

EVENT CARD

PR EVENT CARD

Other farmers have seen how some Cooperatives treat their members and how successfully they have been in the public space.

If good PR: the farmers join your Coop (+1 cap income)

If neutral or bad PR: the farmers will join another coop
(no effect)

Draw another card, this card does not count as a turn.

EVENT CARD

PR EVENT CARD

Some members are threatening to join another coop.

If good PR: no one leaves (no effect)

If neutral PR: Coops roll a die

1-3: no one leaves (no effect)

4-6: a few members leave (-1 cap)

If bad PR: Coops roll a die

1-3: a few members leave (-1 cap)

4-6: the members leaving starts a movement with more members leaving (-2 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

LIVESTOCK EVENT CARD

The milk price has been reduced, to avoid this affecting your members you pay the difference:

If negative market: The milk price was reduced quite a bit for ensuring that the consumers could still afford it in the present market (-2 cap)

If neutral market: The cheaper milk resulted in consumers having more money to buy other groceries (-1 cap)

If positive market: The cheaper milk increased the sales resulting in no loss (no change)

Draw another card, this card does not count as a turn.

EVENT CARD

LIVESTOCK EVENT CARD

Consumer awareness for locally produced produce has increased and milk prices has gone up.

If negative market: Unfortunately milk sales decreased at the same rate as price increased (no change)

If neutral market: You earn a little more money (+1 cap)

If positive market: People continue buying milk like before the price increase (+2 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

CROP EVENT CARD

The new “eat only meat and fat diet” has conquered the country resulting in less consumption of plant based foods

If negative market: It is a hard blow (-2 cap)

If neutral market: You notice less sales (-1 cap)

If positive market: You raise the price to nullify the lost sales (no change)

Draw another card, this card does not count as a turn.

EVENT CARD

CROP EVENT CARD

Plant consumption has increased thanks to research promoting the health and sustainable benefits of plants.

If negative market: The increase is small and you decide that the full increase should go to your members (no change)

If neutral market: (+1 cap)

If positive market: Sales has exploded and you hope for continuation (+3 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

CHEESE MAKING EVENT CARD

Who can resist cheese? Your coop enters a cheese contest and wins!

all coops who own a cheese factory: (+2 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

CHEESE MAKING EVENT CARD

Everyone loves cheese, unfortunately this include rats.
Rats have somehow entered the cheese storage and
“tasted” some of the cheese

all coops who own a cheese factory: (-1 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

GREENHOUSE EVENT CARD

There has opened a slew of new restaurants that focuses on local produce and requires fresh vegetables all year round

all coops who own a greenhouse: (+4 cap)

Other coops: (+1 cap)

Draw another card, this card does not count as a turn.

EVENT CARD
GREENHOUSE EVENT CARD

A storm has damaged the greenhouse and it needs repairs

all coops who own a greenhouse: (-1 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

FARM EQUIPMENT EVENT CARD

Your second hand farm equipment was older than anticipated and need repairs.

All Coops with Farm Equipment choose one: (-2 Cap) or lose the Asset

If the coop decided to lose the equipment: Roll a die to see if you can at least sell the broken equipment.

1-2: Nobody wants your old scrap

3-6: The equipment is sold as spare parts (+1 Cap)

Draw another card, this card does not count as a turn.

EVENT CARD

FARM EQUIPMENT EVENT CARD

For extra income you rent out some of your farm equipment to farmers outside your Coop.

All Coops with Farm Equipment: Roll a die

1-2: The equipment was damaged which led to lower profits (+3 cap)

3-6: You get the equipment back in pristine condition(+4 cap)

Draw another card, this card does not count as a turn.

EVENT CARD

FINANCIAL OFFICE EVENT CARD

The accountant has been embezzling some of the capital.

All Coops without a Financial Office: the loss is noticeable (-2 cap)

All Coops with a Financial Office: the accountant only managed to steal a small amount of money before being discovered (no change)

Draw another card, this card does not count as a turn.

EVENT CARD

FINANCIAL OFFICE EVENT CARD

The coop has made an unfortunate investment and need liquid capital.

The finance office tries to get some profit by investing more capital.

All Coops with a Financial Office: (-1 cap)

All Coops: may sell one of their assets for 2 cap

Draw another card, this card does not count as a turn.

EVENT CARD

MARKET FORCES EVENT CARD

If Negative Market: Global Market has Crashed!
If your coop has less than 10 current capital: (-3 cap)

If neutral market: Market remains steady (no effect)

**If positive market: You are able to find new opportunities
will you**

- a) Take quick advantage**
- b) Plan for the long haul**

Results:

- a) You strike while the iron is hot (+3 cap)**
- b) You invest in long term success (+1 cap income)**

Draw another card, this card does not count as a turn.

EVENT CARD

MARKET FORCES EVENT CARD

You are looking to find a new international partner

Each Coop rolls a die

Results:

If Negative market:

1-5: you find no opportunities (no effect)

6: you find a nearby partner (+1 cap)

If Neutral market:

1-3: you find no opportunities (no effect)

4-5: you find a nearby partner (+1 cap)

6: you find a remote partner (+3 cap)

If Positive market:

1: you find no opportunities (no effect)

2-3: you find a nearby partner (+1 cap)

4-5: you find a remote partner (+3 cap)

6: you sign a contract with a japanese importer (+3 cap + 1 cap income)

Draw another card, this card does not count as a turn.