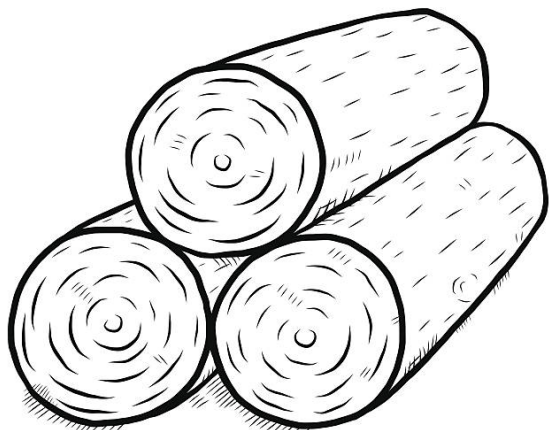
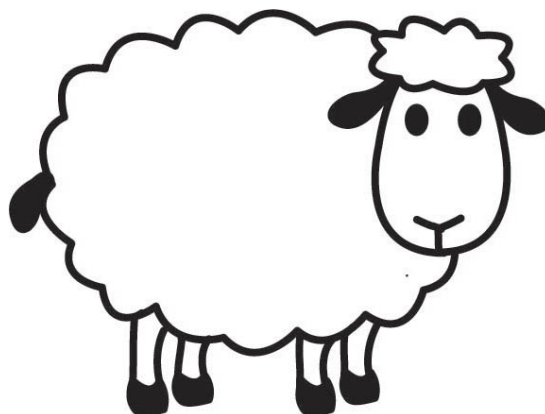


LUMBER

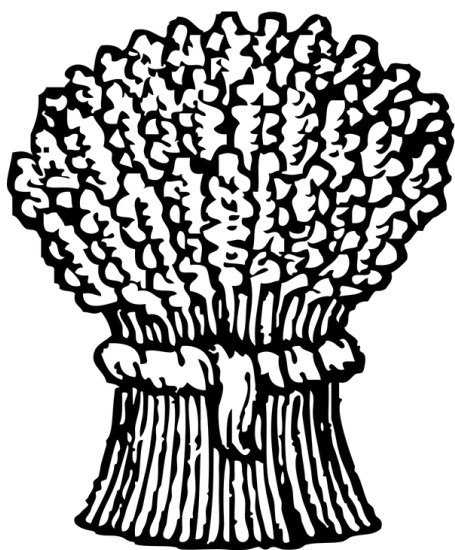


WOOL

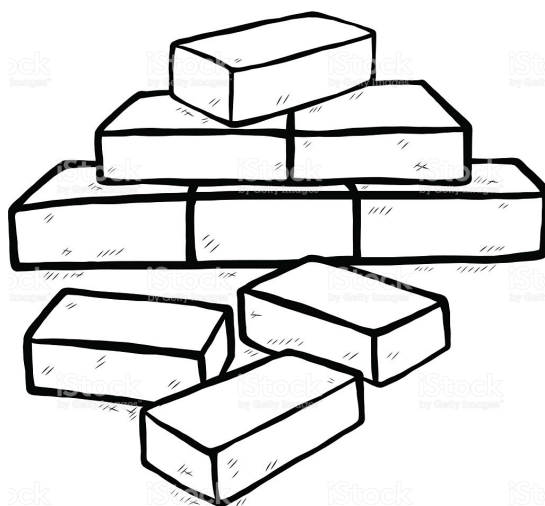
5-6



GRAIN



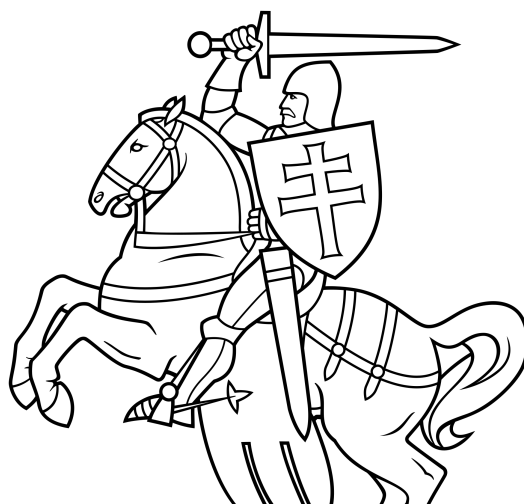
BRICK



ORE



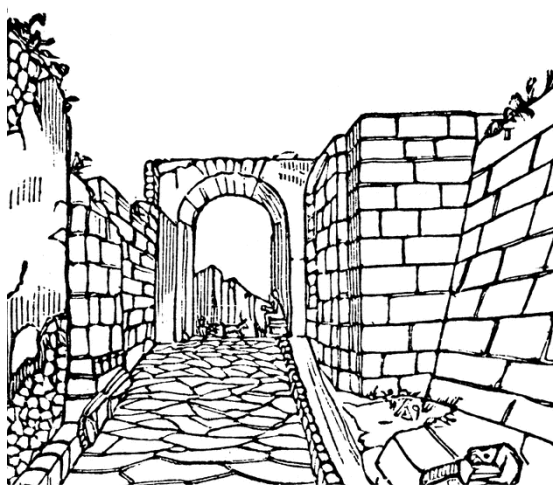
KNIGHT



Move the robber.

Steal **1** resource from the owner of a settlement or city adjacent to the robber's new hex.

ROAD BUILDING



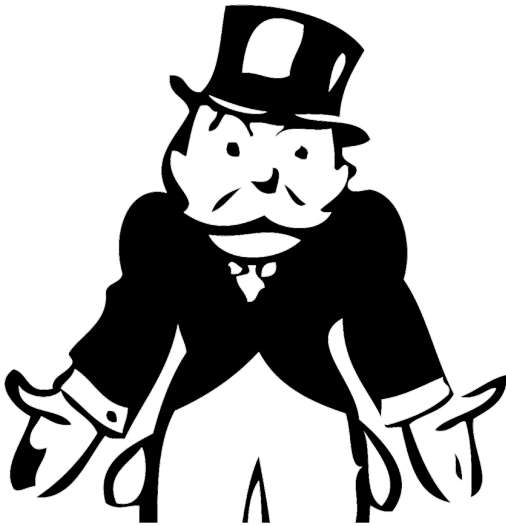
Place **2** new roads as if you had just built them.

YEAR OF PLENTY



Take any **2** resources from the bank. Add them to your hand. They can be 2 of the same resource or 2 different resources.

MONOPOLY



When you play this card, announce **1 type** of resource.
All other players must give you **all** of their resources of that type.

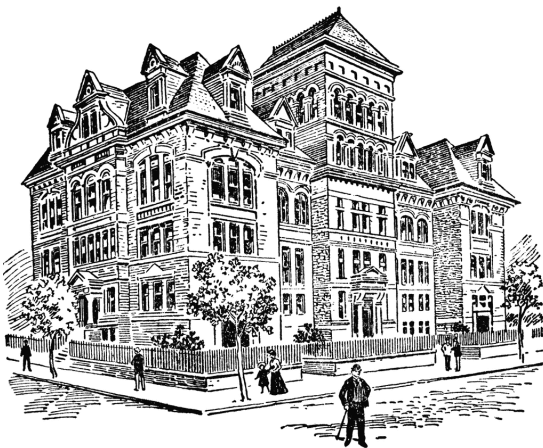
CHAPEL



1 Victory Point!

Reveal this card on your turn if, with it, you reach the number of points required for victory.

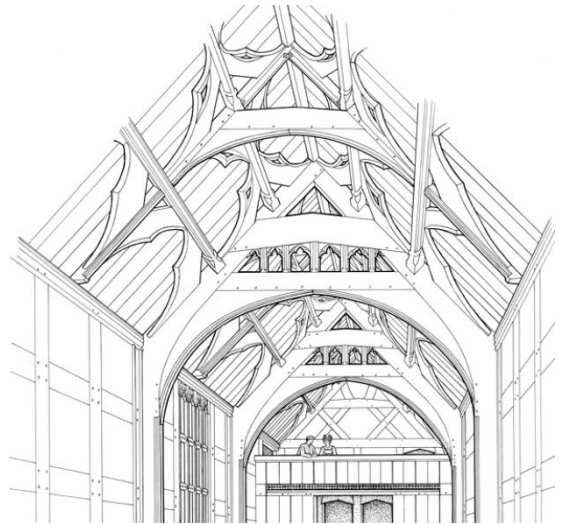
UNIVERSITY



1 Victory Point!

Reveal this card on your turn if, with it, you reach the number of points required for victory.

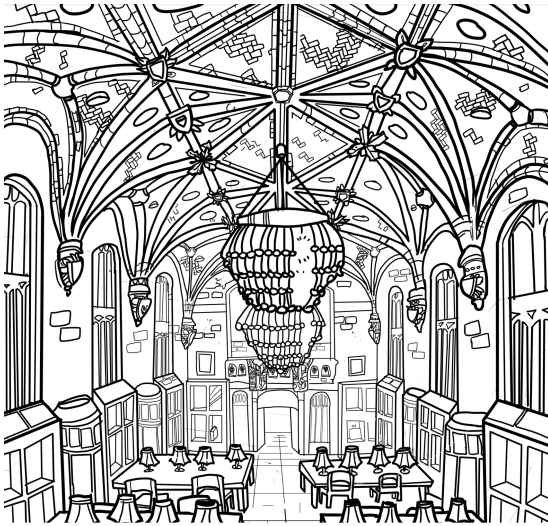
GREAT HALL



1 Victory Point!

Reveal this card on your turn if, with it, you reach the number of points required for victory.

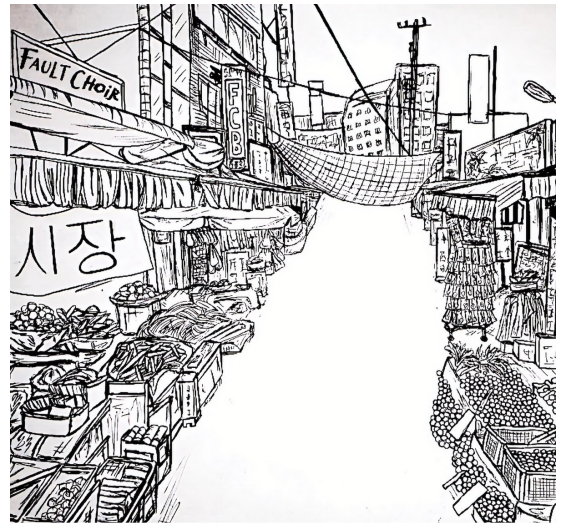
LIBRARY



1 Victory Point!

Reveal this card on your turn if, with it, you reach the number of points required for victory.

MARKET



1 Victory Point!

Reveal this card on your turn if, with it, you reach the number of points required for victory.