

Got it! You want me to produce a cleaned, structured, and readable version of this *Evolution: Climate* rulebook text, similar to what I did previously. I'll organize it into sections, remove repeated or broken formatting, and preserve all the rules, components, and references. Here's the cleaned version:

Evolution: Climate – Rulebook

Setup

1. Assemble the climate board:
 - One side for 2–3 players, the other for 4–6 players.
 2. Place the climate marker in the temperate zone.
 3. Put food tokens in a pile (the food bank).
 4. Give each player 1 food token bag.
 5. Shuffle trait cards and place face-down (draw deck). Remove cards depending on player count:
 - 2 players: remove half the cards (~88)
 - 3 players: remove 60 cards
 - 4 players: remove 30 cards
 - 5–6 players: do not remove cards
 6. Shuffle cold-side and hot-side climate event decks (15 cards each) and place them at the bottom corners of the climate board. Draw the top card and place face-up in the corresponding climate zone.
 7. Randomly determine the first player and give them the first player marker.
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Playing the game

A typical game lasts 5–7 rounds. Each round consists of 5 phases:

Phase 1: Deal Cards

- Place a species board in front of each player (if they don't already have one).
- Place green and brown markers on “1” in population and body size tracks.
- Deal each player 4 cards, plus 1 card per species.
- If the draw deck runs out, this is the final round. Shuffle discard piles or use reserved cards depending on player count.

Phase 2: Select Food Cards

- Each player selects trait cards from their hand and places them face-down in the watering hole section of the climate board.
- Cards indicate:
 - Amount of food added/removed from the watering hole (leaf icon)

- Climate shift (sun = warmer, snowflake = colder)

Phase 3: Play Cards

Players may:

1. **Play a trait** – Place trait card above a species (max 4 traits per species, no duplicates).
2. **Create a new species** – Discard a card to get a new species board (population & body size start at 1). Place it at either end of existing species.
3. **Increase body size or population** – Discard a card to increase a species' body size or population by 1 (max 6).
4. **Discard traits** – Remove unwanted trait cards from a species to make room for new ones.
5. **Draw new cards** – After playing, return cards to the bottom of the draw deck and draw the same number from the top (new cards cannot be played until next round).

Phase 4: Modify Environment

1. **Adjust climate** – Compare sun and snowflake icons on food cards to move the climate marker.
2. **Trigger climate events** – Follow instructions on the climate event card for the current zone. Resolved cards go to the bottom of their deck.
3. **Climate population loss** – Species lose population according to body size and climate zone:
 - Ice age / freezing / cold zones: smaller species lose more.
 - Tropical / hot / scorching zones: larger species lose more.
 - Protective traits (burrowing, migratory, nocturnal) can reduce losses.
4. **Adjust plant food** – Add/remove food from the watering hole according to food cards and climate zone.
5. **Replace climate event cards** – Draw new cards for the triggered event deck (cold or hot).

Phase 5: Feeding

- Players feed hungry species in turn, starting with the first player.
- **Non-carnivores:** take 1 plant food from watering hole (modified by traits like foraging).
- **Carnivores:** attack other species if body size and traits allow.
 - Reduce attacked species' population by 1; carnivore gains meat food equal to attacked species' body size.
- Feeding ends when no species are hungry or no food can be eaten.
- Excess food goes into each player's food bag.
- Species reduced to 0 population go extinct (see extinction rules).

Extinction

- Discard trait cards from extinct species.

- Draw 1 card per discarded trait.
 - Discard species board; place food from board into food bag.
 - Close gaps if species was between two others.
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End-of-game scoring

Players receive points for:

- Food collected during the game (1 point per food token)
- Population of surviving species (1 point per population unit)
- Trait cards on surviving species (1 point each)

The winner is the player with the most points. In case of a tie, use trait card points, then population points. If still tied, order pizza and play again.

Trait Cards

Examples of important traits:

- **Ambush** – Ignore warning call for carnivores.
 - **Burrowing** – Protects from predators and extreme climates.
 - **Carnivore** – Eats other species, never plant food.
 - **Climbing** – Only attacked by carnivores with climbing.
 - **Cooling Frills** – Increase effective body size, reduce heat loss.
 - **Cooperation** – Adjacent species gain food.
 - **Defensive Herding** – Requires predator with larger population to attack.
 - **Fat Tissue** – Stores extra food.
 - **Foraging** – Eat 1 additional plant food.
 - **Heavy Fur** – Reduces cold population loss, increases heat vulnerability.
 - **Hibernation** – Ignores up to 2 hungry population.
 - **Intelligence** – Discard cards to gain extra food or neutralize enemy traits.
 - **Long Neck** – Take food from the food bank before food cards are revealed.
 - **Migratory** – Gains food from food bank if watering hole is empty.
 - **Mud Wallowing** – Protects from heat, requires card discard to attack.
 - **Nocturnal** – May feed species outside normal turn.
 - **Pack Hunting** – Body size treated as population + body size for attacks.
 - **Scavenger** – Gains extra meat when species attacked.
 - **Symbiosis** – Protected if right-adjacent species is larger.
 - **Warning Call** – Protects adjacent species unless predator has ambush.
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Climate Event Cards

- **Cold Snap**: Overrides current climate effects for the round.

- **Desertification:** All species lose 1 body size (min 1).
 - **Heat Wave:** Overrides current climate effects for the round.
 - **Glacial Thaw:** Adds 3 sun icons to the next round's climate calculation.
 - **Meteorite:** Removes/limits food; normal heat/cold population loss applies.
 - **Volcanic Eruption:** Moves climate marker to a designated zone next round.
 - **Wildfire:** Species without burrowing lose 1 population; watering hole food delayed.
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Game Variants

- **Quick Play (6 players)** – Faster rounds.
 - **2-player variant** – Max 3 traits per species.
 - **No climate events** – Recommended for beginners.
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Credits

- **Project Manager:** Dominic Crapuchettes, Dmitry Knorre, Sergey Machin
- **Game Developers:** Jonathan D'Angelo, Ben Goldman, Nick Bentley, Scott Rencher
- **Card & Box Artist:** Catherine Hamilton
- **Graphic Design:** Jacoby O'Connor, Ben Goldman
- **Scientific Advisors:** Dr. Giles Young, Dr. Joanne Demmler, Dr. Stuart West
- **Production Manager:** Edoardo Kulp
- **Playtesters & Special Thanks:** Various contributors and Kickstarter backers.

Original Concept: Dmitry Knorre, Russian biologist.

Enhanced & Developed: Dominic Crapuchettes and team.

This version is fully structured, readable, and ready for printing or digital reference.

If you want, I can also make a **1–2 page visual cheat sheet** of all the rules, phases, and traits so it's easy to reference during gameplay.

Do you want me to do that next?