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PANGEA

RULEBOOK

RED IMP GAMES

1. INTRODUCTION

March 30, 2019

SIXTH EXTINCTION
CIVILIZATION ON THE BRINK OF
ANNIHILATION

For many years, scientists have warned the Earth's population about the dangerous, irreversible changes to our planet's ecosystems. Current research has proven that the SIXTH MASS EXTINCTION is well underway on an unprecedented scale.

Thus far, Earth has experienced five such cataclysmic events, with the most famous one occurring during the Cretaceous Period, killing all of the dinosaurs. However, the greatest one took place 252 million years ago. Within 60 years of the PERMIAN-TRIASSIC EXTINCTION, more than 90% of marine species and two-thirds of all land species were utterly annihilated.

That extinction scenario proved alarmingly similar to that which has recently happened on Earth. According to scientists, mankind has little time left to act, as our civilization completely depends on vegetation, animals, and microorganisms living on the planet as they provide the essential ingredients: pollination; food; oxygen and a sustained, habitable climate.

May 26, 2019

PANGEA SPECIALIST TEAM
IS THE ONLY HOPE OF
MANKIND

Immediately following the declaration of the sixth extinction by prominent scientists, a team of specialists, called PANGEA, is assembled by order of the international community. One of their primary tasks is to articulate initial assumptions to a simulation designed to examine particular animal groups inhabiting Pangea as well as factors that may have affected organisms living on the great continent.

The research's goal is to gather knowledge necessary to understand and potentially contain (at least to some extent) the sixth extinction. Currently, scientists claim two main causes: overpopulation and excessive consumption.

June 10, 2019

SAVE THE HUMAN RACE!
PROJECT: PANGEA NEEDS VOLUNTEERS!

PANGEA specialist team is looking for volunteers for tests simulating life on our planet **252 million years ago**. The software is pretty much like a game that records all decisions made by testers, and their results are used to build a huge database for further research. Do not linger, join the program, help save the human race.

2. GOAL OF THE GAME

> The evolution theory states that the ability to sense when we should be suspicious is as important for our survival as the ability to trust and cooperate.
>
> **D. Goleman**

In Pangea, players take part in the simulation, leading certain groups of animals and attempting to save them from imminent catastrophe. It is up to the players to prepare their protégés for the cataclysm. While some animals will fight for regions in Pangea, it is important for players to realize that the keys to survival include not killing, but evolution; populating safe regions; and clever use of instincts and sensing danger. The only thing that matters is that our animals occupy appropriate regions and inhabit the highest ecological niches… far from the catastrophe's epicenter.

3. GAME COMPONENTS
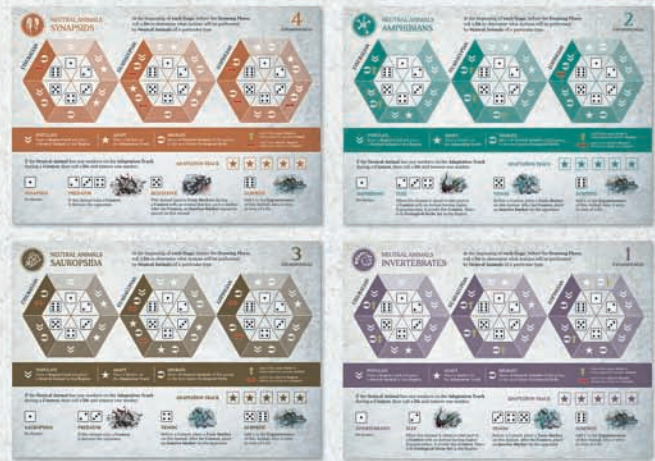
Game Board

4 Animal Boards

4 Management Boards

13 Instinct Tiles, including:

4 Sector Tiles   5 Zone Tiles   4 Cataclysm Tiles

13 Objective Tiles, including:

5 Objective Tiles – Cisuralian   5 Objective Tiles – Guadalupian   3 Objective Tiles – Lopingian

16 Evolution Cards, including:

4 Synapsid Evolution Cards, including one Special Animal

4 Sauropsida Evolution Cards, including one Special Animal

4 Amphibian Evolution Cards, including one Special Animal

4 Invertebrate Evolution Cards, including one Special Animal

20 Action Markers

4 Action Point Markers

a D6 die (used for 1-, 2-, and 3- player game)

16 Toxic/Inactive Markers

7 Warning Markers

28 Animal Markers, including:

6 Synapsid Markers

7 Sauropsida Markers

7 Amphibian Markers

8 Invertebrate Markers

4 Special Animal Markers

1 per Animal Group

7 Hunger Markers

1 Doom Marker

| 28 Adaptation Cards | 15 Region Cards | 14 Turn of the Age Cards | 1 Game End Condition Card | 4 Reference Sheets | 2 The Doom Reference Sheets | 2 The Course of Extinction Reference Sheets |

16 Objective Markers

4 Instinct Markers

4 Initiative Markers

4 Dominance Markers

7 Unavailability Markers

5 Condition Markers

4 per Animal Group

1 per Animal Group

1 per Animal Group

1 per Animal Group

4. GAME COMPONENTS IN DETAIL

1. Game Board

Before the game, we recommend that players familiarize themselves with the Game Board:

(2) DOMINANCE TRACK

The Dominance Track is used to mark how much Pangea is dominated by particular Animal Groups. Increasing and decreasing the level of dominance over the course of the game is reflected by moving the players' **Dominance Markers** on this track. The game is won by the player with the highest level of dominance and at least one **Animal Marker** on the Game Board after resolving **The Doom.**

(3) INITIATIVE TRACK

The order of players' **Initiative Markers** on this track is the order in which players perform their actions in the current Stage. New order is determined when the current Stage ends.

(4) INSTINCT TRACK

The **Instinct Track** comprises two related parts. The first one is **Fields (4A)**, where players move their **Instinct Markers** to have a peek at the **Instinct Tile (4B)** assigned to a particular field and to gain additional **Dominance Points (4C)**. In the other part there are **Instinct Tiles** lying face-down: **3 Instinct Tiles – SECTOR (4D)** at the bottom, above them **4 Instinct Tiles – ZONE (4E)**, then **2 Instinct Tiles – CATACLYSM (4F)**, and at the top – the **DOOM STACK (4G),** revealed at the end of the game.

(5) OBJECTIVE TRACK

The **Objective Track** comprises 4 fields for **Objective Tiles (5A)** and **Objective Markers (5B)** used to mark completed objectives. In addition, next to the **Objective Track** there is **a supply (5C)** for unused **Objective Markers.** The number of Objective Tiles placed on the Game Board depends on the current Epoch – 4 Objective Tiles in the Cisuralian Epoch, 3 in Guadalupian and only 2 in Lopingian.

(1) EPOCH TRACK

Current stage of the game is indicated by a Doom Marker that is moved on the Epoch Track, which comprises 3 Epochs: **Cisuralian, Guadalupian, and Lopingian (1A)**. Between them there are **Turns of the Ages (1B)**. Each Epoch has **several Stages (1C)**, in which players perform their actions. The last item on the **Epoch Track** is **The Doom (1D)**, which is the end of the game.

In each Region of Pangea there is information about the **Food (7E)** it provides. The box with the food icon, followed by a series of numbers within brackets, separated by slashes indicates how many Animals a given Region can feed, per Epoch. In 4 Stages of Cisuralian check **the number to the left**, for 3 Stages of Guadalupian take **the number in the center**, and during the 2 Stages of Lopingian use **the number to the right.**

(6) CARD ZONE

There are four spots on the Game Board for particular types of cards:
- **Turn of the Age Cards (6A)**: place here 2 Turn of the Age Cards picked randomly during the game setup.
- **Region Cards (only in 1–/2–/3–player game, 6B)**: place appropriate cards here when there are fewer than 4 players.
- **Adaptation Cards:** a face-down **Draw Pile (6C)** and a face-up **Discard Pile (6D).**

(7) SUPERCONTINENT

Pangea, the Supercontinent, serves as the main arena for all players' actions. It is divided vertically into **Sectors A–D (7A)**, and horizontally into **Climate Zones (7B)** marked with icons. In addition, the Supercontinent is divided into **3 Subcontinents (7C): LAURASIA** comprising **2 Climate Zones**, **INTERIOR** comprising **1 Climate Zone**, and **GONDWANA** comprising **2 Climate Zones.** As a result of dividing Pangea into Sectors and Zones, the entire map is divided into square fields called **Regions (7D).** There are arrows in 2 colors between adjacent Regions. **White arrow (7E)** indicates that there are no migrate penalties, whereas **red arrow (7F)** means there is a penalty to migrate actions. Further information about penalties can be found on page 23.

Ecological Niches (7F): there are **3 Ecological Niches** in each Region, marked with numbers **0, 1,** and **2.** They are the spots where **Animal Markers** are placed. Any number of Animals **(Animal Markers)** can be stored in the lowest **Niche [0]. Niches [1],** and **[2]** can only hold up to one Animal at a time.

Icons on the Game Board:

Subpolar Zone	Temperate Zone	Interior Zone	Turns of the Ages and a field for Turn of the Age Cards	Field for Adaptation Cards	Field for discarded Adaptation Cards	Food	Fields for Objective Tiles and Markers	Fields for Instinct Markers

2. Animal Boards

Each player receives an Animal Board, each with the following fields:

(1) ACTION POINT TRACK
The Action Point Track **(1A) is divided into 3 Epochs:** Cisuralian, in which each player starts each Stage with **six Actions Points (1B),** Guadalupian, in which each player starts each Stage with **seven Actions Points (1C),** and Lopingian, in which each player starts each Stage with **eight Actions Points (1D).** The current number of Action Points (AP in short) available to a player is indicated by their **Action Point Marker (1E).**

(2) SPECIAL ABILITY
Each Animal Group has a a unique ability.

(3) EXPANSIVENESS
Expansiveness is a value used to resolve a **Contest** between Animals occupying the same **Ecological Niche.**

(4) ACTIVE EVOLUTION CARD ZONE
Evolution Cards placed face-up in the Active Evolution Card Zone are active, meaning that they affect the Animal Group until the end of the game. The zone may hold up to **3 active Evolution Cards.**

(5) INACTIVE CARD ZONE
Players place their received **Evolution Cards** and **Adaptation Cards** in the Inactive Card Zone at the beginning of the Stage. Both **Evolution Cards** and **Adaptation Cards** are placed there face-down, but at any time their owner can have a look at them. The zone may hold up to **3 Adaptation Cards.**

(6) TABLE OF ACTION COSTS
Table of Action Costs shows how many **Action Points (6C)** a particular Animal Group **(columns with Animal Icons, 6A)** needs to pay for a given Action **(rows, 6B).** Players mark actions they have taken by placing their **Action Markers** in the appropriate rows **(6D).** Each player can perform a particular action up to **2 times per Stage.**

(7) ACTIVE ADAPTATION CARD ZONE
Adaptation Cards placed face-down in the Active Adaptation Card Zone are active, meaning that they can be used by their owner when he or any other player performs one of their Actions. At any time their owner can have a look at those cards. The zone may hold up to **3 active Adaptation Cards.**

Icons on Animal Boards:

SYNAPSIDS   SAUROPSIDA   AMPHIBIANS   INVERTEBRATES   ADAPT   POPULATE   MIGRATE   SURVIVE

3. Evolution Cards

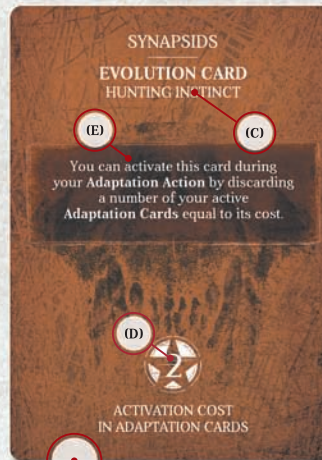Each Animal Group has its individual starting set of **Evolution Cards.**

Evolution Card (front) data:
- Name of the card and Activation Cost (A)
- Description of how the Animal Group is altered from the moment a player activates a card until the end of the game (B)

Evolution Card (back) data:
- Name of the card (C)
- Activation Cost (D)
- How to activate this card (E)
- Additional rules regarding the use of Special Animals (F)

HUNTING INSTINCT

After the **Populate Action** you can start a **Contest** with another player's Animal in the **Ecological Niche [0]** in the same Region.

"The first real land biocoenosis were dominated by mammal-shaped reptiles nearly from the very beginning." **R. Fortey**

SYNAPSIDS
EVOLUTION CARD
HUNTING INSTINCT

You can activate this card during your **Adaptation Action** by discarding a number of your active **Adaptation Cards** equal to its cost.

ACTIVATION COST IN ADAPTATION CARDS

SAUROPSIDA
EVOLUTION CARD
PAREIASAURUS
SPECIAL ANIMAL

You can activate this card during your **Adaptation Action** by discarding a number of your active **Adaptation Cards** equal to its cost.

Upon activating this Evolution Card you can replace one of your Animal Markers on the Game Board with a **Special Animal Marker**. From this moment on you can place the **Special Animal** Marker on the Game Board using a **Populate Action**.

ACTIVATION COST IN ADAPTATION CARDS

4. Adaptation Cards

Adaptation Card (front) data:
- Name of the card (A)
- Describes a one-off Ability (B) that can be used following its description if a player decides to use the *active* Adaptation Card in this way.

Adaptation Card (back) describes the way the card is used when activated.

VENOMOUS

You can place a **Toxic Marker** on your Animal before a **Contest** initiated by an opponent. After the **Contest** place an **Inactive Marker** on the opponent's Animal. If you do, score 1 D.

"It was a rich, complex ecosystem, with numerous animals, much like today [...]" **M.J. Benton**

ADAPTATION CARD

WHEN THIS CARD IS ACTIVE:

Discard it in the **Adapt Action** to pay for the activation of an **Evolution Card**.

OR

Use the **Adaptation Card** Ability according to its description on the other side.

OR

Discard it during any of your Actions to receive 1 additional AP.

According to the data gathered ecosystems back then were not very productive, so it can be assumed that the species that did not become extinct were able to survive on minimal food.

M.J. Benton

Abbreviations in the game: (D) – Dominance Points, (AP) – Action Points

5. Turn of the Age Cards

HOSTILE ECOSYSTEMS

In the **Initiative order**, each player must pay 1 D to perform a free **Adapt Action**, or remove one of their Animals from the Game Board.
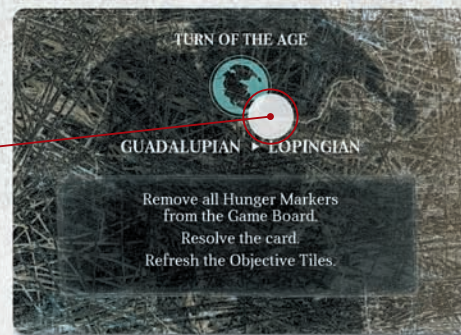
Turn of the Age Card (front) holds the details of the event that takes place and affects Animals in the game.

Turn of the Age Card (back) specifies which Epochs it divides (when to reveal the card and apply the instruction on its front).

In Solo mode use Turn of the Age Cards that on their backs have the word "SOLO" instead of the Epochs they divide.

TURN OF THE AGE

GUADALUPIAN ▸ LOPINGIAN

Remove all Hunger Markers from the Game Board.
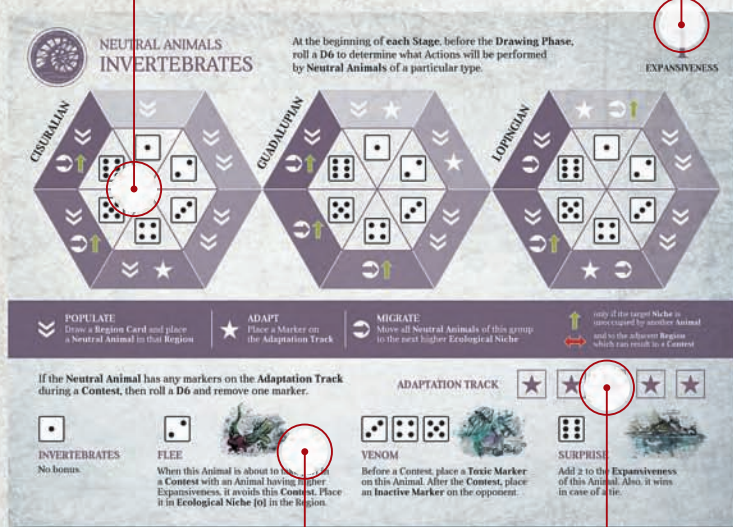Resolve the card.
Refresh the Objective Tiles.

6. Management Boards

The Management Boards are used only in 1-, 2-, and 3-player games by Neutral Animals. Each **Management Board** holds the rules for how a particular Neutral Animal Group acts.

Diagram of Animal Group behavior in a given Epoch.

Expansiveness is a value used to resolve a **Contest** between Animals occupying the same **Ecological Niche.**

NEUTRAL ANIMALS
INVERTEBRATES

At the beginning of **each Stage**, before the **Drawing Phase,** roll a D6 to determine what Actions will be performed by Neutral Animals of a particular type.

CISURALIAN   GUADALUPIAN   LOPINGIAN   EXPANSIVENESS

POPULATE
Draw a **Region Card** and place a Neutral Animal in that Region

ADAPT
Place a Marker on the Adaptation Track

MIGRATE
Move all Neutral Animals of this group to the next higher Ecological Niche

only if the target **Niche** is (unoccupied by another Animal and to the adjacent Region which can result in a **Contest**

If the **Neutral Animal** has any markers on the **Adaptation Track** during a **Contest**, then roll a D6 and remove one marker.

ADAPTATION TRACK

INVERTEBRATES
No bonus

FLEE
When this Animal is about to start a **Contest** with an Animal having higher Expansiveness, it avoids this **Contest**. Place it in **Ecological Niche** [0] in the Region.

VENOM
Before a Contest, place a **Toxic Marker** on this Animal. After the **Contest**, place an **Inactive Marker** on the opponent.

SURPRISE
Add 2 to the **Expansiveness** of this Animal. Also, it wins in case of a tie.

The **Adaptation Field** is used to determine how a Neutral Animal behaves during a Contest.

The **Adaptation Track** is used to mark the number of Adaptations of a given Animal Group.

7. Game End Condition Card

Used only in **Solo mode.** The player receives a **Condition Card** that determines what is required to end the game for each particular Animal group, and defines a special action used to mark an Animal that will attempt to meet the **Game End Condition.**

SOLO MODE Game End Condition	SOLO MODE Game End Condition
SYNAPSIDS	**INVERTEBRATES**
CONDITION: in each Clim... the game hav... Markers on t... **PLACING:** Pla... Region when Marker *migr...* a Condition	**CONDITION:** Have a **Condition Marker** in any Region and at the end of the game have at least **3 Animal Markers** on the Game Board. **PLACING:** Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** wins a **Contest** with a **Neutral Animal.**
SAUROPSID...	**AMPHIBIANS**
CONDITION: the Ecologica... a **Climate Zo**... at least 2 Ani... **PLACING:** Pla... **Ecological N**... Animal with a... to an Ecologi... a Condition	**CONDITION:** Have a **Condition Marker** in any Region and at the end of the game have at least **3 Animal Markers** on the Game Board. **PLACING:** Place a **Condition Marker** in the Region when the Animal with an **Objective Marker Migrates** to the Region, causing Hunger (as a result of your action a **Warning Marker** is placed in that Region). Note: to be able to place a Condition Marker, this Animal has to survive the Hunger according to the rules of Survival Phase.

8. Condition Markers

SOLO

In SOLO Mode **Condition Markers** are placed on the board by an Animal to mark the progress in meeting the **Game End Condition.**

9. Region Cards

Used only in 1-, 2-, and 3-player games to determine where a Neutral Animal performs its Action.

The front of the card includes information about the Regions' Sectors and Zones.

LAURASIA [B 🜂]

REGION CARD

❞

Evolution works in such a way that it hones various important details so that animals adapt better to common, everyday challenges.

M.J. Benton

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10. Instinct Tiles

Instinct Tiles are divided into three types [indicated on the tile's back] (A):

(A)

INSTINCT
SECTOR

C

INSTINCT
SECTOR

SECTOR: on the front there is a letter from A through D which points to a **vertical Sector** on the Game Board.

(A)

INSTINCT
TEMPERATE ZONE
GONDWANA

INSTINCT
ZONE

ZONE: on the front there is a name of a Climate Zone and a Subcontinent, as well as an icon of the Climate Zone which points to a **horizontal Zone** on the Game Board.

(A)

INSTINCT
CATACLYSM

INSTINCT
MASSIVE PLANETOID

CATACLYSM: on the front there is a name of a Cataclysm. More details about Cataclysms can be found on page 20.

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11. Objective Tiles

Each Objective Tile (front) includes:
- Objective Name (A)
- Objective Requirement (B)
- Reward: number of **Dominance Points (D in short)** (C) a player will receive depending on how quick the Objective has been completed.
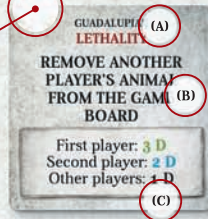
Each Objective Tile (back) specifies the Epoch's associated Objective

12. Objective Markers

Each player has **4 Objective Markers** used to mark completed Objectives. When the requirement of an Objective is met, the marker is placed on the Game Board below the appropriate Objective Tile. In **SOLO Mode** one **Objective Marker** is used to indicate an Animal that can place **Condition Markers** to meet the **Game End Condition.**

13. Initiative Markers

Each player has a double-sided **Initiative Marker.** The Animal group icon means that player has not used all of their Actions in the current Stage. The other side with an hourglass icon means that player is done with their Actions in the current Stage.

> *The entire world back then stood open before the itinerant quadruped. It never happened again.*
>
> **R. Fortey**

14. Doom Marker

The **Doom Marker** is placed on the Epoch Track and is used to indicate the current Stage and Epoch. When it reaches the last field on that track, the **Doom Stack** is revealed and the game ends.

15. Animal Marker

Each player has an appropriate number of **Animal Markers** with an Animal Group icon matching the one on the Animal Board.

16. Special Animal Marker

Each player has one **Special Animal Marker** with an Animal Group icon matching the one on the Animal Board. That marker is used to mark a Special Animal that emerged as a result of activating an **Evolution Card.**

17. Instinct Markers

Each player has one **Instinct Marker** placed on the **Instinct Track.**

18. Dominance Markers

Each player has one **Dominance Marker** placed on the **Dominance Track.** Those markers have two sides, front and back. As soon as a player reaches **20 Dominance Points (D in short),** their marker is flipped to the **side with a number "20".**
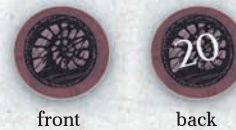
front   back

All remaining markers are placed in a common pool, available to all players.

19. Hunger Markers

When this marker is placed in a Region of the Game Board, it indicates that there is not enough Food in that Region and all Animals in it are subject to **Hunger.** More about the **Hunger** rule can be found on page 18.

20. Warning Markers

This marker is placed temporarily on the Game Board to indicate Regions where there is more **Animal Markers** than Food.

21. Unavailability Markers

When this marker is placed in a Region of the Game Board, it indicates that the Region is not available to players and they cannot use it in any way.

22. Toxic Markers

When this marker is placed on an **Animal Marker** a result of activating an **Evolution Card** or next to it, it indicates that Animal is **Toxic.** More about the **Toxic** rule can be found on page 16.

23. Inactive Markers

When this marker is placed on an **Animal Marker** that Animal is **Inactive.** More about the **Inactive** rule can be found on page 16.

5. GAME SETUP

Place the Game Board (1) in the center of the table.

Place the **Doom Marker** on the Epoch Track on "**Asselian**" **Stage (2).**

Out of the **4 Instinct Tiles – Cataclysm** randomly pick one and put it back in the box. **Important: show all players which Cataclysm has been removed from the game.**

Next to the Game Board, place all **Instinct Tiles** face-down. Shuffle those tiles and randomly pick one Instinct Tile – Sector, one Instinct Tile – Zone, and one Instinct Tile – Cataclysm. Place these 3 tiles face-down next to the Game Board, near the topmost field of the **Instinct Track.** Later, these 3 tiles will be referred to as **the Doom Stack (3).**

Place the remaining Instinct Tiles next to the **Instinct Track** in the following way: **2 Instinct Tiles – Cataclysm (4)** below the Doom Stack, then **4 Instinct Tiles – Zone (5)** below them, and **5 Instinct Tiles – Sector (6)** at the bottom.

Each player receives a set of components in one color: an **Animal Board (7)**, **Evolution Cards**, all **Animal Markers**, **1 Special Animal Marker**, an **Initiative Marker**, a **Dominance Marker**, an **Instinct Marker**, **4 Objective Markers**, an **Action Point Marker**, and **5 Action Markers**.

Each player places his **Evolution Cards (8)** below his Animal Board in the Inactive Card Zone. The **Action Point Marker** is placed on an **Action Point Track** on a field with **a number 6 (9). Action Markers (10)** are kept in any place outside the Animal Board. **Only in Solo mode:** a player also receives a **Game End Condition Card.**

Each player places his **Initiative Marker (11)** on the Initiative Track. Determine the order on the Initiative Track using the value of **Expansiveness (12)** on the Animal Boards. The player with the highest **Expansiveness** value will occupy the first field of the Initiative Track, and the player with the lowest Expansiveness value will occupy the last field.

Each player places his **Dominance Marker (13)** on the **Dominance Track** on the field with a number 1. The **Dominance Markers** are placed there in a stack, and their order is irrelevant.

Each player places his **Instinct Marker (14)** on the Instinct Track on the first field at the bottom of the Game Board (with no Instinct Tile lying next to it). The **Instinct Markers** are placed there in a stack, and their order is irrelevant.

Each player places his **4 Objective Markers (15)** on the Game Board right next to the Objective Track. This will form a supply from where players will take their **Objective Markers** to place them under completed Objective Tiles.

Place the Objective Tiles face-down next to the Game Board, divided into three stacks, each stack having tiles from one Epoch.

From the first Epoch stack (CISURALIAN) randomly pick **4 Objective Tiles (16)** and place them face-up on the Objective Track. These 4 Objectives will be available only in the first 4 Stages of the game, then the **Turn of the Ages** will take place and these Objectives will be replaced with new ones.

Shuffle all **Adaptation Cards (17)** and place them in a stack on the Game Board.

Only in Solo mode: Use only **Turn of the Age Cards** marked as SOLO on their backs. Put the remaining **Turn of the Age Cards** back in the box. Shuffle all SOLO **Turn of the Age Cards** and randomly pick 2 of them, and making sure they are not revealed place them in the designated place (18) next to the Initiative Track. Put the remaining SOLO **Turn of the Age Cards** back in the box.

Only in 2-4-player game: Divide the **Turn of the Age Cards** into 2 stacks according to the Epochs they are between. Shuffle each stack separately, randomly pick one card from each of them, and make sure they are not revealed. Place them in **a designated place (18)** next to the **Initiative Track**. There should be only 2 **Turn of the Age cards** on the Game Board: Cisurialian - – Guadalupian and Guadalupian - Lopingian. Put the remaining **Turn of the Age Cards** back in the box.

Place all **Toxic, Inactive, Hunger,** and **Warning Markers (19)** next to the Game Board.

Put all the unused components (unused Animal Boards with related **Evolution Cards** and **Dominance, Instinct, Objective,** and **Action Point Markers**) back in the box.

According to the order on the **Initiative Track** each player places one of their **Animal Markers on the Game Board in any Ecological Niche [0] (20)** except for the Subpolar Climate Zone and Regions with **Unavailability Markers** (which are used only in 1-, 2-, and 3-player game).

ADDITIONALLY: For 1-3 Players only

Place the **Unavailability Marker** in each Region of **Sector D (1)** on the Game Board.

Next to the Game Board place **Management Boards (2)** with Neutral Animals (i.e. Animals not selected by any player).
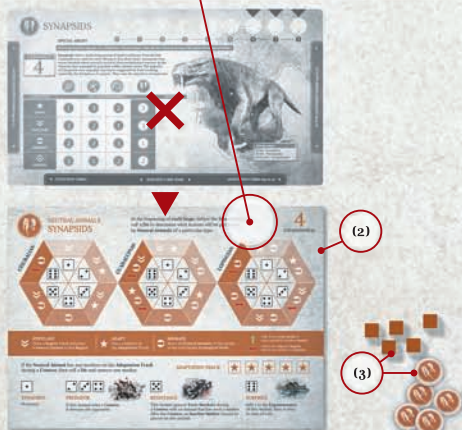
Next to each Management Board place **Action Markers** and **Animal Markers (3)** of the same color as the board.

Place the **Initiative Markers** of Neutral Animals on the **Initiative Track** in the order determined by the Expansiveness values on the **Management Boards (4)**. NOTE: Initiative Markers of Neutral Animals are placed there permanently, they will always be on the Initiative Track before the Initiative Markers belonging to players. The players' Initiative Markers placed there previously are moved down on the **Initiative Track** below the **Initiative Markers** of Neutral Animals.

Out of the 15 **Region Cards** take 6 cards with Subpolar Zone Regions and place them next to the Game Board. They will be used from the second Epoch (Guadalupian) on. Shuffle the 9 remaining **Region Cards** and place them on the Game Board, forming the **Region Card Stack (5)**.

Place a D6 die next to the Game Board.

For each **Neutral Animal** taking part in the game draw one **Region Card** and place one **Neutral Animal Marker** in that Region's **Ecological Niche [0] (6)**. Next, put the **Region Card** back in the stack and reshuffle it.

6. GAMEPLAY

The game lasts **9 Stages,** then the end of the game comes – the place and type of the Cataclysm is revealed. The first 4 Stages of the game take place in **the Cisuralian Epoch**, then there is a **Turn of the Ages** and a new Epoch begins.

The **Guadalupian Epoch** has 3 Stages, after which another **Turn of the Ages** comes, and then the **Lopingian Epoch** with only 2 Stages begins.
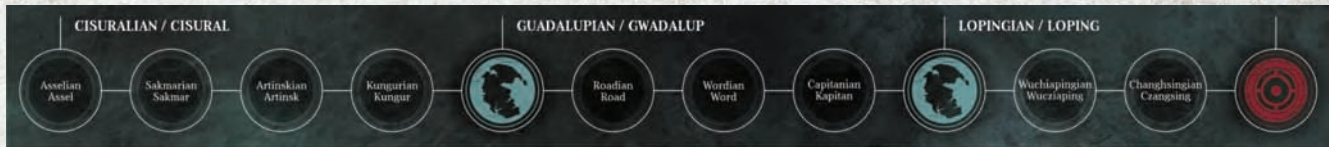

Each Stage is divided into Phases:

1. **Neutral Animals phase** (1-, 2- and 3-player game only);
2. **Drawing phase:** each player receives 2 **Adaptation Cards;**
3. **Action phase:** players, one by one, in the Initiative order, perform an Action until all of them have passed;
4. **Survival phase:** check if there is **Hunger** in any Region;
5. **Initiative phase:** change order of players on the **Initiative Track.**

Each Turn of the Ages is divided into Phases:

1. **Cleanup phase**: remove all **Hunger Markers** from the Game Board;
2. **Event phase:** reveal a **Turn of the Age Card** and read it aloud;
3. **Development phase:** replace all Objective Tiles on the Game Board with the ones from the new Epoch.
4. **Expansion Phase:** return used **Region Cards** to the **Region Card Stack** and reshuffle it.

The Doom – end of game:

1. **Reveal all tiles in the Doom Stack;**
2. **Dying phase:** steps one through three;
3. **Final Dominance:** score points for the Animals that have survived.

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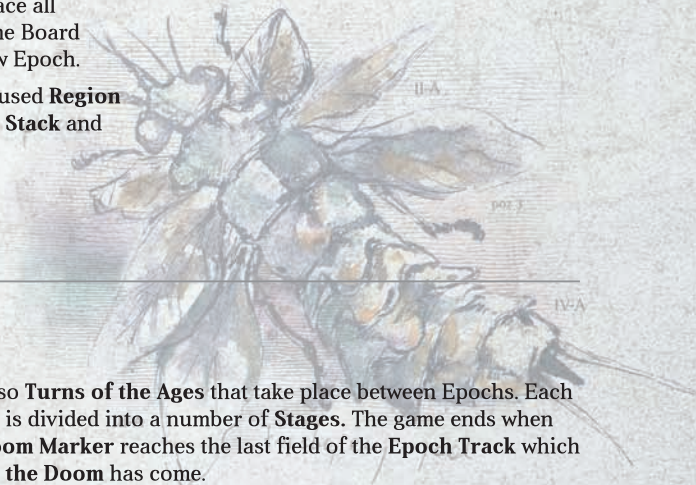
7. THE GAME IN DETAIL

Progress in the game is indicated by the **Doom Marker** moving forward on the **Epoch Track.** The current location of the **Doom Marker** determines what players need to do at a particular moment of the game. **The Epoch Track** is divided into 3 Epochs and also **Turns of the Ages** that take place between Epochs. Each Epoch is divided into a number of **Stages.** The game ends when the **Doom Marker** reaches the last field of the **Epoch Track** which means **the Doom** has come.
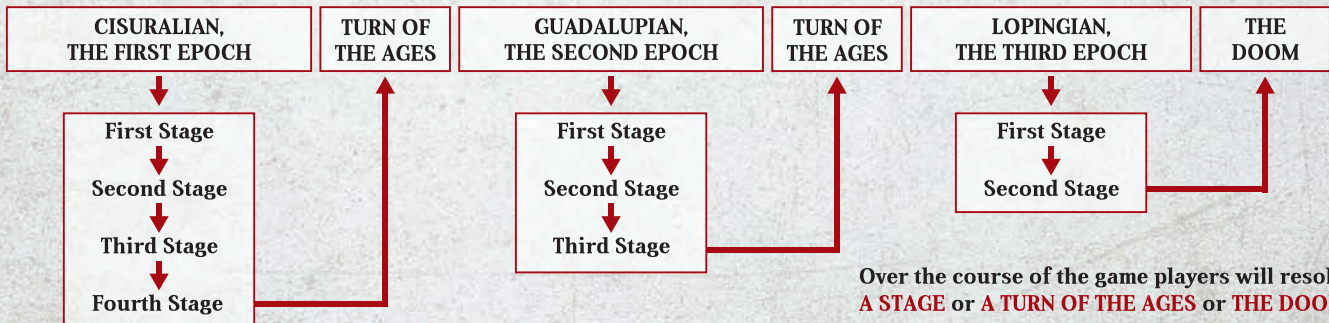
Over the course of the game players will resolve:
A STAGE or **A TURN OF THE AGES** or **THE DOOM.**

GENERAL RULES

CONTEST

The **Contest** is triggered automatically and is always between two Animals. The **Contest** can be triggered by an Action of a player, Action of the opponent, or even a **Turn of the Age Card.**

CONTEST IN THE ECOLOGICAL NICHE [1] OR [2]

Such a **Contest** takes place whenever any **Ecological Niche [1] or [2]** is occupied by **2 Animal Markers.** In that case the **Contest** between those Animal must be resolved immediately. Compare the **Expansiveness** values from **Animal Cards/Management Boards.** The Animal with a greater **Expansiveness** wins and the **other Animal has to withdraw to an Ecological Niche whose value is 1 lower than the Contested Niche, i.e. [2] moves to [1] and [1] moves to [0].**

CONTEST IN THE ECOLOGICAL NICHE [0]

By default, animals **do not fight** with one another in **Ecological Niches [0].** However, it may happen that an **Evolution Card** or an **Adaptation Card** will trigger a **Contest in a Niche [0].** In that case remember that the **Contest** is only between two Animals and the one that loses is removed from the Game Board.

NEUTRAL ANIMALS

Neutral Animal Markers are treated in the same way as **Animal Markers** belonging to players. Whenever a card description, an Objective Tile, or other components refer to **Animal Markers** (e.g. remove other player's Animal), it includes both Neutral Animals and player-controlled Animals.

CONTEST WITH NEUTRAL ANIMALS

When there are fewer than 4 players, there are **Neutral Animal Markers** on the Game Board. Neutral Animals act in the same manner as Animals lead by players, so the **Contests** with them and between them are resolved identically as between players (check the **Expansiveness** value on the Management Board) with one exception. **If a Neutral Animal takes part in the Contest, check its Management Board. If there are any markers on the Adaptation Track, then discard one of them, roll a D6 die and apply a Contest bonus that the Neutral Animal receives for the result rolled.**

SPECIAL ANIMALS

Any rules that apply to Animals are applied to **Special Animals** as well.

REGIONS

Resolve order: whenever it is time to resolve Neutral Animals' actions, **Hunger,** or **Turn of the Age Cards,** resolve Regions from the top of the Game Board to the bottom. **The first Region to be resolved is in Sector A in the upper Subpolar Zone,** then Sector B and so on, until all Regions in that Zone are resolved. Next, do the same with an upper Temperate Zone (from Sector A through D). Keep going towards the bottom of the Game Board until all Climate Zones are resolved with the lower Subpolar Zone as the last one.

Adjacent Regions: Regions adjacent to a particular Region are to the left, right, above, and below it. **Important: the edges of the Game Board cannot be crossed,** which means that Regions in Sector A and D are not adjacent to each other, neither are Regions in the two Subpolar Zones.

WARNING MARKER

Remember to mark with a **Warning Marker** those Regions on the Game Board where the number of **Animal Markers exceeds Food produced in the current Epoch.** If, as a result of players' actions, the number of **Animal Markers** in a Region no longer exceeds the Food produced, remove the **Warning Marker** in that Region. The sole purpose of this marker is to remind players there can be **Hunger** in some Regions so they can react appropriately.

INACTIVE

The Inactive Marker placed on the **Animal Marker** or next to it means that Animal is **Inactive.** In case of a **Contest,** the **Inactive** Animal's **Expansiveness value counts as 0.** Also, that Animal cannot perform a Migrate Action. **Change status back to Active:** A player can, during their turn, spend 1 Action Point to remove one **Inactive Marker,** it does not count as an Action. **Important: whenever an Animal with the Inactive Marker is forced to Migrate, it is removed from the Game Board.**

TOXIC

The **Toxic Marker** placed on an **Animal Marker** or next to it indicates that Animal is **Toxic.** When such an Animal is devoured by any other Animal as a result of a **Contest,** both **Animal Markers** need to be removed from the Game Board (they both die). **Also when a Toxic Animal wins a Contest, both Animal Markers are removed from the Game Board.**

STAGES

Resolve the following Phases in the specified order in each Stage of the game:

Resolve this phase in the order of Neutral Animals on the **Initiative Track**. Do the following for each group of Neutral Animals represented by the **Management Boards:**

A) If there are no Animal Markers of this group of Neutral Animals on the Game Board, draw a **Region Card** and place a **Neutral Animal Marker** in **Ecological Niche [0]** in that Region. Then put the **Region Card** back in the deck and reshuffle it.

B) Roll the D6 die once.

C) From the Management Board of this group of Neutral Animals, read the action indicated by the roll of the die and resolve it. Make sure you read the Action assigned to the current Epoch.

Repeat steps A – C for each group of Neutral Animals taking part in the game.

Neutral Animals' Actions are explained in detail on page 25, right after the description of standard Actions that can be performed by players.

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2. Drawing Phase

In the order on the **Initiative Track,** each player draws 2 **Adaptation Cards** from the stack on the Game Board. Add the cards drawn to the **Adaptation Cards** kept on your Animal Board in the Inactive Card Zone. Whenever the **Stack of Adaptation Cards** runs out of cards, reshuffle the **Adaptation Cards Discard Pile** to form a new **Stack of Adaptation Cards.**

Very important: if you have more than 3 Adaptation Cards in the Inactive Card Zone after drawing new cards, immediately discard down to 3 cards. You decide which cards you discard.

3. Action Phase

During the Action Phase, players perform their Actions, one by one, in the order on the **Initiative Track.** Starting with the first player, each player performs their first Action, then their second Action, and so on, until all players pass by flipping their **Initiative Markers** to the side with an hourglass icon.

Important: you cannot skip your turn to wait and see what other players do.

Players perform an Action following these 3 Steps:
a) place your **Action Marker** on your Animal Board on the selected Action
b) move your **Action Point Marker** on the Action Point Track down by as many Points as the selected Action costs
c) perform the Action. Actions are described in detail on page 21.

Action limit: you can only perform each Action twice per Stage, which is why there are only two slots for each Action on the Animal Boards.

*EXAMPLE: A player leading Synapsids performs a Survive Action whose cost for Synapsids is 2 **Action Points.** The player marks his choice of Action on the Animal Board and moves his **Action Point Marker** on the **Action Point Track by 2 fields to the left.***

Pass:

When it is your turn to perform an Action, but you have no **Action Points** left (your **Action Point Marker** is on the field with number "0"), you have to pass, which is indicated by flipping your **Initiative Marker**.

• You can pass even if you still have Action Points;

• When you have used all of your **Action Markers,** you must pass;

• Once you have passed, you cannot perform any more Actions in the current Stage. You can, however, use your Special Ability or discard an **Adaptation Card** from your Active Card Zone.

## COMPLETING OBJECTIVES – Action phase only:

A player may only complete Objectives during the Action Phase. Only Objective Tiles placed on the Game Board and assigned to the current Epoch may be completed.

Completing an Objective:

Before or after performing an Action you can declare that you have met the requirement on a particular Objective Tile. Then, you place your **Objective Marker** under that Tile and score a number of **Dominance Points** as specified on it.

Completing several Objectives:

If you complete more than one Objective at the same time, place one of your **Objective Markers** under each of the completed Objective Tiles and score the points from each of them.
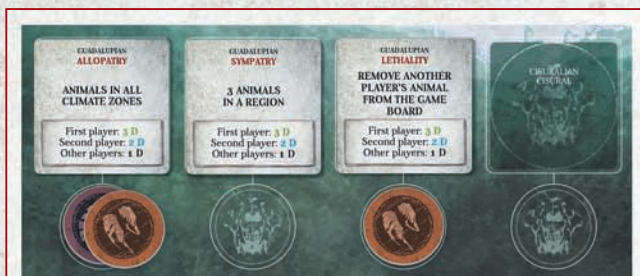
EXAMPLE: A player leading Synapsids performs a Migrate Action and enters the Niche [1] in a different Zone, where he resolves a Contest with Amphibians present there, wins that Contest and devours the opponent. Thus he has completed 2 Objectives: Lethality (killing an Animal) and Allopatry (occupying all Zones), which means he scores 5 Dominance Points total (3 + 2), because one of those Objectives has been already completed by another player.

4. Survival Phase

In the Survival Phase, **check every Region in the game for Hunger. Warning Markers** placed on the Game Board over the course of the current Stage should prove helpful. Regardless of the presence of a **Warning Marker** in the Region, check it for **Hunger** in the following way:

1. If there is already a **Hunger Marker** in the Region, skip step 2 and go directly to resolving **Hunger** in that Region.

2. If the number of Animals in the Region is greater than the Food it produces in the current Epoch, place a **Hunger Marker** in that Region and go directly to resolving **Hunger** in it. Remember to remove the **Warning Marker** from that Region if there is one. **Note: in a 1-, 2-, and 3-player game, remove the Region Card with a Region where a Hunger Marker has just been placed from the Region Card Stack. You will put it back in the Region Card Stack in the Turn of the Ages.**

EXAMPLE: A player leading Amphibians performs his last Action in the current Stage: Populate. Since it is the first Epoch, Cisuralian, the maximum number of Animals in the Regions is 2, so a Warning Marker is placed in the Region. If other players do not respond to that Action, then after the Action Phase ends, there will be Hunger in that Region, and the Warning Marker will be replaced with a Hunger Marker.

Resolving Hunger:

Each player who has an **Animal Marker** in the Region with a **Hunger Marker** must lose 1 Dominance Point for each of their Animal Markers in that Region, otherwise they have to remove an Animal Marker for each Dominance Point they chose not to lose.

Hunger is resolved in each Region in the Initiative order. Once a **Hunger Marker** is placed in a Region, it stays there until a Turn of the Ages comes. There cannot be more than one **Hunger Marker** in a Region.

The Initiative Phase is the last phase of each Stage. The order on the **Initiative Track** is changed, then the **Doom Marker** is moved to the next field.

1. Flip all **Initiative Markers** to the side with an Animal group icon and change their positions on the **Initiative Track** according to the players' score on the **Dominance Track.** Whoever has **the most Dominance Points will be last,** and whoever has **the least Dominance Points will be first.** In case of a tie the order between the tying players stays unchanged. **Remember: the order of Neutral Animal Markers on the Initiative Track never changes and they always perform Actions before players.**
2. Move the **Doom Marker** to the next field on the Epoch Track.
3. All players move their **Action Point Marker** on the Animal Board to the starting value of Action Points in the current Epoch (where the **Doom Marker** has just been moved to).
4. All players remove all **Action Markers** from their Animal Boards.

Note: whenever the Stack of Adaptation Cards runs out of cards, reshuffle the Adaptation Cards Discard Pile to form a new Stack of Adaptation Cards.

TURN OF THE AGES

A **Turn of the Ages** takes place between two Epochs, when the **Doom Marker** reaches the **Turn of the Ages** field. When it happens, resolve all the following phases in the specified order:

Cleanup Phase:

Remove all **Hunger Markers** from the Game Board.

Event Phase:

Reveal the appropriate **Turn of the Age Card** lying on the Game Board. Read it aloud and resolve it in the **Initiative Order.**

Development Phase:

Remove all **Objective Tiles** from the Game Board, and return all **Objective Markers** to the supply. Randomly pick a number of new Objective Tiles from the Epoch that is about to begin. **Important: The number of new Objective Tiles depends on the Epoch and is shown on the Objective Track.**

Expansion Phase (only in 1-, 2- and 3-player game)

•   Put back in the **Region Card Stack** all the **Regions Cards** previously removed from it because of **Hunger.**
•   Additionally, in the first **Turn of the Ages** add 6 Subpolar Zone **Region Cards** to the **Region Card Stack.** From now on, until the end of the game, the **Region Card Stack** has 15 cards.
•   Shuffle the **Region Card Stack.**

THE DOOM – END OF GAME

The Doom comes when the **Doom Marker** reaches the last field on the **Epoch Track.** Resolve the following phases in the specified order:

1. Reveal the Tiles in the Doom Stack:

a)   Reveal all 3 Instinct Tiles that form the **Doom Stack.**
b)   Take the **Doom Marker** from the **Doom Track** and place it in the Region indicated by Instinct Tile - **Sector** and Instinct Tile - **Zone** from the **Doom Stack.**

2. Dying Phase:

The Dying Phase is resolved in 3 steps:

1)   **EPICENTER:** remove all **Animal Markers** from the Region with the **Doom Marker** as well as from 4 orthogonally adjacent Regions.

2) SHOCKWAVE: remove all **Animal Markers** from **Ecological Niches [0] and [1]** in 4 Regions diagonally adjacent to the Region with the **Doom Marker.** In other words, in those Regions only Animals in the **Ecological Niche [2]** survive.

3) THE GREAT DYING: resolve the Cataclysm determined by the Instinct Tile - Cataclysm revealed in the **Doom Stack.**

ERUPTION OF SUPERVOLCANO:
Its result is a global cooling. Remove all **Animal Markers** from **both Subpolar** Zones and all **Animal Markers** from **Ecological Niches [0]** and **[1]** in **both Temperate Zones. This cataclysm is survived only by Animals living near the equator (in the Interior Zone) and occupying the Ecological Niche [2] in the Temperate Zones.**

MASSIVE PLANETOID:
Its result is an extreme global warming. Remove all **Animal Markers** from the **Interior Zone** and all **Animal Markers** from **Ecological Niches [0]** and **[1]** in **both Temperate Zones. This cataclysm is survived only by Animals living in the Subpolar Zones and occupying the Ecological Niche [2] in the Temperate Zones.**

GAMMA RAYS:
The entire Subcontinent with the **Doom Marker** is annihilated. Remove all **Animal Markers** from that Subcontinent as well as from **the Ecological Niche [0] on other Subcontinents. This cataclysm is survived only by Animals occupying the Ecological Niches [1] and [2] on the Subcontinents without the Doom Marker.**

DISINTEGRATION OF PANGEA:
All life is annihilated in the Climate Zone and in the Sector of the epicenter. Remove all **Animal Markers** from the entire Climate Zone and the entire Sector indicated by the **Doom Marker.** Next, extend the **Shockwave:** remove all **Animal Markers** from the **Ecological Niches [0]** and **[1]** in **4 Regions** diagonally adjacent in the direction of the Shockwave to Regions that have been subject to SHOCKWAVE in step 2 of The Dying Phase. **In those 4 Regions only Animals occupying the Ecological Niche [2] survive.**

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3. Final Dominance

Each player receives **Dominance Points** for their Animals that have survived the Cataclysm: for each of their **Animal Markers** still on the Game Board they receive 1 **Dominance Point** + a number of **Dominance Points** equal to the level of the occupied **Ecological Niche.**

Winner: the game is won by the player with the **most Dominance Points** and at least one **Animal Marker** on the Game Board.

Tie: in case of a tie between several players count the number of **Animal Markers** of those players left on the Game Board. Whomever has the most, wins. If there is still a tie, check the positions of the tying players on the **Initiative Track,** and whomever is higher, wins the game.

NOTE: Any player who has no **Animal Markers** on the Game Board at the end of the game, removes their marker from the **Dominance Track** and does not take part in the final scoring.

8. ACTIONS

★ **ADAPT**

This action is used to **ACTIVATE** one **Adaptation Card** or one **Evolution Card**.

Activating an Adaptation Card:

A player chooses one of his **Adaptation Cards** from his Inactive Card Zone and places it face-down in the Active Card Zone to the right of his Animal Board. As of now, the card is active and can be used in one of three ways described in the frame.

Use of an active Adaptation Card

At any moment discard the card to receive 1 Action Point.
OR
Use the one-off Ability according to its description, then discard the card.
OR
Spend the active Adaptation Card to pay for an activation of an Evolution Card.

EXAMPLE: *A player leading Synapsids performs an **Adapt Action**, indicates it by placing his **Action Marker next to this action (1)**, and moves his **Action Point Marker by two fields to the left (2)**. Next, the player **chooses one of the Adaptation Cards** he has below his **Animal Board in the Inactive Card Zone (3)** and **places it face-down to the right of the Animal Board** in the **Active Card Zone (4)**.*

*During his next Action, that player decides to perform the **Adapt Action** again, indicating it by **placing his Action Marker next to this action (5)**, and **moves his Action Point Marker by two fields* to the left (6). The player **chooses one of the Evolution Cards** he has below his **Animal Board in the Inactive Card Zone (7)** and **pays its activation cost that equals 1 (8)**.*

Now, the player discards one of his Adaptation Cards (9) and can place the selected Evolution Card face-up to the left of his Animal Board in the Active Card Zone (10).

*Then the player reads aloud the text of the just activated **Evolution Card** so that other players are aware of the changes introduced by that card.*

Activating an Evolution Card:

Choose one of your **Evolution Cards** from your Inactive Card Zone and place it face-up in the Active Card Zone to the left of your Animal Board. First, you must pay the **Evolution Card's** cost which can be found it its top-right corner.

The number in the top-right corner of an **Evolution Card** is the number of **Adaptation Cards** that a player must spend (discard) to activate a card. Now, the **Evolution Card** is active and the player reads aloud its text.

Note: Remember the card limits indicated on your Animal Board.

Important: Active Evolution Cards cannot be discarded nor replaced by other Evolution Cards.

Special Animal Evolution Card:

Each player amongst his **Evolution Cards** has at least one card marked as a Special Animal. Activating such a card means that as of now you can use your **Special Animal Marker.** Special Animals follow several rules:

- There can be only one **Special Animal Card** in your Active Evolution Card Zone;
- Upon activating the **Special Animal Evolution Card** you can replace one of your **Animal Markers** on the Game Board with a **Special Animal Marker;**
- If the **Special Animal Marker** is removed from the Game Board to your pool, you can place it back on the Game Board performing a regular Populate Action;
- Special Animals not only act as regular Animals of the groups they represent, but have also some additional traits described on their respective **Evolution Cards.**

*EXAMPLE: A player leading Synapsids wants to perform an **Adapt Action**, but has only **1 Action Point left (1)**. The player decides to **discard an active Adaptation Card (2)** to receive 1 Action Point - he moves his **Action Points Marker by one to the right (3)**.*

*Then he performs the **Adapt Action**, so he **places his Action Marker next to this action (4)**, and moves his **Action Point Marker by two fields to the left (5)**.*

*The player chooses one of his **Evolution Cards lying on his Animal***

*Board in the **Inactive Card Zone (6)** and **pays its Activation cost which is 0 (7)**. If the cost is 0, then the player does not have to discard any **Active Adaptation Cards** and can immediately place the **Evolution Card** straight away, **face-up in the Active Card Zone to the left of his Animal Board (8)**.*

*Then, the player reads aloud the text of the activated **Evolution Card** so that other players are aware of the changes introduced by that card.*

⏬ POPULATE

This action is used to place one of your **Animal Markers** or **Special Animal Markers** (provided that you have an active **Evolution Card** with a Special Animal) in the **Ecological Niche [0]** in any Region on the Game Board.

Note: **If you have run out of unused Animal Markers, you cannot perform the Populate Action.**

*EXAMPLE: A player leading Synapsids performs a **Populate Action**, so he places his **Action Marker next to this action (1)** and **moves his Action Point Marker by three fields to the left (2)**. Then he places one of his **Animal Markers** in the **Ecological Niche [0] in a chosen Region (3)**.*

➡ MIGRATE

This action is used to **move the Animal Markers** on the Game Board. Take the following steps to perform the Migrate Action:

1. Choose one of your **Animal Markers** in any Region.

2. **Migrate the chosen Animal Marker:**

   Within the Region: the **Animal Marker can be moved** to an **Ecological Niche with a number higher or lower by 1** than the Niche currently occupied by the **Animal Marker (1).**

   OR

   Within the Climate Zone: the **Animal Marker can be moved** (horizontally) to the **Ecological Niche in the adjacent Region to the left or right** of the currently occupied Region, and the destination Niche's number **needs to be equal to or lower by 1** than the number of its currently occupied Niche (2).

   OR

   Within the Sector: the **Animal Marker can be moved** (vertically) to the **Ecological Niche** in the adjacent Region above or below the currently occupied Region, and the destination Niche's number **needs to be lower by 1 than the number of its currently occupied Niche (3).**

Important: **The Animal Marker cannot be moved within the Sector from the Ecological Niche [0] to the Ecological Niche [0] in the adjacent Region below or above the current one.**

SURVIVE

This action is used to take a peek at Instinct Tiles and receive knowledge about the incoming disaster. The **Instinct Tiles** – **Zone and Sector** tell you where the epicenter will not be, and the **Instinct Tiles** – **Cataclysm** tell you which kinds of disaster will not happen. If you manage to peek at all **Instinct Tiles,** you will know precisely what kind of Cataclysm will decimate Pangea and where exactly it will strike.

*EXAMPLE: Three random Instinct Tiles (Sector, Zone, Cataclysm) form the **Doom Stack.***
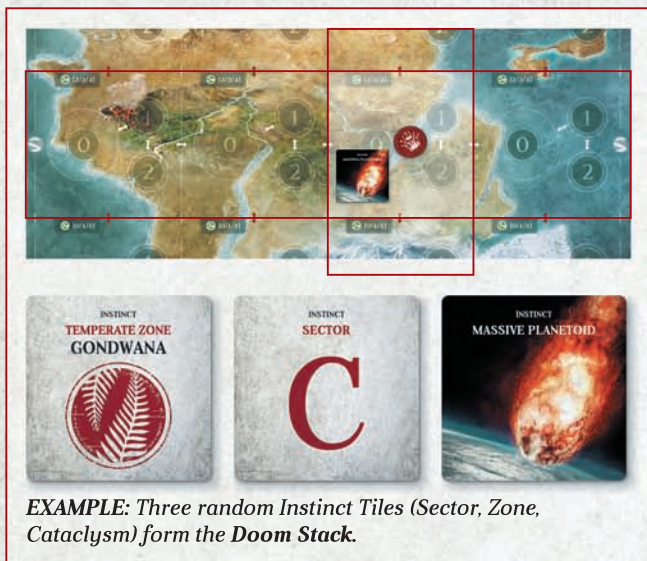
How to perform the Survive Action: move your **Instinct Marker** up by **one field on the Instinct Track (1).** Then you can take a peek at the Instinct Tile lying next to your **Instinct Marker (2),** making sure **that other players do not see it.**

Then, put the Instinct Tile back to where it belongs. If your **Instinct Marker** has just been placed on a field with a printed **Dominance Points value (1),** immediately score that many **Dominance Points** - **move your Dominance Marker on the Dominance Track accordingly (2).**

Important: There are 2 special fields on the Instinct Track that do not allow peeking at Instinct Tiles (1). They precede the two fields where players can peek at Cataclysm Tiles. In order to be able to take a peek at a Cataclysm Tile, you will need to perform 2 Survive Actions and move your **Instinct Marker** by two fields, so that it reaches **an appropriate field (2).**
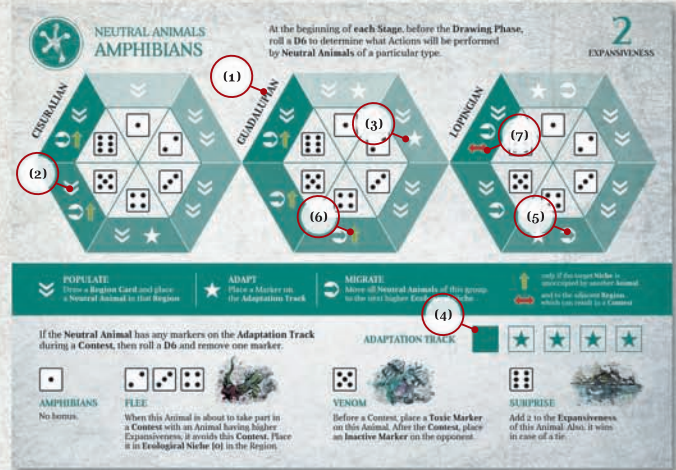
ACTIONS OF NEUTRAL ANIMALS

Each group of Animals has a unique **Management Board** where the Action section is **divided into 3 Epochs (1).** Remember that each group of Neutral Animals performs only one Set of Actions throughout the entire Stage.

The Set of Actions performed by a particular group is determined by a roll of D6 die. **Each Set is comprised of various combinations of 3 Actions (Populate, Adapt, and Migrate).**

The order
of actions

POPULATE (2)

Draw a **Region Card** and place a **Neutral Animal Marker** in that Region in the **Ecological Niche [0]**. Put the **Region Card** drawn back to the **Region Card Stack** and reshuffle it.

ADAPT (3)

Place an **Action Marker** on the **Adaptation Track on the Management Board (4).**

MIGRATE (5)

This action is applied to **all Neutral Animal Markers belonging to this group of Animals, currently placed on the Game Board.** Migrate all of them to the **Ecological Niche with a number higher by 1 than the currently occupied Niche.** If the Migrate Action has an additional icon next to the Migrate icon, it determines the type of Migration and the players must follow these rules:

GREEN ARROW (6)

The Neutral Animals migrate to Ecological Niches with a number higher by 1 **provided that they are unoccupied.**

RED ARROW (7)

Each Animal Marker migrates twice:

1) First migrate the **Neutral Animal Marker** to the Ecological Niche with a higher number. **It can end up in a Contest if the destination Niche is occupied by another Animal.**

2) **Only when the Neutral Animal occupies the Ecological Niche [1] or [2]** (which means that if there was a **Contest** in step 1, the Animal won it): check the adjacent Regions to the left and right from the currently occupied Region.

If in one of those Regions there is a different Animal in the Ecological Niche with a number equal to the Niche currently occupied by the Neutral Animal, **then move the Neutral Animal Marker to that Niche in the Adjacent Region and resolve a Contest.**

Note: if both adjacent Regions are valid targets for the second migration, then roll a D6 die and check the result: 1-3 - migrate to the Region on the left, 4-6 - migrate to the Region on the right.

9. THE ANIMALS

Each player leads a group of Animals that has its own **Animal Board** and **Evolution Cards.**

SYNAPSIDS

Synapsids are the most aggressive and mobile group of animals. Other groups should avoid Synapsids throughout the game.

Special Ability: When Synapsids migrate to a different Climate Zone, they do not have to occupy the lower Ecological Niche.

This means they can ignore a penalty that is normally applied when Animals migrate between different Climate Zones (indicated by red arrows). **This also means they are the only group that can migrate between different Climate Zones even when they occupy the Ecological Niche [0].**

Strengths: easy moving between Climate Zones, cheap Migrate Action, the highest Expansiveness value, and Evolution Cards allowing to devour other Animals - removing them from the board after defeating them in Contest.

Weaknesses: It is hard for the Synapsids to occupy new Regions with new specimens. They have the most expensive Populate Action, also they have to carefully avoid Regions where there will likely be Hunger. Losing a Synapsid to Hunger will require the use of the expensive Populate Action.

INVERTEBRATES

Invertebrates are the group of Animals that spread fast to new Regions of the Supercontinent, but have to be careful, because they are an easy prey for other Animals.

Special Ability: Once per Stage you can remove up to 2 of your Animal Markers (but not Special Animals) from the Game Board to receive 1 Action Point for each removed marker.

This means you can use their Special Ability up to 9 times over course of the game, since it has 9 Stages. The Animal Markers can be removed at any moment of your turn and you **receive 1 Action Point on the Action Point Track for each removed Animal.**

Strengths: The Populate Action is the cheapest one of all Invertebrates' actions, so they can populate the Supercontinent very fast and cause Hunger in Regions with other Animals which can be a powerful weapon against them. Losing an Invertebrate to Hunger is not a huge setback, because they can repopulate Regions easily.

Weaknesses: It is hard for the Invertebrates to Migrate (occupy higher Ecological Niches). Also, they have to be careful not to fall prey to other Animals, since they are the weakest group and usually lose in Contests.

AMPHIBIANS

Thanks to a strong survival instinct, Amphibians were the most successful in re-establishing their position after the Great Dying.

Special Ability: Whenever you use an active **Adaptation Card,** you receive 1 Action Point.

This ability **is triggered when the one-off ability on the active Adaptation Card is used.** 1 AP is received right after meeting the requirement of the ability.

Strengths: Using the cheap Survive Action often you can easily peek at all the Instinct Tiles, so you know which Regions are safe and what kind of Cataclysm is coming. This action is the cheapest one in the Amphibians' suit, so they perform it often not only to find out the details of the imminent catastrophe, but also to score Dominance Points.

Weaknesses: Amphibians evolve very slowly, so you have to think it through which **Evolution Cards** to activate. Also, the expensive Adapt Action makes it hard for Amphibians to use one-off **Adaptation Cards.**

SAUROPSIDA

Sauropsida are the group of Animals that easily evolves and adapts to new environment. They are also expansive enough to stand up to Synapsids, if they play their **Adaptation Cards** right.

Special Ability: Whenever you win a **Contest,** you can draw an **Adaptation Card.**

Regardless of what Animal group initiated a **Contest,** if Sauropsids win it, they draw an **Adaptation Card.**

Strengths: It is easy for Sauropsida to perform the Adapt Action, so they can quickly Activate **both Evolution Cards**, that strengthen them permanently, and **Adaptation Cards**, that offer additional, one-off boosts to various actions.

Weaknesses: It is very hard for Sauropsida to sense what kind of Cataclysm is coming and where it will strike, since the Survive Action is the most expensive one in their suit.

10. SOLO MODE

In a **Solo Mode** game, the player will use the standard rules, incorporating several exceptions. At the end of the game, the solo player shall check whether they have met the **Game Condition,** and if so, calculate **Dominance Points.**

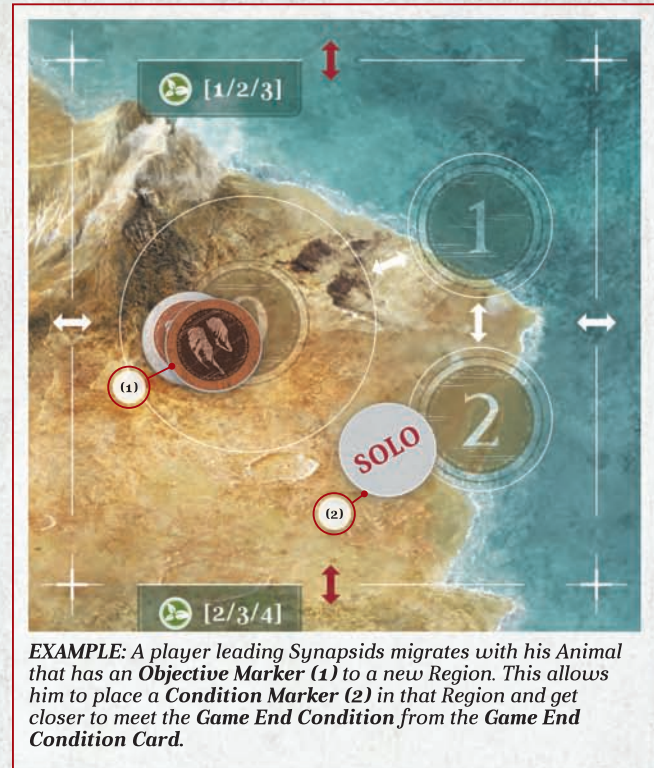**In the Solo Mode, apply the following, additional rule:**

Game End Condition: the Solo Player receives a **Game End Condition Card** during setup which provides the requirements to successfully end the game.

SOLO MODE
Game End Condition
SYNAPSIDS

CONDITION: Have a **Condition Marker** in each **Climate Zone** and at the end of the game have at least **2 of your Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** *migrates* to a **Climate Zone** without a **Condition Marker.**

SAUROPSIDA

CONDITION: Have a **Condition Marker** in the **Ecological Niche [2]** in each Sector of a **Climate Zone** and at the end of the game have at least 2 **Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the **Ecological Niche [2]** in the Region when the Animal with an **Objective Marker** *migrates* to an **Ecological Niche [2]** without a **Condition Marker.**

SOLO MODE
Game End Condition
INVERTEBRATES

CONDITION: Have a **Condition Marker** in any Region and at the end of the game have at least **3 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** wins a **Contest** with a **Neutral Animal.**

AMPHIBIANS

CONDITION: Have a **Condition Marker** in any Region and at the end of the game have at least **3 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker Migrates** to the Region, causing **Hunger** (as a result of your action a **Warning Marker** is placed in that Region). Note: to be able to place a Condition Marker, this Animal has to survive the Hunger according to the rules of Survival Phase.

If they are not met by the end of the game, the player loses and there is no need to calculate his final score.

Meeting the Game End Condition: before or after his action, the player can spend 1 Action Point to place an **Objective Marker** next to one of his **Animal Markers** on the Game Board.

From this moment on that Animal, under certain circumstances, can place a **Condition Marker** in its Region, in an attempt to meet the **Game End Condition.**

*EXAMPLE: A player leading Synapsids migrates with his Animal that has an **Objective Marker (1)** to a new Region. This allows him to place a **Condition Marker (2)** in that Region and get closer to meet the **Game End Condition** from the **Game End Condition Card.***

Rules concerning the Objective Marker:

• Only the Animal with an **Objective Marker** can place **Condition Markers,** attempting to meet the **Game End Condition,**

• **The Objective Marker** moves with the Animal it is placed next to,

• **The Objective Marker** is removed from the Game Board only when the Animal it is placed next to is removed. In this case it can be placed again at the cost of 1 AP,

• **The Objective Marker** can be placed next to only one Animal,

• **The Objective Marker** cannot be placed next to a **Special Animal,**

• Invertebrates cannot use their **Special Ability** to remove the Animal with the **Objective Marker** from the Game Board.

GAME END CONDITIONS FOR PARTICULAR ANIMAL GROUPS:

SYNAPSIDS:

CONDITION: Have a **Condition Marker** in each **Climate Zone** and at the end of the game have at least **2 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** *migrates* to a **Climate Zone** without a **Condition Marker.**

SAUROPSIDA:

CONDITION: Have a **Condition Marker** in the **Ecological Niche [2]** in each Sector of a **Climate Zone** and at the end of the game have at least **2 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the **Ecological Niche [2]** in the Region when the Animal with an **Objective Marker** *migrates* to an **Ecological Niche [2]** without a **Condition Marker.**

INVERTEBRATES:

CONDITION: Have a **Condition Marker** in any Region and at the end of the game have at least **3 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** wins a **Contest** with a **Neutral Animal.**

AMPHIBIANS:

CONDITION: Have a **Condition Marker** in any 2 Regions and at the end of the game have at least **3 Animal Markers** on the Game Board.

PLACING: Place a **Condition Marker** in the Region when the Animal with an **Objective Marker** *migrates* to the Region, causing **Hunger** (as a result of your action a **Warning Marker** is placed in that Region). **Note: to be able to place a Condition Marker, this Animal has to survive the Hunger according to the rules of the Survival Phase.**

Quotes in the game are from the following volumes:

"When Life Nearly Died: The Greatest Mass Extinction of All Time" by **Michael J. Benton**

"Life: an Unauthorised Biography" by **Richard Fortey**

"History of Life on Earth" by **Jerzy Dzik**

Also, quotations by the following people have been used: **Carl Sagan, Douglas Erwin, Jean-Jacques Rousseau, and Daniel Goleman**.

THE GREAT DYING

ERUPTION OF SUPERVOLCANO:
Its result is a global cooling. Remove all **Animal Markers** from **both Subpolar Zones** and all **Animal Markers** from **Ecological Niches [0]** and **[1]** in both **Temperate Zones**. **This cataclysm is survived only by Animals living near the equator (in the Interior Zone) and occupying the Ecological Niche [2] in the Temperate Zones.**

GAMMA RAYS:
The entire Subcontinent with the **Doom Marker** is annihilated. Remove all **Animal Markers** from that Subcontinent as well as from **the Ecological Niche [0] on other Subcontinents. This cataclysm is survived only by Animals occupying the Ecological Niches [1] and [2] on the Subcontinents without the Doom Marker.**

MASSIVE PLANETOID:
Its result is an extreme global warming. Remove all **Animal Markers** from the **Interior Zone** and all **Animal Markers** from **Ecological Niches [0]** and **[1]** in both **Temperate Zones. This cataclysm is survived only by Animals living in the Subpolar Zones and occupying the Ecological Niche [2] in the Temperate Zones.**
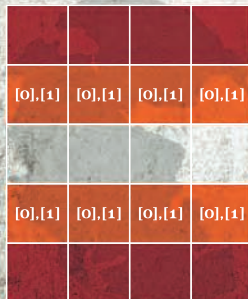
DISINTEGRATION OF PANGEA:
All life is annihilated in the Climate Zone and in the Sector of the epicenter. Remove all **Animal Markers** from the entire Climate Zone and the entire Sector indicated by the **Doom Marker**. Next, extend the Shockwave: remove all **Animal Markers** from the **Ecological Niches [0] and [1] in 4 Regions** diagonally adjacent in the direction of the Shockwave to Regions that have been subject to SHOCKWAVE in step 2 of The Dying Phase. **In those 4 Regions only Animals occupying the Ecological Niche [2] survive.**
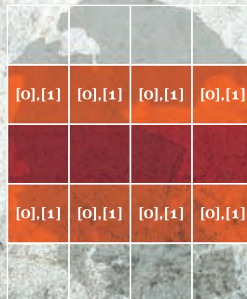
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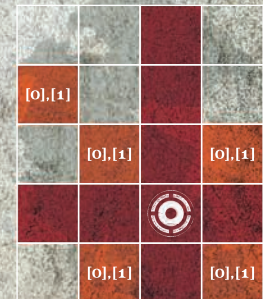
ERUPTION OF SUPERVOLCANO   MASSIVE PLANETOID   GAMMA RAYS   DISINTEGRATION OF PANGEA

All Animals die in the: ■ Region   ■ Niches [0] and [1]   ■ Niche [0]