



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

1

2

Bakery

Discovery

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

0.7

Discovery

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

0

1

Mentor

Discovery

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

0

1

0.7



0

1

0

You may play events after  
the current event pile is  
empty. Resolve the bottom  
future event instead.



0

1



0

1

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

AAA (as an action): gain 1g  
from Farm. Farm starts  
with 5g.

Thug

0

1

Council

Discovery

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

0.7

Discovery

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

1

2

Farm

Discovery

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

1

2

0.7



0

1



You may examine the top  
card of the draw deck.



0

1



0

1

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.

Seer

0

1

Guard

Discovery

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

0.7

Discovery

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

0

1

Gatherer

Barbarians

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

1

2

0.7



0



0



0