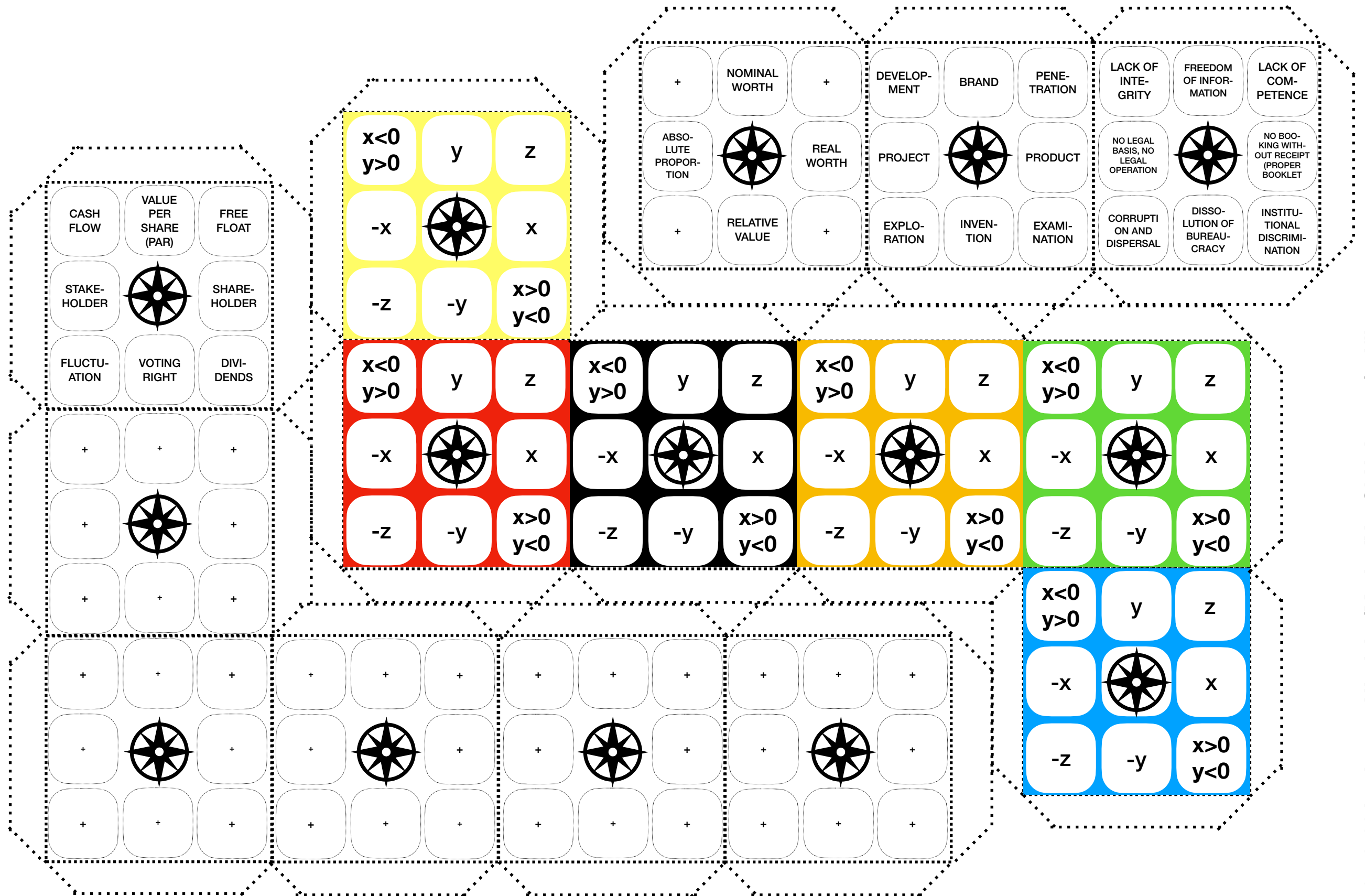
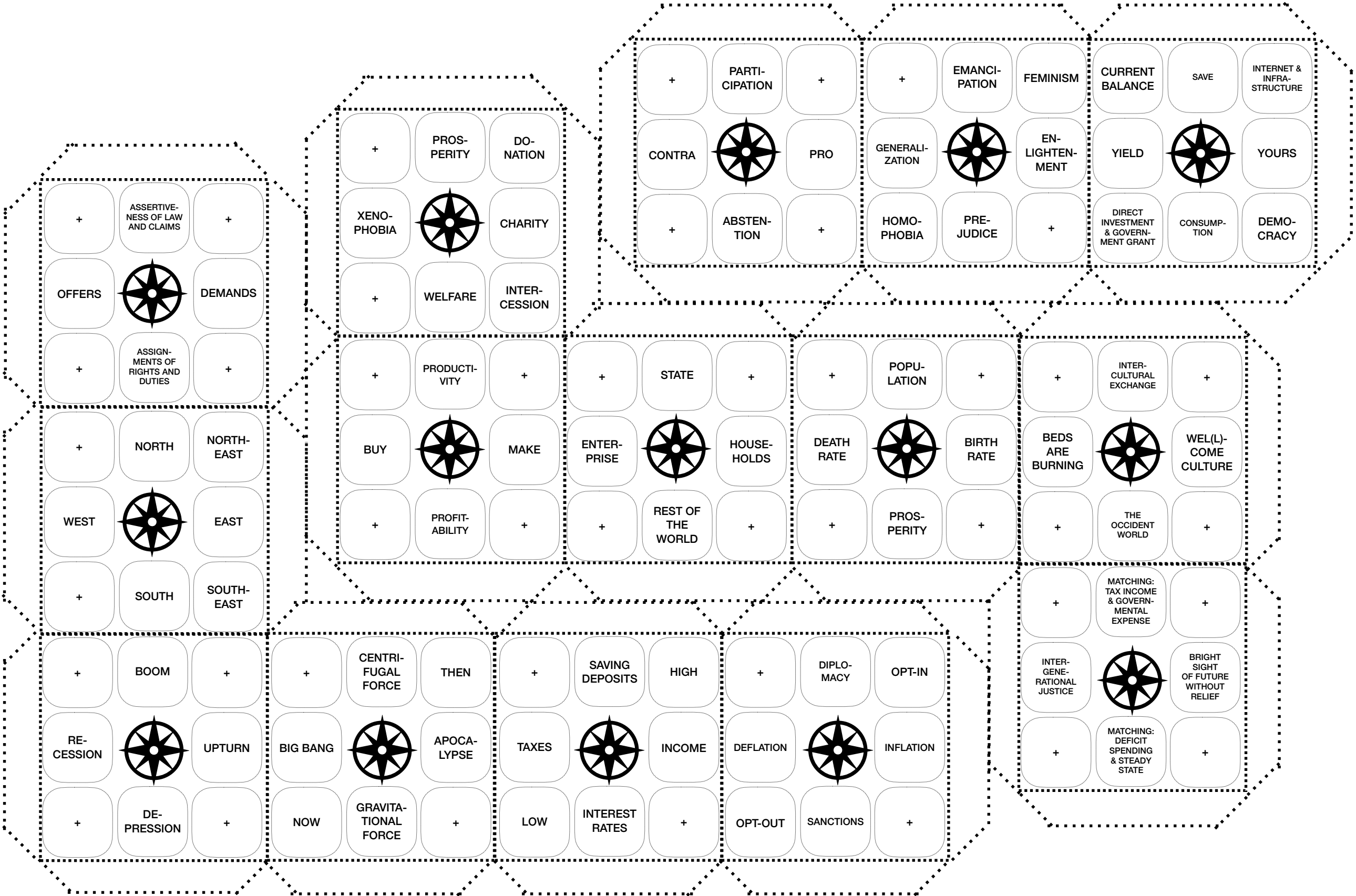


6a. The Interaction Law in competing ecosystems using a Balanced Score Cube (1/4)



- blue/cold
- yellow/warm
- balanced score compass
- red/hotspot
- orange/spotlight
- green/tepid whereby $x, y, z \geq 0$
- + unknown sidekick (placeholder)
- balanced score criteria
- ... marking lines (cut out, fold over & glue)

6a. The Interaction Law in competing ecosystems using a Balanced Score Cube (2/4)



- blue/cold

■ yellow/warm

■ balanced score compass
- red/hotspot

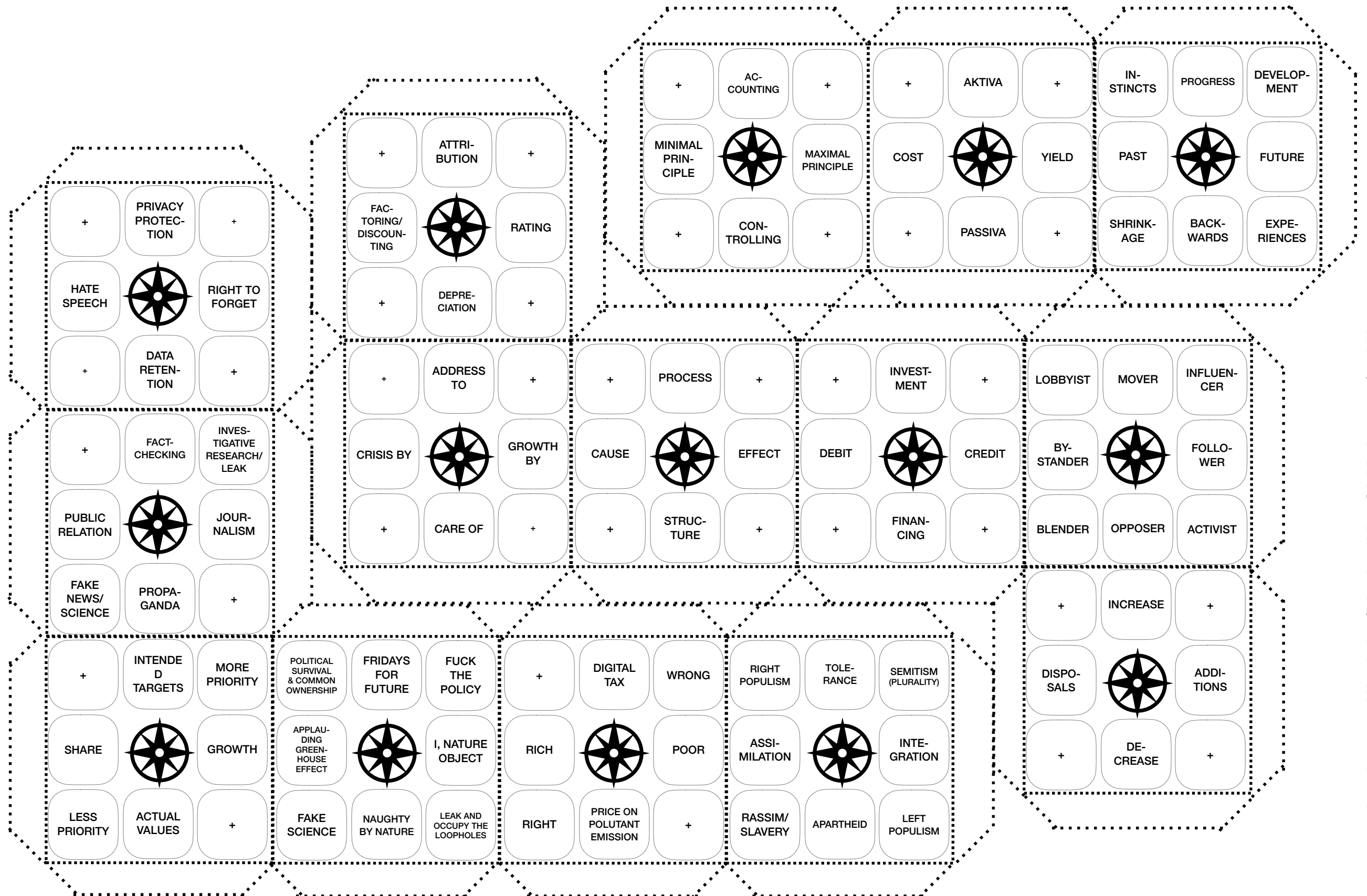
■ orange/spotlight

■ green/tepid whereby $x,y,z \geq 0$
- + unknown sidekick (placeholder)

⋮ balanced score criteria

... marking lines (cut out, fold over & glue)

6a. The Interaction Law in competing ecosystems using a Balanced Score Cube (3/4)



- blue/cold
- yellow/warm
- balanced score compass
- red/hotspot
- orange/spotlight
- green/tepid whereby $x,y,z \geq 0$
- + unknown sidekick (placeholder)
- balanced score criteria
- ... marking lines (cut out, fold over & glue)

6a. The Interaction Law in competing ecosystems using a Balanced Score Cube (4/4)

