Actions (pick one)

Start Business: place card face-down.

Develop: place cards onto a business.

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

Pass: trigger event with drawn card.

Free actions: open, close, contract.







happiness (4/age) 🌋



X hides (11)





stone (8) D bronze (8)



spears naxes 🏋



IV

📥 swords 💢

Actions (pick one)

Start Business: place card face-down.

Develop: place cards onto a business.

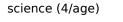
Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

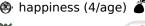
Pass: trigger event with drawn card.

Free actions: open, close, contract.

 \mathscr{P} food (4/age)







X hides (11)







III ΙV

II

🍶 swords 💢

axes

provides

cards

clubs

spears

Opening a Business

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

Closing a Business

Collect gold if paid, place contract facedown onto demand, discard business.

May place discarded business onto unopened business as a development card if a provision matches.

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.

Actions (pick one)

Start Business: place card face-down.

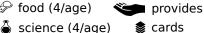
Develop: place cards onto a business.

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 \mathscr{P} food (4/age)



cards

happiness (4/age)

hides (11) stone (8)

III O bronze (8) IV

🛣 iron (8)

clubs spears 🕅 axes

📥 swords 🗶

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 \mathscr{P} food (4/age)



provides

🎉 clubs

science (4/age)

🌲 cards happiness (4/age)

X hides (11)

III

O bronze (8)

stone (8)

💢 axes 类

spears

r iron (8)

💑 swords 💢

Opening a Business

IV

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

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