

# Natural Selection

- Adapt or die -



# Natural Selection : (2P) Game manual

Games are a medium where outcomes change based on split-second choices.

Using this characteristic, I created a game about evolution and extinction. As organisms develop and evolve, new desires emerge, and we

are constantly faced with choices driven by these evolving desires.

I divided the stages of species evolution into five phases:

As they evolve, they develop desires such as hunger and aggression. They make various choices along the way, deciding whether to advance or remain in place.

Ammonite	■ Advance, Stay
Tiktaalik	■ Advance, Stay, Eat
Australopithecus	■ Advance, Stay, Eat, Attack
Human	■ Advance, Stay, Eat, Attack, Help
Alien	■ Advance, Stay, Eat, Attack, Help, Destroy



Ammonite



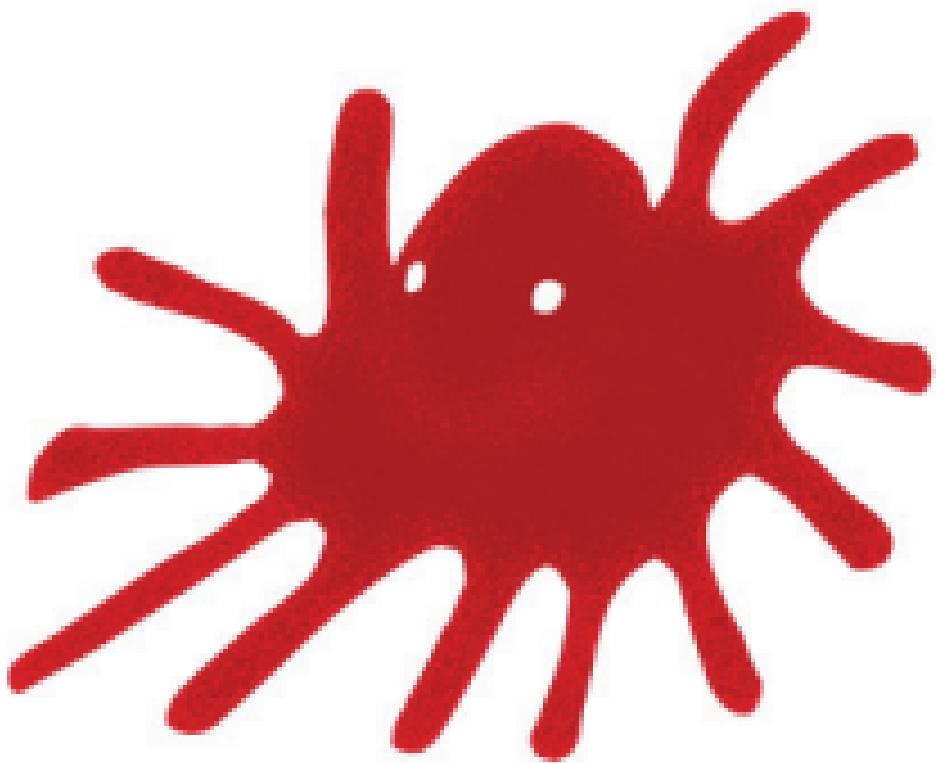
Tiktaalik



Australopithecus



Human



Alien