

S-EVOLUTION 2.0



S-EVOLUTION... EVOLUATE !

This 2.0 version offers a better balance and new management perspectives to the game.

Please use this rules booklet instead of the original.

The little changes made from the original player board are noticed by this icon. **2.0**

INTRODUCTION

S-Evolution is a fast and innovative card and management game. Through the Ages of the Social Evolution, you play tricks against other players to gather enough resources to satisfy your population.

When you do, you go up one Age of Evolution and get better playing rules. But the needs of your population increase at the same time...

The members of your population, are not useless: placed on Buildings, they improve your resources and playing conditions, and they provide you with victory points when you meet their needs. Alas, too large a population may limit your Evolution! So how to balance needs and progress, Population and Evolution ? Do your best !

MATERIAL

The Evolution & Score board



1 board shared by all the players.

1 S-Evolution Track : the track shows which Age each player's civilization has reached.

Below each Age, you can see the needs of the population in that Age.

2 Score Track : you score there your Victory Points

The Individual Player Boards



4 player boards (1 for each player)

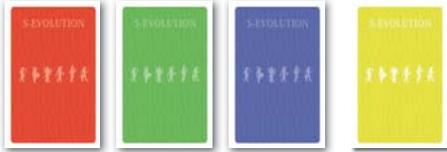
3 Resources Tracks: here are your resources of Food, Tools and Science.

4 Population Track: it's your total available population.

5 Working places : Farm, Factory, and Lab (at the top) are Production Buildings. They produce resources.

Trade, Prestige and Shield (middle and bottom) give you some help to help the evolution of your civilization.

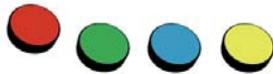
4 set of 30 cards, 1 for each player
(red, green, blue, yellow backs)



28 pawns (7 per player)



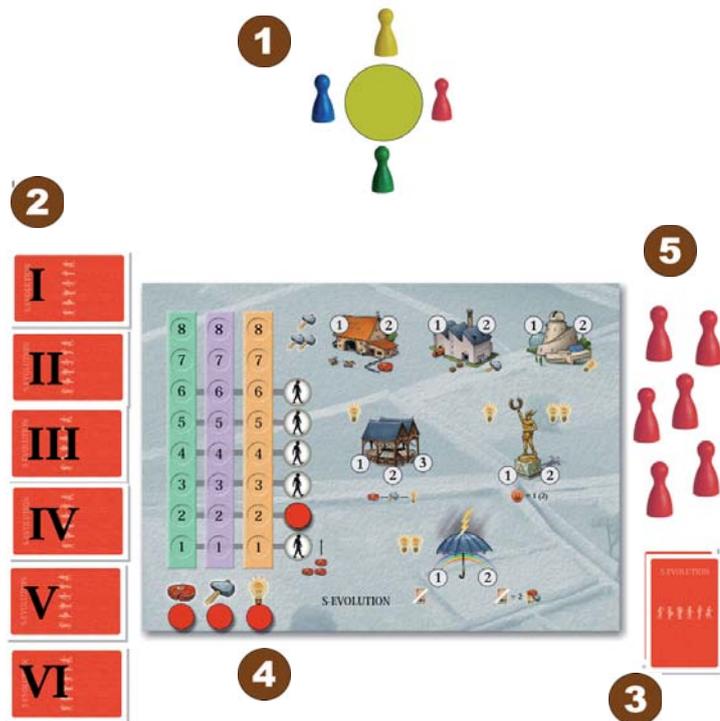
20 markers (5 per player)



In each deck : 24 Resource cards (8 Food, 8 Tools, 8 Science cards),
and 6 Discovery cards (white background). Each player has
the same Resource cards (except the type of the two «4» Disasters.



INSTALLATION



1. Each player chooses a color, then players sit around the table in this order (clockwise):

4 players: Red-Green-Blue-Yellow

3 players: Red-Green-Blue

2 players: Red-Green.

Then, each player takes a player board, and the pawns, markers, and the 30 cards deck of the color that he chose.

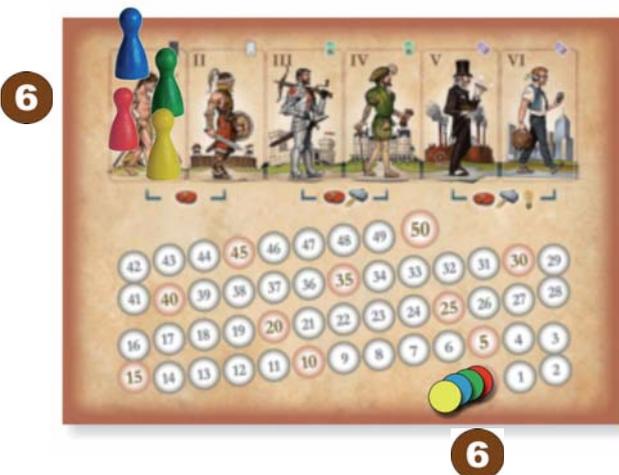
2. Place your individual board in front of you. Take your card deck and remove the 6 Discovery cards. Place them at the left of your player board, in Age ascending order, face down.

3. Shuffle your remaining 24 Resource cards and places them as a face down draw pile.

4. Place a marker on your player board under each of the Resource tracks, and a marker on the second step of the Population track (you will have 2 people to begin).

5. Keep your 6 pawns (your maximum Population) near your player board.

6. Places your 7th pawn on the Age I of the Evolution track, and a marker on 0 on the Score track.



HOW TO PLAY

The game proceeds in 6 rounds.
Each round is divided into 2 phases:

— CARDS phase

With their cards, players play tricks together and compete to get the Resources they need, to avoid Disasters, and to make a good Discovery.

— ACTION phase

Every player after other collects and manages his resources on his player board, scores points, evaluates or not, and can place workers.

ROUND

— CARDS phase

- 1 New hand
- 2 Tricks

— ACTION phase

- 1 Cards & Production
- 2 Needs
- 3 Bonus & penalties
- 4 Management

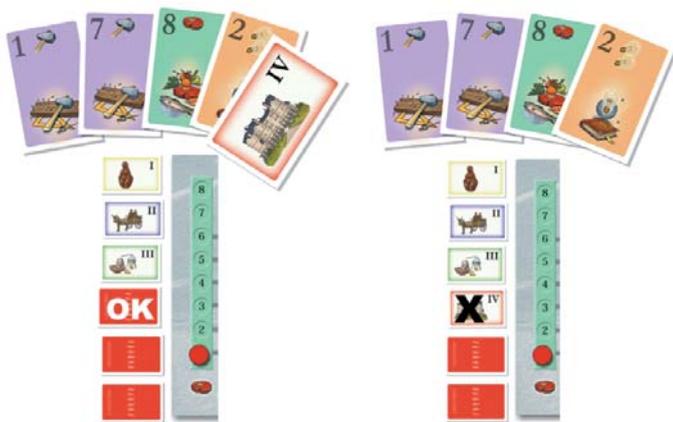
CARDS PHASE

1. NEW HAND

Each player draws the 4 first cards of their deck to form a hand of cards.

Each player then adds the Discovery card of their current Age to their hand, only if this Discovery Card is still **face down** near their player board.

Each player then looks at their hand of cards.



You are in Age IV. If your Age IV Discovery card is face down (left), you take it and have a hand of 5 cards. If it's face up (right), you only have a hand of 4 cards, without Discovery.

— First round: no Disasters !

There's no Disasters during the 1st round of the game. So, if a player gets one (or more) Disaster card(s) in hand, he draws other Resource Cards instead. Then he places the Disaster card(s) back in his deck and shuffles it.



Disasters are the cards numbered «4» in the Tools and Science colors.

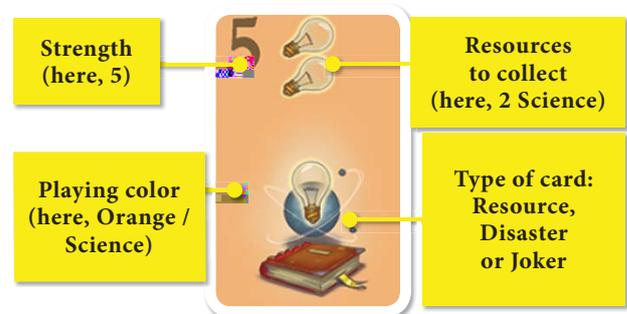
2. TRICKS

During a trick, each player, in clockwise turn order, plays **one** of their cards face up in front of him.

The players play tricks until all cards in their hands are used. The player who starts the first trick is the one who played last the Action phase of the previous round.

For the first trick of the first round of the game, choose the most civilized player...

After that, the player who won the previous trick plays first.



Rules & Ages

To play their Resources cards, each player uses a different rule according to their Age of Evolution.

Ages I and II (Primitive & Barbarian)

- Your cards do not have any color, only a strength.
- During the trick, you can always play any card.
- If you start the trick, you don't set a color for the trick.

Ages III and IV (Middle Ages & Renaissance)

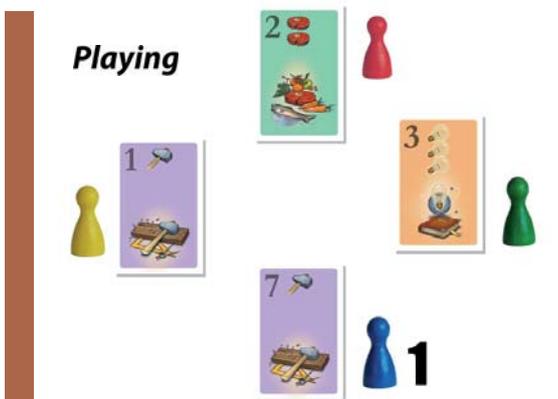
- Your cards have a now a color (and a strength).
- You must play always a card of the color set by the first player of the trick.
- If you do not have any cards of that color, you can play any card.
- If you start the trick, or if you are the first in the trick to play a "color card", you set the color of the trick with the color of your card.



Green is the first to play and set the color of the trick to Science. Blue and Yellow have no Science cards and play what they want. Red has a Science card and must play it (all players in Age III or IV).

Ages V and VI (Industrial & 3rd Millennium)

- Your cards have color, strength, and you can now use Trump, one color higher than others.
- You play cards with the same rules as Ages III and IV.
- Now, when you **do not have** a card of the color set by the first player in the trick, **and only in this case**, you can play a Trump card, a card of the Trump color ("to trump"): you're now better!
- Instead of "trumping", you can also choose to play any other color card.



Food is the Trump color. Blue plays first Tools and set the color of the trick. Yellow has Tools and must play it. Red has no Tools card and choose to Trump with a Food card. Green has no Tools card but do not trump (all players in Age V or VI).

— Choosing Trump

The Trump color is chosen and announced before the first trick of the round by the player in Ages V or VI with the highest level of Prestige.

If players are tied for the highest Prestige, use the tie rules to decide which player chooses trump.

TIE RULE: PAPO

Break any ties during the game in this order:

- 1) PRESTIGE: highest level
- 2) AGE: highest Age
- 3) POPULATION: most Population
- 4) ORDER: order of the current turn.

— Discovery cards



Unlike Resource cards, Discovery cards have no rules of play. In any Age, in any trick, you can always play a Discovery card from your hand, when you want.

Playing a Discovery card is often useful when you do not want to play the trick, because you try to save a good card or to avoid a disaster.

Discovery cards give you also bonus points at the end of the game.

End of a trick

A trick ends when each player who has a card has played one card.

Then each player will choose one of the cards played in the trick.

— Discovery cards

First, resolve any Discovery cards.

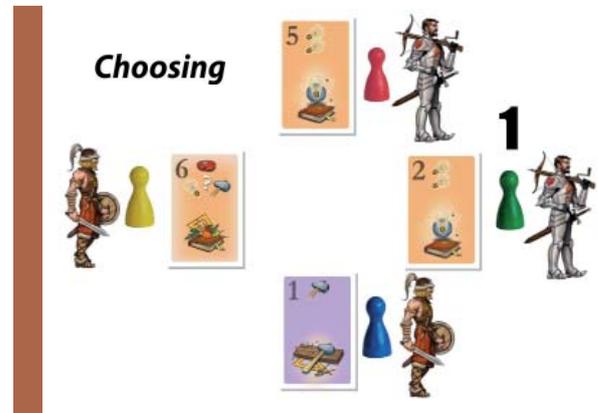
Each player who played a Discovery card takes a Discovery card **of the Age they played**.

If more than one player played a Discovery card in the trick, determine the order of selection with the PAPO rule.

The player takes the Discovery card and places it **face up at its Age position** in the Discovery column at the left of his player board.



Green and Yellow played their Age III Discovery cards. The two players have no Prestige, are in the same Age, have the same population. So Green can choose first, because of the order of the turn. He can take back his Discovery or the Yellow's one, as he likes (same Age).



Blue and Yellow are in Age II, with no color cards. In Age III, Red and Green have color cards. Green played first, setting Science as the color of the Trick. At the end of the trick, it's Red who chooses first, then Green, then Yellow (Science, but no color in fact), then Blue (no color too, and strength 1).

— **Resource cards:**

Once all Discovery cards have been taken, each player who has played a Resource card chooses one Resource card played in the trick.

Players choose in this order:

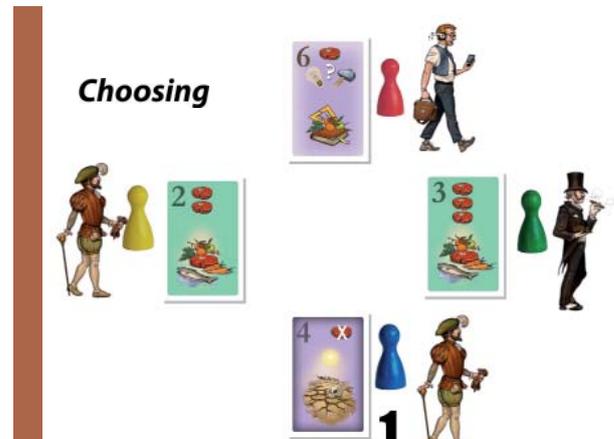
TRUMP : first, player(s) with the highest trump card (if there is a trump color)

LEAD COLOR : then, player(s) with the highest card in the lead color set (if there is a lead color set)

STRENGTH (NO COLOR) : finally, remaining player(s) with the highest cards, regardless of color.

The player takes the Resources card chosen and places it face up near their player board. He will gain these resources at the end of the Tricks phase.

In case of perfect tie between cards (same strength and color and type), use the POPA tie rule.



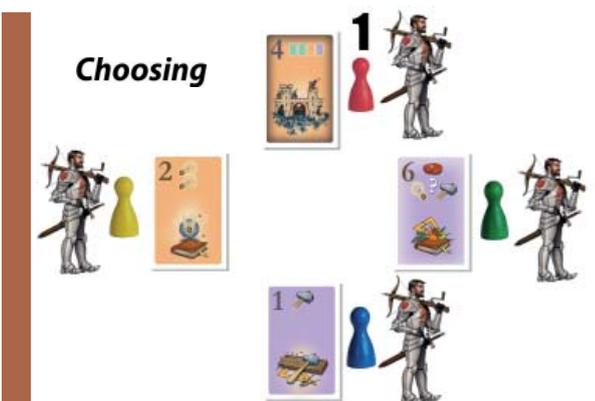
Green and Red (Ages V and VI) can use Trump. Red announced Food as the Trump color. At the end of the trick, Green chooses first (trump card), then Red (Toolslead color and 6), then Blue (lead color and 4). Yellow is the last : his Food card is not a Trump card (no trump in Age IV) nor the lead color...

— **End of the Tricks phase**

The Tricks phase ends when all players have played all their cards in hand.

A trick is played even if some players have no more cards in hand. That can happen if one of several players had no Discovery card in their hand (so only 4 cards) at the beginning of the Tricks phase.

A player with 4 cards must play all the 4 first tricks, and he will forfeit the fifth trick.



All players are in Age III, so with color cards. The color of the trick is Science, set by Red, first player. Green and Blue have no Science card. At the end of the trick, Red chooses first (best in Science), then Yellow (Science too), then Green (not Science, but 6 strength), then Blue (not Science, 1 strength).



3. ACTION PHASE

The players take turns performing the Action phase, starting with the player who chose the last card in the last trick.

Each player performs their entire Action phase before the next player begins their Action phase.

1. CARDS AND PRODUCTION

— Collecting Cards

The player suffers the Disasters and collects the resources of the cards that he got during the trick phase.

First, he must apply the effects of any Disaster cards that he has (see list of Disasters p.xx).

Then he adds the Resources shown on the cards collected to the matching resource tracks on his player board.

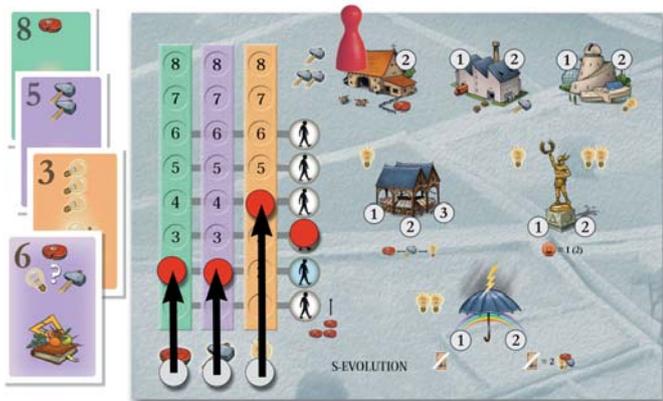
A Joker (card «6») card gives 1 Resource of the player's choice.

A player can't store more than 8 Resources of each type. Extras above 8 are lost.

— Production Buildings

The player adds now the production of the buildings (Farm, Factory, Lab) where he placed a worker.

Farm produces Food, Factory produces Tools, and Lab, Science. A worker on level 1 produces 1 resources of the type of the building, and 2 resources on level 2.



Red collects 2 Foods (1 card + 1 Farm), 2 Tools (card), and 4 Science (card + joker).

— Trade building



At this moment, before Needs, you can use Trade if you have a worker on this building to exchange some of your Resources (see p. 8).

2. NEEDS

To win points, and advance in Age, you must satisfy the Needs of your population, by spending 1 Resource of each type shown for each of your Pops.

The Needs are shown below the player's current Age on the Evolution board.



Age I & II : Food / Ages III & VI : Food & Tools / Ages V & VI : Food & Tools & Science.

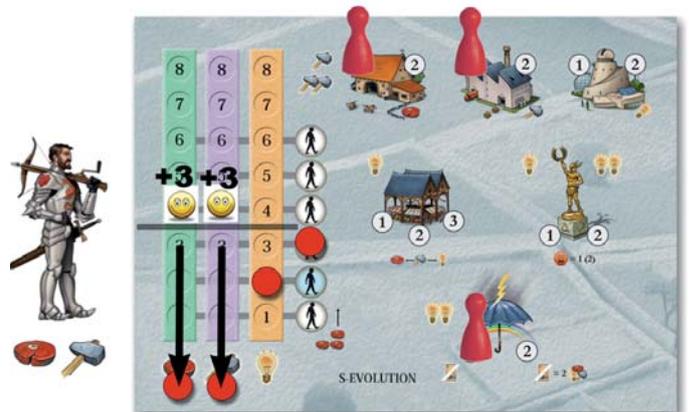
Consider each of the Needs of the Age you are in :

— Satisfaction :

If you can afford enough resources in a Need to satisfy **ALL your population**, you win points.

You **spend these resources** by moving your Resource marker down accordingly.

You score immediately as many points as your population on the score track.



Important : when you can satisfy a need, you **MUST** do it.

You're in Age III, Needs Food & Tools, you have 3 Population. You satisfy both needs and win 3 points for each.

— Unsatisfaction :

If you have **not enough resources in a Need** to satisfy your population, you lose points.

You lose as many points as you have unhappy people, i.e. exactly the lack of Resources in this Need. Lose the points on the score track.

The only good news is that **you do not spend** any resource in this Need.

4. MANAGEMENT

You can now use any remaining Resources to manage your world.

You can do whatever you want, in any order... as long as you have the Resources to pay!

The Resources unused will be kept for the next turn.

— Population

for 1 Science, you can raise your Population by 1. The only limit is 6. Raise your marker accordingly on your Population track.

2.0 Warning : on your board, ignore the food icons at the bottom of the Population track. It's the old rule, forget it !

— Age of Evolution

For 3 Science, you can rise to the next Age. Advance your pawn on the S-Evolution track.

You can do it only once per round.

— Buildings

You can place or upgrade Workers on Buildings by paying the indicated resources.

When you place a new worker in an empty building, you pay the level + the lower levels.

If you upgrade an existing worker, the cost is only that of the new level.



There must be **only one worker** per Building.

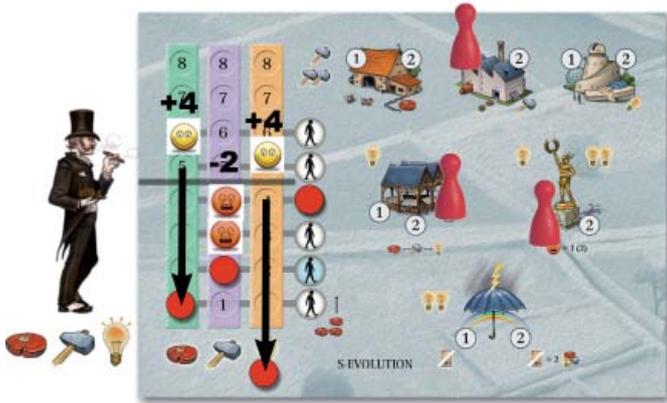
You cannot place more workers than the current value of your Population track.

If you want, you can remove a worker from a building. But that will give you no Resource back, and you'll have to pay again if you want to place it in another building...

End of the round

When all players have made their Action phase, it's the end of the round.

Discard out of the game all the Resource cards collected, and begin the next round (new hand, etc.).



You're in Age V, so the needs are Food, Tools, and Science. You have 4 population, 5 Food, 2 Tools, 4 Science. You spend 4 Foods, you satisfy your population, you win 4 points. For Tools, you do not satisfy your population by 2 less. You lose 2 points. But you do not spend any of this Tools resource. For Science, you spend 4 Science, you satisfy your population, you win 4 points. So you score $4 - 2 + 4 = 6$ points.

3. BONUS & PENALTIES

Satisfying or failing to satisfy the Population has other immediate consequences:

— Evolution:

A player that fully satisfies his Population **in ALL the requested Needs** may immediately rise to the next Age.

The player moves up his pawn on the Evolution track.

Note : you can choose not to rise to the next Age. But it's a bad idea in most cases...

— Penalties:

These penalties do not apply in Ages I and II.

- A player who satisfies **NONE of the Needs** of their Pops goes down one Age. The player moves back his pawn on the Evolution track. He must also flip **face down** beside their player board the Discovery card of the Age he's leaving.
- A player who provides **NO RESOURCE** (0!) to their Pops in one or more Needs loses 1 Pop, decreasing the player's Population marker. If all available Pops are already working on Buildings, the player must remove one of their choice and put it back beside their player board.

Notes: both penalties can add.

You only lose 1 Pop for failing to meet Needs, no matter how many Needs you fail to meet.

You can never have less than 1 Pop.

END OF THE GAME

The game ends at the end of the sixth round (the deck of each players is also exhausted), just after the last Victory Points phase (there is no Management phase).

Every player who evolved in Age during this last round turns face up the Discovery card of the Age in which he advanced.

Then players win bonus points with the Discoveries they have made during the game (those face up). For each set of Discoveries of the same color, you add to your score :

1 point for 1 card	10 points for 4 cards
3 points for 2 cards	15 points for 5 cards
6 points for 3 cards	21 points for 6 cards

The player with the highest score is the historical winner of the S-Evolution!
(in case of a tie, see PAPO tie rule)

BUILDINGS



Production buildings

(cost: 1 Tools level 1, 2 Tools level 2)

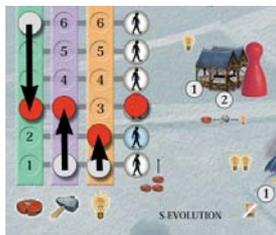
Farm, Factory and Lab respectively produce Food, Tools, or Science Resources, 1 or 2 per round, according to the level of the Worker.



Trade

(cost: 1 Science for each level)

Before spending the Needs of your population, you can change the types of Resources of your stock: 1, 2, or 3 Resources according to the level of the worker there.



Example: with a worker on Level 3, you exchange 3 Foods for 2 Tools and 1 Science.

Prestige

(cost: 1 Science level 1, 2 Science level 2)

With a Worker level 1 or 2 of Prestige, you play always the tricks with the rules of the Age of the highest player, regardless of your own Age. Example: you're in Age II. The highest player is in Age IV. Like him, your cards have color. If Blue was in Age V or VI, you could use Trump like him. Prestige gives also the lead in case of a tie. The player who has a worker on Prestige wins any tie, before Age, Population, and Order of turn. The benefit of Prestige level 2 is that you win ties against players on Prestige level 1.

Shield

(cost: 1 Science level 1, 2 Science level 2)

The Shield protects you against all the Disasters. Level 1 : you do not suffer the effects of Disaster(s) collected. Level 2 : no effect, and each Disaster collected even gives you 2 Resources of your choice.

DISASTERS

Famine

All the Food cards you got in the tricks are lost and not collected.



Epidemic

You lose 1 Pop, lowering your Population marker. If all of your available Pops are already workers on Buildings, you must remove one of your choice and put it back beside your board.



Earthquake

Same rule as Famine, but with Tools.



Decline

You go down one Age. Move back your pawn on the Evolution track.



Fanaticism

Same rule as Famine, but with Science.



Hurricane

Each of your Production Buildings produces 1 Resource less than the level of their Worker.



Obscurantism

This Disaster applies to the next round. You draw your cards without looking at them, shuffle them, and play the tricks phase without seeing them. Of course, you will not have to play by the rules of color or trump. *Note: if you collect this card on the 6th round, you loose 2 ressources of your choice.*



Invasion

This Disaster applies to the next round. You place your hand of cards face up on the table, visible to all players. You will play the next tricks phase this way... *Note: if you collect this card on the 6th round, you loose 2 ressources of your choice.*



Note: on rare occasions, a player can suffer Invasion and Obscurantism in the same round. In this case, the player draws a hand of cards without looking at them, shuffles them, and then holds them in hand backwards, so that the cards are visible to all the OTHER players, but not to himself!

2.0

On your board, ignore the icones below (old rule !)

2.0

On your board, ignore the 2 Science icones (old price !)