

Cottage   
 3  if this building is fed.

Chapel   
 1  for each fed .

Farm   
 Feeds 4  buildings anywhere in your town.

Tavern   
 based on your constructed 

	1	2	3	4	5
	2	5	9	14	20

Bakery   
 3  if adjacent to  or .

Well   
 1  for each adjacent .

Factory   
 When constructed, place 1 of the 3 resources on .
 When another player names an resource, you may place a different resource instead.

