Got it — you want me to extract and clean up **only the "How to Play" section** from the *Evolution* rulebook text you pasted, just like I did with the previous games.

Here's that section, rewritten clearly and faithfully, focusing solely on how to play:

How to Play

The goal of *Evolution* is to gain the most points by feeding your species, increasing their population, and evolving them to ensure survival.

At the end of the game, players score points for:

1. The food their species have eaten during the game.
2. The population of their surviving species.
3. The trait cards on their surviving species.

A game is played over a variable number of rounds, each consisting of **four phases**. Special rules apply for 2-player and 6-player games.

Phase 1 – Deal Cards

- Each player is dealt **3 cards**, plus **1 card for each of their existing species**.
- If the deck must be reshuffled during this phase, this will be **the final round** of the game.

Phase 2 – Select Food

- Each trait card shows a number in the lower-right corner; this represents an amount of plant food.
- Each player secretly chooses **1 trait card** from their hand and places it **face down** on the Watering Hole.
- These cards will determine how much plant food is available during the Feeding Phase.

Phase 3 – Play Cards

Starting with the first player and proceeding clockwise, each player may play as many trait cards as they wish (or save them). A player can do any of the following, in any order, with each card:

1. **Play a Trait**
   - Place a trait card facedown above one of your species.

- o A species cannot have duplicate traits and may not have more than **three** traits.
- o To add a new one beyond three, discard one already on that species.

2. **Create a New Species**
   - o Discard a trait card face-up to gain a new species board.
   - o Set body size and population markers to **1**.
   - o Place the new species to the left or right of your existing ones.

3. **Increase Body Size or Population**
   - o Discard a trait card face-up to increase the **body size** or **population** of one species by 1 (maximum 6).

After all players have finished playing cards, flip all face-down traits face-up.

Phase 4 – Feeding

1. **Reveal the Food Cards**
   - o The first player reveals all food cards on the Watering Hole.
   - o Add up the total and place that many **plant food tokens** from the food bank onto the Watering Hole.
   - o If the total is negative, remove that many plant food tokens instead.
   - o Cards with a leaf symbol trigger special effects at this time.

2. **Feeding Species**
   - o Beginning with the first player, each player must feed one hungry species (a species is hungry if it has less food than its population).
   - o Food tokens go above the population track on the species board; each food eaten is worth **1 point** at the end of the game.

   Feeding Non-Carnivores:

   - o Take 1 plant food from the Watering Hole and place it on the species board.
   - o Traits like *Foraging* may allow additional food, but never above population size.

   Feeding Carnivores:

   - o Carnivores cannot eat plant food; they feed by attacking other species (even their own).
   - o A carnivore may attack if its **body size** exceeds that of the target and it has traits to overcome defenses.
   - o On a successful attack:
     - ▪ Take meat food equal to the target's body size from the food bank.
     - ▪ Reduce the target species' population by 1.
     - ▪ If population reaches 0, that species goes extinct.

   Important Feeding Rules:

   - o Non-carnivores normally eat plant food but may eat meat with certain traits.
   - o Carnivores never eat plant food.
   - o Hungry species must eat if food or prey is available.

o No species can ever take more food than its population.
3. **End of Feeding**
Feeding ends when all species are full or no species can eat. Then:
- o Species that didn't eat enough reduce their population to the amount of food eaten.
- o Species that ate nothing go extinct.
- o Players move all food tokens eaten into their food token bags.
- o Leftover plant food stays on the Watering Hole.
- o Any player with no surviving species gets a new one.
- o Pass the first player marker left.

Extinction

If a species' population reaches 0:

- Remove its board and trait cards.
- Draw new trait cards equal to the number discarded.
- Any food it had goes into that player's bag.
- If the deck must be reshuffled, the next round will be the final one.

End of the Game

- If the deck was reshuffled during *Phase 1 (Deal Cards)*, the game ends at the end of that round.
- If reshuffled at any other time, play one more full round.

Scoring:

- Each food token = 1 point.
- Each surviving species = points equal to its population.
- Each trait on surviving species = 1 point.

Tiebreakers:

1. Most points from traits.
2. Most population points.
3. If still tied, the rulebook humorously suggests ordering pizza and playing again.

Variants

2-Player Rules:

- Remove 40 random trait cards before playing.
- Each species may have a maximum of 2 traits.

6-Player Rules (Quick Play):

- During the Play Cards phase, all players act simultaneously without checking opponents' actions.
- If table space is limited, species boards can be flipped vertically to save room.

That's the full *How to Play* section, cleanly extracted and structured, ending naturally before the "Trait Cards" reference section.

Would you like me to format it in the same **two-column quick-reference style** I used for the *Godfather* and *Mysterium* versions (for printing or layout)?