

Anthony

At Scoring, you receive 1 bonus point for each building resource that you have none of. Must be played before Round 4.

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Bad Neighbour

Immediately when played, you may place up to 4 fences to enclose any unoccupied field on any other player's farm. For the purposes of sowing and harvesting resources, this field is now yours. At Scoring, all remaining tokens on this field are discarded, and the field is returned to its original owner.

Basic Bitch

If during Scoring you have no other cards awarding bonus points, receive 1 bonus point.

1+

P

Beastiality

Immediately choose 1 animal token currently present in your farm. This animal token acts as both a Family Member and an animal, for all purposes, for the remainder of the game. You must discard all other tokens of this type, you can no longer obtain tokens of this type, and you can no longer take a Family Growth action. Must be played before Round 12.

Bob Barker

Choose an animal type currently present on your farm. For you only, this type of animal no longer breeds for the rest of the game. Each time it would have bred (at Harvest), receive 1 bonus point.

1+

P

Bone Collector

Each time you convert an animal into food, you may place 1 fence on this card. When you build fences, you may place fences from this card for free.

1+

P

Bad Parent

You may house 1 Family Member in a stable, for Family Growth purposes.

1+

P

Bill Murray in Groundhog Day

Immediately when played, take the Starting Player token. At the end of the Round in which this is played, do not reveal the next Round card or proceed to Harvest (if applicable). Instead, this Round is repeated once before play continues as normal.

1+

P

Brothel Owner

Place a Claim marker on the Family Growth Even Without Space action space, as soon as it is available. Before any other player may take this action, they must pay you 3 food.

3+

P

Occupation



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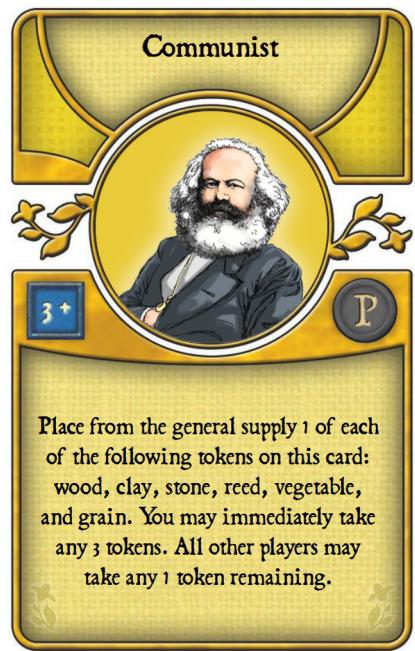
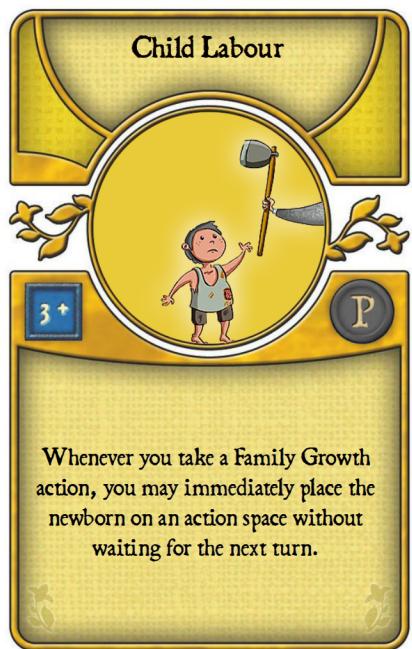


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