













# Event Cards (Disturbances)

<p>Landslide Event</p> 	<p>Landslide Event</p> 	<p>Wildfire Fire Event</p> 
<p>Wildfire Fire Event</p> 	<p>Animals grazing Grazing Event</p> 	<p>Animals grazing Grazing Event</p> 

Event Cards  
(Non - Disturbances)

<p>Sunny day No Disturbance</p> 	<p>Cloudy day No Disturbance</p> 	<p>Butterfly flies by No Disturbance</p> 
<p>Rainy day No Disturbance</p> 	<p>Bee buzzes by No Disturbance</p> 	<p>Bear eats berries No Disturbance</p> 

# Interaction Cards

<p><b>Competition</b> For Water</p> <p>Late character type has more roots &amp; uses up all the water</p> <p><u>Late move forward 2,</u> <u>Early move back 1</u></p> <p>If: 2 Early characters or 2 Late characters meet, then flip a coin to decide the winner</p>	<p><b>Competition</b> For Light</p> <p>Late character type shades Early character type</p> <p><u>Late move forward</u> <u>2,</u> <u>Early move back 1</u></p> <p>If: 2 Early characters or 2 Late characters meet, then flip a coin to decide the winner</p>	<p><b>Facilitation</b> With Nutrients</p> <p>Early character type adds nitrogen to the soil</p> <p><u>Early stays in place,</u> <u>Late move forward</u> <u>2</u></p> <p>If: 2 Early characters or 2 Late characters meet, then flip a coin to decide the winner (winner moves)</p>
<p><b>Facilitation</b> With Shade</p> <p>Early character type protects Late character from heat and drying out.</p> <p><u>Early stays in place,</u> <u>Late move forward 2</u></p> <p>If: 2 Early characters or 2 Late characters meet, then flip a coin to decide the winner (winner moves)</p>	<p><b>Tolerance</b></p> <p>Species tolerate each other</p> <p><u>Both stay in place</u></p>	<p><b>Tolerance</b></p> <p>Species tolerate each other</p> <p><u>Both stay in place</u></p>

