

reVO^{LUTION}

How to Play

REvolution is a card game where you create your own species and become the ruler of the planet!

Getting Ready to Play

Formal Elements:

Deck of Species Cards

4 types (cold-blooded, warm-blooded, air, sea)

Deck of Hand Cards

Effect Cards

Trait Cards

Species Trait Cards

Deck of **Environment Cards**

11 different cards (+,0,- stats to certain species)

Resource Tokens

Food (red pieces)

Water (blue pieces)

Target Audience:

3-4 players ages 8 and up

Objective

Endure the changing environments while forcing other players' species to go extinct by evolving your species and attacking.

- A player wins if he is the last player with a species card.
- A player loses if he loses all his/her species cards.

Sequence of Play

After setting up game, players take turns, starting left from dealer. Each turn consists of five phases.

Collection phase (pg. 6): Draw one Hand card from the Hand card deck and gather or lose resources based on environment and evolved species.

Card phase (pg. 7): Play trait and effect Hand Cards (up to one of each, unless denoted by card effect).

Attack phase (pg. 7): If player own evolved species, he/she may attack another player's species.

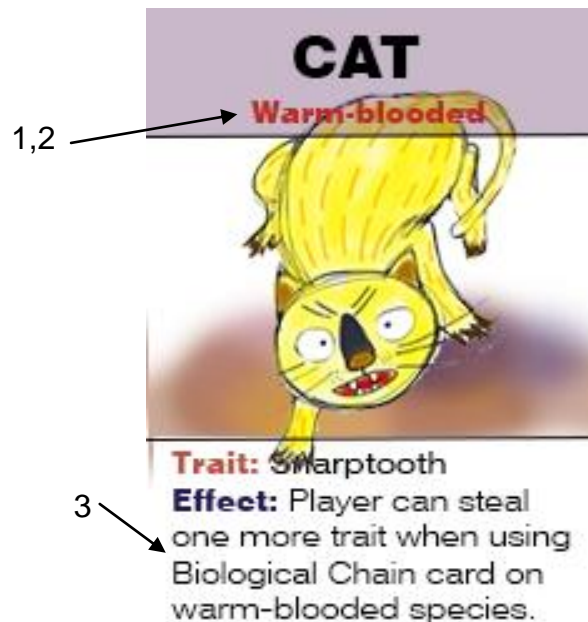
End turn phase (pg. 8): Player's turn ends and proceeds clock- wise. If last player, flip over new **Environment card**.

On the 11th turn, play is modified (pg. 8)

Card Types

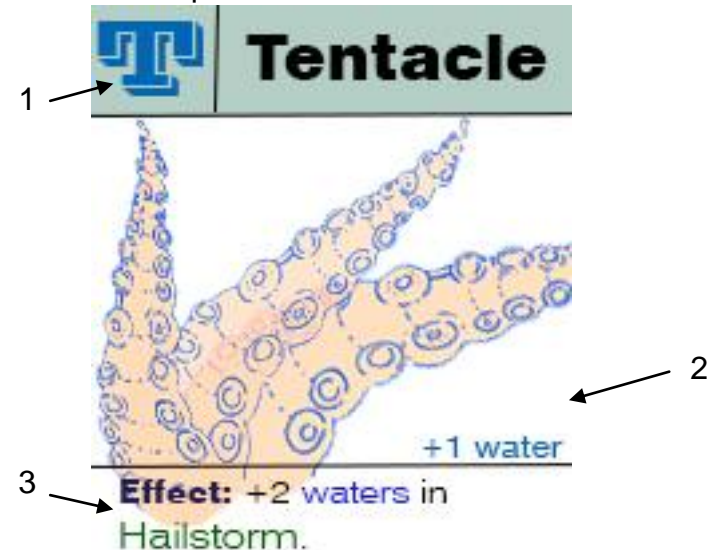
Species Cards

Species cards are the players' main type of card. The player will collect resources, equip traits and battle with this card.



1. Species Type - Denotes type of species (warm-blooded, cold-blooded, air, sea).
2. Resource Type - Red denotes collect **food** in neutral or beneficial environment; blue denotes collect **water** in neutral or beneficial environment.

3. Basic Trait - Trait that is triggered as denoted by the effect description.



Trait Cards

Trait cards are equipped to Species cards to make them more powerful and help them evolve.

1. Hand Card Type - Denotes type of Hand card (Trait card or Effect card).

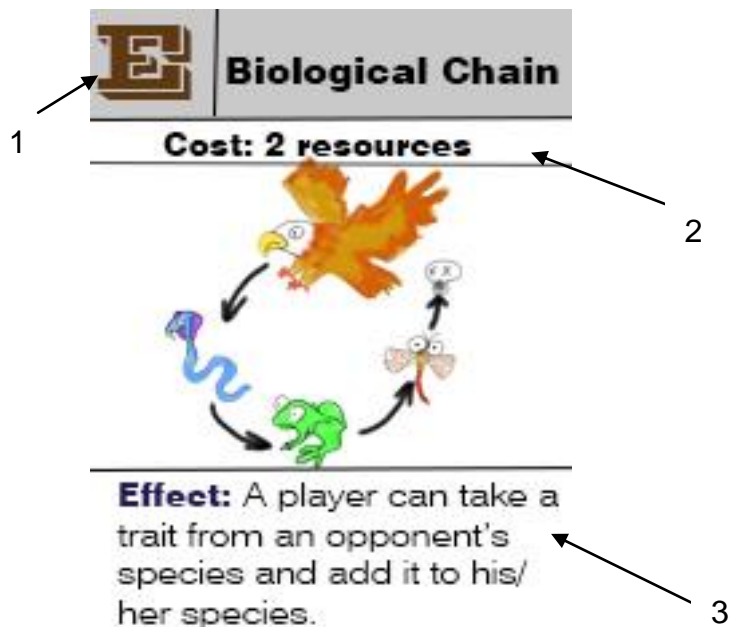
2. Resource Type - Red denotes collect food; blue denotes collect water.

3. Effect Description - Denotes the abilities that this card gives to the Species card is equipped to.

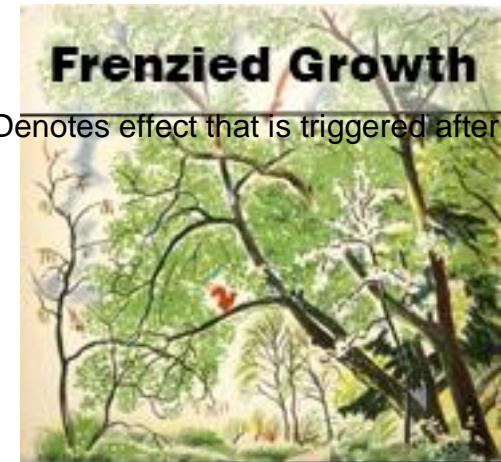
Card Types (cont'd)

Effect Cards

Effect cards cost resources to play, but give the player an advantage during his/her turn.



1. Hand Card Type - Denotes type of Hand card (Trait card or Effect card).
2. Resource Cost - The amount and type of resources the player must offer to play this card.



3. Effect Description - Denotes effect that is triggered after offering resources

Environment Cards

Environment Cards determine the environment for the turn and which types of Species can collect resources.

1. +2 - denotes the types of species that collect 2 of their designated resources (as denoted by the color on the Species card).
2. +1 - denotes the types of species that collect 1 of their designated resources (as denoted by the color on the Species card).

3. -1 - denotes the types of species that lose 1 of their designated resources (as denoted by the color on the

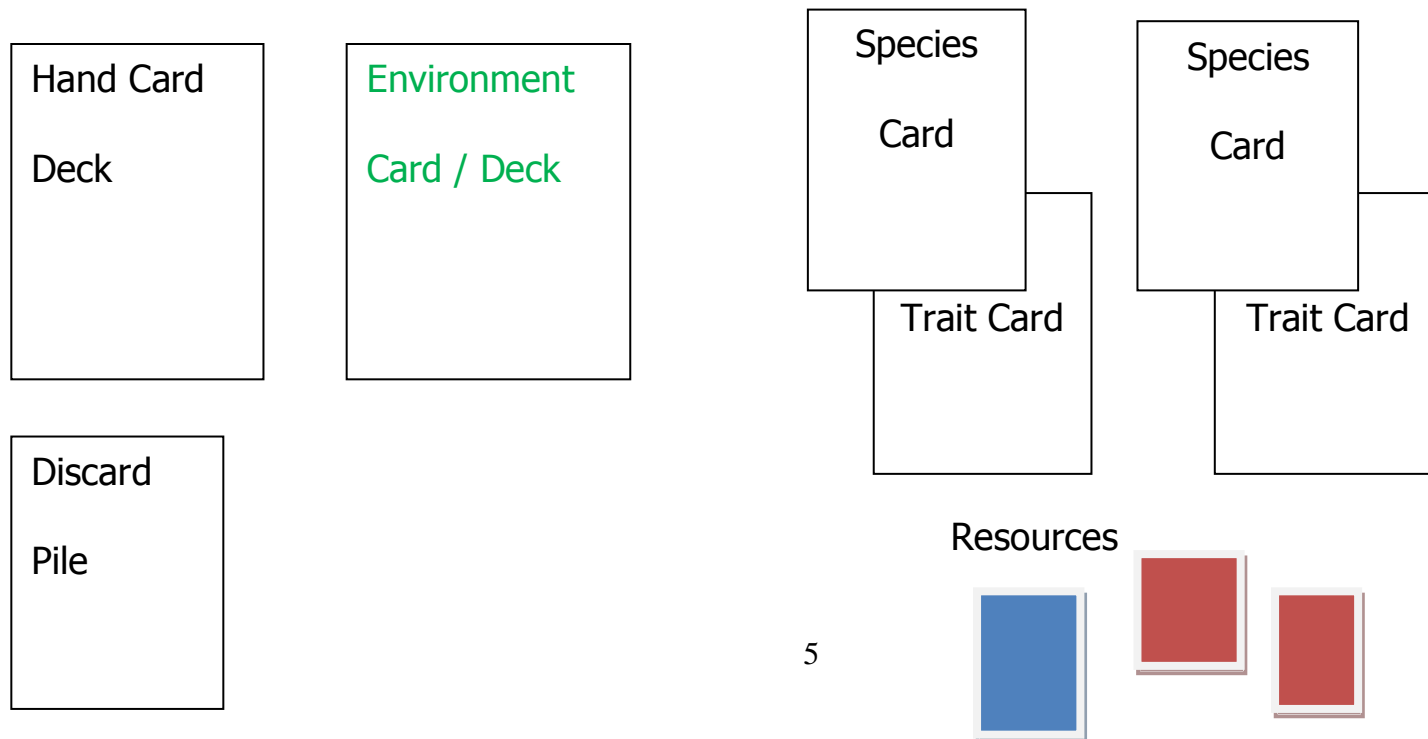
Species card).

Setup

Starting Procedure

- 1) Designate dealer to shuffle all decks: Species card deck, Hand card deck, and Environment card deck.
 - a) Each player is dealt two species cards.
 - b) Each player is dealt three hand cards.
 - c) Each player receives three food and three water tokens.
- 2) Each player places their Species cards face up in front of them.
- 3) Dealer flips over top Environment card.
- 4) Play proceeds starting with player on left of dealer.

Play Area



Sequence of Play

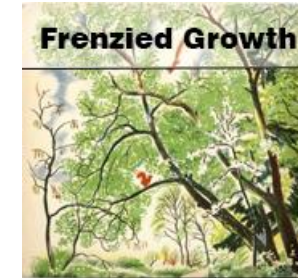
Collection Phase

During the Collection Phase, the following occurs:

- Player draws a Hand card
- Player collect/loses resources based on the **Environment card**.

Resource Collection Rules:

- If player owns a hybrid species, the player gets to choose only one of its types to collect resources on (i.e. a Vulture with a Fur Trait Card can collect on Air OR Warm-Blooded - not both).
- If the environment was beneficial or neutral to a player's species, the player collects one resource (resource type correlates with the color on Trait card) for each Trait card the corresponding Species card is equipped with.
- If a player is supposed to lose a resource, but does not own any of the resource denoted by the Species card, the player removes a Trait card from that Species card.



+2	+1	-1
-Warm Blooded -Air		-Cold Blooded -Sea



Trait: Sharptooth
Effect: Player can steal one more trait when using Biological Chain card on warm-blooded species.



Effect: +2 waters in Hailstorm.
+1 water

Ex:

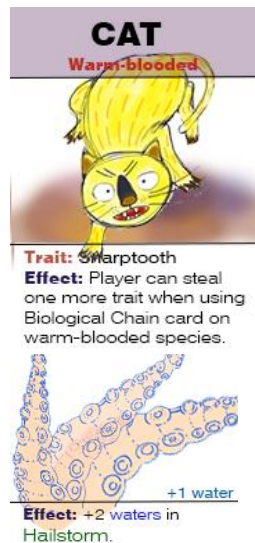
Because it is +2 for **Warm-Blooded** in **Frenzied Growth**, the player collects +2 Food and then proceeds to collect resources on his/her equipped Trait Cards which amounts to +1 Water.

Sequence of Play (cont'd)

Card Phase

During the Play/Trade phase, players can take the following actions:

- **Play 1 Effect Hand card:** Player can offer resources to play Effect hand cards. The player follows the directions on the Effect Description.
- **Play 1 Trait Hand card:** Player can equip one Trait card to one of their Species cards (unless player has activated "Brain Explosion").

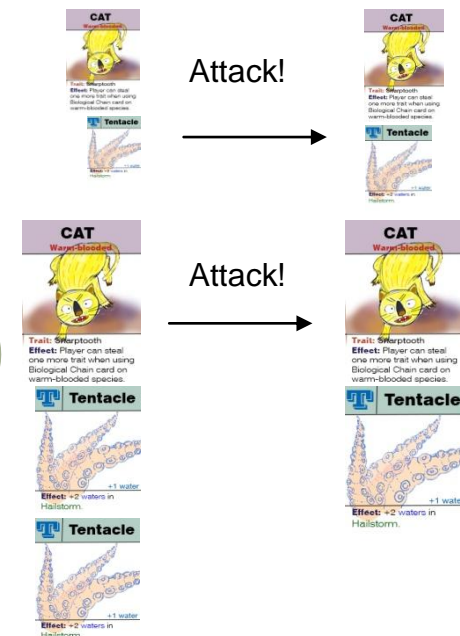


Play Trait Cards directly under designated Species Card.

Attack Phase

During the Play/Trade phase, players can take one of the following actions (provided they have an Evolved species):

- **Attack an Un-Evolved Species:** Player removes one players' Species' trait.
- **Attack an Evolved Species:** Given that the player's Species is a more *Advanced Species* (see Glossary) than an opponents, the player may remove one of the opponents' Species' traits.
- **Killing a Species (Extinction):** If a player chooses to attack a Species that has no Trait Cards equipped to it, the attacked Species is considered *Extinct* (see Glossary).



Sequence of Play (cont'd)

End Turn Phase

After resolving events occurring in the Attack phase, play proceeds to the End Turn phase.

- **Enter new Environment:** Once the last player ends his/her turn, that player flips over the top card of the **Environment Card** deck.

11th Turn Play

On the 11th turn, the **Meteor Environment card** is played face-up on the board. Players continue taking turns with the following modified phases:

Collection phase: Draw one Hand card from the Hand card deck. Do NOT gather resources.

Play/Trade phase: Play trait and effect Hand Cards (up to one of each, unless denoted by card effect).

Attack phase: Each of a players' Species may attack another players' Species. *Basic Species* (see Glossary), may only attack other Basic Species provided they are a more Advanced Species. Attacking rules regarding Evolved Species still hold.

End turn phase: Player's turn ends and proceeds clockwise. Do NOT flip over a new **Environment Card**.

Glossary

Advanced Species: A Species is considered more *Advanced* if it has more Trait cards equipped to it.

Basic Species: A Species is considered *Basic* if it is not Evolved.

Evolved Species: A Species is considered *Evolved* if it has an *Evolution* Trait Card attached to it.

Extinct Species: A Species is considered *Extinct* if it is attacked by another Player or negatively affected by an **Environment Card** while having no equipped Trait Cards. A player may equip the Extinct Species Card as a Trait Card to a remaining Species Card (if any remaining).

Steal: When stealing a Trait Card from another player's Species, the stolen Trait Card is placed in the player's hand.