




Bonus Points

<b>X</b>				<b>X</b>
	<b>X</b>		<b>X</b>	
		<b>X</b>		

1=0pt 2=3pt 3=5pt 4=7pt 5=10pt

Bonus Points

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Turn Counter

<b>→</b>	<b>→</b>	<b>↓</b>
Last Turn for 5 Player	<b>←</b>	<b>←</b>
Last Turn for 4 Player	Last Turn for 3 Player	Last Turn for 2 Player

<b>Dice</b>	<b>Action</b>	<b>Dice</b>	<b>Action</b>	<b>Dice</b>	<b>Action</b>
	<b>Move Forward</b> or remove <b>Junk</b>		<b>Move Forward</b> or remove <b>Junk</b>		<b>Move Forward</b> or remove <b>Junk</b>
	Turn <b>Left</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Left</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Left</b> plus: <b>Move</b> or remove <b>Junk</b>
	Turn <b>Right</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Right</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Right</b> plus: <b>Move</b> or remove <b>Junk</b>
	Place a piece of <b>Junk</b> on a neighbour's lawn		Place a piece of <b>Junk</b> on a neighbour's lawn		Place a piece of <b>Junk</b> on a neighbour's lawn
	Roll the <b>Special Dice</b>		Roll the <b>Special Dice</b>		Roll the <b>Special Dice</b>
<b>Turn Around</b>	Instead of using a dice, you may use one of your 3 actions to <b>turn around (180°)</b>	<b>Turn Around</b>	Instead of using a dice, you may use one of your 3 actions to <b>turn around (180°)</b>	<b>Turn Around</b>	Instead of using a dice, you may use one of your 3 actions to <b>turn around (180°)</b>

<b>Special</b>	<b>Special Action</b>	<b>Special</b>	<b>Special Action</b>	<b>Special</b>	<b>Special Action</b>
	<b>Butterfly Net:</b> Take a <b>net token</b> , if you have something thrown at you, catch & remove it		<b>Butterfly Net:</b> Take a <b>net token</b> , if you have something thrown at you, catch & remove it		<b>Butterfly Net:</b> Take a <b>net token</b> , if you have something thrown at you, catch & remove it
	<b>Leaf Blower:</b> Remove all <b>Junk</b> adjacent to you		<b>Leaf Blower:</b> Remove all <b>Junk</b> adjacent to you		<b>Leaf Blower:</b> Remove all <b>Junk</b> adjacent to you
	<b>Weed Wacker:</b> Cut <b>3 grass</b> adjacent to you. You cannot cut grass from under junk		<b>Weed Wacker:</b> Cut <b>3 grass</b> adjacent to you. You cannot cut grass from under junk		<b>Weed Wacker:</b> Cut <b>3 grass</b> adjacent to you. You cannot cut grass from under junk
	<b>Fertiliser:</b> Place a straight line of up to <b>3 grass</b> on a neighbour's lawn		<b>Fertiliser:</b> Place a straight line of up to <b>3 grass</b> on a neighbour's lawn		<b>Fertiliser:</b> Place a straight line of up to <b>3 grass</b> on a neighbour's lawn
	<b>Dog:</b> Remove one piece of <b>Junk</b> from anywhere on your lawn		<b>Dog:</b> Remove one piece of <b>Junk</b> from anywhere on your lawn		<b>Dog:</b> Remove one piece of <b>Junk</b> from anywhere on your lawn
	<b>Saboteur:</b> Give a player a <b>malfunction token</b> , they can only use 2 dice on their next turn		<b>Saboteur:</b> Give a player a <b>malfunction token</b> , they can only use 2 dice on their next turn		<b>Saboteur:</b> Give a player a <b>malfunction token</b> , they can only use 2 dice on their next turn

<b>Dice</b>	<b>Action</b>	<b>Dice</b>	<b>Action</b>
	<b>Move Forward</b> or remove <b>Junk</b>		<b>Move Forward</b> or remove <b>Junk</b>
	Turn <b>Left</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Left</b> plus: <b>Move</b> or remove <b>Junk</b>
	Turn <b>Right</b> plus: <b>Move</b> or remove <b>Junk</b>		Turn <b>Right</b> plus: <b>Move</b> or remove <b>Junk</b>
	Place a piece of <b>Junk</b> on a neighbour's lawn		Place a piece of <b>Junk</b> on a neighbour's lawn
	Roll the <b>Special Dice</b>		Roll the <b>Special Dice</b>
<b>Turn Around</b>	Instead of using a dice, you may use one of your 3 actions to <b>turn around (180°)</b>	<b>Turn Around</b>	Instead of using a dice, you may use one of your 3 actions to <b>turn around (180°)</b>

<b>Special</b>	<b>Special Action</b>	<b>Special</b>	<b>Special Action</b>
	<b>Butterfly Net:</b> Take a <b>net token</b> , if you have something thrown at you, catch & remove it		<b>Butterfly Net:</b> Take a <b>net token</b> , if you have something thrown at you, catch & remove it
	<b>Leaf Blower:</b> Remove all <b>Junk</b> adjacent to you		<b>Leaf Blower:</b> Remove all <b>Junk</b> adjacent to you
	<b>Weed Wacker:</b> Cut <b>3 grass</b> adjacent to you. You cannot cut grass from under junk		<b>Weed Wacker:</b> Cut <b>3 grass</b> adjacent to you. You cannot cut grass from under junk
	<b>Fertiliser:</b> Place a straight line of up to <b>3 grass</b> on a neighbour's lawn		<b>Fertiliser:</b> Place a straight line of up to <b>3 grass</b> on a neighbour's lawn
	<b>Dog:</b> Remove one piece of <b>Junk</b> from anywhere on your lawn		<b>Dog:</b> Remove one piece of <b>Junk</b> from anywhere on your lawn
	<b>Saboteur:</b> Give a player a <b>malfunction token</b> , they can only use 2 dice on their next turn		<b>Saboteur:</b> Give a player a <b>malfunction token</b> , they can only use 2 dice on their next turn

