#### Actions

Start: new business face-down

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

Event: card face-up on event pile resolve bottom event

Sell: discard business

if contract, discard it and +1g

Not actions: open business, contract

- happiness (2/A)
- [] **X** hides (3/P)
- I **3** stone (6)
- II () bronze (6)
- III / cloth (6)
- clubs spears
- swords
- rifles

#### Actions

Start: new business face-down

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Opening a Business

Can open turn after start/develop.

Pay gold cost if it's not developed.

If treasury>0, pay biggest contracts

collect from each player and pop

End of the Age

repeat with next-biggest

End of Game

After III pile and events all gone.

Last event triggered: each other

player gets one more turn.

EOTA then pay contracts.

- happiness (2/A)
- [] **X** hides (3/P)
- I stone (6)
- II () bronze (6)
- III 📗 cloth (6)

**EOTA** effects

Tax=ended age +1

### clubs

- 🐧 spears
- swords 💠
- rifles

### III / cloth (6)

# Opening a Business

Can open turn after start/develop. Pay gold cost if it's not developed.

### End of the Age

**EOTA** effects

Actions

Start: new business face-down

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

if contract, discard it and +1g

Not actions: open business, contract

clubs

🤏 spears

swords

rifles

Event: card face-up on event pile

resolve bottom event

Sell: discard business

happiness (2/A)

[] **X** hides (3/P)

I stone (6)

II () bronze (6)

If treasury>0, pay biggest contracts repeat with next-biggest

Tax=ended age +1 collect from each player and pop

### End of Game

After III pile and events all gone. Last event triggered: each other player gets one more turn. EOTA then pay contracts.

Current

#### Actions

Start: new business face-down

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

Event: card face-up on event pile resolve bottom event

Sell: discard business

if contract, discard it and +1g

Not actions: open business, contract

- science (2/A)  $\mathscr{D}$  food (2/A)
- happiness (2/A)
- [] **X** hides (3/P)
- I 📦 stone (6)
- II () bronze (6)
- III / cloth (6)



- spears
- swords

## Opening a Business

Can open turn after start/develop. Pay gold cost if it's not developed.

## End of the Age

EOTA effects

If treasury>0, pay biggest contracts repeat with next-biggest

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## Opening a Business

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