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| <p>Actions (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: card(s) face-down onto bus.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Not actions: open, close, contract</p> <div> food (4/age) provides </div> <div> science (4/age) cards </div> <div> happiness (4/age) gold </div> <div> hides (11) I clubs </div> <div> stone (8) II spears </div> <div> bronze (8) III axes </div> <div> iron (8) IV swords </div> | <p>Actions (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: card(s) face-down onto bus.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Not actions: open, close, contract</p> <div> food (4/age) provides </div> <div> science (4/age) cards </div> <div> happiness (4/age) gold </div> <div> hides (11) I clubs </div> <div> stone (8) II spears </div> <div> bronze (8) III axes </div> <div> iron (8) IV swords </div> | <p>Actions (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: card(s) face-down onto bus.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Not actions: open, close, contract</p> <div> food (4/age) provides </div> <div> science (4/age) cards </div> <div> happiness (4/age) gold </div> <div> hides (11) I clubs </div> <div> stone (8) II spears </div> <div> bronze (8) III axes </div> <div> iron (8) IV swords </div> |
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