

S-EVOLUTION

RULES ERRATA

"Progress" (page 1)

The Discovery cards are improperly named "Progress" in this page.

"Calamities" (page 2) = Disasters.

"Needs" (page 3)

It's easier to do the things in this order :

1. pay the needs of your Population
2. score your victory points
3. apply penalties (if any)

Penalties (page 3)

You must read: "A player who satisfied NONE of the Needs of its Pops goes down one Age" (so, with only 1 of the Needs satisfied, the player does not go down one Age).

Advantages (page 4) :

- Prestige : gives you points for ALL (*not only one*) dissatisfied need.
- Shield : protects you against ALL (*not only one*) Disasters.

VARIANTS

"Not so Primitive"

In the first round and/or in the Primitive Age, look at your hand and play *normally* seeing your cards (less luck at the start of the game).

"Visionnary"

After drawing your cards in hand at the start of the current round, you can *just take a look* at the next 4 Resources cards of your deck, i.e. the 4 Resources cards you'll have in the next following round. *Just look at them*, then put them back in the same order on the top of your deck.

2 players :

Pay only 1 Science for each level of the Shield (there's only 4 Disasters in play).

Graphic playing guide,
full English rules v2.0,
at
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