Evolution

Milestone 1

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**List of Features**

Components

* First player marker
* Food bank
* Watering Hole
* Food token bags
* Species boards
* Trait card deck
* Extra wooden markers

Goal

Gain the most points by feeding your species, increasing their population, and evolving them to ensure survival. At the end of the game, players get points for:

1. Food their species have eaten during the game
2. The population of their surviving species
3. The Trait Cards on their surviving species

Phase 0 Features - Setup

* Table setup is done automatically
* Randomly determine first player and place marker

Phase 1 Features - Deal Cards

* Deal cards to players

Phase 2 Features - Select Food

* Choose Trait Card to become Food Card
* Place card facedown

Phase 3 Features - Play Cards

* Rotate turns
* Play trait cards facedown
* Discard trait cards (from hand or table)
* Create new species
* Increase body size
* Increase population
* Flip trait cards face-up

Phase 4 Features - Feeding

* Flip cards to reveal food
* Remove cards (discard)
* Add plant food from food bank/watering hole
* Remove plant food from food bank/watering hole
* Rotate turns clockwise
* Feed hungry species
* Attack other species
* Defend against attack
* Go extinct
* Add food to Food Bag
* Decrease population
* Pass first player marker
* Remove species board
* Close gap between boards