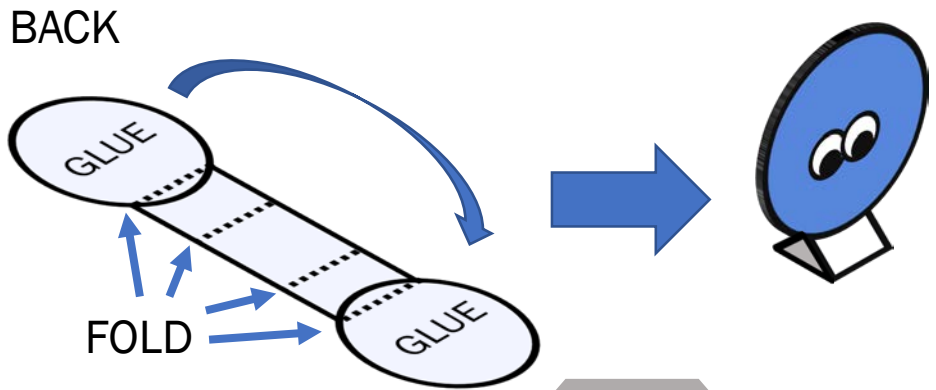


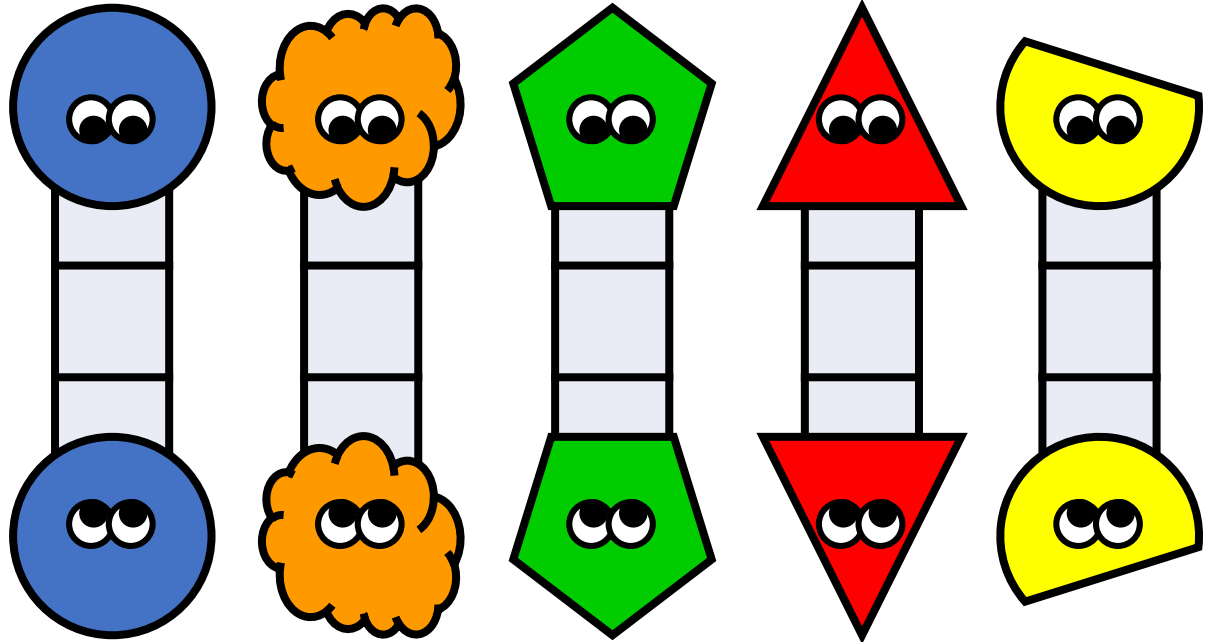
DICE AND FIGURINES

Cut the species figurines, fold them and glue them on the back.

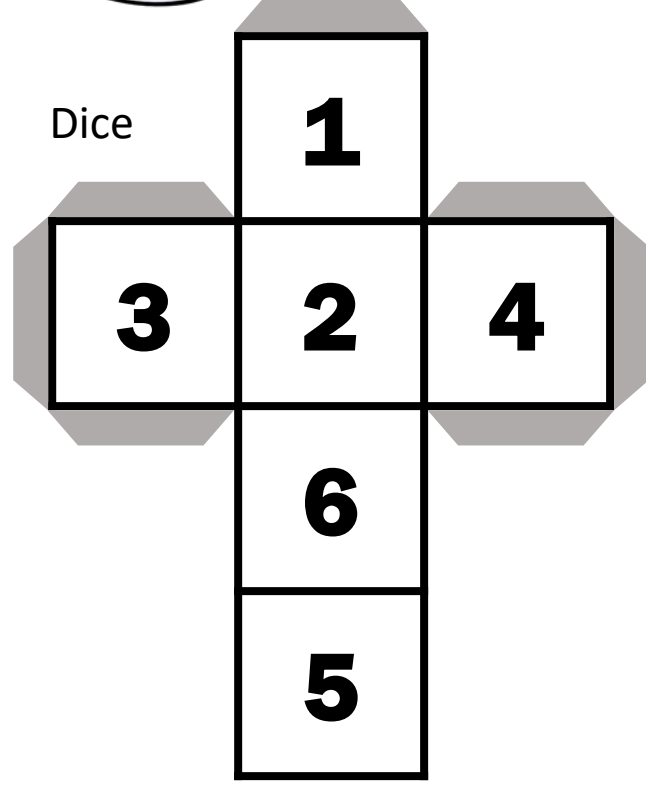
Cut the dice, fold along the lines and glue the grey areas.



Species figurines



Dice



GENOME BOARD

Print and cut one per player

CA TROP TEMP TUN GENOME BOARD GTA



	BODY	COLOUR	METABOLISM
SAV	1	1	1
TROP	2	2	2
TEMP	3	3	3
TUN	4	4	4

CA TROP TEMP TUN GENOME BOARD GTA



	BODY	COLOUR	METABOLISM
SAV	1	1	1
TROP	2	2	2
TEMP	3	3	3
TUN	4	4	4

CA TROP TEMP TUN GENOME BOARD GTA



	BODY	COLOUR	METABOLISM
SAV	1	1	1
TROP	2	2	2
TEMP	3	3	3
TUN	4	4	4

CA TROP TEMP TUN GENOME BOARD GTA

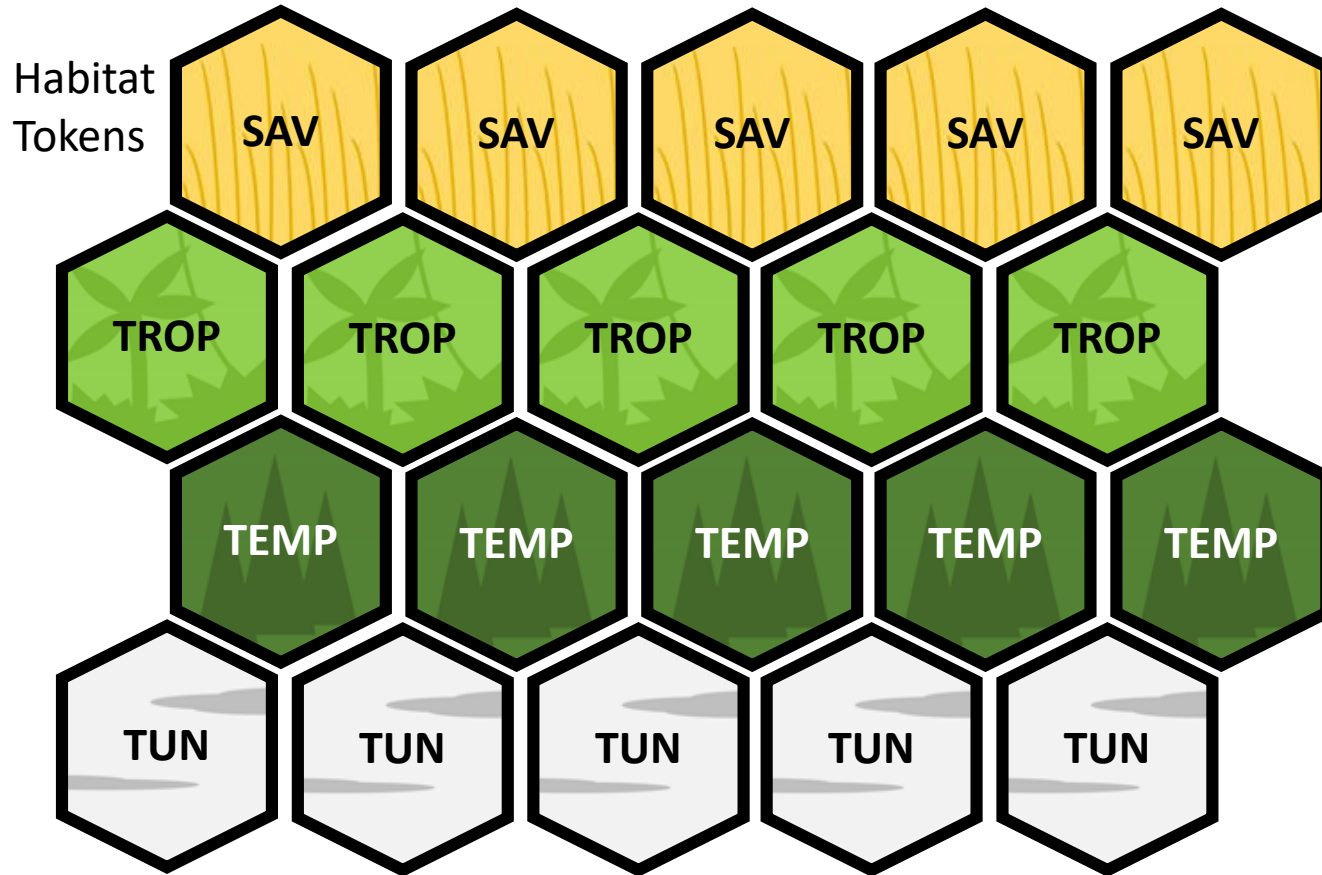


	BODY	COLOUR	METABOLISM
SAV	1	1	1
TROP	2	2	2
TEMP	3	3	3
TUN	4	4	4

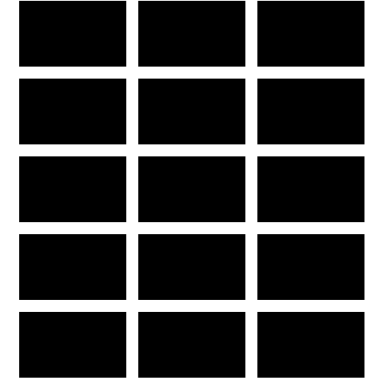
HABITAT TOKENS, MARKERS AND BLACK CARD

Cut the habitat tokens you need (one of each type per player), markers (3 per player) and the black card.

Use only one black card per game.



Markers



Black card



CARDS

MUTATION CARD



+1

BODY

1 UP FOR THE BODY GENE

MUTATION CARD




+1

COLOUR

1 UP FOR THE COLOUR GENE

MUTATION CARD




+1

METABOLISM

1 UP FOR THE METAB. GENE


MUTATION CARD



NEUTRAL

NOTHING HAPPENS

MUTATION CARD



-1

BODY

1 DOWN FOR THE BODY GENE

MUTATION CARD



-1

COLOUR

1 DOWN FOR THE COLOUR GENE

MUTATION CARD




-1

METABOLISM

1 DOWN FOR THE METAB. GENE

MUTATION CARD



NEUTRAL

NOTHING HAPPENS

2 or 3 players:
print 4 copies

4 or 5 players:
print 5 copies