Find your path of evolution!

**HOW TO PLAY:** Each player picks a piece, puts it on "Bipeds Start!" and rolls the die. When you reach "STOP, specialization event," you must stop regardless of what you rolled. On your next turn, roll again to see which evolutionary pathway you will travel on. When you land on "Meet your relatives," you must follow the footsteps to another pathway. First one to reach the end of their pathway wins!

- Clothes keep you warm. Take 1 step forward.
- Develop Levallois technique. Take 2 steps forward.
- Meet your relatives.
- Glaciers make it so your relatives are 5 steps back.
- Curved fingers help you climb. Take 5 steps forward.
- Meet your relatives.
- Brain size reduction. Take 1 step forward.
- Lose last in dark cave. Take 3 steps back.
- Die of old body. Take a turn.
- Designation of nest. Take 2 steps forward.
- Meet your relatives.
- Random genetic mutation. Take 3 steps forward.
- Meet your relatives.
- Genetic bottleneck. Lose 3 steps back.
- Random genetic mutation. Lose 3 steps back.
- Meet your relatives.
- Long thumbs increase your dexterity! Take 5 steps forward.
- Meet your relatives.
- Random genetic mutation. Take 3 steps forward.
- Meet your relatives.
- Find scavenged meat. Take 3 steps forward.
- Meet your relatives.
- Random genetic mutation. Take steps back.
- Meet your relatives.
- Fall into cave. Short a break arm. Lose 1 turn.
- Meet your relatives.
- Australopithecus sediba.
- Struggle to find water. Take 3 steps back.
- Meet your relatives.
- Die of old body. Take a turn.
- Meet your relatives.
- Random genetic mutation. Take 3 steps forward.
- Meet your relatives.
- Random genetic mutation. Take steps back.
- Meet your relatives.
-Logic 1.
- Logic 2.
- Logic 3.
- Meet your relatives.

**BIPEDS START!**

3mm x 4mm perforation rule

**TO ASSEMBLE:**
1. Fold
2. Match A tabs
3. Match B tabs
4. Insert C tab in C slot
5. **Board is sourced from fully sustainable forests.**