**RULES**

***Start***

The game starts from board 3, each player is in a cell of choice within the Savannah. Sharing a cell is not possible.

The younger player starts, the game goes clockwise.

***At each turn***

The player picks a mutation card (to be kept covered). If the player has more than 5 cards, one at random must be discarded (ask your neighbour to choose it).

If the player picks a deleterious mutation card must discard two random cards.

The player rolls the dice.

* 1,2,3: the species does not move, and the turn goes to the next player.
* 4,5,6: the species has to move to a neighbouring unoccupied cell of choice.

When the species want to move to a different habitat it needs to adapt, i.e. having the value associated to the new habitat in at least two genes. Such values are changed using mutation cards (specific for each gene) giving +1 or -1 as needed.

Each time a card is used it is put back in the discarded pile. When there are no more cards available from the pile, the discarded pile is shuffled and put back as pile.

Each time a new habitat is occupied, a token is given to the player.

***Climate change***

At the end of each round the dice must be thrown. If it makes 4, 5, or 6 the climate changes. A second roll of the dice tells if the climate goes one step down (1-3) or up (4-6).

If the climate is already 1 or 5 it can only go respectively up and down. Then the board is changed to the relevant new one.

In the round after a climate change, each player that rolls a 1-3 either is adapted to the cell it is in, or should adapt to it with the mutation cards. If it is not possible to adapt the species get extinct (see next slide).

If the player rolls 4-6 he/she can move two steps, and needs to be adapted or to adapt to the new location to not get extinct.

***Extinction***

If the species find itself in an habitat to which it is not possible to adapt (e.g.no cards available to allow correct adaptation) it get extinct.

When a species get extinct it gives back all cards and tokens but the yellow one. It then moves to a yellow cell of choice and gets two new cards.

***Aim of the game***

Wins the game the player that collect all 4 habitat tokens