

NEXT / CURRENT  
FAIR ACTION



CURRENT  
FAIR ACTION



NEXT / CURRENT  
FAIR ACTION

CURRENT  
FAIR ACTION



CURRENT  
FAIR ACTION



NEXT / CURRENT  
FAIR ACTION

**Automa**

ACTION CARD

**Automa**

ACTION CARD

**Automa**

ACTION CARD

**Automa**

ACTION CARD

**Character**

**Character**

**Character**

**Automa**

ACTION CARD

# Hair Action



IF HOUSES  $\leq$   
PILLARS



IF PILLARS  $<$   
HOUSES



# Hair Action



# Hair Action



IF CONTRACTS  $\leq$   
CATHEDRALS



IF CATHEDRALS  $<$   
CONTRACTS



# Hair Action



# Hair Action



# Hair Action



# Hair Action



TRY TO COMPLETE ROWS  
FROM LEFT TO RIGHT  
FROM TOP TO BOTTOM

# Hair Action



Hairs

Hairs

Hairs

Hairs

Hairs

Hairs

Hairs

Hairs

## Fair Action



TRY TO COMPLETE COLUMNS  
FROM RIGHT TO LEFT

## Fair Action



## Fair Action



- Move merchant to closest city with empty spot
- Place house (gain VP, if any)
- Take up to 2 tiles within range 2



- Move architect to closest city with empty spot
- Place pillar and take cathedral
- Take up to 2 tiles within range 2



- Take 2 characters and place them on the board



- Take the contract with most VP (rightmost)
- Take 1 CREST or the contract with the least VP (rightmost)



- Advance 5 spaces on the King track



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Hairs

Hairs

Hairs