# Turn Structure

Phases start with Windmill player

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| **Phase** | **Fruitful Year** | **Dry Year** |
| Seeding | Add or remove tokens to match GREEN#. | Add or remove tokens to match RED#.Deal 3 cards to board. |
| Cards | Deal 5 cards | Take harvest cards into hand and draw up to a hand of 5 |
| Action | Play a card, then pass hand to opponent. | Play a card ORSwap and play a card from board. |
| Windmill | Goes to player with least resources (swapped if tied). | Goes to player with least resources (swapped if tied).Discard cards on board and any played for harvesting.  |

# Actions

* Harvest & Store (top of card)
	+ Take resources from farm (if available)
	+ Optionally: reorganize storage
	+ Offer un-stored excess to opponent
	+ Declined excess goes to supply (not board)
* Produce & Sell (middle of card)
	+ Spend resources
	+ Card face down on corresponding building
	+ Limit: one card per building (without upgrades)
* Upgrade & Clean (bottom of card)
	+ Tuck under board is corresponding space
	+ Move any cards from buildings to a score pile

# End Game

* Lowest total between Beer and Bread is your score
* Tie Breaker: total for other product, then not Windmill