

## **Drought**

Farmers lose 1 successful field this round.

## **Flood**

Farmers lose 1 successful field this round.

## **Perfect growing season**

All farmers have successful fields this round.

## **Weed infestation**

Farmers lose 1 successful field unless they purchase GMO seed and herbicide.

## **Aphid attack**

Farmers lose 1 successful field.

## **High demand**

Farmers earn +1 additional coin per successful field this round.

## **Low prices**

Farmers lose 1 coin total from their revenue this round.

## **New seed technology**

Farmers can buy seeds that guarantee successful fields for 2 coins.

## **Neighborly help**

Farmers can pay 1 coin to save a struggling neighbor's crop this round.

## **Bonus from agronomist**

Sales agronomist gives 1 free product to each farmer.

## **Supply shortage**

- Sales agronomist has limited stock in products and services other than seeds.
- Sales agronomist has a full inventory of seeds.
- Only 8 additional products (other than seeds) available this round to sell.

## **Farming contest**

The farmer with the most successful fields this round gets a bonus of 5 coins.

## **Field erosion**

Farmers must pay 1 coin per field to maintain them, or lose 1 successful field.

## **Fertile soil**

Farmers automatically have successful fields this round (no roll needed).