

Evolve or Perish – How to play

The board consists of a track with 63 spaces representing a total of 630 million years. Each player starts with a chip in the starting square and takes turns to roll a single die to move the chip by the number of squares indicated by the die, following the route marked on the gameboard. Several squares take the player a fixed amount of years forward or backward in time. Some squares reward the player with an extra turn, such as during the development of early land plants and the first four-legged animal. There are also squares with unfortunate events that force the player to move backwards or lose one or more turns, the most recognizable being the Permian-Triassic extinction.

Beginner version – If your chip lands on an occupied square, the original occupant has to go back to the beginning of the game or (if all players agree before starting) back to the beginning of the time period. The winner is the player who first gets their chips into the final square. The player, however, must roll the exact number to reach the Present (last square). If the roll of the die is too large the chip proceeds to the final square, and then goes backwards until it has moved the same number of squares as the die shows.

Advanced version – Gameplay proceeds as in the beginner version except that each player starts with one plant (primary producers-green) and one animal (consumer-herbivore) chip. If your animal chip lands on a square occupied by a plant, the plant has to go back to the beginning of the era it is in. If there is more than one plant on the square, they are all protected and don't have to go back (plants have safety in numbers). If your animal chip lands on a square with an animal already there, you must retreat one square (competitive exclusion!), and if your plant chip lands on a square with an animal chip, then it goes back one square (fear of being eaten!). The winner is the player who first gets both of his/her chips into the final square.

Extra challenge – To roll the die you must first tell the other players one new fact about the time era your chip is in. You can use the guidebook or the internet.