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Northgreen

Glossary



The **GAME**
BUILDERS

Glossary

In this glossary, we give you an overview of the pin bonuses, the various delivery actions and the »Long-term Project« and »Instant Project« cards.

–Pin-Bonuses–

You'll find the various pin bonuses at the top of your player board. They are the same on all boards. You receive an instant bonus by placing **1 pin** from the »Available Pins« section of

your board during the »Placing 1 Pin« step in the yield phase. After that, this instant bonus is no longer available to you for the rest of the game.



With this instant bonus you immediately gain **4 food**.



With this instant bonus you immediately gain **3 workforce**.



With this instant bonus you immediately gain **3 soil**.



With this instant bonus you immediately publish **1 research paper without spending workforce** (see side note »Research Papers«, rule book page 17).



With this instant bonus you may immediately **sow 1 cabbage or 1 tomato** from your storage (see side note »Sowing Cabbage and Tomatoes«, rule book page 13).



With this instant bonus you immediately gain **2 steps on the community track** (see side note »The Community Track«, rule book page 14).



With this instant bonus you immediately gain up to **2 steps on the forest track** (see side note »The Forest Track«, rule book page 15).



With this instant bonus you may immediately **play 1 card »Long-term Project« or »Instant Project«** from your hand into your display. You have to meet the conditions and may gain the immediate effect, if any (»Instant Project« card) (see rules on cards, rule book page 20).

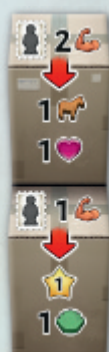


With this instant bonus you may **expand** your landscape with 1 single **landscape tile forest or greenhouse**; or 1 double landscape tile **greenhouse+forest** (see side note »Expanding your Landscape«, rule book page 10, incl. the »Immediate Soil Conversion«, rule book page 12).

–Delivery Actions–

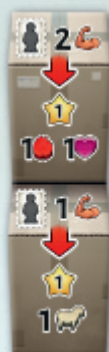
Each » Delivery Actions« tile shows 2 different delivery actions.
There are 12 different tiles, 4 each of level I (cardboard), II (wood) and III (metal).

Level I (Cardboard)



Top action: Spend 2 workforce to gain **1 horse** (from the general supply into your storage or your landscape, *see side note »Animal husbandry«, rule book page 24*) and **1 step on the community track** (*see side note »The Community Track«, rule book page 14*).

Bottom action: Spend 1 workforce to gain **1 cabbage** (from the general supply into your storage) and **1 victory point**.



Top action: Spend 2 workforce to gain **1 tomato** (from the general supply into your storage), **1 victory point** and **1 step on the community track** (*see side note »The Community Track«, rule book page 14*).

Bottom action: Spend 1 workforce to gain **1 sheep** (from the general supply into your storage or your landscape, *see side note »Animal Husbandry«, rule book page 24*) and **1 victory point**.



Top action: Spend 2 workforce to gain **1 cabbage** (from the general supply into your storage), **1 food**, **1 victory point** and **1 step on your field research track**. If you reach your marker »Field Research Objectives«, proceed as described in *»Determining Field Research Successes«, rule book page 25*.

Bottom action: Spend 1 workforce to gain **1 tomato** (from the general supply into your storage) and **1 step on your field research track**. If you reach your marker »Field Research Objectives«, proceed as described in *»Determining Field Research Successes«, rule book page 25*.



Top action: Spend 2 workforce to gain **2 food** and **2 steps on your field research track**. If you reach your marker »Field Research Objectives«, proceed as described in *»Determining Field Research Successes«, rule book page 25*.

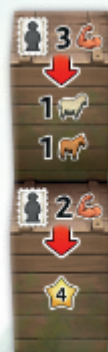
Bottom action: Spend 1 workforce to gain **1 horse** (from the general supply into your storage or your landscape, *see side note »Animal Husbandry«, rule book page 24*).

Level II (Wood)



Top action: Spend 3 workforce to gain **3 steps on your field research track**. If you reach your marker »Field Research Objectives«, proceed as described in *»Determining Field Research Successes«, rule book page 25*.

Bottom action: Spend 2 workforce to gain **1 cabbage** (from the general supply into your storage) and **1 tomato** (from the general supply into your storage).



Top action: Spend 3 workforce to gain **1 horse** and **1 sheep** (from the general supply into your storage or your landscape, *see side note »Animal Husbandry«, rule book page 24*).

Bottom action: Spend 2 workforce to gain **4 victory points**.



Top action: Spend 3 workforce to gain **2 steps on the community track** (see side note »The Community Track«, rule book page 14) and **1 step on your field research track**. If you reach your marker »Field Research Objectives«, proceed as described in »Determining Field Research Successes«, rule book page 25.

Bottom action: Spend 2 workforce to publish **1 research paper** (see side note »Research Papers«, rule book page 17).



Top action: Spend 3 workforce to gain **1 victory point**. You may also expand your landscape with **1 single landscape tile forest** or **greenhouse**; or 1 double landscape tile **greenhouse+forest** (see side note »Expanding your Landscape«, rule book page 10, incl. the »Immediate Soil Conversion«, rule book page 12).

Bottom action: Spend 2 workforce to gain **1 step on the community track** (see side note »The Community Track«, rule book page 14) and up to **2 steps on the forest track** (see side note »The Forest Track«, rule book page 15).

Level III (Metal)



Top action: Spend 4 workforce to gain **2 victory points** and **3 steps on the community track** (see side note »The Community Track«, rule book page 14).

Bottom action: Spend 3 workforce to gain **6 victory points**.



Top action: Spend 4 workforce to gain a number of **victory points** and **steps on your research track** equal to the **number of visible houses** on your settlement tiles in your landscape (e.g. 3 victory point and 3 steps on your field research track for 3 visible house symbols). If you reach your marker »Field Research Objectives«, proceed as described in »Determining Field Research Successes«, rule book page 25.

Bottom action: Spend 3 workforce to gain **1 victory point** and **2 steps on the community track** (see side note »The Community Track«, rule book page 14).



Top action: Spend 4 workforce to gain **8 victory points**.

Bottom action: Spend 3 workforce to publish **2 research papers** (see side note »Research Papers«, rule book page 17).



Top action: Spend 4 workforce to gain up to **4 steps on the forest track** (see side note »The Forest Track«, rule book page 15).

Bottom action: Spend 3 workforce to gain **4 victory points** and **1 step on the community track** (see side note »The Community Track«, rule book page 14).

—Cards »Long-term Project«—

»Long-term Project« cards grant you a **permanent effect** that lasts for the rest of the game, often as soon as you perform certain main actions. The exact timing of the effect is specified on the card. Using an effect is always **optional**; you are never obliged to use it.

Many project cards also award you a number of **Victory Points** at the end of the game if they are in your display (not in your hand). You only need to fulfil the conditions when you play a card; you don't need to do so to use its effect later on.



B001

Conditions: Have at least 3 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: Before or after your action you gain 1 food.

Discard bonus: You gain 2 food or 1 workforce.



B002

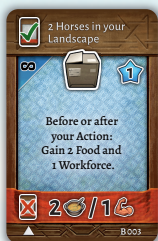
Conditions: Have 2 more Forest than Greenhouses in your landscape.

Victory points at the end of the game: zero.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: Instead of taking the reward from your destination space, you may choose the reward from any of the spaces in front of or behind you. This applies even if that square is occupied. If you move forward just one step, you may also take the reward from the destination space you were previously standing on (so with this card, it is possible to take the reward from a destination space more than once).

Discard bonus: You gain 2 food or 1 workforce.



B003

Conditions: Have at least 2 horses in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action.

Effect: You gain 2 food and 1 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B004

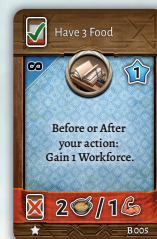
Conditions: Have at least 5 food.

Victory points at the end of the game: zero.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: If you gained victory points from the space you ended up in: Gain 3 victory points. The final space on the forest track is also considered a space that awards victory points.

Discard bonus: You gain 2 food or 1 workforce.



B005

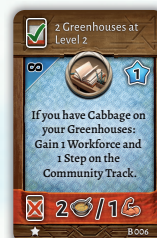
Conditions: Have at least 3 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you gain 1 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B006

Conditions: Have at least 2 Greenhouses at Level 2.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you gain 1 workforce and 1 step on the community track, if you have at least 1 cabbage on your greenhouses.

Discard bonus: You gain 2 food or 1 workforce.



B007

Conditions: Have at least 2 greenhouses with crops (i.e. greenhouses containing cabbage and/or tomatoes).

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you may spend 1 workforce to gain 3 food.

Discard bonus: You gain 2 food or 1 workforce.



B008

Conditions: Have at least 2 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: Before or after your action you gain 1 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B009

Conditions: Have at least 3 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: Before or after your action you gain 1 food.

Discard bonus: You gain 2 food or 1 workforce.



B010

Conditions: Have at least 4 greenhouses in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: In the first step of the yield phase: resolving project cards effects.

Effect: You gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B011

Conditions: Have at least 1 greenhouse at level 2.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action.

Effect: You gain 1 soil for each unplanted (i.e. empty) greenhouse on levels 2 and 3.

Discard bonus: You gain 2 food or 1 workforce.



B012

Conditions: Have at least 4 cabbage and/or tomatoes in your storage.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Planting«.

Effect: Before or after your action you gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B013

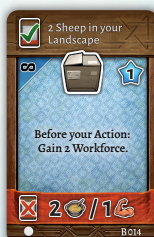
Conditions: Have at least 3 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 1 victory point.

Discard bonus: You gain 2 food or 1 workforce.



B014

Conditions: Have at least 2 sheep in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action.

Effect: You gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B015

Conditions: Have at least 5 workforce.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 3 food.

Discard bonus: You gain 2 food or 1 workforce.



B016

Conditions: Have at least 1 horse and 1 sheep in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 work-force.



B017

Conditions: Have at least 3 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 work-force.



B018

Conditions: Have at least 4 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your Action you gain 1 step on the forest track.

Discard bonus: You gain 2 food or 1 work-force.



B019

Conditions: Have at least 2 tomatoes in your storage.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Building«.

Effect: Before or after your Action you may sow 1 tomato.

Discard bonus: You gain 2 food or 1 work-force.



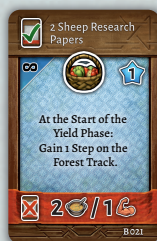
B020

Conditions: Your »Forest Track Token« must be located in forest section II of the forest track at least.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action.

Effect: You gain 1 step on the forest track.
Discard bonus: You gain 2 food or 1 work-force.



B021

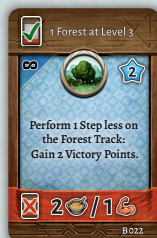
Conditions: Have published at least 2 research papers (filled book slots) about sheep.

Victory points at the end of the game: 1.

Timing of the effect: In the first step of the yield phase: resolving project cards effects.

Effect: You gain 1 step on the forest track.

Discard bonus: You gain 2 food or 1 work-force.



B022

Conditions: Have at least 1 forest at level 3.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: If you move at least one step less along the forest track than you are actually allowed to, you receive 2 victory points.

However, you must move at least one step forward.

Discard bonus: You gain 2 food or 1 work-force.



B023

Conditions: Have at least 4 forests, no matter at what level.

Victory points at the end of the game: 1.

Timing of the effect: In the first step of the yield phase: resolving project cards effects.

Effect: You gain 3 food.

Discard bonus: You gain 2 food or 1 work-force.



B024

Conditions: Have at least 1 forest at level 2 and 1 greenhouse at level 2.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action.

Effect: You gain 1 soil.

Discard bonus: You gain 2 food or 1 work-force.



B025

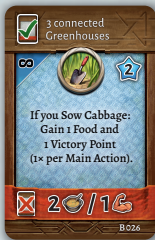
Conditions: Have at least 1 greenhouse at level 2.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: If you sow at least 1 tomato, you gain 1 food and 1 victory point. You do not receive this bonus more than once, even if you sow more than 1 tomato during your main action.

Discard bonus: You gain 2 food or 1 work-force.



B026

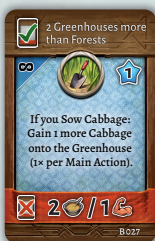
Conditions: Have at least 3 connected greenhouses (not diagonally).

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Planting«.

Effect: If you sow at least 1 cabbage, you gain 1 food and 1 victory point. You do not receive this bonus more than once, even if you sow more than 1 cabbage during your main action.

Discard bonus: You gain 2 food or 1 work-force.



B027

Conditions: Have at least 2 more greenhouses than forests.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: If you sow at least 1 cabbage, you may add 1 extra cabbage from the general supply (for example, 3 instead of 2 on a level 2 greenhouse). You do not receive this bonus more than once, even if you sow more than 1 cabbage during the main action.

Discard bonus: You gain 2 food or 1 work-force.



B028

Conditions: Have at least 2 more greenhouses than forests.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: If you sow at least 1 tomato, you may add 1 extra tomato from the general supply (for example, 3 instead of 2 on a level 2 greenhouse). You do not receive this bonus more than once, even if you sow more than 1 tomatoes during the main action.

Discard bonus: You gain 2 food or 1 work-force.



B029

Conditions: Have at least 1 greenhouse at level 3.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: Before or after your action you gain 1 step on the community track and 1 victory point each per level 3 greenhouse in your landscape.

Discard bonus: You gain 2 food or 1 work-force.



B030

Conditions: Your landscape must have at least 8 spaces.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 1 soil.

Discard bonus: You gain 2 food or 1 work-force.



B031

Conditions: Have at least 5 tomatoes in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 3 food.

Discard bonus: You gain 2 food or 1 work-force.



B032

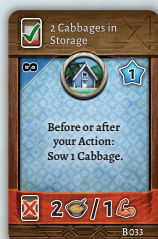
Conditions: Have at least 5 cabbage in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth«

Effect: Before or after your action you gain 3 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B033

Conditions: Have at least 2 cabbage in your supply.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Building«

Effect: Before or after your action you may sow 1 cabbage.

Discard bonus: You gain 2 food or 1 workforce.



B034

Conditions: Have at least 2 horses and 3 cabbage in your storage and/or your landscape.

Victory points at the end of the game: 2.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 soil.

Discard bonus: You gain 2 food or 1 workforce.



B035

Conditions: Have at least 2 sheep and 3 tomatoes in your storage and/or your landscape.

Victory points at the end of the game: 2.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 soil.

Discard bonus: You gain 2 food or 1 workforce.



B036

Conditions: Have published at least 1 research paper (filled book slot) about horses.

Victory points at the end of the game: zero.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B037

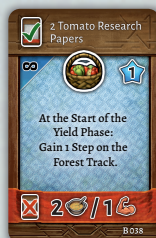
Conditions: Have published at least 2 research papers (filled book slots) about cabbage.

Victory points at the end of the game: 3.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B038

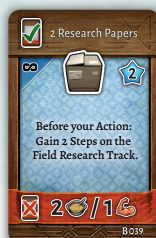
Conditions: Have published at least 2 research papers (filled book slots) about tomatoes.

Victory points at the end of the game: 1.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 step on the forest track.

Discard bonus: You gain 2 food or 1 workforce.



B039

Conditions: Have published at least 2 research papers (filled book slots).

Victory points at the end of the game: 2.

Timing of the effect: Before you carry out your delivery action .

Effect: You gain 2 steps on your field research track.

Discard bonus: You gain 2 food or 1 workforce.



B040

Conditions: Have published at least 3 research papers (filled book slots).

Victory points at the end of the game: 2.

Timing of the effect: Before you carry out your delivery action .

Effect: You gain 3 steps on your field research track.

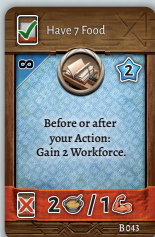
Discard bonus: You gain 2 food or 1 workforce.



B041



B042



B043



B044



B045

Conditions: Have at least 5 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: Before or after your action you gain 2 steps on your field research track.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 6 food.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Building«.

Effect: Before or after your action you gain 1 soil.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 7 food.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 5 workforce.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 6 workforce.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting«.

Effect: Before or after your action you gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B046



B047



B048



B049



B050

Conditions: Have at least 7 workforce.

Victory points at the end of the game: zero.

Timing of the effect: Before you carry out your delivery action.

Effect: Before or after your action you gain 2 soil.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 1 forest at level 3.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Publishing Research Paper«.

Effect: Before or after your action you may take the reward from a book slot that has already been filled. For example, if you have filled the book slot on the far left at cabbage with a previous research contribution, you gain 2 food.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 1 greenhouse at level 3.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Growth«.

Effect: Before or after your action you gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 1 forest at level 3.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research«.

Effect: Before or after your action you gain 1 Soil and 1 Victory Point each per Level 3 Forest in your landscape.

Discard bonus: You gain 2 food or 1 workforce.

Conditions: Have at least 1 forest at level 2 and 1 greenhouse at level 2.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Building«.

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 workforce.



B051

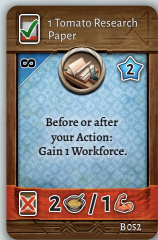
Conditions: Have published at least 1 research paper (filled book slot) about cabbage.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Building« .

Effect: Before or after your action you gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B052

Conditions: Have published at least 1 research paper (filled book slot) about tomato.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Publishing Research Paper« .

Effect: Before or after your action you gain 1 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B053

Conditions: Have published at least 1 research paper (filled book slot) about sheep.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Planting« .

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 workforce.



B054

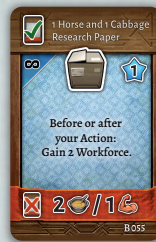
Conditions: Have published at least 2 research papers (filled book slots) about horses.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Growth« .

Effect: Before or after your action you gain 1 soil.

Discard bonus: You gain 2 food or 1 workforce.



B055

Conditions: Have published at least 1 research paper (filled book slot) about horses and at least 1 about cabbage.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action .

Effect: You gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B056

Conditions: Have published at least 1 research paper (filled book slot) about sheep and at least 1 about tomatoes.

Victory points at the end of the game: 1.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 1 soil and 1 food.

Discard bonus: You gain 2 food or 1 workforce.



B057

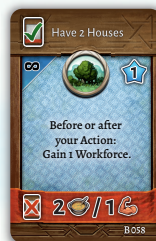
Conditions: Your »Forest Track Token« must be located in forest section I of the forest track at least.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Growth« .

Effect: Before or after your action you gain 1 soil.

Discard bonus: You gain 2 food or 1 workforce.



B058

Conditions: Have at least 2 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research« .

Effect: Before or after your action you gain 1 workforce.

Discard bonus: You gain 2 food or 1 workforce.



B059

Conditions: Have at least 3 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Planting« .

Effect: Before or after your action you gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B060

Conditions: Have at least 3 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: When carrying out the main action »Building« .

Effect: Before or after your action you gain 2 food.

Discard bonus: You gain 2 food or 1 workforce.



B061

Conditions: Have at least 2 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: zero.

Timing of the effect: In the first step of the yield phase : resolving project cards effects.

Effect: You gain 2 steps on your field research track.

Discard bonus: You gain 2 food or 1 workforce.



B062

Conditions: Have at least 4 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: Before you carry out your delivery action .

Effect: You gain 2 steps on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B063

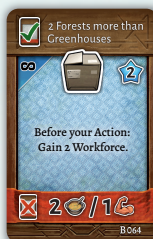
Conditions: Have at least 3 connected forests in your landscape.

Victory points at the end of the game: 1.

Timing of the effect: When carrying out the main action »Forest Research« .

Effect: Before or after your action you gain 1 step on the community track.

Discard bonus: You gain 2 food or 1 workforce.



B064

Conditions: Have 2 more Forest than Greenhouses in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: Before you carry out your delivery action .

Effect: You gain 2 workforce.

Discard bonus: You gain 2 food or 1 workforce.

—Cards »Instant Project«—

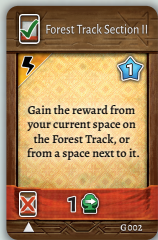
»Instant Project« cards grant you a **powerful one-off immediate effect when played**. Using an effect is always *optional*; you are never obliged to use it.

Many project cards also award you a number of **victory points** at the end of the game if they are in your display (not in your hand).



G001

Conditions: Have at least 1 forest at level 2.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 3 food.
Discard bonus: You gain 1 soil.



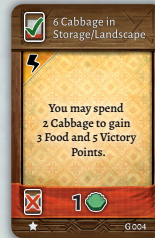
G002

Conditions: Your »Forest Track Token« must be located in forest section II of the forest track at least.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You may gain the reward from your current space on the forest track (where your piece is on the forest track), or from any of the spaces one step before or after it (even if these are occupied by another piece). You are not allowed to take the reward from any of the end spaces on the forest track. If your piece is already on an end space on the forest track when you play this card, you must therefore take the reward from the space immediately before it.
Discard bonus: You gain 1 step on the forest track.



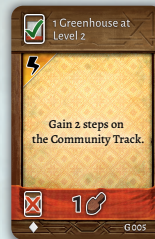
G003

Conditions: Have at least 1 greenhouse at level 2.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 1 food and 2 workforce.
Discard bonus: You gain 1 soil.



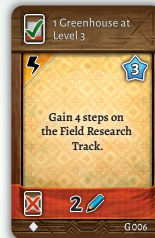
G004

Conditions: Have at least 6 cabbage in your storage and/or your landscape.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You may spend 2 cabbage (from your storage and/or your landscape) once only to gain 3 food and 5 victor points.
Discard bonus: You gain 1 cabbage from the general supply into your storage.



G005

Conditions: Have at least 1 greenhouse at level 2.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 1 soil.



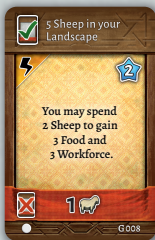
G006

Conditions: Have at least 1 greenhouse at level 3.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You gain 4 steps on your field research track.
Discard bonus: You gain 2 steps on your field research track.



G007

Conditions: Have at least 1 forest at level 2.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You gain 1 workforce and 1 step on the community track.
Discard bonus: You gain 1 soil.



G008

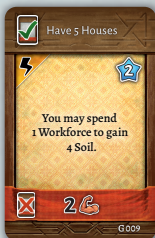
Conditions: Have at least 5 sheep in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You may spend 2 sheep (from your storage and/or your landscape) once only to gain 3 food and 3 workforce.

Discard bonus: You gain 1 sheep from the general supply into your storage or your landscape.



G009

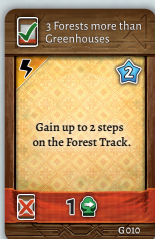
Conditions: Have at least 5 houses, i.e. visible house symbols on settlement tiles in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You may spend 1 workforce once only to gain 4 soil.

Discard bonus: You gain 2 workforce.



G010

Conditions: Have at least 3 more forests than greenhouses.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: Gain up to 2 steps on the forest track.

Discard bonus: You gain 1 step on the forest track.



G011

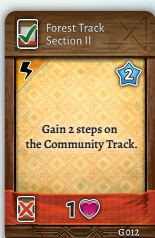
Conditions: Have at least 4 connected forests in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You gain 4 workforce.

Discard bonus: You gain 1 food and 1 workforce.



G012

Conditions: Your »Forest Track Token« must be located in forest section II of the forest track at least.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You gain 2 steps on the community track.

Discard bonus: You gain 1 step on the community track.



G013

Conditions: Your »Forest Track Token« must be located in forest section III of the forest track at least.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You may publish up to 2 research papers without spending workforce.

Discard bonus: You gain 2 workforce.



G014

Conditions: Have at least 4 connected greenhouses in your landscape.

Victory points at the end of the game: 2.

Timing of the effect: Immediately when played.

Effect: You gain 4 workforce.

Discard bonus: You gain 1 soil.



G015

Conditions: Have at least 4 greenhouses with plants (i.e. greenhouses with cabbage and/or tomatoes on them).

Victory points at the end of the game: 1.

Timing of the effect: Immediately when played.

Effect: You gain 1 reward from 1 space in the forest track in section I and 1 in section II, even if these spaces are occupied.

Discard bonus: You gain 1 step on the forest track.



G016

Conditions: Have at least 1 greenhouse at level 3.

Victory points at the end of the game: 3.

Timing of the effect: Immediately when played.

Effect: You gain 4 steps on your field research track.

Discard bonus: You gain 1 step on the community track.



G017

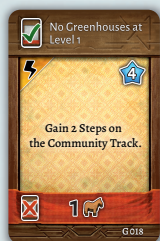
Conditions: Have at least 4 greenhouses without plants (i.e. empty).

Victory points at the end of the game: 1.

Timing of the effect: Immediately when played.

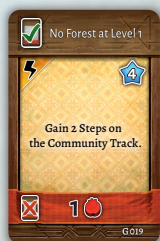
Effect: You gain 3 soil.

Discard bonus: You gain 1 soil.



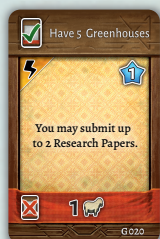
G018

Conditions: Have no level 1 greenhouse.
Victory points at the end of the game: 4.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 1 horse from the general supply into your storage or your landscape.



G019

Conditions: Have no level 1 forest.
Victory points at the end of the game: 4.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 1 tomato from the general supply into your storage.



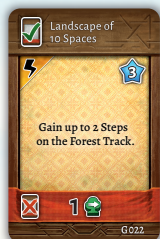
G020

Conditions: Have at least 5 greenhouses.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You may publish up to 2 research papers without spending workforce.
Discard bonus: You gain 1 sheep from the general supply into your storage or your landscape.



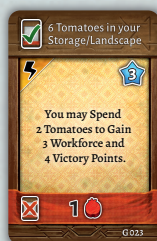
G021

Conditions: Have a landscape of at least 3x3 spaces.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 2 horses from the general supply into your storage or your landscape.
Discard bonus: You gain 1 horse from the general supply into your storage or your landscape.



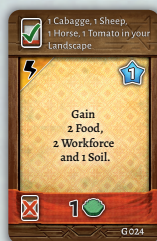
G022

Conditions: Have a landscape of at least 10 spaces.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: Gain up to 2 steps on the forest track.
Discard bonus: You gain 1 step on the forest track.



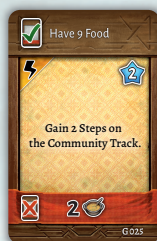
G023

Conditions: Have at least 6 tomatoes in your storage and/or your landscape.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You may spend 2 tomatoes (from your storage and/or your landscape) once only to gain 3 workforce and 4 victory points.
Discard bonus: You gain 1 tomato from the general supply into your storage.



G024

Conditions: Have at least one of each of the following in your landscape: a tomato, a cabbage, a sheep and a horse.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 2 food, 2 workforce and 1 soil.
Discard bonus: You gain 1 cabbage from the general supply into your storage.



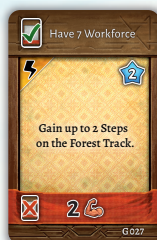
G025

Conditions: Have at least 9 food.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 2 food.



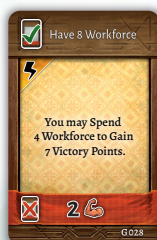
G026

Conditions: Have at least 11 food.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You may spend 5 food once only to gain 7 victory points.
Discard bonus: You gain 2 food.



G027

Conditions: Have at least 7 workforce.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: Gain up to 2 steps on the forest track.
Discard bonus: You gain 2 workforce.



G028

Conditions: Have at least 8 workforce.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You may spend 4 workforce once only to gain 7 victory points.
Discard bonus: You gain 2 workforce.



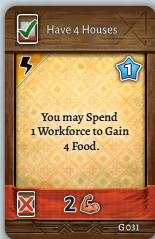
G029

Conditions: Have at least 6 food and 5 workforce.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You may spend 3 food once only to gain 4 soil.
Discard bonus: You gain 2 food.



G030

Conditions: Have at least 5 food and 6 workforce.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You may spend 2 workforce once only to gain 3 soil.
Discard bonus: You gain 2 workforce.



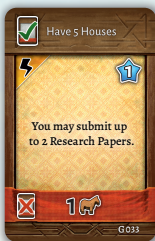
G031

Conditions: Have at least 4 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You may spend 1 workforce once only to gain 4 food.
Discard bonus: You gain 2 workforce.



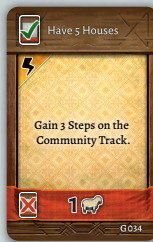
G032

Conditions: Have at least 4 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You may spend 2 food once only to gain 3 soil.
Discard bonus: You gain 2 food.



G033

Conditions: Have at least 5 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You may publish up to 2 research papers without spending workforce.
Discard bonus: You gain 1 horse from the general supply into your storage or your landscape.



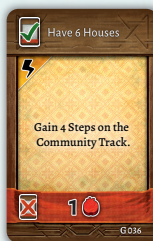
G034

Conditions: Have at least 5 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 3 steps on the community track.
Discard bonus: You gain 1 sheep from the general supply into your storage or your landscape.



G035

Conditions: Have at least 6 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 8 victory points.
Discard bonus: You gain 1 cabbage from the general supply into your storage.



G036

Conditions: Have at least 6 houses, i.e. visible house symbols on settlement tiles in your landscape.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 4 steps on the community track.
Discard bonus: You gain 1 tomato from the general supply into your storage.



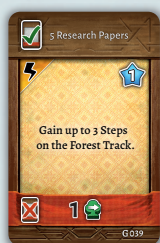
G037

Conditions: Have published at least 4 research papers (filled book slots).
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 2 victory points per round left (including this one).
Discard bonus: You gain 2 victory points.



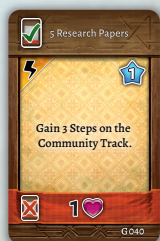
G038

Conditions: Have published at least 4 research papers (filled book slots).
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 1 soil per round left (including this one).
Discard bonus: You gain 1 soil.



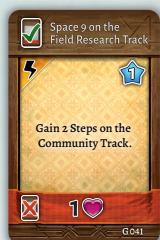
G039

Conditions: Have published at least 5 research papers (filled book slots)
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain up to 3 steps on the forest track.
Discard bonus: You gain 1 step on the forest track.



G040

Conditions: Have published at least 5 research papers (filled book slots).
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 3 steps on the community track.
Discard bonus: You gain 1 step on the community track.



G041

Conditions: Have reached at least space 9 with your field research objectives marker on your field research track.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 1 step on the community track.



G042

Conditions: Have reached at least space 9 with your field research objectives marker on your field research track.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: Gain up to 2 steps on the forest track.
Discard bonus: You gain 1 step on the forest track.



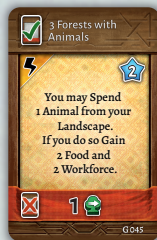
G043

Conditions: Have reached at least space 8 with your field research objectives marker on your field research track.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 2 soil.
Discard bonus: You gain 1 soil.



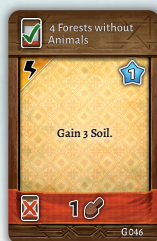
G044

Conditions: Have reached at least space 10 with your field research objectives marker on your field research track.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 3 steps on the community track.
Discard bonus: You gain 1 step on the community track.



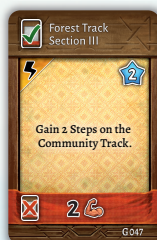
G045

Conditions: Have at least 3 forests with animals (sheep and/or horses) on them.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You may once only spend 1 animal (sheep or horse) from your landscape to gain 2 food and 2 workforce.
Discard bonus: You gain 1 step on the forest track.



G046

Conditions: Have at least 4 forests without animals (neither sheep nor horses) on them.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 3 soil.
Discard bonus: You gain 1 soil.



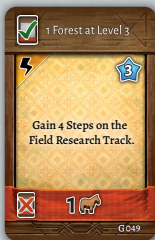
G047

Conditions: Your »Forest Track Token« must be located in forest section III of the forest track at least.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 2 workforce.



G048

Conditions: Your »Forest Track Token« must be located in forest section II of the forest track at least.
Victory points at the end of the game: 1.
Timing of the effect: Immediately when played.
Effect: You gain 4 food.
Discard bonus: You gain 2 food.



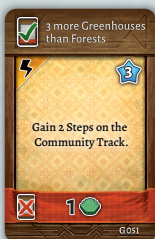
G049

Conditions: Have at least 1 forest at level 3.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You gain 4 steps on your field research track.
Discard bonus: You gain 1 horse from the general supply into your storage or your landscape.



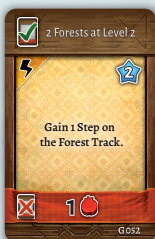
G050

Conditions: Have a landscape of at least 3x3 spaces.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You gain 2 sheep from the general supply into your storage or your landscape.
Discard bonus: You gain 1 sheep from the general supply into your storage or your landscape.



G051

Conditions: Have at least 3 more Greenhouses than Forests in your landscape.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You gain 2 steps on the community track.
Discard bonus: You gain 1 cabbage from the general supply into your storage.



G052

Conditions: Have at least 2 forests at level 2.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You gain 1 step on the forest track.
Discard bonus: You gain 1 tomato from the general supply into your storage.



G053

Conditions: Have at least 2 Greenhouses at Level 2.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You gain 2 soil.
Discard bonus: You gain 1 step on the forest track.



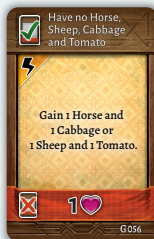
G054

Conditions: Have at least 4 horses in your landscape.
Victory points at the end of the game: 2.
Timing of the effect: Immediately when played.
Effect: You may once only spend 1 horse from your landscape to gain 2 food and 3 victory points
Discard bonus: You gain 2 steps on your field research track.



G055

Conditions: Have a landscape of at least 10 spaces.
Victory points at the end of the game: 3.
Timing of the effect: Immediately when played.
Effect: You gain 3 workforce.
Discard bonus: You gain 1 soil.



G056

Conditions: Don't have any horses, sheep, cabbages or tomatoes, either in your storage or landscape.
Victory points at the end of the game: zero.
Timing of the effect: Immediately when played.
Effect: You either gain 1 horse (into your storage or landscape) and 1 cabbage (into your storage) or 1 sheep (into your storage or landscape) and 1 tomato (into your storage).
Discard bonus: You gain 1 step on the community track.

—Cards »Start Resources«—

At the start of a game, you are dealt 4 »Start Resources« cards. You choose 2 of these cards and gain the starting resources shown on the cards you have chosen.



SR001

Start resources: You gain 1 food, 1 workforce and 1 sheep (from the general supply into your storage or your landscape).



SR002

Start resources: You gain 1 food, 1 workforce and 1 horse (from the general supply into your storage or your landscape).



SR003

Start resources: You gain 2 food, 1 workforce and 1 soil.



SR004

Start resources: You gain 1 workforce, 1 step on the community track and 1 cabbage (from the general supply into your storage).



SR005

Start resources: You gain 1 food, 1 soil and 1 tomato (from the general supply into your storage).



SR006

Start resources: You gain 1 food, 1 cabbage and 1 tomato (both from the general supply into your storage).



SR007

Start resources: You gain 1 food and 2 steps on the forest track.



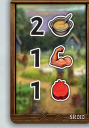
SR008

Start resources: You gain 1 workforce, 1 soil and 1 step on the community track.



SR009

Start resources: You gain 2 food, 1 workforce and 1 cabbage (from the general supply into your storage).



SR010

Start resources: You gain 2 food, 1 workforce and 1 tomato (from the general supply into your storage).



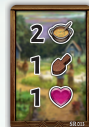
SR011

Start resources: You gain 1 food, 1 soil and 1 step on the forest track.



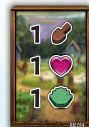
SR012

Start resources: You gain 2 food and either 1 horse or 1 sheep (both from the general supply into your storage or your landscape).



SR013

Start resources: You gain 2 food, 1 soil and 1 step on the community track.



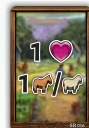
SR014

Start resources: You gain 1 soil, 1 step on the community track and 1 cabbage (from the general supply into your storage).



SR015

Start resources: You gain 1 soil, 1 cabbage and 1 tomato (both from the general supply into your storage).



SR016

Start resources: You gain 1 step on the community track and either 1 horse or 1 sheep (both from the general supply into your storage or your landscape).

Overview of symbols

Note: If symbols without a number appear on game boards, cards or in the rules, this usually means 1 (play 1, have 1, carry out 1× etc.)



Food



Horse



Cabbage



Soil



Research Paper



Workforce



Sheep



Tomato



Pin



Victory Points during the game



Victory Points in final scoring



Steps on the Community Track



Steps on the Forest Track



Steps on the Field Research Progress Track



Yield Phase



Delivery Phase



Replace all Delivery tiles



Place a single Forest or Greenhouse tile



Place a double Forest+Greenhouse tile



Place a single Greenhouse tile



Place a single Forest tile and count tree symbols



Place a double Settlement+Greenhouse/Forest tile



Place a single Settlement tile



Turn around a single Greenhouse tile



Sow Tomato or cabbage on a greenhouse



Action Growth



Action Publishing Research Paper



Action Building



Action Planting



Action Forest Research



Draw Long-term Project card



Discard Project card, gain discard bonus



Play Long-term Project card without fulfilling its conditions.



Draw Instant Project card



Play Project card, fulfilling its conditions



Immediate effect



Lasting effect



Give up, to ...



Horse or Sheep on a Forest tile. Cabbage or Tomato on a Greenhouse tile. All in the Landscape.



Carry out the action in the blue section



Gain depending on the number of House or Tree symbols