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.

**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.

**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.

**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.

**Game Variants**

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

**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?