S-EVOLUTION PLAYING GUIDE

SET-UP
(game start)

6 Discovery Cards
(face down)

24 Resources
Cards
(shuffled)

A COMPLETE ROUND

Evolution of players
(4th round)

Red, Green, and Yellow are playing with colors.
Blue, still at Age II, has no colors, only strength.

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, unless this Progress card is
still face up near their player board.

2. RESOURCES (TRICKS)

1st trick
Green goes first, because he played last the
Action phase of the last round.
He plays Orange and set the color of the trick.
Blue is a Barbarian, with no colors.
He can play what he wants.
Yellow must play the set color, Orange.
Same for Red, but he has no Orange card.
He can play what he wants.

Cards choice order
A Yellow : highest card in the lead color set
(chooses 2 S).
B Green : second in the lead color set
(chooses 1 T).
C Blue : other color (in fact, none) but higher
than Red (chooses 8 S).
D Red : other color, lowest (takes 7 S).

2nd trick
Yellow goes first, because he won the last trick.
He plays Green and set the color of the trick.
Red chooses to play his Discovery.
Green must play the set color.
Blue, without colors, plays what he wants.

Cards choice order
Red played alone a Discovery card. He gets it
back and places it face up near his player board.
A Yellow: highest card in the lead color set
(chooses 7 F).
B Vert : second in the color set (chooses 5 F).
C Blue : other color (in fact, none) (takes 1 S).

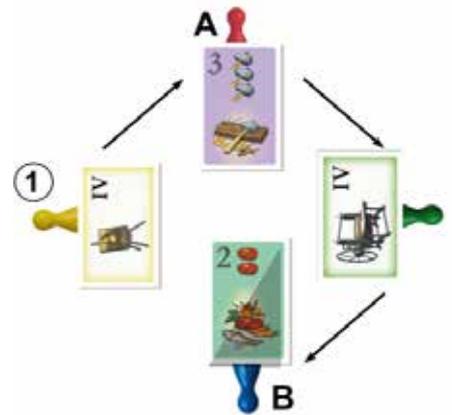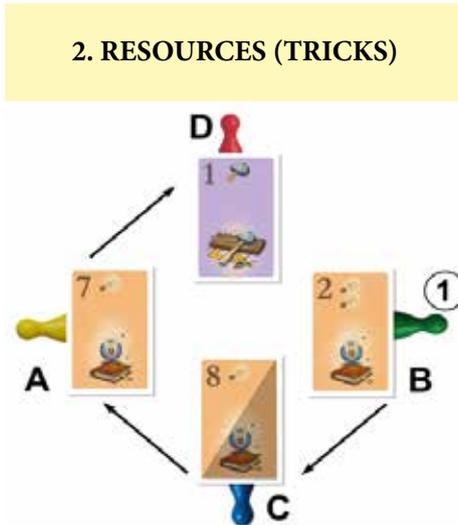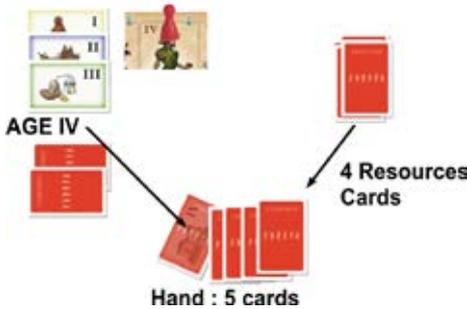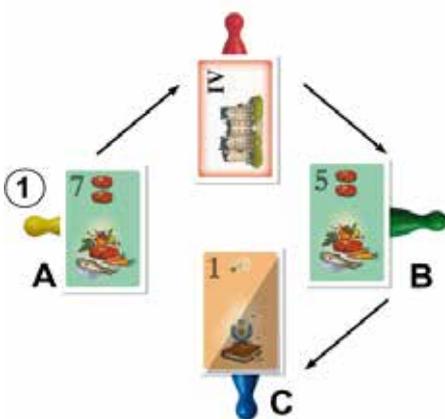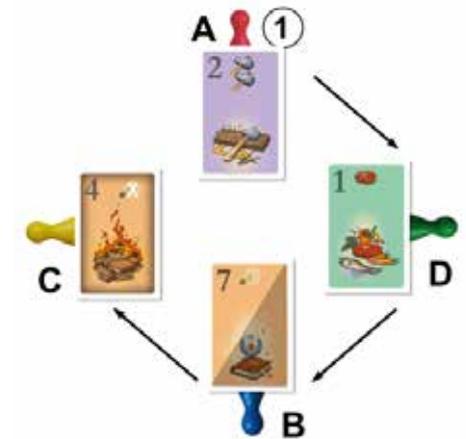### 3rd trick
Yellow goes first, because he won the last trick.
He polays his Discovery card and does not set
any color of the trick.
Red plays Purple and set the color of the trick.
Green plays his Discovery card.
Blue, without colors, plays what he wants.

Cards choice order
Green has more Population than Yellow. He can
then choose first a Discovery card.
He could take the Yellow's Discovery, but he
prefers to get back his own.
So, Yellow also gets back his own Discovery.
A Red : highest card in the lead color set
(chooses 3 T).
B Blue : other color (in fact, none)
(takes 2 F).

4th trick
Red goes first, because he won the last trick.He
plays Purple and set the color of the trick.
Green must play the set color but doesn't have.
Blue, without colors, plays what he wants.
Yellow must play the set color but doesn't have.
He plays his Orange Disaster.

Cards choice order
A Red: highest card in the lead color set
 (chooses 2 T).
B Blue : other color (in fact, none) but highest
(chooses 1 F).
C Yellow : other color, second (chooses 7 S).
D Vert : other color, lowest (takes Disaster).
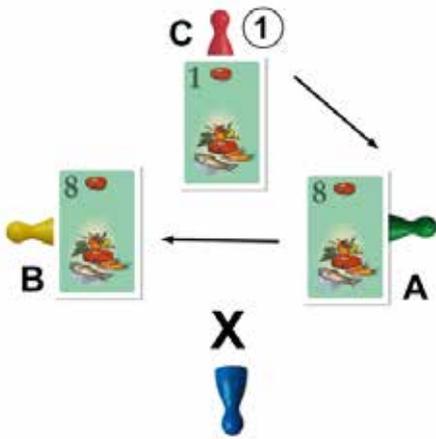
5th trick

Red goes first, because he won the last trick.
He plays Green and set the color of the trick.
Green must play the set color.
Blue, who stayed at the same Age of Evolution during the last round, didn't take a Discovery card in his hand, and he had only 4 cards.
So, he does not play this trick at all.
Yellow must play the set color.

Cards choice order

A Green : highest card in the lead color set, and more Population than Yellow (chooses 8 F).
B Yellow : highest card in the lead color set, but less Population than Green (chooses 8 F).
C Red : lowest in the lead color set (chooses 1 F).
Blue : gets nothing at all !

3. ACTION

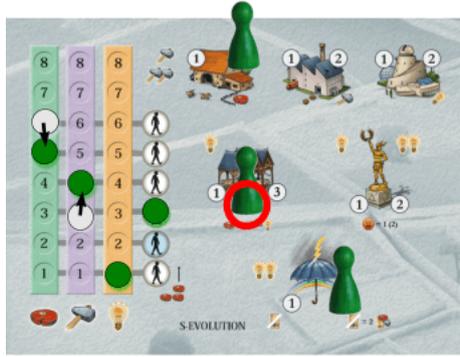## a) RESOURCES COLLECTION

Green had in stock 1 Food and 1 Tool.
He gets the Resources from his cards, plus the production of his buildings.
He gets 5 Foods (Cards 3, Building 2).
Then 1 Tool (Card 1)

With his Pop on level 2 of the Shield, his Disaster becomes a Joker of 2 Resources.
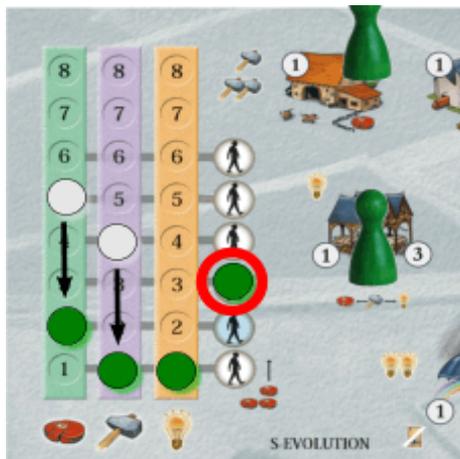Green chooses to get 1 Tool, and 1 Science.

b) TRADE

With his Pop on level 2 of the Trade, Green can exchange two times Resources in his stock. He does it once only, loosing 1 Food against 1 more Tool.
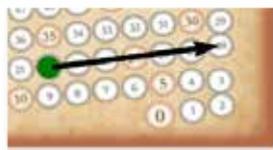
c) NEEDS

Green is in the Middle-Age (III), his Population needs Food and Tools.

Population is 3. So, Green pays 3 Foods and 3 Tools to fully satisfied the needs of his Population.

d) VICTORY POINTS & BONUS

Green has fully satisfied 2 needs of his Population.
So he wins victory points :
2 (number of fully satisfied needs)
x 3 (population)
= 6 points

Because Green satisfied ALL the needs of his Population, he rises to the next Age of Evolution.

e) MANAGEMENT

Green spends 1 Food to raise his Population by 1 and get 1 more Pop.

Green spends 1 Tool to place his new Pop on the level 1 of the Tools production Building. Next round, during «Resources Collection», he will have 1 Tool to add to his Resources.

Green spends 1 Science to upgrade his Pop on Trade level 2 to Trade level 3.
Next round, before trying to satisfied the needs, he will be able to do three changes in his stock of Resources.

End of Green Action phase

Green ended his turn
(he still has 1 Food for the future...).
Now, Blue must perform all his Action phase, then Yellow, then Red.
Red will lead the first trick of the next round.