Actions (pick one)

Start Business: play card face-down

Develop: card(s) face-down onto bus.

Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

Pass: trigger event with drawn card.

Not actions: open, close, contract

I

II

Ш

IV

 \mathscr{P} food (4/age)

provides

science (4/age)

cards

happiness (4/age)

gold

X hides (11) **stone** (8)

clubs 🐧 spears

O bronze (8)

naxes 🏋

iron (8)

swords

Actions (pick one)

Start Business: play card face-down

Develop: card(s) face-down onto bus.

Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

Pass: trigger event with drawn card.

Not actions: open, close, contract

 \mathscr{P} food (4/age)

provides cards

🍳 spears

swords

science (4/age) happiness (4/age)

gold

X hides (11)

🎉 clubs

stone (8) II O bronze (8) Ш

axes

" iron (8)

IV

Opening a Business Can open turn after starting/developing.

Pay gold cost if it's not developed.

Closing a Business

down onto demand, discard business.

If all of a business's provisions are in

contract. Weapon provisions are wild.

Pop = demand cards + contracts.

To increase, deal card onto demand.

Collect from contract if paid, place

contract onto demand. Can't get

To decrease, discard bottom demand.

Population

Obsoletion

another contract.

Gain contract gold, place contract face-

Claiming a Contract

demand, take bottom demand card as a

Ι

Actions (pick one)

Start Business: play card face-down

Develop: card(s) face-down onto bus.

Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

Pass: trigger event with drawn card.

Not actions: open, close, contract

 \mathscr{P} food (4/age)

provides cards

science (4/age)

happiness (4/age)

X hides (11) I

stone (8) II

O bronze (8) Ш

iron (8) IV

gold 🎉 clubs

🍇 spears

X axes

swords

Opening a Business

Can open turn after starting/developing. Pay gold cost if it's not developed.

Closing a Business

Gain contract gold, place contract facedown onto demand, discard business.

Claiming a Contract

If all of a business's provisions are in demand, take bottom demand card as a contract. Weapon provisions are wild.

Population

Pop = demand cards + contracts.To increase, deal card onto demand. To decrease, discard bottom demand.

Obsoletion

Collect from contract if paid, place contract onto demand. Can't get another contract.

Opening a Business

Can open turn after starting/developing. Pay gold cost if it's not developed.

Closing a Business

Gain contract gold, place contract facedown onto demand, discard business.

Claiming a Contract

If all of a business's provisions are in demand, take bottom demand card as a contract. Weapon provisions are wild.

Population

Pop = demand cards + contracts.To increase, deal card onto demand. To decrease, discard bottom demand.

Obsoletion

Collect from contract if paid, place contract onto demand. Can't get another contract.

Actions (pick one)

Start Business: play card face-down

Develop: card(s) face-down onto bus.

Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

Pass: trigger event with drawn card.

Not actions: open, close, contract

 \mathscr{P} food (4/age)

provides

science (4/age)

🌲 cards

happiness (4/age)

gold

X hides (11) I

🎉 clubs 🤏 spears II

stone (8) O bronze (8) Ш

💢 axes

" iron (8) IV

swords

Opening a Business

Can open turn after starting/developing. Pay gold cost if it's not developed.

Closing a Business

Gain contract gold, place contract facedown onto demand, discard business.

Claiming a Contract

If all of a business's provisions are in demand, take bottom demand card as a contract. Weapon provisions are wild.

Population

Pop = demand cards + contracts.To increase, deal card onto demand. To decrease, discard bottom demand.

Obsoletion

Collect from contract if paid, place contract onto demand. Can't get another contract.