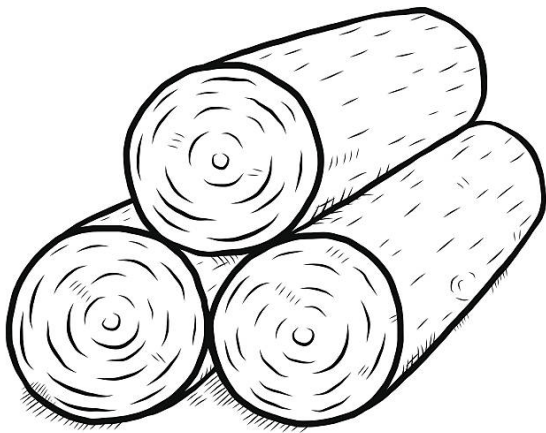
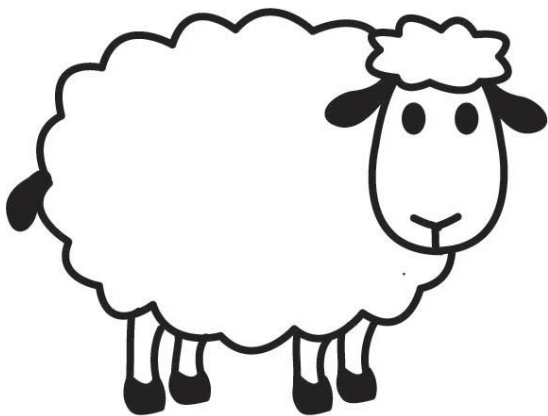


# LUMBER

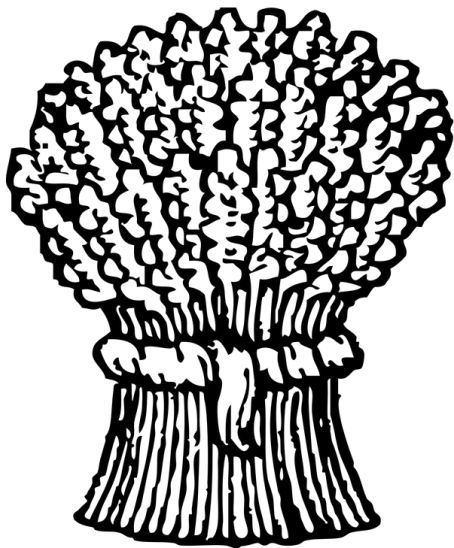


WOOL

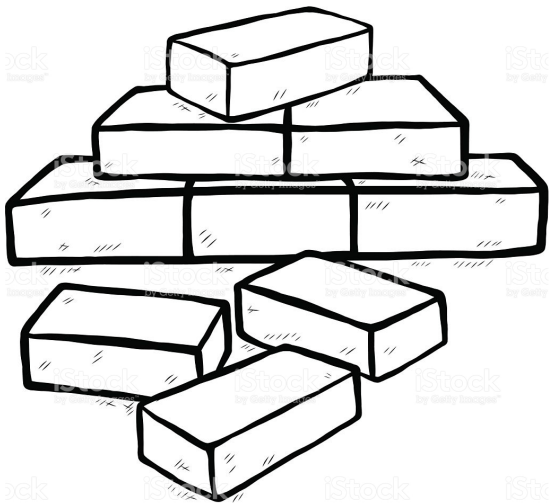
5-6



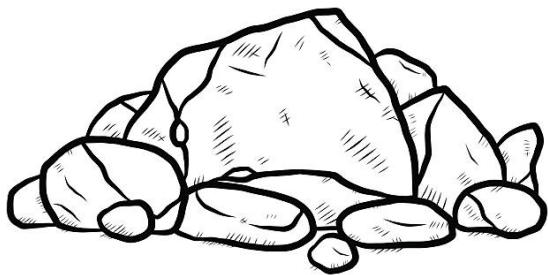
GRAIN



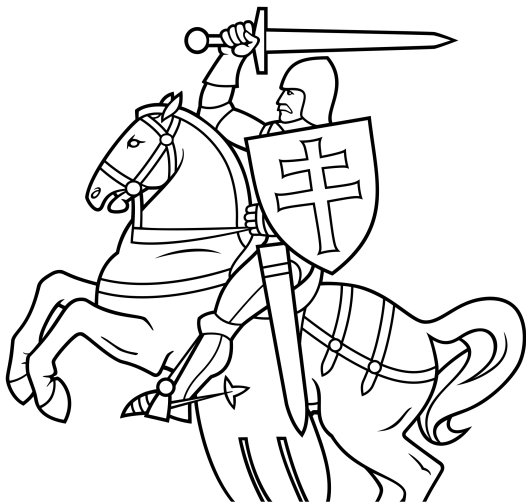
BRICK



ORE



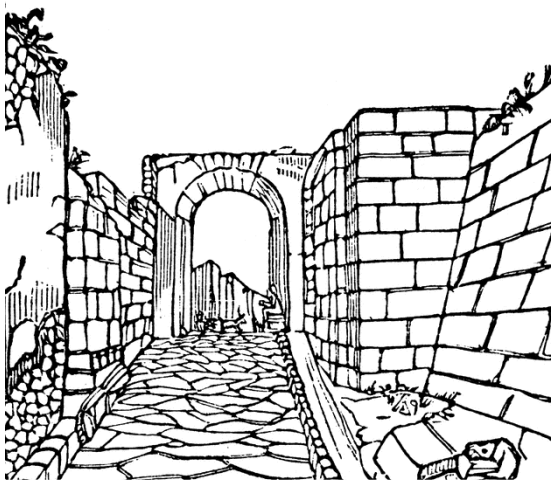
## KNIGHT



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

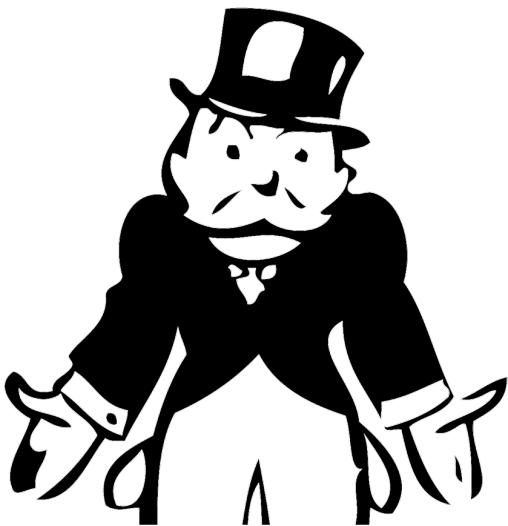


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Take any **2** resources from the bank.  
Add them to your hand.  
They can be 2 of the same resource  
or 2 different resources.



## MONOPOLY



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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

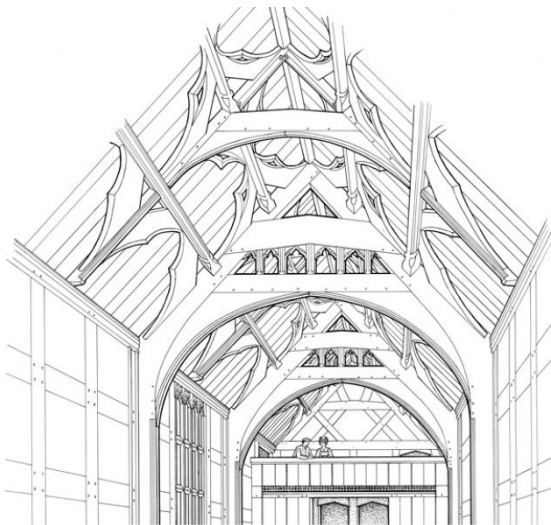


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### 1 Victory Point!

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

## GREAT HALL



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### 1 Victory Point!

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

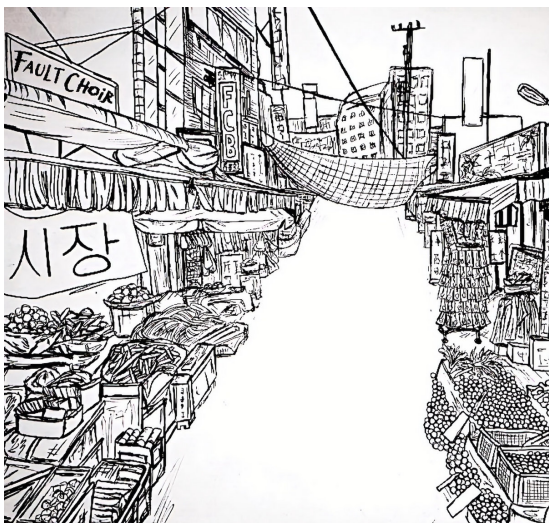
## LIBRARY



### 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.