

EVOLUTION

ANOTHER WORLD



RULEBOOK

Our terrestrial world is not unique. There are alternate worlds somewhere that have similar laws of nature, yet the evolution went a different way.

Welcome to the world of mysterious creatures! Here, mystical places of power — the Sources — produce pure energy. Fascinating creatures consume and accumulate it to perform a marvelous transmutation. A fierce struggle ensues between those who seek to become a super-being and ascend to a completely new level of existence.

The creatures evolve and gain new traits to slow down or weaken rivals when they become too swift.

In *Evolution: Another World* your creatures cannot die from starvation or be eaten, nor do you score victory points in the end. In order to win, you only have to transmute three of your creatures.

GAME OBJECTIVE

In *Evolution: Another World* you create uncommon creatures, evolve them, imbue them with energy and transmute them into super-beings. A creature can transmute when its Energy track is filled. Transmute three of your creatures first to win the game!

COMPONENTS



1 First Player token with a plastic stand



9 Transmutation tokens with plastic stands



12 Sleep tokens



40 Energy tokens



64 Evolution cards



7 Choice cards



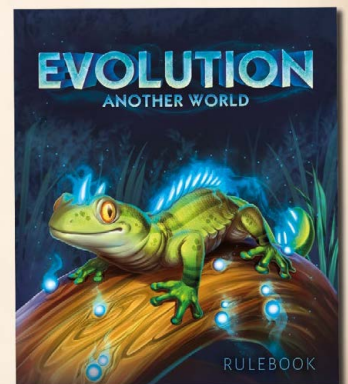
10 Energy Source cards



2 Trait Reference sheets



4 Player Reference cards



This Rulebook

3-PLAYER GAME SETUP



SETUP

- 1. Energy deck and Energy Source.** Shuffle the Energy Source cards (with a waterfall on the back). Place this deck face down on the table. Draw a card from the top of the deck and place it face up near the deck. This is the Energy Source (or simply the Source).

Place the required number of Energy tokens (🔹) according to the number of players (👉/👍/👎) on the lower part of the Source.

Place the indicated number of extra 🔹 on the upper part of the Source, if any (regardless of the number of players).

- 2. Token supply.** Place the remaining 🔹, Sleep and Transmutation tokens on the table where everyone can easily reach them.
 - 🌀 These components are unlimited. In an unlikely case that you run out of tokens, use any substitutes.

- 3. Evolution deck.** Shuffle the Evolution cards (with a lizard and an Energy track on the back). Place this deck face down on the table, leaving space for a discard pile nearby.

- 4. Starting creatures and starting hands.** Place 1 card from the top of the Evolution deck face down (lizard side up) in front of each player. These are players' starting creatures.

Then deal each player 5 cards face down from the top of this deck. These are their starting hands.

- 🌀 Players never show cards in their hands to other players. Each player only knows how many cards each opponent holds.

- 5. First player.** The youngest player decides who gets the First Player token.



ROUND OVERVIEW

The game lasts several rounds. Each round players take their turns, starting from the first player and proceeding clockwise, until the round ends.

At the start of the round, each player may **redraw cards** once: discard your hand and draw an equal number of cards from the Evolution deck. If the deck runs out of cards, immediately shuffle the discard pile to form a new deck.

The round ends immediately when all the creatures of each player are asleep (i.e. gained a Sleep token).

PLAYER'S TURN

During your turn **perform up to 3 steps** (only the third step is obligatory) in the following order:

- 1. Creating a new creature** (optional): Place 1 Evolution card **face down** from your hand on the table. This creates a new creature with no traits.
- 2. Adding a new trait** (optional): Place 1 Evolution card from your hand **face up** under one of your creatures. This gives your existing creature a new trait.
- 3. Activation** (obligatory): Choose 1 of your non-sleeping creatures and activate it.

Step 1: Creating a New Creature (Optional)

If you want to create a new creature, place an Evolution card from your hand face down on the table. Traits on the other side of this card do not matter.

- ⦿ You may create only 1 creature per turn.
- ⦿ Place the card vertically, so that the Energy track on its back is in front of you.
- ⦿ You may look at the face of your own creatures' cards at any time, but you cannot do so with other players' creatures.
- ⦿ You may create any number of creatures, although you have to transmute only 3 of them to win the game.

- ⦿ All creatures of one player are considered friendly to each other. Note that a creature can attack friendly creatures as well as other players' creatures. In *Evolution: Another World* creatures never die, therefore this little bit of competition does not make them unfriendly towards each other.

Step 2: Adding a New Trait (Optional)

If you want to add a new trait to your creature, choose a trait on an Evolution card in your hand. Note that each Evolution card has 2 different traits, and you may choose any one of them. Turn the selected card chosen trait up and place it under your creature. Make sure that the trait's name and description are visible. The other trait on the card has no gameplay effect.

- ⦿ You may add only 1 trait per turn.
- ⦿ You may add a trait to any one of your creatures, including the creature you have just created or the sleeping ones.
- ⦿ A creature can have multiple different traits, but it can never have two copies of the same trait.

A PLAYER'S CREATURE WITH A PESTERING TRAIT ADDED



Added trait

Creature

Energy track

EVOLUTION CARD (TRAIT SIDE AND CREATURE SIDE)



TRAITS

A detailed description of each trait can be found on the double-sided Trait Reference sheet.

- Whenever a trait description conflicts with the basic game rules, follow the trait description (this is the golden rule!).
- When several traits of a creature trigger simultaneously, its owner decides the order in which to resolve them.

Step 3: Activation (*Obligatory*)

You must choose 1 of your non-sleeping creatures and activate it. If all your creatures sleep, skip this step.

- When a creature activates, you may use some of its traits, such as *Fearsome*, *Metamorphic* or *Pestering*.

There are four different trait types. The type of a trait is indicated by the color of a headline background.

AGGRESSIVE TRAITS (ORANGE)

Most orange traits are Attacking traits needed for the Attack action. These traits allow your creature to gain Energy tokens from the supply and deal damage to another creature.

Fearsome is an Aggressive trait, but not an Attacking one. It allows a creature to suppress any trait of its Target, thus making the attack possible or improving its result.

DEFENSIVE TRAITS (GREEN)

Green traits are only used when your creature is attacked, so they do not trigger during the creature's activation. They allow your creature to prevent losses or even strike back.

ENERGETIC TRAITS (BLUE)

Blue traits interact with Energy. These allow your creature to gain additional Energy tokens or to transfer them between your creatures.

SPECIAL TRAITS (PURPLE)


Purple traits allow your creature to interact with other creatures in various ways or to create complex combos.





Then your **activated creature** performs **1 of 4** possible **actions** of your choice:

- Gain Energy
- Transmute
- Attack
- Sleep



Gain Energy (Action)


The activated creature gains 1  from the Source: take an Energy token from the Energy Source card and place it on an empty space of the creature's Energy track.

- ⌚ You cannot choose this action if there are no available  on the Source.
- ⌚ You cannot choose this action if there is no empty space for placing this  because the Energy track of the activated creature is filled (note that it does not apply to a *Caring* creature).
- ⌚ The Energy tokens () from the lower part of the Source are available to all creatures. If the creature has a specific trait, it may gain  from the upper part of the Source instead.
- ⌚ When gaining Energy from the Source, you may use some Energetic traits of your creatures (*Caring*, *Charming*, *Long-tailed*).

After gaining Energy, the creature **does not** fall asleep.


A SOURCE WITH ON IT



Only creatures with this trait may gain  from the upper part of this Source

These  are available to all creatures

The Source name



The starting number of , depending on the number of players


GAINING ENERGY EXAMPLE







A



B

Your creature **A** has 1  and is already sleeping. You activate your creature **B**. On activation, you resolve its *Metamorphic* to copy friendly creature **A**'s *Astral*. Now the last  from the upper part of the *Moonlight Rock* Source is available to the creature **B**.

You choose the *Gain Energy* action. The creature **B** gains  from the Source. With that, creature **B**'s *Caring* and creature **A**'s *Charming* trigger.

You decide to resolve creature **A**'s *Charming* first and place  from the supply on it. Now *Long-tailed* triggers, so you resolve it: the creature **A** loses *Astral* to gain one more  from the supply. Finally, the creature **B** uses *Caring* and transfers 1  to the creature **A**.

NOTE: If you had chosen to resolve *Caring* first, then the creature **A** would have 2  and *Charming* would have no effect.



Result: The creature **A** has lost its *Astral*, but has gained 3  even though it was sleeping. Now it has 4 , so after awakening this creature will be ready to transmute.



A




B

Attack (Action)



Attack action allows your creature to gain  from the supply and make another creature bear the losses. It is especially useful when there are no more  on the Source.

To perform an attack, follow these steps.

1. Declare the attack and choose the Target. Your activated creature becomes *the Attacker* (it must have at least 1 Attacking trait for this). Choose another creature on the table as *the Target*.

-  You may target an opponent's creature or your own.
-  Check the traits of the Attacker and the Target. Some Special traits (*Astral*, *Flying*) do not allow to attack in a case of a mismatch.
-  You cannot choose the Attack action if the activated creature has no Attacking traits or if there is no valid Target on the table.

2. Use an Attacking trait. There are 3 Attacking traits in the game: *Fire-Breathing*, *Lulling* and *Vampire*.

-  You must use at least 1 Attacking trait during your attack.
-  If your creature has different Attacking traits, you may use all of them or only some during the attack. You may resolve the Attacking traits in any order.

For each Attacking trait used, go through the following sub-steps.

2-A. Perform the attack.




Fire-Breathing: The Target loses a trait of your choice.





Lulling: The Target falls asleep.







Vampire: The Target loses 1 .



Do not forget to check the Target's Defensive (green) traits.




-  Some traits (*Fireproof*, *Many-Eyed*) can negate the effect of an Attacking trait. If it is not negated, the attack is considered successful.

2-B. If the attack has been successful, the Attacker gains 1  from the supply.

-  If the Attacker has some Energetic traits (*Caring*, *Long-tailed*), it may use them now.
 -  A creature cannot gain  if it already has 4  on its Energy track and is not *Caring*.
- 3. After the attack.** If the Target has Defensive traits (*Toxic*, *Vengeful*) that trigger after resolving all Attacking traits, resolve them at this step.
- 4. Fall asleep.** The Attacker falls asleep after resolving the attack. Place a Sleep token from the supply on it.



Transmute (Action)

Your creature can transmute if it has 4  on its Energy track. To perform the transmutation, return all  from the creature to the supply and discard the creature with all of its traits. Then gain a Transmutation token from the supply.

-  You immediately win when you gain the third Transmutation token!
-  A *Tiny* creature can transmute if it has 3  on its Energy track and no more than 3 traits.

Sleep (Action)

If you cannot or do not want to perform any actions mentioned previously, the activated creature falls asleep. Place a Sleep token from the supply on it.

-  A sleeping creature cannot be activated. It will stay asleep until the end of the round (unless a *Pestering* creature awakes it).
-  A creature may only have 1 Sleep token on its card.

When all the creatures on the table are asleep, the round ends immediately.



ATTACK EXAMPLE



You activate your creature **B**. When it activates, its *Fearsome* and *Metamorphic* trigger. You resolve *Fearsome* to suppress creature **C**'s *Astral* that prevents it from being attacked. Then you resolve *Metamorphic* to copy friendly creature **A**'s *Flying*.

You choose the *Attack* action and pick another player's creature **C** as the Target. Its *Flying* no longer prevents it from being attacked and its *Astral* is suppressed.

The creature **B** has several Attacking traits, so you choose to resolve them in the following order.

First, the creature **B** attacks with *Lulling*: the creature **C** gains a Sleep token and the creature **B** gains 1 \diamond from the supply. Now creature **C**'s *Many-eyed* has no effect.

Then the creature **B** attacks with *Vampire*: the creature **C** loses 1 \diamond and the creature **B** gains 1 \diamond from the supply again.

Finally, the creature **B** attacks with *Fire-breathing*: the creature **C** loses its *Toxic* and the creature **B** gains 1 \diamond from the supply once more. You have chosen to discard the creature **C**'s *Toxic* trait card—this way the creature **B** does not lose 2 \diamond after the attack.

After the attack, the creature **C** uses its *Vengeful* and makes the creature **B** lose its *Fire-breathing* because in current situation it is the nastiest one.

Then the creature **B** falls asleep.




Result of the attack: The creature **B** has lost its *Fire-breathing* but it has gained 3 \diamond before falling asleep. The creature **C** also has fallen asleep but has lost 1 \diamond as well as its *Toxic*.



END OF THE ROUND

After the round ends, perform the following steps:

- 1. Energy Renewal:** Discard the current Energy Source card (place it on the bottom of the Energy deck). Draw a new card from the deck and place it face up on the table as a new Source. Place the required number of Energy tokens from the supply on it.
- 2. Awakening:** Remove all the Sleep tokens from all of the creatures and return them into the supply.
- 3. Drawing new Evolution cards:** Starting from the first player and proceeding clockwise, each player draws 2 cards from the Evolution deck plus 1 additional card for each of their creatures with at least 1 . If the deck runs out of cards, immediately shuffle the discard pile to form a new deck.
- 4. New first player:** Pass the First Player token to the next player clockwise.

END OF THE GAME

When a player gains their third Transmutation token, they win the game. Let's play again!

QUARTET MODE

You can use this mode in a 2- or 3-player game. It makes it harder to win, and your evolution strategy may totally change! Use the basic rules, except now you need to transmute 4 of your creatures in order to win the game.

EXTRAS

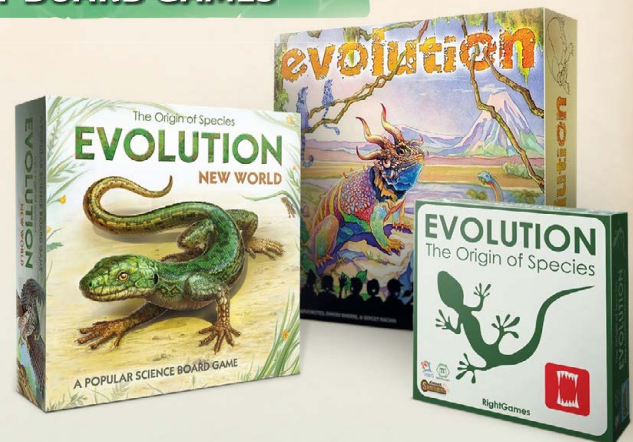


To learn more about the incredible creatures inhabiting this world download the illustrated **Almanac** with their descriptions.

EVOLUTION: A SERIES OF BOARD GAMES

Evolution: Another World continues the widely-acclaimed *Evolution* series. It started with *Evolution: The Origin of Species* by Right Games RBG, designed in 2008 by Dmitry Knorre, PhD in biology. This game gained worldwide popularity with 8 translations and multiple expansions, and is even used as a visual aid by practicing lecturers.

In 2013, North Star Games created their own version of the game under license. It shares the same idea and spirit, but is very different mechanically. Just like the original game, it has been an international success. In 2022 *Evolution: New World*, an upgraded version of *Evolution: The Origin of Species*, was successfully crowdfunded on Kickstarter with more than 3000 backers.



EVOLUTION: ANOTHER WORLD

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SOLO MODE

In this mode, your virtual opponent is the ominous Shade, swift and relentless. If it transmutes just one creature, you lose!

Play a usual 2-player game with the following differences:

1. The Shade does not have cards in hand, it plays cards directly from the Evolution deck.
2. Follow the special algorithm below to resolve the Shade's turns.
3. When the Shade has to choose a creature or a trait, use a Choice card to pick one.
4. The Round ends when all your creatures are asleep (even if the Shade still has non-sleeping creatures).
5. You still need to transmute 3 creatures to win the game, but the Shade has to transmute only 1.

SETUP

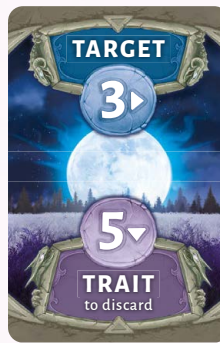
1. **Energy deck and Energy Source:** Set up the Energy deck and the Energy Source for 2 players.
2. **Token supply:** Prepare as usual.
3. **Evolution deck:** Prepare as usual.
4. **Starting creatures and starting hands:** Get a starting creature and a starting hand of 5 cards for yourself as usual.

Assign an area on the table for the Shade and put 1 starting creature there. The Shade has no starting hand.
5. **First player.** Put the First Player token in the Shade's area.
6. **Choice cards.** Shuffle the Choice cards (with a night scenery on the card back) and form a deck. Put it face down on the table.

CHOICE CARDS

Use choice cards to determine random creatures and traits for the Shade's turn.

To determine a **random creature** (for example, the Target of the Shade's attack), draw a card from the Choice deck.



Use the number on the **blue** arrow to count out the required creature, starting from your leftmost creature. If you have reached the rightmost creature, continue counting from the leftmost one.

To determine a **random trait**, draw a card from the Choice deck. Use the number on the **purple** arrow to count out the required trait, starting from the topmost trait. If you have reached the bottommost trait, continue counting from the topmost one.

When there are no more cards left in the Choice deck, reshuffle the discard pile and form a new deck.

THE SHADE'S TURN



You make your own turn as usual. When it is the Shade's turn, perform the following steps consequently.

1. **New creature:** If all the Shade's creatures sleep, draw a card from the Evolution deck and place it face down as a new Shade's creature, to the right of the others.
2. **New trait:** Choose the Shade's non-sleeping creature with the most Energy on its track (in case of a tie choose the leftmost one). Draw a card from the Evolution deck and select the trait oriented

in the same way as the picture (but if it is *Caring* or *Metamorphic*, rotate the card upside-down to select the other trait on it). Add the selected trait to this creature.

If the creature already has this trait, add it to an adjacent creature to the right; if this is also impossible, discard the drawn card.

3. Activation: Activate the creature chosen at the previous step, then perform these actions in the following order:

- A.** If the creature has enough  on its Energy track, it *transmutes* and **the Shade wins**. Otherwise, go on.
- B.** If the creature has gained any Aggressive (orange) trait this turn, it tries to *attack* your creature. Use a Choice card to determine the Target. **The creature attacks only if the success is certain** (i.e. if the Target loses  or a trait or falls asleep). If the creature has several Attacking traits, resolve them in the following order: *Lulling*, *Fire-breathing*, *Vampire*. After the attack, the Attacker falls asleep and **the Shade's turn ends**. If there is no attack, go on.

CHANGES IN THE TRAITS

Some traits are resolved a bit differently when they belong to the Shade's creatures.



An **Astral** creature of the Shade may attack *non-Astral* creatures.



A **Fearsome** creature of the Shade triggers this trait after choosing the Target for the attack and suppresses all Target's traits.



A **Long-tailed** creature of the Shade uses this trait only if its Energy track is not full yet. Use a Choice card to determine a trait to discard.





A **Pestering** creature of the Shade still uses this trait *when activated*, but only if it can awake a friendly creature. If the Shade has several sleeping creatures, use a Choice card.



Caring and *Metamorphic* can never belong to the Shade's creatures.





- C.** The creature tries to *gain* 1  from the Source (starting from its lower part, if possible). If the creature has gained , **the Shade's turn ends** (the creature does not fall asleep). Otherwise, go on.
- D.** If the creature has any Attacking traits, it tries to *attack* (see step **B**). If there is no attack, **the Shade's turn ends** (the creature does not fall asleep).

END OF THE ROUND

When all **your** creatures are asleep, the round ends immediately. Non-sleeping creatures of the Shade do not matter.

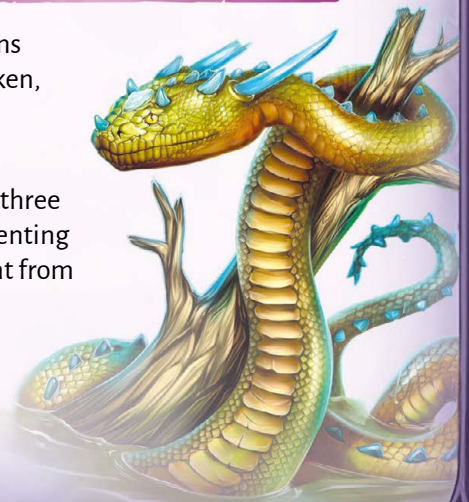
Then do the following:

- 1. Energy Renewal:** Replace the Energy Source card with a new one, as usual. Place the required number of Energy tokens () from the supply on it as for a 2-player game.
- 2. Awakening:** Remove all Sleep tokens from the sleeping creatures.
- 3. Drawing new Evolution cards:** Draw new cards for yourself as usual (2 cards plus 1 additional card for each of your creatures with at least 1 ).
- 4. New first player:** Take the First Player token from the Shade or give it back.

END OF THE GAME

When the Shade gains a Transmutation token, it wins the game.

To defeat the Shade you must transmute three creatures while preventing your virtual opponent from transmuting a single one.



QUICK REFERENCE GUIDE

SYMBOLS



Creature



Energy token






START OF THE ROUND


Each player may **redraw cards** once: discard your hand and draw an equal number of cards from the Evolution deck.

Then players take their turns, starting from the first player and proceeding clockwise until the round ends.

PLAYER'S TURN








► Perform up to 3 steps:

1. **Create a new**  (optional): Place 1 Evolution card from your hand face down on the table.
2. **Add a new trait to 1 of your**  (optional): Place 1 Evolution card from your hand face up under your . Make sure the desired trait is visible.
3. **Activate 1 of your non-sleeping**  (obligatory).
 - ⦿ If all your  are asleep, skip the activation and end your turn.






When a  activates, you may use its **When activated** traits (*Fearsome, Metamorphic, Pestering*).

► Choose 1 action for the activated :



GAIN ENERGY (ACTION)

1. Check the conditions:
 - ⦿ There is available  on the Source.
 - ⦿ The 's Energy track isn't filled or this  is *Caring*.
2. The  gains  from the Source.
3. You may use **Gain Energy** traits of this  and/or any friendly  (*Caring, Charming, Long-tailed*).
4. **End your turn.**


TRANSMUTE (ACTION)

1. Check the condition: This  has 4  (or 3  if it is *Tiny* and has no more than 3 traits).
2. Discard this  and its traits, return its  to the supply. Gain 1 Transmutation token.
3. If now you have 3 Transmutation tokens, **you win!** If not yet, **end your turn.**


ATTACK (ACTION)





1. Declare the attack and choose the Target. Check the conditions:
 - ⦿ This  (the Attacker) has an **Attacking** trait (*Fire-breathing, Lulling, Vampire*).
 - ⦿ A valid Target is available (check the Target's and the Attacker's *Astral* and *Flying* traits).
2. Resolve 1 or more Attacking traits in any order.
For each Attacking trait:
 - A. Perform the attack. Check the Target's **When Attacked** traits (*Fireproof, Many-eyed*).
 - B. If the attack is successful, the Attacker gains 1  from the supply. Then the Attacker may use its **Gain Energy** traits (*Caring, Long-tailed*).
3. After resolving all Attacking traits the target may use its **After an attack** traits (*Toxic, Vengeful*).
4. Place a Sleep token on the Attacker.
5. **End your turn.**

SLEEP (ACTION)

1. Place a Sleep token on the .
2. **End your turn.**

END OF THE ROUND

When all  on the table are asleep, the round immediately ends. Perform the following steps.

1. **Energy Renewal:** Discard the Source card and draw a new one, place  on it.
2. **Awakening:** Remove Sleep tokens from all .
3. **Drawing new Evolution cards:** Each player draws 2 cards + 1 card for each of their  with .
4. **New first player:** Pass the First Player token clockwise.

END OF THE GAME

The player who gains the third transmutation token wins immediately.

