

EVOLVE OR PERISH

This is a board game developed by artist-illustrator Hannah Bonner and the ETE Program, Smithsonian Institution. The set-up is similar to *Chutes and Ladders* (in Europe *Snakes and Ladders*) - you use chips and a die to reach the finish. **Evolve or Perish**, however, also takes you through 630 million years of evolution from life in the sea to life on land. A glossary explains important events. **Evolve or Perish** can be played at two levels, beginner and advanced.

Instructions for Beginner Level (2-4 players)

The board consists of a track with 63 spaces representing a total of 630 millions years. Each player starts with a chip in the starting square and takes turns to roll a single die to move the chip by the number of squares indicated by the die, following the route marked on the gameboard. Several squares take the player a fixed amount of years forward or backward in time. Some squares reward the player with an extra turn, such as during the development of early land plants and the first four-legged animal. There are also squares with unfortunate events that force the player to move backwards or lose one or more turns, the most recognizable being the Permian-Triassic extinction.

If a chip lands on an occupied square, the original occupant has to go back to the beginning. The winner is the player who first gets his/her chips into the final square. The player, however, must roll the exact number to reach the Present (last square). If the roll of the die is too large the chip proceeds to the final square, and then goes backwards until it has moved the same number of squares as the die shows.

Additional instructions for Advanced Level (2-3 players)

Each player starts with one plant (primary producers-green) and one animal (consumer-red) chip. With each role the die, a player can choose to move their plant chip or animal chip as they see fit. If your animal chip lands on a square occupied by a plant, the plant has to go back to the beginning of the era it is in. If there is more than one plant on the square, they are all protected and don't have to go back (plants have safety in numbers). The winner is the player who first gets both of his/her chips into the final square.