



INHABITANTS PHASE

1. **Inhabitant Actions**
Starting with the council speaker, then in clockwise order, players choose 1 of 3 actions:
 - a. **Everyday-Life Action**
Place an action-marker in the action-area on your player board, then choose an action card and execute it.
 - b. **Bid Agenda Points**
Take the die and place it in your action-area, showing your agenda points bid (you must overbid previous bid; max. 6).
 - c. **Pass**
You do nothing this turn.
2. **New Agenda**
The highest bidder pays AP and *may* choose chapter from area with new-agenda-icon to retake its decision. If no option wins, its old status remains.




CHAPTER PHASE


Open the chapter by turning its first page.
Then follow instructions on the right.


SPEAKER'S DESK

Take all cards of new chapter and place them here on your speaker's desk. Then follow the instructions on the left.



 Shuffle the current season's deck, draw a card and change the weather as indicated. Check for growth in agriculture and viticulture. Return the card on its deck.

 If it snows, players decide to heat or not. If anyone didn't heat, then shuffle the current season's deck, draw a card and check their consequences. Return the card on its deck.

 Look at the overview „Read Chapter“ and follow the indicated icon's instructions.