Have 3 Food



1

At the beginning or the end of the action receive 1 Food.

2 / 1

B001

2 Forests more than Greenhouses



1

Instead of taking the reward from your Destination Space, you may choose the reward from the space immediately before or after it, even if it is occupied.

2 / 1

B002

2 Horses in your Landscape



1

At the beginning of your action receive 2 Food and 1 Workforce.

2 / 1

B003

Have 5 Food



1

If the destination Space reward gives you victory points, you also receive 3 extra victory points.

2 / 1

B004

Have 3 Food



1

At the beginning or the end of the action receive 1 Workforce.

2 / 1

B005

2 Greenhouses at Level 2



1

If you have Cabbage on your Greenhouses, you will receive 1 Workforce and 1 step on the Community Track.

2 / 1

B006

2 Greenhouses with plants



2

You may spend 1 Workforce to receive 3 Food.

2 / 1

B007

Have 2 Houses



1

At the beginning or the end of the action receive 1 Workforce.

2 / 1

B008

Have 3 Food



1

At the beginning or the end of the action receive 1 Food.

2 / 1

B009

Have 4 Greenhouses



1

At the beginning of the Yield Phase receive 2 Workforce.

2 / 1

B010

1 Greenhouse at Level 2



1

At the beginning of your action receive 1 Soil for each Greenhouse at Level 2 and 3 without plants.

2 / 1

B011

4 Tomatoes and/or Cabbage in your Storage



2

At the beginning or the end of the action receive 1 step on the Community Track

2 / 1

B012

Have 3 Food



1

At the beginning or the end of the action receive 1 Victory Point.

2 / 1

B013

2 Sheep in your Landscape



1

At the beginning of your action receive 2 Workforce.

2 / 1

B014

Have 5 Workforce



1

At the beginning or the end of the action receive 3 Food.

2 / 1

B015

1 Horse and 1 Sheep in your Landscape



1

At the beginning or the end of the action receive 2 Food.

2 / 1

B016

Have 3 Houses



2

At the beginning or the end of the action receive 2 Food.

2 / 1

B017

Have 4 Houses



1

At the beginning or the end of the action you may perform 1 step on the Forest Track.

2 / 1

B018

2 Tomatoes in your Storage



1

At the beginning or the end of the action receive you may sow 1 Tomatoe.

2 / 1

B019

Forest Track Section II



1

At the beginning of your action you may perform 1 step on the Forest Track.

2 / 1

B020

2 Researches at Sheeps



1

At the beginning of the Yield Phase you may perform 1 step on the Forest Track.

2 / 1

B021

1 Wood Level 3



2

If you perform 1 step less on the Forest Track, receive 2 Victory Points.

2 / 1

B022

Have 4 Forests



1

At the beginning of the Yield Phase you receive 3 Food.

2 / 1

B023

1 Forest and 1 Greenhouse Level 2 each



1

At the beginning of your action receive 1 Soil.

2 / 1

B024

1 Greenhouse Level 2



1

If you sow Tomatoes, receive 1 Food and 1 Victory Point (1× per Main Action).

2 / 1

B025

3 connected Greenhouses



2

If you sow Cabbage, receive 1 Food and 1 Victory Point (1× per Main Action).

2 / 1

B026

2 Greenhouses more than Forests



1

If you sow Cabbage, receive 1 additional Cabbage on the Greenhouse (1× per Main Action).

2 / 1

B027

2 Greenhouses more than Forests



1

If you sow Tomatoes, receive 1 additional Cabbage on the Greenhouse (1× per Main Action).

2 / 1

B028

1 Greenhouse Level 3



1

Per Greenhouse Level 3 receive 1 Step on zhe Community Track and 1 Victory Point.

2 / 1

B029

Landscape with at least 8 Spaces



2

At the beginning or the end of the action receive 1 Soil.

2 / 1

B030

5 Tomatoes in your Landscape



2

At the beginning or the end of the action receive 3 Food.

2 / 1

B031

5 Cabbage in your Landscape



1

At the beginning or the end of the action receive 3 Workforce.

2 / 1

B032

2 Cabbage in your Storage



1

At the beginning or the end of the action you may sow 1 Cabbage.

2 / 1

B033

2 Horses and 3 Cabbage in your Storage/Landscape



2

At the beginning of the Yield Phase receive 1 Soil.

2 / 1

B034

2 Sheep and 3 Tomatoes in your Storage/Landscape



2

At the beginning of the Yield Phase receive 1 Soil.

2 / 1

B035

1 Research at Horses



At the beginning of the Yield Phase receive 1 Step on the Community Track.

2 / 1

B036

2 Researches at Cabbage



3

At the beginning of the Yield Phase receive 1 Step on the Community Track.

2 / 1

B037

2 Researches at Tomatoes



1

At the beginning of the Yield Phase you may perform 1 step on the Forest Track.

2 / 1

B038

Any 2 Researches



2

At the beginning of your action receive 2 steps on the Field Research Track.

2 / 1

B039

Any3 Researches



2

At the beginning of your action receive 3 steps on the Field Research Track.

2 / 1

B040

Have 5 Food



1

At the beginning or the end of the action receive 2 steps on the Field Research Track.

2 / 1

B041

Have 6 Food



1

At the beginning or the end of the action receive 1 Soil.

2 / 1

B042

Have 7 Food



2

At the beginning or the end of the action receive 2 Workforce.

2 / 1

B043

Have 5 Workforce



1

At the beginning or the end of the action receive 2 Food.

2 / 1

B044

Have 6 Workforce



1

At the beginning or the end of the action receive 1 Step on the Community Track.

2 / 1

B045

Have 7 Workforce



At the beginning of your action receive 2 Soil.

2 / 1

B046

1 Forest Level 3



1

At the beginning or the end of the action you may take the reward of 1 filled Book Spot.

2 / 1

B047

1 Greenhouse Level 3



2

At the beginning or the end of the action receive 2 Workforce.

2 / 1

B048

1 Forest Level 3



1

At the beginning or the end of the action receive per Forest Level 3: 1 Soil and 1 Victory Point.

2 / 1

B049

1 Forest und 1 Greenhouse Level 2 each



1

At the beginning or the end of the action receive 2 Food.

2 / 1

B050

1 Research at Cabbage



1

At the beginning or the end of the action receive 1 Step on the community Track.

2 / 1

B051

1 Research at Tomatoes



2

At the beginning or the end of the action receive 1 Workforce.

2 / 1

B052

1 Research at Sheep



1

At the beginning or the end of the action receive 2 Food.

2 / 1

B053

2 Researches at Horses



2

At the beginning or the end of the action receive 1 Soil.

2 / 1

B054

1 Research at Horses and Cabbage each



1

At the beginning of your action receive 2 Workforce.

2 / 1

B055

1 Research at Sheep and Tomatoes each



1

At the beginning of teh Yield Phase receive 1 Soil and 1 Food.

2 / 1

B056

Forest Track Section I



1

At the beginning or the end of the action receive 1 Soil.

2 / 1

B057

Have 2 Houses



1

At the beginning or the end of the action receive 1 Workforce.

2 / 1

B058

Have 3 Houses



2

At the beginning or the end of the action receive 1 Step on the Community Track.

2 / 1

B059

Have 3 Houses



2

At the beginning or the end of the action receive 2 Food.

2 / 1

B060

Have 2 Houses



At the beginning of the Yield Phase receive 2 steps on the Field Research Track.

2 / 1

B061

Have 4 Houses



1

At the beginning of your action receive 2 steps on the Community Track.

2 / 1

B062

3 connected Forests



1

At the beginning or the end of the action receive 1 step on the Community Track.

2 / 1

B063

2 Forests more than Greenhouses



2

At the beginning of your action receive 2 Workforce.

2 / 1

B064