

No Events

Food Needed

16

Round 1



Round 2 Events

Food Needed

18

Round 2



Round 3 Events

Food Needed

21

Round 3



Round 4 Events

Food Needed

25

Round 4



Round 1

16

Food Needed

No Events



Round 2

18

Food Needed

Round 2 Events



Round 3

21

Food Needed

Round 3 Events



Round 4

25

Food Needed

Round 4 Events



EVENT

Feeding 6 Billion



EVENT

Feeding 6 Billion



EVENT

Feeding 6 Billion



EVENT

Feeding 6 Billion



Anti-Trade Populism!

EVENT

Round 2:
The country with the largest Food supply cannot trade or donate this round.

Round 3:
The countries with the 2 largest Food supplies cannot trade or donate this round.

Round 4:
No countries may trade or donate Food this round.

Labour unrest!

EVENT

Round 2:
Labour cards do not work this round unless all players pay \$1.

Round 3:
Labour cards do not work this round unless all players pay \$2.

Round 4:
Labour cards do not work this round unless all players pay \$4.

Drought!

EVENT

Round 2:
Each player produces 2 less Food in total from their Farms this round (minimum 0).

Round 3:
Each player produces 3 less Food in total from their Farms this round (minimum 0).

Round 4:
Each player produces 4 less Food in total from their Farms this round (minimum 0).

Food Safety Scare!

EVENT

Round 2:
Produce only 8 Food for every 3 Proteins you have.

Round 3:
Produce only 6 Food for every 3 Proteins you have.

Round 4:
Produce only 4 Food for every 3 Proteins you have.

EVENT



High Energy Prices!

EVENT

Round 2:
Food Processing Plants only double the amount of Food for processed Perishables this round.

Round 3:
Food Processing Plants only produce 1 extra Food for the Perishables they process this round.

Round 4:
Food Processing Plants have no effect this round.

EVENT



Pestilence!

EVENT

Round 2:
All players must produce +4 Food to avoid starvation this round.

Round 3:
All players must produce +6 Food to avoid starvation this round.

Round 4:
All players must produce +8 Food to avoid starvation this round.

ASSET



Agro-Ecology

ASSET

Cereals

Grain storage bag that reduces rotting.

- 1 hexagon icon: No effect.
- 2 hexagon icons: This Asset counts as a Cereal when producing Food from Cereals.
- 3 hexagon icons: This Asset counts as a Cereal when producing Food from Cereals + \$1.
- 4 hexagon icons: This Asset counts as a Cereal when producing Food from Cereals + \$2.

Cost: \$2

ASSET



Agro-Ecology

ASSET

Farms

Land reform.

- 1 hexagon icon: No effect.
- 2 hexagon icons: If you produce any Food from Farms, this Asset produces 1 Food.
- 3 hexagon icons: If you produce any Food from Farms, this Asset produces 2 Food.
- 4 hexagon icons: If you produce any Food from Farms, this Asset produces 2 Food + \$1.

Cost: 2 Food

ASSET



Agro-Ecology

ASSET

Fats and Oils

Integrated pest management.

- 1 hexagon icon: If you produce any Food from Fat and Oils, this Asset produces 1 Food.
- 2 hexagon icons: If you produce any Food from Fat and Oils, this Asset produces 2 Food.
- 3 hexagon icons: If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$1.
- 4 hexagon icons: If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$2.

Cost: 1 Food, \$1

ASSET



Agro-Ecology

ASSET

Luxury Products

Fair trade marketing links producers and consumers.

- 1 hexagon icon: No effect.
- 2 hexagon icons: No effect.
- 3 hexagon icons: Luxuries produce \$2 more than what you would normally score.
- 4 hexagon icons: Luxuries produce \$3 more than what you would normally score.

Cost: 2 Food, \$2

ASSET



Agro-Ecology

ASSET

Perishables

Farmers' co-operative that markets local food to schools.

- 1 hexagon icon: No effect.
- 2 hexagon icons: If you have any Perishables, this Asset produces 1 Food.
- 3 hexagon icons: If you have any Perishables, this Asset produces 1 Food + \$1.
- 4 hexagon icons: If you have any Perishables, this Asset produces 2 Food.

Cost: \$2

ASSET



Agro-Ecology

ASSET

Proteins

Loaning circle to get small farmers the capital to buy piglets.

- 1 hexagon icon: No effect.
- 2 hexagon icons: No effect.
- 3 hexagon icons: This Asset produces 2 Food for every 3 Proteins you have.
- 4 hexagon icons: This Asset produces 2 Food + \$1 for every 3 Proteins you have.

Cost: \$2

ASSET



ASSET Corporate Cereals

Synthetic fertilizer.

- No effect.
- This Asset counts as a Cereal when producing Food from Cereals.
- This Asset counts as a Cereal when producing Food from Cereals + \$1.
- This Asset counts as a Cereal when producing Food from Cereals + \$2.

Cost: \$2

ASSET



ASSET Corporate Farms

Land consolidation.

- No effect.
- If you produce any Food from Farms, this Asset produces 1 Food.
- If you produce any Food from Farms, this Asset produces 2 Food.
- If you produce any Food from Farms, this Asset produces 2 Food + \$1.

Cost: 2 Food

ASSET



ASSET Corporate Fats and Oils

Better pesticides.

- If you produce any Food from Fat and Oils, this Asset produces 1 Food.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$1.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$2.

Cost: 1 Food, \$1

ASSET



ASSET Corporate Luxury Products

Large-scale plantation (e.g. tea, coffee, cacao).

- No effect.
- No effect.
- Luxuries produce \$2 more than what you would normally score.
- Luxuries produce \$3 more than what you would normally score.

Cost: 2 Food, \$2

ASSET



ASSET Corporate Perishables

Large-scale greenhouse production.

- No effect.
- If you have any Perishables, this Asset produces 1 Food.
- If you have any Perishables, this Asset produces 1 Food + \$1.
- If you have any Perishables, this Asset produces 2 Food.

Cost: \$2

ASSET



ASSET Corporate Proteins

Feedlots to bring livestock to market faster.

- No effect.
- No effect.
- This Asset produces 2 Food for every 3 Proteins you have.
- This Asset produces 2 Food + \$1 for every 3 Proteins you have.

Cost: \$2

ASSET



ASSET Nationalized Cereals

Guaranteed market price.

- No effect.
- This Asset counts as a Cereal when producing Food from Cereals.
- This Asset counts as a Cereal when producing Food from Cereals + \$1.
- This Asset counts as a Cereal when producing Food from Cereals + \$2.

Cost: \$2

ASSET



ASSET Nationalized Farms

Production subsidy.

- No effect.
- If you produce any Food from Farms, this Asset produces 1 Food.
- If you produce any Food from Farms, this Asset produces 2 Food.
- If you produce any Food from Farms, this Asset produces 2 Food + \$1.

Cost: 2 Food

ASSET



ASSET



ASSET



ASSET



ASSET Nationalized
Fats and Oils

Program that promotes use of beneficial insects to reduce losses.

- If you produce any Food from Fat and Oils, this Asset produces 1 Food.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$1.
- If you produce any Food from Fat and Oils, this Asset produces 2 Food + \$2.

Cost: 1 Food, \$1

ASSET Nationalized
Luxury Products

Single desk trading body to create monopoly on sales (e.g. Canadian Wheat Board).

- No effect.
- No effect.
- Luxuries produce \$2 more than what you would normally score.
- Luxuries produce \$3 more than what you would normally score.

Cost: 2 Food, \$2

ASSET Nationalized
Perishables

National rail system to improve distribution.

- No effect.
- If you have any Perishables, this Asset produces 1 Food.
- If you have any Perishables, this Asset produces 1 Food + \$1.
- If you have any Perishables, this Asset produces 2 Food.

Cost: \$2

ASSET Nationalized
Proteins

Production quotas that guarantee prices.

- No effect.
- No effect.
- This Asset produces 2 Food for every 3 Proteins you have.
- This Asset produces 2 Food + \$1 for every 3 Proteins you have.

Cost: \$2

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Cereal



- 1 Cereal = 1 Food
- 2 Cereals = 3 Food
- 3 Cereals = 6 Food
- 4 Cereals = 10 Food
- 5+ Cereals = 15 Food

x8

Cereal



- 1 Cereal = 1 Food
- 2 Cereals = 3 Food
- 3 Cereals = 6 Food
- 4 Cereals = 10 Food
- 5+ Cereals = 15 Food

x8

Cereal



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RESOURCE



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Cereal



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- 2 Cereals = 3 Food
- 3 Cereals = 6 Food
- 4 Cereals = 10 Food
- 5+ Cereals = 15 Food

x8

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Fat and Oil



2 Fat and Oils = 5 Food

x8

Fat and Oil



2 Fat and Oils = 5 Food

x8

Fat and Oil



2 Fat and Oils = 5 Food

x8

Fat and Oil



2 Fat and Oils = 5 Food

x8

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Fat and Oil



2 Fat and Oils = 5 Food

x8

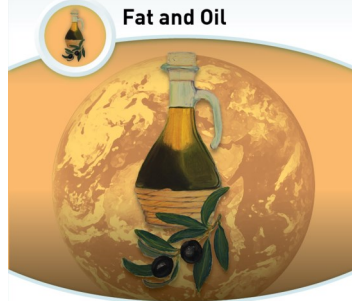
Fat and Oil



2 Fat and Oils = 5 Food

x8

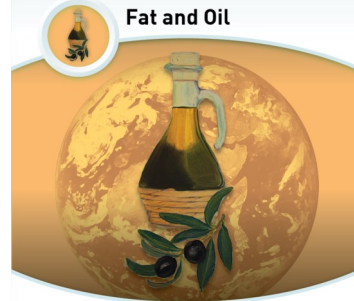
Fat and Oil



2 Fat and Oils = 5 Food

x8

Fat and Oil



2 Fat and Oils = 5 Food

x8

RESOURCE



RESOURCE



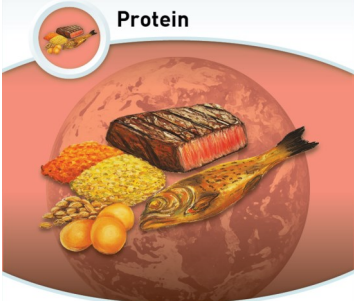
RESOURCE



RESOURCE



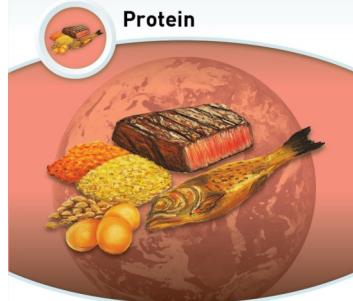
Protein



3 Proteins = 10 Food

x8

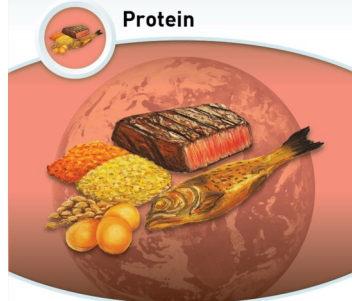
Protein



3 Proteins = 10 Food

x8

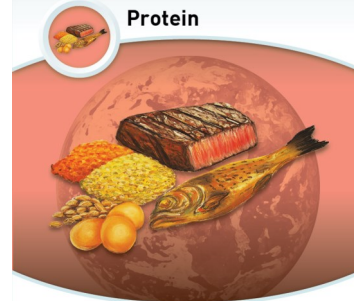
Protein



3 Proteins = 10 Food

x8

Protein



3 Proteins = 10 Food

x8

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Protein



3 Proteins = 10 Food

x8

Protein



3 Proteins = 10 Food

x8

Protein



3 Proteins = 10 Food

x8

Protein



3 Proteins = 10 Food

x8

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Dairy



Perishables.
1 Dairy = 3 Food

x3

Dairy



Perishables.
1 Dairy = 3 Food

x3

Dairy



Perishables.
1 Dairy = 3 Food

x3

Fruit



Perishables.
1 Fruit = 2 Food

x6

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Fruit



Perishables.
1 Fruit = 2 Food

x6

Fruit



Perishables.
1 Fruit = 2 Food

x6

Fruit



Perishables.
1 Fruit = 2 Food

x6

Fruit



Perishables.
1 Fruit = 2 Food

x6

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Fruit



Perishables.
1 Fruit = 2 Food

x6

Vegetables



Perishables.
1 Vegetable = 1 Food

x3

Vegetables



Perishables.
1 Vegetable = 1 Food

x3

Vegetables



Perishables.
1 Vegetable = 1 Food

x3

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Luxury Products



The player(s) with the most
Luxury Products gains \$2.
The player(s) with the least
Luxury Products loses \$1.

x4

Luxury Products



The player(s) with the most
Luxury Products gains \$2.
The player(s) with the least
Luxury Products loses \$1.

x4

Luxury Products



The player(s) with the most
Luxury Products gains \$2.
The player(s) with the least
Luxury Products loses \$1.

x4

Luxury Products



The player(s) with the most
Luxury Products gains \$2.
The player(s) with the least
Luxury Products loses \$1.

x4

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Extra Labour



If this card is in front of you,
you may exchange it for a card in your
hand, before passing the hand to
another player.

x2

Extra Labour



If this card is in front of you,
you may exchange it for a card in your
hand, before passing the hand to
another player.

x2

Farms (1)



Produce 1 Food for every 2 Farms
you have. The player(s) with the
most Farms gains \$2.

x4

Farms (1)



Produce 1 Food for every 2 Farms
you have. The player(s) with the
most Farms gains \$2.

x4

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Farms (1)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x4

Farms (1)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x4

Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Farms (2)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x7



Farms (3)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x5



Farms (3)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x5



Farms (3)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x5

RESOURCE



RESOURCE



RESOURCE



RESOURCE



Farms (3)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x5



Farms (3)



Produce 1 Food for every 2 Farms you have. The player(s) with the most Farms gains \$2.

x5



Food Processing Plant



The next Perishable you play (Fruit, Dairy, or Vegetables) must be played on top of this card. At the end of the round, it produces triple its normal Food.

x4



Food Processing Plant



The next Perishable you play (Fruit, Dairy, or Vegetables) must be played on top of this card. At the end of the round, it produces triple its normal Food.

x4

RESOURCE



RESOURCE



Food Processing Plant



The next Perishable you play (Fruit, Dairy, or Vegetables) must be played on top of this card. At the end of the round, it produces triple its normal Food.

x4

Food Processing Plant



The next Perishable you play (Fruit, Dairy, or Vegetables) must be played on top of this card. At the end of the round, it produces triple its normal Food.

x4