

# HERBS and MUSHROOMS

## Fun Expansion to Evolution. The Origin of Species

Herbs and mushrooms produce not only nutritious proteins, fats, and carbohydrates. To protect themselves against voracious gluttons, plants accumulate toxins, alkaloids, and glycosides drastically affecting the animal behavior. Beware faunal forms! With "Herbs and Mushrooms" expansion, the EVOLUTION may result in the victory of the flora!

You will need "Evolution. The Origin of Species" base game. We assume that you are already familiar with its rules. "Herbs and Mushrooms" expansion is also compatible with "Time to Fly" expansion. Any cards from "Time to Fly" expansion can be added to the basic deck.

### Preparation

Shuffle the basic Evolution Deck (you may add Transparent and Insectivorous cards to it) and deal 6 cards to each player. Shuffle elongated Herb and Mushroom cards to create the Flora Deck and put it on the table face-down. If this deck is exhausted during the game, shuffle the discard pile and create a new one. Put effect marks not far from food tokens. Reveal two upper cards of the Flora Deck and place ● on each of their red circles. Determine the first player by lot.

The **Development Phase** and **Feeding Phase** are resolved in accordance with the basic Evolution rules.

During the **Food Bank Determination Phase**, take as many cards from the Flora Deck as many players are in the game and put them on the table face-up. Place ● on each of their red circles. The ● placed on the Herb and Mushroom cards constitute the food bank for this turn.

During the **Feeding Phase**, every time your animal is eaten (or killed by a 'Frenzied' animal), place ● on any mushroom of your choice.

**The maximum number of Herb and Mushroom cards on the table is 8.**

**The maximum number of ● on a Herb or Mushroom card is 4.**

### Extinction and Draw Phase:

1. Starting from the first player, the players put their unfed and poisoned animals to the discard pile clockwise. For each of your extinct animals, place ● on any mushroom of your choice.

2. Remove ●, ● and effect marks from the surviving animals.

3. Put Herb and Mushroom cards without ● to the discard pile. Place ● on each surviving herb. The surviving herbs and mushrooms remain on the table and participate in the next turn.

4. The players draw cards in accordance with the basic Evolution rules.

### End of Game and Scoring

Victory points are awarded to players in accordance with the basic Evolution rules. Then herbs and mushrooms receive victory points:

- **2 points** for each surviving herb or mushroom; and

- **1 point** for each ● on them.

Herbs and mushrooms are considered a full-scale player who may score any position or even win the game (Go tell your mother: "A mushroom has beaten me...").

### Abilities of Herbs and Mushrooms

When an animal takes ● from a Herb or Mushroom card, the ability of this card is triggered. The Herb or Mushroom card's ability is triggered simultaneously with Communication, Cooperation, and Grazing traits. Therefore, the player determines the order of their resolve.

*Example: An animal with Communication trait takes ● from Somnific Flower. It is possible to receive the Sleep mark first – in this case, Communication won't produce any effect. Or it is possible to use Communication first – and both animals will receive ● and Sleep marks.*

### Effect Marks

The mark is not a 'trait' of the animal – although it exercises an effect on it. This effect is permanent (except for Madness and Frenzy marks triggered at a specific point). Herb and Mushroom cards provide descriptions of effects caused by their marks.

The game includes 4 marks of each type. Put them in the center of the table so that their number is clearly visible. Don't forget to return marks from extinct animals back on the table.

An animal does not get a mark if:

(a) it already has such a mark;

(b) the required mark is not available on the table; or

(c) it already has a DontCare mark.

**If a Carnivore eats an animal, it gains all its marks (i.e. the marks are transferred from the prey to the Carnivore).**

### Transparent

If a Transparent animal has neither ● nor ●, it cannot be attacked by a Carnivore.

### Insectivorous

When an Insectivorous Carnivore eats an animal without traits, it gains ● instead of ●●.

Rotate back the Carnivore card vertically – this animal can attack again in subsequent rounds of the Feeding Phase.

### Specific Features of Base Set Traits and "Time to Fly" Expansion Traits when Played with "Herbs and Mushrooms" Expansion

All references to attacks by Carnivores in trait cards also apply to attacks of 'Frenzied' animals.

**Communication** now has the following effect: When one animal from the pair takes ● from a Herb or Mushroom card, the second animal takes ● from the same Herb or Mushroom card.

**Grazing** now has the following effect: When an animal takes ● from a Herb or Mushroom card, it may destroy another ● on this Herb or Mushroom card.

**Scavenger:** When a 'Frenzied' animal kills a victim, one Scavenger on the table (but not the 'Frenzied' animal, even if it has the Scavenger trait) gains ●.

**Piracy:** When a 'Frenzied' animal attacks, your other animals may use the Piracy trait (but not the 'Frenzied' animal, even if it has the Piracy trait).

**Anglerfish** may be revealed to protect an animal with a Sleep mark. However, if the Anglerfish itself has a Sleep mark, this trait cannot be triggered.

**Trematode** is discarded when the animal takes ● from Inspiring Mushroom or receives a Poison mark. Love Herb cannot transform a Trematode into a new animal.

**Intellect** cannot be used during the attack of a 'Frenzied' animal. Intellect does not allow to ignore abilities of herbs and mushrooms.

**Shell:** An animal with a Sleep mark may take a nobody's Shell from the table – but it cannot hide in it when attacked by a Carnivore.

## MUSHROOMS

### DEATH CAP



When an animal takes ● from this mushroom, it receives a Poison mark.

When your animal received a Poison mark, discard its Parasite trait.

An animal with a Poison mark dies during the Extinction Phase if it does not have an Antidote mark.

### MOLD FUNGUS



When an animal takes ● from this mushroom, it receives an Antidote mark.

An animal with an Antidote mark does not die during the Extinction Phase from a Poison mark or after eating an animal with the Poisonous trait.

### MAD CAP



When an animal takes ● from this mushroom, it receives a Madness mark.

In the beginning of your next round in the Feeding Phase, **you must** remove the Madness mark from one of your animals; then the player on your right side plays this round of the Feeding phase instead of you (the player administers your animals but cannot see cards you have on hand).

• If several of your animals have Madness marks (because of the Communication trait), choose one of them.

### FRENZIED FLY AGARIC



When an animal takes ● from this mushroom, it receives a Frenzy mark.

In the beginning of your next round in the Feeding Phase, **you must** remove the Frenzy mark from one of your animals – and then it must attack another animal like a Carnivore. If the victim is killed, the 'Frenzied' animal does not eat it and gains no ●. In any event, the animal ceases to be 'Frenzied' after the end of this round in the Feeding Phase.

• A 'Frenzied' animal must attack even if it is fully fed.

• A 'Frenzied' animal does not gain ● if the victim uses Tail Loss.

• If a Carnivore attacks under the effect of a Frenzy mark, the Carnivore card is not rotated horizontally.

• If several of your animals have Frenzy marks (because of the Communication trait), choose one of them.

### ENLIGHTENMENT MUSHROOM

When your animal takes ● from this mushroom, discard all cards from your hand. Then you may view what cards one of the players has on hand, or the upper card of any deck, or any Enlightenment card. You may not show these cards to other players because they haven't gained Enlightenment yet.

### INSPIRING MUSHROOM

When your animal takes ● from this mushroom, discard all its pairwise traits; then the animal gains ●.

## HERBS

### SOMNIFIC FLOWER



When an animal takes ● from this herb, it receives a Sleep mark.

An animal with a Sleep mark is considered 'an animal with no traits'. All its traits, including pairwise ones, stop exercising their effects. Its food requirement is 1.

• All Insectivorous animals with a Sleep mark are still in effect.

• The Insectivorous trait of a Carnivore is triggered when it eats an animal with a Sleep mark.

### CAREFREE HERB



When an animal takes ● from this herb, it receives a DontCare mark.

An animal with a DontCare mark does not receive marks when it takes ● from other herbs and mushrooms.

A Carnivore with a DontCare mark does not receive marks from animals eaten by it.

• When a Carnivore having no DontCare mark eats an animal having a DontCare mark and other marks, it receives all these marks at once.

### MINDNUMBING WEED



When an animal takes ● from this herb, it receives a Numbness mark.

A Carnivore or 'Frenzied' animal attacking an animal with a Numbness mark may ignore one of its traits.

### GRINWEED



When an animal takes ● from this herb, it receives a Pacifism mark.

An animal with a Pacifism mark is unable to attack using the Carnivore trait or being under the effect of a Frenzy mark; it also cannot use the Piracy trait.

### CLEANSING HERB

When an animal takes ● from this herb, remove all other ●, ● and all marks from it.

### LOVE HERB

When an animal takes ● from this herb, its owner takes one of its traits (except for the Parasite) and puts it on the table as a new animal.

No animals were harmed during the game development.

The rules have been agreed:

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