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An expansion to the board game
"Evolution. The Origin of Species".

Game rules (II edition)

For a long time our planet's land had been a single continent - Pangaea, but about 200 million years ago it was divided into two supercontinents: the northern - Laurasia and the southern - Gondwana. With the «Continents» expansion we will try to simulate how evolution might proceed in geographic isolation. Now the animals in the game will evolve independently on the two continents, as well as in a separate location - the Ocean.

Before starting the game you need to combine both the expansion deck and the basic deck together and shuffle all the cards thoroughly. After the deck has been shuffled deal each player **10 cards** and one "territory divider". The territory divider is placed before the player so that the Ocean is facing to the right and Laurasia up. Place the continent cards (Laurasia, Gondwana and Ocean) in the center of the table. The red food tokens will be placed on these cards during the game to show the food bank for each territory.

The last person to visit a different continent goes first (if there isn't anyone like that, then cast lots).

Development phase

The development phase is the same as in the basic game "EVOLUTION". Players take turns at playing cards either as an animal or as a trait on a previously played animal. You can say "pass" and won't play

any more animals or traits this turn. The feature of the expansion is that when a player plays an animal he has to decide on which continent it will be played. If he wants his animal in Laurasia he places the animal above the territory divider, if he wants it to be in Gondwana – below it. If a player played the “Swimming” trait on his animal it is immediately moved to the Ocean – move the animal and all its traits from the continent and place it to the right of the territory divider. The “Swimming” trait card is discarded. Each animal in the Ocean grants one extra point at the end of the game. Try to place your cards carefully so that it’s obvious in what territory the animal is. You cannot play pairwise traits on animals in different territories. So, if two animals had a pairwise trait and end up in different locations (for example the animal was moved to the Ocean), the pairwise trait is discarded.

Food Bank Determination Phase

Each turn different continents have different supplies of food. The amount of food is determined by using dice and a special chart. For example if there are four players, each turn the first player rolls two white dice and one colored die. The amount of food available for animals in Gondwana will be the sum of the white dice; the amount of food in Laurasia – the number on the colored die +2 extra tokens. The amount of food in the Ocean is a fixed number each turn (with four players it will be five food tokens). The chart to determine the amount of food tokens – resources depending on the number of players:

Players	Laurasia	Gondwana	Ocean
2	1 die	1 die + 2 resources	3 resources
3	1 die	2 dice	4 resources
4	1 die + 2 resources	2 dice	5 resources
5	1 die + 3 resources	2 dice + 2 resources	6 resources
6	1 die + 5 resources	2 dice + 3 resources	7 resources
7	2 dice + 2 resources	3 dice + 2 resources	8 resources
8	2 dice + 2 resources	3 dice + 4 resources	9 resources



Feeding Phase

The Feeding phase is the same as in the basic game "Evolution": players in order receive red food tokens during their feeding phase. Tokens are taken by one, several rounds if necessary, until either all tokens have been taken or until all animals have been fed and fat tissue filled.

Attention! The food bank in each territory is separate; animals in Laurasia cannot receive food from Gondwana or the Ocean and vice versa.

During each round of the food phase players can receive tokens and use traits only on one territory depending on the player whose turn it is. For example you cannot attack with a Carnivore in one location an animal in another location, or a "Scavenger" in the Ocean cannot receive a food token if an animal was eaten on a continent.

Extinction and Draw phase

All animals in all locations are included in this phase. If a player doesn't have any cards in his hand or any animals in play, he has to receive 10 cards from the deck and place two of them on the table as animals.

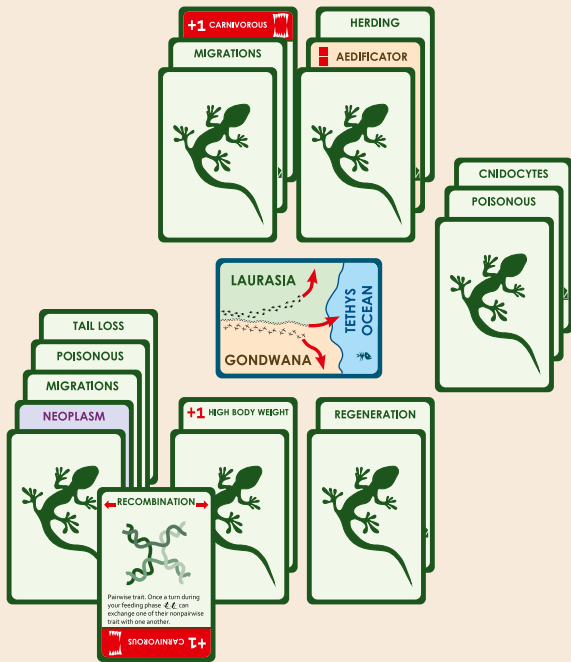
Note: In a two-player game we recommend you to reduce the number of cards in the deck. To do this just separate each cards by type and remove half of the cards. Thoroughly shuffle the remaining cards into a new deck.

Now let's check out the new traits that have appeared in the game:



Migration

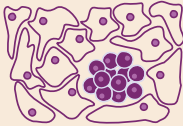
During his feeding phase the player with an animal that has the Migration trait can declare a "Migration", of which he must inform the other players. He cannot use any other traits this turn except for MIGRATION and SUCKERFISH, he can no longer receive food tokens (including from the food bank). **Important!** More than one of the player's animals can Migrate at the same time if they have



the Migration trait even being in different territories. If as a result of the migration two animals sharing a pairwise trait (for example the Trematode trait) end up on different continents, the pairwise trait is discarded. You cannot use the Migration trait to move an animal from a continent to the Ocean but you can move a swimming animal from the Ocean to a continent (or back). That animal needs to be given the Swimming trait. The card with this trait is taken from the discard pile. The Swimming trait works just like in the basic game when on a continent, so the animal cannot be eaten unless by a Carnivore with the Swimming trait. Swimming animals cannot migrate from one continent to another without passing through the Ocean.



Neoplasm



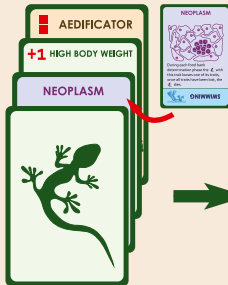
NEOPLASM is played only on another player's animal and affects single traits. Place this card under the animal's traits. In the beginning of the food bank determination phase swap the NEOPLASM card with the trait

above it. This trait no longer works for this animal. If there are no more traits above the NEOPLASM the animal immediately dies (see the picture).

If the NEOPLASM trait was played on an animal with only one trait it dies during the first food determination phase. Though you can play extra trait cards on your animal during the development phase to prolong its death. You cannot play two cards with the same trait on an animal with NEOPLASM even though the first trait is "turned off" (the exception is FAT TISSUE).

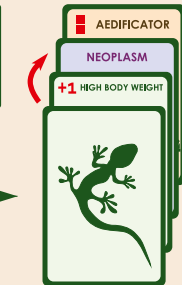
After NEOPLASM has been played on an animal you cannot change the order in which its traits are placed. If as a result of the RECOM-

TURN 1. Development phase



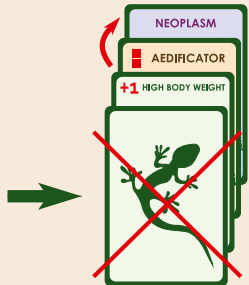
Player B has played NEOPLASM on a Player A's animal with the traits HIGH BODY WEIGHT and AEDIFICATOR.

TURN 1. Food bank development phase



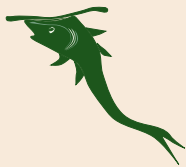
The NEOPLASM card has moved one step up. From the very moment the trait HIGH BODYWEIGHT doesn't work. Now the animal needs only 1 food token to become fed.

TURN 2. Food bank development phase



The NEOPLASM card has moved one more step up. There are no cards laying over it now so the animal dies.

BINATION trait NEOPLASM goes to another animal, the card is then placed at the bottom of that animal's traits as if just played.



Suckerfish

You can use this trait to move an animal from one location to another during the migration of your or other players' animals. SUCKERFISH can only follow an animal that is migrating from the location where the SUCKERFISH is placed. You cannot migrate with this trait by yourself.

A SWIMMING animal with the SUCKERFISH trait can follow a migrating SWIMMING animal from the Ocean to a continent and back. If there are more than one animal with the SUCKERFISH trait in play, the player who announced the "Migration" must be the first to use this trait. Then the player to the left of him may use his animals with the SUCKERFISH trait and so on clockwise. Each animal that uses the MIGRATION trait can have more than one SUCKERFISH moving with it including SUCKERFISH that belong to other players.



Regeneration

This trait can only be played on an animal that has no traits or has only one and the trait doesn't increase the animal's need for food. Any traits cannot be played on this animal if they increase its need for food or if it already has two traits. Bear in mind that pairwise traits are also considered as one trait and cannot be played above the limit.

If an animal with the REGENERATION trait was eaten by a carnivore its traits are left on the table. During the extinction phase before receiving new cards the player must play an animal from his hand (if he doesn't have any cards then from the deck) and place it on those traits.

The player won't receive a card from the deck for the animal that regenerated this way. If there are no more cards in the hand or the deck, the traits are left on the table and still bring points to their owner at the end of the game. REGENERATION won't save you from star-



vation but if the animal with this trait was eaten by a carnivore, the traits left on the table obviously don't require any food.



Recombination

By using this pairwise trait each animal has to swap one of its traits with the other. If as a result one of the animals gets a trait it already has, discard one of them. This very useful trait can help an animal to get rid of an unwanted card, for example the PARASITE. If an animal using RECOMBINATION gets a trait that can only be used once during a round (for example PIRACY or HIBERNATION) and was already used by the first animal earlier the second animal cannot use the trait once more.



Herding

This trait allows you to act together with other players. If a location has only one animal with the HERDING trait it will be pretty vulnerable to carnivores, but the more animals with this trait, the better their defenses. When adding, all carnivores (including yours) and animals with the HERDING trait in this location are taken into account.



Aedificator

Two extra red food tokens must be placed into the food bank of the location that has an animal with this trait. If a location has more than one animal with this trait, food tokens are added for each animal.



Cnidocytes

A carnivore that attacks an animal with this trait, even if the attack failed, loses the ability to use his traits. So it becomes an easy prey for other carnivores itself. Keep in mind that the paralyzed animal needs only one food token since his traits work no longer.



Playing with the "TIME TO FLY" expansion:

You can play "EVOLUTION" with two expansions at once ("Continents" and "Time to Fly"). To do so just shuffle all three decks together. When playing with two expansions the following rules apply:

- 1) An animal with the FLIGHT trait that has 1 or 2 traits can migrate from one continent to another as if it had the MIGRATION trait. The player has to declare a "Migration" using the rules for the MIGRATION trait as usual. He cannot use other traits during his phase (except for FLIGHT, MIGRATION and SUCKERFISH) or receive food tokens. As soon as the animal with the FLIGHT trait gets its third trait (remember, parasites and pairwise traits also count) it loses its ability to migrate this way. A SWIMMING animal with the FLIGHT trait can migrate from one continent to another bypassing the Ocean.
- 2) The SPECIALIZATION trait is no longer divided into types (A and B). So if there are two animals with the SPECIALIZATION trait in one location neither of them can use it. But in different locations animals can use it freely.
- 3) Since the SWIMMING trait is discarded once the animal moves to the Ocean, it no longer prevents the use of the ANGLERFISH trait by the animal in the Ocean.
- 4) When using the VIVIPOROUSE trait, the new animal is placed to the same location as the animal that used the trait.

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