

**RW/H1**

Once per round you may cross out of the depicted resources but use it in place of a different resource (E.g. cross out a sawblade to add 1 pip to a die, using it as a scrapwood.)



**RW/H2**

Once per round you may sell up tokens. Gain 1 blueberry and 2 VPs for each token returned to the bank.



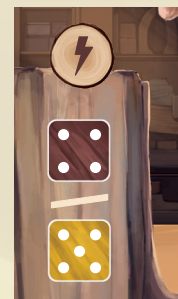
**RW/H3**

Once per a round you may increase or decrease one brown die in your supply by 1.





**RW/H4**

Once per a round you may increase or decrease one yellow die in your supply by 1.



**RW/H5**

When you play this helper, immediately gain   from the bank.



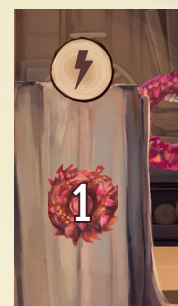
**RW/H6**

Whenever you gain a reputation, gain 1 blueberry and 1 VP.



**RW/H7**

Whenever you complete an order, gain 1 glue or scrapwood token.



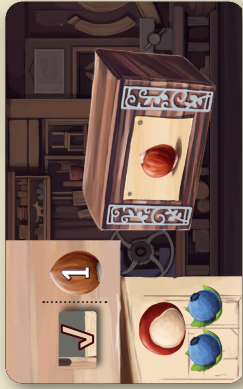
**RW/H8**

When you play this Helper immediately gain 1 reputation. Player takes into account this reputation during final scoring.





At the end of the game, you will gain VPs according to number of your bought Helpers: For 3 Helpers you will gain 4 VPs, for 5 Helpers you will gain 8 VPs.



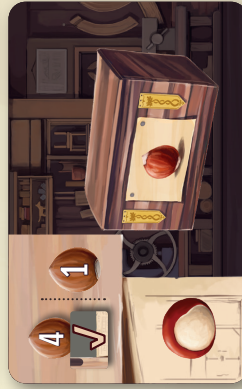
At the end of the game, you will gain VPs according to your completed orders. For example for 5 completed orders you will gain 5 VPs.



At the end of the game, you will immediately gain 1 VP. Then You will get 2 VPs for every reputation icon on your completed order.



At the end of the game you will immediately gain 3 VPs. Then you will get 1 VP for every of your marked off lanterns.



At the end of the game, you will get 1 VP for every 4 VPs gained from your completed orders.

