




<b>D</b>	At the start of the game: choose (or draw lots) a soil type and a crop type
<b>0</b>	At the start of round 4 (intercrop 2): choose a new type of culture
<b>At every turn</b>	
<b>1</b>	Advance the turn indicator token (period) on the common board + Randomly draw a weather card
<b>2</b>	Update the scales for each type of weed for each player (weather forecast + preventive methods + type of crop)
<b>3</b>	Choose method cards available according to the period: 
<b>4</b>	Deduce the curative effect on the pressure scales according to the maps
<b>5</b>	Modify the scales of the indicators according to the effect of the selected methods
<b>At some turns</b>	
<b>6</b>	Except intercropping: Calculate the loss of quantity (rounds 2, 3, 5 and 6 - rounds with crops - all weeds) and quality (rounds 3 and 6 - 2 <sup>nd</sup> round of crop - grasses and invasives)
<b>7</b>	End of round 6 = Calculation of the final score