Take all goods from 1 depot. Advance 1 space on the turn order track. order track. order track. order track. order track. Take all goods from 1 depot. Advance 1 space **Advance 1 space** Advance 1 space Advance 1 space Advance 1 space on the turn order track. order track. order track. order track. order track. Take all goods from 1 depot. Advance 1 space Advance 1 space Advance 1 space **Advance 1 space** Advance 1 space on the turn order track. order track. order track. order track. order track. Take all goods from 1 depot. Advance 1 space on the turn order track. order track. order track. order track. order track. Take all goods from 1 depot. Advance 1 space on the turn order track. order track. order track. order track. order track. Take all goods from 1 depot. Gain 1 silver Gain 1 silver Gain 1 silver Gain 1 silver Advance 1 space coin at the end coin at the end coin at the end coin at the end on the turn of each phase. of each phase. of each phase. of each phase. order track. Gain 1 silver coin at the end of each phase. of each phase. of each phase. of each phase. of each phase.

Gain 1 silver	Gain 1 silver	Gain 1 silver	Score VP for the livestock type	Score VP for the livestock type
coin at the end of each phase.	coin at the end of each phase.	coin at the end of each phase.	on this tile and all previous ones.	on this tile and all previous ones.
Score VP for the livestock type on this tile and all previous ones.	Score VP for the livestock type on this tile and all previous ones.	Score VP for the livestock type on this tile and all previous ones.	Score VP for the livestock type on this tile and all previous ones.	Score VP for the livestock type on this tile and all previous ones.
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Score VP for the livestock type on this tile and all previous ones.	Treat geese as any livestock.	Take an additional action.	Take an additional action.	Take an additional action.

Take an additional action.	Take an additional action.	Take an additional action.	Take an additional action.	Take an additional action.
Take an additional action.	Take an additional action.	Take an additional action.	Take an additional action.	Take an additional action.
Take an additional action.	Take an additional action.	Take an additional action.	Place on any area. Increase the size of this area by 1.	Place on any area. Increase the size of this area by 1.
Place on any area. Increase the size of this area by 1.	Place on any area. Increase the size of this area by 1.	Place on any area. Increase the size of this area by 1.	Take a livestock or ship tile.	Take a livestock or ship tile.
Take a livestock or ship tile.				
Take a building tile.				
Take		Take a mine,	Take a mine,	Take a mine,
a building tile.	Take a building tile.	monastery, or castle tile.	monastery, or castle tile.	monastery, or castle tile.

Take a mine, monastery, or castle tile.	Sell 1 type of good.			
Sell 1 type of good.	Sell 1 type of good.			
Sell 1 type of good.	Gain 4 workers.	Gain 4 workers.	Gain 4 workers.	Gain 4 workers.
Gain 4 workers.	Take 4 workers.	Take 4 workers.	Gain 2 silver coins.	Gain 2 silver coins.
Gain 2 silver coins.	Gain 2 silver coins.	Gain 2 silver coins.	Take 2 silver coins.	Take 2 silver coins.
Place an additional hex tile.	Place an additional hex tile.	Place an additional hex tile.	Place an additional hex tile.	Place an additional hex tile.
Place an additional hex tile.	Place an additional hex tile.	Score 4 VP.	Score 4 VP.	Score 4 VP.

Take an action Score 4 VP. Score 4 VP. Score 4 VP. Score 4 VP. using a white die. **Take Take Take** Take **Take** an action an action an action an action an action using using using using using a white die. Take **Take** At the end Trigger You may build an action an action of each phase the effect the same buildings using using gain 1 worker of any building. in 1 town. a white die. a white die. for each mine. When you place When you sell When you place **Spend** livestock, score 1 VP When you sell a ship, additionally 2 workers goods, gain goods, gain 1 additional take goods from to take for each 1 worker. silver coin. 1 adjacent depot. a building tile. scoring tile. When you place When you place When you place When you take Your workers a castle/mine/ a building, a hex tile a livestock/ship, may change you may change monastery, you may change you may change the die results you may change the die result the die result the die result by 2. the die result by 1. by 1. by 1. by 1. When you When you take workers End game End game **End game** take workers using a die, - Score 4 VP - Score 2 VP - Score 4 VP using a die, you gain 2 additional for each type of good sold. for your each for your each you gain warehouse. watchtower. 1 silver coin. workers. **End game End game End game** End game **End game** - Score 4 VP for your each for your each for your each for your each for your carpenter's church. market. boarding house. each bank. workshop.

End game
- Score 4 VP
for your
each town hall.

End game
- Score 4 VP for
each different
livestock type.

End game
- Score 1 VP
for each
sold good tile.

End game
- Score 3 VP
for each
your bonus tile.

You are always on top of the stack in the turn order track.

Spend
1 silver coin
to gain
2 workers.

End game
- Score 4 VP
for your each
white castle.