

Chance Cards

Card	Category	Action
2♥	Natural Disaster	Lightning and dry temperatures cause a bush fire to rip through the plains. <i>Remove all plants and animals in the plains</i>
3♥	Natural Disaster	An earthquake shakes the park, causing all animals on high terrain to fall to their deaths <i>Remove all animals on mountains</i>
4♥	Natural Disaster	An active volcano erupts, and releases hot magma through the plains <i>Remove all plants and animals on the plains</i>
5♥	Natural Disaster	A category 4 tornado rips through the park causing mass destruction in its path. <i>Remove all plants and animals in path of tornado (the valley)</i>
6♥	Weather	Polar vortex causes below-average temperatures causing many small mammals to freeze to death <i>Remove 50% of mouse population</i>
7♥	Weather	Warm temperatures and increase of sunny periods lead to large areas of grasses and tree sprouts <i>Increase mouse and elk populations by 4</i> <i>Increase willow populations by 100%</i>
8♥	Weather	Extreme winds cause bird nests to fall from trees <i>Decrease eagle population by 50%</i> <i>Decrease Willow populations by 25%</i>
9♥	Weather	Heavy rains lead to flooding of riverbank If beaver population ≥ 4 , <i>nothing changes</i> (beaver dams control flow) Otherwise, river floods grizzly dens; <i>remove all bears by waterways</i>
10♥	Human Interference	Illegal hunters sneak into the park at night and kill massive numbers of elk <i>Remove 50% of elk population</i>
2♦	Human Interference	A new resort is built, destroying waterways necessary for beaver habitat <i>Remove 50% of beaver population</i>
3♦	Human Interference	A new law is passed which makes trapping inside the park illegal <i>Increase remaining species by 2</i>
4♦	Human Interference	A new wildlife rehabilitation center has opened up in the park which specializes in rehabilitating raptors. <i>Increase eagle population by 2</i>
5♦	Human Interference	A new road is built which runs through a major migration route in the park, resulting in high amount of road kill. <i>Mouse, beaver and elk populations decrease by 50% in the valley.</i> <i>Eagle population decrease by 2 (also hit by cars when scavenging road-side)</i>

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6♦	Human Interference	New conservation education program is set up which encourages children and youth to be environmental stewards. <i>Increase all populations by 2</i>
7♦	Disease	A Canine Parvovirus outbreak sweeps across the park, dramatically reducing the wolf population. <i>Remove 50% of the wolf and coyote population</i>
8♦	Disease	A fast-spreading fungus infects local trees and grasses, causing all grasses and trees in the plains to die. <i>Remove all willows from the plains</i> <i>Reduce all elk and mouse populations in the plains by 50%</i>
9♦	Invasive Species	Several pet rabbits are abandoned in the park, and begin eating young willow tree sprouts <i>Remove all willows on the edge (1 inch) of the park</i> <i>Decrease mouse population by 50% (rabbits outcompete mice for food)</i>
10♦	Invasive Species	Irresponsible campers leave several non-native plant species behind, which grow and spread, eventually overgrowing many fruit-bearing shrubs, essential to grizzly bear's diet <i>Remove 50% of grizzly bears</i>
2♣	Free card	All is well in the park <i>No change</i>
3♣	Free card	All is well in the park <i>No change</i>
4♣	Free card	All is well in the park <i>No change</i>
5♣	Double Jeopardy	Draw TWO cards for this round (not including this card)
6♣	Immigration	A pair of brother wolves from a neighbouring park are accepted into a large pack within the park <i>Increase wolf population by 2</i>
7♣	Free card	All is well in the park <i>No change</i>
8♣	Immigration	Bonus Immigration! Add a mating pair of your choice to the ecosystem
9♣	Immigration	Bonus Immigration! Add a mating pair of your choice to the ecosystem
10♣	Emigration	It's getting too crowded in here! <i>Remove half of your largest population</i>

Note to teachers: Since not all cards were used for action cards. A suggested warm-up activity could involve groups of students creating their own chance cards, based on previously covered topics (or student imagination).