

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
Tiktaalik
Australopithecus
Human
Alien

- Advance, Stay
- Advance, Stay, Eat
- Advance, Stay, Eat, Attack
- Advance, Stay, Eat, Attack, Help
- Advance, Stay, Eat, Attack, Help, Destroy



Ammonite



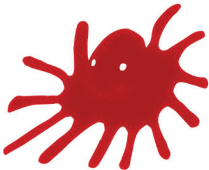
Tiktaalik



Australopithecus



Human



Alien