

# MEGALAND BONUS CARDS

Shuffle the new key card with the other key cards, and the new star cards with the other star cards. Set up as normal.



This card allows a player to place cider tokens in their advancement track. Standard advancement track rules apply.

	3	4	5	6+
	18	16	12	8

This card grants village points according to the number of villagers the player owns at the end of the game. (18 points for 3 villagers, 16 for 4, 12 for 5, and 8 for 6 or more.) All villagers, including injured or exhausted villagers, count towards this number.



This card grants 3 village points + 2 village points for every villager with a feather or hammer symbol that the player owns at the end of the game.



This card grants 18 village points.