



FARMING OFFICER GAME ROUND:

1. Perform up to 3 of the following actions:



Build a level 1 Farm:
200



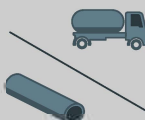
Upgrade a level 1 Farm
to a level 2 Farm: **400**



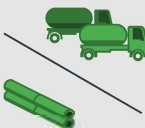
Build a level 2 Farm:
500



Build a road for NPK and
Sludge transport: **100**



Build a Mixed Waste
transportation: **200**



Build a Separated Waste
transportation: **400**

2. An *Event* card may be used if any is applicable.

3. Convert NPK to Food - Level 1 Farm can convert up to 2 NPK.
Level 2 Farm can convert up to 4 NPK

Optional:

4. Use Conversion die to convert Sludge to Food.

5. Send Food to Housing Hexagons via Road connection.

GENERAL GAME ROUND DESCRIPTION:

1. All players take 3 actions, then convert & move their resources.

2. Political decisions:

All players discuss which (if any) of the political decisions are needed. Political decisions are paid primarily with the *City Budget*:

Import food, *REQUIRED*: All *Housing Areas* without *Food* **must** be provided with *Food* through *Import*.

Import NPK: Buy new *NPK* and place on *Farms*.

Vaccination campaign against disease: If there is any *Disease*, players may pay to remove it from the game.

Take care of remaining Waste, 2 options:

- Dump it in the river.
- Leave it (and risk *Disease*)

Note: Both *Mixed* and *Separated Waste* risk becoming *Disease*.

3. Spread of Disease: Roll the *Disease Die* once for each remaining *Mixed* and *Separated Waste* on the board and once for each *Water Hexagon* containing 4 *Waste* cubes.

4. Check the losing conditions: If any are met - the game is over.

- Is there 4 *Waste* cubes in each *Water Hexagon*?
- Is there 4 or more *Disease* cubes on the board?
- Is there less than 1 *Food* resource per *Housing block* on *Urban Hexagons*?

5. Before the next round:

- Change all cost cards.
- Rotate all roles, one step to the left.
- For every 3 *Housing block* on the board, place 1 new 0-level *Housing block* + 1 *Food* resource in the same *Hexagon*. If there are already 4 *Housing blocks* in all current *Urban Hexagons*, a new one is converted from *Nature* or *Farm*. Players decide which.
- Every player gets 1000 coins and the *City Budget* gets 500 coins. Unspent money from previous rounds is kept by each player and not rotated with the role.