

Evo (Second Edition)

A 2-5 player game by Philippe Keyaerts. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Each species starts with 2 pairs of legs, 1 egg, and no fur or thermoregulation layers, as printed on dinosaur sheets.

- (Each image of a leg on gene counters and player sheets represents 1 pair of legs, which is 1 movement point.)

Climate zones from hotter to colder are: yellow beaches, green plains, brown hills, white mountains.

The innermost circle of the climate wheel shows the zone that is ideal for survival. Other zones are troublesome:

- The *hot zone* is shown in the red circle (second innermost). It may be survived with thermoregulation.
 - The *cold zone* is shown in the blue circle (outermost). It may be survived with fur.
 - Deadly zones are shown in the black circle. They are too hot or too cold and cannot be survived.
-

Setup

From the two double-sided island boards, use island marked with the player count in dinosaurs in a corner.

Give each player 6 mutation points and all pieces in one color: 1 clan marker, 8 dinosaurs, and 1 dinosaur sheet.

Start the climate wheel with the arms framing the yellow zone in the innermost circle.

Shuffle the 15 event cards and stack them facedown.

Put all the normal gene tokens (no red dot) and, randomly, 8 of 12 unique genes (red dot) into the cloth bag.

Shuffle the meteorite token and 2 random climate tokens and stack facedown.

Remove 1 random climate token from the game, shuffle the remaining 9, and stack them facedown on the first 3.

Put the players clan markers randomly on the initiative track (top row) of the biology lab. (Leftmost marker is first.)

Each player puts a dinosaur token on either of the 2 start spaces (marked with white flared marks) nearest them.

Genes

Normal genes:

- Each pair of legs adds 1 movement point. (Each image of a leg represents 1 pair of legs, 1 movement point.)
- Each horn improves your attack and defense capabilities.
- Each thermoregulation layer enables 1 dinosaur to survive in a hot (but not deadly) zone.
- Each fur layer enables 1 dinosaur to survive in a cold (but not deadly) zone.
- Each egg enables 1 new dinosaur to be laid each round.
- Each alchemical vial reduces the cost of genes and cards bought in future rounds, but not below zero.

Unique genes:

- Bony plates act like 2 horns when defending. (No effect when attacking.)
- Large horn acts like 2 horns when attacking. (No effect when defending.)
- Thick shell enables you to place new dinosaurs up to 3 spaces away.
- Flippers enable 1 dinosaur to move from 1 coastal space (bordering the sea) to another, for 1 movement point, once per Movement phase.
- Wings enable a dinosaur to move 2 spaces for 1 movement point, even over another dinosaur, once per Movement phase.
- Regeneration guarantees you have at least 3 dinosaurs. If you have only 3, you may not be attacked and are not affected by climate, and so on.
- Killer babies enables you to add new dinosaurs to occupied adjacent spaces. Roll the die:
 - On rolls with a plain horn or a horn with = or +, the opposing dinosaur dies. Otherwise, your baby dies.
- Sixth sense lets you look at the next climate token whenever you like.
- Cave dweller lets 1 of your dinosaurs survive in a deadly zone.
- Adrenaline rush lets you freely choose your spot on the initiative track during the Initiative phase.
- Strong thighs provide 2 extra movement points.
- Chameleon skin lets a defender move to an adjacent space upon losing a fight.
 - You cannot move to the space the attacker came from. If no legal space is available, your dinosaur dies.

Evo (Second Edition)

Play

Play the phases below in order until the meteorite strikes, ending the game.

Event cards may affect regular play and override other rules. Each card may be used once and is discarded after use.

- A player may play multiple cards in a turn.

The second edition rules are silent on these rules from the first edition:

- Precedence for playing cards follows initiative order.
- A player may withdraw a card they intended to play after seeing cards other players are playing.

Climate

Reveal the top climate token. The meteorite ends the game immediately. Otherwise, turn the arms as indicated.

- (The 13 tokens are 1 meteorite, 8 clockwise, 1 double clockwise, 1 no change, and 2 counterclockwise.)

Mutations

Draw genes from the bag to fill the biology lab with one fewer gene than there are players:

- The first column of the biology lab is reserved for an event card. Start genes in the second column.
- Set aside duplicates and add only unique tiles to the market, in the gene spaces along the bottom.
- After filling the market, return set aside tiles to the bag.

In initiative order, each player bids for the event card or a displayed gene:

- The player moves their clan marker to a bid in the column of the item they wish to acquire.
- If the column is occupied, the new bid must be higher.
- An outbid player must immediately make a new bid in a different column (but may return in future bids).
 - Rebidding continues until settled, then bidding continues with the next player who has yet to bid.
- Bidding is limited to the printed spaces, so a bid of 6 cannot be outbid.

Each player pays their bid to the bank in mutation points (discounted by past alchemical vial genes but not below 0).

The player who won in the first column draws a random event card. The other players take the gene they won.

Initiative

Move each clan marker to the initiative track space above the column it is in.

Then sort them in increasing order by number of dinosaurs on the board, preserving order of tied markers.

- Players with fewer dinosaurs are earlier in initiative order.

Movement

In initiative order, each player may move their dinosaurs.

Each pair of legs provides 1 movement point, allowing 1 dinosaur to move 1 space.

- Points may be allocated among the dinosaurs in any way and any order.

A dinosaur can attempt to enter a space containing another dinosaur only to start combat with an enemy dinosaur:

- Starting combat costs 1 movement point.
- A species with only 2 dinosaurs may not be attacked.
- Compare the attacker's horns to the defender's and roll a die to determine whether the attacker wins:

Attacker has	Horn	Horn=	Horn+	Horn++	X	Chance
Fewer horns	Win					1/6
As many horns	Win	Win				2/6
One more horn	Win	Win	Win			4/6 (The die has 2 Horn+ faces.)
2+ more horns	Win	Win	Win	Win		5/6

- Remove a losing defender from the board, and move the attacker in. Leave a losing attacker in its original space.

Birth

In initiative order, each player may add 1 new dinosaur to an empty space next to 1 (even if new) of their species.

This is repeated for the players with 2 eggs, and then again for those with 3, and so on.

- If all of a player's dinosaur tokens are on the board, they may remove 1 to birth a dinosaur in a new location.

Survival

All dinosaurs in ideal zones survive. All dinosaurs in deadly zones are returned to player supplies.

Each fur layer allows keeping 1 dinosaur in a cold zone. Each thermoregulation layer allows keeping 1 in a hot zone.

- Each player chooses which of their excess dinosaurs to remove from the board and return to their supply.

Notwithstanding the above, no species is reduced below 2 dinosaurs; all removal, even in deadly zones, stops at 2.

Mutation Points

Give each player 1 mutation point for each of their dinosaurs on the board.

Game End

The player with the most mutation points wins. Ties are won by most dinosaurs on the board. Further ties are shared.