Plants (temperate)

Blueberry 5/10/20 1/1/2
+10/20/40 if Apple/Dand./Strawb.

Strawberry 5/10/20 4/6/9
+3/15/30 if Blueb./Strawb.
+5/10/25 if Dand./Strawb.

Dandelion 5/10/20 2/4/8
+8/16/28 +4/8/16 if plant

Apple Tree 6/10/20 4/6/8
+8/16/32 +2/4/8 × animal

Nightshade 5/10/20 3/5/8
+15/25/50 +7/10/16 if mineral

Pear Tree 5/10/20 2/2/4
+10/20/40 +5/10/15 × plant

Foxglove 6/12/24 1/2/3
+2/2.5/3 × ×1

Cherry Tree 10/20 1/2
+15/30 × mineral
+10/25 if Silver
+20/50 if Gold

Plum Tree 15/30 15/30 5/10
+10/25 × mineral
+12/24 +20/50 if plant

Orange Tree 25 5 +1
+3 × +27 × different source

Sunflower 22 5 +1
+8 × different forest plant
+1 +1 × 5

Plants (desert)

Barrel Cactus 2/10/20 2/8/16
+8/20/40 if ≥5/10/15

Withered Shrub 1/5/10
+5/9/18 if mineral

Agave 5/10/20 3/4/8
+10/20/40 if plant

Aloe Vera 5/10/20 4/6/12
+5/10/20 +5/8/12 × animal

Date Palm 5/12/20 4/7/12
+8/16/32 × animal

Chili Pepper 8/16 8/16 4/8
+20/40 × Copper/Iron/Salt/Aluminium
+20/40 × Topaz/Onyx/Platinum/Gold

Desert Lime 15/30 4/8
+35/50 +15/25 × patch without ressource
+15 +5 × plant

Opium Poppy 30 4
+50 +50 -15 × plant
+100 if 2 plants

Cardon Cactus 15 4
+25 × mineral
+50% of mineral

Plants (tropical)

Elderberry 5/10/20 2/4/8
+7/15/30 +3/6/12 if animal

Tomato 8/10/20 2/2/4 1/3/6
+0.5 × 1

Peppermint 7/12/24 2/3/6
+7/14/28 × mineral

Pineapple 8/14/28 1/2/4
+14/28/42 mineral

Marsh Mallow 8/8/16 3/6/14
+15/30/60 +10/20/40 if animal

Papaya 6/12/24 4/6/12
+15/30/60 +5/10/15 if ≥8/14/22

White Willow 8/12/24 2/3/6
+6/16/32 +2/3/4 plant
+0/0/4 × White Willow

Coffea 15/30 8/16 5/10
+1/2 × 2 plants
+10/20 +10/20
+5/10

Hemp 8/16 4/8
+1/2 +1
+15/25 +10/12 × Iron/Phosphorus/...

Cacao Tree 15 12
+25 if plant
+25 if mineral
+50 if animalc
+80 if ≥150

Rubber Tree 25 4
+20/40/80 +10/20/30 if ≥18/24/30
+55 +10 × Oil/Aluminium/Uranium

Animals (temperate)

Chicken 1/2/4
+3/5/10 if Blueberry

Beaver 2/4/8 1/2/4
+1/2/4 × ≥7 if mineral

Stoat 1/2/4
+2/4/8 if mineral

Rabbit 2/4/8
+2/5/10 if Rabbit

Fox 1/2/4 1/2/3
+2/4/8 × Chicken/Beaver/Rabbit

Deer 2/4/8
+4/8/16 +2/4/8 if Dand./Foxg./Nights.

Boar 4/6/8 1/2/4 1/2/3
+1 × 1

Wisent 4/6 2/3
+1/2 × 4
+4/8 +2/4 if Deer/Rabbit

Wolf 6/12 1/2
+3/5 +1/2 × Deer/Wisent/Boar
+1 × mineral
+10/15 → mineral

Moose 8
+15 if Boar/Wolf/Wisent
+6 × Plant

Bear 5 20 2 only 4
+2 × 1
+3 × Deer/Wisent/Boar

Animals (desert)

Kangaroo Rat 1/2/4
+2/4/8 if Mineral

Armadillo 1/2/4 3/6/12
+1/2/4 × Mineral

Desert Tortoise 1/2/4
+3 if Plant

Rattlesnake 3/5/10 1/1/2
+1/2/3 × Kangaroo/Rat/Armadillo/Tortoise

Goat 1/3/6
+6/15/30 → plant

Grey Fox 1/2/4 2/4/8
+1 if mineral
+5/10/15 if ≥5/10/15

Javelina 3/5/12
+3/6/12 +1/2/3 × Javelina

Gila Monster 10/20 5/10 only 1
+5/10 +5/10 × ≥15/25
+5/10 × plant
+5/10 × animal

Coyote 3/6 5/10 2/3
+5/8 × Javelina/Goat
+1 × animal

Bighorn 8
+5 × Mineral
+3 → Goats/Deers worldwide

Bobcat 5
+5 × ≥5
+1 × if ≥ 3 animal
+6 × different source type

Animals (tropical)

Frog 1/2/4 only 1
+2/4/8 +1 if Elderberry

Poison Dart Frog 1/2/4 only 1
+1 +1 if Elderberry

Otter 2/4/8
+3/6/10 if plant

Iguana 2/4/8
+3/6/12 +1 if mineral

Buffalo 4/8
+40/50% → plant
+3/5 × Hemp/Tomato/Marsh Mallow

Tapir 1/2/4 1/4/8
+1/2/4 × ≥7

Komodo Dragon 4/8 2/3 only 1
+1 if Iguana
+2/4 → Iguana/Poison Dart Frog
+2/4 × different Buffalo/Otter/Tapir

Orangutan 8
+12 +0.5 × Rubber Tree/Coffea/White Willow/Papaya/Cacao Tree (max ×3)
+75% → White Willow/Coffea

Crocodile 8 1 only 1
+10 × mineral
-2 → Buffalo/Orangutan/Tapir
+12 × Buffalo/Orangutan/Tapir

Fish

Mackerel 2/4/8 only 1/2
+1 (max +2) × mackerel

Clownfish 2/4/8
+2/4/6 if Clownfish/Parrotfish

Seabass 2/4/8
+3/6/12 if Mackerel/Clownfish

Parrotfish 2/3/6
+1/2/3 +1/2/3 × different fish

Tuna 4/8
+0.5/0.75 × 1 Clownfish/Parrotfish/Marlin
+3/6 if Tuna

Marlin 2/4
+4/6 +2/3 × Seabass
+4/6 +2/3 × Parrotfish

Anglerfish 6/12
+0.75 × 1 Mackerel/Seabass/Marlin
+5/8 if ≥10

Blue Whale 8
+25 +1 if natural source
+5 +5 × Tuna/Seabass/Mackerel

White Shark 5 10
+4 × White Shark/Marlin
+30
-1 × 1

Animals (mountain)

Marten 1/2/4
+2/4/8 +1/1/2 if mineral

Monal 1/2/4
+2/4/8 +1/2/4 if plant

Musk Deer 2/4/8 1/2/4
+1/2/3 × ≥10/20/30
+1 if ≥2/3/4

Pangolin 1/2/2 1/2/2
+2/4/8 +1/2/4 if ≥8/14/24
+3/6/12 +1/2/4 if Monal/Marten/Langur Monkey/Yak

Snow Leopard 4/8 3/4
+4/6 × Yak/Musk Deer
+8/16 +2/4 if Silver/Zingc

Yak 2/4
+1/2 × 5
+6/12 if animal
+4/8 if ≤1 animal

Langur Monkey 2/4
+1 +4/8 plant
+4/6 × Cinnamomum/Lychee/Ginkgo

Panda 8 8
+6 if animal
+8 if next to a Mineral
+15 → plants
+0.4 × 1

Plants (mountain)

Kumquat 5/10/20 1/2/4
+8/10/20 +3/7/14 if plant

Ginger 5/10/20 2/6/12
+10/20/40 +5/9/16 if animal

Kiwifruit 10/15 5/10 1/3
-3/5 +5/10 +10/20 → plants

Dragonfruit 4/8/16 10/20/40 1/2/4
+1/1.5/2 +0.5/0.75/1 × → plants

Lychee 10/20 4/8
+18/27 × animal
+2/4 → animals

Cinnamomum 15/30 15/30 1/2
+60/75% of mineral
+5/8 × plant
+20/40 if plant

Tea Plant 10/20 7/14 5/10
+12/25 × Tea Plant

Ginkgo 20 13 3
+20 +20 × plant
+100 +15 if 2 Langur Monkeys

Quartz
10/15/20 💰
when ≥5/10/15 💰:
+8/16/30 💰 if Stone ↔
+8/16/30 💰 if Quartz ↔

Agate
8/15/20 💰
when ≥10/20/20 💰:
+10/20/30 💰 if animal ↔

Stone
8/15/20 🔧
when ≥5/20/25 🔧 if plant ↔
+10/20/40 🔧 if plant ↔

Marble
10/15/20 🔧
when ≥5/10/15 💰:
+6/10/25 💰 +6/15/25 🔧
if mineral ↔

+0 ⚪

Topaz
10/15/20 💰
when ≥10/15/20 🍎:
+12/24/35 💰 +5/10/15 ❄
if Plant ↔

Salt
5/10/15 💰 5/10/15 💰 5/10/15 🔧
when ≥10/15/20 🍎 or ≥10/15/20 🔧:
+ 5/10/15 💰 +5/10/15 🔧 × Salt mineral ↔
+5/10/15 ❄ × animal ↔

Copper
10/15/20 🔧
when ≥15/20/35 💰:
+10/25/50 🔧 if animal ↔
+10/20/30 🔧 if on mountain ↔

+1 ⚪

Onyx
14/16/18 💰
when ≥25/30/65 💰:
+1.5/2/2.5 💰 × 1 🌿

Phosphorus
+10/20/25 🔧
when ≥25/35/45 🍎:
+10/25/40 🔧 +5/10/20 ❄ ×
plant ↔

Iron
14/20/25 🔧
when ≥20/25/45 🔧:
+5/7/10 × 🗡

Gold
25/30 💰
when ≥100/150 💰:
+60/100 💰
-15/20 💰 × Gold worldwide
+15/25 💰 × mineral ↔

Silver
15/20 💰 15/20 🔧
when ≥40/60 💰 and 40/60 🔧:
60% 💰 of
Topaz/Onyx/Gold/Platinum ↔
60% 🔧 of
Copper/Iron/Aluminium ↔

Aluminium
20/25 🔧
when ≥100/100 🔧:
+10/20 ×
Iron/Copper worldwide (max 5)
+15/30 🔧 × plant ↔

+2 ⚪

Platinum
15/20 💰 5/8 ❄
when ≥75/100 💰:
+15/25 💰 +10/15 ×
Coyote/Grey Fox ↔
+15/25 💰 × animal ↔

Zinc
20/25 🔧
when ≥70/90 🔧:
+40/50 🔧 →
Copper/Iron/Aluminium 3↔
+15/25 ❄ × Copper ↔

Ruby
30 💰
when ≥200 💰:
+150 💰
-25 💰 × Ruby worldwide
+30 💰 × mineral ↔
+5 ❄ → animal ↔
+15 🌿 +30 🍎 +30 🔧 → plants ↔

Diamond
25 🔧
when ≥500 💰 and ≥250 🍎:
+100 💰 if ≥2 plants ↔
+100 💰 if ≥2 mineral 2 ↔
+2.5 💰 × 1 💰 animals ↔

Coal
20 💰 20 🔧
when ≥100 💰 and ≥100 🔧:
+10 💰 +10 🔧 → Copper/Iron
worldwide
+50 💰 × Copper/Iron ↔
+2 💰 +2 🔧 -1 ❄ × 2 ↔

Oil
15 💰 25 🔧
when ≥100 💰 and ≥200 🔧:
+100 💰
1 🔧 × 1 🍎 plant ↔
+5 💰 × plant worldwide
+5 💰 × mineral worldwide
+5 🍎 × animal worldwide

Uranium
30 🔧
when ≥400 🔧:
+250 🔧 if Uranium worldwide
+50% 🔧 × 2 ↔

Fluorite
30 🔧
when ≥200 🔧 ≥100 🍎:
+20 ❄ × different source type 2 ↔
+25 🔧 × different statistic ≥10

+3 ⚪

2

↔ next to : the patch at the left of this symbol must be next to the patch where this natural ressource is
3↔ : 1 to 3 patches away
↔ (within) animal range
↔ within natura range
if : the left hand side bonus applies once if there is at least one patch matching the right hand side condition

× : the left hand side bonus applies for each patch matching the right hand side condition
→ : the left hand side bonus applies to any patch matching the right hand side condition
of : the left hand side proportion applies to sum the ressources of all patches matching the right hand side condition