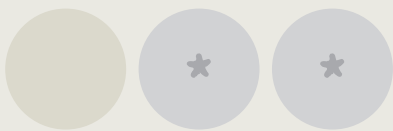


TRANSACTION



Buy or sell one resource cube on the domestic or export market.
***Market/Port:** Pay 1f. to perform two transactions on the domestic (market) or export market (port); each market/port only once/round.

HARVEST



Choose one resource to harvest, place your (non-rebel) unit(s) on resource. Fish can only be harvested by ships.
! Permission needed when town controlled by opponent.

NEGOTIATIONS

You may exchange, sell, give or loan anything during your turn, a crisis and order of play. (no units or action disks)

EXPLORE



Take first tile, or discard: take second. Place adjacent to two tiles with at least one active ship or citizen; move one. Take explorer token, one resource to domestic market, take one other resource, increase surplus workers (huts).

RECRUIT



Pay current surplus worker rate and place citizen(s) where you have active unit(s). Reduce surplus workers, increase population.
! 3 citizens per player per region.

END & SCORING

Game immediately ends once condition is met. Score objective cards, trend card and evolution cards.
f. decides tie.

REPRODUCE



Add 1 citizen to region(s) containing 2 citizens. Increase population marker accordingly. Rebels do not reproduce, engaged citizens can.
! 3 citizens per player per region.

TAXES



Receive one florin for every (non-rebel) worker and ship, two florins for every town and temple.
Increase rebel marker by one.

EVOLUTION CARDS

Buy one and rotate one, or rotate two. Red event/crisis is immediately handled.
! use opponent card: pay 1f to owner.

CONSTRUCTION



Build, and place active citizen on:
Ship = + 1f. (no citizen on)
Town = + 2f.
Temple = + 1f.
Market =
Port = + 2f.
! build port using citizen or ship

MIGRATE



Move any active, nonengaged units to adjacent region or (unoccupied) building.
! Ships may (linked) convoy; place it or them on a junction line between regions. Ships may migrate after (linked) convoy.

IMMEDIATE CRISIS

Increase rebels by one per rebel on board or for each resource left.
! Controlled temple stands up all citizens in temple region.