

PLANTING RISK

Weather is Fair

Yield does not change.

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Rain Delays

Roll the dice and subtract the number x 10 from YIELD.

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Perfect Planting

Due to rain and temperature, your crop is perfect.
Add 25 to YIELD.

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Rain Delays

Roll the dice and subtract the number x 10 from YIELD.

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Land Flooded

Replant your crop:
add \$200 to COST for new seed,
then pick another Planting Card.

WEATHER RISK

Weather is Fair

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WEATHER RISK

Rain & Sunshine

Roll the dice and add the number x 5 to your YIELD.

WEATHER RISK

Weather is Fair

Yield does not change.

WEATHER RISK

Too Hot & Dry

Roll the dice and subtract the number x 10 from YIELD. OR if you bought high tech seed, subtract the number x 5.

WEATHER RISK

Weather is Fair

Yield does not change.

WEATHER RISK

Too Hot & Dry

Roll the dice and subtract the number x 10 from YIELD. OR if you bought high tech seed, subtract the number x 5.

WEATHER RISK

Rain & Sunshine

Roll the dice and add the number x 5 to your YIELD.

WEATHER RISK

Extreme Drought

If you purchased high tech seed, reduce YIELD by 1/4 (25%). If you did not purchase high tech seed, reduce YIELD by 1/2 (50%).

WEATHER RISK

Rain & Sunshine

Roll the dice and add the number x 5 to your YIELD.

WEATHER RISK

Perfect Weather

Due to rain and temperature, your crop is perfect. Add 50 to YIELD.

MARKETING RISK

Bumper Crop

Argentina and Brazil have produced a bumper crop, raising the world supply of corn.
Subtract \$0.25 from PRICE.

MARKETING RISK

Policy Change

Lawmakers remove the requirement for ethanol to be added to gasoline.
Subtract \$1.00 from PRICE.

MARKETING RISK

Chicken Farms

Two farms in your area are now raising 500,000 chickens, which eat a lot of corn.
Add \$0.75 to PRICE.

MARKETING RISK

Dairy Bust

A local dairy farm goes out of business, and fewer cows are eating corn.
Subtract \$0.10 from PRICE.

MARKETING RISK

Ethanol Boom

More corn is needed for renewable fuels in the US and the world.
Add \$1.00 to PRICE.

MARKETING RISK

New Feed Mill

A new local market is available for your corn.
Add \$0.25 to PRICE.

MARKETING RISK

No Change

US corn crop looks good and prices are stable.
PRICE does not change.

MARKETING RISK

Drought in Midwest

US corn supply is significantly reduced.
Add \$2.00 to PRICE.

MARKETING RISK

US Bumper Crop

Perfect weather in the Midwest boosts the supply of corn.
Subtract \$0.50 from PRICE.

MARKETING RISK

China Buys Corn

China is eating more meat and needs more corn to feed livestock.
Add \$0.50 to PRICE.

PEST RISK

No Pests

You are a lucky farmer!
YIELD does not change.

PEST RISK

Weeds

Subtract 25 from YIELD,
OR buy weed control and
add \$20 to COST and
subtract only 10 from YIELD.

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Weeds

Subtract 25 from YIELD,
OR buy weed control and
add \$20 to COST and
subtract only 10 from YIELD.

PEST RISK

Corn Borers

YIELD does not change if you bought
high tech seed. If you did not buy high
tech seed, subtract 25 from YIELD. OR
buy insect control: Add \$25 to COST
and subtract only 10 from YIELD.

PEST RISK

Weeds & Pests

Have you been on vacation?
You have too many insects and weeds,
and it's too late to control them.
Subtract 50 from YIELD, OR
subtract 25 if you used high tech seed.

PEST RISK

Corn Borers

YIELD does not change if you bought
high tech seed. If you did not buy high
tech seed, subtract 25 from YIELD. OR
buy insect control: Add \$25 to COST
and subtract only 10 from YIELD.

PEST RISK

Weeds & Pests

Have you been on vacation?
You have too many insects and weeds,
and it's too late to control them.
Subtract 50 from YIELD, OR
subtract 25 if you used high tech seed.

PEST RISK

Stalk Rot

Roll the dice and subtract the
number x 10 from YIELD, OR
purchase disease control:
add \$25 to COST and
subtract the number x 5 from YIELD.

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Roll the dice and subtract the
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HARVEST RISK

No. 2 Corn

Nice job. You provided a good crop of corn. PRICE does not change.

HARVEST RISK

No. 1 Corn

Your corn looks perfect, and you receive a premium. Add \$0.05 to PRICE.

HARVEST RISK

No. 2 Corn

Nice job. You provided a good crop of corn. PRICE does not change.

HARVEST RISK

No. 1 Corn

Your corn looks perfect, and you receive a premium. Add \$0.05 to PRICE.

HARVEST RISK

No. 2 Corn

Nice job. You provided a good crop of corn. PRICE does not change.

HARVEST RISK

No. 3 Corn

Your corn has a lot of foreign material and broken kernels. Subtract \$0.05 from PRICE.

HARVEST RISK

No. 2 Corn

Nice job. You provided a good crop of corn. PRICE does not change.

HARVEST RISK

No. 3 Corn

Your corn has a lot of foreign material and broken kernels. Subtract \$0.05 from PRICE.

HARVEST RISK

Fungus

Your corn contains fungal toxins, and the feed mill is reducing your price. Roll the dice and subtract the number x \$0.10 from PRICE.

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Your corn contains fungal toxins, and the feed mill is reducing your price. Roll the dice and subtract the number x \$0.10 from PRICE.