

# 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. Winner moves forward 2, loser moves back 1.</p>	<p><b>Competition</b> For Light</p> <p>Late character type shades Early character type</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. Winner moves forward 2, loser moves back 1.</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 2</u></p> <p>If: 2 Early characters or 2 Late characters meet, then flip a coin to decide the winner. Winner moves forward 2, loser stays in place.</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 forward 2, loser stays in place.</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>