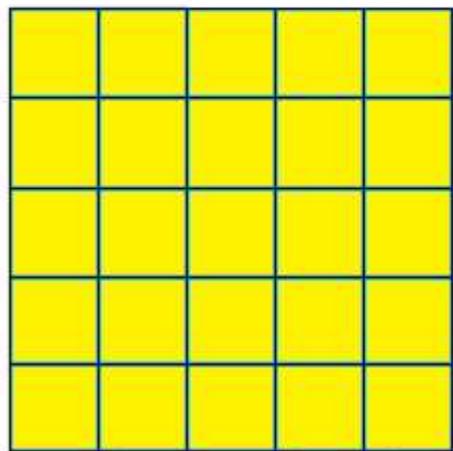
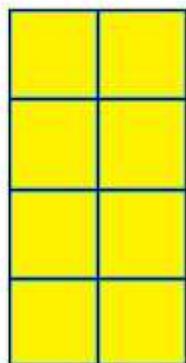


Construction Zone



Reserve Zone



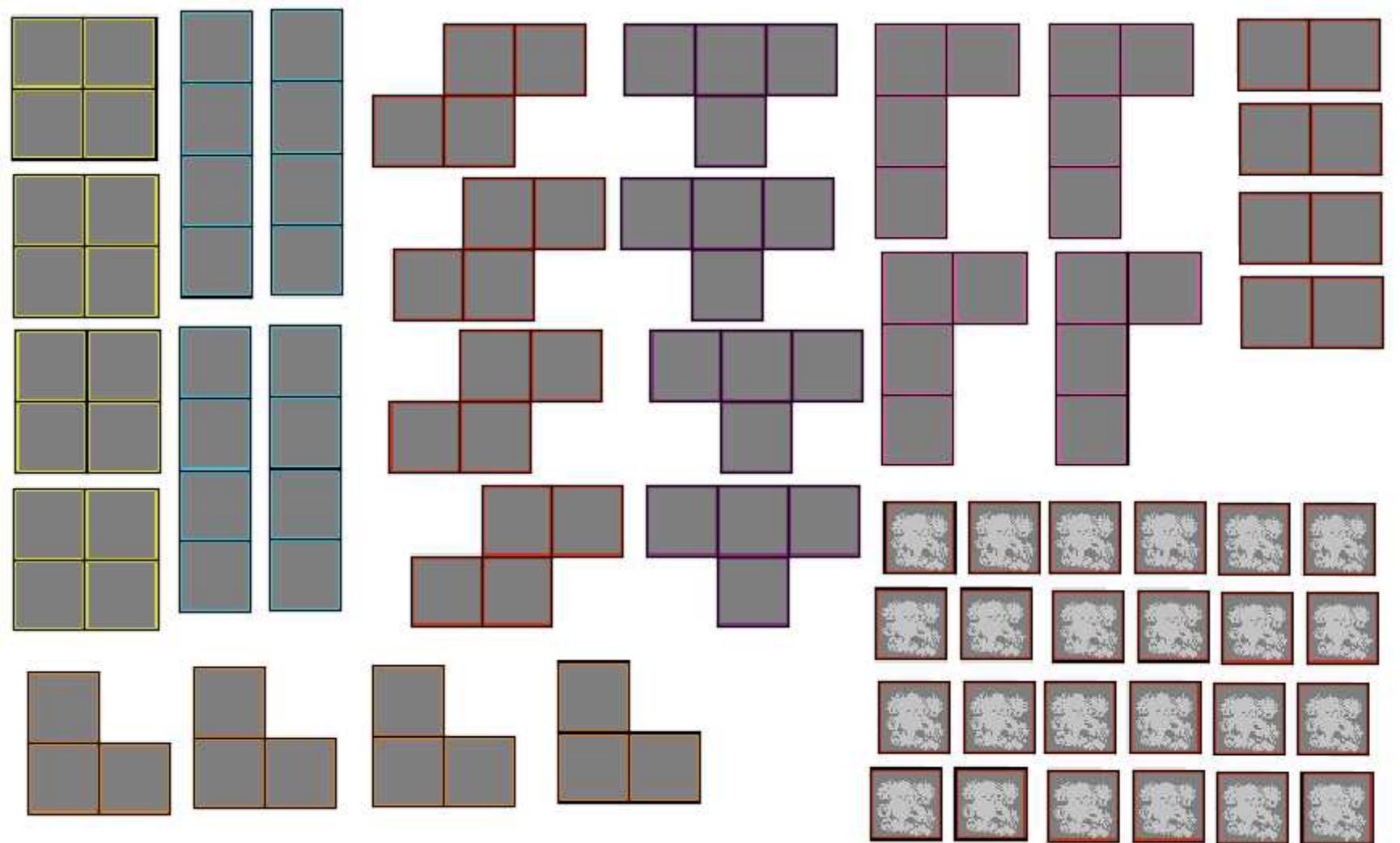
AUCTION

1

2

3

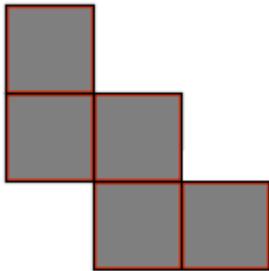
4





DONATION CENTER

2

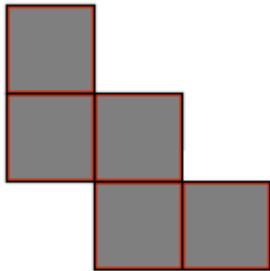


Donate \$3 coins to gain 1 Prestige Point at the end of the Building Phase.



DONATION CENTER

2

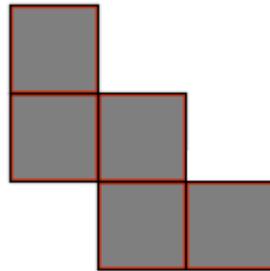


Donate \$3 coins to gain 1 Prestige Point at the end of the Building Phase.



DONATION CENTER

2

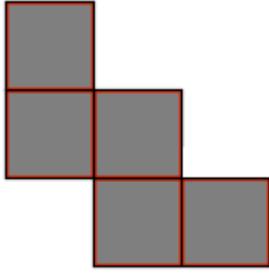


Donate \$3 coins to gain 1 Prestige Point at the end of the Building Phase.



DONATION CENTER

2

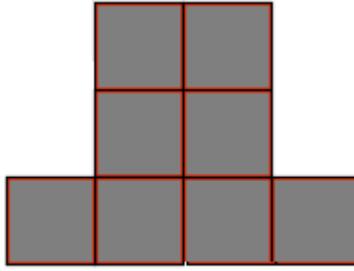


Donate \$3 coins to gain 1 Prestige Point at the end of the Building Phase.



BANK

3

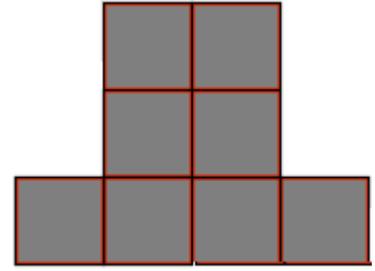


At the end of the Building Phase gain \$2 Coins.



BANK

3

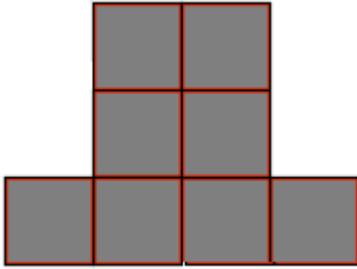


At the end of the Building Phase gain \$2 Coins.



BANK

3

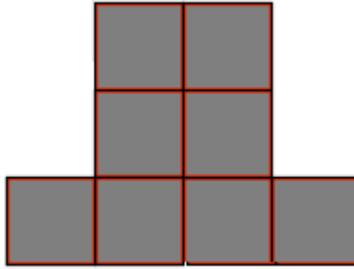


At the end of the Building Phase gain \$2 Coins.



BANK

3

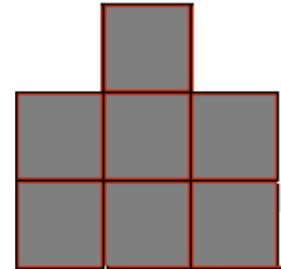


At the end of the Building Phase gain \$2 Coins.



SCRAPYARD

1

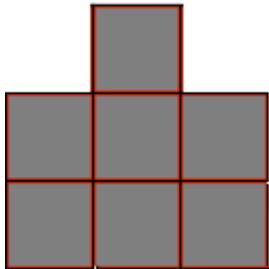


At the end of the Building Phase sell a stone for \$3 coins or buy any remaining block from the auction for \$3 coins (to be placed in reserve zone).



SCRAPYARD

1

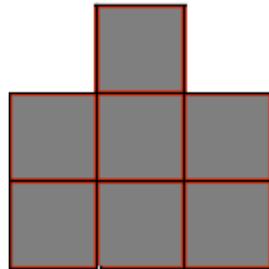


At the end of the Building Phase sell a stone for \$3 coins or buy any remaining block from the auction for \$3 coins.



SCRAPYARD

1

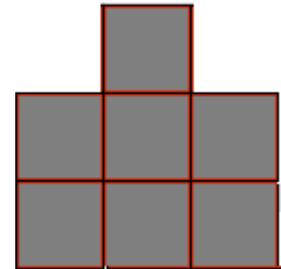


At the end of the Building Phase sell a stone for \$3 coins or buy any remaining block from the auction for \$3 coins.



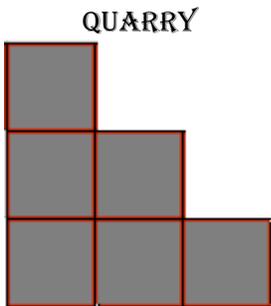
SCRAPYARD

1



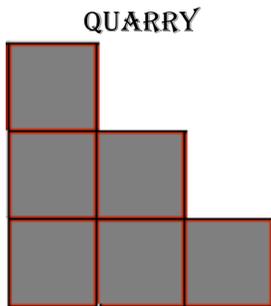
At the end of the Building Phase sell a stone for \$3 coins or buy any remaining block from the auction for \$3 coins.





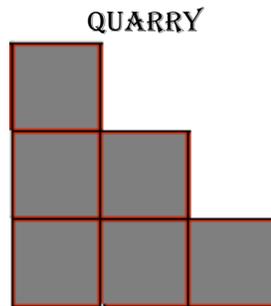
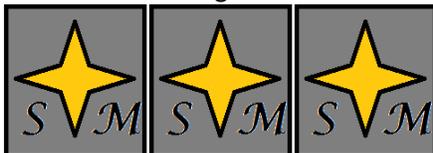
4

Gain 1 stone in your reserve at the end of the Building Phase.



4

Gain 1 stone in your reserve at the end of the Building Phase.



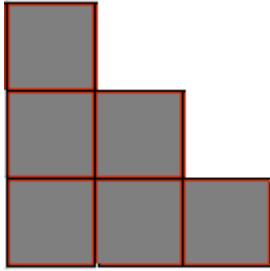
4

Gain 1 stone in your reserve at the end of the Building Phase.



4

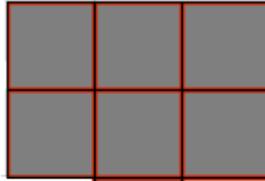
QUARRY



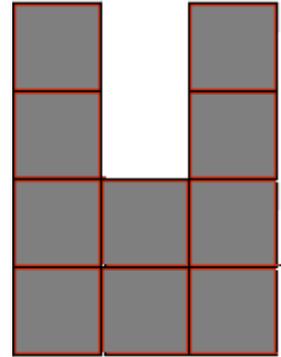
Gain 1 stone in your reserve at the end of the Building Phase.



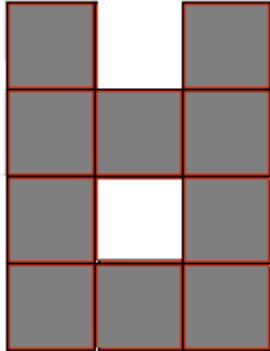
SANCTUARY



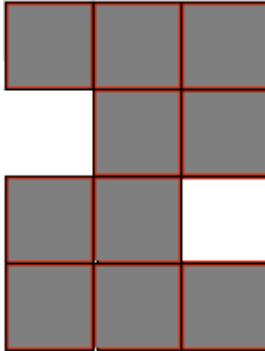
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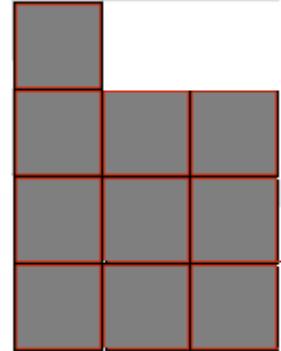
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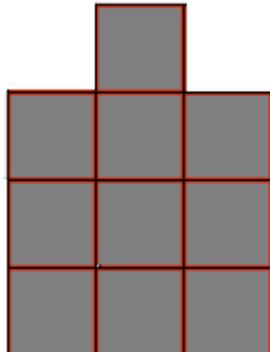
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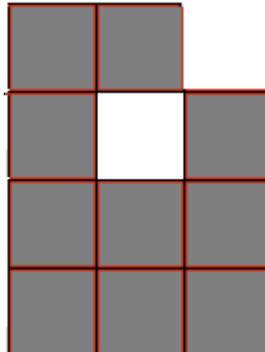
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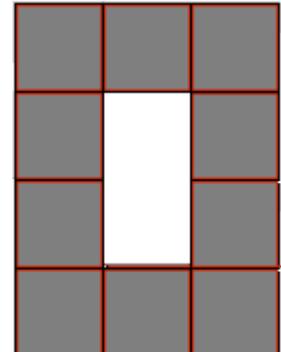
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SANCTUARY



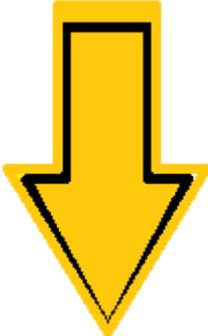
SANCTUARY



MARKET
SELECTION



FIRST PLAYER



DECIDES TURN
ROTATION

x2

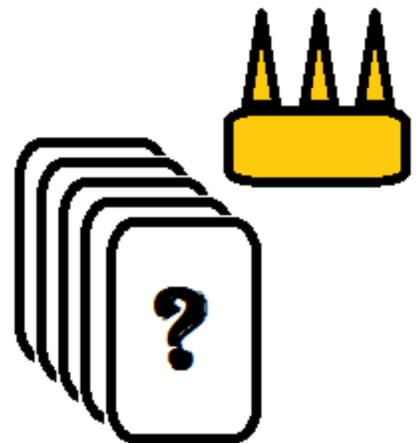
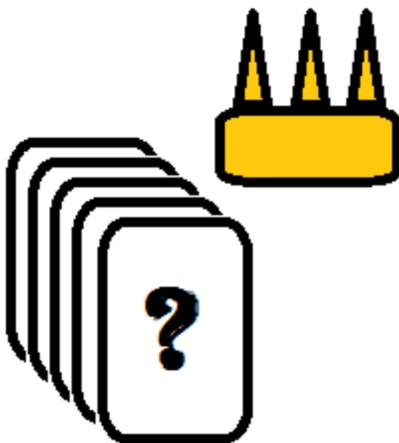
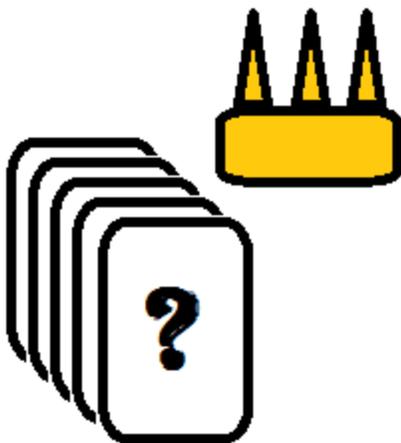
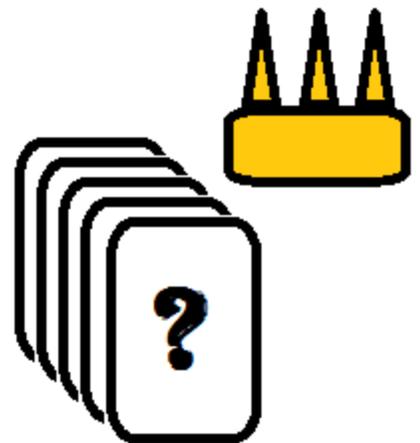
x2

x2

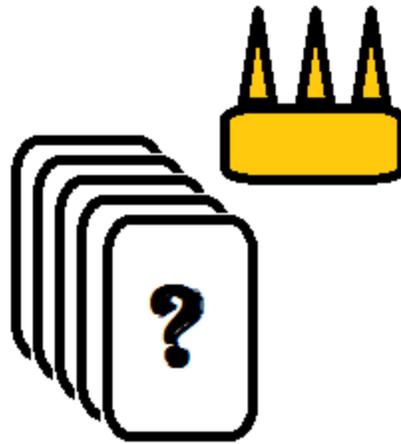
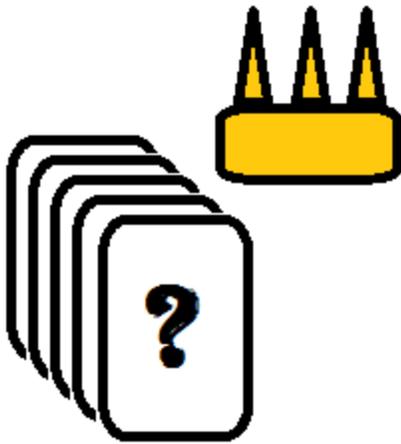
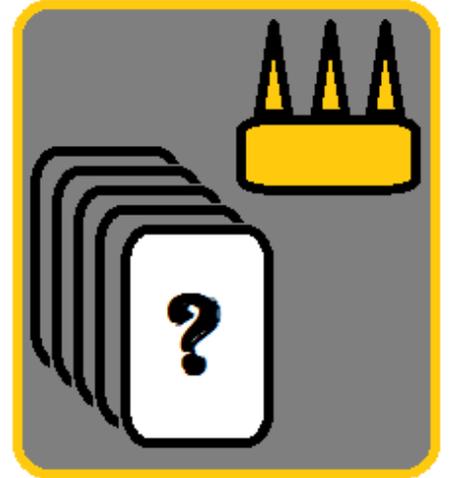
x2

x2

x2



**TIEBREAKER
AND DRAFT FACE DOWN
NEXT DRAFT PHASE**



Most holds Tiebreaker and drafts face down next Draft Phase



Most holds Tiebreaker and drafts face down next Draft Phase



Most holds Tiebreaker and drafts face down next Draft Phase



Most chooses the blocks in the Auction Phase



Most chooses the blocks in the Auction Phase



Most chooses the blocks in the Auction Phase

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted



Most gains a stone



Most gains a stone



Most gains a stone



Most holds Tiebreaker and drafts face down next Draft Phase



Most holds Tiebreaker and drafts face down next Draft Phase



Most chooses the blocks in the Auction Phase



Most chooses the blocks in the Auction Phase

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted

X2 Pair with a non x2 to multiple



Gain a coin for each coin card drafted



Most gains a stone



Most gains a stone

PHASES OF THE GAME

1. DRAFT

Draft cards
After cards are selected pair the x2 cards in turn order and collect rewards

2. AUCTION

Player with Market Selection selects the blocks for auction
Bid in secret and reveal bids simultaneously

3. BUILD

In Turn order use blocks and stones to build
Claim and redeem any bonuses (Bonus must be activated in order)

PHASES OF THE GAME

4. DRAFT

Draft cards
After cards are selected pair the x2 cards in turn order and collect rewards

5. AUCTION

Player with Market Selection selects the blocks for auction
Bid in secret and reveal bids simultaneously

6. BUILD

In Turn order use blocks and stones to build
Claim and redeem any bonuses
(Bonus must be activated in order)

PHASES OF THE GAME

7. DRAFT

Draft cards
After cards are selected pair the x2 cards in turn order and collect rewards

8. AUCTION

Player with Market Selection selects the blocks for auction
Bid in secret and reveal bids simultaneously

9. BUILD

In Turn order use blocks and stones to build
Claim and redeem any bonuses
(Bonus must be activated in order)

PHASES OF THE GAME

10. DRAFT

Draft cards
After cards are selected pair the x2 cards in turn order and collect rewards

11. AUCTION

Player with Market Selection selects the blocks for auction
Bid in secret and reveal bids simultaneously

12. BUILD

In Turn order use blocks and stones to build
Claim and redeem any bonuses
(Bonus must be activated in order)

PHASES OF THE GAME

13. DRAFT

Draft cards
After cards are selected pair the x2 cards in turn order and collect rewards

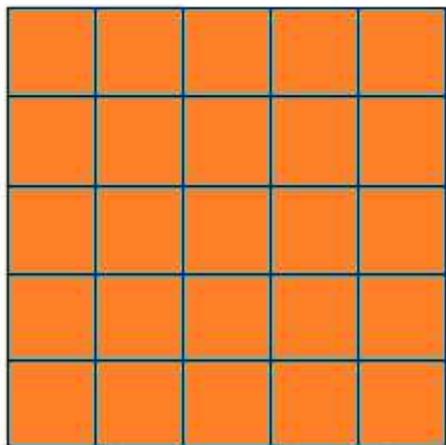
14. AUCTION

Player with Market Selection selects the blocks for auction
Bid in secret and reveal bids simultaneously

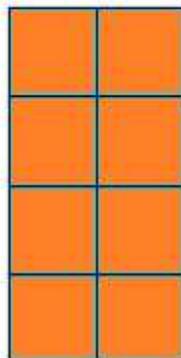
15. BUILD

In Turn order use blocks and stones to build
Claim and redeem any bonuses
(Bonus must be activated in order)

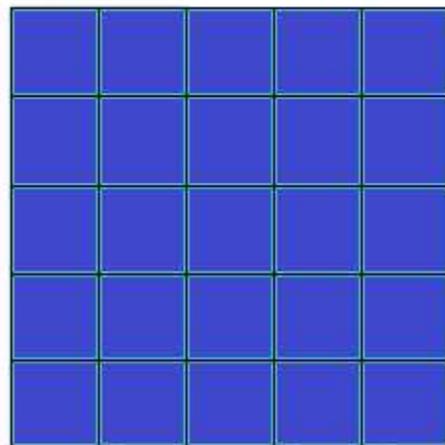
Construction Zone



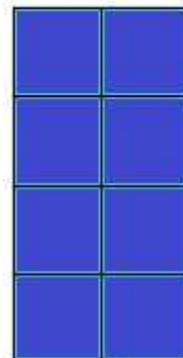
Reserve Zone



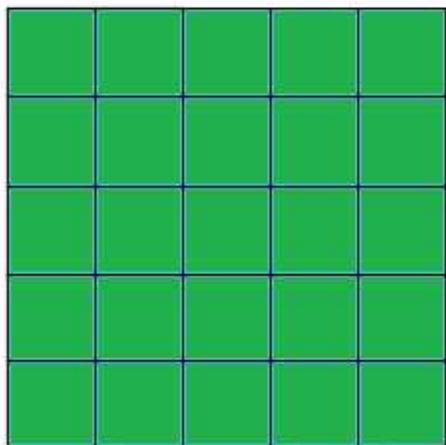
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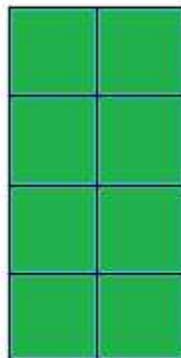
Reserve Zone



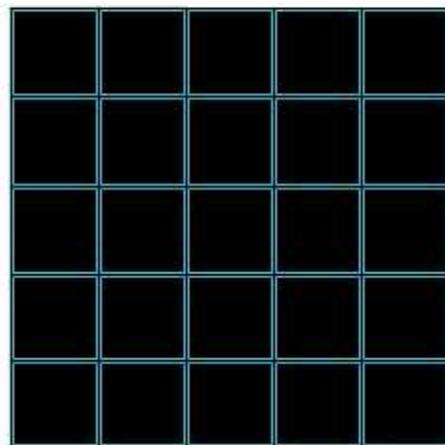
Construction Zone



Reserve Zone



Construction Zone



Reserve Zone

