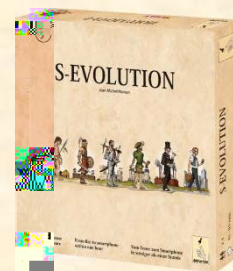




# S-EVOLUTION

Jean-Michel Maman / Spiel-ou-Face

[www.spiel-ou-face.com](http://www.spiel-ou-face.com)



**S-Evolution**  
 Publisher : Spiel-ou-Face  
 Author : Jean-Michel Maman  
 2 to 4 players, 10 years +  
 35 min. (2 players)  
 to 60 min. (4 players)  
 Recommended price : 23 €  
 Available : 15th october 2013

**Essen Game Fair**  
**(24 -27 October)**  
**Hall 3 Booth S-104**



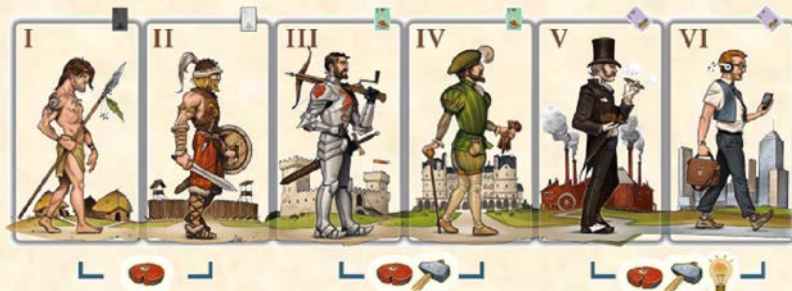
**In the box**

- 4 individual boards (1 by player)
- 1 common Evolution & score board
- 120 cards (1 set of 30 cards by player)
- 28 pawns (7 by player)
- 20 markers (5 by player)

Rules : french, english, german  
 Made by Ludofact in Germany

## From fire to smartphone in less than one hour!

- S-Evolution is the unique combination of a classic cards game, with tricks, colors, trump, and of a typical "eurogame" of resources management and civilization.
- Each round offers a phase of cards (tricks) against others players, then a phase of management, individual.
- During cards phase, the players try to gather Resources for their civilization, to avoid Disasters, and to collect Discoveries.
- During management phase, the players use the collected Resources to satisfy their population, invest in production Buildings or game Advantages, and rise to the next Age of S-Evolution.
- At the end of the sixth round, it's the player with the highest civilization in S-Evolution, and/or with the happiest population, who wins!



## Interaction, fight, fun... but management!

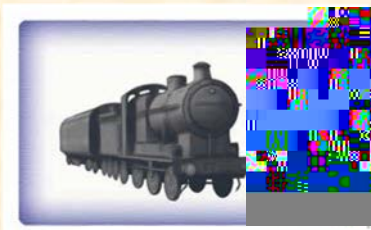
- Too many management boardgames are today only individual challenges, each player doing his own job apart from the others.
- S-Evolution loves interaction and fight : the player gather his resources by fighting against all players in classical cards games like Bridge, Tarot, Whist...
- Well, depends of your Age of Evolution! Because sometimes a Barbarian has to play with a pure strength rule against an Industrial Man who can use trump... Not easy!
- After each card fight, each player manages the Resources just collected on his individual board.
- But the fight for the Evolution is globally fair: every player has the same deck of 30 cards.



# S-EVOLUTION

## Fast, easy, but intelligent

- S-Evolution is not difficult to learn or play, but it offers a real pleasure and challenge to casual gamers as to "eurogames pros".
- The rules of the cards games are classic and fast. But collecting the good resources, while avoiding Disasters and keeping Discoveries, is an art.
- All the management is in 6 Buildings and Advantages with obvious utility. But their diverse combinations produce numerous and very different strategies.
- Finally, a game lasts 35 minutes with 2 players, 45 minutes with 3, 60 minutes with 4... No, we don't lie!



## The illustrator

Vivien Gros is one of the finest new french illustrators. More specialized in heroic-fantasy, he granted to come back to earth to give life to the Barbarians and other Disasters of S-Evolution. Thanks to him! You can also judge all his talent on its site.

[www.viviengros.com](http://www.viviengros.com)



## The publisher

Spiel-ou-Face is a french boardgames publisher, born in 2006, based in Paris. Its first title, **Metromania**, appreciated by the reviewers as by the players, was sold to more than 2000 copies in 12 countries. Even today, it is always the only boardgame to offer to the train and connection players the pleasure and the challenge to build a real subway network!

After such efforts and thus a (long) repair sleep, Spiel-ou-Face makes a strong comeback this year with two new and innovative games:

- **S-Evolution**, for sure!
- but also **Oss**, a surprising remix of the game of Jacks, full of fun and atmosphere, for 2 to 6 family players (in co-edition with Ariac Games and Cap Games)

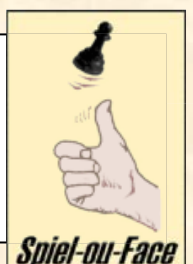


## Spiel-ou-Face

Boardgames publishing & creation  
64 boulevard de la Villette 75019 Paris  
RCS 342 128 089 Paris

## Contact us :

Tel +33 9 50 33 27 05  
Mob +33 6 89 10 59 29  
Email [contact@spiel-ou-face.com](mailto:contact@spiel-ou-face.com)





# S-EVOLUTION

## IN THE BOX



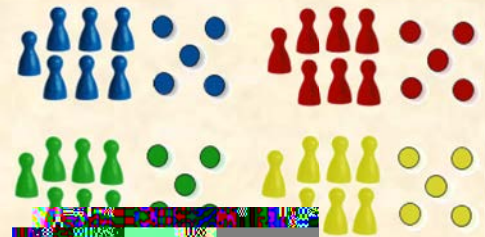
Evolution & Score : common board



Management individual boards (4, one by player)



1 set of 30 Resources cards by player



7 pawns et 5 markers by player



Rules in French, English, German

