














<h1>Keyflower</h1> <i>the</i> <h2>Farmers</h2>	Player 1  _____	Player 2  _____	Player 3  _____	Player 4  _____	Player 5  _____	Player 6  _____
 <p>Barn Blacksmith Stone yard Timber yard</p>						
 <p>Sheep Shelter</p>						
<p>Fields (+ Weaver, Truffle orchard, Dairy)</p> 						
<p>Fixed Points + Flipper + Invincible + Key Celeste (+ Ghost keyple, if not used)</p> 						
⇒ Reallocate keyples, skill tiles, remaining resources, purple keyple (if not already scored)						
<p>Winter tiles + White Wind</p> 						
<p>Keyflower + Sea Bastion + Sea Breeze</p> 						
<p>Turn Order</p> 						
<p>1 Gold = 1 VP (if not already scored)</p> 