

## Actions

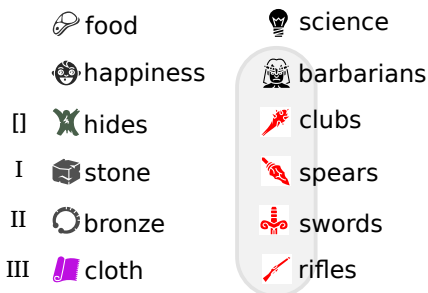
Start: new business face-down

Develop: card face-down on startup

Event: card face-down on future pile  
resolve current event

Sell: discard business, gain gold  
return 1 contract to demand

Not actions: open business, contract



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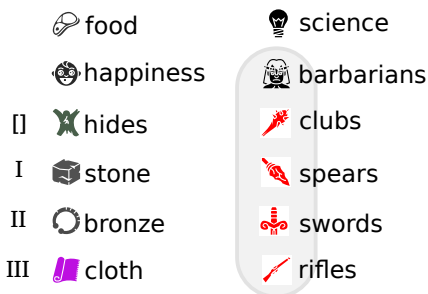
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## Opening a Business

Once developed, can open next turn

Or pay gold cost to open undeveloped

## End of the Round

Deal future events onto current

EOTR effects

If solvent, pay biggest contracts  
repeat

Tax=age (+1 if no happy demand)  
collect from each player and pop

Strongest player goes first  
if tied: pass left to next tied player

## End of Game

After III exhausted, next end of round.

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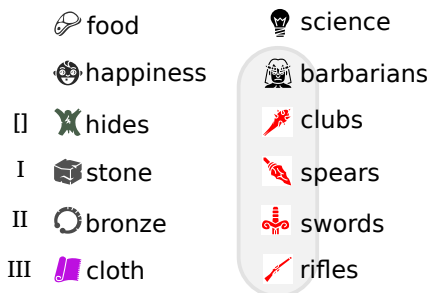
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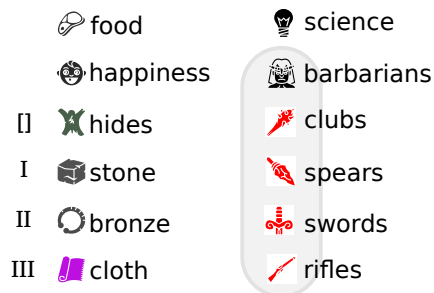
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# Future