

Help Sheet

Cave



protects your piece from an eruption

Volcano



eruption site (hazardous area)

Waterhole



helps you recover tokens if in your path

Swamp



double site

Rock



main landing site

Twister



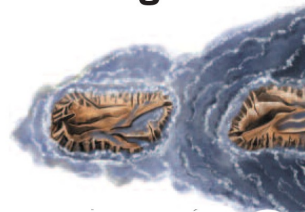
hazardous area

Earthquake Zone



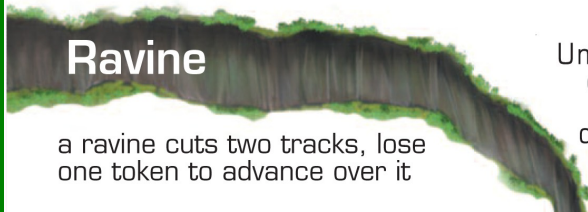
hazardous area

Rising Sea



Unless you have a fish era card within your path, lose one token to cross over a rising sea

Ravine



a ravine cuts two tracks, lose one token to advance over it

Playing tips

The best way to learn evolution is to start playing it . It's basically a card laying game so initially it doesn't matter if some rules aren't followed precisely. After a very short time the rules will become clear and so will the best ways for winning and enjoying the game!

Each path can be laid out to allow each player easy access to it. It is not necessary for paths to be laid out like the spokes of a wheel. For example, the paths can be laid out parallel to each other, or in whatever manner suits the available playing surface.

Because you can insert a card, you can start your path with any era card type.

If a cone blocks your piece, you may remove a cone from your path by replacing the era card that holds it.

As far as possible aim to include in your path era cards that display waterholes or caves and avoid including cards that have hazardous areas.

If your path has no gaps in era card sequence it stops other players inserting an unwanted card in your path .

Bid wisely; if you run out tokens you can't bid for cards or win the game. On the plus side you if you run out you can't lose any more tokens as a result of a thunderbolt!

Symbols on the Die

Era



Turn over the top Era Card

Thunderbolt



Take a Thunderbolt Card

Volcanic Action



Erupt a site or move your cone

Contents

Start cards (x6), cones (x6), die, rules, help sheet, thunderbolt cards (x12), era cards (x42) and tokens (6 sets, x16 per set)