

RESOURCE CARDS

Type: Farmers
Resource: Rice
Quantity: 5

Type: Farmers
Resource: Corn
Quantity: 5

Type: Farmers
Resource: Coffee
Quantity: 3

Type: Farmers
Resource: Cassava
Quantity: 4

Type: Farmers
Resource: Chickens
Quantity: 3

Type: Farmers
Resource: Pigs
Quantity: 2

Type: Farmers
Resource: Fruit
Quantity: 4

Type: Farmers
Resource: Vegetables

Quantity: 4

Type: Fisherfolk
Resource: Tuna
Quantity: 4

Type: Fisherfolk
Resource: Sardines
Quantity: 5

Type: Fisherfolk
Resource: Shrimp
Quantity: 3

Type: Fisherfolk
Resource: Squid
Quantity: 3

Type: Fisherfolk
Resource: Seaweed
Quantity: 2

Type: Fisherfolk
Resource: Crabs
Quantity: 3

Type: Artisans
Resource: Tais (Traditional Cloth)
Quantity: 2

Type: Artisans
Resource: Pottery

Quantity: 3

Type: Artisans
Resource: Wooden Carvings
Quantity: 3

Type: Artisans
Resource: Baskets
Quantity: 4

Type: Artisans
Resource: Jewelry
Quantity: 2

Type: Traders
Resource: Imported Cloth
Quantity: 3

Type: Traders
Resource: Fuel
Quantity: 3

Type: Traders
Resource: Construction Materials
Quantity: 3

Type: Traders
Resource: Electronics
Quantity: 2

Type: Traders
Resource: Processed Foods

Quantity: 4

Type: Service Providers
Resource: Healthcare
Quantity: 3

Type: Service Providers
Resource: Education
Quantity: 3

Type: Service Providers
Resource: Transportation
Quantity: 3

Type: Service Providers
Resource: Repairs
Quantity: 4

Type: Service Providers
Resource: Communication
Quantity: 2

Type: Government Officials
Resource: Infrastructure Project
Quantity: 1

Type: Government Officials
Resource: Public Services
Quantity: 2

Type: Government Officials
Resource: Regulations

Quantity: 2

NEED CARDS

Type: Farmers
Need: Fishing Equipment
Quantity: 2

Type: Farmers
Need: Crafted Goods
Quantity: 3

Type: Farmers
Need: Healthcare
Quantity: 2

Type: Farmers
Need: Education
Quantity: 2

Type: Farmers
Need: Transportation
Quantity: 1

Type: Fisherfolk
Need: Agricultural Products
Quantity: 3

Type: Fisherfolk
Need: Boat Repairs
Quantity: 2

Type: Fisherfolk
Need: Education
Quantity: 2

Type: Fisherfolk
Need: Fuel
Quantity: 2

Type: Fisherfolk
Need: Healthcare
Quantity: 1

Type: Artisans
Need: Raw Materials
Quantity: 3

Type: Artisans
Need: Tools
Quantity: 2

Type: Artisans
Need: Food
Quantity: 3

Type: Artisans
Need: Healthcare
Quantity: 1

Type: Artisans
Need: Education
Quantity: 2

Type: Traders
Need: Local Products
Quantity: 4

Type: Traders
Need: Transportation Services
Quantity: 2

Type: Traders
Need: Communication Services
Quantity: 1

Type: Traders
Need: Storage Facilities
Quantity: 2

Type: Traders
Need: Financial Services
Quantity: 1

Type: Service Providers
Need: Food
Quantity: 3

Type: Service Providers
Need: Crafted Goods
Quantity: 2

Type: Service Providers
Need: Building Materials
Quantity: 2

Type: Service Providers
Need: Electronics
Quantity: 1

Type: Service Providers
Need: Transportation
Quantity: 2

Type: Government Officials
Need: Taxes
Quantity: 3

Type: Government Officials
Need: Community Support
Quantity: 2

Type: Government Officials
Need: Local Products
Quantity: 2

Type: Government Officials
Need: Services
Quantity: 2

EVENT CARDS

Drought
Farmers' crop yields are halved this round.
Farmers resources -50%

Fishing Boom
Fisherfolk resources are doubled this round.

Fisherfolk resources +100%

Tourist Influx
Demand for crafted goods increases; artisans can sell at higher prices.
Artisans selling prices +50%

Economic Downturn
All money values are worth 25% less this round.
All money -25%

Community Festival
All groups must contribute resources, but community bonds are strengthened.
All groups -1 resource, +2 resilience points

Natural Disaster
One randomly selected group loses half their resources.
Random group resources -50%

Government Investment
Infrastructure improved, all groups gain 1 resilience point.
All groups +1 resilience point

Market Crash
Traders' goods lose value, selling prices decreased by 30%.
Traders selling prices -30%

Health Crisis
Increased demand for healthcare, Service Providers resources strained.
Service Providers -1 Healthcare resource, +2 selling price

Bumper Harvest
Farmers have an exceptionally good harvest, resources increased.

Farmers resources +50%