



1

2

3

4

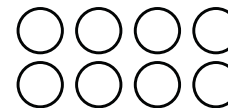
5

6

7

8

9

Agenda
Points (AP)

1st Loan

10

Repay: 11

2nd Loan

10

Repay: 13

SEASIDE VILLAGE

Votes



1

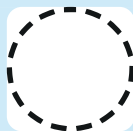


2

3

4

5

3 ACTIONS
PER HALF-YEAR

I



II



III



4

4

5

2

3

4

4



New Tourists Arrive

Look at the visible tourist card on the game board. The column that matches the current weather shows the number of tourists that arrived and their preferred activity. You only gain the income shown in the column, if you can accommodate all tourists for the activity (equal number of checkmarks).





1

2

3

4

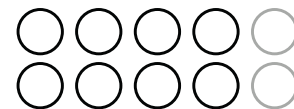
5

6

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9

Agenda
Points (AP)

MOUNTAIN VILLAGE

1st Loan

10

Repay: 11

2nd Loan

10

Repay: 13

Votes



1

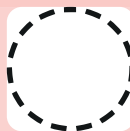


2

3

4

5

3 ACTIONS
PER HALF-YEAR

I

Breeding



II



III

Every grassland space can
hold 1 animal.You can exchange animals
for the indicated food
anytime during the game.

5

6

7

4

5

6

3

4

5

2

3

4

1

2

3

+2
+1
+1

-1



Ⓔ = 3



⒫ = 4



Ⓒ = 5



1

2

3

4

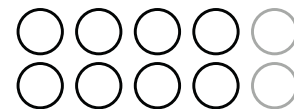
5

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8

9

Agenda
Points (AP)

HARBOUR CITY

1st Loan

10

Repay: 11

2nd Loan

10

Repay: 13

Votes



1



2

3

4

5

3 ACTIONS
PER HALF-YEAR

I



II



III

Import Market
(Game Board)At the end of your action
„Ship Enters Harbour“ the
Seaside-Village-Player may
execute their free action
„New Tourists Arrive“.

2

3

1

4

Container

Container

Container



1

2

3

4

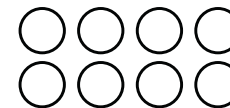
5

6

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8

9

Agenda
Points (AP)

NOMADS

1st Loan

10

Repay: 11

2nd Loan

10

Repay: 13

Votes



1

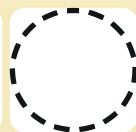


2

3

4

5

3 ACTIONS
PER HALF-YEAR

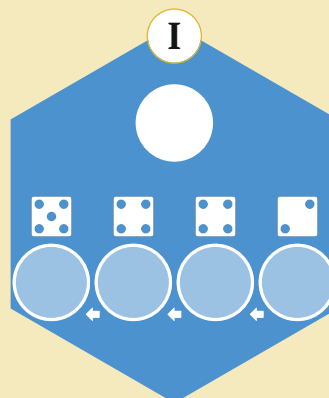
I



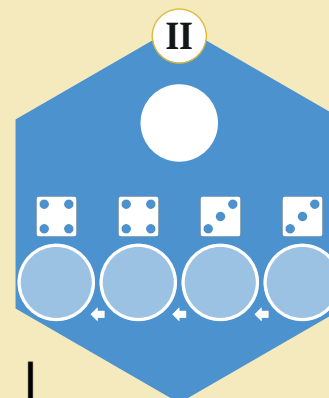
II



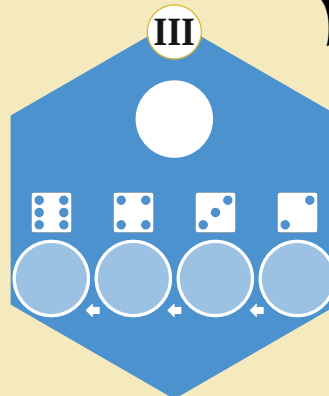
III



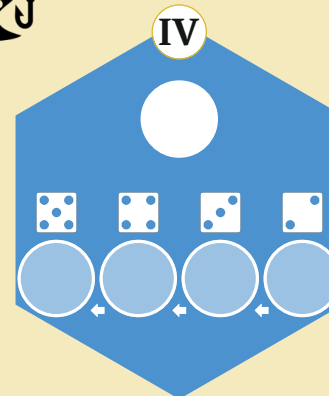
I



II



III



IV



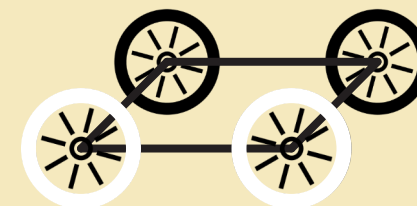
(S) = 1



(M) = 2



(L) = 3

You can move your caravan before or after you
execute an action card.It can move up to 2 movement points at the
beginning of the game (see number of black
wheels above) and moves from settlement point
to settlement point along the nomad track in the
direction of depicted arrows. Ignore all travel costs
on utopian roads.During the game you can improve your movement
to 3 or 4 using the action „visit school“ by filling
the white wheels with a black line using a
whiteboard marker.



REFUGEE CAMP



In heating-checks the Refugees always suffer the consequences when it snows:



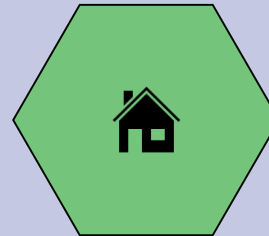
Nothing happens.



The current council speaker suffers a disease.



The population decreases by 1.



WINTERPROOF REFUGEE HOUSES



In heating-checks the Refugees never suffer any consequences when it snows.