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.
   * A species cannot have duplicate traits and may not have more than **three** traits.
   * To add a new one beyond three, discard one already on that species.
2. **Create a New Species**
   * Discard a trait card face-up to gain a new species board.
   * Set body size and population markers to **1**.
   * Place the new species to the left or right of your existing ones.
3. **Increase Body Size or Population**
   * 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**
   * The first player reveals all food cards on the Watering Hole.
   * Add up the total and place that many **plant food tokens** from the food bank onto the Watering Hole.
   * If the total is negative, remove that many plant food tokens instead.
   * Cards with a leaf symbol trigger special effects at this time.
2. **Feeding Species**
   * Beginning with the first player, each player must feed one hungry species (a species is hungry if it has less food than its population).
   * 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:**

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

**Feeding Carnivores:**

* + Carnivores cannot eat plant food; they feed by attacking other species (even their own).
  + A carnivore may attack if its **body size** exceeds that of the target and it has traits to overcome defenses.
  + 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:**

* + Non-carnivores normally eat plant food but may eat meat with certain traits.
  + Carnivores never eat plant food.
  + Hungry species must eat if food or prey is available.
  + No species can ever take more food than its population.

1. **End of Feeding**  
   Feeding ends when all species are full or no species can eat. Then:
   * Species that didn’t eat enough reduce their population to the amount of food eaten.
   * Species that ate nothing go extinct.
   * Players move all food tokens eaten into their food token bags.
   * Leftover plant food stays on the Watering Hole.
   * Any player with no surviving species gets a new one.
   * 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)?