









Take three influence from your supply and place them to the side. These influence markers can be placed on the merger track during the next merger.

0R







You may remove two of your influence in Malaysia to remove one from an opponent in a mainland country. You may repeat this action once.



Market Boom baits Greed



Lure Consultant



Rapid Expansion





In turn order, players with influence adjacent to Indonesia may move up to two influence into it.



Choose a mainland region: you place two influence, and an opponent of your choice places one.



*° x 2





total buyout



Sell out!



Ventures in Fruit





Select one region. Buy all influence from one opponent at %3 per infuence, replacing them with your own.

0R



CAMBODIA

Sell all of your influence in a region aat \$2 per influence





Receive \$2





Forced Trade



New Market





Send two of your influence from one region up to two regions away along the migration track.





Choose one country where you have influence: trade one of your influence from this region w





Quelling Speculation



Contingencies in place



Communism trending







In the next merger phase where you have influence present, influence that you would normally lose is moved to adjacent regions instead.

0R





Pick one mainland region: eliminate one influence from every player present in that country.

0R



Bypass Food Regulation



Consult Precognition Bot



Diversify portfolio





Remove one of your own influence from any other country.





Look at the top three cards of the discard pile, and discard any cards of your choice.





Place one influence in Myanmar or the Phillipines

