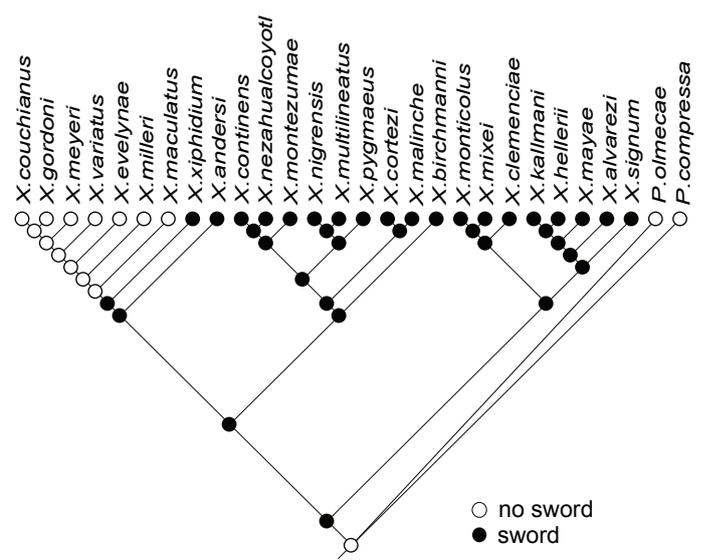
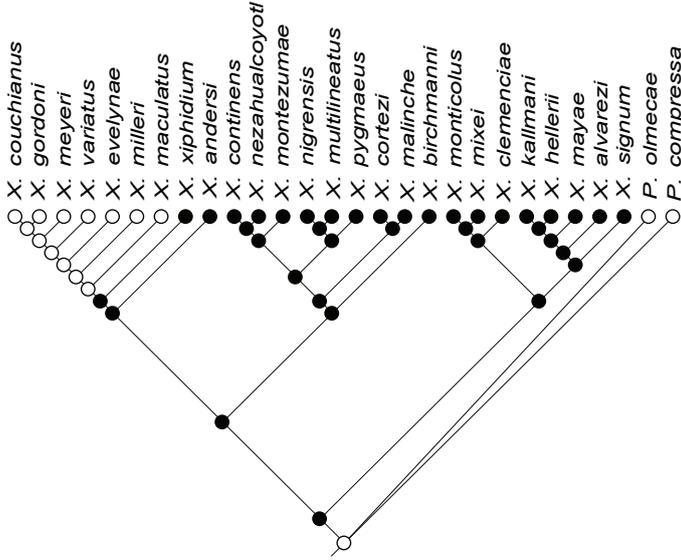


Parsimony

Ordered

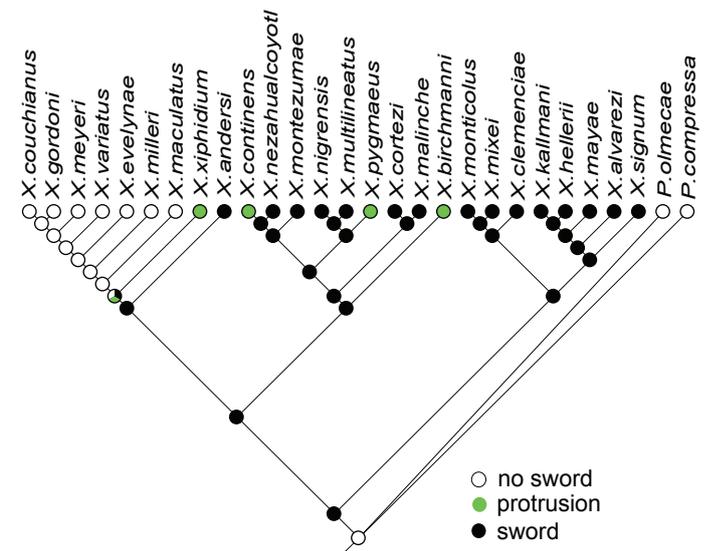
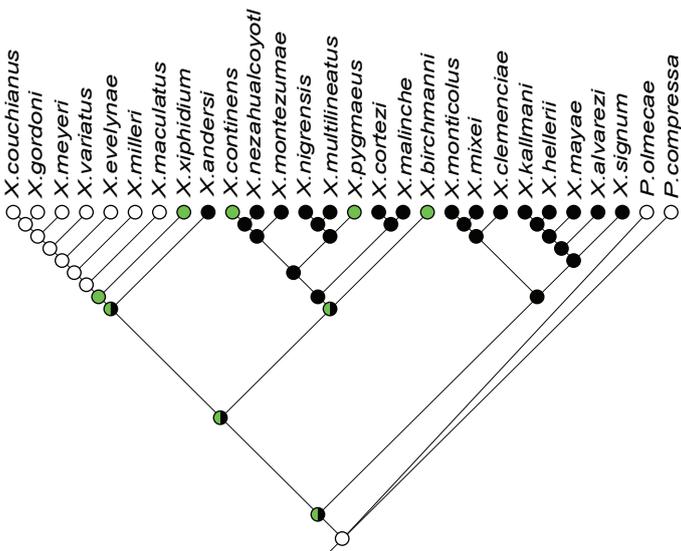
Unordered

(a) character 1: any length of caudal extension



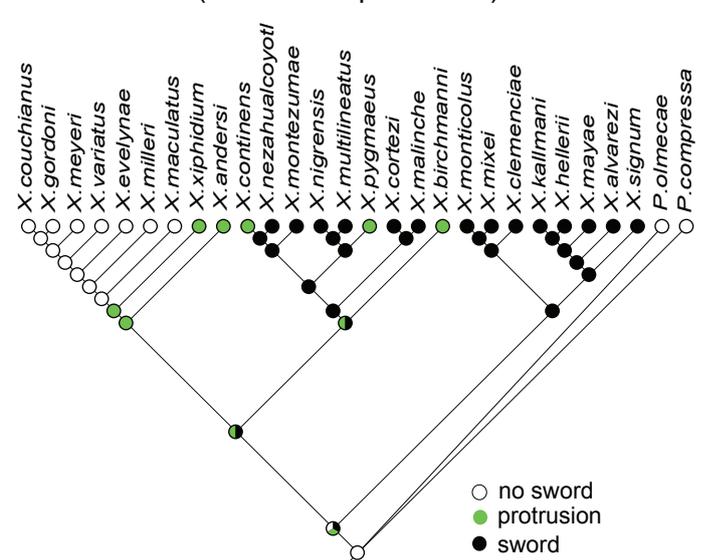
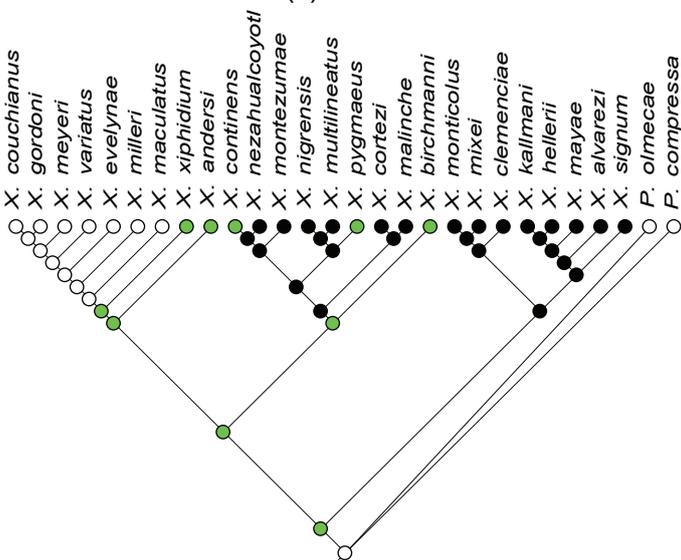
○ no sword  
● sword

(b) character 2: a three-state of caudal extension



○ no sword  
● protrusion  
● sword

(c) character 3: a three-state of caudal extension (\*X. andersi: protrusion)

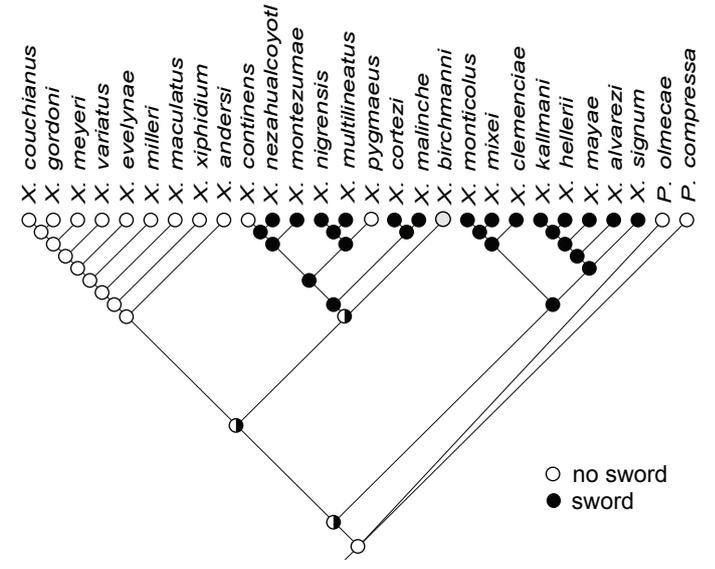
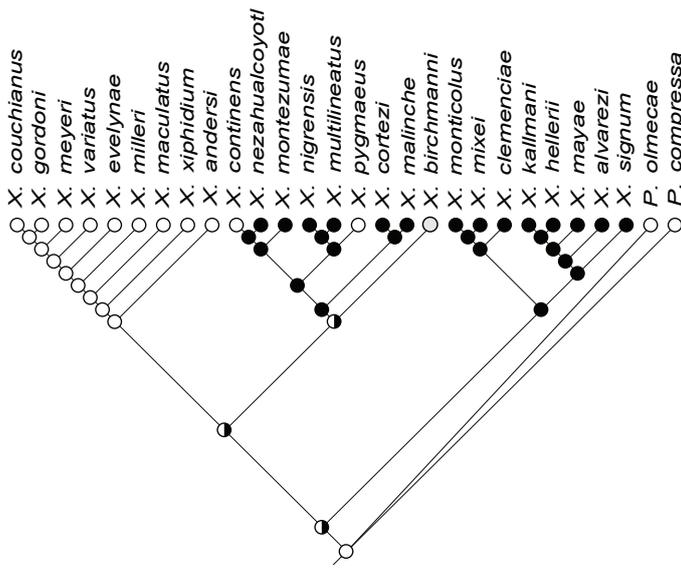


○ no sword  
● protrusion  
● sword

Ordered

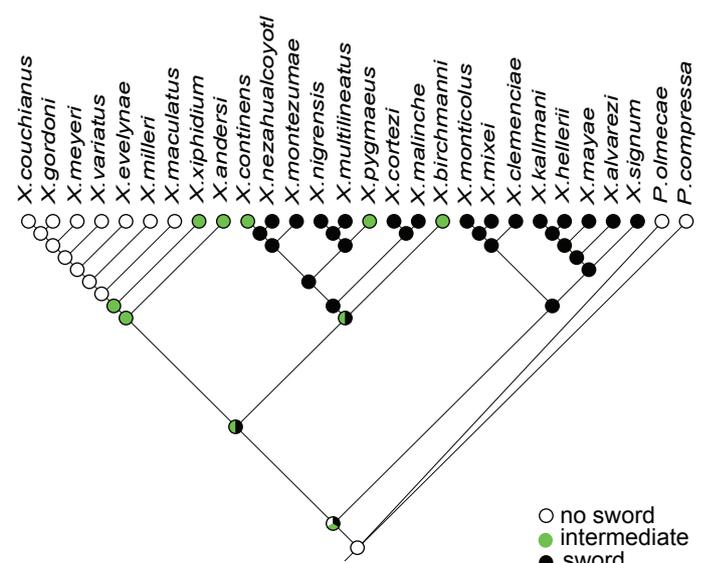
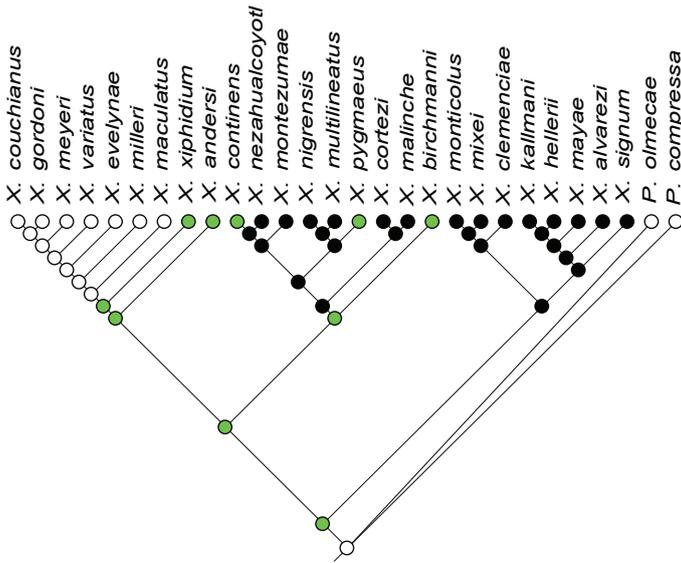
Unordered

(d) character 4: colored caudal extension



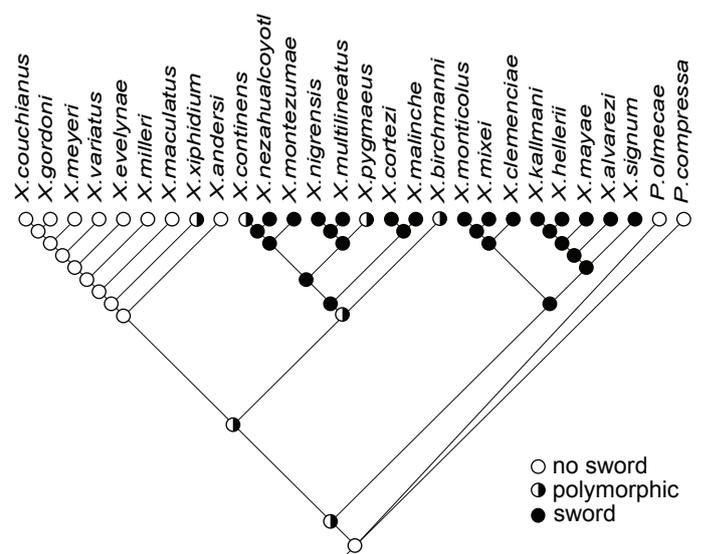
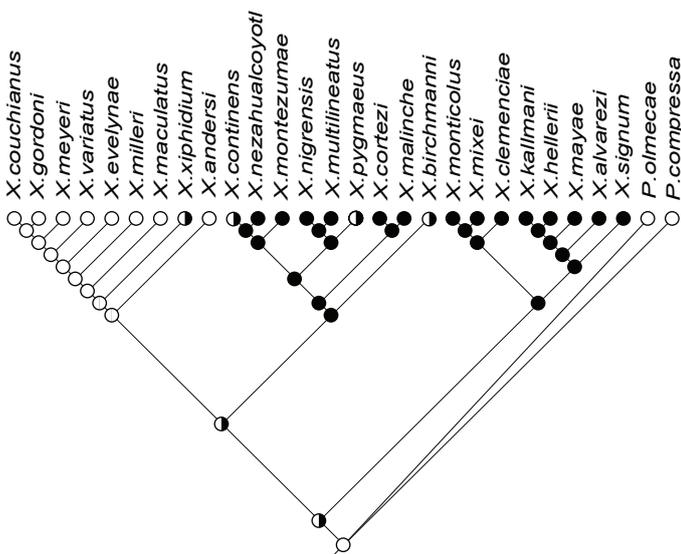
○ no sword  
● sword

(e) character 5: colored caudal extension with intermediate state



○ no sword  
● intermediate  
● sword

(f) character 6: colored caudal extension with polymorphic state



○ no sword  
● polymorphic  
● sword