

## The Goods of Trading in the Mediterranean

Name	Type	Values	Ideas	Bad Cards
Grain	Basic Goods	Least Valuable	Random Mix	Poverty, Depression
Wool				
Timber				
Ore				
Salt				
Art	Civic Goods	More Valuable	Promotes Democracy	Barbarians, Barbarian Fury, Zealots, Corruption, Slave Revolt
Slaves			Promotes Dictatorship	
Dye			Promotes Venus	
Wine			Promotes Mars	
Spices	Luxury Goods	Most Valuable	Random Mix	Poverty, Barbarians, Piracy
Gold				

## Phases of a Turn

<b>Production Phase</b>	Collect goods cards for use in trading Return warehoused cards to hand
<b>Trading Phase</b> (timed 5 minutes)	Trade goods cards Choose which goods to warehouse Select targets for TRADING PHASE Abilities May abandon religion/government
<b>Resolution Phase</b>	Resolve Pink TRADING PHASE abilities Collect money from goods cards & Resolve card bottoms Announce Victory Point earnings Determine calamity victims and resolve
<b>Development Phase</b>	Deal out Development Cards Players choose one government and one religion Simultaneous reveal
<b>Civic Phase</b>	Players use the orange EVERY TURN abilities of their developments



# Turn Track

	I	II	III	IV	V	VI
Peasant Revolt		-1 Dev. Max Lvl 0	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 1	-1 Dev. Max Lvl 2
Barbarian Attack			Lose 3 + O-3 VP	Lose 4 + O-3 VP	Lose 5 + O-3 VP	Lose 7 + O-3 VP

After a calmity, victim/s reset to START

## Status



HAPPY



DEFENDED



START



START



UNHAPPY



VULNERABLE





# GOVERNMENT

## Democracy

I

II

III



Democracy  
Forms  
Destroy Black

# RELIGION

## Devotion to Venus

I

II

III



Convert to  
Venus  
Destroy Red

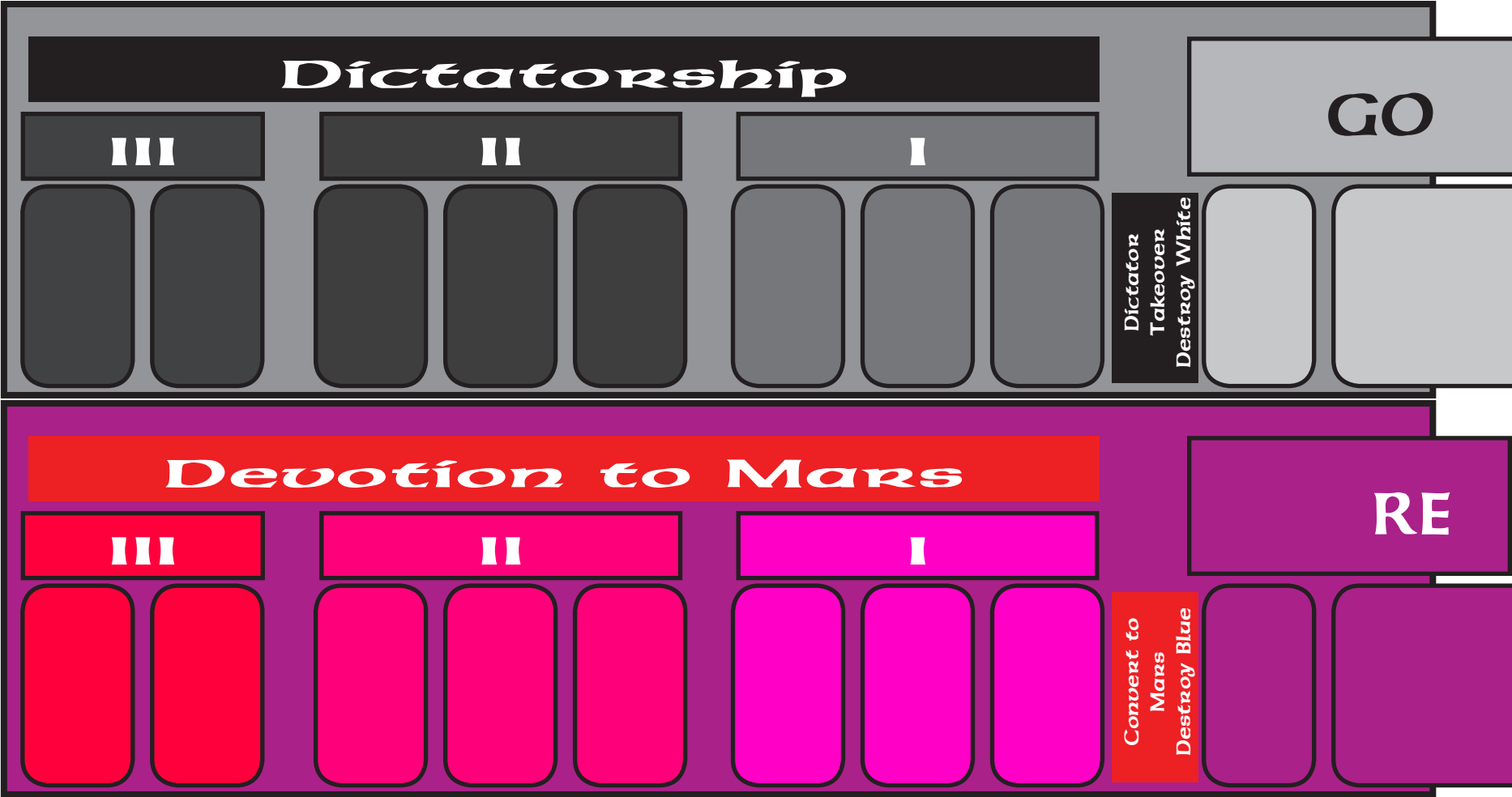
ABANDON  
GOVERNMENT

RESOLUTION: Move  
Government Marker to  
space with \*













ABANDON  
RELIGION

RESOLUTION: Move  
Government Marker to  
space with \*









<div>Rural Workers Farmers</div> <div>GRAIN</div>	<div>Rural Workers Woodcutters</div> <div>TIMBER</div>	<div>Rural Workers Salt Miners</div> <div>SALT</div>	<div><div>Government Development</div><div>Religious Development</div><div>Phases of a Turn: Produce Trade Resolve Develop Civic</div></div> <div><div>AFRICA</div><div>Cubes:</div></div> <div><div>Religious Development</div><div>Phases of a Turn: Produce Trade Resolve Develop Civic</div></div>
<div>Rural Workers Ore Miners</div> <div>ORE</div>	<div>Rural Workers Shepherds</div> <div>WOOL</div>	<div>Warehouse</div> <div>STORES UP TO 3 CARDS</div>	
<div>Rural Workers Farmers</div> <div>GRAIN</div>	<div>Rural Workers Woodcutters</div> <div>TIMBER</div>	<div>Rural Workers Salt Miners</div> <div>SALT</div>	
<div>Rural Workers Ore Miners</div> <div>ORE</div>	<div>Rural Workers Shepherds</div> <div>WOOL</div>	<div>Warehouse</div> <div>STORES UP TO 3 CARDS</div>	




Rural Workers  
Farmers

GRAIN


Rural Workers  
Ore Miners

ORE


Rural Workers  
Farmers

GRAIN


Rural Workers  
Ore Miners

ORE


Rural Workers  
Woodcutters

TIMBER


Rural Workers  
Shepherds

WOOL

Rural Workers  
Woodcutters

TIMBER


Rural Workers  
Shepherds

WOOL


Rural Workers  
Salt Miners

SALT

Warehouse

STORES  
UP TO  
3  
CARDS

Rural Workers  
Salt Miners

SALT

Warehouse

STORES  
UP TO  
3  
CARDS

Government  
Development

CRETE

Cubes:

Phases of a Turn:  
Produce  
Trade  
Resolve  
Develop  
Civic

Religious  
Development

Government  
Development

ILLYRIA

Cubes:

Phases of a Turn:  
Produce  
Trade  
Resolve  
Develop  
Civic

Religious  
Development



<div>Rural Workers Farmers</div> <div>GRAIN</div>	<div>Rural Workers Woodcutters</div> <div>TIMBER</div>	<div>Rural Workers Salt Miners</div> <div>SALT</div>	<div>Government Development</div> <div>EGYPT</div> <div>Cubes:</div> <div>Phases of a Turn: Produce Trade Resolve Develop Civic</div> <div>Religious Development</div>	
<div>Rural Workers Ore Miners</div> <div>ORE</div>	<div>Rural Workers Shepherds</div> <div>WOOL</div>	<div>Warehouse</div> <div>STORES UP TO 3 CARDS</div>		
<div>Rural Workers Farmers</div> <div>GRAIN</div>	<div>Rural Workers Woodcutters</div> <div>TIMBER</div>	<div>Rural Workers Salt Miners</div> <div>SALT</div>		<div>Government Development</div> <div>THRACE</div> <div>Cubes:</div> <div>Phases of a Turn: Produce Trade Resolve Develop Civic</div> <div>Religious Development</div>
<div>Rural Workers Ore Miners</div> <div>ORE</div>	<div>Rural Workers Shepherds</div> <div>WOOL</div>	<div>Warehouse</div> <div>STORES UP TO 3 CARDS</div>		





Grain

0	1	3	6	10	15	21
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Grain

0	1	3	6	10	15	21
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Grain

0	1	3	6	10	15	21
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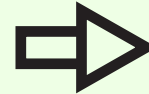
Poverty



Prosperity



Democracy



Grain

0	1	3	6	10	15	21
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Grain

0	1	3	6	10	15	21
---	---	---	---	----	----	----



Grain

0	1	3	6	10	15	21
---	---	---	---	----	----	----

Dictatorship



Mars



Venus





**Grain**

**Trading  
in the  
Mediterranean**



**Basic Goods**



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Grain

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Grain

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Grain

0	1	3	6	10	15	21
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**Depression**

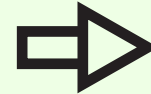
*(may not warehouse)*



Prosperity



Democracy



Grain

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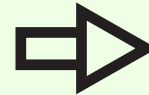
Poverty



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Ore

0 1 3 6 10 15 21

Poverty



Ore

0 1 3 6 10 15 21

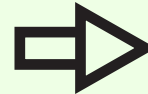
Prosperity



Ore

0 1 3 6 10 15 21

Democracy



Ore

0 1 3 6 10 15 21

Dictatorship



Ore

0 1 3 6 10 15 21

Mars



Ore

0 1 3 6 10 15 21

Venus





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Basic Goods



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Basic Goods







One

0 1 3 6 10 15 21

Poverty



One

0 1 3 6 10 15 21

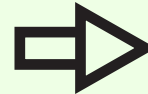
Prosperity



One

0 1 3 6 10 15 21

Democracy



One

0 1 3 6 10 15 21

Dictatorship



One

0 1 3 6 10 15 21

Mars



One

0 1 3 6 10 15 21

Venus





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Basic Goods







Ore

0 1 3 6 10 15 21

**Depression**

*(may not warehouse)*



Ore

0 1 3 6 10 15 21

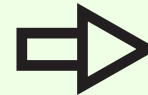
**Prosperity**



Ore

0 1 3 6 10 15 21

**Democracy**



Ore

0 1 3 6 10 15 21

**Dictatorship**



Ore

0 1 3 6 10 15 21

**Mars**



Ore

0 1 3 6 10 15 21

**Venus**





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Basic Goods







Timber

0	1	3	6	10	15	21
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Poverty



Timber

0	1	3	6	10	15	21
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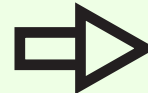
Prosperity



Timber

0	1	3	6	10	15	21
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Democracy



Timber

0	1	3	6	10	15	21
---	---	---	---	----	----	----

Dictatorship



Timber

0	1	3	6	10	15	21
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Mars



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**Poverty**



**Timber**

0	1	3	6	10	15	21
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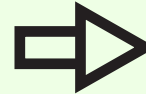
**Prosperity**



**Timber**

0	1	3	6	10	15	21
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**Democracy**



**Timber**

0	1	3	6	10	15	21
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**Dictatorship**



**Timber**

0	1	3	6	10	15	21
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**Mars**



**Timber**

0	1	3	6	10	15	21
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Depression

(may not warehouse)



Timber

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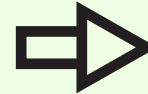
Prosperity



Timber

0	1	3	6	10	15	21
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Democracy



Timber

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Timber

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Dictatorship



Mars



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**Basic Goods**







Wool

0	1	3	6	10	15	21
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Wool

0	1	3	6	10	15	21
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Wool

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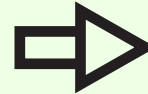
Poverty



Prosperity



Democracy



Wool

0	1	3	6	10	15	21
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0	1	3	6	10	15	21
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Wool

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Dictatorship



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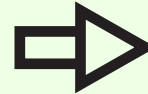
Poverty



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Dictatorship



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Wool

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**Depression**

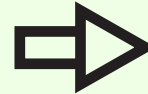
*(may not warehouse)*



Prosperity



Democracy



Wool

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Dictatorship



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**Salt**

0	1	3	6	10	15	21
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**Poverty**



**Salt**

0	1	3	6	10	15	21
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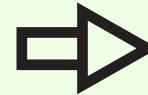
**Prosperity**



**Salt**

0	1	3	6	10	15	21
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**Democracy**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Dictatorship**



**Salt**

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**Mars**



**Salt**

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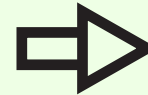
**Prosperity**



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**Basic Goods**







**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Poverty**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

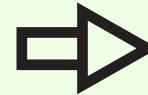
**Prosperity**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Democracy**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Dictatorship**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Mars**



**Salt**

0	1	3	6	10	15	21
---	---	---	---	----	----	----

**Venus**





**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**



**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**



**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**



**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**



**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**



**Salt**

**Trading  
in the  
Mediterranean**



**Basic Goods**







Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----

Barbarians



Prosperity



Mars



Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----

Mars



Mars



Mars





**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Wine**

**Trading  
in the  
Mediterranean**



**Civic Goods**







Wine

1	3	6	10	15	21
---	---	---	----	----	----

Barbarian Fury!  
(may not warehouse)



Wine

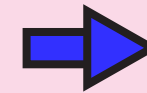
1	3	6	10	15	21
---	---	---	----	----	----

Prosperity



Wine

1	3	6	10	15	21
---	---	---	----	----	----



VENUS ZEALOTS  
(May not warehouse)



Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----



Wine

1	3	6	10	15	21
---	---	---	----	----	----

Mars



Mars



Mars





**Wine**

**Trading  
in the  
Mediterranean**



**Wine**

**Trading  
in the  
Mediterranean**



**Wine**

**Trading  
in the  
Mediterranean**



**Wine**

**Trading  
in the  
Mediterranean**



**Wine**

**Trading  
in the  
Mediterranean**



**Wine**

**Trading  
in the  
Mediterranean**







Dye

1 3 6 10 15 21

Barbarians



Dye

1 3 6 10 15 21

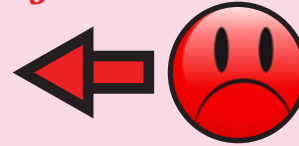
Prosperity



Dye

1 3 6 10 15 21

MARS ZEALOTS  
(May not warehouse)



Dye

1 3 6 10 15 21

Venus



Dye

1 3 6 10 15 21

Venus



Dye

1 3 6 10 15 21

Venus





**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**







Dye

1	3	6	10	15	21
---	---	---	----	----	----

Barbarian Fury!  
(may not warehouse)



Dye

1	3	6	10	15	21
---	---	---	----	----	----

Prosperity



Dye

1	3	6	10	15	21
---	---	---	----	----	----

Venus



Dye

1	3	6	10	15	21
---	---	---	----	----	----

Venus



Dye

1	3	6	10	15	21
---	---	---	----	----	----

Venus



Dye

1	3	6	10	15	21
---	---	---	----	----	----

Venus





**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**



**Dye**

**Trading  
in the  
Mediterranean**







Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21

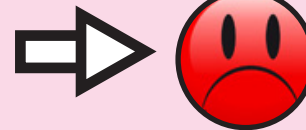
Barbarians



Prosperity



SLAVE REVOLT  
(May not warehouse)



Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21

Dictatorship Dictatorship Dictatorship





**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**



**Slaves**

**Trading  
in the  
Mediterranean**



**Civic Goods**







Slaves

1 3 6 10 15 21

Barbarian Fury!  
(may not warehouse)



Slaves

1 3 6 10 15 21

Prosperity



Slaves

1 3 6 10 15 21

Dictatorship



Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21



Slaves

1 3 6 10 15 21

Dictatorship Dictatorship Dictatorship





**Slaves**

**Trading  
in the  
Mediterranean**



**Slaves**

**Trading  
in the  
Mediterranean**



**Slaves**

**Trading  
in the  
Mediterranean**



**Slaves**

**Trading  
in the  
Mediterranean**



**Slaves**

**Trading  
in the  
Mediterranean**



**Slaves**

**Trading  
in the  
Mediterranean**







Art

1	3	6	10	15	21
---	---	---	----	----	----



Art

1	3	6	10	15	21
---	---	---	----	----	----



Art

1	3	6	10	15	21
---	---	---	----	----	----

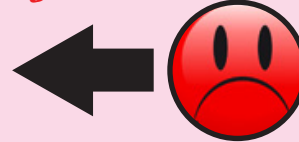
Barbarians



Prosperity



CORRUPTION  
(May not warehouse)



Art

1	3	6	10	15	21
---	---	---	----	----	----



Art

1	3	6	10	15	21
---	---	---	----	----	----



Art

1	3	6	10	15	21
---	---	---	----	----	----

Democracy



Democracy



Democracy





**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 

**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 

**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 

**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 

**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 

**Art**

**Trading  
in the  
Mediterranean**

 **Civic Goods** 





Art

1	3	6	10	15	21
---	---	---	----	----	----

Barbarian Fury!  
(may not warehouse)



Art

1	3	6	10	15	21
---	---	---	----	----	----

Prosperity



Art

1	3	6	10	15	21
---	---	---	----	----	----

Democracy



Art

1	3	6	10	15	21
---	---	---	----	----	----

Democracy



Art

1	3	6	10	15	21
---	---	---	----	----	----

Democracy



Art

1	3	6	10	15	21
---	---	---	----	----	----

Democracy





**Art**

**Trading  
in the  
Mediterranean**



**Art**

**Trading  
in the  
Mediterranean**



**Art**

**Trading  
in the  
Mediterranean**



**Art**

**Trading  
in the  
Mediterranean**



**Art**

**Trading  
in the  
Mediterranean**



**Art**

**Trading  
in the  
Mediterranean**







Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----

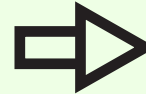
Barbarians



Prosperity



Democracy



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----

Dictatorship



Mars



Venus





**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 





Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----

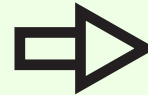
Poverty



Prosperity



Democracy



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----



Spices

2	6	10	15	21
---	---	----	----	----

Dictatorship



Mars



Venus





**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 





Gold

2 6 10 15 21



Gold

2 6 10 15 21



Gold

2 6 10 15 21

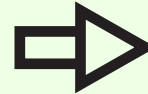
Barbarians



Prosperity



Democracy



Gold

2 6 10 15 21



Gold

2 6 10 15 21



Gold

2 6 10 15 21

Dictatorship



Mars



Venus





**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 





Gold

2 6 10 15 21



Gold

2 6 10 15 21



Gold

2 6 10 15 21

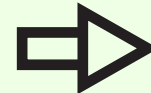
Poverty



Prosperity



Democracy



Gold

2 6 10 15 21



Gold

2 6 10 15 21



Gold

2 6 10 15 21

Dictatorship



Mars



Venus





**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
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Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 

**Trading  
in the  
Mediterranean**

 **Luxury Goods** 





# PIRACY



*(may not warehouse)*

*You may lie and say this  
card is Spices or Gold  
when its actual value is  
nothing.*

*(Reshuffle Luxury deck  
after Piracy is played)*









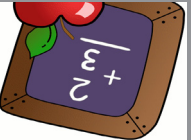





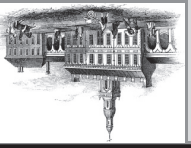


















**Trading  
in the  
Mediterranean**



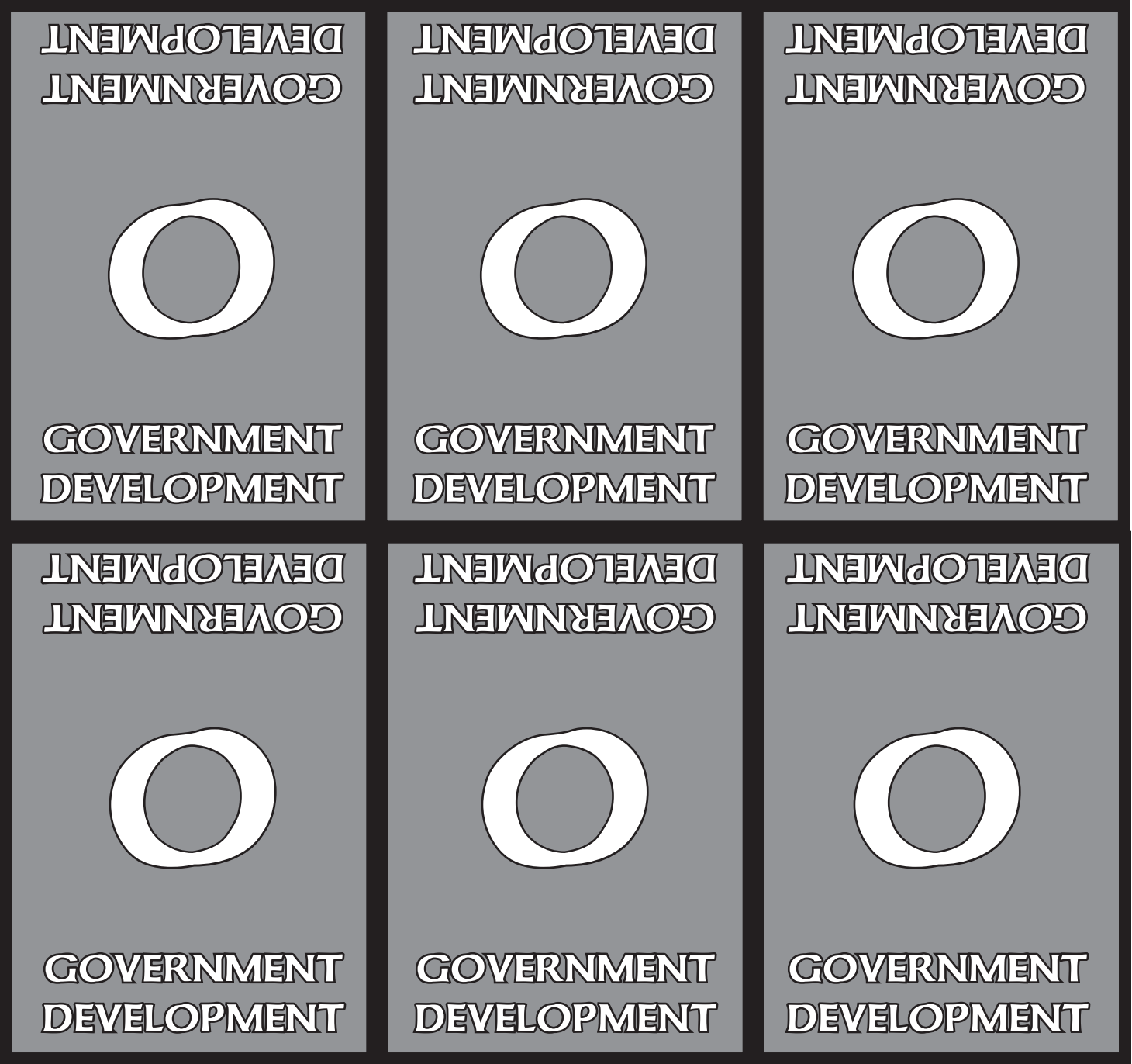
**Luxury Goods**





<p>Government <b>URBANIZE</b></p>  <p>LOSE: Farmers</p> 	<p>Government <b>URBANIZE</b></p>  <p>LOSE: Shepherds</p> 	<p>Government <b>URBANIZE</b></p>  <p>LOSE: Ore Miners</p> 
<p>Each good you spend with "Prosperity" is +1 VP</p>  <p>Government <b>EDUCATION</b></p> 	<p>TAKE IMMEDIATELY:</p>  <p>WALLS</p>  	<p>TAKE IMMEDIATELY:</p>  <p>COURTHOUSE</p>  
<p>Government <b>URBANIZE</b></p>  <p>LOSE: Woodcutters</p> 	<p>Government <b>URBANIZE</b></p>  <p>LOSE: Salt Miners</p> 	<p>Government <b>BARBARIAN ALLIANCE</b></p>  <p>TRADE PHASE ABILITY: GIVE:   THEN take 1 from the bank</p> 
<p>If Barbarians attack you die roll is = 0</p>  <p>Government <b>SCOUTS</b></p>  	<p>TAKE IMMEDIATELY:</p>  <p>VASSALAGE</p>  	<p>TAKE IMMEDIATELY:</p>  <p>VASSALAGE</p>  

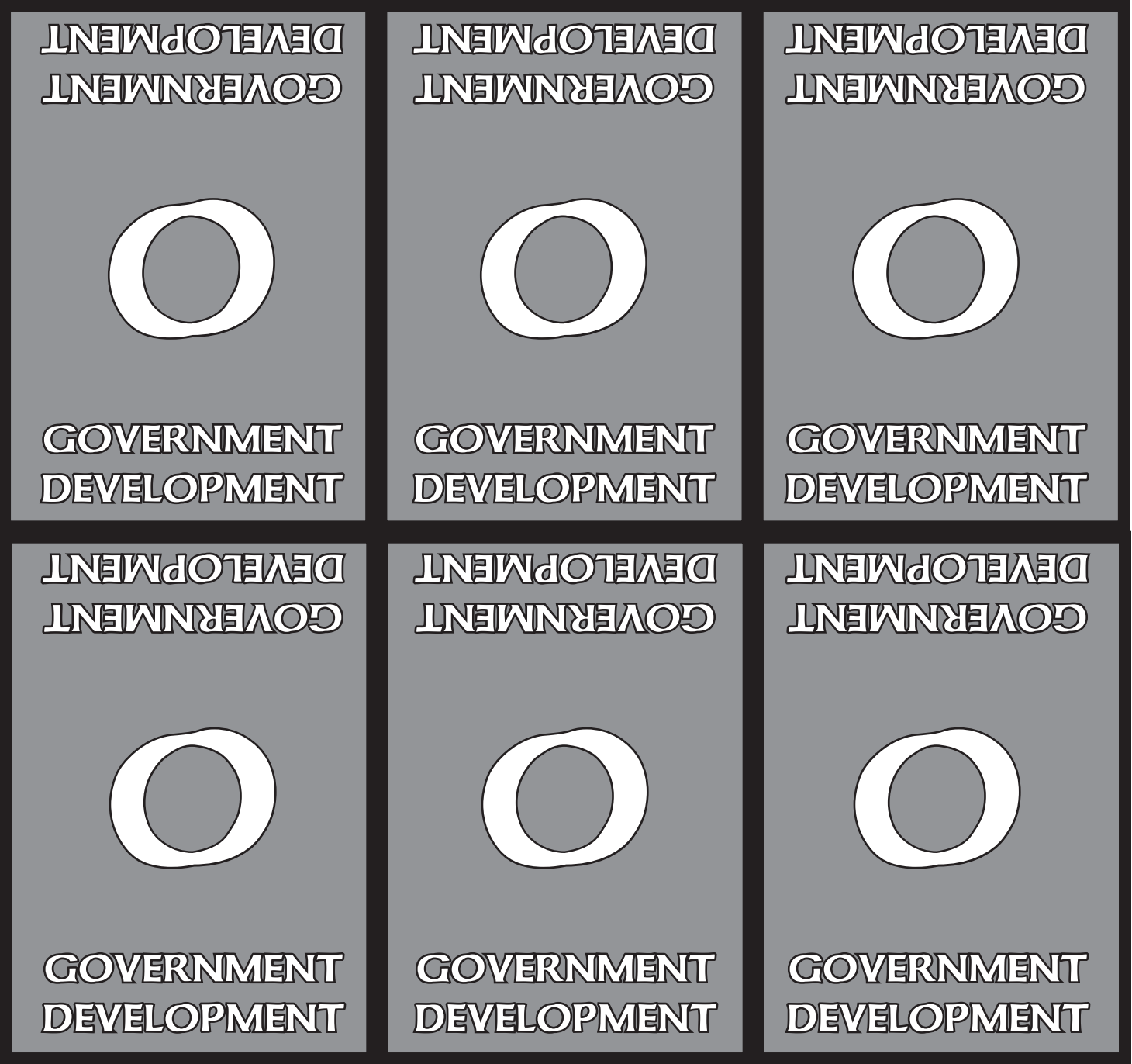






<div>Government</div> <div>URBANIZE</div> <div> </div> <div>LOSE: Farmers</div> <div> </div>	<div>Government</div> <div>URBANIZE</div> <div> </div> <div>LOSE: Shepherds</div> <div> </div>	<div>Government</div> <div>URBANIZE</div> <div> </div> <div>LOSE: Ore Miners</div> <div> </div>
<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div>Government</div> <div>COURTHOUSE</div>	<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div>Government</div> <div>VASSALAGE</div>	<div> </div> <div>Each good you spend with "Prosperity" is +1 VP</div> <div> </div> <div>Government</div> <div>EDUCATION</div>
<div>Government</div> <div>URBANIZE</div> <div> </div> <div>LOSE: Woodcutters</div> <div> </div>	<div>Government</div> <div>URBANIZE</div> <div> </div> <div>LOSE: Salt Miners</div> <div> </div>	<div>Government</div> <div>BARBARIAN ALLIANCE</div> <div> </div> <div> </div> <div>TRADE PHASE ABILITY:</div> <div>GIVE:</div> <div> </div> <div>THEN take 1 from the bank</div>
<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div> </div> <div>Government</div> <div>LOWER TAXES</div>	<div> </div> <div>If Barbarians attack you die roll is = 0</div> <div> </div> <div> </div> <div>Government</div> <div>SCOUTS</div>	<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div>Government</div> <div>COURTHOUSE</div>







Government  
IMMIGRANTS  
Farmers



GRAIN

Government  
IMMIGRANTS  
Woodcutters



TIMBER

Government  
IMMIGRANTS  
Salt Miners



SALT



TAKE IMMEDIATELY:



Government  
WALLS



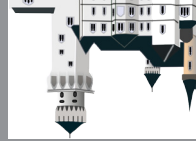
TAKE IMMEDIATELY:



Government  
COURTHOUSE



TAKE IMMEDIATELY:



Government  
VASSALAGE

Government  
IMMIGRANTS  
Ore Miners



ORE




Government  
IMMIGRANTS  
Shepherds



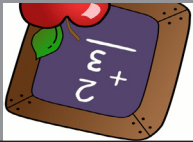
WOOL

Government  
BARBARIAN  
ALLIANCE



TRADE PHASE ABILITY:  
GIVE:    
THEN take  from  
the bank

Each good you spend  
with "Prosperity" is +1  
VP



Government  
EDUCATION

If Barbarians attack you  
die roll is = 0



Government  
SCOUTS

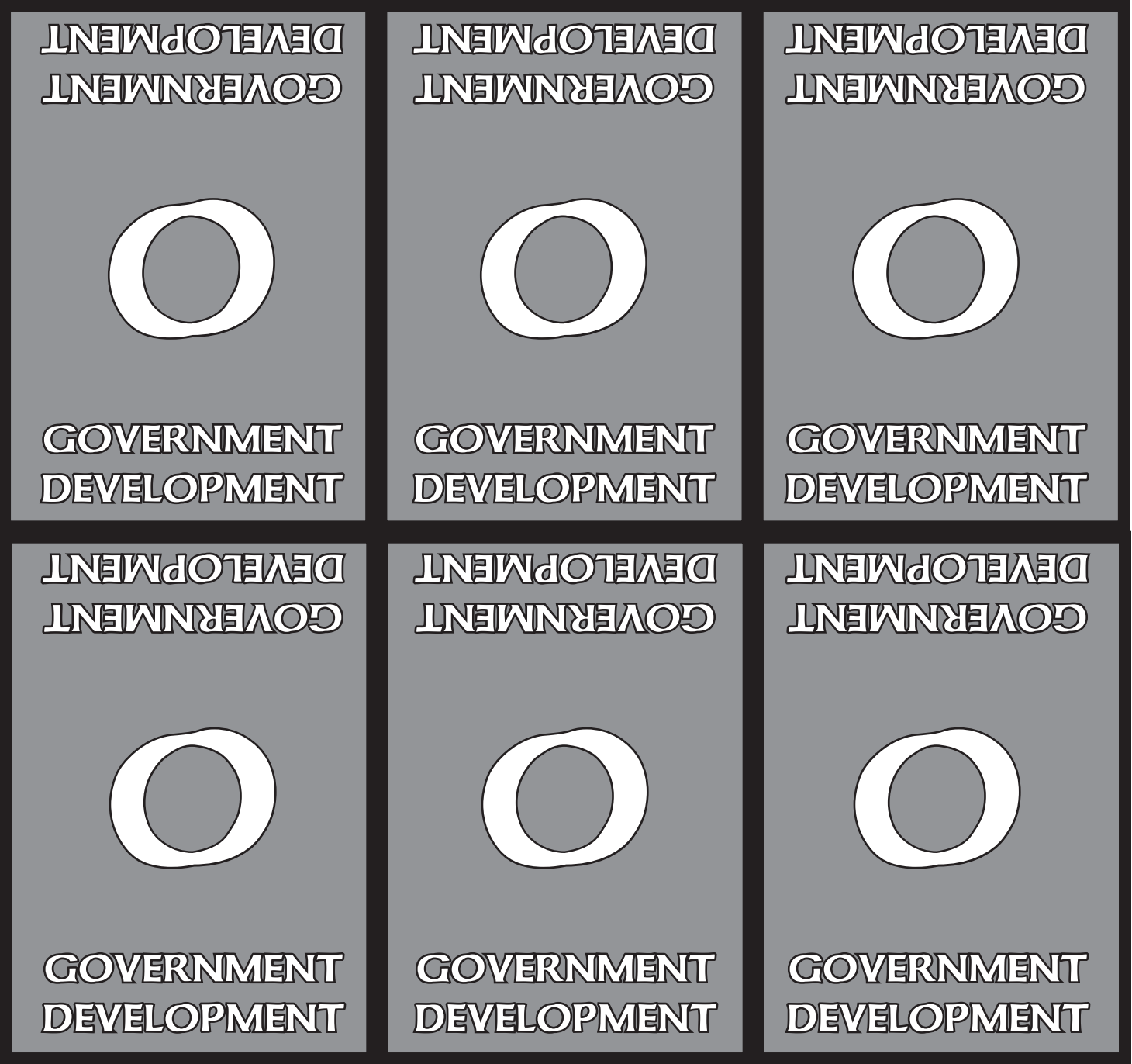


TAKE IMMEDIATELY:



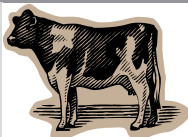
Government  
LOWER TAXES







Government  
**LIVESTOCK  
INDUSTRY**



Your GRAIN sets are  
worth one box more

Government  
**SHIPBUILDING  
INDUSTRY**



Your TIMBER sets are  
worth one box more

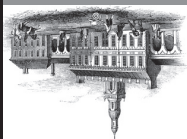
Government  
**FISHING  
INDUSTRY**



Your SALT sets are  
worth one box more



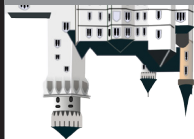
TAKE IMMEDIATELY:



Government  
**COURTHOUSE**

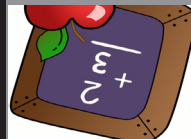


TAKE IMMEDIATELY:



Government  
**VASSALAGE**

Each good you spend  
with "Prosperity" is +1  
VP



Government  
**EDUCATION**

Government  
**METALWORKS  
INDUSTRY**



Your ORE sets are  
worth one box more




Government  
**TEXTILE  
INDUSTRY**



Your WOOL sets are  
worth one box more

Government  
**BARBARIAN  
ALLIANCE**



TRADE PHASE ABILITY:  
GIVE:    
THEN take  from  
the bank



TAKE IMMEDIATELY:



Government  
**WALLS**

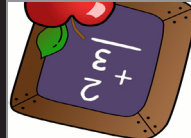


TAKE IMMEDIATELY:



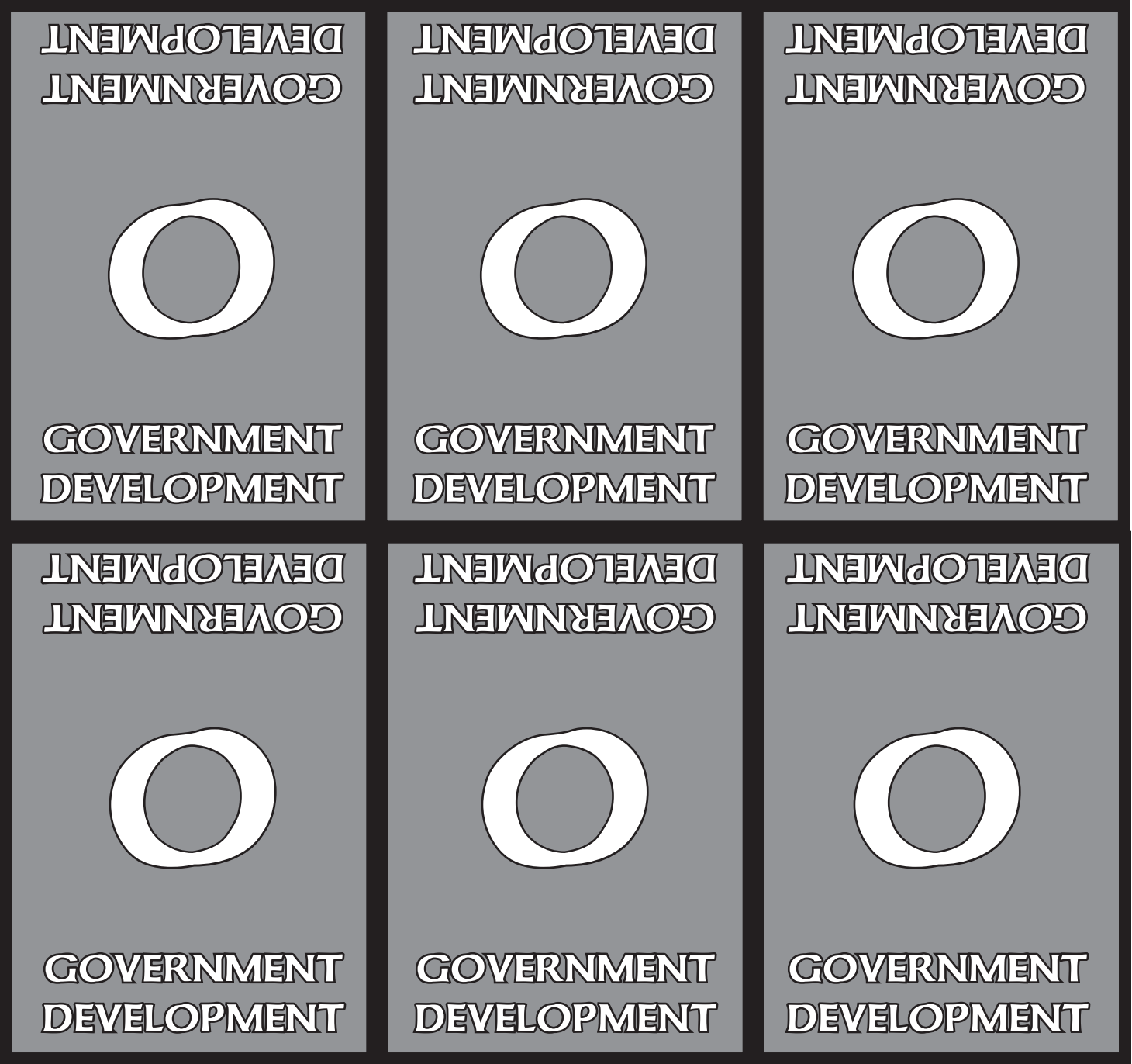
Government  
**LOWER TAXES**

Each good you spend  
with "Prosperity" is +1  
VP



Government  
**EDUCATION**







<p>Dictator I <b>NEW CITY</b></p> 	<p>Dictator I <b>NEW CITY</b></p> 	<p>Dictator I <b>NEW CITY</b></p> 
<p>Dictator I <b>TAX COLLECTOR</b></p>  <p>Dictator I <b>TAX COLLECTOR</b></p> <p>TAKE ONE: </p> <p>If you turn in at least 8 VP of goods take 2</p>	<p>Dictator I <b>BARRACKS</b></p>  <p>Dictator I <b>BARRACKS</b></p> <p>EVERY TURN: </p> <p>TRADE PHASE ABILITY: </p> <p>GIVE: </p> <p>2</p>	<p>Dictator I <b>LABOR INDUSTRY</b></p>  <p>Dictator I <b>LABOR INDUSTRY</b></p> <p>TAKE ONE: </p> <p>Your SLAVE sets are worth one box more</p>
<p>Dictator I <b>NEW CITY</b></p> 	<p>Dictator I <b>NEW CITY</b></p> 	<p>Dictator I <b>GUARDS</b></p>  <p>Dictator I <b>GUARDS</b></p> <p>EVERY TURN:  </p>
<p>Dictator I <b>LAND ANNEX</b></p>  <p>Dictator I <b>LAND ANNEX</b></p> <p>EVERY TURN: 2</p> <p>If Attacked, Barbarians steal double the points from you</p> <p>3</p>	<p>Dictator I <b>HERALDS</b></p>  <p>Dictator I <b>HERALDS</b></p> <p>EVERY TURN: 1</p> <p>Keep your VP Face Up</p> <p>4</p>	<p>Dictator I <b>SLAVE TRADE</b></p>  <p>Dictator I <b>SLAVE TRADE</b></p> <p>EVERY TURN: </p> <p>PRODUCTION: One of your cities must produce SLAVES</p> <p>3</p>



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<p>Dictator I</p> <p><b>EXPORTS</b></p> 	<p>Dictator I</p> <p><b>EXPORTS</b></p> 	<p>Dictator I</p> <p><b>EXPORTS</b></p> 
<p>LOSE: Farmers</p>  	<p>LOSE: Woodcutters</p>  	<p>LOSE: Salt Miners</p>  
<p>If you turn in at least 8 VP of goods take 2</p> <p>TAKE ONE: </p> 	<p>EVERY TURN:  </p> 	<p>Your SLAVE sets are worth one box more</p> <p>TAKE ONE: </p> 
 <p>Dictator I</p> <p><b>TAX COLLECTOR</b></p>	 <p>Dictator I</p> <p><b>GUARDS</b></p>	 <p>Dictator I</p> <p><b>LABOR INDUSTRY</b></p>
<p>Dictator I</p> <p><b>EXPORTS</b></p> 	<p>Dictator I</p> <p><b>EXPORTS</b></p> 	<p>Dictator I</p> <p><b>GUARDS</b></p> 
<p>LOSE: Ore Miners</p>  	<p>LOSE: Shepherds</p>  	<p>EVERY TURN:  </p> 
<p>Barbarians steal double the points from you</p> <p>EVERY TURN:  2</p> 	<p>One of your cities must produce SLAVES</p> <p>EVERY TURN: </p> 	<p>ALL other players GIVE: </p> 
 <p>Dictator I</p> <p><b>ANNEX LAND</b></p>	 <p>Dictator I</p> <p><b>SLAVE TRADE</b></p>	 <p>Dictator I</p> <p><b>ARMS DEALER</b></p>



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<p>Dictator I <b>BARRACKS</b></p>  <p>EVERY TURN: </p> <p>TRADE PHASE ABILITY: GIVE:  </p> <p></p>	<p>Dictator II <b>DICTATOR'S STATUE</b></p>  <p> EVERY TURN:</p> <p>  </p>	<p>Dictator II <b>DICTATOR'S STATUE</b></p>  <p> EVERY TURN:</p> <p>  </p>
<p>ALL other players GIVE:  </p> <p>TAKE ONE: </p> <p></p> <p><b>ARMS DEALER</b> Dictator I</p> 	<p>EVERY TURN: All other players discard a random card from their warehouse</p> <p>TAKE ONE: </p> <p></p> <p><b>ARSONISTS</b> Dictator II</p> 	<p>Barbarian icons on goods do not affect you</p> <p>EVERY TURN: </p> <p></p> <p><b>STANDING ARMY</b> Dictator II</p> 
<p>Dictator I <b>BARRACKS</b></p>  <p>EVERY TURN: </p> <p>TRADE PHASE: GIVE:  </p> <p></p>	<p>Dictator II <b>SUBMISSION</b></p>  <p> EVERY TURN: </p> <p>Democracy arrows do not affect you</p>	<p>Government II <b>FREEDOM REVOLUTION</b></p>  <p>EVERY TURN: </p> <p> If you convert to Democracy take </p>
<p>Keep your VP Face Up</p> <p>EVERY TURN: </p> <p><b>HERALDS</b> Dictator I</p> 	<p>Barbarians roll twice: TRADE PHASE ABILITY: GIVE ALL IMMUNE</p> <p>   </p> <p></p> <p><b>TOTAL WAR</b> Dictator II</p> 	<p>TRADE PHASE ABILITY: DEMAND:  </p> <p>TAKE ONE: </p> <p></p> <p><b>RAIDERS</b> Dictator II</p> 



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<div>Dictator II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Dictator II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Dictator II</div> <div>HARBOR</div> <div> </div> <div>2</div>
<div> <div>Democracy arrows do not affect you</div> <div>EVERY TURN:</div> <div> </div> <div>SUBMISSION</div> <div>Dictator II</div> </div> <div>2</div>	<div> <div>EVERY TURN: All other players discard a random card from their warehouse</div> <div>TAKE ONE:</div> <div> </div> <div>ARSONISTS</div> <div>Dictator II</div> </div> <div>6</div>	<div> <div>You may warehouse cards that say: "DO NOT WAREHOUSE"</div> <div>EVERY TURN:</div> <div> </div> <div>TOTAL CONTROL</div> <div>Dictator II</div> </div> <div> <div> </div> </div>
<div>Dictator II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Dictator II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Dictator II</div> <div>HEART OF INDUSTRY</div> <div> </div> <div> <div>4</div> <div>When you spend at least 5 basic goods score</div> <div>3</div> </div> <div> </div>
<div> <div>Barbarian icons on goods do not affect you</div> <div>EVERY TURN:</div> <div> </div> <div>STANDING ARMY</div> <div>Dictator II</div> </div> <div>2</div>	<div> <div>TRADE PHASE ABILITY: DEMAND:</div> <div>TAKE ONE:</div> <div> </div> <div>RAIDERS</div> <div>Dictator II</div> </div> <div>2</div>	<div> <div>You may warehouse cards that say: "DO NOT WAREHOUSE"</div> <div>EVERY TURN:</div> <div> </div> <div>TOTAL CONTROL</div> <div>Dictator II</div> </div> <div> <div> </div> </div>



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Dictator III

MONUMENT OF STRENGTH





END OF GAME:



(Players may only build 1 monument)

Dictator III

MONUMENT OF EXPANSION






END OF GAME:




(Players may only build 1 monument)



Dictator III

MONUMENT OF INDUSTRY






END OF GAME:





(Players may only build 1 monument)

Dictator III

MONUMENT OF INDUSTRY




END OF GAME:






(Players may only build 1 monument)

Dictator III

MONUMENT OF STRENGTH



END OF GAME:



(Players may only build 1 monument)

Dictator III

MONUMENT OF EXPANSION



END OF GAME:



(Players may only build 1 monument)

Dictator III

MONUMENT OF STRENGTH





END OF GAME:



(Players may only build 1 monument)

Dictator III

MONUMENT OF EXPANSION






END OF GAME:




(Players may only build 1 monument)



Dictator III

MONUMENT OF INDUSTRY





END OF GAME:



(Players may only build 1 monument)

Dictator III

MONUMENT OF EXPANSION



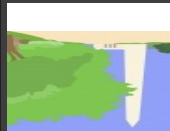
END OF GAME:





(Players may only build 1 monument)

Dictator III

MONUMENT OF INDUSTRY




END OF GAME:






(Players may only build 1 monument)

Dictator III

MONUMENT OF STRENGTH



END OF GAME:



(Players may only build 1 monument)



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The image displays a 4x3 grid of 12 cards for the board game Democracy I. Each card has a specific theme and set of abilities. The themes are: New City, Museum, Foreign Envoys, Library, Technology, Warehouse, Statehouse, and Studio. The abilities include: 'Your ART sets are worth one box more', 'TAKE ONE: [arrow icon]', 'TRADING PHASE ABILITY: [empty box]', 'EVERY TURN: [arrow icon]', 'score 6', 'All Democracies', 'PRODUCTION: One of your cities must produce ART', and 'EVERY TURN: [arrow icon]'. The cards also feature various icons like a city skyline, a castle, a person, a bookshelf, a stack of coins, a warehouse, a statehouse, and a studio.



<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>	<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>	<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>
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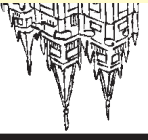

The image displays a 4x3 grid of 12 game cards for the board game 'Democracy I'. Each card has a specific theme and mechanics. The cards are:

- Row 1:**
  - Exports (Farmers):** Lose: Farmers. Mechanic: Every Turn: 1 Storage. Your Warehouse has +1.
  - Exports (Woodcutters):** Lose: Woodcutters. Mechanic: Every Turn: 3 Production: One of your cities must produce ART.
  - Exports (Salt Miners):** Lose: Salt Miners. Mechanic: Every Turn: Your ART sets are worth one box more.
- Row 2:**
  - Technology:** Democracy I. Mechanic: Storage.
  - Studio:** Democracy I. Mechanic: Studio.
  - Museum:** Democracy I. Mechanic: Museum.
- Row 3:**
  - Exports (Ore Miners):** Lose: Ore Miners.
  - Exports (Shepherds):** Lose: Shepherds.
  - Library:** Democracy I. Mechanic: Library.
- Row 4:**
  - Statehouse:** Democracy I. Mechanic: Statehouse.
  - Library:** Democracy I. Mechanic: Library.
  - Consulate:** Democracy I. Mechanic: Consulate.




<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>	<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>	<div>DEMOCRACY DEVELOPMENT</div> <div></div> <div>DEMOCRACY DEVELOPMENT</div>
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<p>Democracy I</p> <h3>FORIEGN ENVOYS</h3>  <p>EVERY TURN: </p> <p>TRADE PHASE ABILITY: 10 second peek at  a player's hand</p>	<p>Democracy II</p> <h3>LABORATORY</h3>  <p>DEVELOPMENT: Draw 2 extra development cards from any deck you are drawing from</p>	<p>Democracy II</p> <h3>THEATRE</h3>  <p>TAKE ONE: </p> <p>GIVE VP then take equal amount from bank:  </p>
<p>Democracy I</p> <h3>CONSULATE</h3>  <p>EVERY TURN: </p> <p>TRADE PHASE ABILITY:  Give:  </p>	<p>Democracy II</p> <h3>PHILOSOPHY</h3>  <p>TRADE PHASE ABILITY:   GIVE ALL IMMUNE (Including You) </p>	<p>Democracy II</p> <h3>FREEDOM OF RELIGION</h3>  <p>DEVELOPMENT: You may draw development cards for religion based on your government level </p>
<p>Democracy I</p> <h3>STATEHOUSE</h3>  <p>EVERY TURN: </p> <p>TRADE PHASE ABILITY:  Give: </p>	<p>Democracy II</p> <h3>FREEDOM OF SPEECH</h3>  <p>EVERY TURN: </p> <p>You may discuss bottom half of cards during trading </p>	<p>Democracy II</p> <h3>BREAKTHROUGH</h3>  <p>GIVE ALL DEMOCRACIES:    </p>
<p>Democracy I</p> <h3>UNIVERSITY</h3>  <p>EVERY TURN:   score  All Democracies</p>	<p>Democracy II</p> <h3>FREE MARKET</h3>  <p>TAKE ONE:  PRODUCTION: You choose civic good type for your cities (max one of each type) </p>	<p>Democracy II</p> <h3>FREEDOM OF RELIGION</h3>  <p>DEVELOPMENT: You may draw development cards for religion based on your government level </p>









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<p>Democracy II <b>HARBOR</b></p>    	<p>Democracy II <b>HARBOR</b></p>    	<p>Democracy II <b>HARBOR</b></p>    
<p>DEVELOPMENT: Draw 2 extra development cards from any deck you are drawing from</p>    <p>Democracy II <b>LABORATORY</b></p>	<p>TAKE ONE: GIVE VP then take equal amount from bank:</p>      <p>Democracy II <b>THEATRE</b></p>	<p>EVERY TURN: -1 All players SLAVE sets are worth -1</p>      <p>Democracy II <b>CIVIL RIGHTS</b></p>
<p>Democracy II <b>HARBOR</b></p>    	<p>Democracy II <b>HARBOR</b></p>    	<p>Government II <b>POWERFUL LEADER</b></p>  <p>EVERY TURN::</p>  <p>If you convert to Dictatorship take</p>  
<p>EVERY TURN: You may discuss bottom half of cards during trading</p>     <p>Democracy II <b>FREEDOM OF SPEECH</b></p>	<p>TAKE ONE: PRODUCTION: You choose civic good type for your cities (max one of each type)</p>     <p>Democracy II <b>FREE MARKET</b></p>	<p>TRADE PHASE ABILITY: GIVE ALL (Including You)</p>       <p>Democracy II <b>PHILOSOPHY</b></p>



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Democracy III  
MONUMENT  
OF KNOWLEDGE



END OF GAME:  
**2** /     
(Players may only build 1  
monument)

Democracy III  
MONUMENT  
OF DIVERSITY




END OF GAME:  
**2** / Different  
Symbol  
(Players may only build 1  
monument)

Democracy III  
MONUMENT  
OF HAPPINESS




END OF GAME:  
**2** /    
(Players may only build 1  
monument)


Democracy III  
MONUMENT  
OF DIVERSITY






END OF GAME:  
**2** / Different  
Symbol  
(Players may only build 1  
monument)




Democracy III  
MONUMENT  
OF HAPPINESS







END OF GAME:  
**2** /    
(Players may only build 1  
monument)



Democracy III  
MONUMENT  
OF KNOWLEDGE



END OF GAME:  
**2** /     
(Players may only build 1  
monument)



Democracy III  
MONUMENT  
OF KNOWLEDGE



END OF GAME:  
**2** /     
(Players may only build 1  
monument)

Democracy III  
MONUMENT  
OF DIVERSITY




END OF GAME:  
**2** / Different  
Symbol  
(Players may only build 1  
monument)

Democracy III  
MONUMENT  
OF HAPPINESS



END OF GAME:  
**2** /    
(Players may only build 1  
monument)


Democracy III  
MONUMENT  
OF HAPPINESS






END OF GAME:  
**2** /    
(Players may only build 1  
monument)




Democracy III  
MONUMENT  
OF KNOWLEDGE




END OF GAME:  
**2** /     
(Players may only build 1  
monument)









Democracy III  
MONUMENT  
OF DIVERSITY



END OF GAME:  
**2** / Different  
Symbol  
(Players may only build 1  
monument)



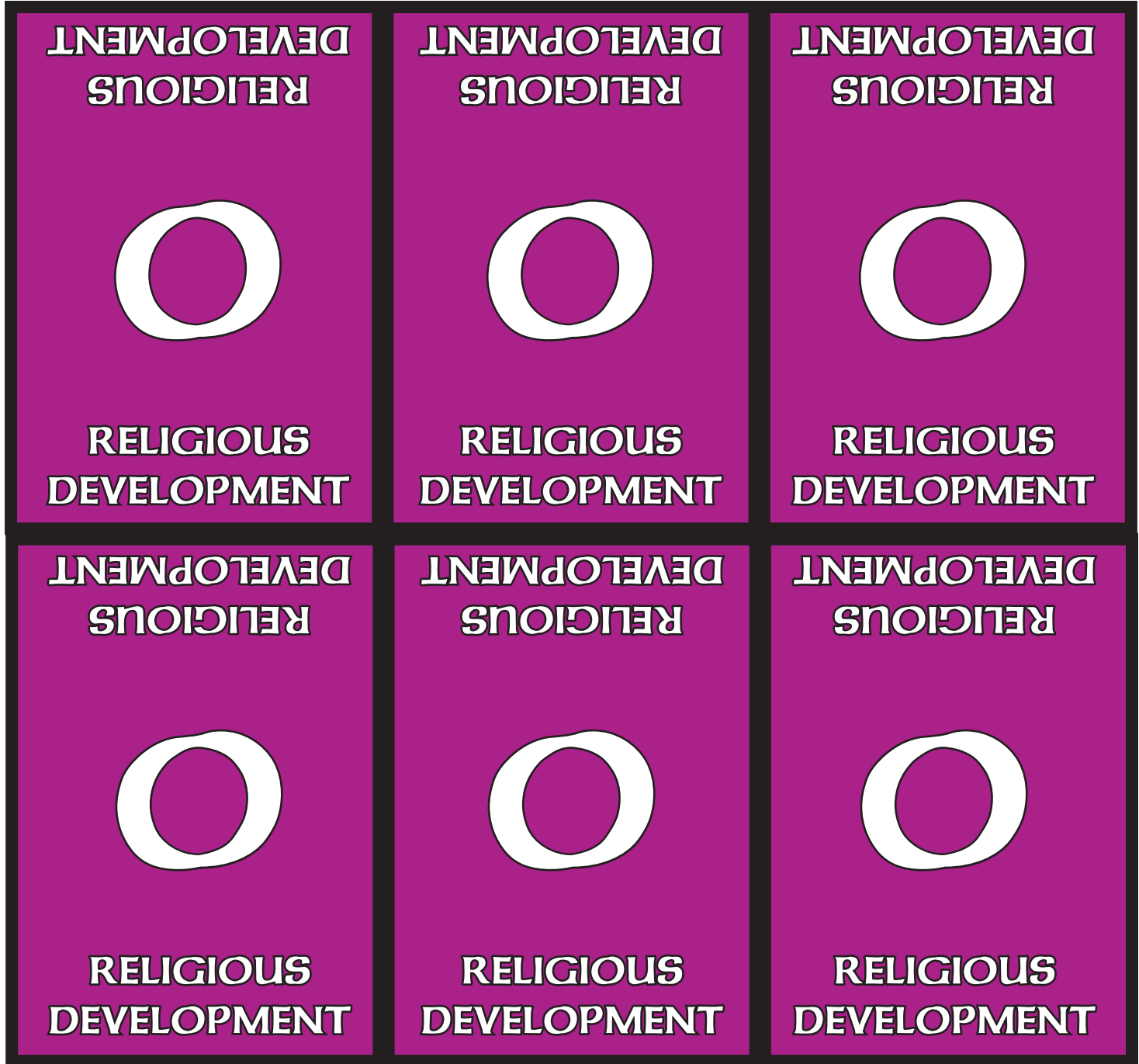


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<div>Religion</div> <div>URBANIZE</div> <div> </div> <div> </div> <div>LOSE: Farmers</div> <div> </div>	<div>Religion</div> <div>URBANIZE</div> <div> </div> <div> </div> <div>LOSE: Shepherds</div> <div> </div>	<div>Religion</div> <div>URBANIZE</div> <div> </div> <div> </div> <div>LOSE: Ore Miners</div> <div> </div>
<div> </div> <div>MYTHS</div> <div>Religion</div> <div> </div> <div> </div> <div> <div> <div>TRADE PHASE ABILITY:</div> <div> <div>GIVE VP then</div> <div>take a VP from</div> <div>the bank:</div> </div> <div>1</div> </div> </div>	<div> </div> <div> </div> <div> <div>TRADE PHASE ABILITY:</div> <div> <div>GIVE VP then</div> <div>take a VP from</div> <div>the bank:</div> </div> <div>1</div> </div>	<div> </div> <div>VENUS TEMPLE</div> <div>Religion</div> <div> </div> <div> </div> <div> <div>TAKE IMMEDIATELY:</div> <div> </div> </div>
<div>Religion</div> <div>URBANIZE</div> <div> </div> <div> </div> <div>LOSE: Woodcutters</div> <div> </div>	<div>Religion</div> <div>URBANIZE</div> <div> </div> <div> </div> <div>LOSE: Salt Miners</div> <div> </div>	<div>Religion</div> <div>MYTHS</div> <div> </div> <div> </div> <div> <div> <div>Ignore one</div> <div>from</div> <div>"POVERTY" each turn</div> </div> <div> <div>Players cannot use</div> <div>GIVE</div> <div>abilities on you</div> </div> </div>
<div> </div> <div>EVERY TURN:</div> <div> </div> <div> </div> <div>MORAL CODE</div> <div>Religion</div>	<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div>MARS TEMPLE</div> <div>Religion</div>	<div> </div> <div>TAKE IMMEDIATELY:</div> <div> </div> <div> </div> <div>MARS TEMPLE</div> <div>Religion</div>







Religion  
IMMIGRANTS  
Salt Miners



SALT

Religion  
IMMIGRANTS  
Ore Miners



ORE

Religion  
IMMIGRANTS  
Shepherds



WOOL



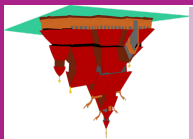
TAKE IMMEDIATELY:



Religion  
VENUS TEMPLE



TAKE IMMEDIATELY:



Religion  
MARS TEMPLE

Ignore one "POVERTY" each turn  
Players cannot use  
GIVE abilities on you



Religion  
MYTHS

Religion  
IMMIGRANTS  
Farmers



GRAIN

Religion  
IMMIGRANTS  
Woodcutters



TIMBER

Religion  
HYMNS



TRADE PHASE ABILITY:  
GIVE VP  
then take a VP  
from the bank:

1



When you have a  
peasant revolt, your  
development level is  
not reduced

3



Religion  
STABILITY

TRADE PHASE ABILITY:  
GIVE:  
THEN take 1  
from  
the bank



1



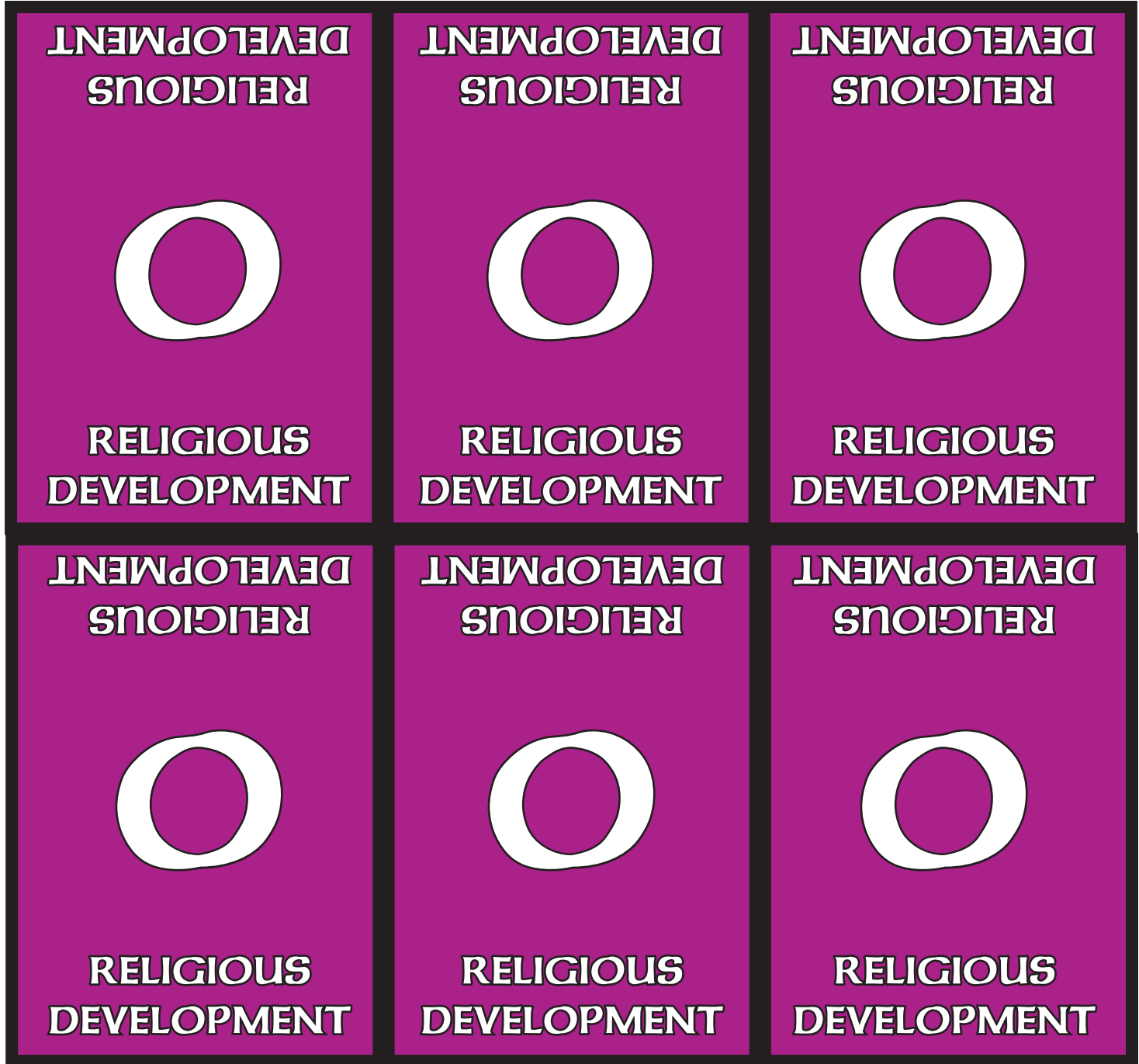
Religion  
PROPAGANDA

PRODUCTION:  
You may discard up to  
two basic goods and  
draw new goods of the  
same type



Religion  
INFLUENCE







Religion  
IMMIGRANTS  
Farmers



GRAIN

Religion  
IMMIGRANTS  
Woodcutters



TIMBER

Religion  
IMMIGRANTS  
Salt Miners



SALT

TRADE PHASE ABILITY:  
GIVE:  
THEN take 1  
from the bank



Religion  
PROPAGANDA



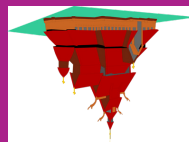
TAKE IMMEDIATELY:



Religion  
VENUS TEMPLE



TAKE IMMEDIATELY:



Religion  
MARS TEMPLE

Religion  
IMMIGRANTS  
Ore Miners



ORE

Religion  
IMMIGRANTS  
Shepherds



WOOL

Religion  
HYMNS



TRADE PHASE ABILITY:  
GIVE VP  
then take a VP 1  
from the bank:



TRADE PHASE ABILITY:  
GIVE:  
THEN take 1  
from the bank



Religion  
PROPAGANDA



EVERY TURN:



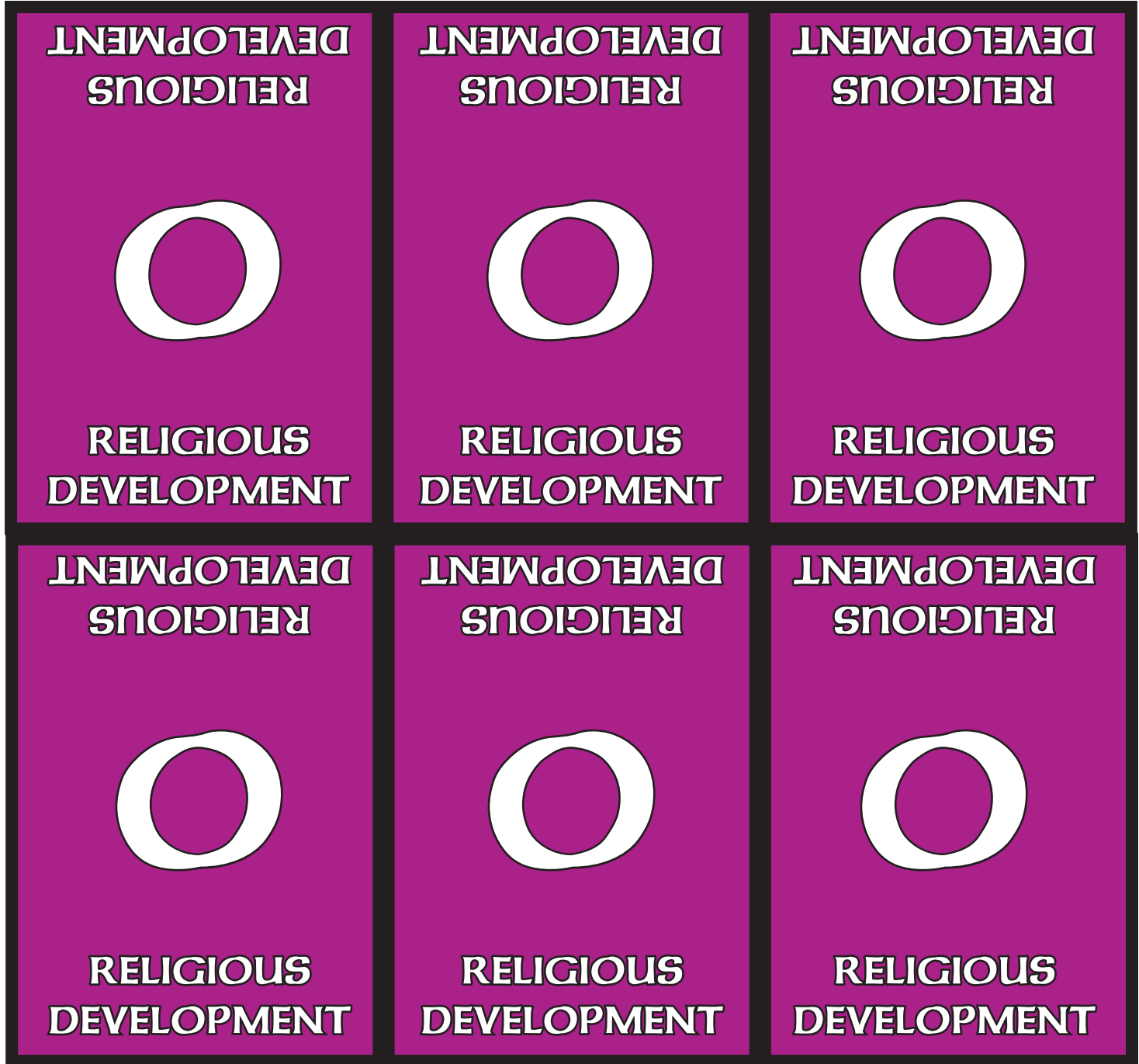
Religion  
MORAL CODE

PRODUCTION:  
You may discard up to  
two basic goods and  
draw new goods of the  
same type













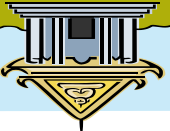
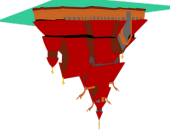












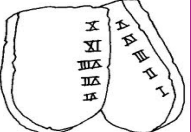



Religion  
INFLUENCE

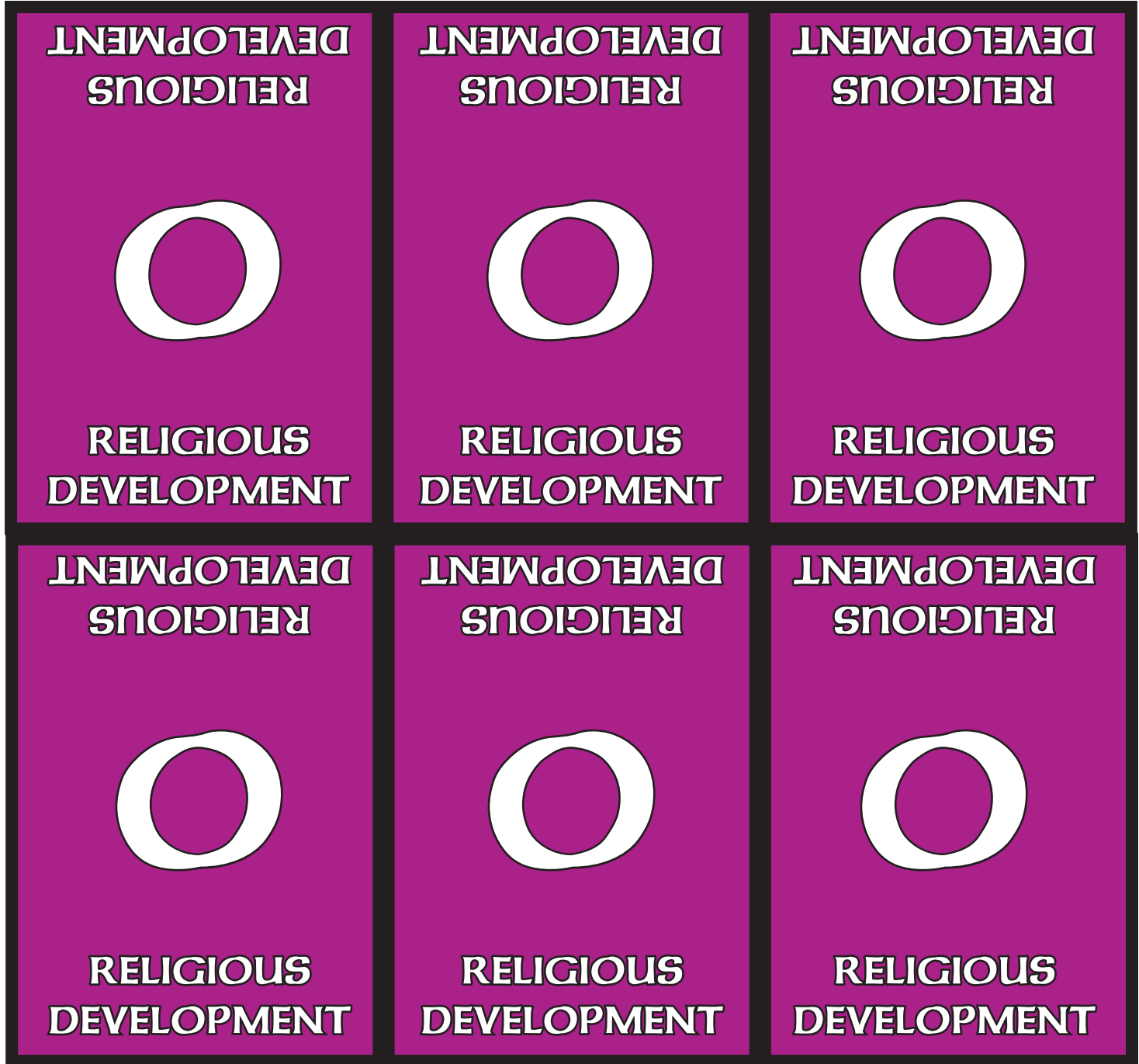






<p><u>Religion</u> <b>HYMNS</b></p> 	<p><u>Religion</u> <b>HYMNS</b></p> 	<p><u>Religion</u> <b>MYTHS</b></p> 
 <p>TRADE PHASE ABILITY: GIVE VP then take a VP from the bank:</p> <p>1</p>	 <p>TRADE PHASE ABILITY: GIVE VP then take a VP from the bank:</p> <p>1</p>	 <p>Ignore one from "POVERTY" each turn</p> <p>Players cannot use GIVE abilities on you</p>
 <p>TAKE IMMEDIATELY:</p> 	 <p>TAKE IMMEDIATELY:</p> 	 <p>TAKE IMMEDIATELY:</p> 
 <p><u>Religion</u> <b>VENUS TEMPLE</b></p>	 <p><u>Religion</u> <b>MARS TEMPLE</b></p>	 <p><u>Religion</u> <b>VENUS TEMPLE</b></p>
<p><u>Religion</u> <b>STABILITY</b></p> 	<p><u>Religion</u> <b>STABILITY</b></p> 	<p><u>Religion</u> <b>MYTHS</b></p> 
 <p>When you have a peasant revolt, your development level is not reduced</p> <p>3</p>	 <p>When you have a peasant revolt, your development level is not reduced</p> <p>3</p>	 <p>Ignore one from "POVERTY" each turn</p> <p>Players cannot use GIVE abilities on you</p>
<p>PRODUCTION: You may discard up to two basic goods and draw new goods of the same type</p> 	 <p>EVERY TURN:</p> 	<p>TRADE PHASE ABILITY: GIVE:</p> <p>THEN take 1 from the bank</p> 
 <p><u>Religion</u> <b>INFLUENCE</b></p>	 <p><u>Religion</u> <b>MORAL CODE</b></p>	 <p><u>Religion</u> <b>PROPAGANDA</b></p>















The image displays a 3x3 grid of 9 game cards for the board game "Mars!". Each card has a red header with "Mars!" and a title. The cards are:

- EXPORTS (LOSE: Farmers)**: Features a small sailboat icon and a large sailboat icon.
- EXPORTS (LOSE: Woodcutters)**: Features a small sailboat icon and a large sailboat icon.
- EXPORTS (LOSE: Salt Miners)**: Features a small sailboat icon and a large sailboat icon.
- MARTIAN SEMINARY (Mars!)**: Features a cartoon Martian character and a gear icon.
- HOLY SITE (Mars!)**: Features a silhouette of a person kneeling and a gear icon.
- WINERIES (Mars!)**: Features a cluster of grapes and a gear icon.
- EXPORTS (LOSE: Ore Miners)**: Features a small sailboat icon and a large sailboat icon.
- EXPORTS (LOSE: Shepherds)**: Features a small sailboat icon and a large sailboat icon.
- HOLY SITE (Mars!)**: Features a silhouette of a person kneeling and a gear icon.

The cards are arranged in a grid with red borders. The cards are numbered 1 through 9 in the top right corner. The cards are arranged in a grid with red borders.











































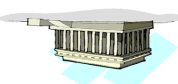







<div>Mars II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Mars II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Mars II</div> <div>HARBOR</div> <div> </div> <div>2</div>
<div> <div> <div> </div> <div> <div>You ignore all</div> <div>take</div> </div> </div> <div> <div>When ANY player plays a DYE or ART set they</div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>MARTIAN ORTHODOXY</div> </div>	<div> <div> <div> </div> <div> <div>TRADE PHASE ABILITY:</div> <div>3</div> </div> </div> <div> <div>choose a worker to sacrifice for reward</div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>SACRIFICIAL ALTAR</div> </div>	<div> <div> <div> <div> <div>TRADE PHASE ABILITY:</div> <div>IMMUNE</div> </div> <div> <div>GIVE ALL</div> <div> </div> </div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>PYRAMIDS TO MARS</div> </div> </div>
<div>Mars II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Mars II</div> <div>HARBOR</div> <div> </div> <div>2</div>	<div>Mars II</div> <div>MARTIAN BROTHERHOOD</div> <div> </div> <div> <div> <div> <div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>TRADE PHASE ABILITY:</div> <div> <div>Demand:</div> <div>Worker chosen at random</div> </div> </div> </div> <div> </div> </div>
<div> <div> <div> <div> <div> </div> <div> <div>GIVE ALL VENETIANS:</div> </div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>HOLY WAR</div> </div> </div></div>	<div> <div> <div> <div> <div> </div> <div> <div>Players must tell you if cards you are trading for have</div> </div> </div> <div> <div>TRADE PHASE ABILITY:</div> <div> </div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>ISOLATIONISM</div> </div> </div></div>	<div> <div> <div> <div> <div> <div> <div>development cards for</div> <div>You may draw</div> </div> <div> <div>government based on</div> <div>your religion level</div> </div> </div> </div> <div> <div>DEVELOPMENT:</div> <div>4</div> </div> </div> <div> </div> <div> <div>Mars II</div> <div>THEOCRACY</div> </div> </div></div>
















<div>Mars III</div> <div>SHRINE TO MARS</div> <div>  </div> <div> <div>  </div> <div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Mars III</div> <div>SHRINE OF THE WORD</div> <div>  </div> <div> <div>  </div> <div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Mars III</div> <div>SHRINE OF CONTROL</div> <div>  </div> <div> <div> <div>END OF GAME:</div> <div>  </div> <div> <div>Level of Religion &amp; Government</div> </div> </div> <div>(Players may only build 1 shrine)</div> </div>
<div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE OF THE WORD</div> <div>Mars III</div> <div>  </div> </div>	<div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE TO MARS</div> <div>Mars III</div> <div>  </div> </div>	<div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE OF THE WORD</div> <div>Mars III</div> <div>  </div> </div>
<div>Mars III</div> <div>SHRINE TO MARS</div> <div>  </div> <div> <div>  </div> <div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Mars III</div> <div>SHRINE OF THE WORD</div> <div>  </div> <div> <div>  </div> <div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Mars III</div> <div>SHRINE OF CONTROL</div> <div>  </div> <div> <div> <div>END OF GAME:</div> <div>  </div> <div> <div>Level of Religion &amp; Government</div> </div> </div> <div>(Players may only build 1 shrine)</div> </div>
<div> <div>END OF GAME:</div> <div>  </div> <div> <div>Level of Religion &amp; Government</div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE OF CONTROL</div> <div>Mars III</div> <div>  </div> </div>	<div> <div>END OF GAME:</div> <div>  </div> <div> <div>Level of Religion &amp; Government</div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE OF CONTROL</div> <div>Mars III</div> <div>  </div> </div>	<div> <div>END OF GAME:</div> <div>  </div> <div>  </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>SHRINE TO MARS</div> <div>Mars III</div> <div>  </div> </div>

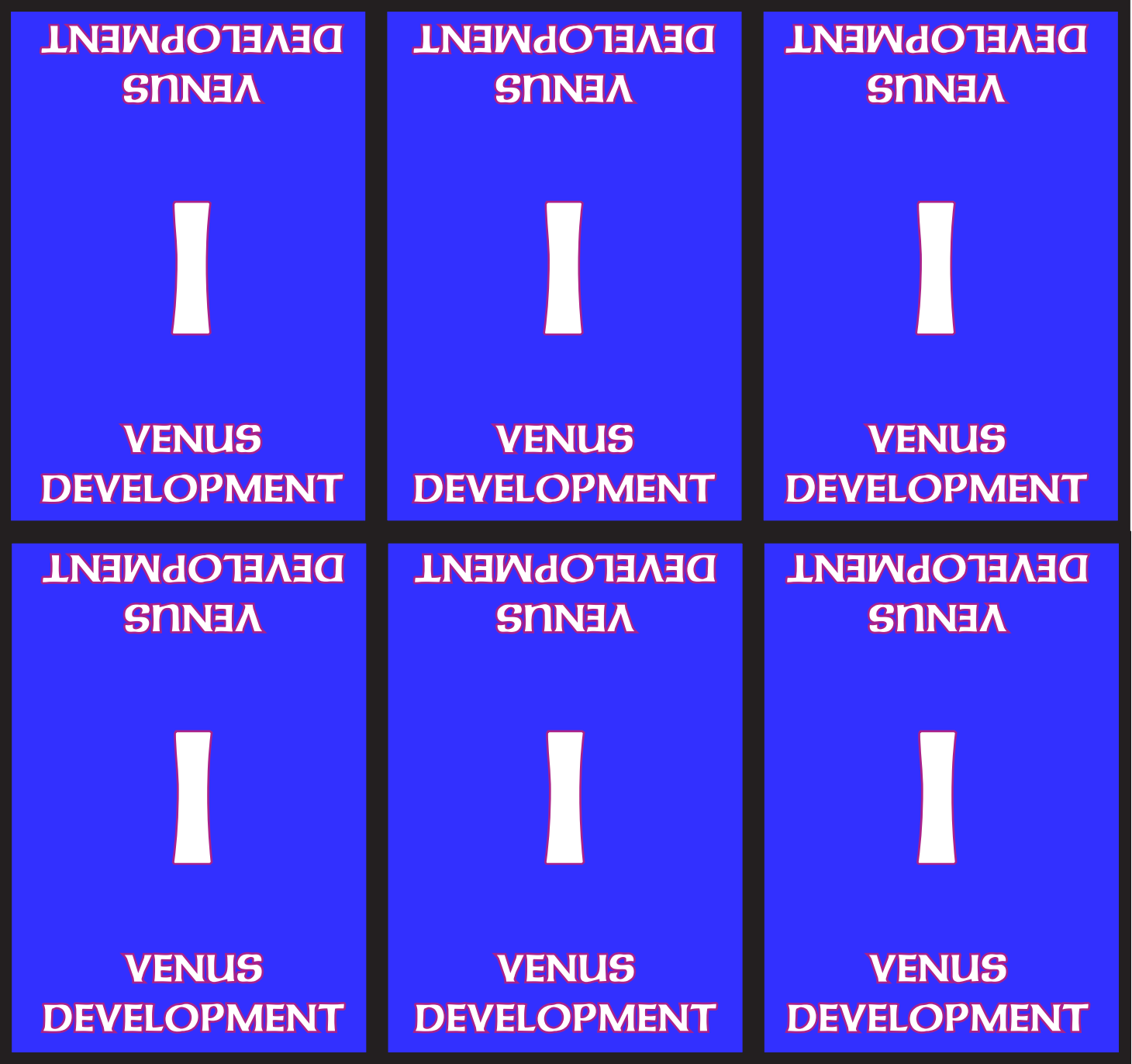






<p>Venus I</p> <p>NEW CITY</p> 	<p>Venus I</p> <p>NEW CITY</p> 	<p>Venus I</p> <p>NEW CITY</p> 
<p>DEVELOPMENT: Draw an extra development card from any deck you are drawing from</p> <p>3</p> <p>EVERY TURN:</p> 	<p>Score 1 for every ART in your warehouse</p> <p>1</p> <p>EVERY TURN:</p> 	<p>Give: 1</p> <p>Give: 2</p> <p>TRADE PHASE ABILITY:</p> 
<p>VENETIAN ARTISTS</p> <p>Venus I</p> 	<p>VENETIAN GALLERY</p> <p>Venus I</p> 	<p>DIPLOMAT</p> <p>Venus I</p> 
<p>Venus I</p> <p>NEW CITY</p> 	<p>Venus I</p> <p>NEW CITY</p> 	<p>Venus I</p> <p>DIPLOMAT</p> 
<p>TRADE PHASE ABILITY:</p> <p>Give: 2</p> <p>Give: 1</p> 	<p>EVERY TURN:</p> <p>GIVE ALL VENETIANS:</p> <p>1</p> 	<p>DEVELOPMENT: Draw an extra development card from any deck you are drawing from</p> <p>3</p> <p>EVERY TURN:</p> 
<p>VENETIAN ARTISTS</p> <p>Venus I</p> 	<p>GREAT WORK</p> <p>Venus I</p> 	<p>PATRONAGE</p> <p>Venus I</p> 

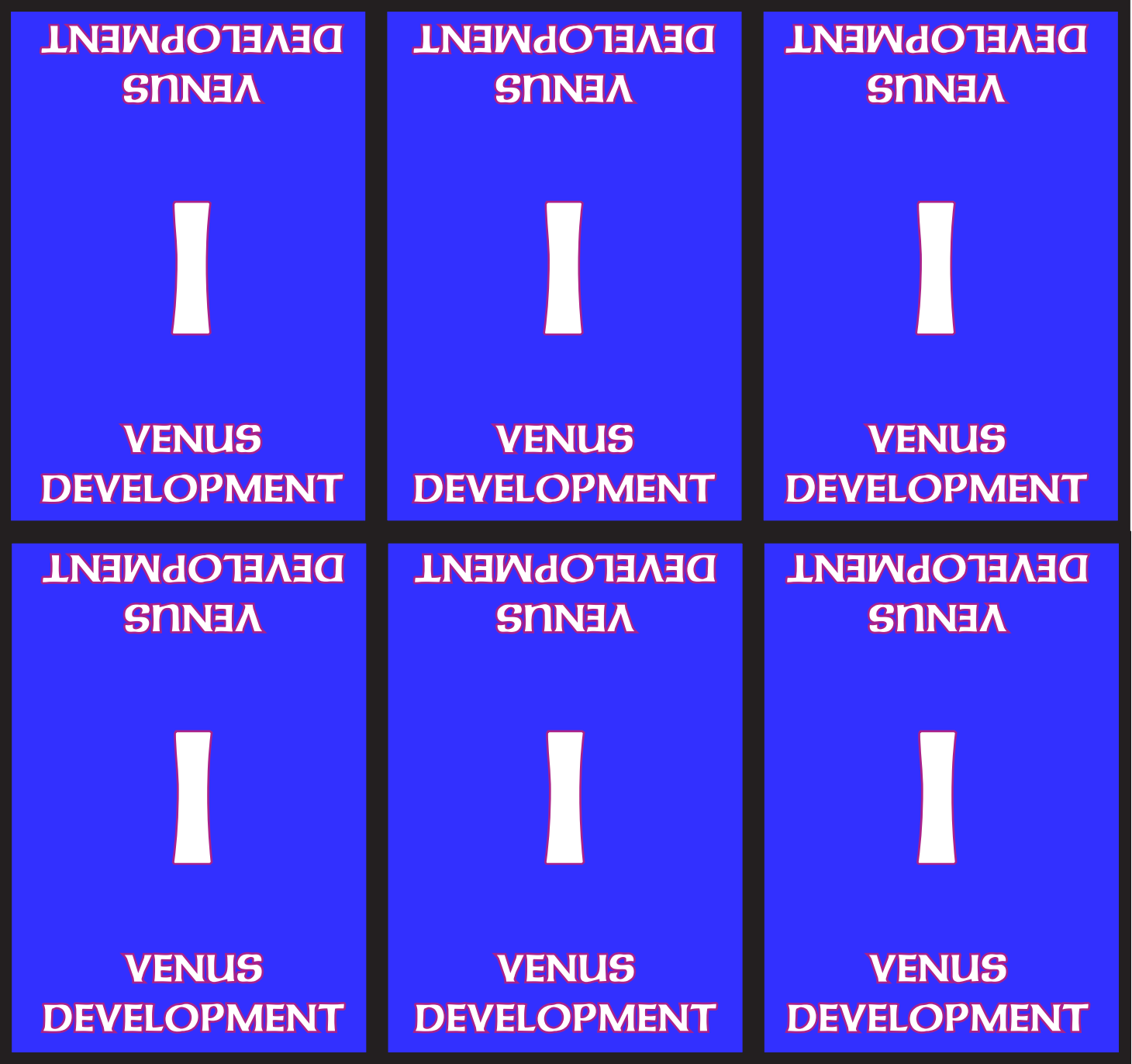








<div>Venus I</div> <div>EXPORTS</div> <div>LOSE: Farmers</div> <div> </div>	<div>Venus I</div> <div>EXPORTS</div> <div>LOSE: Woodcutters</div> <div> </div>	<div>Venus I</div> <div>EXPORTS</div> <div>LOSE: Salt Miners</div> <div> </div>
<div> <div>VENETIAN ARTISTS</div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> <div> <div>DEVELOPMENT:</div> <div>Draw an extra development card from any deck you are drawing from</div> </div>	<div> <div>DYE TRADE</div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> <div> <div>PRODUCTION:</div> <div>One of your cities must produce DYE</div> </div>	<div> <div>GARMENT INDUSTRY</div> </div> <div> <div>TAKE ONE:</div> <div> </div> </div> <div> <div>Your DYE sets are worth one box more</div> </div>
<div>Venus I</div> <div>EXPORTS</div> <div>LOSE: Ore Miners</div> <div> </div>	<div>Venus I</div> <div>EXPORTS</div> <div>LOSE: Shepherds</div> <div> </div>	<div>Venus I</div> <div>PATRONAGE</div> <div> </div> <div> <div>EVERY TURN:</div> <div> </div> <div>X = Religion Level</div> </div>
<div> <div>PATRONAGE</div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> <div> <div>X = Religion Level</div> </div>	<div> <div>VENETIAN MONOLITHS</div> </div> <div> <div>EVERY TURN:</div> <div> </div> </div> <div> <div>Score 1 for every SLAVE in your warehouse</div> </div>	<div> <div>GARMENT INDUSTRY</div> </div> <div> <div>TAKE ONE:</div> <div> </div> </div> <div> <div>Your DYE sets are worth one box more</div> </div>

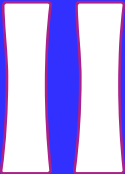
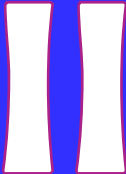

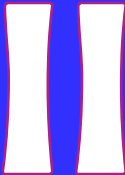
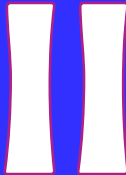







<p>Venus I</p> <p><b>DYE TRADE</b></p>  <p>EVERY TURN: </p> <p>PRODUCTION: One of your cities must produce DYE</p> <p>3</p>	<p>Venus II</p> <p><b>VENETIAN MISSIONARIES</b></p>  <p>EVERY TURN: </p> <p>2 Unhappiness icons on goods do not affect you</p>	<p>Venus II</p> <p><b>ARCHITECTURE</b></p>  <p>TAKE ONE: </p> <p>EVERY TURN: 1 </p>
<p>TRADE PHASE ABILITY:</p> <p>Give: 1</p> <p>Give: 2</p> <p>TRADE PHASE ABILITY:</p> <p>DIPLOMAT</p> <p>Venus I</p> 	<p>TRADE PHASE ABILITY:</p> <p>DEMAND: 1</p> <p>TITHE</p> <p>Venus II</p> 	<p>ALL players WINE sets are worth -1</p> <p>You ignore all </p> <p>VENETIAN ORTHODOXY</p> <p>Venus II</p> 
<p>Venus I</p> <p><b>GREAT WORK</b></p>  <p>EVERY TURN: </p> <p>GIVE ALL VENETIANS: 1</p> <p>2</p>	<p>Venus II</p> <p><b>BARBARIAN CONVERSION</b></p>  <p>EVERY TURN: 2  </p>	<p>Venus II</p> <p><b>INSPIRING WORK</b></p>  <p>GIVE ALL PLAYERS (including you) ONE: </p> <p>5</p>
<p>When you spend at least 4 different types of goods take 3</p> <p>3</p> <p>DIVERSE ECONOMY</p> <p>Venus I</p> 	<p>You may choose to ignore GIVE or DEMAND abilities</p> <p>EVERY TURN: </p> <p>VENETIAN MONASTERY</p> <p>Venus II</p> 	<p>You may choose to ignore GIVE or DEMAND abilities</p> <p>EVERY TURN: </p> <p>VENETIAN MONASTERY</p> <p>Venus II</p> 

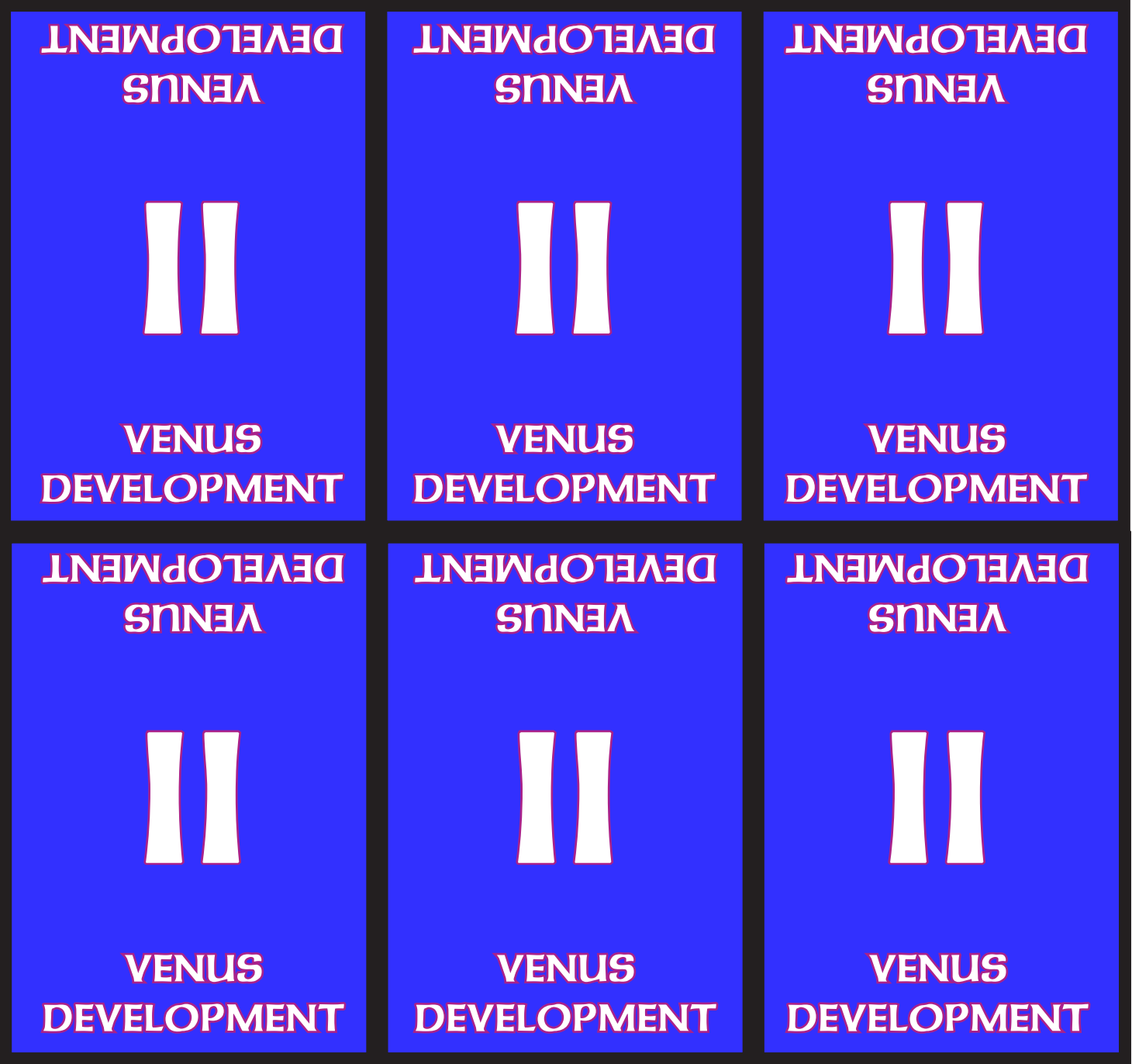


<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>	<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>	<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>
<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>	<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>	<p>VENUS DEVELOPMENT</p>  <p>VENUS DEVELOPMENT</p>



<div>Venus II</div> <div>HARBOR</div> <div> </div> <div> </div> <div>2</div> <div> </div>	<div>Venus II</div> <div>HARBOR</div> <div> </div> <div> </div> <div>2</div> <div> </div>	<div>Venus II</div> <div>HARBOR</div> <div> </div> <div> </div> <div>2</div> <div> </div>
<div> </div> <div>Venus II</div> <div>VENETIAN</div> <div>MISSIONARIES</div> <div> </div> <div> </div> <div>EVERY TURN:</div> <div> </div> <div>       Unhappiness icons on goods do not affect you     </div>	<div> </div> <div>Venus II</div> <div>ARCHITECTURE</div> <div> </div> <div> </div> <div>TAKE ONE:</div> <div> </div> <div>EVERY TURN:</div> <div> </div>	<div> </div> <div>Venus II</div> <div>BARBARIAN</div> <div>CONVERSION</div> <div> </div> <div> </div> <div>EVERY TURN:</div> <div> </div> <div> </div> <div> </div>
<div>Venus II</div> <div>HARBOR</div> <div> </div> <div> </div> <div>2</div> <div> </div>	<div>Venus II</div> <div>HARBOR</div> <div> </div> <div> </div> <div>2</div> <div> </div>	<div>Religion II</div> <div>MARTIAN</div> <div>UPRISING</div> <div> </div> <div> </div> <div> </div> <div>EVERY TURN::</div> <div> </div> <div>       If you convert to Mars take     </div> <div> </div>
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<div>Venus III</div> <div>SHRINE TO VENUS</div> <div> </div> <div> <div> </div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Venus III</div> <div>SHRINE OF BEAUTY</div> <div> </div> <div> <div> </div> <div> <div>END OF GAME:</div> <div>3</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Venus III</div> <div>SHRINE OF PEACE</div> <div> </div> <div> <div> <div>TAKE ONE:</div> </div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>
<div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE OF PEACE</div> <div> </div> </div>	<div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE TO VENUS</div> <div> </div> </div>	<div> <div> <div>END OF GAME:</div> <div>3</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE OF BEAUTY</div> <div> </div> </div>
<div>Venus III</div> <div>SHRINE TO VENUS</div> <div> </div> <div> <div> </div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Venus III</div> <div>SHRINE OF BEAUTY</div> <div> </div> <div> <div> </div> <div> <div>END OF GAME:</div> <div>3</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>	<div>Venus III</div> <div>SHRINE OF PEACE</div> <div> </div> <div> <div> <div>TAKE ONE:</div> </div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> </div>
<div> <div> <div>END OF GAME:</div> <div>3</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE OF BEAUTY</div> <div> </div> </div>	<div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE TO VENUS</div> <div> </div> </div>	<div> <div> <div>END OF GAME:</div> <div>2</div> <div> </div> <div>(Players may only build 1 shrine)</div> </div> <div> <div>TAKE ONE:</div> </div> </div> <div> <div>Venus III</div> <div>SHRINE OF PEACE</div> <div> </div> </div>



