


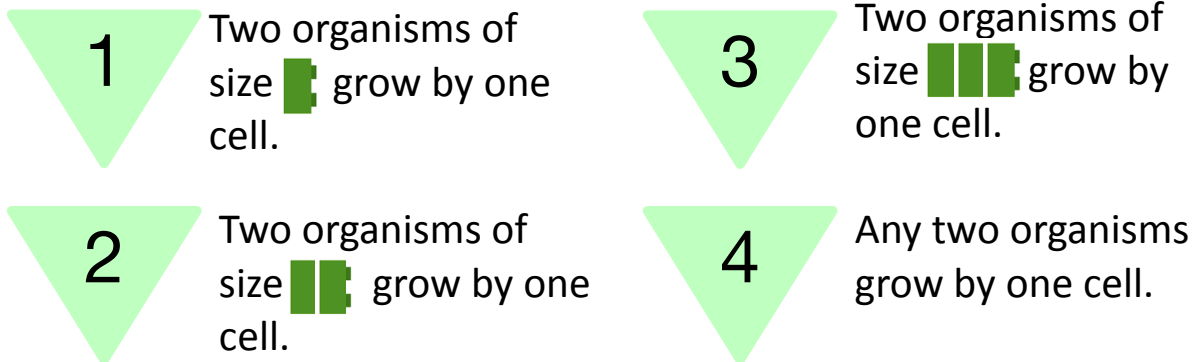


# Rules of evolution

Each player starts with 4 . Each turn two dice throws show organisms of which size grow (green die) and die (red die). If a player don't have organisms of matching size, nothing happens with their population. The player reaching 20  immediately wins. Otherwise, the game is over after 10 turns. Then, the player with the maximal number of  wins.

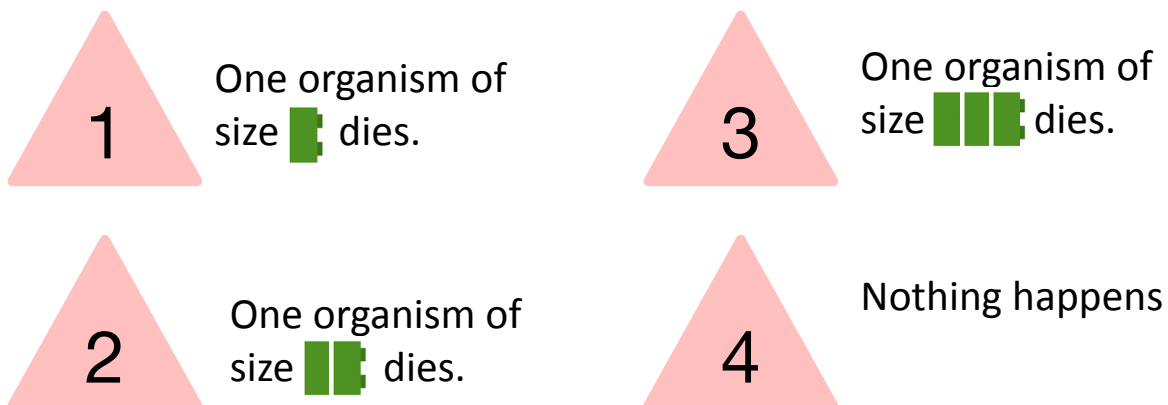
## / Growth



## // Fragmentation

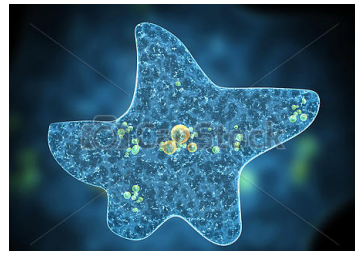
All organisms reached the size indicated at the player card fragment as shown there.

## /// Death

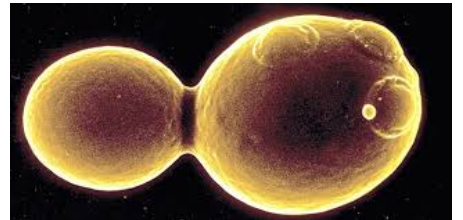


The last two organisms of a player's population cannot die.

## Team amoeba



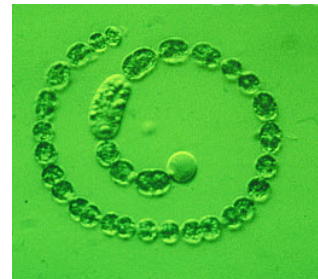
## Team budding yeast



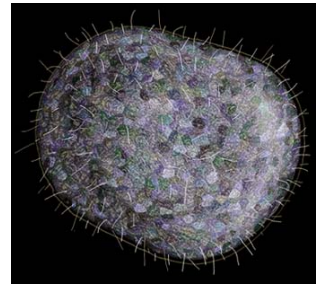
## Team diatoms



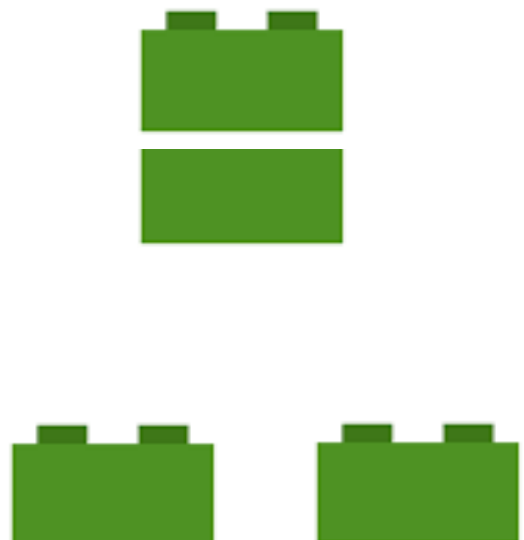
## Team cyanobacteria



## Team trichoplax



## Team phialophora



# Team gonium

