



EOTR (end of the round):
draw 3 cards. Choose one
to add to demand. Put the
rest on the bottom of the
deck(s).

EOTR (end of the round):
earn 1g from a player who
does not produce food.

On your turn, you may peek
at one face-down business.

Tanner

Discovery



Bakery

0.8

Players providing the
most science (not zero):
draw a card then discard.



Mentor

0.8

Players providing the
most science (not zero):
draw a card then discard.



0.8



If you played an event as
your action and it didn't
end the round, you may
play another event.

When taking a contract,
you may place it on another
business which provides at
least as many resources.

AAA (as an action): gain 2g
from Farm. When farm is
opened, place 10g on it.

Thug

Discovery



Council

0.8

Players providing the
most science (not zero):
draw a card then discard.



Farm

0.8

Players providing the
most science (not zero):
draw a card then discard.



0.8



0.8



0.8



0.8

Before taking an action,
you may examine the top
card of the draw deck.

Place 2g here. Whenever
someone else opens a
business, gain one of these.

You do not pay taxes. To
play an event, pay 1g to
treasury.

Prophet

Discovery



Guard

0.8

Players providing the
most science (not zero):
draw a card then discard.



Gatherer

0.8

Treasury -1g for each
barbarian in the demand
pile.



0.8



0.8



0.8



0.8