




5 Fuzzball





If *Fuzzball* is in the , a player may move it to their  during their turn.




REVEAL: Put this card into your . (This isn't a card play and can be done at any time.)

5 Fuzzball





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
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
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10 Monkey



DRAW 1 card or EVOLVE *Fuzzball* to DRAW 2 cards.



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DRAW 1 card or EVOLVE *Fuzzball* to DRAW 2 cards.




10 Homo Cyclopeus 


DRAW 1 card or EVOLVE *Monkey* to DRAW 3 cards.




10 Homo Cyclopeus 

DRAW 1 card or EVOLVE *Monkey* to DRAW 3 cards.



10 Neandeyetal 

DRAW 1 card or EVOLVE *Homo Cyclopeus* to DRAW 4 cards.



-10 Doctor Crichton 


If Dr Crichton is in your , you do not need to DESTROY a  when EVOLVING it.




10 Feral Bobcat 


SCAVENGE 1 card or EVOLVE *Fuzzball* to SCAVENGE 2 cards.




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10 Feral Bobcat 

SCAVENGE 1 card or EVOLVE *Fuzzball* to SCAVENGE 2 cards.



10 Skulking
Lynx



SCAVENGE 1 card or EVOLVE
Feral Bobcat to SCAVENGE 3
cards.



10 Skulking
Lynx



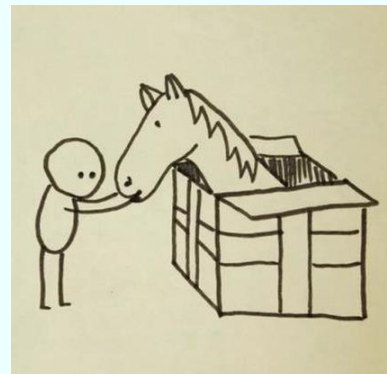
SCAVENGE 1 card or EVOLVE
Feral Bobcat to SCAVENGE 3
cards.



10 Miniature
Gifthorse



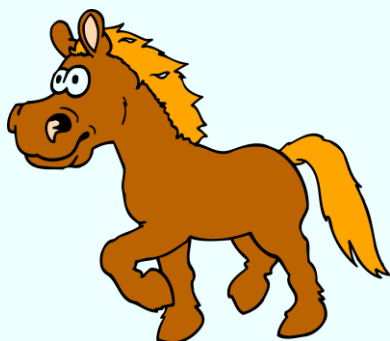
SWAP 1 card or EVOLVE
Fuzzball to SWAP 2 cards.



10 Gilded
Mustang



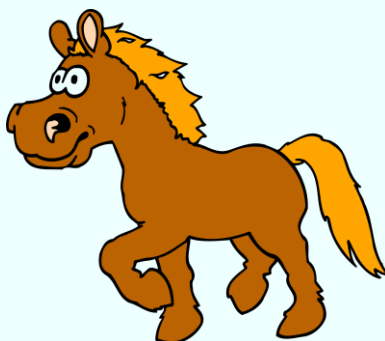
SWAP 1 card or EVOLVE
Miniature Gifthorse to SWAP 3
cards.



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Mustang




SWAP 1 card or EVOLVE
Miniature Gifthorse to SWAP
3 cards.




10 Lab Rat



EVOLVE *Fuzzball* to put 1 card in
your  into DEEP FREEZE.

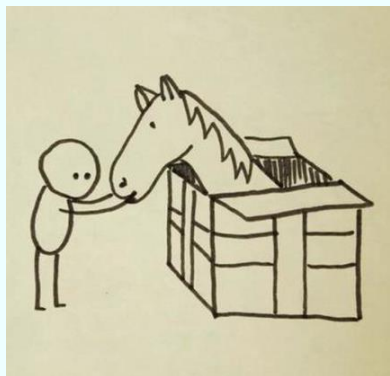


REVEAL: CANCEL a card that is
EVOLVING another card. This
card, the cancelled card and the
CARD being EVOLVED are then
put into the .

10 Miniature
Gifthorse



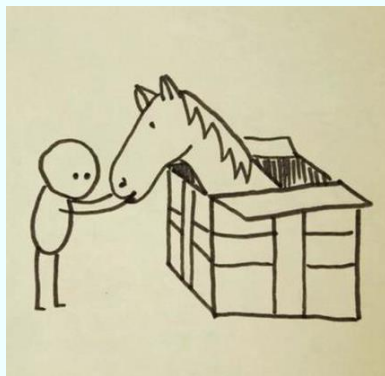
SWAP 1 card or EVOLVE
Fuzzball to SWAP 2 cards.



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Gifthorse



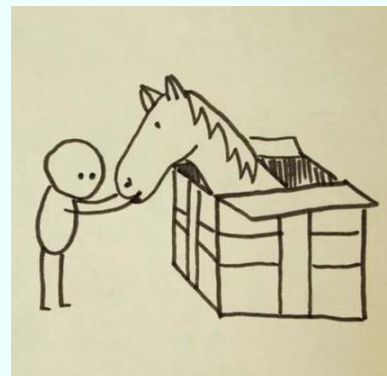
SWAP 1 card or EVOLVE
Fuzzball to SWAP 2 cards.



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EVOLVE *Fuzzball* to put 1 card in your  into DEEP FREEZE.




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EVOLVE *Fuzzball* to put 1 card in your  into DEEP FREEZE.



REVEAL: CANCEL a card that is EVOLVING another card. This card, the cancelled card and the CARD being EVOLVED are then put into the .

10 Unstable Hybrid



Another player chooses one of the following actions for you to perform: DRAW 3 cards or SCAVENGE 2 cards or SWAP 1 card.



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


Another player chooses one of the following actions for you to perform: DRAW 3 cards or SCAVENGE 2 cards or SWAP 1 card.



10 Rabid Mongrel





EVOLVE a  in your  to perform the actions on that card (except for the REVEAL actions).



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EVOLVE a in your to perform the actions on that card (except for the REVEAL actions).



20 Trapped In Ice

Put 1 card in your into DEEP FREEZE. (Move a card to your . You may begin the next game you play with that card in your .)



-10 Mass Extinction

Select a Level of Evolution. DESTROY 2 cards of that Level in every players' . Then shuffle all cards in the and together and place them face down to make a new .



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Put 1 card in your into DEEP FREEZE. (Move a card to your . You may begin the next game you play with that card in your .)



10 Chirp



STEAL 1 card from another player's .



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STEAL 1 card from another player's .



10 Chirp



STEAL 1 card from another player's 🖐️.



5 Snooping Bird



STEAL 1 card from another player's 🖐️ or EVOLVE *Chirp* to STEAL 2 cards instead.



5 Snooping Bird



STEAL 1 card from another player's 🖐️ or EVOLVE *Chirp* to STEAL 2 cards instead.



0 Pteryx Regalis



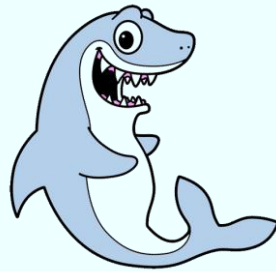
STEAL 1 card from another player's 🖐️ or EVOLVE *Snooping Bird* to STEAL 3 cards instead.



20 Confounder Shark



Make another player DISCARD 1 card or EVOLVE *Gouger Ray* to make that player DISCARD 3 cards.



10 Splash



Make another player DISCARD 1 card.



10 Splash



Make another player DISCARD 1 card.



10 Splash



Make another player DISCARD 1 card.



10 Splash



Make another player DISCARD 1 card.



15 Gouger Ray



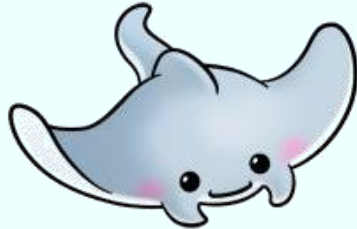
Make another player DISCARD 1 card or EVOLVE *Splash* to make that player DISCARD 2 cards.



15 Gouger Ray



Make another player DISCARD 1 card or EVOLVE *Splash* to make that player DISCARD 2 cards.



10 Snappy



DESTROY 1 card in the



10 Snappy



DESTROY 1 card in the



10 Snappy



DESTROY 1 card in the



10 Snappy



DESTROY 1 card in the



5 Smashodon



DESTROY 1 card in the or EVOLVE *Snappy* to DESTROY 2 cards instead.



5 Smashodon



DESTROY 1 card in the or EVOLVE *Snappy* to DESTROY 2 cards instead.


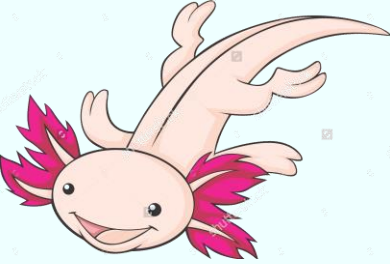

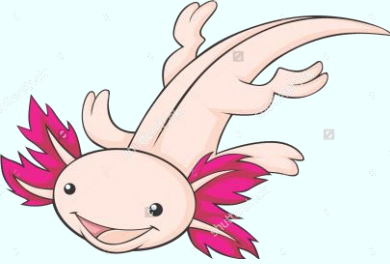

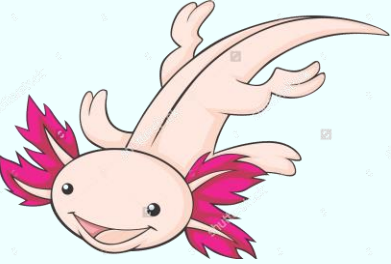

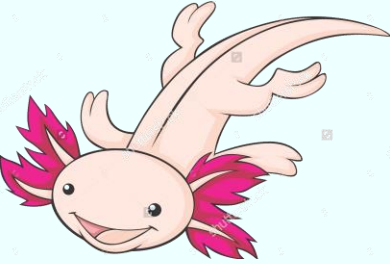







0 Destructosaurus Rex



DESTROY 1 card in the or EVOLVE *Smashodon* to DESTROY 3 cards instead.



<p>10 Axel </p> <p>Make another player PASS 1 card to you.</p> 	<p>10 Axel </p> <p>Make another player PASS 1 card to you.</p> 	<p>10 Axel </p> <p>Make another player PASS 1 card to you.</p> 
<p>10 Axel </p> <p>Make another player PASS 1 card to you.</p> 	<p>15 Hypnofrog </p> <p>Make another player PASS 1 card to you <u>or</u> EVOLVE Axel/ to make that player PASS 2 cards to you.</p> 	<p>15 Hypnofrog </p> <p>Make another player PASS 1 card to you <u>or</u> EVOLVE Axel/ to make that player PASS 2 cards to you.</p> 
<p>20 Entrancer Toad </p> <p>Make another player PASS 1 card to you <u>or</u> EVOLVE Hypnofrog to make that player PASS 3 cards to you.</p> 