

Notes on Selected Helper Effects



HI/1

Once per turn, you may turn one of the depicted tokens into another; exchange your token with one from the bank.



HI/2

Once per turn, you may decrease one die in your lumber pile by 1 (but not below) and gain 1 blueberry.



HI/5

Whenever you complete an order, gain 1 blueberry.



HI/6

Whenever you buy a die (from the lumber yard or from the bank) you have a discount of 1 blueberry.



HI/7

Whenever you spend scrapwood to increase the value of a die, score 1 point.



HI/10

Whenever you take an Improve Workshop action, you have a discount of 2 blueberries.



HI/12

Once per turn, you may increase or decrease one green die in your lumber pile by 1.



HI/14

When the die in your green pot grows, it grows by 3 (instead of 2).



HI/16

Whenever you place a helper in your workshop, you have a discount of 2 blueberries.



HI/18

Whenever you buy a die with value , , or , you have a discount of 1 blueberry.



HI/20

For each advance on the reputation track, you gain 1 blueberry. (But you don't lose blueberries when a penalty moves you back.)



HI/22

Whenever you sell a die, you gain 2 blueberries more.



HI/26

Once per turn, you may sell up to 5 tokens. Gain 2 blueberries for each token returned to the bank.



HI/27

When buying points using your marketing track, you have a discount of 1 blueberry.



HI/1

When you play this helper, immediately gain a or (your choice) from the bank and gain 1 tile-reuse token.



HI/5

After you play this helper, you may immediately perform the Upgrade Workshop action.



HI/6

When you play this helper, immediately advance twice on the blueberry income track and twice on the hazelnut income track.



HI/7

When you advance on the reputation track, score 3 points, but only once per turn.

Note that this is different from the effect on next page (helper HI/8).

Notes on Selected Helper Effects

Public Contracts

HII/8



Whenever you gain a lantern, advance 1 space on the reputation track.

HII/13



Once per turn, you may increase or decrease one brown die in your lumber pile by 1 or 2.

HII/15



After you play this helper, you may immediately take and play one of the available order cards. (You take a Choose Orders action, but without the option to choose 2.)

HII/16



When you use this helper's production, you gain a  from the bank to your lumber pile. This helper has no other effect because its production effect is so strong.

HII/19



When you play this helper, gain one of the depicted tools.

HII/20



Whenever you use your gluing tile to glue two different pieces of lumber, gain 7 points instead of 4.

HII/21



After you play this helper, you may immediately take and play one of the available order cards. If you choose not to, score 4 points instead.

HII/22



Once per turn, you may slice 1 pip off a green die and plant it. (You take a Plant a Tree action to plant a green .)



Score 3 points immediately. At the end of the game, you may buy up to 16 points by spending these tokens. Spent tokens score 2 points each (instead of 1 point for ten).



Score 4 points immediately. At the end of the game you may buy points by returning dice left in your lumber yard and pots. Each die scores 2.



At the end of the game, score points based on your final position on the marketing track, as indicated.



At the end of the game, score points for helpers, as indicated. For example, if you end with 5 helpers, score 13.



At the end of the game, score 3 points for each pot and gluing tile in your workshop.



At the end of the game, score 3 points for each splicing tile and each sawing tile in your workshop.



At the end of the game, score points based on the number of tools in your attic. For example, if you end with 7 or more, score 18.



At the end of the game, score 12 points. (It may look like 12 points for nothing, but remember, you worked hard to win this contract.)

Center Wheel bonuses



The wheel contains the following icons: a brown die with 2 pips, a lantern, a saw, a green die with 2 pips, a yellow die, a blue die with 2 pips, a brown die with 3 pips, a circular arrow, a green die with 1 pip, a lantern, a brown die with 2 pips, a blue die with 2 pips, and a yellow die with 2 pips.

The list of bonuses is:

-  |  3
-  |  2
-  |  2
-  |  2