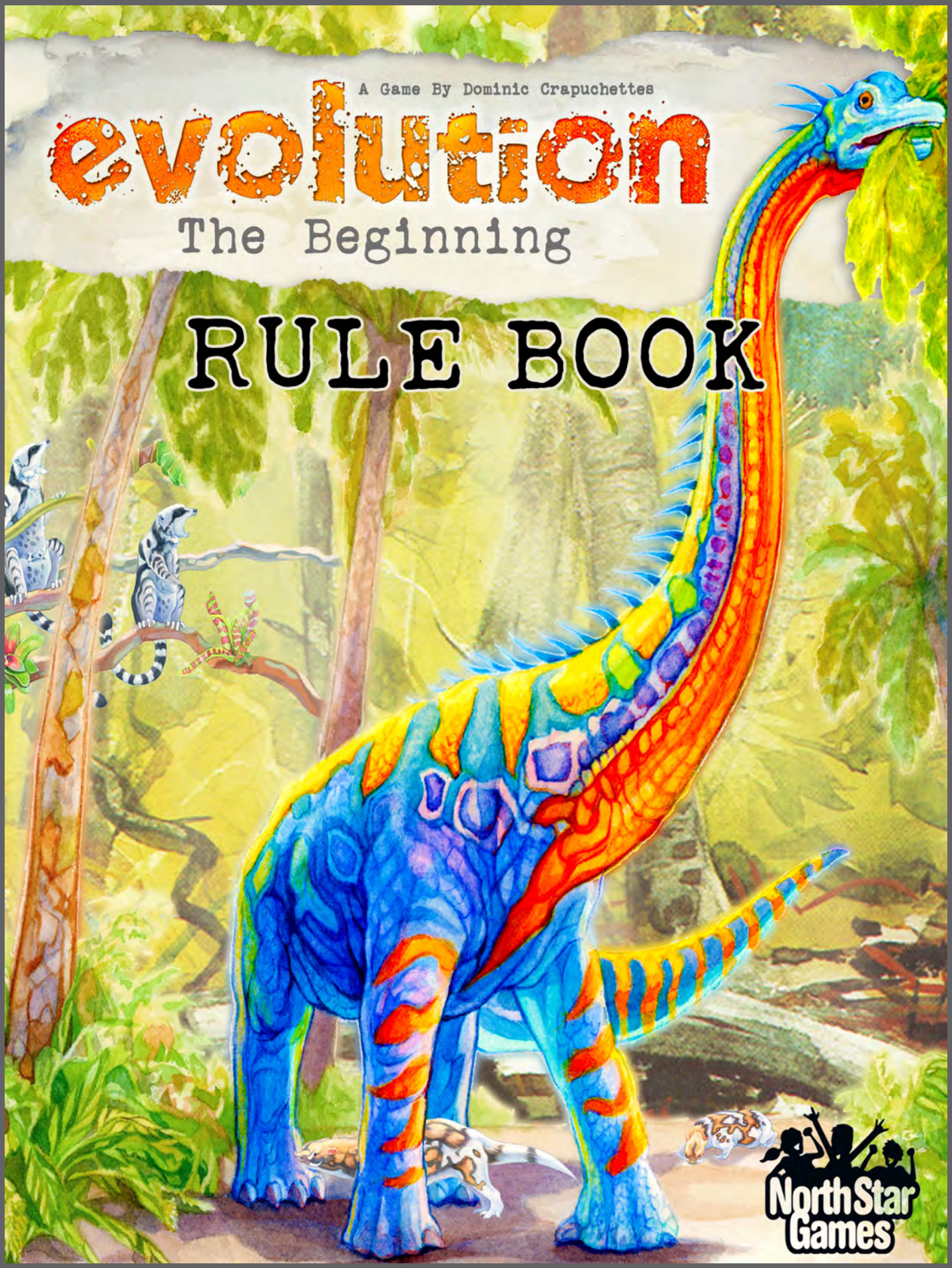
A Game By Dominic Crapuchettes

evolution

The Beginning

RULE BOOK



North Star Games

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Welcome to *Evolution: The Beginning*! This is your first step into a vibrant ecosystem of evolution-themed games. *Evolution: The Beginning* is an easy-to-learn strategy game for the entire family and becomes especially strategic with 2 players.

Once you've mastered *Evolution: The Beginning*, you may find yourself interested in other games in the *Evolution* product line. Our flagship product, *Evolution*, was featured in the world's leading scientific journal, *Nature*:

"*Evolution* features sophisticated biology [and] captures key aspects of the evolutionary process..."

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

A great way to explore the next step in the *Evolution Game System* is by getting the *Evolution* digital game. Learn the rules, hone your strategy, and discover new ways to play, with our lovable in-game host as your guide.

Use your unique code shown on the above sticker to receive exclusive digital goods at northstargames.com/digital.

Available on the App Store

GET IT ON Google Play

STEAM

Set-Up

- Place the Watering Hole in the center of the table.
- Put the Food Tokens on the table. This is the Excess Food pile.
- Shuffle the cards and place the Deck on the table.
- Each player takes a Food Bag.

Components

1 Rulebook
1 Watering Hole
160 Food Tokens
88 Cards
5 Food Bags

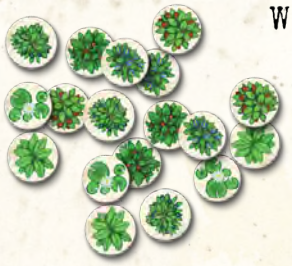
1st Player Food Bag

The Deck

4th Player Food Bag

Watering Hole

2nd Player Food Bag



Excess Food pile

3rd Player Food Bag

Overview

In *Evolution: The Beginning*, your specieswill need to adapt in an ever-changing ecosystem where food is scarce and predators roam.

The goal is to help them multiply, thrive, and eat as much food as possible. You'll get points for the food your species eats during the game. So go forth and satisfy your hunger!

Playing the Game

The player who woke up first today is the 1st Player. After the 1st Player's turn, play proceeds clockwise. Each player's turn consists of the following four steps, described in more detail later:

Step 1 - GATHER:	Place Food on the Watering Hole and get your cards.
Step 2 - ADAPT:	Play your cards.
Step 3 - EAT:	Feed your species.
Step 4 - SCORE:	Score points for Food eaten.

STEP 1—GATHER

1) Take 2 Food from the Excess Food pile and place them on the Watering Hole.

2) Take a card from the Deck and place it face-down in front of you. This is a new species with 1 Population. You always get a new species at the beginning of your turn.

3) Draw 3 cards from the Deck into your hand.

STEP 2—ADAPT

There are three things you can do with your cards in your hand. You can do them in any order:

1) **Create Another Species** – Place a card face-down on the table to create another species with 1 Population. Create as many new species as you want.

2) **Add Population** – Place a card face-down on any species to add 1 Population to that species. There is no limit to the amount of Population a species can have, but remember you will have to feed them!

A Species with 3 Population

A Species with 1 Population

3) **Add Traits** – Place a card face-up above a species as a Trait. These Traits modify your species (and sometimes the rules). A species may not have more than 3 Traits and may not have any duplicate Traits. See pages 10 & 11 for descriptions of all the Traits in the game.

A Species with 3 Traits and 1 Population

A Species cannot have 2 of the same Trait

4) **Discard a Trait** – Remove a Trait from any species and place it face-up in the Discard pile. You will do this when a Trait is no longer helping a species or when you want to replace it with a different Trait.

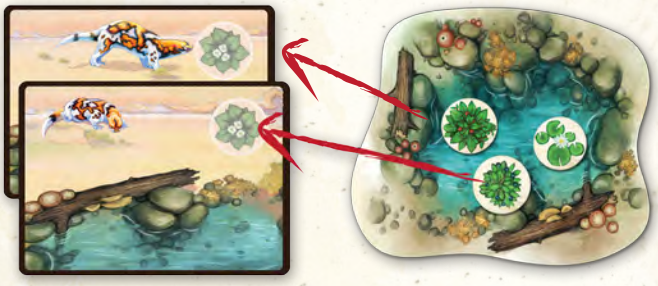
5) **Save Cards** – Instead of playing all your cards, you can save as many as you want in your hand for your next turn.

STEP 3—EAT

This is when you feed your species. Each Population must eat 1 Food or it will starve at the end of your turn. Every Food is worth 1 point at the end of the game, so eat up!

A species is full if each of its Population cards has Food on it. A species **cannot** eat more Food if it is full, even if Food is still available. A species that is not fully fed **must** eat if Food is still available. There are two ways to get Food: eating from the Watering Hole or eating other species.

Eating From the Watering Hole — You must eat as much Food from the Watering Hole as your Population allows. Place the Food on the Food spaces, starting with the top Population card for each species.



Eating Other Species — A species with the *Carnivore* Trait is a *Carnivore* and may never feed from the Watering Hole. Each *Carnivore* must try to get as much Food as its population allows by attacking and eating other species. When feeding a *Carnivore*, do the following 3 steps in order:

1) **Choose a Species (including your own) to Attack.** A *Carnivore* can attack any species if it has the Traits needed to overcome all of the defensive Traits of that species. For example a *Carnivore* would need the *Burrowing* Trait to attack a species that has the *Burrowing* Trait. Likewise a *Carnivore* would need both the *Nocturnal* Trait and the *Burrowing* Trait to attack a species that is both *Nocturnal* and *Burrowing*.

A Carnivore needs both Nocturnal and Burrowing to attack this species.

This is a Carnivore with Nocturnal, Burrowing, and 2 Population.

2) **Reduce the Population of the Attacked Species by 1.** Remove the bottom Population card of the attacked species and place it face-up in the Discard pile. If there is Food on that card (see *Scavenger* Trait, p.11), place it in the Food Bag of the attacked player. If the Population is reduced to 0, then the species goes extinct. See EXTINCTION.

3) **Feed the *Carnivore.*** Take 2 Food from the Excess Food pile and place one on each of the *Carnivore's* top 2 Population cards. A *Carnivore* cannot eat more Food than it has Population, so sometimes a *Carnivore* will only receive 1 Food for an attack.

Repeat these steps if the *Carnivore* has not been fully fed. A *Carnivore* must continue to attack until all its Population is fed or until there are no legal targets. This means a player might have to attack one of their own species to fill up their *Carnivore*!

STARVATION - Every Population without a Food starves! Take those Population cards and put them face-up in the Discard pile. A species that loses its last Population card goes extinct.

EXTINCTION - A species goes extinct when it has no more Population cards. Discard the Trait cards on that species and draw new cards equal to the number of Traits discarded. The new cards go into your hand to be played on your next turn. You never draw cards to replace lost Population.

STEP 4—SCORE

Now place all of your eaten Food in your Food Bag to be scored at the end of the game. This is the only time you place Food in your Food Bag. Any food left on the Watering Hole remains there for the next player's turn. The player to the left now begins their turn starting with STEP 1.

END OF GAME

When the Deck runs out, shuffle the Discard pile to create a new Deck. Then play until the player to the right of the 1st Player finishes their next turn. At this point, every player has had the same number of turns, and that's the end of the game.

It's time to count your score! Players get 1 point for each of the following:

1) Each Food in their Food Bag and on their Population cards.
2) Each of their cards on the table (Population and Traits).
3) Each card in their hand.

The player with the highest score is the winner. If there's a tie, order pizza and play again!

Game Credits

Lead Game Designer:	Dominic Crapuchettes
Development Team:	Ben Goldman, Jonathan D'Angelo, Nick Bentley
Project Manager:	Dominic Crapuchettes
Box Cover Artist:	Catherine Hamilton, Ben Goldman
Graphic Designer:	Ben Goldman
Card Artist:	Catherine Hamilton
Card Designer:	Ben Goldman
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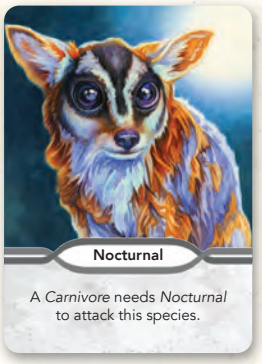
Rules:	Dominic Crapuchettes, Matt Mariani, Satish Pillalamarri, Edoardo Kulp, Jonathan D'Angelo, Scott Rencher, Ben Goldman, Ken Goldman
Production Manager:	Edoardo Kulp
Playtesters:	Satish Pillalamarri, Matt Mariani, Kristen Rahman, Scott Rencher, Jeffrey Bennett, Vivek Kotecha, Bayard Catron, Bruce and Francine Crapuchettes (Mom & Dad), Daniel Crapuchettes

DEFENSIVE TRAITS

Grey cards protect your species from Carnivores.



Burrowing, *Flight*, *Nocturnal*, and *Speed* all work the same way. Your species is protected from any *Carnivore* that does not have the same combination of these defensive Traits. So if your species has *Burrowing* and *Flight*, a *Carnivore* would need both *Burrowing* and *Flight* to attack it.

Defensive Horns doesn't prevent a *Carnivore* from attacking a species, but it does provide a deterrent. Any time a *Carnivore* attacks a species with *Defensive Horns*, the *Carnivore* loses 1 Population at the same time as the attacked species. This happens before the *Carnivore* gets Food from the attack, which means the *Carnivore* might go extinct from the attack without getting Food.

THE CARNIVORE TRAIT

The red card turns your species into a Carnivore!

Carnivores can never eat from the Watering Hole. They only eat by attacking other species. Feed each *Carnivore* by doing the following 3 steps in order:

1) Choose a species to attack. An attack can be made if the *Carnivore* has the Traits necessary to overcome the targeted species' defensive Traits.

2) Reduce the Population of the attacked species by 1. The attacked species discards a Population card.

3) Feed the *Carnivore*. The *Carnivore* gets 2 Food from the Excess Food pile. Every *Scavenger* also gets 1 Food from the Excess Food pile.

A *Carnivore* must continue to attack until all its Population is fed or until there are no legal targets.

EATING TRAITS

Green cards help feed your species.

A species *with Long Neck* must eat 3 Food from the Excess Food pile before it eats any other Food.

A *Scavenger* eats 1 Food from the Excess Food pile every time a *Carnivore* attacks, even if the *Scavenger* is getting attacked or doing the attacking.

Food scavenged when it is not your turn will stay on your Population cards until the end of your next turn.

POPULATION TRAITS

Yellow cards help the Population of your species.

A species with *Fat Tissue* may eat a second Food for each Population. Each Population starves at the end of your turn only if it has not eaten at all.

If the species with *Fat Tissue* is a *Carnivore*, it can continue to attack until each Population has eaten 2 Food. However, it is no longer forced to attack once each Population has eaten 1 Food.

A species with *Fertile* gains a Population before you draw 3 cards at the beginning of your turn. Take a card from the Deck and place it face-down as another Population on this species.

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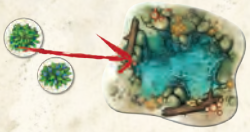
On Your Turn:

1. Gather:

Add 2 Food



Get 1 new species

Draw 3 cards

2. Adapt: These are the things you may do.

Create new species

Add Population

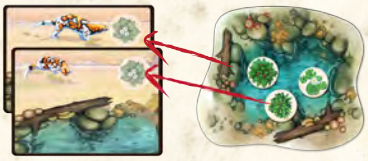
Add Traits

Remove Traits

You may save cards for your next turn.

3. Eat:

Non-carnivores eat from the Watering Hole.



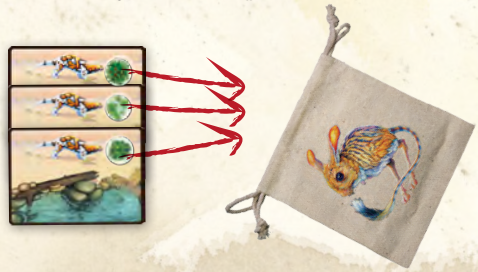
Carnivores eat from the Excess Food pile.

1) Choose a species to attack.
2) Reduce the Population of that species by 1.
3) Feed the Carnivore 2 Food.

Extinction: Draw new cards equal to the number of Traits discarded.

4. Score:

Put the Food from your Population cards into your bag.



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