TURN STRUCTURE

Phases start with Windmill player

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 OR Swap 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