

Common

Constructions	Cost	Description	Synergy*
FARM (8)  	2  1 	Gain 1 	Harvester  or Gatherer 
GENERAL STORE (3)  	1  1 	Gain 1  + 1  if you have a farm	Shop Keeper 
MINE (3)  	1  1  1 	Gain 1 	Miner Mole 
RESIN REFINERY (3)  	1  1 	Gain 1 	Chip Sweep 
STOREHOUSE (3)  	1  1  1 	Place either 3  , 2  , 1  , or 2  Place worker to gain resources	Wood Carver 
TWIG BARGE (3)  	1  1 	Gain 2 	Barge Toad 
RUINS (3)  		Discard a <i>Construction</i> from your city, gain its cost resources, draw 2 cards	Peddler 
INN (3)  	2  1 	Play a card from the Meadow for -3 resources	Inn Keeper 
POST OFFICE (3)  	1  2 	Give opponent 2 cards, discard any # and draw up to hand limit	Postal Pigeon 











Unique (only 1 in city)

FAIRGROUNDS (3)  	1  2  1 	Draw 2 cards	Fool 
SCHOOL (2)  	2  2 	Gain 1 pt. for each <i>common Critter</i> in city	Teacher 
THEATER (2)  	3  1  1 	Gain 1 pt. for each <i>unique Critter</i> in city	Bard 
CASTLE (2)  	2  3  3 	Gain 1 pt. for each <i>common Construction</i> in city	King 
PALACE (2)  	2  3  3 	Gain 1 pt. for each <i>unique Construction</i> in city	Queen 
EVER TREE (2)  	3  3  3 	Gain 1 pt. for each  card in city	Any Critter
CLOCK TOWER (3)  	3  1 	Place 3 pts. Each season pay 1 pt. to re-activate a worker on location	Historian 
COURTHOUSE (2)  	1  1  2 	Gain 1  ,  , or  after playing a Construction card	Judge 
CRANE (3)  		Discard from city under Dungeon to reduce a Construction cost by 3 resources	Architect 
DUNGEON (2)  	1  2 	Place Critter from city to reduce any card cost by 3 resources	Ranger 
CHAPEL (2)  	2  1  1 	Place 1 pt. and draw 2 cards for each pt.	Shepherd 
CEMETERY (2)**  		Reveal 4 cards from deck or discard pile; play 1 free, discard the rest	Undertaker 
LOOKOUT (2)  	1  1  1 	Copy any basic OR forest location	Wanderer 
MONASTERY (2)**  	2  1  1 	Give 2  to opponent and gain 4 pts.	Monk 
UNIVERSITY (2)  	1  2 	Discard any from city, gain its cost resources, gain 1  and 1 pt.	Doctor 

** Worker stays permanently

* Critter is free if construction synergy is in city

Card Classes

Card Classes	Description	Resource
 Production	Activates when played and when preparing for spring and autumn	Twig 
 Traveler	Activates when played and never again	Berry 
 Governance	Grants bonuses in reaction to future cards being played	Resin 
 Destination	Activates when a worker is placed on it	Pebble 
 Prosperity	Worth card points and the listed bonus points at the end of the game	Any 

Closed Location (1 worker) >>>



Open Location (1+ workers) >>>



1 action per turn;
place worker, play card, or change seasons

Common

Critters	Cost	Description	Synergy*
HARVESTER (4)	2 3	Gain 1 if paired with Gatherer & a Farm is in your city	Farm
GATHERER (4)	2 2	Add 3 pts if paired with Harvester (share spot)	Farm
MINER MOLE (3)	1 3	Copy 1 production card in opponent's city	Mine
CHIP SWEEP (3)	2 3	Copy 1 production card in your city	Resin Refinery
WOODCARVER (3)	2 2	May pay up to 3 to gain 1 pt. each	Storehouse
BARGE TOAD (3)	1 2	Gain 2 for each Farm in your city	Twig Barge
PEDDLER (3)	1 2	May pay up to 2 to gain an equal amount of	Ruins
TEACHER (3)	2 2	Draw 2 cards, keep 1, give other to opponent	School
POSTAL PIGEON (3)	0 2	Reveal 2 cards, play 1 worth up to 3 pts. discard other	Post Office
WANDERER (3)	1 2	Draw 3 cards (does not take a city space)	Lookout

Unique (only 1 in city)

MONK (2)**	0 1	May give up to 2 to opponent for 2 pts each	Monastery
DOCTOR (2)	4 4	May pay up to 3 to gain 1pt each	University
KING (2)	4 6	1 pt for each basic, 2 pt for each special event	Castle
ARCHITECT (2)	2 4	1 pt for each unused or (max 6)	Crane
HISTORIAN (3)	1 2	Draw a card after you play a card	Clock Tower
SHOPKEEPER (3)	1 2	Gain 1 after you play a Critter	General Store
INNKEEPER (3)	1 1	Discard from city to reduce a Critter cost by 3 resources	Inn
JUDGE (2)	2 3	When playing a card, you may replace 1 with any 1	Courthouse
UNDERTAKER (2)**	1 2	Discard 3 from the Meadow, replenish, draw 1	Cemetery
SHEPHERD (2)	1 3 to opponent	Gain 3 then gain 1 pt. for each pt. on Chapel	Chapel
RANGER (2)**	1 2	Move 1 deployed worker to new location	Dungeon
FOOL (2)	-2 3	Play on an empty space in opponent's city	Fairgrounds
BARD (2)	0 3	May discard up to 5 cards for 1 pt. each	Theater
QUEEN (2)	4 5	Play a card worth up to 3 pts. for free	Palace

** Unlocks 2nd Location

* Critter is free if construction synergy is in city

Basic Events

Other pts

Seasons

Obtain with worker & 3 cards	Special Events: worker & requirements; differ each game	WINTER Start game	
Obtain with worker & 3 cards		SPRING Gain 1 worker and activate all production cards	
Obtain with worker & 4 cards	Journey: use worker & discard number of cards	SUMMER Gain 1 worker and draw 2 cards from Meadow	
Obtain with worker & 3 cards		AUTUMN Gain 2 workers and activate all production cards	

