

HALFLINGS



Setup:

You start the game with 4 additional food.

Expert Farmers:

Each time you sow grain, add 4 grain (rather than 2) from the general supply. Each time you sow vegetables, add 2 vegetables (rather than 1) from the general supply.

Expert Breeders:

In each breeding phase, if you have at least 4 of an animal, you get 2 offspring of that type (rather than 1). If you have 2 or 3 of an animal, you get the usual 1 offspring.

Second Breakfast:

In each feeding phase, adult Halflings require 3 food each (rather than 2). Newborn Halflings require the usual 1 food.

Inn

4 3 4

at the end of each field phase

1x → 4

Greenhouse

1 3 3

this tile is like 3 fields in which you may only sow vegetables

Baking Cave

3 1

at any time before scoring

2 → 5

Farmer's Market

3 1 2

once per round

2 2x

MUSHROOMS

At any time:

1 → 2

1 → 1

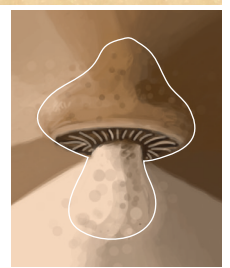
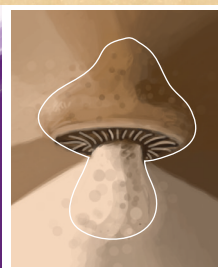
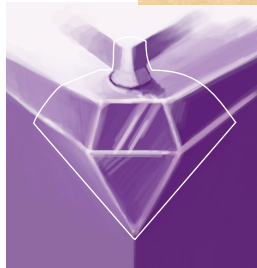
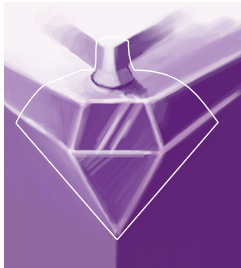
“Sow” action:



Mushrooms can be sown only in empty caverns.

During scoring:

1 per







Caverna

GEMFRUITS

At any time:

1  → 2 


1  → 1 

“Sow” action:



Gemfruits can be sown only in empty fields.

During scoring:

1  per 