BUY MAKE **SELL** 2 BUY MAKE AM PM **SELL OSKITONE'S** 10 (\$) (\$) HARDWARE HUSTLE 0 0 0 prototype_draft_d4dfab8_231019 ٧ (1) 0 NAME/DATE: ___ 럃 0 읋 **© ©** 0 **ACTIONS COST** ô ô 0 00 - (\$) 1 00 0 $0 \mid 0 \mid 0$ +∯ +≌ - Ø - (\$) 2 0 0 0 0 0 ځ 0 ځ - (\$) 3 2 12 (A) 12 (A) -(7) -\$4 2 1 0 0 -@1 0 0 1 2 3 BUY MAKE SELL BUY MAKE SELL (A) 1 0 0 2 1 0 -⊚∯≊ (\$) ⑤ [→ - **②** ① 桑 ① 0 0 0 0 + \$ 6 1 0 + \$ 18 ٧ 2 3 4 2 럃 읋 2 1 + (\$) 40 < 0 Burnout: Lose next turn ô ô 00 00 ځ ځ **MONEY/TURN (2) (2)** 8 8 90 BUY 6 BUY 5 MAKE **SELL** PΜ ΑM MAKE SELL PΜ AM 80 (\$) ⑤ [→ 70 0 0 60 럃 40 **©** 30 ô ô 10 00 69 ځ ځ **(7) (2)** 4 4 2023 CC BY-SA 4.0 Oskitone / oskitone.com BUY BUY MAKE SELL **OSKITONE'S** 1 AΜ MAKE SELL PM 2 AM (\$) 10 ⑤ [--HARDWARE HUSTLE 0 0 0 prototype_draft_d4dfab8_231019 ٧ 0 NAME/DATE: _ 0 럃 જ **©** 0 **ACTIONS COST** ô 0 ô 0 0 0 - (\$) 1 00 0 00 -Ø +🗇 0 0 0 - (\$) 2 ځ 0 ځ 2 -\$3 0 0 12 (2) ((2) (12 2 1 0 -\$4 - (3) - (3) - (3) 0 0 0 **- @**貸 3 BUY MAKE SELL ΡМ 4 BUY MAKE SELL ΡМ 2 3 1 0 0 2 1 0 - ⑥ 🏗 😅 ⑤ [--⑤ [---**◎**���� **(** 0 0 0 + \$ 6 2 3 4 2 1 0 + \$ 18 3 2 1 + \$ 40 Ø 럃 읋 < 0 Burnout: Lose next turn ô ô >=: Research: Lower > cost 00 00 ځ ځ **MONEY/TURN** Ø 8 **(7)** 8 90 ΑM BUY MAKE SELL РΜ 6 BUY MAKE SELL PΜ 80 ⑤ [--⑤ [--70 **((** 60 ٧ 50 럃 읋 40 30 ٠ 20 ô ô 00 00 ځ ځ **(2)** Ø 4 4

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