Actions (pick one)

Start Business: play card face-down

Develop: place card(s) onto business.

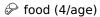
Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.

Pass: trigger event with drawn card.

Free actions: open, close, contract.

T

IV





science (4/age)



happiness (4/age)



X hides (11)

stone (8)

O bronze (8) III

" iron (8)



naxes 🏋

swords

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X hides (11)



clubs

stone (8)

🍇 spears

O bronze (8)

" iron (8) ΙV

III

axes

swords 😓

Opening a Business

Can open turn after starting/developing. Pay gold cost if it's not fully developed.

Closing a Business

Collect gold if paid, place contract facedown onto demand, discard business.

May place discarded business onto unopened business as a development card if a provision matches.

Claiming a Contract

If all of a business's provisions are in demand, take bottom demand card as a contract. Weapon provisions are wild.

Population

Pop = demand cards + contracts. To increase, deal card onto demand. To decrease, discard bottom demand.

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