

Gain 1 silver coin at the end of each phase.

Gain 1 silver coin at the end of each phase.

Gain 1 silver coin at the end of each phase.

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.

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.

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.

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.

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.

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.

Treat geese as any livestock.

Take an additional action.

Take an additional action.

Take an additional action.



Take a mine,
monastery,
or castle tile.

Take a mine,
monastery,
or castle tile.

Take a mine,
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.

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 YP.

Score 4 YP.

Score 4 YP.

Score 4 VP.

Score 4 VP.

Score 4 VP.

Score 4 VP.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Take an action using a white die.

Trigger the effect of any building.

You may build the same buildings in 1 town.

At the end of each phase gain 1 worker for each mine.

When you sell goods, gain 1 additional silver coin.

When you sell goods, gain 1 worker.

When you place a ship, additionally take goods from 1 adjacent depot.

Spend 2 workers to take a building tile.

When you place livestock, score 1 VP for each scoring tile.

Your workers may change the die results by 2.

When you place a building, you may change the die result by 1.

When you place a livestock/ship, you may change the die result by 1.

When you place a castle/mine/monastery, you may change the die result by 1.

When you take a hex tile you may change the die result by 1.

When you take workers using a die, you gain 1 silver coin.

When you take workers using a die, you gain 2 additional workers.

End game - Score 2 VP for each type of good sold.

End game - Score 4 VP for your each warehouse.

End game - Score 4 VP for your each watchtower.

End game - Score 4 VP for your each carpenter's workshop.

End game - Score 4 VP for your each church.

End game - Score 4 VP for your each market.

End game - Score 4 VP for your each boarding house.

End game - Score 4 VP for your each bank.

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.