

Moving your cone and erupting a site on another player's path

When a  shows on the die, each player may move their cone or erupt a volcano site. The player with the lowest start card number acts first, then play proceeds in start card number order. Unless otherwise stated, place 1 token in the box when you carry out any one of the actions a) to d), listed below:-

- If you move your cone onto a vacant rock site on another player's first era card.
- If you move your cone forward. You may make several forward moves in one go, however, you must give up 1 token for each of the moves you make.
- If you erupt a volcano (site or cone), anywhere on the path your cone is on.
- No tokens are lost when you move your cone sideways or backwards.

Notes:

- After these actions are completed, the player who threw the die continues his turn at the "bid for an era card" section.
- You must place your cone on the first era card whenever you move it onto a path.
- Only one action (either a cone move or an eruption) is allowed each time.
- Only one cone is allowed on a path.
- Cone movement must always be to a vacant rock site. This can be sideways on the same card or onto a site on an adjoining era card.
- Return your cone to the centre of the playing area if the era card holding it is replaced or forcibly removed.

Hazardous areas and thunderbolts

The earthquake, twister or volcano symbol on an era card denotes a hazardous area; if in your path, they may cause you to lose era cards, tokens or both when a thunderbolt is executed. Era cards that contain these hazardous areas may therefore pose a threat to your progress. Even cards that don't contain a hazardous area are not immune from the effects of certain thunderbolts; so there is always a chance that your progress will be held up, regardless of the card types in your path.

Winning the game

If you start your turn with your playing piece on your sixth era card and have at least one token in hand; you are in a position to win the game. Continue to play then end your turn in the usual way. You win, if your path remains intact, your piece stays put and you still hold one token. If not, the game continues.

For playing tips and further information refer to the help sheet and our website.

Preparation

Each player takes his cone and 16 animal tokens and mounts one token in a stand as his playing piece. Separately shuffle the evolution, thunderbolt and start cards and place each pack face down. Deal a start card and a hand of two evolution (era) cards to each player, all face up. Each player places his playing piece on a rock site on his start card. Place all the cones in the centre of the playing area. The youngest player starts, then play proceeds clockwise around the board.

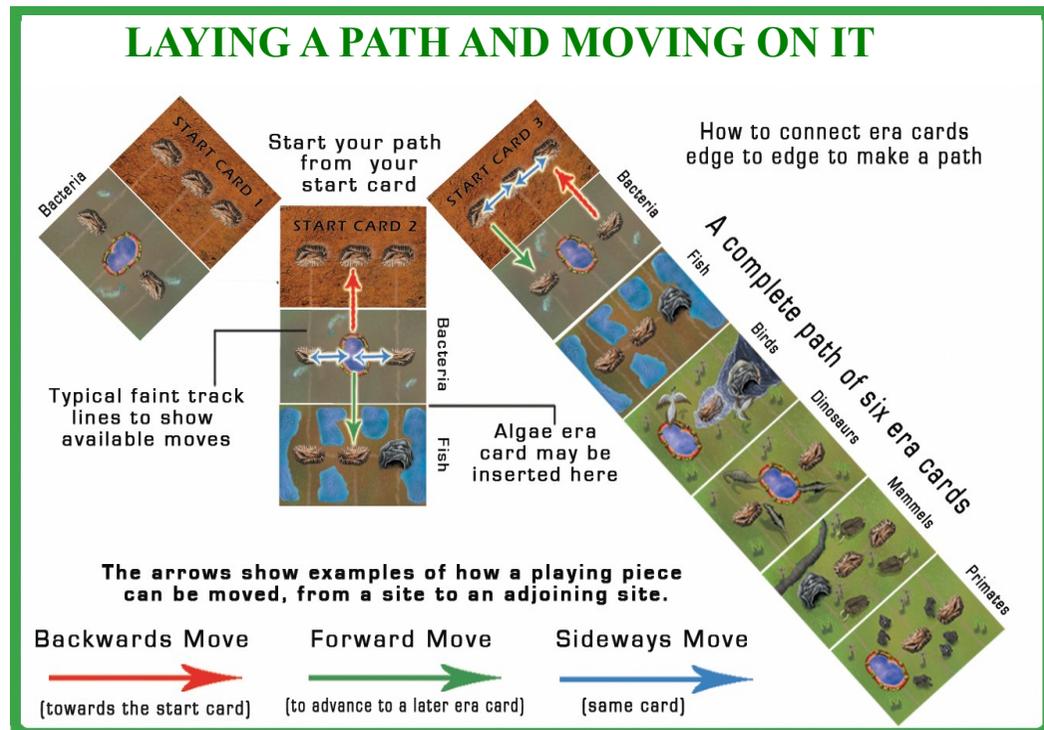
Objective

Lay a path of six era cards from your start card and be first to advance your playing piece onto your sixth era card.

Era card placement rules (see path examples in the diagram below)

Whenever you include (add or insert) an era card in **any** path, it must preserve strict era order (species order), which is:-

1Bacteria **2** Algae **3** Fish **4** Reptiles **5** Birds **6** Dinosaurs **7** Mammals **8** Primates
A completed path has six different era cards, so two types are left out but the path must always be in strict order. An era card may be inserted within **any** path or added to the end. You can also replace a card in **your** path (on your turn) but **not** if it holds your playing piece.



Play (start your turn)

On your turn recover one token if available in the box. Recover **one** further token if you have a waterhole on any card in your path. You may optionally replace or include a card in your path using an era card from your hand.

Continue by rolling the die;-

If a ⚡ symbol shows on the die, take the top thunderbolt card. After executing it, return it to the bottom of its pack.

If a 🌋 shows, each player may optionally move his cone or erupt a volcano site; (see the cone movement section for full details).

After the completion of any of the actions above, or if a ● shows, turn over the top era card of the evolution pack unless it is already face up, then continue ...

Bid for an era card or agree an exchange?

If you do not want this card you can chose to bypass option a) and continue to option b) or c) or to “End your turn”.

a) If no other player wants to bid for it you may take the card, however, any player can bid for the card by using a number of tokens hidden in their hand. All bids are revealed in unison and the high bidder wins the card. The winner takes the card and places in the box the same number of tokens as the difference in bids. For example if the highest bid is 5 tokens and the next highest bid is 3, the winner places 2 of his tokens in the box. If there are several equally high bids, no tokens are lost and the first high bidder in turn order, wins. Continue to “Place an era card”...

Or,

b) You may bid for a card in another player’s hand using the bidding contest described above but only the two of you bid. Then continue to “Place an era card.”

Or,

c) If you both agree, you may exchange an era card with another player (from each of your hands).

Place an era card

If you take an era card by bidding or by an exchange you may include it in **any** path **or** use it to replace a card in your path. If any other player takes a card by bidding they must add it face up to their hand.

End your turn (see playing piece movement).

End your turn by optionally moving your playing piece up to two moves sideways and up to one move forward (or backwards), in any order.

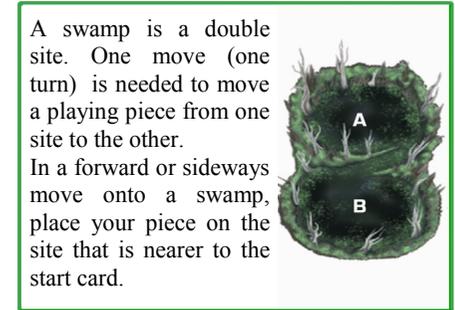
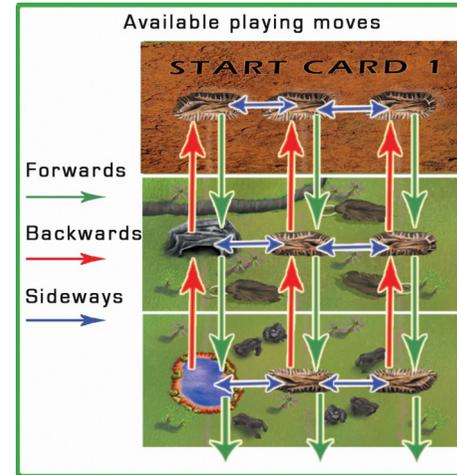
Notes:

- 1) Put all replaced and forcibly removed era cards on a discard pile. When the evolution pack is exhausted, shuffle the discards and form a fresh face-down pack.
- 2) You cannot insert or add a card to a completed path (one having six era cards).
- 3) You cannot replace an era card that holds your playing piece.

Playing piece movement (see the diagrams below and the one on page 1)

a) Each start and era card contains three sites. When moving sideways on a card move the playing piece from its current site to an adjoining site. When moving forward (away from the start card) or backwards, it crosses to the next card and occupies an adjoining site in the same position. Examples of forwards, backwards and sideways moves are shown the diagram on the left, below.

The lines printed on each card correspond to the arrows shown in the diagram.



b) Piece movement on a swamp is described in the diagram on the right, above.

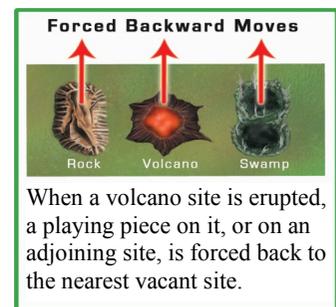
c) If forced back as a result of a thunderbolt, a playing piece must be moved directly back to a vacant site on an earlier card.

d) If you insert a card in **any** path, nearer the start card than the playing piece, the piece must be moved back to the nearest vacant site.

e) If a cone or volcano site is “erupted” a playing piece on an adjoining site* (same card) is forced back to the nearest vacant site. This forced move also applies if the piece is on an erupted volcano site.

See diagram →

*A piece on a cave site is, however, safe from eruptions.



f) Put **one** token in the box to cross over a ‘rising sea’ unless there is a **fish** era card in your path. Sideways and backwards moves across a ‘rising sea’ are unrestricted.

g) Put **one** token in the box to advance over a ‘ravine’. Backwards moves over a ravine are unrestricted. Note that a ravine cuts across two tracks on a card.

h) You may move your playing piece onto any site type but **not** on a site that holds the cone.