

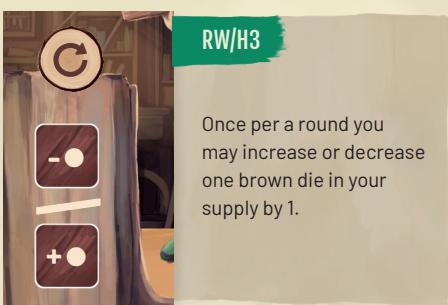
RW/H1

Once per round you may cross out of the depicted resources but use it in place of a different resource (E.g. cross out a sawblade to add 1 pip to a die, using it as a scrapwood.)



RW/H2

Once per round you may sell up tokens. Gain 1 blueberry and 2 VPs for each token returned to the bank.



RW/H3

Once per a round you may increase or decrease one brown die in your supply by 1.



RW/H4

Once per a round you may increase or decrease one yellow die in your supply by 1.



RW/H5

When you play this helper, immediately gain  /  from the bank.



RW/H6

Whenever you gain
a reputation, gain
1 blueberry and 1 VP.



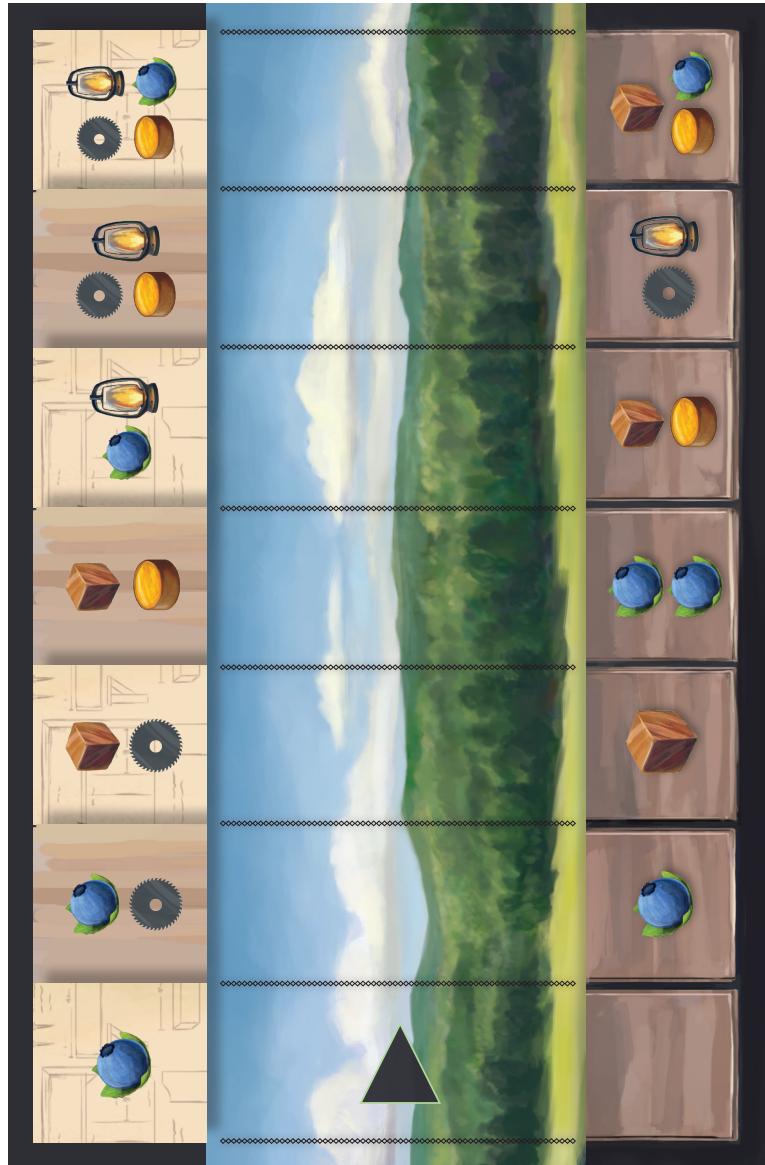
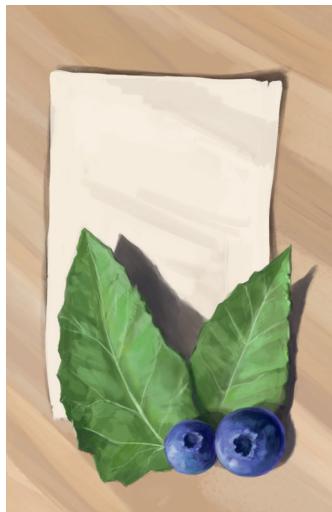
RW/H7

Whenever you complete
an order, gain 1 glue
or scrapwood token.



RW/H8

When you play this Helper immediately gain 1 reputation. Player takes into account this reputation during final scoring.



At the end of the game, you will gain VPs according to number of your bought Helpers: For 3 Helpers you will gain 4 VPs, for 5 Helpers you will gain 8 VPs.

At the end of the game, you will gain VPs according to your completed orders. For example for 5 completed orders you will gain 5 VPs.

At the end of the game, you will immediately gain 1 VP. Then You will get 2 VPs for every reputation icon on your completed order.

At the end of the game you will immediately gain 3 VPs. Then you will get 1VP for every of your marked off lanterns.

At the end of the game, you will get 1VP for every 4 VPs gained from your completed orders.

