

## DECISION CARD

A farm Close by has been experiencing Difficulties and are getting a new owner, this gives your cooperative the chance to buy and sell Assets, what do you do?

**a) Buy 1 asset for 3 and or sell one asset for 2 Cap**

**b) Invest your money elsewhere**

## RESOLUTION:

**a) Coop:** If Coop suffers from bad Pr +1 cap cost if buying and -1 cap gain if selling

**Moderator:** add 1 event Card for each asset category purchased by atleast one Coop. (1 card per category and turn max)

**b) Coop:** Roll a die **If** Coop has financial office +2 to die roll.

**1-3:** Your investments didn't pan out (no effect)

**4-7:** You had some sucessfull investments (+1 Cap)

**8:** Your investments were very fruitfull (+2 Cap)

## DECISION CARD

Your coop is considering purchasing some new assets to expand your business, what do you do?

**a) Buy 1 asset for 3 and or sell one asset for 2 Cap**

**b) Invest your money elsewhere**

## RESOLUTION:

**a) Coop:** If Coop suffers from bad Pr +1 cap cost if buying and -1 cap gain if selling

**Moderator:** add 1 event Card for each asset category purchased by atleast one Coop.

**b) Coop:** Roll a die **If** Coop has financial office +2 to die roll.

**1-3:** Your investments didn't pan out (no effect)

**4-7:** You had some successful investments (+1 Cap)

**8:** Your investments were very fruitful (+2 Cap)

# DECISION CARD

Harvest time for each Cooperative!

## Leader Roll 1 Die:

**1-2:** you have suffered bad weather This season

**3-4:** you have had fair weather this season

**5-6:** you have had great weather this season

## Each Coop:

Do you want to invest some of the profit into the Coop?

a) Yes

b) No

# RESOLUTION:

**Coops with greenhouse:** Bad weather doesn't affect you (gain cap as if fair weather)

**Coops with Farm Equipment:** your harvests are very effective (+1 Income)

**Coops with Crops gain following:**

**if bad weather:** The harvest was not as good as expected(+2 Cap)

**If fair weather:** The harvest met your expectations(+4 Cap)

**If great weather:** The harvest surpassed you expektations(+6 Cap)

**Coops with Livestock:** (Cap +2 + 1 for each coop with Crops)

a) You invest in the future of the coop (-4 cap, +1 Income)

b) Nothing happens. (no effect)

# DECISION CARD

Harvest time for each Cooperative!

## Leader Roll 1 Die:

**1-2:** you have suffered bad weather This season

**3-4:** you have had fair weather this season

**5-6:** you have had great weather this season

## Each Coop:

Do you want to invest some of the profit into the Coop?

a) Yes

b) No

# RESOLUTION:

**Coops with greenhouse:** Bad weather doesn't affect you (gain cap as if fair weather)

**Coops with Farm Equipment:** your harvests are very effective (+1 Income)

**Coops with Crops gain following:**

**if bad weather:** The harvest was not as good as expected(+2 Cap)

**If fair weather:** The harvest met your expectations(+4 Cap)

**If great weather:** The harvest surpassed you expektations(+6 Cap)

**Coops with Livestock:** (Cap +2 + 1 for each coop with Crops)

a) You invest in the future of the coop (-4 cap, +1 Income)

b) Nothing happens. (no effect)

# DECISION CARD

## Market Forces are Shifting

### Moderator Roll 1 Die:

1-2: all coops with Livestock affected

3-4: all coops with Crops affected

5-6: all Coops that has either crops and/or livestock affected

### Moderator Roll another Die:

If 1-2: Negative market

If 3-4: neutral market

If 5-6: Positive market

### Each Coop:

Each Coop may now take a loan, what do you do?

a) Take a loan

b) Do not take a loan

## RESOLUTION:

**Coop:** Mark the results of the dice rolls if you are affected by the results  
Add a "Market Forces" Event Card to the Deck.

**a) Coop:** Roll a die, +2 to die results if you have a financial Office

1-2: you get bad interest (+4 cap)

3-4: you get the standard interest (+5 cap)

5-6: you get great interest (+6 cap)

**Then** (-1 Income) irregardless of die results

**b)** nothing changes

# DECISION CARD

## Market Forces are Shifting

### Moderator Roll 1 Die:

1-2: all coops with Livestock affected

3-4: all coops with Crops affected

5-6: all Coops that has either crops and/or livestock affected

### Moderator Roll another Die:

If 1-2: Negative market

If 3-4: neutral market

If 5-6: Positive market

### Each Coop:

Each Coop may now take a loan, what do you do?

a) Take a loan

b) Do not take a loan

## RESOLUTION:

**Coop:** Mark the results of the dice rolls if you are affected by the results  
Add a "Market Forces" Event Card to the Deck.

**a) Coop:** Roll a die, +2 to die results if you have a financial Office

1-2: you get bad interest (+4 cap)

3-4: you get the standard interest (+5 cap)

5-6: you get great interest (+6 cap)

**Then** (-1 Income) irregardless of die results

**b)** nothing changes

# DECISION CARD

The summer was a hot and dry and the crops did not grow as planned resulting in less money earned for selling crops and higher cost for animal feed, will you sponsor your members?

- a) Sponsor all members
- b) Sponsor only the crop growers or animal feeders
- c) Do not sponsor members

## RESOLUTION:

**Leader:** If any Coops chose a) or c), add 1 PR card to the deck

**Coop:** if you have 10+ current capital ignore all negative results if chose a or b.

**a) Coop:** +1 PR rating, roll a die. Add +1 for finance office to the results.

Add+2 for farm Equipment to the results.

**1-2:** You helped all farmers, but it was costly. (-3 Cap)

**3-4:** You helped all farmers, but it could have cost more. (-2 Cap)

**5-6:** You helped all farmers, you were lucky and it cost little. (-1 Cap)

**b) Coop:** Roll a die. Add +1 for finance office add +2 for farm Equipment **1-2:** You helped those who needed it the most, but it cost you. (-2 Cap)

**3-6:** You helped those who needed it the most, prudent. (-1 Cap)

**c)** Your members feel betrayed! (-1 PR rating, -1 income)

# DECISION CARD

A rift has formed between the Leader of the Coop and multiple members of the Coop. They do not believe he/she represents the coops best interests. What do you do?

- a) Force the Leader out of the cooperative
- b) Split off to form your own cooperative
- c) Try to broker peace between the members and the Leader of the coop
- d) Side with the Leader

## RESOLUTION:

- a) The head of the cooperative bad mouths the cooperative to business partners. (-2 cap and -1 PR Rating)
- b) You became weaker because of fewer members (Remove one asset from Coop sheet.)
- c) **Roll Die:** if Good PR +1 to die Roll.
- 1-3:** Talks failed and head leaves Coop and takes a couple of farmers with him/her (-4 cap and -1 PR Rating)
- 4-6** Talks succeeded and you came to an agreement (no effect)
- d) The decisions of the leader hurt the coop's long term prospects (-1 Income)

## DECISION CARD

A new wholesaler wants to carry your produce, but is asking for a larger consignment than you can supply, what do you do?

- a) Take the contract and try to scale up your production to meet their demands
- b) Try and push your high quality and unique products instead of volume
- c) Regretfully decline the offer

## RESOLUTION:

a) **If you have Farm Equipment:** you had no problem scaling your operation (+ 2 Cap and +1 Income).

**Else Coop roll a die:**

**1-4:** you fail to scale up you operation and void your contract (- 4cap)

**5-6:** you managed to upscale but it cost a lot of time and effort (+3 cap)

b) Roll a dice: +1 if you have Greenhouse +3 if you have Cheesemaking, +1 if you have good PR

**1-5:** They don't find it interesting enough, (No effect)

**6+:** They think they can find a place for your wares. (+1 cap income)

c) They thank you for your time. (No effect)

# DECISION CARD

Your cooperative has the opportunity to set up a market stall at a big local Farmers Market to sell their wares, What do you do?

- a) Go all in and create a big stall involving all partners of the cooperative.
- b) Choose to be more conservative only setting up a small stall.
- c) Do not set up a stall at the farmers market

## RESOLUTION:

**Coops:** Roll a die

**If you are the only Coop that have the "Greenhouse" or the "Cheese making" upgrade:** +3 to the Die roll. For each coop that has either decrease the die bonus by one (to a minimum of 0+) . if both apply choose the better bonus.

**If Good PR:** +1 Cap . **If bad PR:** -1 Cap

**a)** +1 PR rating. **if 1:** (-4 Cap). **(if 2:** -2 Cap). **if 3-5:** (+0 Cap) **if 6:** (+4 cap) **if 7+:** (+6 Cap).

**Moderator:** Add 1 PR event card to the decision Deck if at least one cooperative chose this

**b)** **If 1-2:** (-1 Cap) **if 3-4:** (0 Cap) **If 5-6+:** (+2 Cap)

**c)** Your cooperative used it's time elsewhere (+1 cap.)

# DECISION CARD

It's a crowded market and the competition between agricultural producers are heating up. How will your cooperative handle the situation?

- a) Leverage my Unique position on the market
- b) Fall back on our solid financial situation
- c) Find a specific niche within the market, no matter the cost!
- d) Just ride it out and hope for better times!

## RESOLUTION:

**a) Coop: Choose an asset that you have, If you are the only one that has that asset:**

Your Coop can carve out a niche in the market. (+1 cap & +1 cap income)

**If only one other coop has the same asset that you have:**

You are not unique, but there is still room to grow in this market: (+2 cap)

**Else:**

You get lost in the crowd (-2 cap)

**b) If you have more than 14 saved cap:** because of your financial situation you are a force to be reckoned with on the market (+2 cap)

**Else:** you can't handle the financial strain to stand out (-2 cap)

**c) Buy an asset for 4 caps, if bad PR:** (-1 Cap)

**d) You hunker down and hope for the best, roll a die:**

**1-3:** Your complacency has severely hurt the cooperative (-2 cap)

**4-5:** Your complacency has somewhat hurt the cooperative (-1 cap)

**6:** You were lucky and managed to avoid financial loss (no effect)