

1. TRADE PHASE

BUY FROM THE MARKET

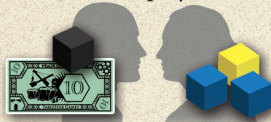


SELL TO THE MARKET



BARTER

Conduct a transaction with another player.



PROMISSORY NOTE

Take or repay a loan (not a Trade action).



2. DEVELOP PHASE

FLAG	INDUSTRY
Flag Cost 	Farm Cost
Flag Cost 	Generator Cost
Flag Cost 	Academy Cost
Flag Cost 	Mine Cost
Flag Cost 	Factory Cost
Flag Cost 	Bank Cost

MOVE INDUSTRIES

Move or rotate up to 3 Industry tiles.

1 Capital



FORCE PLACEMENT

Ignore conflicting dot(s) as part of building or moving an Industry tile.

1 Capital



AUTOMATE

Use Ore instead of Food to feed an Automated Bloc.

1 Energy + 2 Capital



3. PRODUCE PHASE

POWER	NORMAL FEED	AUTOMATED	PRODUCE
1 Energy 	Farms don't need to be fed		1 Food/Dot
Generators don't need power	1 Food/Generator 	1 Ore 	1 Energy/Dot
1 Energy 	1 Food/Academy 	1 Ore 	1 Labor/Dot
1 Energy 	1 Food/Mine 	1 Ore 	1 Ore/Dot
1 Energy 	1 Food/Factory 	1 Ore 	1 Capital/Dot
1 Energy 	1 Food/Bank 	1 Ore 	\$30/Dot

END

Before the start of each new Trade phase, pass the first player marker to the left.



VICTORY POINTS



Each Industry tile you have is worth 4 Victory Points.



Every \$10 you have is worth 1 Victory Point.



Each Promissory note you have is worth -3 Victory Points.

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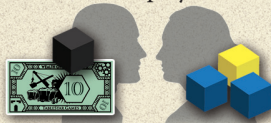


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Generators don't need power	1 Food/Generator →	1 Ore 	1 Energy/Dot →
1 Energy 	1 Food/Academy →	1 Ore 	1 Labor/Dot →
1 Energy 	1 Food/Mine →	1 Ore 	1 Ore/Dot →
1 Energy 	1 Food/Factory →	1 Ore 	1 Capital/Dot →
1 Energy 	1 Food/Bank →	1 Ore 	\$30/Dot →

END

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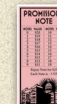
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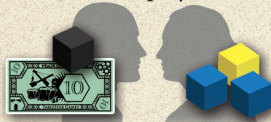


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Generators don't need power	1 Food/Generator →	1 Ore 	1 Energy/Dot
1 Energy 	1 Food/Academy →	1 Ore 	1 Labor/Dot
1 Energy 	1 Food/Mine →	1 Ore 	1 Ore/Dot
1 Energy 	1 Food/Factory →	1 Ore 	1 Capital/Dot
1 Energy 	1 Food/Bank →	1 Ore 	\$30/Dot

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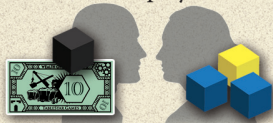


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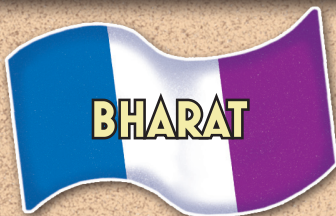
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2. DEVELOP PHASE

FLAG	INDUSTRY
Flag Cost: 1 Red cube → 1 Flag	Farm Cost: 1 White cube, 1 Black cube → 1 Farm tile
Flag Cost: 1 Red cube → 1 Flag	Generator Cost: 1 White cube, 1 Black cube → 1 Generator tile
Flag Cost: 1 Red cube → 1 Flag	Academy Cost: 1 White cube, 1 Black cube → 1 Academy tile
Flag Cost: 1 Red cube → 1 Flag	Mine Cost: 1 Blue cube, 1 Red cube, 1 Black cube → 1 Mine tile
Flag Cost: 1 Red cube → 1 Flag	Factory Cost: 1 Red cube, 1 White cube, 1 Black cube → 1 Factory tile
Flag Cost: 1 Red cube → 1 Flag	Bank Cost: 1 Blue cube, 1 White cube, 1 Black cube → 1 Bank tile

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POWER	NORMAL FEED	AUTOMATED	PRODUCE
1 Energy 1 Blue cube	Farms don't need to be fed		1 Food/Dot 1 Yellow cube → 1 Yellow dot
Generators don't need power	1 Food/Generator 1 Yellow cube → 1 Blue dot	1 Ore 1 White cube	1 Energy/Dot 1 Blue cube → 1 Blue dot
1 Energy 1 Blue cube	1 Food/Academy 1 Yellow cube → 1 Red dot	1 Ore 1 White cube	1 Labor/Dot 1 Red cube → 1 Red dot
1 Energy 1 Blue cube	1 Food/Mine 1 Yellow cube → 1 White dot	1 Ore 1 White cube	1 Ore/Dot 1 White cube → 1 White dot
1 Energy 1 Blue cube	1 Food/Factory 1 Yellow cube → 1 Black dot	1 Ore 1 White cube	1 Capital/Dot 1 Black cube → 1 Black dot
1 Energy 1 Blue cube	1 Food/Bank 1 Yellow cube → 1 Purple dot	1 Ore 1 White cube	\$30/Dot 1 Purple cube → 1 Purple dot

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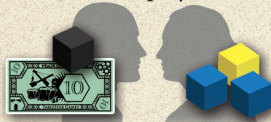


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1 Energy 	1 Food/Factory →	1 Ore 	1 Capital/Dot →
1 Energy 	1 Food/Bank →	1 Ore 	\$30/Dot →

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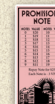
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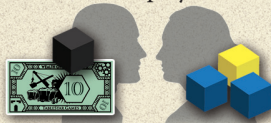


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STARTING PACKAGES

After you have set up the markets, assemble the starting Packages and place them off to the side of the board.

INDUSTRY PACKAGES

- Industry Package 1
 3 Farms
- Industry Package 2
 3 Farms
- Industry Package 3
  2 Generators & \$10
- Industry Package 4
  2 Academies & \$10
- Industry Package 5
 2 Mines
- Industry Package 6
 2 Factories

COMMODITY PACKAGES

- Commodity Package 1
  9 Food, 1 Energy & \$40
- Commodity Package 2
  3 Food, 2 Energy, 1 Labor & \$40
- Commodity Package 3
  3 Labor, 1 Energy & \$40
- Commodity Package 4
  1 Labor, 1 Ore, 1 Capital & \$40
- Commodity Package 5
  3 Ore & \$40
- Commodity Package 6
  2 Capital, 1 Energy & \$40