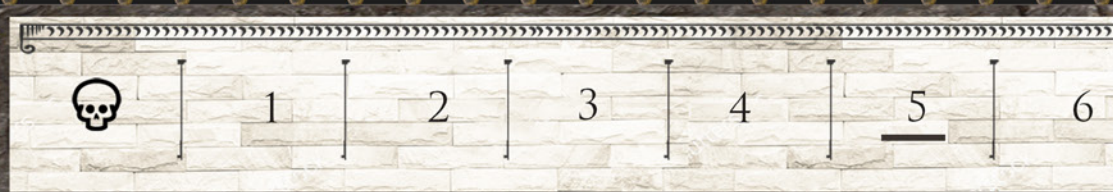


 **GRAIN PRICE**



2 VICTORY POINTS

**HAPPINESS**

7

8

9

10

11

12

13

14

15

3

4

5

**PRODUCTION**

2

3

4

5

6

7

8

9

10



PHASES

- 1 INCOMING ENEMIES
- 2 HARVEST GRAIN
- 3 DRAW CARDS
- 4 PLAYER ACTIONS
- 5 PLACE BUILDINGS
- 6 DISTRIBUTE FOOD
- 7 COLLECT TAXES
- 8 END OF YEAR

YEAR

- I
- II
- III
- IV