

Pathogen



Smut Germ Impact:

+2 days to grasses

(+1 to Others)

Duration: 2 rounds

Climate Change

Droughts will increase, making life tough for seeds.

If you have at least 2 bacterial endophytes, then proceed. If none, then discard card and draw again.

Bacteria help, but help the most in drier habitats.

Germ Impact: Roll Die

Odd: -3 days Forest & Arid

Even: -1 Alpine & Riparian

Climate Change

Quick freezes events will increase, making life tough for seeds.

If you have at least 2 fungal endophytes, then proceed. If none, then discard card and draw again.

Fungi help, but help woody species more.

Germ Impact: Roll Die

Odd: -3 days woody species

Even: -1 herbaceous species

Climate Change

Wildfires will increase, making life tough for seeds in ash soils.

If you have at least 2 fungal endophytes, then proceed. If none, then discard card and draw again.

Fungi help seeds in ash soils by helping roots to grow longer to find water and nutrients.

Germ Impact: -3 days

Rules:

- The goal is to germinate your seed first before the other players.
- Discard any cards that fit the description of the enemy (New cards have precedence).
- 3. Follow instructions on bottom of cards at end of round.
- Endophytes are stacked, such that you tally them each round. They stay with seed.
- Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

Rules:

- The goal is to germinate your seed first before the other players.
- Discard any cards that fit the description of the enemy (New cards have precedence).
- 3. Follow instructions on bottom of cards at end of round.
- Endophytes are stacked, such that you tally them each round. They stay with seed.
- Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

How to Play:

- Separate plant seed cards from all others. Draw a random seed. Also separate how to play and rule cards.
- 2. Roll dice, highest number goes first then clockwise.
- Draw endophyte card, either keep or give to other player (must take a given card).
- Pathogens must be taken and kept attached for number of rounds on card.
- 5. At end of round count the impact on the bottom of the endos for each person.
- 6. First to zero days wins.

How to Play:

- Separate plant seed cards from all others. Draw a random seed. Also separate how to play and rule cards.
- Roll dice, highest number goes first then clockwise.
- Draw endophyte card, either keep or give to other player (must take a given card).
- Pathogens must be taken and kept attached for number of rounds on card.
- At end of round count the impact on the bottom of the endos for each person.
- First to zero days wins.

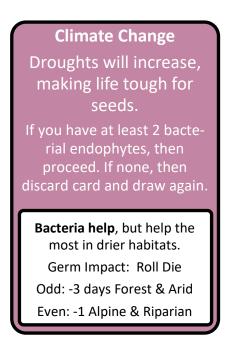












Quick freezes events will increase, making life tough for seeds. If you have at least 2 fungal endophytes, then proceed. If none, then discard card and draw again. Fungi help, but help woody species more. Germ Impact: Roll Die

Climate Change Climate Change Wildfires will increase, making life tough for seeds in ash soils. If you have at least 2 fungal endophytes, then proceed. If none, then discard card and draw again. Fungi help seeds in ash soils by helping roots to grow longer to find water and nutrients. Odd: -3 days woody species Germ Impact: -3 days Even: -1 herbaceous species

