

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

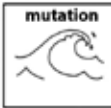
COMMON
ANCESTOR

mya = millions of years ago

500 mya

STOP!
and
speciate

400 mya



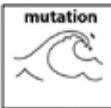
300 mya



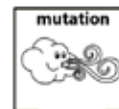
200 mya



100 mya



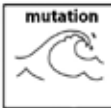
75 mya



25 mya



10 mya



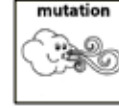
5 mya



3 mya



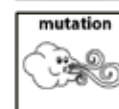
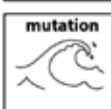
1 mya



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