

Spear's Games
No. 52290

A game for
2-6 players
or teams

*EVOLUTIONS*TM

The game that unlocks the secrets of our past

CONTENTS:

300 *EVOLUTIONS* cards, playing board,
6 playing pieces.

RULES OF PLAY

THE *EVOLUTIONS* CARDS

There are a total of 300 *EVOLUTIONS* cards with two questions and answers per card. The answers to the *EVOLUTIONS* are printed upside down on the bottom right hand corner of each card. Each *EVOLUTIONS* scenario is from one of the eight following categories: INVENTIONS, NAMES, WORDS, CLICHÉS/EXPRESSIONS, CUSTOMS, SUPERSTITIONS, PRODUCTS and NURSERY RHYMES. The cards have been printed in two different colours for easy reference. It is suggested that one colour be played at a time.

THE PLAYING BOARD

There are a total of 25 spaces on the playing board, including the START/FINISH space. Each space is labelled with one of the eight categories.

OBJECT OF THE GAME

The object of the game is to be the first player or team to complete the entire circle of the playing board from 'START' to 'FINISH' by correctly identifying the *EVOLUTIONS* scenarios.

PLAYING THE GAME

To begin, each player chooses a coloured playing piece and places it on the 'START' space on the playing board.

The youngest player begins by selecting the first card, reading it aloud to the player on their left. When the player being read the card fully understands the scenario they may attempt to answer. If they answer correctly, they advance their playing piece *two* spaces. If the answer given is incorrect or they cannot give an answer, the player on their left has an opportunity to answer, and so on, until either the Evolution is identified or play returns to the reader. Should any of the subsequent players answer correctly, they advance their piece *one* space on the playing board. If no player can correctly identify the Evolution, the card is returned to the back of the card box. The reader then passes the box of cards to the player on their left, whose turn it is to read a new scenario to the person on their left, and so on.

PLAYING AS TEAMS

To begin, players divide themselves into two teams. Each team chooses a coloured playing piece and places it on the 'START' position. The youngest player of the teams formed will be

considered as playing for Team A. This person begins by selecting the first card and reading it aloud to Team B, whilst being certain to keep the Evolution's identity secret from all players on both teams. When Team B fully understands the scenario, they may attempt to identify the answer. If they answer correctly, they advance their playing piece *two* spaces on the playing board. If Team B cannot identify the Evolution, then Team A (not including the reader) has an opportunity to do so. Should Team A correctly identify the Evolution, they advance their playing piece *one* space on the playing board. If neither team is able to identify the Evolution, it is revealed, and the card is returned to the back of the box. Team A then passes the box of cards to Team B and the youngest player on Team B begins by reading the next card to Team A.

Note: On each subsequent team's turn, the reader is rotated so all players participate equally in reading and identifying the *EVOLUTIONS*.

BONUS POINTS

Each card is identified by one of the eight following titles: INVENTIONS, NAMES, WORDS, PRODUCTS, CLICHÉS/EXPRESSIONS, SUPERSTITIONS, CUSTOMS and NURSERY RHYMES. When a team/player's piece is on the same category as the card being read and they answer correctly, they advance their playing piece double the spaces that they would in the normal course of play.

Example: If a team/player is read an INVENTION card and their playing piece is on an INVENTION

space, a correct answer would allow them to advance *four* spaces instead of the normal two.

If the first team/player failed to identify the *Evolution* and a subsequent team/player answers correctly whilst their own piece is on an INVENTION space, they advance *two* spaces.

WINNING THE GAME

The winner is the first player/team to reach the 'FINISH' space.

NOTE: Through the course of researching and writing the *EVOLUTIONS* scenarios, some ambiguities and conflicts have been found as to some of the *EVOLUTIONS* scenario's original sources. In some cases an origin may be regional, resulting in a variety of possible versions. For the purposes of scoring, however, only the answers provided should be considered correct.

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