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Darwin's Choice - Before and After Rules

For 2-6 players, ages 10+, 60-120 minutes

Their footsteps have shaken the Earth for millions of years. Large, heavy and armored, but also small, agile and deadly, dinosaurs shaped their time from the top of the food chain. Today, another species dominates, it moves on two legs, builds huge colonies and shapes the landscape like no other species before. In evolution, however, every challenge is also an opportunity. Find your niches, face the new situation and become Darwin's Choice.

Contents

245 Animal Cards

140 small Animal Cards (heads, wings, single legs and tails) and
105 large Animal Cards (bodies and double legs)



1 Animal Card 'Pets'

Comes into play through the
Human Event Card 'Pets'

14 Human Event Cards

Three different card backs which
are relevant for the game



16 Human Territories



8 Biome Cards

Mangrove forest, Temperate rainforest,
Oasis and five prehistoric biomes



4 Special Cards

For the version 'Child-friendly
Rules (7+)'



1 National Park Chip

Human Territory in chip format



32 Waste Chips



1 First Player Marker

Thematic new design



2 arrow-shaped chips

Come into play through the Human
Event Card 'Pesticides'



Explanation of Symbols and Cards

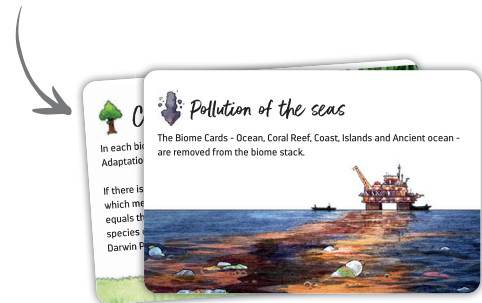
The expansion brings some new symbols and two new types of cards into play, which are explained as follows.

Human Event Cards



Human Event Cards have **three different backs**, which **define the time of their use**. There are five Event Cards with a house, five with an apartment building and four with skyscrapers on the back.

Event Cards with a **Tree Symbol** in front of their title increase the Nature Index by one level. Those with a **Smog Symbol** lower the Nature Index by one level.



Human Territories

Human Territories are placed **as stacks (IV - I) to the left** of the associated Biome Card. These levels in the game are called '**Nature Index**', reaching from Level IV 'close to nature' down to Level I 'very foreign to nature'.

Feeding of other animal species is forbidden in biomes that are located to the right of the Human Territory '**Agriculture**'.

Condition - Each Human Territory (except the National Park) has a unique Condition. If this Condition is fulfilled by an animal species in the associated biome, it takes **one Waste Chip** from the stockpile.

Food Limit - Human Territories do not change the Requirements or the Adaptation of an associated biome, **but they limit its Food Supply**.

Biomes

Ammonite - These biomes are prehistoric and are needed for the first Era of the '**History Mode**'. In addition, these Biome Cards **can be used regularly in the game** and function like all other Biome Cards.



National park

In contrast to all other Human Territories, the National Park is only available **in one version** and is placed directly on the Biome Card. In addition, **it has no Food Limit**.



Animal Species Limit - The National Park **limits the number of animal species** that can survive in its associated biome to **4**. (Back side: 'maximum of 3 animal species' for the 'Two-Player Version')

Animal Cards

Animal species with a **small cross (†)** after their name are extinct.



All Animal Cards belonging to the expansion 'Darwin's Choice - Before and After' have **modified Docking Sites**. This allows to separate the expansion from the base game.

Game Preparation

On the following pages, it is shown how the expansion changes the base game (with 3-6 players), which game components are used, and which are omitted. Rule adjustments for all other game versions (e.g. the game for two or with children) are explained in the chapter 'Game Versions'. This also applies to the new version 'History Mode'.

In principle, the game is set up almost identically with or without the expansion. However, there are some relevant changes:

1

The large and small Animal Cards of the expansion are added to those of the base game. All cards are then shuffled and placed in the middle of the gameplay area as two stacks. The same applies to the 8 new Biome Cards that are added to the biome stack.

Note: You can also use the merged Biome and Animal Card stacks (base game and expansion) if you only want to play the base game without the expansion. The new Biome and Animal Cards do not change the game mechanics.

2

The Event Cards of the base game remain in the box and are not in use during a game with the expansion. Instead, a face down stack containing 3 Human Event Cards will be set up. For this, a Human Event Card with a house back (top), one with an apartment building back (middle), and one with a skyscraper back (bottom) are drawn. The remaining Human Event Cards are placed back in the box.

Note: The Animal Card 'Pets' and the two arrow-shaped chips remain in the box until called into play by the corresponding Human Event Card.

3

The Waste Chips are placed nearby the Food and Competition Chips.

4

After the Biome Cards have been placed, each gets a Human Territory assigned. When playing with three or four players, one Human Territory remains in the box (the National Park is always used). The Human Territories are placed as a stack of 4 cards (from 'IV' top, to 'I' bottom) each to the left of a Biome Card. The National Park is placed directly on its Biome Card.

5

When placing the Food Chips above each Biome Card, the Food Limit, given by the corresponding Human Territory, is now taken into account. For certain biomes with high Food Supply (e.g. Tropical rainforest), it can already occur that the full Food Supply is no longer distributed.

Gameplay

So how does the expansion affect the game? You still play four Eras with three phases each (Action Phase, Evaluation Phase and Transition Phase). Gameplay changes mainly as a result of the two new card types - Human Territories and Human Event Cards.

Food Limit

All Human Territories, except the National Park, have a Food Limit. Irrespective of a biome's regular Food Supply, Human Territories reduce it to the level of its Food Limit. Biomes can always provide less food than defined by the Food Limit, **but never more.**

As in the base game, the Food Supply is adjusted to the new biome during the Transition Phase. Now the upper Food Limit, given by the corresponding Human Territory, is also taken into account.

Example - Food Limit

Due to the Human Territory 'Agriculture', the Food Supply of the 'Tropical rainforest' is limited to 4 meat. The amount of plants remains unchanged, as it is within the Food Limit.



Nature Index



Like in the base game, only one Human Event Card at a time is uncovered during the Transition Phase. The drawn card is placed face-up on the Event Card stack and its effect is executed. In addition, the Nature Index of **all Human Territories** (except the National Park) will be adjusted upwards or downwards according to the symbol on the card. An Event Card with a Tree Symbol increases the Nature Index, those with a Smog Symbol lower the Nature Index.

If the Nature Index drops, **the top Human Territory Card** of each biome is placed **on a discard pile to their left**. If the Nature Index has reached the lowest level 'I', it cannot drop any further. If the Nature Index rises, a Human Territory Card is placed back onto their corresponding stack in all biomes.

Example - Change of the Nature Index

Due to the Human Event Card 'Deforestation' the Nature Index of all Biomes decreases from 'IV' to 'III'. The top card of all Human Territories is removed and placed on the left as a discard pile. This reduction of the Nature Index also lowers the Food Limit.



Waste

The lower the Nature Index and thus the Food Supply of the biomes, the more important the new type of food provided by the Human Territories – **Waste** - becomes.



Like with regular food, **the distribution of the Waste Chips is an ongoing process**, i.e. the distribution of Food and Waste Chips is adjusted after each player's Main Action (if necessary).

In order for an animal species to obtain a Waste Chip, it must meet the Requirements of the biome and the Waste Condition of the corresponding Human Territory. The four distinguished conditions are:



1. Agriculture: Animal species with two or more Hearts receive one Waste Chip.



2. Industry: Animal species with five or more Competitive Strength Symbols receive one Waste Chip.



3. Suburb: Animal species with three or less Competitive Strength Symbols receive one Waste Chip.



4. City: Animal species with a maximum of one Heart receive one Waste Chip.

An animal species can obtain a **maximum of one Waste Chip**, which substitutes for exactly one unit of plants or meat. An animal species (with one Heart) is allowed to feed exclusively on Waste.

Animal Species with **no Heart don't receive** a Waste Chip.

Waste Chips are always taken from the stockpile, i.e. **the quantity per Human Territory is not limited**. When the stockpile is used up, there is no more Waste to distribute. Until this point, an animal species must take a Waste Chip if it meets the Conditions of the corresponding Human Territory, i.e. an animal species cannot voluntarily renounce a Waste Chip.

Like Food Chips, Waste Chips **are not permanently assigned to an animal species**. If an animal species no longer meets the Requirements of its biome or the Condition of its Human Territory, it loses its obtained Food Chip.

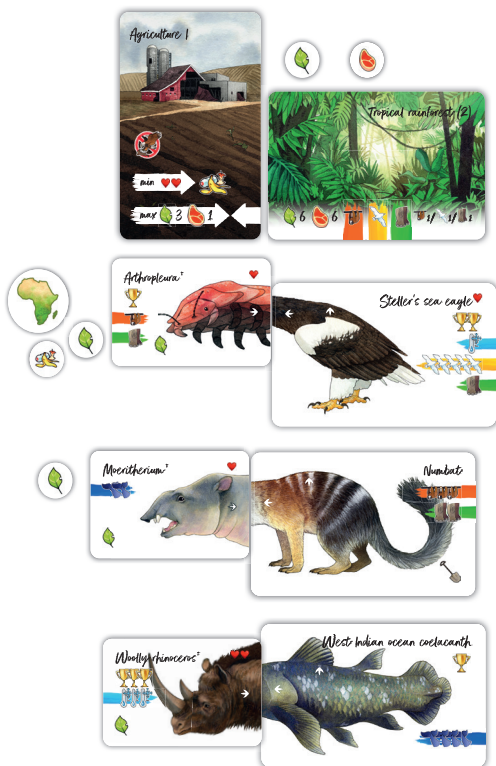
Omnivores and herbivores who feed on Waste can still be eaten by a carnivore.

With an obtained Waste Chip, a herbivore with only one Heart can potentially survive in the Polar ice desert or the Cold desert, even if there are no units of plants provided by the biome.



Example - Waste

In the biome 'Tropical Rainforest' there are three animal species. *Arthropleura eagle* shows the highest Adaptation (8). Since it also fulfils the Waste Condition with two Hearts, it receives a Waste Chip and one unit of plants. *Moeritherium numbat* is the second most adapted animal species in the biome, since it does not meet the Waste Condition, it does not receive a Waste Chip and feeds entirely on plants. *Woolly rhino coelacanth* does not meet the requirements of the biome and therefore does not receive plant-based food or a Waste Chip at the moment.



National Park

In addition to the regular Human Territories, special attention is paid to the National Park, which is used in every game.

The National Park does not limit the Food Supply of its biome. **However, it limits the number of animal species** that may be present in this biome at the end of the Era. With 3-6 players, the maximum number of animal species allowed is 4, and 3 when playing with two players.

This Animal Species Limit **complements the existing biome Requirements** and is treated as such. Animal species that are not part of the four (three) most adapted species of the biome do not receive Food Chips. In the step '**Checking the Requirements**' the **supernumerary animal species die out** and are discarded. Only in the rare event of a complete tie between two species (4th and 5th place show exactly the same Adaptation, Competitive Strength and number of Hearts), more than four (three) species can potentially survive in the National Park.



End of game

The game ends after four Eras. The player with the most Darwin Points wins. If there is a tie, there are several winners.

Human Event Cards



First Transition Phase



Climate change – Man-made greenhouse gases accumulate in the atmosphere and prevent the warm sunrays reflected on the Earth's surface from getting through. The Nature Index of all Human Territories is lowered by one level. The Biome Cards - Polar ice desert, Cold deserts, Tundra, Taiga and Ice age landscape - are removed from the biome stack and will not be used until the end of the game. Afterwards, the biome stack is shuffled and placed back for use. If affected biomes are already lying on the table, they are also removed from the game with the next Biome Change. If more outlying biomes have to be replaced than the Biome Change defines, the Biome Change adapts and is increased.



Deforestation – The sound of chainsaws over the treetops, humankind needs land and resources. Nature must give way. The Nature Index of all Human Territories is lowered by one level. The Biome Cards - Tropical rainforest, Cloud forest, Subtropical dry forest, Temperate rainforest and Jurassic forest - are removed from the biome stack and will not be used until the end of the game. (Same procedure as for 'Climate change')



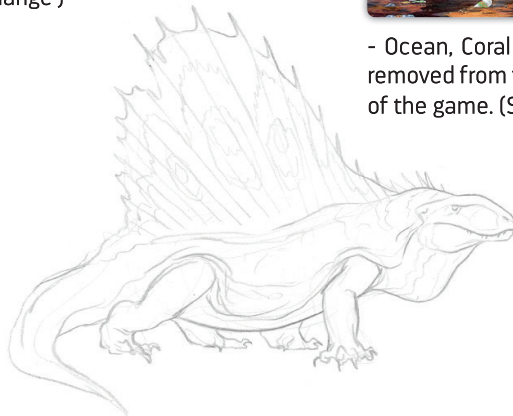
Draining – Industry and extensive agriculture demand water and land. Not a drop of water remains for nature. The Nature Index of all Human Territories is lowered by one level. The Biome Cards - Wetland, Swamp, Oasis, Mangrove forest and Carboniferous coal swamp - will be removed from the biome stack and will not be used until the end of the game. (Same procedure as for 'Climate change')



Pesticides – To gain maximum yield per square feet, humans are even willing to use poison. The soil suffers continuous damage, while water and air spread the pollutants. The Nature Index of all Human Territories is lowered by one level. For one Era, the Conditions for Waste in the Human Territories 'Agriculture' and 'Industry' increase by 1. To symbolize this, the two arrow-shaped chips are placed onto the corresponding Human Territories. If one of the two Human Territories - 'Agriculture' or 'Industry' - is not in play, this Event Card will still be activated. If both are missing, a new Event Card with the same back will be drawn.

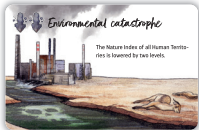


Pollution of the seas – With all the oil, plastic waste and chemical impurities, the sea contains no longer just water and fish. The Nature Index of all Human Territories is lowered by one level. The Biome Cards - Ocean, Coral reef, Coast, Islands and Ancient ocean - will be removed from the biome stack and will not be used until the end of the game. (Same procedure as for 'Climate change')





Second Transition Phase



Environmental catastrophe - Those who pollute must bear the consequences of their actions. Nature has given up, humankind has won! But at what price? The Nature Index of all Human Territories is lowered by two levels.



Human-made barriers - Streets, fences and power lines cut through nature and become deadly obstacles for migratory species. Cars and trucks pollute the air with their emissions. The Nature Index of all Human Territories is lowered by one level. Every animal species that migrates in the upcoming Era pays one Darwin Point.

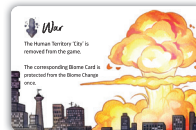


Illegal wildlife trade - Looking at something beautiful is not enough for many, they must own it. The Nature Index of all Human Territories is lowered by one level. All animal species, that consist of exactly two animal cards, die out immediately. The Darwin Points on such animal species are not lost, however, but distributed freely by each player among their still existing animal species. Players who no longer have any species left after the effect of this Event Card may keep the released Darwin Points.



Plastic in the stomach - Driven by hunger, animals start eating Waste. Unfortunately, plastic is bad for their digestive system. The Nature Index of all Human Territories is lowered by one level. All animal species,

which feed exclusively on Waste, die out immediately. The Darwin Points on such animal species are not lost, however, but distributed freely by each player among their still existing animal species. Players who no longer have any species after the effect of this Event Card may keep the released Darwin Points.



War - Humans are not a united species, their different views of the future lead to discussions and disputes. If a dispute escalates, it ends in war. The Nature Index of all Human Territories is lowered by one level. The Human Territory 'City' (including all associated Waste Chips) will be removed from the game. The corresponding biome is once-only protected from the Biome Change and from now on will be treated like a regular biome from the base game. If the Human Territory 'City' is not in the game, a new Event Card with the same back will be drawn.





Third Transition Phase

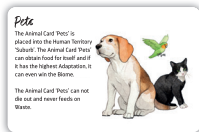


Conservation program - Humanity realizes that biodiversity is worth protecting and must be preserved. Species that are severely threatened or on the verge of extinction are placed under protection.

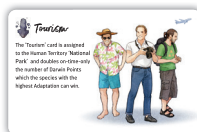
The Nature Index of all Human Territories is increased by one level. In each biome, the species with the lowest Adaptation immediately receives 2 Darwin Points. If there is a tie, several animal species can receive 2 Darwin Points. If a biome contains only one animal species, which at the same time has the highest and the lowest Adaptation, this animal species does not receive any Darwin Points.



Ecological restoration - Nature is a must-have, the humankind concludes. Step by step, what was lost in the Eras before is reversed. The Nature Index of all Human Territories is increased by one level. In the upcoming Era, all Human Territories will not provide any Waste. All already lying Waste Chips are removed.



Pets - Keeping pets strengthens people's connection to nature. However, they are not beneficial in terms of climate and biodiversity. The Nature Index of all Human Territories remains unaltered. The Animal Card 'Pets' is placed in the biome belonging to the Human Territory 'Suburb'. The 'Pets' obtain food like a regular omnivore (but never Waste) and may win the biome if they have the highest Adaptation. 'Pets' do not have to meet the Requirements of a biome. 'Pets' cannot be eaten, do not starve and therefore do not die out. If the Human Territory 'Suburb' is not in the game, a new Event Card with the same back will be drawn.



Tourism - Humankind has been migrating since its origin, but now they do so with giant flying machines. The climate does not remain untouched by it. The Nature Index of all Human Territories is lowered

by one level. The Human Event Card 'Tourism' is assigned to the biome belonging to the 'National Park' (and placed above or next to it). It doubles the number of Darwin Points that the species with the highest Adaptation can obtain in this last Era. If there is a tie, several animal species profit from this bonus.



Game Versions

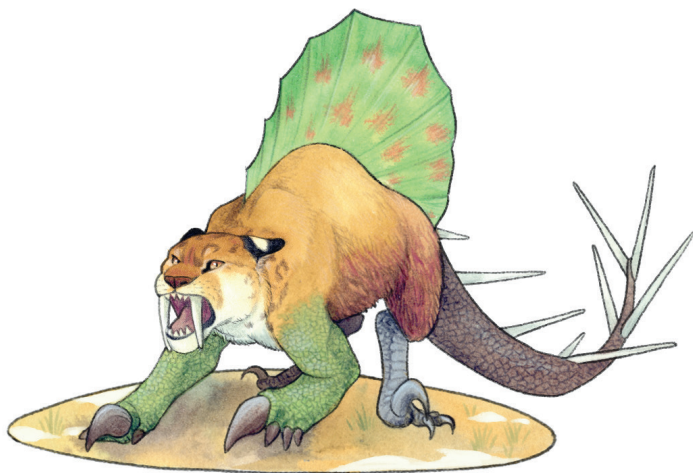
In the following, we will show you how the game versions of the base game are adjusted when playing the expansion (**rule knowledge of the base game and the expansion are required**). In addition, a new version is introduced with the 'History Mode'.

Beginners' Game

The Beginners' Game is not changed by the expansion. The Beginners' Game is for beginners and introduces them to the base game. Once a player has mastered the base game, the transition to the expansion is an easy one.

2 vs. 2 Co-op Version

The expansion can be played in 2 vs. 2 Co-op without any adjustments.



Two-player Version

The Two-player Version of the base game undergoes **slight adjustments** when the expansion is used.

The biomes - Mangrove forest, Oasis, and Temperate rainforest - are added to the biome stack, which now consists of **16 Biome Cards**. In addition, Biome Cards that have been removed from the game by the Biome Change will no longer be shuffled back into the biome stack, i.e. there will be a **discard pile**.



Since all Human Event Cards can also be used for the Two-player Version, **no Event Card must be removed**. Some Event Cards demand that Biome Cards must be removed from the game. Logically, in such a case, only the Biome Cards that were originally part of the 16-card stack can be removed from the game.

Otherwise the expansion is played the same with two players as with 3-6 players. The only major change is that **3, not 4 Human Territories are in use** (the National Park with the 'max 3 animal species'-side pointing upwards and two regular Human Territories).

Child-friendly rules (7+)

The expansion can also be integrated into the game with children (7+). The basic structure and procedure of the game with the expansion is **the same** as described in the base game's rule book. All required adaptations are now briefly summarized.

To prepare for the game, a stack of 16 Biome Cards is put together, as described in the 'Two-player Version'. Additionally, the Animal Cards of the expansion are shuffled with those of the base game.

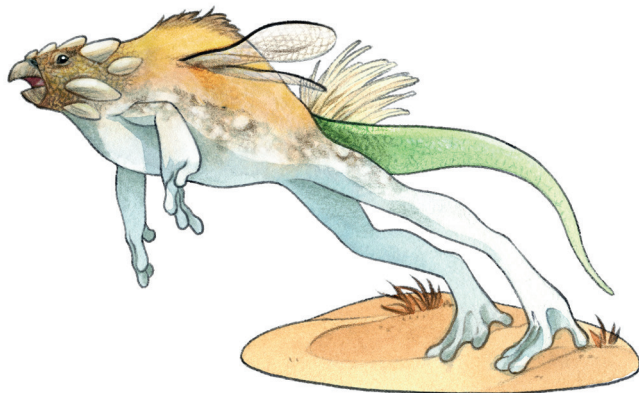
From the expansion, **the four Special Cards and the Waste Chips are needed.**

A Special Card is placed on the left half of all three Biome Cards. The Special Cards show all four Human Territories on their front and back. You are free to choose which Special Cards you want to use, and which one will stay in the box. The Competition Chip, which represents the fourth biome, is not assigned a Special Card.



The Eras are now played exactly as in the base game, with one major change. At the end of the Era, all animal species receive a **Waste Chip** if they meet the **Condition of the corresponding Special Card**. At the end of every Era each player now not only collects the Darwin Points of their species but also the Waste Chips. **At the end of the game, the Waste Chips count as negative Darwin Points**, i.e. one Darwin Point is taken away for every Waste Chip collected. The player with the most Darwin Points wins the game.

Note: To increase the difficulty a bit, you can also place a Special Card next to the Competition Chip. We recommend using the Agriculture or City card.



History Mode

This version is something for real Darwin's Choice fans who are looking for a new challenge. It is a version **that lasts six Eras and is only recommended for 3-4 players.**

The game is prepared according to the base game with a few adjustments.

1 The game is set up with **four of the five prehistoric biomes**, which are marked with an Ammonite Symbol. The fifth, unused, prehistoric Biome Card is removed from the game.

2 Already **at the beginning, the four cards of a Human Territory are placed** to the left of each biome inactive. One of these Human Territories is the National Park, which is also placed, while inactive, next to a biome.

3 **The extinct/prehistoric animal species** (marked with a small cross) **are selected** amongst all Animal Cards of the expansion. These (both small and large) Animal Cards are shuffled and placed as two stacks in the middle of the gameplay area. The remaining non-prehistoric Animal Cards remain in the box.

4 This version uses Event cards from both the base game and the expansion. However, some Event Cards of the base game are removed: Intruders, Meat boom, Plant boom, Meteor strike, Volcanic eruption and Optimal conditions. The Event Card stack consists of **five** randomly drawn cards. At the top are two Event cards from the base game, followed by a Human Event Card with a house back, one with an apartment building back and one with a skyscraper back.

5 The **Trade Zone**, which is renewed in the beginning of each Era, contains **7 Animal Cards** (4 small and 3 large Animal Cards) regardless of the number of players.

6 In this version, each player draws only **8 hand cards.**

After the game is set up, a regular game of Darwin's Choice is started, i.e. you play six Eras (the Biome Change scheme is 2/3/3/3/3). However, there is one limitation: **each player only has four Main Actions per Era.** Therefore, after each Era a maximum of four Player Markers from each player may show its side with the checkmark.

After the first Era, the Animal Card stacks that only contain prehistoric/extinct animal species **will be replaced** with the remaining Animal Card stacks from the box. In addition, after the first Era players also **discard any remaining Animal Cards** in their hand. Therefore, at the beginning of the Second Era all players **draw 8 new hand cards.**

After the second Era, **the Human Territories** are uncovered and placed on the left of their corresponding Biome. The National Park is placed on top of its associated Biome Card.

After six Eras, each player counts their obtained Darwin Points. Furthermore, each player will receive an additional **10 Darwin Points** for each prehistoric Animal Card that shows at least one heart and has been in the game from the beginning to the end. The player with the most Darwin Points wins the game.



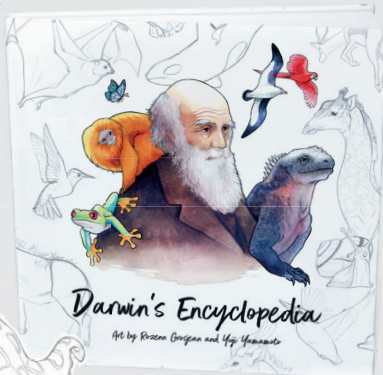
Thank you!

'Darwin's Choice - Before and After' was financed by 1,808 wonderful people on Kickstarter. We are **deeply grateful** to everyone for their trust in us and our vision. 'Darwin's Choice - Before and After' as it is now in your hands, therefore is not only the work of our team, but also **to a significant extent the work of these 1,808 people**.



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The **QR code** will take you directly to a list of names of all our supporters. Just stop by, because 1,808 really is a huge number of people.



Do you want to learn more about the species in Darwin's Choice? Then Darwin's Encyclopedia is just right for you. This encyclopedia provides over 150 pages filled with interesting facts about more than 300 species included in the base game and the expansion. All artwork is again beautifully illustrated by Rozenn Grosjean and Yuji Yamamoto.

Darwin's Encyclopedia can be bought on our website www.treecer.com. (worldwide shipping)



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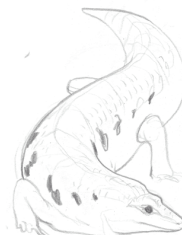
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Summary of the Rules

Every player receives 10 cards. The game is played counter-clockwise and runs over 4 Eras, each consisting of 3 phases.

I. Action Phase

Main Actions - One per turn; One per animal species in each Era

- **Create** – Lay out an animal species with at least 1 head and 1 body. The species' names on all Animal Cards must be aligned horizontally.
- **Mutate** – Add, remove or replace an Animal Card. Double Mutations cost up to 3 Darwin Points.
- **Migrate** – Move an animal species to any other biome.

After a Main Action, animal species must provide enough food for themselves and meet the Requirements of their biome.

Additional Actions

- **Card Redrawing** – Discard all cards but 1 and draw again once. Only possible at the beginning of each Era.
- **Trading** – During their turn, an active player may exchange one card with the Trade Zone.

II. Evaluation Phase

1. **Checking the Requirements** – All species that do not meet the Requirements of their biome or of the Human Territory 'National Park' become extinct. For an extinct species, the player receives a maximum of 1 Darwin Point.
2. **Food Evaluation** – Evaluate which species eat, which starve, and which get eaten.

3. **Survival** – All surviving species of an Era receive 1 Darwin Point.
4. **Adaptation** – The winning animal species in each biome are awarded 2-3 Darwin Points.
5. **Competitive Strength** – The 3 most competitive species across all biomes of an Era receive 3, 2 or 1 Darwin Point/s.

III. Transition Phase

1. **Event Cards** – A Human Event Card is drawn and activated. In addition, the Nature Index of all Human Territories is adjusted accordingly.
2. **Biome Change** – 3-4 players (2/3/3) or 5-6 players (3/4/4).
3. **Food Redistribution** – The Food Supply is adjusted to the Requirements of the new biomes and according to the Food Limits. The new Food Supply is distributed to the species according to their Adaptation.
4. **Player Markers** – All Player Markers are turned to the side without the check mark.
5. **Renewing Trade Zone** – The Animal Cards in the Trade Zone are replaced by new cards.
6. **Replenishing the Hand** – All players replenish their hands back to 10 cards.
7. **New First Player** – The First Player Marker changes counter-clockwise.

End of the Game

After the Evaluation Phase of the fourth and thus final Era, the game ends. The player with the most Darwin Points wins the game. In case of a tie, several players win the game.

