

Game Instructions

The aim of this game is the collection of 8 different cell organelles (Evolution Cards). Only if you own them all, you can go into the direction of the finish in the middle of the board. Before the game starts, each player has to roll the dice. The player with the highest number begins. The winner is who collects all Evolution Cards and reaches the finish first.

Special rules and fields

Action Field: Draw an Action Card.

Lactose Field: Go back 3 steps.

Diversion Field: If you are on this field you have to go left.

Complete Field: You are only allowed to pass, if you have all Evolution cards.

Mutation Field: Draw a Mutation Card

Sugar Field: Go 3 steps forward

Fatigue Field: Pause one round

Evolution Field: Draw an Evolution Card. If you already have the drawn card, you may keep it for 2 laps to trade it with another player. If you can't trade it or don't want to, put the card back under the stack and mix it.

Fight: If 2 players are on the same field at the same time, they have to fight! Both have to roll the dice. The higher number wins. The winner may go 3 steps forward, the loser has to go back 1 step. Hint:

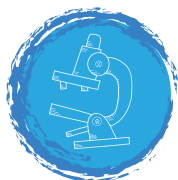
*If both players already have 5 or more Evolution Cards, the winner may draw another one whereas the loser has to put one back under the stack and mix it.



Normal Field



Action Field



Diversion Field



Lactose Field



Evolution Field



Mutation Field



Sugar Field



Fatigue Field