

# Evo

A game for 3-5 players by Philippe Keyaerts. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Introduction

Each species starts with 1 egg, 1 foot, 1 fur, and 1 parasol, as printed on each Dino portrait board.

The climate chart depicts zones from hotter to colder: yellow beaches, green plains, brown hills, gray mountains.

The zone with the climate marker is ideal for survival. Zones to the left are hotter, and zones to the right are colder.

- The zone one position left is the *hot zone* and may be survived with a parasol.
  - The zone one position right is the *cold zone* and may be survived with fur.
  - Other zones are deadly: They are too hot or too cold and cannot be survived.
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## Setup

Choose and combine sides of the two board pieces so the number of stars showing equals the number of players.

- Four players may either use the 1-star and 3-star sides or the 2-star and 2-star sides.

Put the climate marker (black) on the beach (yellow) space of the climate chart.

Put the meteor marker (grey) on the turn track space showing the number of players.

Shuffle the 62 gene counters in the cloth bag.

Shuffle the event cards. Deal 3 to each player. Stack rest facedown.

Give each player a Dino portrait board and 10 Dino markers in one color.

Put each player's mutation marker (thinner cylinder) on 10 of the mutation points track.

Randomly put one Dino marker from each player in a space next to a star.

- Players should then sit next to their start spaces.
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## Genes

The tail, foot, horn, egg, fur, and parasol gene counters are straightforward: each adds 1 of its type to the species.

The mutant gene, depicting some sort of creature, reduces the cost of future genes by 1 mutation point.

- The player bids as normal but gets a discount when bids are paid for. The cost is never reduced below zero.

The card gene gives the player a new card, drawn from the deck when the gene is won. The counter is discarded.

## Evo

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### Play

Play the phases below in order until the meteor strikes, ending the game. Event cards may affect regular play:

- Event cards may not be played in the first two rounds.
- Precedence for playing cards follows turn order.
- A player may withdraw a card they intended to play after seeing cards other players are playing.
- A player may play multiple cards in a turn.
- Each card is discarded after use.

### Initiative

Put the players' initiative markers (thicker cylinders) on the turn order track with species with longer tails earlier.

- Break ties in favor of species with fewer Dinosaurs on the board. Break further ties with die rolls.

### Climate

Offer players the opportunity to play an event card.

- Only one event card affecting climate may be played per round.

Unless prevented by an event card, roll the die to determine climate.

- For 1, move the marker counterclockwise 1 zone. For 2, do not move it. For 3-6, move it clockwise 1 zone.

### Movement and Combat

In turn order, each player performs all their movement:

- For each foot the species has, including the 1 printed on their board, they may move any 1 of their Dinosaurs 1 space.
- A Dino may not attack their own species. When they move into a space with an opposing Dino, combat occurs.

Resolve combat by comparing horns and rolling the die:

- An attacker with 2 or more horns than the defender wins on rolls of 1-5.
- An attacker with 1 more horn wins on 1-4.
- An attacker with as many horns wins on 1-2.
- An attacker with 1 fewer horn wins on 1.
- A Dino with more than 1 horn fewer cannot attack.
- The losing Dino returns to its player's supply, and the winner occupies the contested space. There are no ties.

A victorious attacker may continue moving, including further attacks.

### Births

In turn order, each player must add as many baby Dinosaurs to the board as their species has eggs, if possible:

- Each baby must be placed on an empty space next to an adult Dino (one that was present at the start of Births).
- Births are limited by availability of spaces and by Dino tokens (10 per species).

### Survival

All Dinosaurs in deadly zones are removed from the board and return to their players' supplies.

Each species keeps only as many Dinosaurs in cold zones as it has fur and only as many in hot zones as it has parasols.

- Each player chooses which of their Dinosaurs to remove from the board and return to their supply.

### Mutation Points

Give each player 1 mutation point for each surviving Dino on the board.

### Meteor

Advance the meteor marker. In the final space, the meteor strikes, and the game ends. In spaces with die faces:

- Roll the die. If it matches one of the faces shown in the meteor space, the meteor strikes, and the game ends.

### Evolution

Draw from the bag as many genes as there are players. Put them in empty spaces on the bidding table.

- **Variant: Use 1 fewer gene, leaving an empty row to bid on, so 1 player will not get a gene.**

In turn order:

- The player moves their initiative marker from the turn order track to a bidding space.
  - Players may bid more than the 6 printed on the board. Record the bids as desired.
- When a player is outbid, they immediately move their marker to another bidding space. This continues until each current bid is alone in its row, after which bidding continues with next player who has yet to bid.

Deduct bids from players' mutation points, as modified by discounts from mutant genes from prior turns.

Give each player the gene they won.

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### Game End

Apply any game-end event cards.

The player with the most mutation points wins. Ties are won by most Dinosaurs on the board. Further ties are shared.