ICON REFERENCE



GAIN *a* SEED

Take a Seed of the kind shown from the Supply and place it near your Character Card.

REMINDER: *Blueberry Bush Tiles are taken instead of Blueberries when gaining a Seed.*



FERTILIZER

Increase or decrease the value of your Fertilizer by 1. Any time you gain or spend Fertilizer, immediately move the Fertilizer Token on your FERTILIZER TRACK accordingly.



ANY SEED

Denotes a Seed of any kind.



UPGRADE *a* SEED

Exchange a Seed in your player supply for the next highest Seed type:



UPGRADE *your* BUCKET

Increase the value of your Bucket by 1. Your Water Token is unaffected by this increase and stays at whatever value it had previously.



FILL *your* BUCKET

Place your Water Token on the highest empty space below your Bucket on the WATER TRACK.



WATER

Increase or decrease the value of your Water by 1. Any time you gain or spend Water, immediately move the Water Token on your WATER TRACK accordingly (never onto or above your Bucket).



BUILD

Take an available Building from the *WORKSHOP*, paying the cost shown in that Building's row (3, 2, or 1 Coins) and place that Building on any cleared FIELD SPACE on your Farm Board.



SUNRISE ACTION

Gain the benefits shown during the SUNRISE PHASE.



FIELD ACTION

Perform any one Field Action: plant, tend, or harvest.



PLANT: Place any number of seeds from your Player Supply into the Field Spaces on your Farm Board, paying their Fertilizer cost.



TEND: Choose 1 or more Crops already planted in your Field Spaces and place new Crops adjacent to them, following the rules for their Crop type and paying their Water Costs.



HARVEST: Remove all Crops from your Field Spaces, scoring them according to their type and gaining 1 Coin for each unique type harvested.



ALWAYS OPEN ACTION SPACE

An ACTION SPACE that is always Open and can hold any number of Wheelbarrows.



UNEQUAL ACTION SPACE

An ACTION SPACE where you may not take the same action twice.



GAIN *a* COIN

Take one Coin per icon shown.



PAY COINS

This action costs the number of Coins shown.



PAY COINS EQUAL TO ROUND

This action costs Coins equal to the current round you are in: 1, 2, 3, or 4.



GAIN POINTS

Gain the number of Points shown.



CLEAR LAND

Remove a face-down (forest side up) Building Tile from your Farm Board. Reveal that Building and place it face-up into the topmost empty space.



ROLL DIE

Roll the Forest Die and gain the benefit rolled.



CLEAR LAND *and* ROLL DIE

Clear land as described above, then roll the Forest Die and gain the benefit rolled.



"WHEN BUILT" ACTION

Perform this Building's action immediately.



"END GAME" ACTION

Perform this Building's action at the end of the game.