the Climate Board.
- Put the Food Tokens in a pile. This is the Food Bank.
- Give each player 1 Food Token Bag.
- Shuffle the Trait Cards and place them face-down on the table. This is the Draw Deck.

  Remove cards from the Draw Deck depending upon the number of players. Set these cards aside to be used when the Draw Deck runs out.
  - 2 Players: Remove half the cards (about 88)
  - 3 Players: Remove 60 cards
  - 4 Players: Remove 30 cards
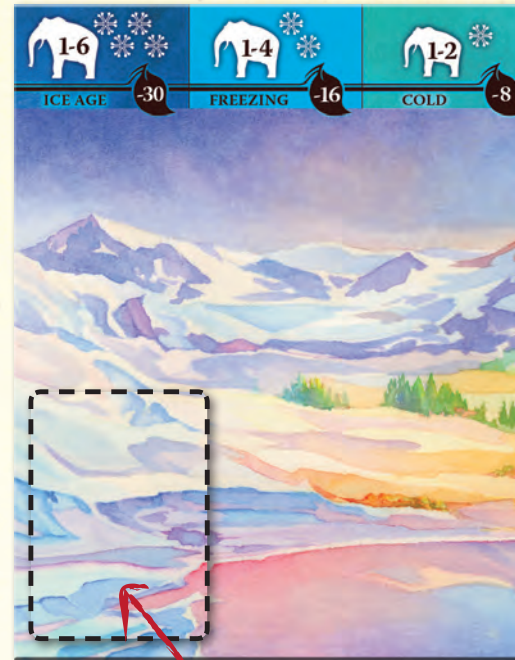 - 5 & 6 Players: Do not remove cards

- Shuffle and place the 15 card deck of Cold Side Climate Events on the bottom left side of the Climate Board. Draw the top card and place it face-up under the Climate zone named on the card.
- Shuffle and place the 15 card deck of Hot Side Climate Events on the bottom right side of the Climate Board. Draw the top card and place it face-up under the Climate zone named on the card.
- Randomly determine the first player. Give this player the First Player Marker.
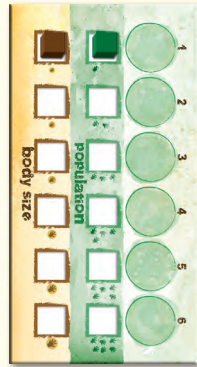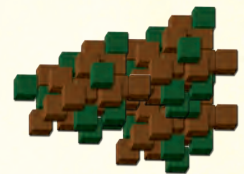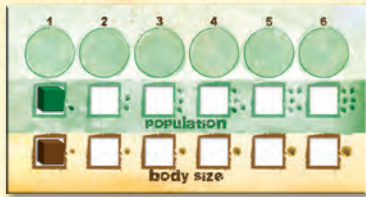
Food Bank

Food Token Bag

Player 4 Species Board

Cold-Side Deck

Extra Wooden Markers

First Player Marker

Player 1 Species Board

Food Token Bag

Discard Pile

Draw Deck

evolution
Trait Card

Climate Marker

COOL -4	TEMPERATE	WARM 4	TROPICAL 12	HOT 6	SCORCHING -20
			5-6	3-6	1-6

Cold-Side Climate Card

Volcanic Eruption
After the Feeding Phase is over, move the Climate Marker to Cold.

Hot-Side Climate Card

Wildfire
+1 Population for species without *Burrowing*. Don't add Food to the Watering Hole until after the Feeding Phase is over.

Climate Board

Hot-Side Deck

Player 2 Species Board

Food Token Bag

Food Token Bag

Player 3 Species Board

COMPONENTS

- 1 Rulebook
- 1 Climate Board
- 1 Climate Marker (with two stickers)
- 1 First Player Marker
- 177 Trait Cards
- 30 Climate Event Cards

- 20 Species Boards
- 20 Green Population Markers
- 20 Brown Body Size Markers
- 240 Food Tokens
- 6 Food Bags
- 2 Player Aids

GOAL

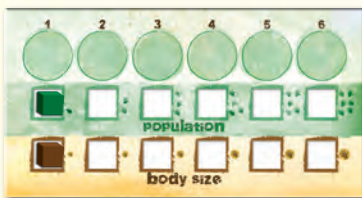The goal of *Evolution: Climate* is to thrive in the midst of an ever-changing ecosystem. You will get points by feeding your species, increasing their population, and evolving them to best ensure their survival.

At the end of the game, players get points for:

- The amount of food their species have eaten during the game.
- The Population of their surviving species.
- The number of Trait Cards on their surviving species.

PLAYING THE GAME

A game of *Evolution: Climate* usually takes 5 to 7 rounds.
Each round consists of the following 5 phases:

1 Deal Cards
2 Select Food Cards
3 Play Cards
4 Modify Environment
5 Feeding

When playing with 2 or 6 players, use the appropriate rule variant on Page 10.

PHASE 1: DEAL CARDS

Place a Species Board in front of every player who does not have one (If this is the first round of the game then every player will get a Species Board). Put a green wooden marker on the "1" space of the Population track and a brown wooden marker on the "1" space of the Body Size track.

Deal each player 4 cards from the Draw Deck, plus 1 card for each species they have in front of them. If the Draw Deck runs out (or if it ran out during an Extinction event on the previous round), this will be the final round of the game. Either shuffle the discard pile into a new Draw Deck (5-6 player games) or use the cards that were set aside during the set-up as the new Draw Deck (2-4 player games).

PHASE 2: SELECT FOOD CARDS

Every player chooses a Trait Card from their hand and places it face-down on the Watering Hole section of the Climate Board. These are called the Food Cards.

The Food Cards will be revealed in Phase 4 (*Modify Environment)* to determine two things:

- **The amount of Food available for the round.** The number in the leaf at the bottom right of each Trait Card represents the amount of Plant Food that will be added to (or removed from) the Watering Hole.
- **Whether the climate shifts into a new zone.** Some Trait Cards have Sun or Snowflake icons above the Plant Food number. Sun icons on the cards played will push the climate warmer and Snowflake icons will push the climate colder.

Watering Hole

Climate Icons

Food Count

PHASE 3: PLAY CARDS

Starting with the First Player and moving clockwise around the table, a player may play as many or as few Trait Cards as they want. There is no limit to the number of cards a player can save in their hand for a later time. Play will go one time around the table.

There are three possible things that can be done with each Trait Card. They may be done in any order and multiple times each:

Play a Trait

A player may place a Trait Card **face-down** above one of their species.

A species may not have any duplicate Trait Cards and may not have more than 4 Trait Cards.

6

Create a New Species

A player may discard a Trait Card face-up into the discard pile to get a new species. They take a new Species Board and put a green wooden marker on the "1" space of the 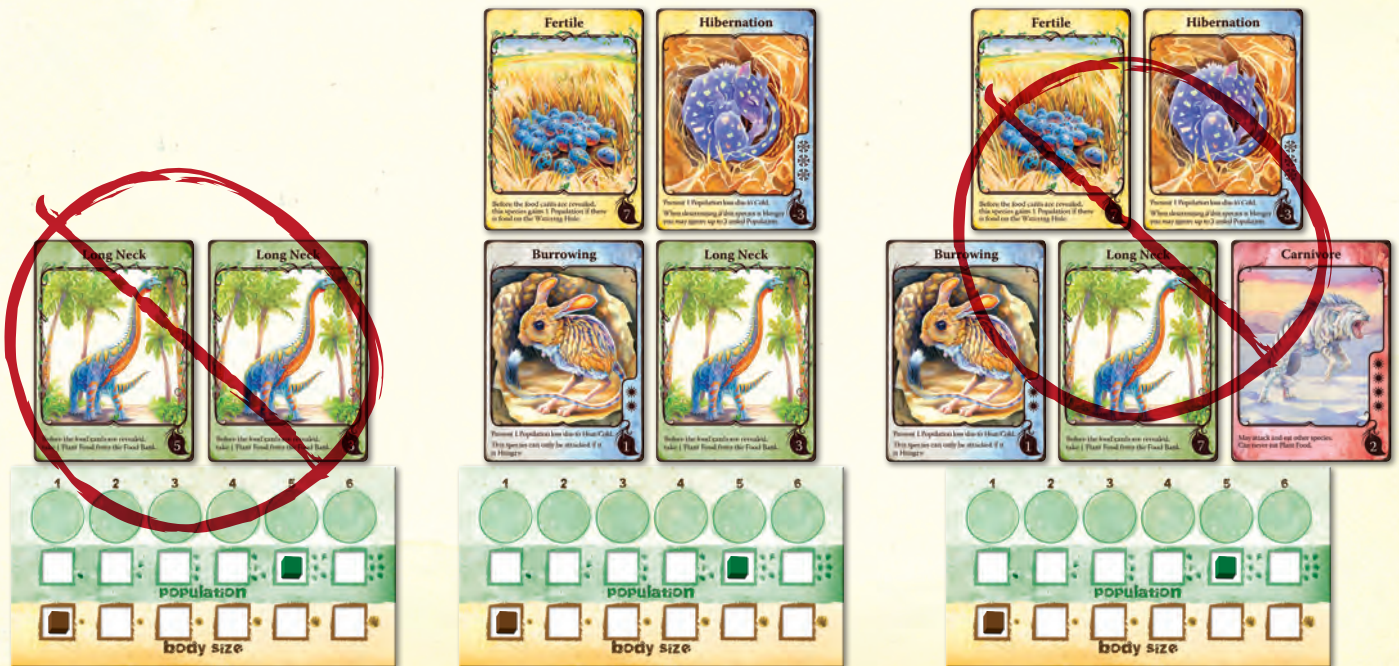Population track and a brown wooden marker on the "1" space of the Body Size track. The new species must be placed to the left or the right of the player's existing species; it may not be placed between existing species.

Increase Body Size or Population

A player may discard a Trait Card face-up into the discard pile to increase the Body Size or Population of any one of their species by 1. A species cannot move its markers beyond Body Size 6 or Population 6.

A player may remove a Trait Card from any of their species any time during their turn and place it face-up in the discard pile. This may be done to make room for another Trait, or because the Trait is no longer advantageous to the species.

After a player has finished playing cards for the round, they may return any number of cards from their hand to the bottom of the face-down Draw Deck (to be dealt at a later time) and draw the same number of cards from the top of the Draw Deck. A player may not return more cards than are available in the Draw Deck. The newly drawn cards cannot be played as traits until Phase 3 (*Play Cards*) of the next round.

When everyone has had a chance to play cards, flip all of the newly played Trait Cards face-up.

PHASE 4: MODIFY ENVIRONMENT

Note: Trait Cards with a leafy frame have effects that occur before the Food Cards are revealed. Each player chooses the order in which their traits activate if they have more than 1 of them in play.

Reveal the Food Cards on the Watering Hole and complete the following steps in order:

1) Adjust the Climate

- Move the Climate Marker 1 zone warmer if there are more Sun icons on the Food Cards than Snowflakes icons.
- Move the Climate Marker 1 zone colder if there are more Snowflake icons on the Food Cards than Sun icons.
- The Climate Marker does not move if there are an equal number of Sun and Snowflake icons on the Food Cards.

2) Trigger Climate Events

The Climate Marker indicates the current Climate zone. If there is a Climate Event card in the current Climate zone, read the card and do what it says. Read the *Reference Section – Climate Event Cards* if you have questions about how to resolve a Climate Event card. Resolved Climate Event cards are placed at the bottom of the appropriate deck (unless otherwise indicated).
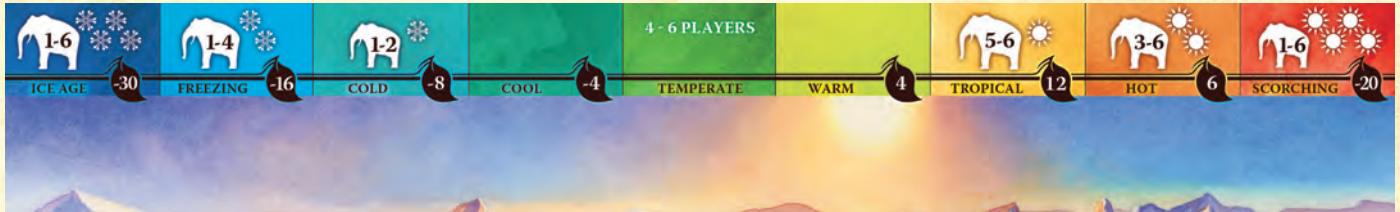
3) Climate Population Loss

Six of the Climate zones contain a Body Size icon and a Climate icon (Suns or Snowflakes).

Species within the Body Size range indicated in the zone lose one Population for each Climate icon in that zone.

Suns represent Population loss due to Heat, and Snowflakes represent Population loss due to Cold.

				4 - 6 PLAYERS				
1-6 ❄❄❄	1-4 ❄❄	1-2 ❄			5-6 ☀	3-6 ☀☀	1-6 ☀☀☀
ICE AGE -30	FREEZING -16	COLD -8	COOL -4	TEMPERATE	WARM 4	TROPICAL 12	HOT 6	SCORCHING -20

- **ICE AGE** — Every species loses 4 Population due to the cold.
- **FREEZING** — Each species of Body Sizes 1–4 loses 2 Population due to the cold.
- **COLD** — Each species of Body Size 1 or 2 loses 1 Population due to the cold.
- **TROPICAL** — Each species of Body Size 5 or 6 loses 1 Population due to the heat.
- **HOT** — Each species of Body Sizes 3–6 loses 2 Population due to the heat.
- **SCORCHING** — Every species loses 4 Population due to the heat.

Every species in play loses Population at the same time according to the current Climate zone. Species that go below 1 Population go Extinct. See *Extinction* on page 10.

Species may have protective traits that prevent some or all of this Population loss. The effects of protective traits are cumulative. For example, a species can prevent up to 3 Population loss due to Heat if it has *Burrowing*, *Migratory*, and *Nocturnal*.

4) Adjust the Plant Food

Add (or remove) Plant Food to (or from) the Watering Hole based upon the Food Cards and the Climate zone. The number in the leaf at the bottom right of each Food Card represents the amount of Plant Food that will be added to the Watering Hole. First total all of these numbers, then adjust that amount by the amount printed in the leaf on the current Climate zone. Sometimes there will be no food in the Watering Hole for a round and sometimes food will be removed! This is not unusual when the Climate is very cold.

5) Replace Climate Event Card

If a Climate Event card was triggered, draw a new Climate Event card from the appropriate deck (cold or hot) and place it under the appropriate Climate zone. This new Climate Event card cannot get triggered until the next round. There will always be 2 face-up Climate Event cards on the Climate track at the beginning of each round (1 cold and 1 hot), and only 1 Climate Event can get triggered each round.

PHASE 5: FEEDING

Beginning with the First Player and continuing clockwise, each player **must** feed one of their **Hungry** species. Feeding ends when all species have food equal to their Population, or when all Hungry species are no longer able to eat. It may take several times around the table for this to happen.

A species is Hungry if it has any Population without food. A species can **never** take more food than its Population (unless it has *Fat Tissue*). If a species has a Trait that allows it to take more than 1 Food, return any excess food that cannot be eaten to the source from which it was taken.

Feeding Non-Carnivores

Take 1 Plant Food from the Watering Hole and place it onto the Species Board of the species you are feeding. Some traits (like *Foraging*) may modify the amount of food that will be taken from the Watering Hole.

Feeding Carnivores

A species with the *Carnivore* trait is a *Carnivore*. *Carnivores* can **never** eat Plant Food, not even with the help of traits such as *Long Neck* or *Cooperation*. They feed by attacking other species. A player may attack any species, including their own. *Carnivores* continue to attack even if the Watering Hole runs out of Plant Food.

An attack can be made by a Hungry *Carnivore* if both of the following are true:

- The *Carnivore's* Body Size is greater than the Body Size of the species being attacked.
- The *Carnivore* has the traits necessary to overcome the attacked species' defensive traits.

When a player declares a successful attack:

- Reduce the Population of the attacked species by 1. If this reduces its Population to below the amount of food already eaten, place the excess food in the attacked player's Food Token Bag. If this reduces its Population to 0, it goes Extinct. See *Extinction* on page 10.
- Take Meat Food from the Food Bank **equal to the attacked species' Body Size** and place it on the attacking *Carnivore's* Species Board.

Important Feeding Rules

- When a species eats from the Watering Hole, it gets 1 Plant Food (though there are traits which modify this amount). When a *Carnivore* eats another species, it gets Meat Food **equal to the Body Size of the attacked species.**
- *Non-Carnivores* normally eat Plant Food, but they can also eat Meat Food with traits such as *Scavenger* or *Cooperation*. A *Carnivore* may **never** eat Plant Food.
- A species must eat if it is Hungry and there is food available. This means a *Carnivore* must eat a species with *Horns* if it is the only legal target, even if it's that player's own species!

End of Feeding

Feeding ends when there are no Hungry species, or when all Hungry species are no longer able to eat.

- If a species did not eat food equal to its Population, all Hungry Population from that species are lost. If all of the Population on a species are Hungry, it goes Extinct. See *Extinction* on page 10.
- Each player places all of the food on their species boards into their Food Token Bag.
- Any Plant Food remaining on the Watering Hole stays there for the next round.
- The game ends if the Draw Deck ran out during Phase 1 (*Deal Cards*) of this round or during an Extinction event on the previous round. See *End of Game Scoring* on page 10.
- If the game did not end, pass the First Player Marker to the left and begin a new round starting with Phase 1 (*Deal Cards*).

EXTINCTION

If the Population of any species is reduced to 0, it goes Extinct and the owner does the following:

- Discards the Trait Card(s) on that species and draws 1 card from the Draw Deck for each discarded card.
- Discards the Species Board and places any food on that Species Board into their Food Token Bag.
- If the species that went Extinct was between two species, close the gap between the adjacent Species Boards.

If the Draw Deck runs out of cards, either shuffle the discard pile into a new Draw Deck (5-6 player games) or use the cards that were set aside during the set-up as the new Draw Deck (2-4 player games). The next round will be the final round of the game.
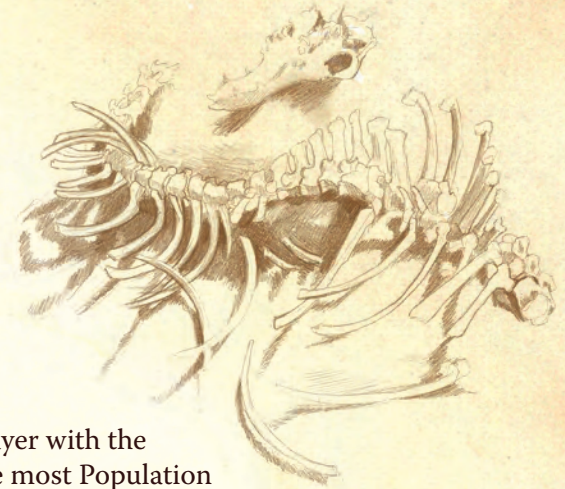
END OF GAME SCORING

Scoring is an attempt to gauge how well your species prospered during the game and how likely they are to thrive in the future.

Scoring:

- Each Food Token in a player's bag is worth 1 point.
- Each species is worth points equal to its Population.
- Each Trait Card on a surviving species is worth 1 point.

Add up each player's points to determine the winner. If there is a tie, the player with the most Trait Card points is the winner. If there is still a tie, the player with the most Population points is the winner. If there is still a tie, then you must immediately order pizza (either a meat lover's pizza or vegetarian pizza) and play again.

VARIANT: NO CLIMATE EVENTS

Evolution: Climate was originally designed without Climate Event cards. We recommend playing without these cards if anyone at the table is new to the game. You will get a perfectly balanced gaming experience with a little less chaos and a little less theme.

VARIANT: QUICK PLAY

During Phase 3 (*Play Cards*), all players play their cards at the same time without looking at what their opponents are doing.
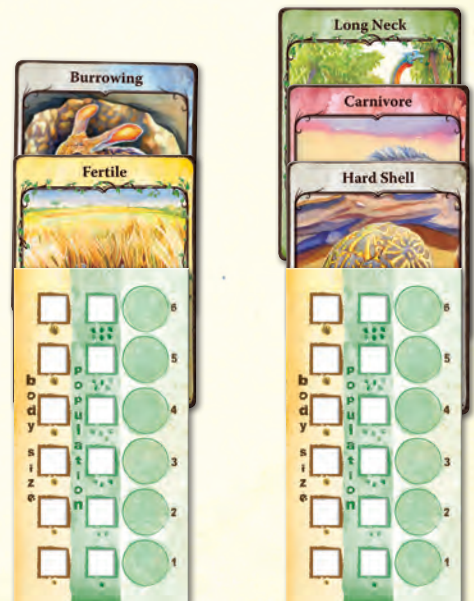
TABLE SPACE ISSUES

If table space is an issue, players can flip their Species Boards over and play them vertically.

6-PLAYER RULES

The 6-player game is played using the Quick Play Variant rules.

2-PLAYER RULES

The 2-player game is played with the same rules as the normal game except a species can have a maximum of 3 traits instead of 4.

vertical orientation

Ambush

Allows a *Carnivore* to attack a species protected by the *Warning Call* Trait.

A *Carnivore* with *Ambush* may ignore one defensive trait on any species that has the *Migratory* trait when determining if it can attack that species.

Burrowing

This species may not be attacked by a *Carnivore* unless one or more of its Population is Hungry. Normally this protection is only active when the *Burrowing* species is fully fed, but a species with *Burrowing* and *Hibernation* is protected when all but 2 of their Population is fed.

Population loss due to both both Heat and Cold is reduced by 1 for this species. For example, in the Ice Age Climate zone there are 4 Snowflake icons representing 4 Population lost due to Cold. A species with *Burrowing* negates 1 of those Snowflakes, so it loses only 3 Population.

Burrowing enables species to hide from predators, making them vulnerable only when they leave their lair to find food. Burrowing also provides protection from extreme temperatures. A burrowing species can escape direct sunlight by retreating into the cooler ground. Likewise, a burrower can escape the cold winter nights by retreating to a well-insulated lair.

Carnivore

This species may attack another species during Feeding if its Body Size is greater than the Body Size of the species being attacked, and it has the traits necessary to overcome that species' defensive traits. *Carnivores* may never take Plant Food, even with other traits such as *Long Neck*, *Cooperation*, or *Foraging*.

Climbing

A species with *Climbing* may not be attacked unless the attacking *Carnivore* also has the *Climbing* trait.

Cooling Frills

Add 2 to this species' Body Size when determining if a *Carnivore* can attack it. A species with Body Size 6 and *Cooling Frills* will have an effective Body Size of 8. *Cooling Frills* does not increase the amount of Meat Food that a *Carnivore* takes after an attack.

Population loss due to Heat is reduced by 3 for this species. For example, in the Scorching Climate zone there are 4 Sun icons representing 4 Population lost due to Heat. A species with *Cooling Frills* negates 3 of those Sun icons, so it loses only 1 Population.

The most efficient way for an animal to dissipate heat is to have a high ratio of body surface area compared to its weight. A large frill, such as those on the Frilled-Neck Lizard, allows an animal to cool itself by unfurling its frills. This gives the species a temporary increase in their body's surface area from which to dissipate heat. An additional benefit is that the frills can be expanded to deceive predators into thinking the animal is larger than it is.

Cooperation

Any time this species takes food, if you have a species to the right of it, that species takes 1 food of the same type (Plant or Meat) from the same source (Watering Hole or Food Bank). This means *Cooperation* will get *triggered* by traits such as *Long Neck*, *Scavenger*, *Intelligence*, and even another *Cooperation* (but not *Fat Tissue*). Don't forget that a *Carnivore* cannot eat Plant Food even with the help of *Cooperation*.

Defensive Herding

A species with *Defensive Herding* may not be attacked unless the attacking *Carnivore* has a greater Population.

Population loss due to Cold is reduced by 1 for this species. For example, in the Ice Age Climate zone there are 4 Snowflake icons representing 4 Population lost due to Cold. A species with *Defensive Herding* negates 1 of those Snowflakes, so it loses only 3 Population.

Herding is not only used as a defensive mechanism, but also as a way of sharing body heat to stay warm in the cold. Emperor Penguin colonies huddle together to conserve body heat and shield themselves from the frigid winds of Antarctica. Each penguin takes a turn on the outside of the huddle before shifting back to the inside to get warm again.

Fat Tissue

This species may continue to place food on the *Fat Tissue* trait card once it has taken food equal to its Population. The food stored on *Fat Tissue* may not be greater than the Body Size of this species. The food stored on *Fat Tissue* is neither Plant Food nor Meat Food - it is fat. Immediately before the Food Cards are revealed during the next round, move the food on *Fat Tissue* to the Species Board without exceeding its Population. This does not trigger *Cooperation* or any other trait that triggers when a species "takes" food. Any food remaining on this card is placed in that player's Food Token Bag when the trait is discarded, the species goes Extinct, or at the end of the game.

Fertile

Before the Food Cards are revealed, this species gains 1 Population if there is food on the Watering Hole (for instance, from the previous round).

Foraging

This species eats 1 additional Plant Food anytime it takes Plant Food (unless it does not have enough Population to eat the additional food). The additional Plant Food is taken from the same source (Watering Hole or Food Bank) as the original Plant Food. *Foraging* can be triggered by other traits such as *Cooperation*, *Long Neck*, or *Intelligence*. The additional Plant Food from *Foraging* does not create an additional "take" action which means *Cooperation* does not get triggered an additional time.

Hard Shell

Add 4 to this species' Body Size when determining if a *Carnivore* can attack it. A species with Body Size 6 and *Hard Shell* will have an effective Body Size of 10. *Hard Shell* does not increase the amount of Meat Food that a *Carnivore* takes after an attack.

Heavy Fur

Population loss due to Cold is reduced by 4 on this species. For example, in the Ice Age Climate zone there are 4 Snowflake icons representing 4 Population lost due to Cold. A species with *Heavy Fur* negates all 4 of those Snowflakes and loses no Population instead.

Population loss due to Heat in the three hottest Climate zones is increased by 1 for this species. For example, in the Scorching Climate zone there are 4 Sun icons representing 4 Population lost due to Heat. A species with *Heavy Fur* loses 5 Population instead.

Hibernation

Up to 2 Population may be ignored when determining if this species is Hungry. Those Population don't need to be fed during Phase 5 (*Feeding*) and they won't be lost due to Hunger at the End of Feeding. A species with *Burrowing* and *Hibernation* is protected when all but 2 of their Population is fed.

Population loss due to Cold is reduced by 1 for this species. For example, in the Ice Age Climate zone there are 4 Snowflake icons representing 4 Population lost due to Cold. A species with *Hibernation* negates 1 of those Snowflakes, so it loses only 3 Population.

Horns

When a species with *Horns* is attacked, the attacking *Carnivore's* Population is reduced by 1. The reduction in Population occurs before the *Carnivore* takes Meat Food for the attack. This means it is possible for a *Carnivore* and its prey to both go Extinct if they each have a Population of 1. Only species with the *Scavenger* Trait would get Food in that circumstance.

Intelligence

A player with *Intelligence* has the option to discard one or more cards from his hand during any of his Feeding turns to gain one of the following effects:

- If the species with *Intelligence* is a Non-Carnivore, it takes 2 Plant Food from the Food Bank for each card discarded. This may be done before or after the player's normal feeding turn Each use will trigger cards such as *Cooperation* and *Foraging*.

- If the species with *Intelligence* is a Carnivore, each card discarded negates all copies of 1 Trait Card for the species' next attack (for instance, if *Warning Call* is on both sides of a species or if there are multiple copies of *Scavenger* in play).

A player is never forced to use this ability, even if *Intelligence* is on a species that is still hungry.

Long Neck

Take 1 Plant Food from the Food Bank (not the Watering Hole) immediately before the Food Cards are revealed.

Migratory

After all species have finished feeding for the round, this species takes 2 food from the Food Bank if the Watering Hole is empty (unless it does not have enough Population to take both Food). This occurs even if there was no food in the Watering Hole during the round.

Population loss due to both the Heat and the Cold is reduced by 1 for this species. For example, in the Ice Age Climate zone there are 4 Snowflake icons representing 4 Population lost due to Cold. A species with *Migratory* negates 1 of those Snowflake icons, so it loses only 3 Population.

Many species migrate with the seasons, travelling to new locations to stay within a comfortable climate. But this passage is not without peril. Predators often attack migrating species, thinning their herds as they make their long and arduous journey across the planet.

Mud Wallowing

A player must discard a card from their hand to the face-up discard pile before their *Carnivore* may attack a species with the *Mud Wallowing* trait. A card must be discarded before each attack.

Population loss due to Heat is reduced by 1 for this species. For example, in the Scorching Climate zone there are 4 Sun icons representing 4 Population lost due to Heat. A species with *Mud Wallowing* negates 1 of those Sun icons, so it loses only 3 Population.

Some animals wallow in mud to regulate their body temperature and keep cool. It takes longer for water to evaporate when it is mixed with mud, which means the body is being cooled for a longer period of time. Wallowing in mud may also serve as camouflage against predators.

Nocturnal

Before each of your feeding turns, this species *(Carnivore or Non-Carnivore)* may take a free feeding action if there are no *Carnivores* in play that could eat it. You may feed the same species again during your normal feeding action or you may feed a different species. The additional feeding triggers cards such as *Cooperation* and *Foraging*.

To determine if *Nocturnal* is in effect, a *Carnivore* with *Intelligence* is considered able to eat the *Nocturnal* species only if the *Carnivore's* owner has enough cards in hand to get past all of the *Nocturnal* species' defensive traits. *Carnivores* that are fully fed are unable to attack any species.

Population loss due to Heat is reduced by 1 for this species. For example, in the Scorching Climate zone there are 4 Sun icons representing 4 Population lost due to Heat. A species with *Nocturnal* negates 1 of those Sun icons, so it loses only 3 Population.

Pack Hunting

This species' Body Size is treated as equal to its Population plus its Body Size when determining if it can attack another species. For example, a species with a Population of 5 and a Body Size of 3 will have an effective Body Size of 8 when determining if it can attack another species.

Scavenger

Take 1 Meat Food from the Food Bank anytime a species loses one or more Population after being attacked by a *Carnivore*. If an attacking *Carnivore* has the *Scavenger* trait, it gets an extra Meat Food for the attack. If the attacked species has the *Scavenger* trait, it gets a Meat Food after being attacked.

Symbiosis

A species with *Symbiosis* may not be attacked if your species to the right of it has a larger Body Size.

Warning Call

If you have a species to the right and/or left of a species with *Warning Call*, it/they cannot be attacked unless the *Carnivore* has *Ambush*. *Warning Call* does not protect the species that has the *Warning Call* trait.
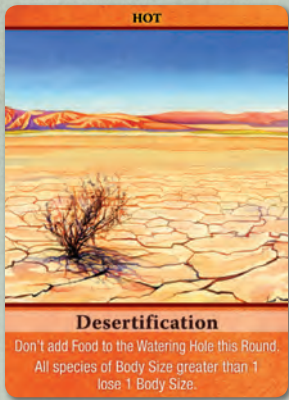
Many species have evolved a warning call behavior trait which alerts members of their group when dangerous predators are near. However, this behavior comes at a cost. While it allows others in their group to escape, it also draws the predator's attention to the individual making the noise.

Cold Snap

When a *Cold Snap* occurs, disregard the Climate effects on the current Climate zone for that round and use the Climate effects on the Climate Event card instead.

Desertification

When *Desertification* occurs, every species loses 1 Body Size. Species that have 1 Body Size remain at 1 Body Size.

Do not add Food to the Watering Hole if the food total is positive for the round, but remove food as normal if the food total is negative.

Weather patterns are constantly shifting in response to the changing geography. As landmasses move, ocean currents change, and mountain ranges rise and fall, a new mountain range may deprive a nearby region of rain clouds for many hundreds of thousands of years, turning today's flourishing landscape into tomorrow's barren desert. Everything is in flux when looked at over eons of time. Even the Sahara desert was once a lush savannah.

Heat Wave

When a *Heat Wave* occurs, disregard the Climate effects on the current Climate zone for that round and use the Climate effects on the Climate Event card instead.

Glacial Thaw

When *Glacial Thaw* occurs, place the *Glacial Thaw* card face-up on the Watering Hole section of the Climate Board. The 3 Sun icons on that card will be added to the Climate icon count when the Food Cards are revealed during Phase 4 (*Modify Environment*) of the next round. Draw another Climate Event card as normal during step 5 of the phase in which *Glacial Thaw* was triggered.

Meteorite

When a *Meteorite* impact occurs, do not add Food to the Watering Hole if the food total is positive for the round, but remove food as normal if the food total is negative. Do this every round until the end of the game! Population loss due to the Heat and Cold occurs as normal.
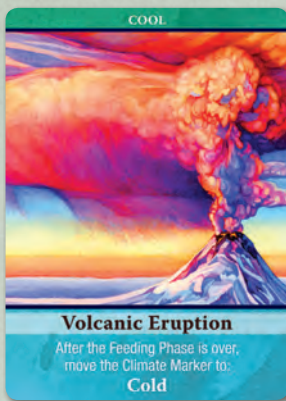
The impact of a massive meteorite is one of the most cataclysmic events that can occur. It has the potential to alter the orbital path of a planet while ejecting enormous amounts of material into the air. Some of this material will fall back to Earth, igniting forests and creating multiple firestorms. The remaining particles stay in the atmosphere for years, blocking the sunlight needed for plant life to survive. The mass extinction of plant and animal life around 66 million years ago is generally thought to be the result of a massive comet or asteroid impact at the end of the Cretaceous period known as the Cretaceous-Paleogene extinction event.

Volcanic Eruption

When a *Volcanic Eruption* occurs, you will move the Climate Marker to the designated Climate zone at the end of Phase 5 (*Feeding*). The next round of the game will start with the Climate Marker in the new Climate zone.

Massive volcanic eruptions can jettison large columns of ash and sulphur high into the stratosphere. Sulphur reacts in the upper atmosphere to create an atmospheric haze that blocks the solar radiation, significantly cooling the planet for many years afterwards. The eruption of Krakatoa in 1883 lead to a significant reduction of average summer temperatures across the Northern hemisphere for over 5 years.
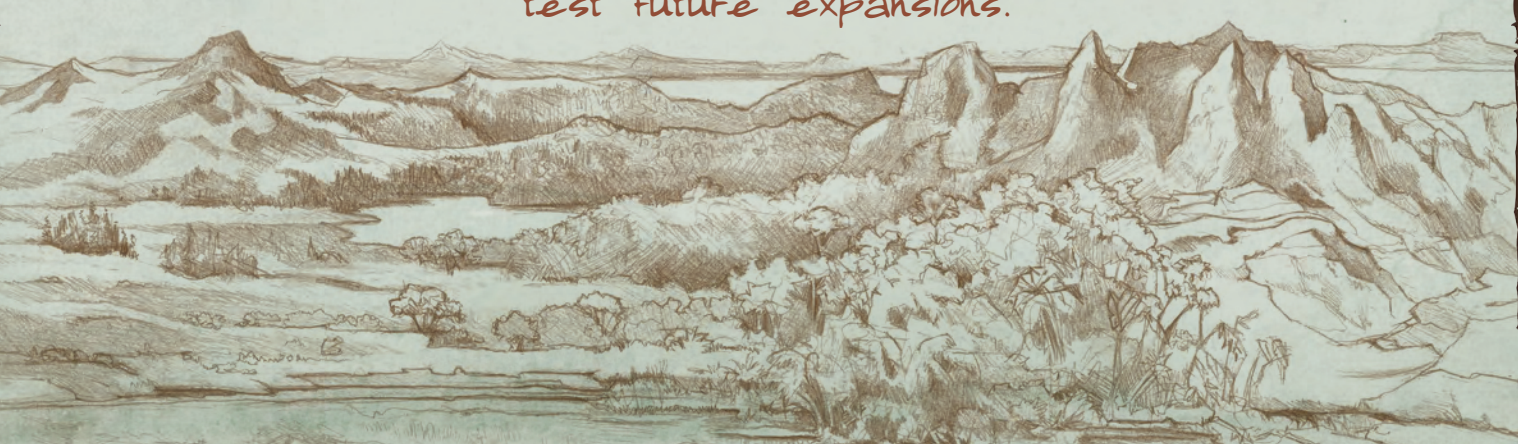
Wildfire

When a *Wildfire* occurs, all species without the *Burrowing* trait lose 1 Population. This Population loss is not considered loss due to Heat so it cannot be prevented with Heat related traits. The Food that would normally be added to the Watering Hole this round is instead set aside. This Food is added to the Watering Hole before Phase 1 (*Deal Cards*) of the next round.

Email Evolution@northstargames.com with any questions, to get on our mailing list, or for the chance to test future expansions.

GAME CREDITS

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GAME HISTORY

The original concept for Evolution was developed by Russian biologist Dmitry Knorre to demonstrate evolutionary principles to his students. Dominic Crapuchettes, a former professional Magic: The Gathering player, built upon the concept along with a team of developers to create a tournament quality board game. Catherine Hamilton was raised by a rocket scientist mom at NASA and a neurobiologist dad at Caltech. She joined the project because it merged her passion for natural science with her lifelong passion for painting.

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