**MY LITTLE FARM**

You've decided to make it your goal to become the most famous farmer in the world! You must cultivate the most prosperous farm, so others may spread your renown.

**SETUP CHANGES:**
- Take any 2 Resources in addition to Resources shown on your Basic Field cards.

**RULES CHANGES:**
- Each time you Populate also gain:
  1 🍎 for each pair of 🌾 on the Farm
  OR
  1 🍋 for each pair of 🌾 on the Farm.
- Each time you Harvest you may also:
  Discard 1 🌾 from the Farm to gain 2 🍎 / 2 🍋.

**SCORING CHANGES:**
- Gain 3 🍎 for each set of 🌾, 🍋, and 🍎 on the Farm.

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**THE FARM**

**FROST GIANTS AT THE WALL**

You've only heard legends about the Frost Giants storming our lands, but then again, our ancestors DID put up that massive wall to protect our Clan’s heritage from something. A few scouts reported that the Giants are real, and they are getting closer. It’s time to put that wall to the test.

**THE WALL**

(You lose immediately if you remove the last 🌾 from here).

**SETUP CHANGES:**
- Assign 2 🌾 and 1 🍎 from the general supply to the Wall.

**RULES CHANGES:**
- If at any moment there are more 🌾 on the Frost Giants than the combined number of Goods on The Wall, immediately remove all 🌾 from the Frost Giants, then remove 1 🌾 and half of the 🍎 (rounded down) from The Wall.
- During the Lookout phase, draw two of the Number tokens (instead of one) and resolve the Event for both.

**SCORING CHANGES:**
- Action: Spend 1 🌾, to assign 1 🌾 to The Wall. May be activated any number of times.
- Each 🌾 on The Wall is worth 3 🌾, and each 🍎 there is worth 2 🌾 at the end of the game.

**GIANT’S BANE**

Action: Spend 1 🌾 to remove 2 🌾 from the Frost Giants.

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**FROST GIANTS**

**VICTORY POINTS THRESHOLD:** 45

**SCENARIO EVENTS**

**WALL BREACH**

1 Spend 1 🌾 or remove 1 🌾 from The Wall if possible.

**LAST-MINUTE FORTIFICATION**

You may spend 2 🌾 in any combination to place 1 🌾 on The Wall. Assign 1 🍎 from the general supply to the Frost Giants.

**SEND THE RAVEN**

You may spend 1 🌾 to place 1 🌾 on The Wall. Assign 1 🍎 from the general supply to the Frost Giants.

**CATAPULT**

Spend 1 🌾 or assign 1 🌾 from the general supply to the Frost Giants.

**OPEN THE GATES**

You may spend 1 🌾 to gain 1 🌾 for each 🌾 on the Frost Giants.

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**THE WALL**

(You lose immediately if you remove the last 🌾 from here).

**SCENARIO EVENTS**

**CROPS**

1 Gain 1 🍎 for each 🌾 on the Farm.

**SICK SHEEP**

2 Discard 1 🌾 from the Farm.

**LOCUSTS**

3 Exhaust 2 🌾. You cannot Harvest from them this round. Unexhaust them during cleanup phase.

**SPAWN**

4 Assign 1 🌾 from the general supply to the Farm.

**NEW NETS**

5 Spend 2 🌾 to gain 2 🌾 or discard 1 🌾 from the Farm.

**PROPAGATION**

Action: Spend 1 🌾 to assign 1 🌾, 🌾, 🌾 to the Farm. May be activated any number of times.
You have dropped the anchor at the shore of the Samurai. Quite fast you have realized that the political situation on the islands is shaky. Feudal lords are fighting to take control over the archipelago. You will have to choose between conquering the islands or focusing on securing the resource supply.

**SETUP CHANGES:**
- Assign 1 or 2 (from your pool) to **HONSHU**.
- *Start on HOKKAIDO instead*
- Gain 1 for each on **HONSHU**.
- *Gain 1 for each on HOKKAIDO instead*

**RULES CHANGES:**
- The term ‘Japanese Islands’ refers to Islands illustrated on this scenario sheet: HONSHU, KYUSHU, OKINAWA, HOKKAIDO, and SHIKOKU.
- You may Harvest from Japanese Islands as if they were . Choose 1 Japanese Island and gain 1 Resource (of type shown on that Japanese Island) for each on it.
- Japanese Islands with are considered Conquered.
- Consider Japanese islands connected by or adjacent.
- *Do not use .

**SCORING CHANGES:**
- Gain 3 for each Conquered Japanese Island.
- Gain 1 for each on KYUSHU and OKINAWA.

**SCENARIO EVENTS**

1. **EARTHQUAKES IN THE NORTH**
   - This round you may only Harvest from Japanese Islands.

2. **SHOGUN’S SEA BLOCKADE**
   - This round you can’t move from/to SHIKOKU.

3. **SHOGUN’S NINJAS**
   - Place 1 on Okinawa and Kyushu—for each there you must spend one additional when Assigning a to them by activating SAILING SAMURAI.

4. **TOKUGAWA’S SHIPYARD**
   - This round you may spend 2 to gain 1 (only once per activation of this event)

5. **SHOGUN’S REVENGE**
   - Remove 1 from KYUSHU and remove 1 from HONSHU (if you cannot remove them, do not lose 2 .)

**VICTORY POINTS THRESHOLD: 45**

**SAILING SAMURAI**

Action: Spend 1 (Place it on this Action) and 1 to Assign 1 from the general supply to any Japanese Island adjacent to a Conquered Japanese Island. (During the Cleanup phase comes back to your supply).