

## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Corn



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and cows

## Soybeans



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and cows

## Vegetables



Give 1 to locusts  
Give 2 energy to rabbits and raccoons  
Give 3 to deer

## Fruit Trees



Give 1 to locusts  
Give 2 to deer and raccoons



## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Corn



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and cows

## Soybeans



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and cows

## Vegetables



Give 1 to locusts  
Give 2 energy to rabbits and raccoons  
Give 3 to deer

## Fruit Trees



Give 1 to locusts  
Give 2 to deer and raccoons

## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Grasses/Hays



Give 1 to locusts, chickens, pig, rabbit  
Give 2 to deer, goats  
Give 4 energy to cows

## Corn



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and give 4 to cows

## Soybeans



Give 1 to locusts  
Give 2 energy to chickens, pigs, and goats  
Give 3 to deer and cows

## Decomposer



Take 1 when any CONSUMER sits down

## Sunlight



Give 5 to **PRODUCERS** at start of game.  
Give 2 more with each additional visit



## Chicken



Give 3 to a **CONSUMER**

## Chicken



Give 3 to a **CONSUMER**

## Cow



Give 3 to **COYOTE**

## Cow



Give 3 to **COYOTE**

## Goat



Give 2 to **COYOTE**

## Pig



Give 2 to **COYOTE**

## Locust - Insect Pest



Give 1 to a **CONSUMER** or **CONSUMER**

## Rabbit



Give 3 to a **CONSUMER**

## Deer



Give 3 to **COYOTE**

## Coyote



## Raccoon



Give 2 to a **CONSUMER**

## Hawk

