

a WOW Lab

BLUEPRINT

Tree of Life

Appendix

This appendix includes a schematic for the *Tree of Life* game board. The individual squares can be printed and cut out to make the board. You will need:

For water environment:

- 5 mutations
- 1 lose 1 trait
- 2 speciation
- 2 extinction
- 2 blank



For land environment:

- 4 mutations
- 1 lose 1 trait
- 2 speciation
- 2 extinction
- 2 blank



For air environment:

- 3 mutations
- 1 lose 1 trait
- 1 speciation
- 2 extinction
- 1 blank



Event squares:

- 1 common ancestor
- 2 stop and speciate

600 mya

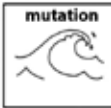
COMMON
ANCESTOR

mya = millions of years ago

500 mya

STOP!
and
speciate

400 mya



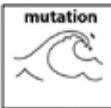
300 mya



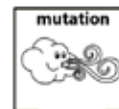
200 mya



100 mya



75 mya



25 mya



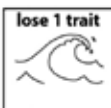
10 mya



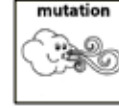
5 mya



3 mya



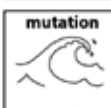
1 mya



100,000



50,000



PRESENT

mutation



mutation



mutation



mutation



mutation



lose 1 trait



speciation



speciation



extinction!



extinction!



COMMON



ANCESTOR

mutation



mutation



mutation



mutation



lose 1 trait



speciation



speciation



extinction!



extinction!



mutation



mutation



mutation



lose 1 trait



speciation



extinction!



extinction!



STOP!

and speciate

STOP!

and speciate

Present Day

50,000

100,000

1 mya

3 mya

5 mya

10 mya

25 mya

75 mya

100 mya

200 mya

300 mya

400 mya

500 mya

600 mya

STOP! AND SPECIATE

**YOUR POPULATION HAS ENCOUNTERED NEW ENVIRONMENTS!
THIS HAS RESULTED IN SPECIATION AND THE ACQUISITION OF
MUTATIONS SPECIFIC TO THE ENVIRONMENTS IN WHICH YOUR
SEPARATE POPULATIONS NOW LIVE.**

**IN WATER: ADD FINS
ON LAND: ADD LEGS
IN AIR: ADD WINGS**

**THESE NEW TRAITS CANNOT BE REMOVED ON A "LOSE 1 TRAIT"
SQUARE, OTHERWISE YOUR POPULATION WILL BE UNABLE TO**

STOP! AND SPECIATE

**YOUR POPULATION HAS ENCOUNTERED NEW ENVIRONMENTS!
THIS HAS RESULTED IN SPECIATION THROUGH SELECTION OF
MUTATIONS SPECIFIC TO THE ENVIRONMENTS IN WHICH YOUR
SEPARATE POPULATIONS NOW LIVE.**

**IN WATER: ADD FINS
ON LAND: ADD LEGS
IN AIR: ADD WINGS**

THESE NEW TRAITS CANNOT BE REMOVED ON A "LOSE 1 TRAIT"

STOP!
AND SPECIATE

STOP!
AND SPECIATE

MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



MUTATION CARD
WATER



LARGER HEAD

**CHANGE BODY
COLOUR**

SHELL

SPOTS

SPIKES

**CHANGE HEAD
COLOUR**

SCALES

CAUDAL FIN

LARGER BODY

**EXTRA SET OF
FINS**

MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



MUTATION CARD
LAND



LARGER HEAD

TAIL

UPRIGHT

SPOTS

SPIKES

**CHANGE HEAD
COLOUR**

**CHANGE BODY
COLOUR**

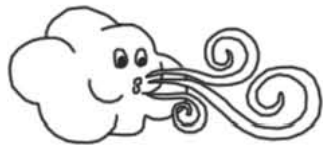
**EXTRA SET OF
LEGS**

FUR

CLAWS

MUTATION CARD

AIR



MUTATION CARD

AIR



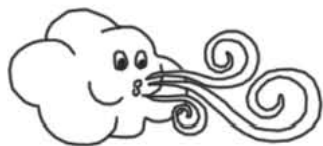
MUTATION CARD

AIR



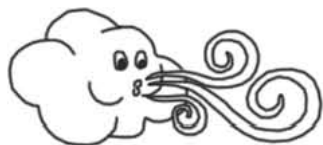
MUTATION CARD

AIR



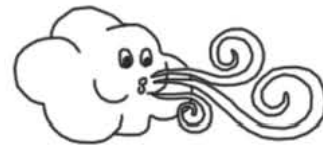
MUTATION CARD

AIR



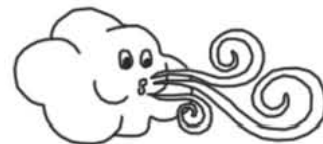
MUTATION CARD

AIR



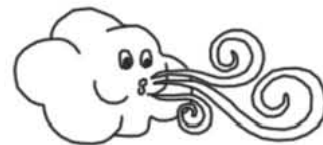
MUTATION CARD

AIR



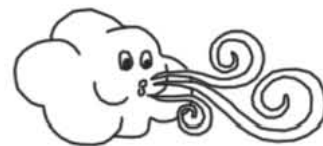
MUTATION CARD

AIR



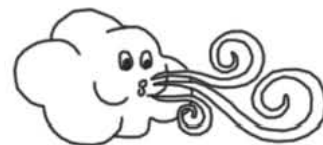
MUTATION CARD

AIR



MUTATION CARD

AIR



LARGER HEAD

TAIL

SHORTER SPINE

SPOTS

SPIKES

**CHANGE HEAD
COLOUR**

FEATHERS

BEAK

ANTENNAE

**SECOND SET OF
WINGS**