

Glacier Lily



Forb



Linear



Common



Alpine



Max. Germ: 12 days

Max. 2

Endos



Prickly Phlox



Forb



Elliptic



Common



Arid



Max. Germ: 11 days

Max. 2

Endos



Western Blue Flax



Forb



Linear



Common



Forest



Max. Germ: 11 days

Max. 2

Endos



Wild Mint



Forb



Elliptic



Common



Riparian



Max. Germ: 13 days

Max. 2

Endos



Arctic Bluegrass



Grass



Linear



Fruit



Alpine



Max. Germ: 12 days

Max. 4

Endos



Idaho Fescue Grass



Grass



Linear



Fruit



Forest



Max. Germ: 13 days

Max. 4

Endos



June Grass



Grass



Linear



Fruit



Arid



Max. Germ: 14 days

Max. 4

Endos



Wildrye Grass



Grass



Linear



Fruit



Riparian



Max. Germ: 13 days

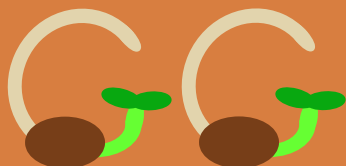
Max. 4

Endos



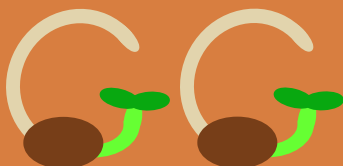
Glorious
Germination

SEED



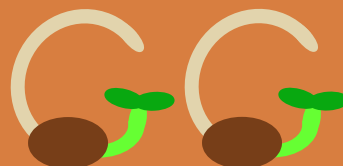
Glorious
Germination

SEED



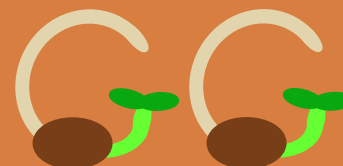
Glorious
Germination

SEED



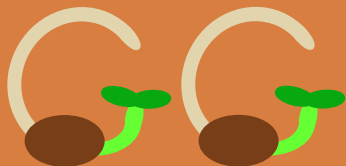
Glorious
Germination

SEED



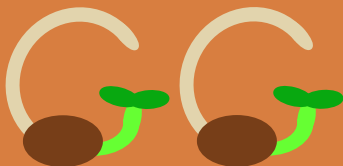
Glorious
Germination

SEED



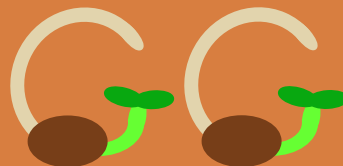
Glorious
Germination

SEED



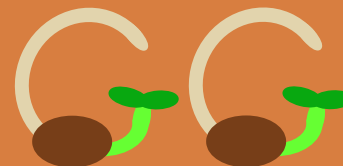
Glorious
Germination

SEED



Glorious
Germination

SEED



Western Peony



Shrub



Max. 5
Endos

Elliptic



Common



Forest



Max. Germ: 16 days

Golden Currant



Shrub



Max. 5
Endos

Elliptic



Fruit



Arid



Max. Germ: 17 days

Huckleberry



Shrub



Max. 5
Endos

Elliptic



Fruit



Alpine



Max. Germ: 17 days

Ocean Spray



Shrub



Max. 5
Endos

Elliptic



Common



Riparian



Max. Germ: 15 days

Garry Oak



Hardwood



Max. 7
Endos

Elliptic



Common

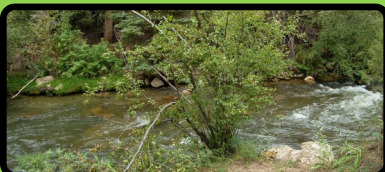


Forest



Max. Germ: 19 days

River Birch



Hardwood



Max. 7
Endos

Elliptic



Common



Riparian



Max. Germ: 19 days

Mountain Alder



Hardwood



Max. 7
Endos

Elliptic



Common



Alpine



Max. Germ: 20 days

Fireberry Hawthorn



Hardwood



Max. 7
Endos

Elliptic



Fruit



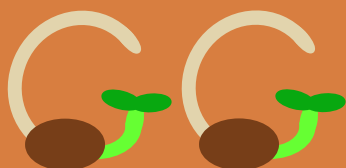
Arid



Max. Germ: 19 days

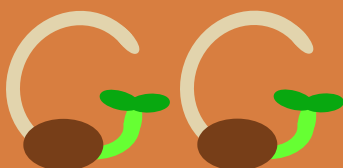
Glorious
Germination

SEED



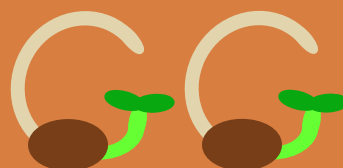
Glorious
Germination

SEED



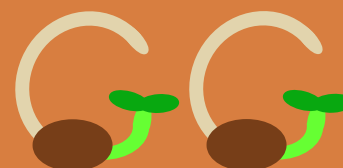
Glorious
Germination

SEED



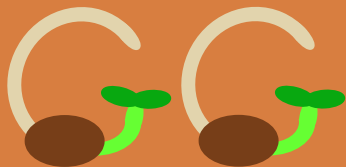
Glorious
Germination

SEED



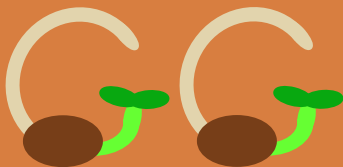
Glorious
Germination

SEED



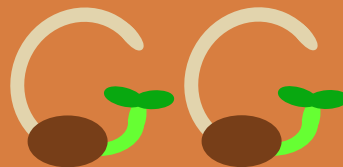
Glorious
Germination

SEED



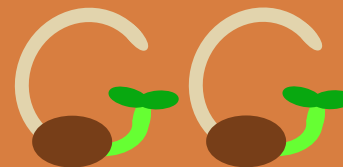
Glorious
Germination

SEED



Glorious
Germination


SEED





Engelmann Spruce





Evergreen 

Needle 

Cone 

Alpine 

Max. Germ: 20 days

Max. 8
Endos  

Western Juniper





Evergreen 

Needle 

Cone 

Arid 

Max. Germ: 18 days

Max. 8
Endos  

Canoe Cedar





Evergreen 

Needle 

Cone 

Riparian 

Max. Germ: 19 days

Max. 8
Endos  

Western Yew





Evergreen 

Needle 

Fruit 


Forest 

Max. Germ: 19 days

Max. 8
Endos  

Common Coccus



Veiny 

Yellow 

Global 


Germ Impact: -1 days



No
Enemies

Common Coccus



Irregular 

White 

Global 


Germ Impact: -2 days



No
Enemies

Common Coccus



Circular 

Green 

Global 

Germ Impact: Roll Die


Odd: -3 days; Even: -1 days




No
Enemies

Common Coccus



Circular 

Brown 

Global 

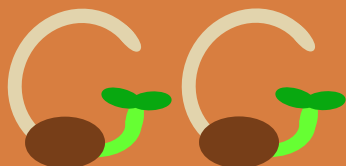
Germ Impact: -1 day



No
Enemies

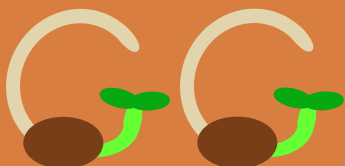
Glorious
Germination

SEED



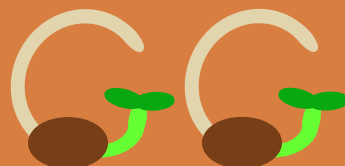
Glorious
Germination

SEED



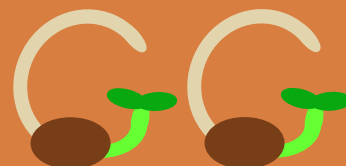
Glorious
Germination

SEED



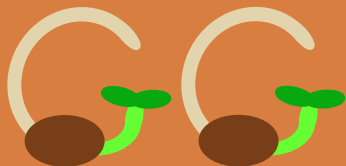
Glorious
Germination

SEED



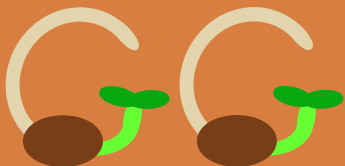
Glorious
Germination

ENDOPHYTE



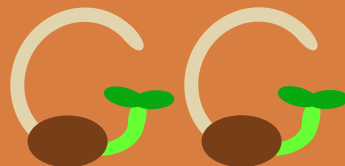
Glorious
Germination

ENDOPHYTE



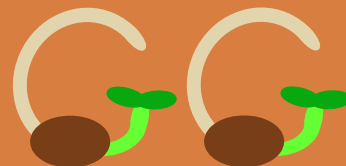
Glorious
Germination

ENDOPHYTE







Glorious
Germination

ENDOPHYTE




Common Coccus






Irregular 
Red 
Global 
Germ Impact: -1 day

No Enemies


Common Cap






Stringy 
Green 
Global 
Germ Impact: -1 day

No Enemies


Common Cap






Stringy 
Red 
Global 
Germ Impact: Roll Die
Odd: -2 days; Even: -0 days

No Enemies


Common Cap






Stringy 
Yellow 
Global 
Germ Impact: -1 day

No Enemies


Common Cap






Stringy 
White 
Global 
Germ Impact: -1 day

No Enemies


Common Cap






Stringy 
Brown 
Global 
Germ Impact: -2 days

No Enemies


Simple Shigella






Circular 
Pink 
Global 
Germ Impact: -2 days

No Enemies

Green Mold

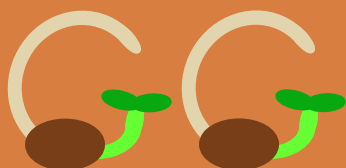


Stringy 
Green 
Global 
Germ Impact: -2 days

No Enemies

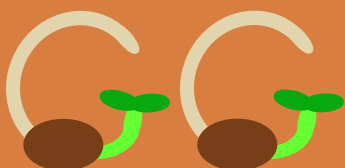
Glorious
Germination

ENDOPHYTE



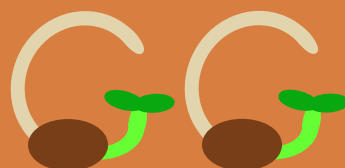
Glorious
Germination

ENDOPHYTE



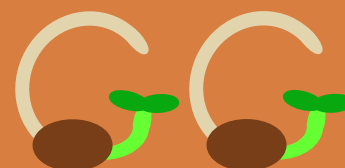
Glorious
Germination

ENDOPHYTE



Glorious
Germination

ENDOPHYTE



Glorious
Germination

ENDOPHYTE



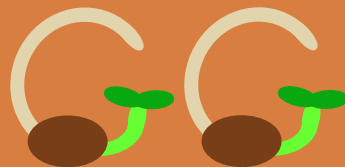
Glorious
Germination

ENDOPHYTE



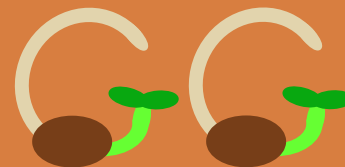
Glorious
Germination

ENDOPHYTE



Glorious
Germination

ENDOPHYTE



Forest Firmicutes



Irregular



Green



Forest



Brown



Fungi



Germ Impact: -3 days to forest seeds

Timber Treponema



Stringy



Pink



Forest



Green



Bact



Germ Impact: -3 days to forest seeds

Beach Yeast



Stringy



Blue



Riparian



Red



Bact



Germ Impact: -3 days to riparian seeds

Beach Bacillus



Irregular



Yellow



Riparian



White



Fungi



Germ Impact: -3 days to riparian seeds

Sky Salmonella



Veiny



Blue



Alpine



White



Bact



Germ Impact: -3 days to alpine seeds

Mountain Morel



Stringy



White



Alpine



Blue



Bact



Germ Impact: -3 days to alpine seeds

Scorched Stinkhorn



Stringy



Brown



Arid



Blue



Fungi



Germ Impact: -3 days to arid seeds

Arid Aureus



Veiny



Brown



Arid



Yellow



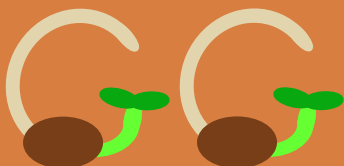
Fungi



Germ Impact: -3 days to arid seeds

**Glorious
Germination**

ENDOPHYTE



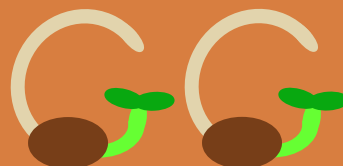
**Glorious
Germination**

ENDOPHYTE



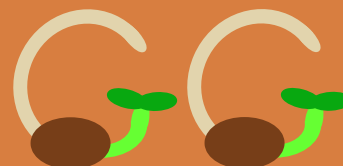
**Glorious
Germination**

ENDOPHYTE



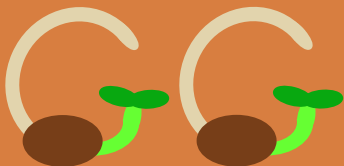
**Glorious
Germination**

ENDOPHYTE



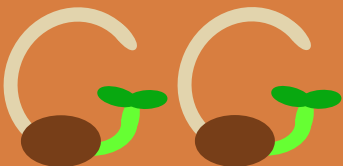
**Glorious
Germination**

ENDOPHYTE



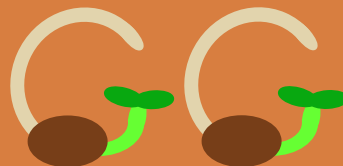
**Glorious
Germination**

ENDOPHYTE



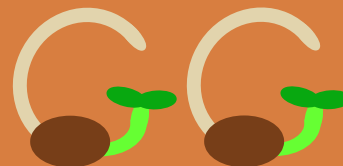
**Glorious
Germination**

ENDOPHYTE



**Glorious
Germination**

ENDOPHYTE



Leafy Listeria



Circular



Red



Elliptic



Brown



Bact



Germ Impact: -3 days to
simple leaf seeds

Fruity Fungus



Stringy



Blue



Fruit



Red



Fungi



Germ Impact: -3 days to
fruit bearing seeds

Grassy Gemella



Veiny



White



Linear



Pink



Fungi



Germ Impact: -3 days to
grassy leaf seeds

Needle Nylum



Stringy



Yellow



Needle



Green



Fungi



Germ Impact: -4 days to
needle leaf seeds

Cone Cladosporium



Stringy



Pink



Cone



Yellow



Bact



Germ Impact: -4 days to
cone bearing seeds

Flowering Firmicutes



Veiny



Blue



Common



Pink



Bact



Germ Impact: -3 days to
common flower seeds

Forb Fungus



Stringy



Green



Forb



Forest
Endos



Germ Impact: -3 days to
forbs, +2 days to others

Grassy Ganoderma



Stringy



Red



Grass



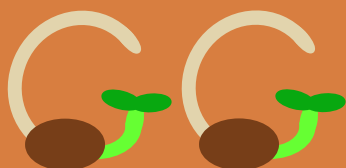
Arid
Endos



Germ Impact: -4 days to
grasses, +2 to others

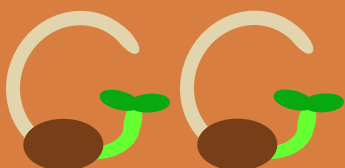
Glorious
Germination

ENDOPHYTE



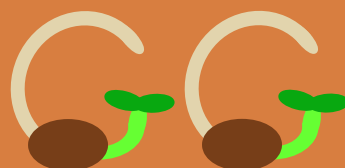
Glorious
Germination

ENDOPHYTE



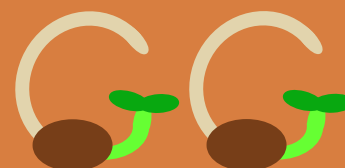
Glorious
Germination

ENDOPHYTE



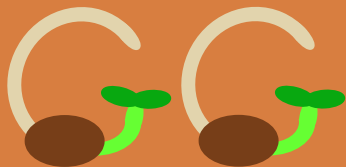
Glorious
Germination

ENDOPHYTE



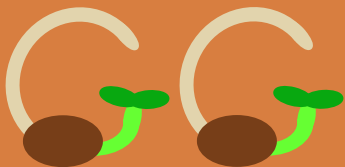
Glorious
Germination

ENDOPHYTE



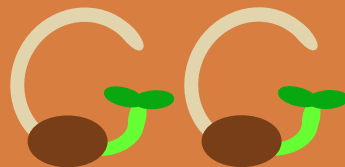
Glorious
Germination

ENDOPHYTE



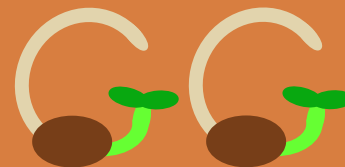
Glorious
Germination

ENDOPHYTE



Glorious
Germination

ENDOPHYTE



Shrub Spirillum



Veiny



Pink



Shrub



Alpine
Endos

Germ Impact: -5 days to shrubs, +3 to others

Pine Penny Bun



Stringy



Brown



Evergreen



Riparian
Endos

Germ Impact: -6 days to evergreens, +3 to others

Angiosperm Archaea



Irregular



White



Hardwood



Forest
Endos

Germ Impact: -6 days to hardwoods, +3 to others

Volcanic Vibrio



Irregular



Red



Global



No
Enemies

Germ Impact: Roll Die
Odd: -4 days; Even: +2 days

Silly Shiitake



Stringy



White



Global



No
Enemies

Germ Impact: Roll Die

Odd: -4 days; Even: +3 days

Pathogen



Virus

Germ Impact:

Roll Die

Add # rolled

Duration: 1 round

Pathogen



Nematode

Roll Die Once

Odd: Eats all bacteria

Even: Eats all fungi

(Effect lasts full duration)

Duration: 3 rounds

Pathogen



Mistletoe

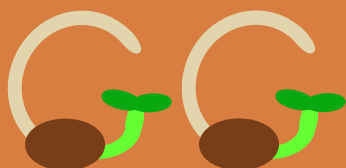
Germ Impact:

All endophytes +1 day
to each

Duration: 2 rounds

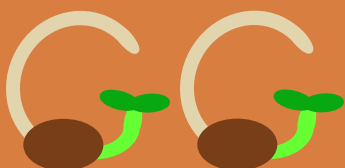
Glorious
Germination

ENDOPHYTE



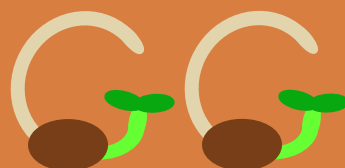
Glorious
Germination

ENDOPHYTE



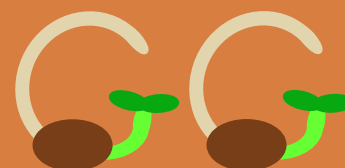
Glorious
Germination

ENDOPHYTE



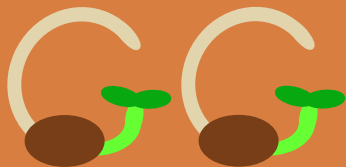
Glorious
Germination

ENDOPHYTE



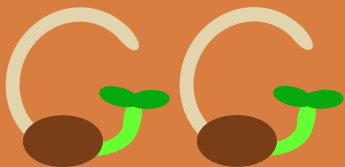
Glorious
Germination

ENDOPHYTE



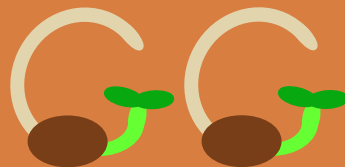
Glorious
Germination

ENDOPHYTE



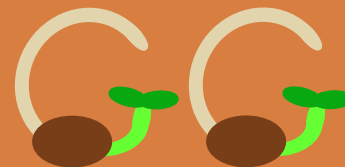
Glorious
Germination

ENDOPHYTE



Glorious
Germination

ENDOPHYTE



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:

1. The goal is to germinate your seed first before the other players.
2. 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.
4. Endophytes are stacked, such that you tally them each round. They stay with seed.
5. Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

Rules:

1. The goal is to germinate your seed first before the other players.
2. 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.
4. Endophytes are stacked, such that you tally them each round. They stay with seed.
5. Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

How to Play:

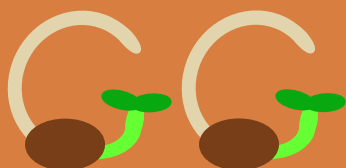
1. Separate plant seed cards from all others. Draw a random seed. Also separate how to play and rule cards.
2. Roll dice, highest number goes first then clockwise.
3. Draw endophyte card, either keep or give to other player (must take a given card).
4. Pathogens must be taken and kept attached for number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

How to Play:

1. 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.
3. Draw endophyte card, either keep or give to other player (must take a given card).
4. 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 ends for each person.
6. First to zero days wins.

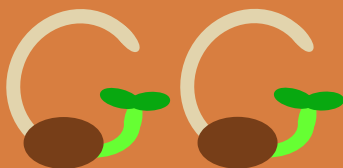
Glorious Germination

ENDOPHYTE



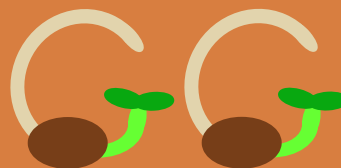
Glorious Germination

ENDOPHYTE



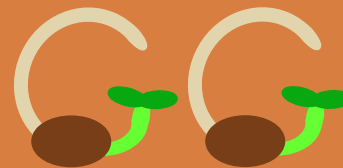
Glorious Germination

ENDOPHYTE



Glorious Germination

ENDOPHYTE



Rules:

1. The goal is to germinate your seed first before the other players.
2. 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.
4. Endophytes are stacked, such that you tally them each round. They stay with seed.
5. Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

Rules:

1. The goal is to germinate your seed first before the other players.
2. 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.
4. Endophytes are stacked, such that you tally them each round. They stay with seed.
5. Seeds have a max number of endophytes that cannot be exceeded. You must discard attached cards to take a new one.

How to Play:

1. 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.
3. Draw endophyte card, either keep or give to other player (must take a given card).
4. 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:

1. 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.
3. Draw endophyte card, either keep or give to other player (must take a given card).
4. 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.