Bonfire
FP +10

Requirement to Build:
Success - 2 🪵
Pass - 3 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Clinic
FP: +15

Requirement to Build:
Success - 2 🪵, 1 🪨
Pass - 3 🪵, 1 🪨
Fail - Recycle a resource card
(If no resources, recycle card)

Fences
FP +5

Requirement to Build:
Success - 1 🪵
Pass - 2 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Garden
FP +10

Requirement to Build:
Success - 1 🪨
Pass - 2 🪨
Fail - Recycle a resource card
(If no resources, recycle card)

Gate
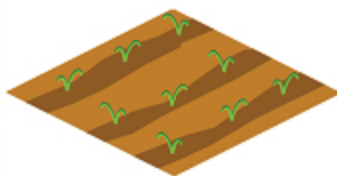FP +5

Requirement to Build:
Success - 1 🪵
Pass - 2 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Kitchen
FP +10

Requirement to Build:
Success - 1 🪵
Pass - 2 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Huts
FP +10

Requirement to Build:
Success - 2 🪵
Pass - 3 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

School
FP +10

Requirement to Build:
Success - 2 🪵
Pass - 3 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Shower
FP: +15

Requirement to Build:
Success - 3 🪵
Pass - 4 🪵
Fail - Recycle a resource card
(If no resources, recycle card)

Well
FP +10

Requirement to Build:
Success - 2 🪨
Pass - 1 🪵, 2 🪨
Fail - Recycle a resource card
(If no resources, recycle card)