YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

There is not enough food for you to survive in the area in which you settled. You starve.

The river temperature spikes because there is too little water in the river. You die from high water.

You elude predators by hiding under...

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

You leave the substrate and are...

You choke on...

Rainbow trout entering the...

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

You are captured illegally by poachers.

Chemicals sprayed onto a field next to the river leach peamouth...

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

into the water after a rainstorm and...

River temperature forces you downstream.

You are infected by a disease.

You get eaten by a disease.

You are infected by a pathogen.

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

You are crushed by gravel and cobble shifting during a high flow event.

The gravel you settle into stuck to was kicked over by a person walking through the river. You are squished.

You are eaten by a rainbow trout.

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

You begin to drift downstream and...

... River temperature increases and you settle in another area...

The gravel you settle into are...

YOU DIELARVAE (parenleft.capFREE SWIMMING/parenright.cap)

JUVENILE

A gravel bed lets you drift downstream to areas with large substrate...

...new gravels are created by a...