



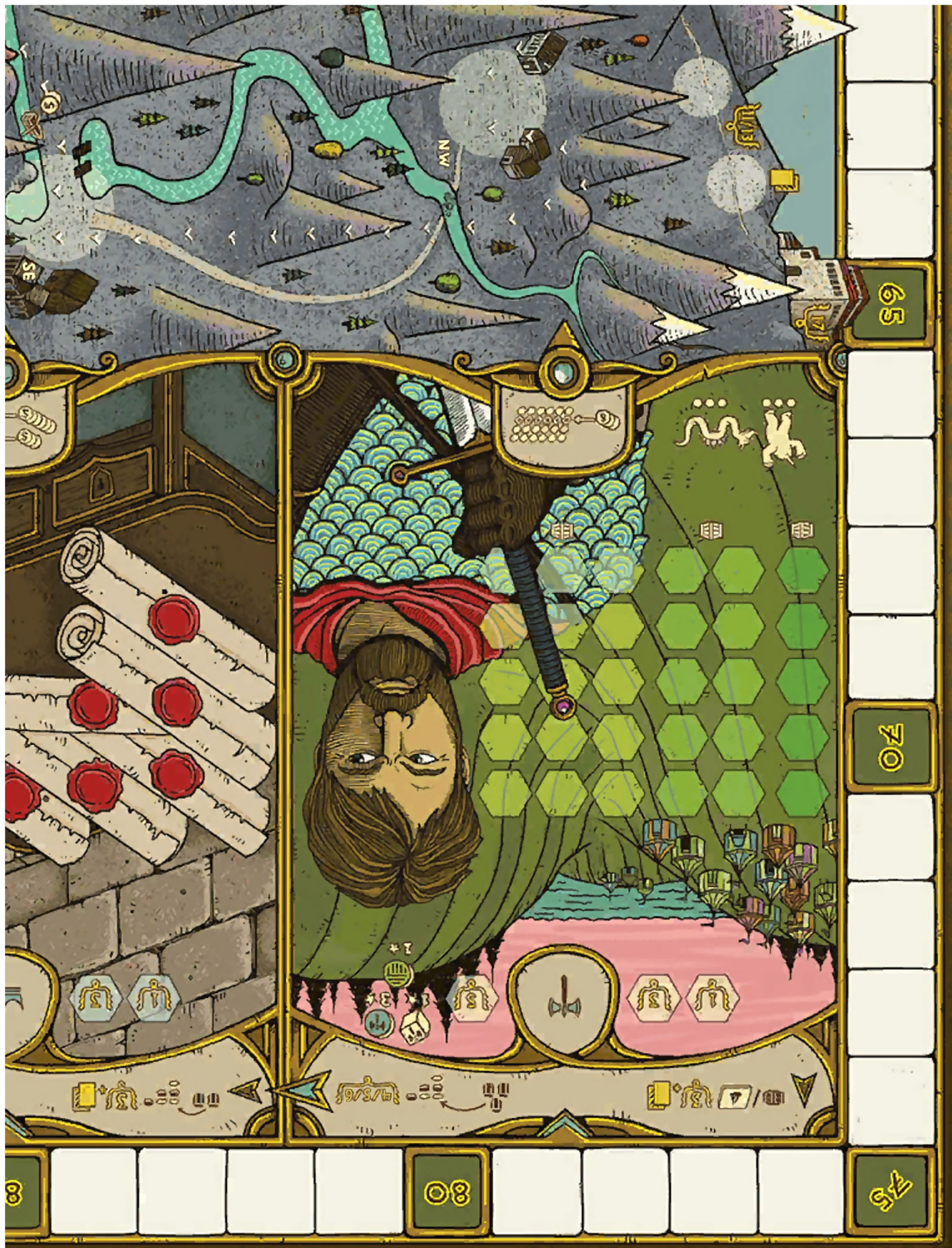
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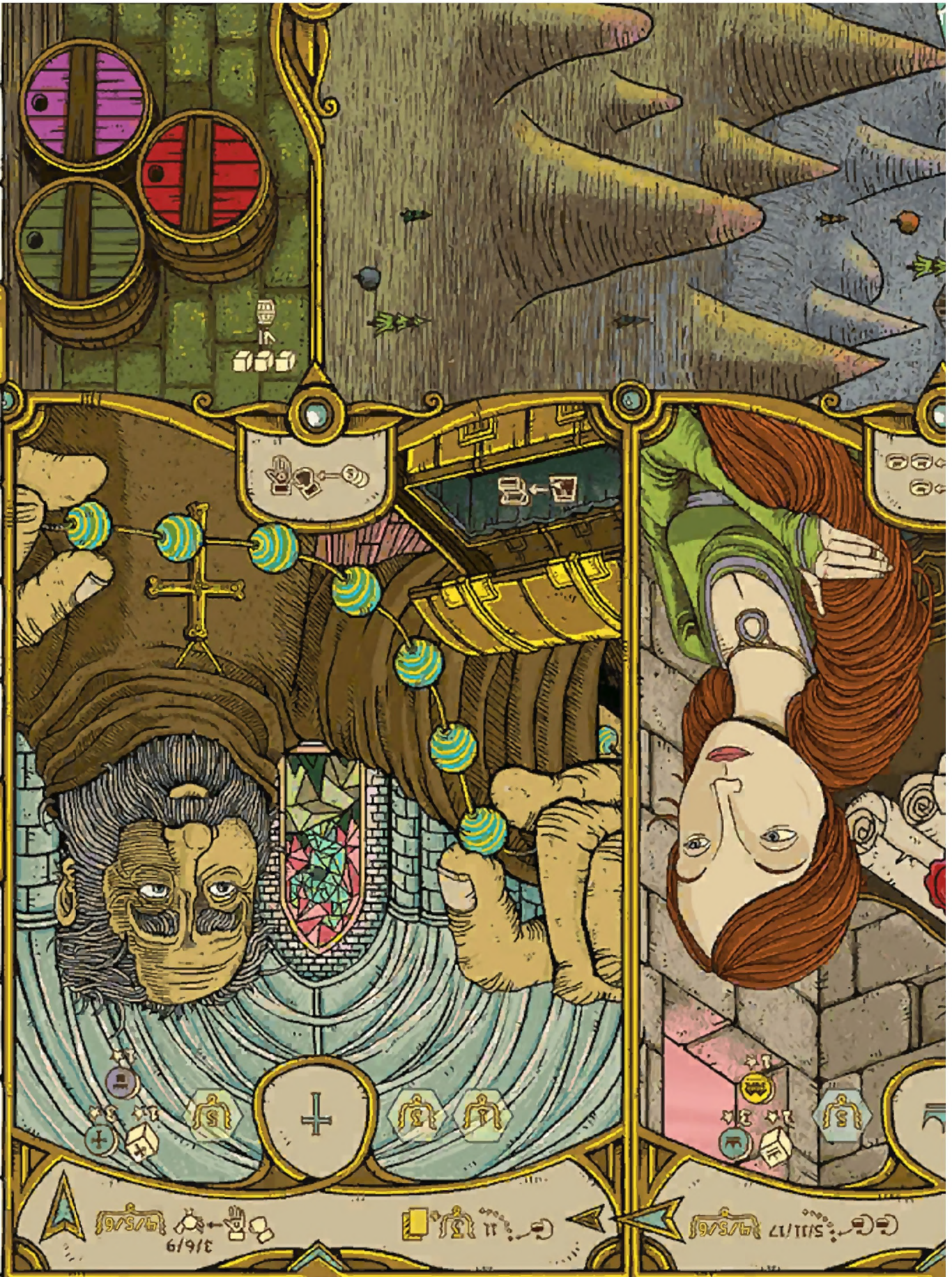
20

25

30

J.R. RUDIN





105

100

96

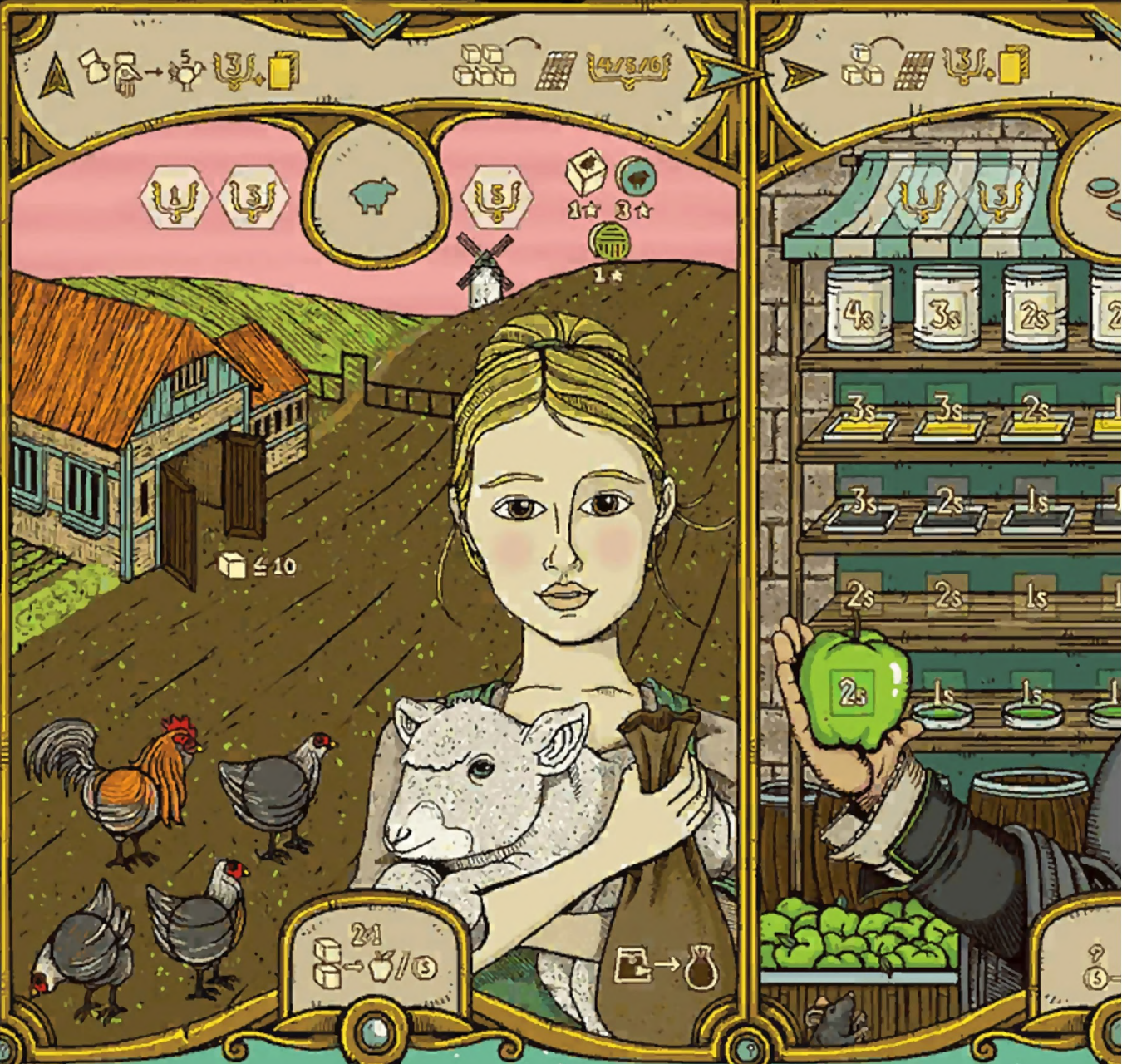
96

96

0

5

10



145

140



1 **HARVEST**

$\text{coin on plate} = \text{sack of coins}$

$? / \text{coin on plate} / \text{coin} = \text{cube}$

5	6	7	8	9	10
4	5	5	5	6	6
1	1	2	3	3	4

$\text{cube} = \text{eye}$

Ernte • Récolter

INFLUENCE **x2**

Einfluss • Influencer

EXPLORE

$\text{coin on plate} = \text{building}$

$? / \text{coin on plate} / \text{coin} = \text{building}$

$\text{cube} = \text{building}$

Erkundung • Explorer

2/4 **CONQUER** ~~x2~~

$\text{cube} + 1$

$\text{cube} = \text{coin on plate}$

Eroberung • Conquérir

MOVE **x2**

Bewegung • Se déplacer

MIGRATE

Wandern • Migrer

REPEAT

$\text{cube} \times 2$

$\text{cube} = \text{cube} \times 1 \times 2$

Wiederholung • Répéter

TAX

$\text{coin on plate} = \text{coin}$

$? / \text{coin on plate} / \text{coin} = \text{coin}$

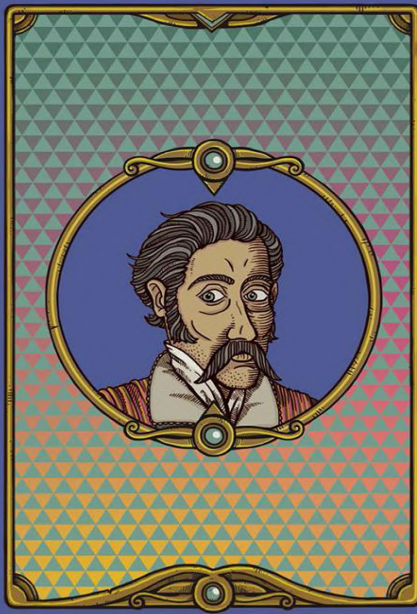
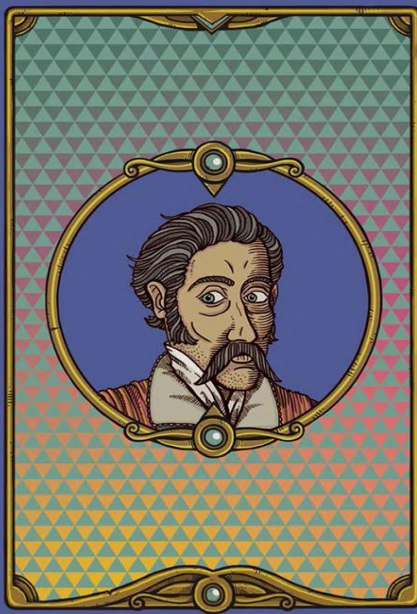
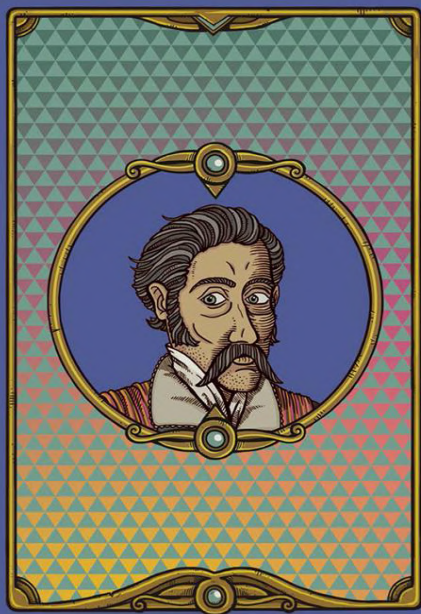
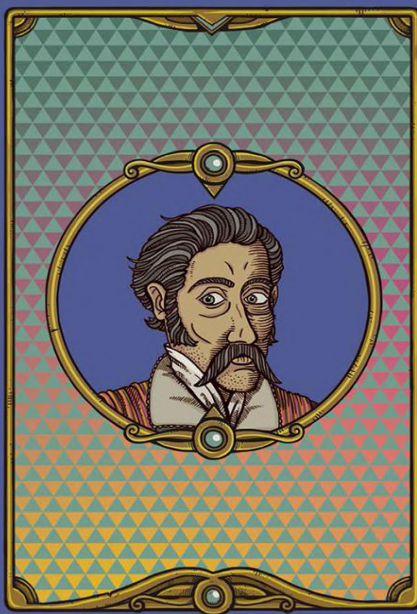
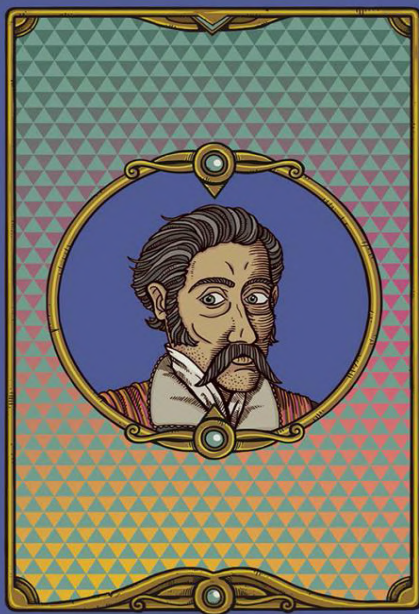
$\text{cube} + \text{coin} = \text{coin}$

Steuern • Taxes

? GUILD **x2**

$\text{cube} + 3 = \text{question mark cube} + \text{question mark cube}$

Gilde • Guilde



DEFEND ~~x2~~

1

+1

Verteidigung • Se défendre

IMPROVE

?

Ausbau • Améliorer

DEFEND ~~x2~~

1

+1

Verteidigung • Se défendre

MIGRATE

Wandern • Migrer

CONQUER ~~x2~~

2/4

Eroberung • Conquérir

TAX

?

Steuern • Taxes

INFLUENCE x2

Einfluss • Influencer

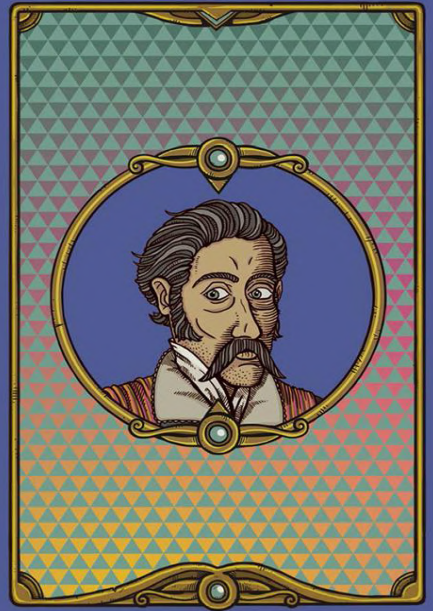
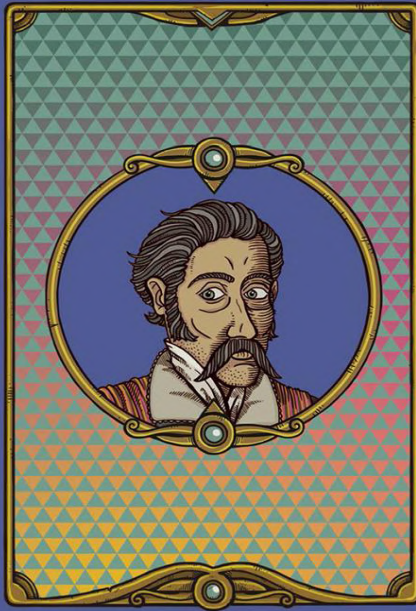
MOVE x2

Bewegung • Se déplacer

GUILD x2

?

Gilde • Guilde



INFLUENCE x2

Einfluss • Influencer

REPEAT

Wiederholung • Répéter

HARVEST 1

Ernte • Récolter

IMPROVE

Ausbau • Améliorer

EXPLORE

Erkundung • Explorer

TAX

Steuern • Taxes

CONQUER 2/4

Eroberung • Conquérir

GUILD x2

Gilde • Guilde

HARVEST 1

Ernte • Récolter



EXPLORE

Erkundung • Explorier

MIGRATE

Wandern • Migrer

DEFEND

Verteidigung • Se défendre

INFLUENCE x2

Einfluss • Influencer

REPEAT

Wiederholung • Répéter

IMPROVE

Ausbau • Améliorer

MOVE x2

Bewegung • Se déplacer

MOVE x2

Bewegung • Se déplacer

HARVEST

5	6	7	8	9	10
4	5	5	5	6	6
1	1	2	3	3	4

Ernte • Récolter



EXPLORE

$\text{[?]} = \text{[]}$

$\text{[?]} / \text{[]} = \text{[]}$

Erkundung • Explorier

CONQUER $\times 2$

$\{2/4\}$

$\text{[?]} + 1$

Eroberung • Conquérir

MIGRATE

$\text{[?]} \rightarrow \text{[?]}$

Wandern • Migrer

IMPROVE

$\text{[?]} + \text{[]} \rightarrow \text{[]}$

$\text{[]} + \text{[]} \rightarrow \text{[]}$

$\text{[]} + \text{[]} \rightarrow \text{[]}$

Ausbau • Améliorer

REPEAT

$\times 2$

$\text{[?]} = \text{[]} \times 2$

Wiederholung • Répéter

TAX

$\text{[?]} = \text{[]}$

$\text{[?]} / \text{[]} = \text{[]}$

Steuern • Taxes

GUILD $\times 2$

$\text{[?]} / \text{[?]} / \text{[?]}$

$\text{[?]} = \text{[]} + \text{[]}$

Gilde • Guilde

INFLUENCE $\times 2$

$\text{[?]} = \text{[]}$

Einfluss • Influencer

DEFEND $\times 2$

$+1$

$\text{[?]} = \text{[]} + \text{[]}$

Verteidigung • Se défendre



IMPROVE

1

$\text{[?]} + \text{[]} \rightarrow \text{[]}$
 $\text{[]} + \text{[]} \rightarrow \text{[]}$
 $\text{[]} + \text{[]} \rightarrow \text{[]}$

Ausbau • Améliorer

HARVEST

1

$\text{[]} = \text{[]}$
 $\text{[?]} / \text{[]} / \text{[]} = \text{[]}$

5	6	7	8	9	10
4	5	5	5	6	6
1	1	2	3	3	4

Ernte • Récolter

DEFEND

1

$\text{[]} = \text{[]} + 1$
 $\text{[?]} = \text{[]} + \text{[]}$

Verteidigung • Se défendre

MOVE

x2

$\text{[?]} \rightarrow \text{[]} \rightarrow \text{[]}$
 $\text{[]} = \text{[]} + 1$

Bewegung • Se déplacer

EXPLORE

$\text{[]} = \text{[]}$
 $\text{[?]} / \text{[]} = \text{[]}$

Erkundung • Explorer

INFLUENCE

x2

$\text{[?]} = \text{[]}$
 $\text{[]} = \text{[]} + \text{[]}$

Einfluss • Influencer

TAX

$\text{[]} = \text{[]}$
 $\text{[?]} / \text{[]} = \text{[]}$

Steuern • Taxes

GUILD

x2

$\text{[?]} \rightarrow \text{[]} \rightarrow \text{[]}$
 $\text{[]} = \text{[]} + 3$

Gilde • Guilde

CONQUER

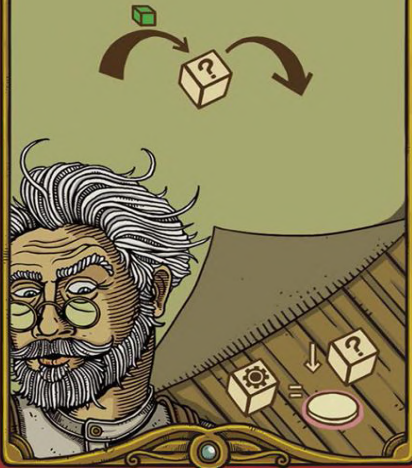
2/4

$\text{[]} = \text{[]} + 1$
 $\text{[?]} = \text{[]} + \text{[]}$

Eroberung • Conquérir

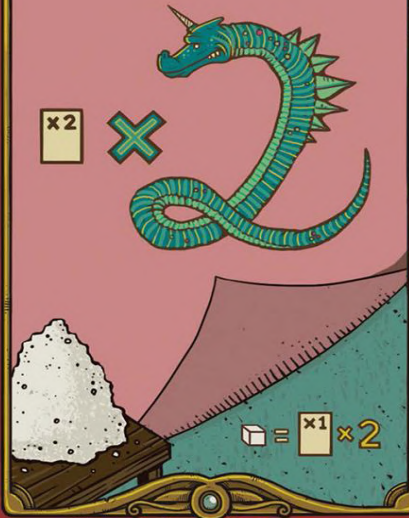


MIGRATE



Wandern • Migrer

REPEAT



Wiederholung • Répéter

GUILD x2



Gilde • Gilde

MOVE

x2



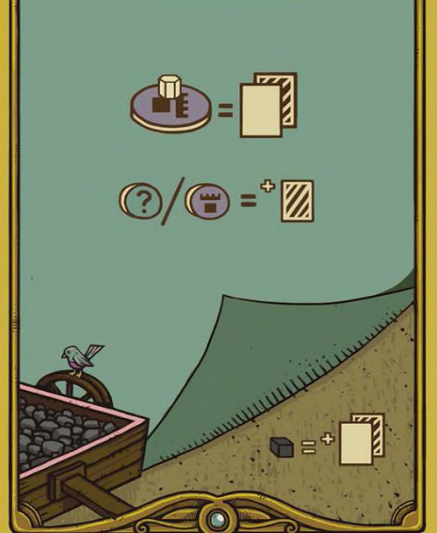
Bewegung • Se déplacer

TAX



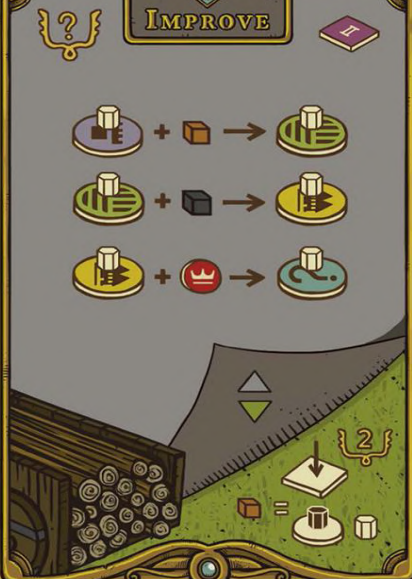
Steuern • Taxes

EXPLORE



Erkundung • Explorer

IMPROVE



Ausbau • Améliorer

CONQUER

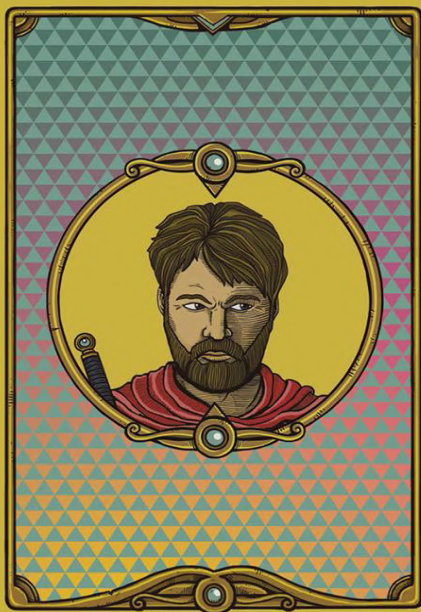
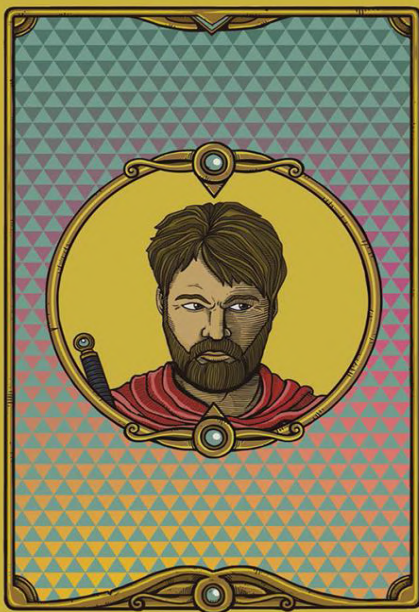
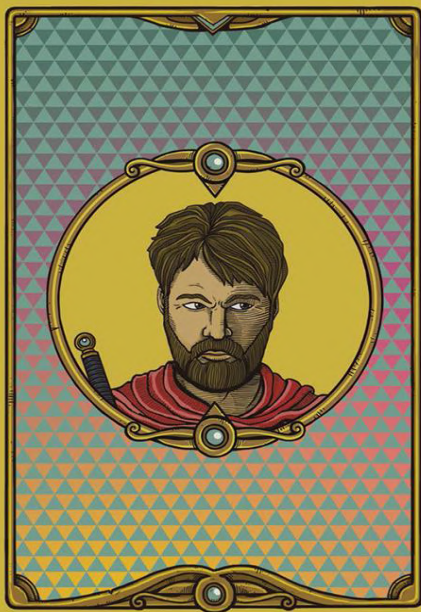
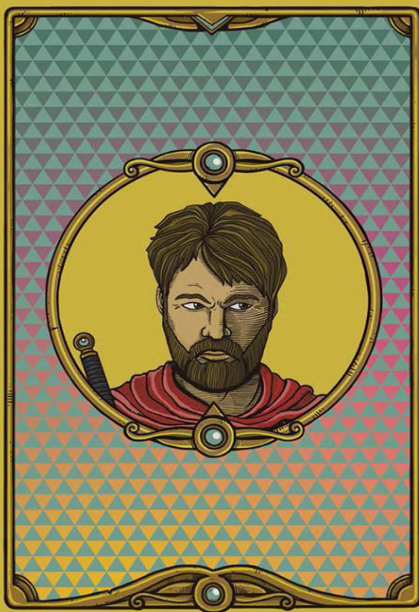
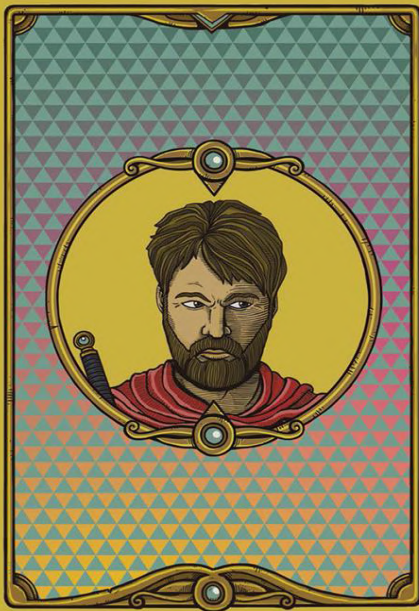


Eroberung • Conquérir

INFLUENCE x2



Einfluss • Influencer

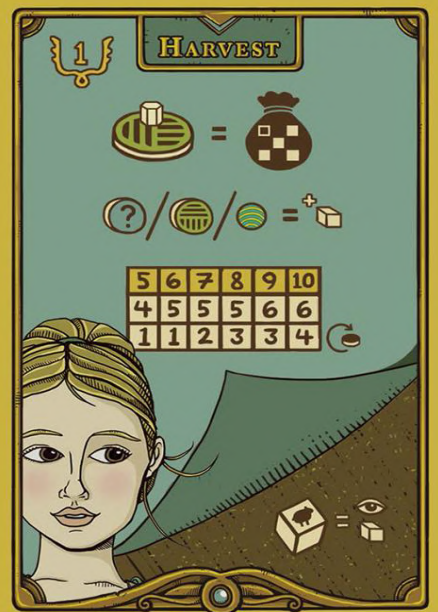




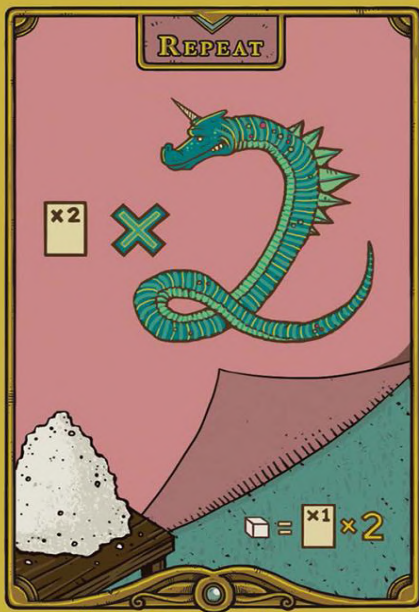
Verteidigung · Se défendre



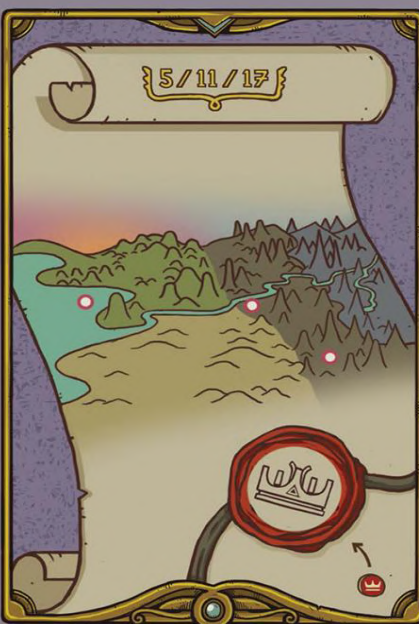
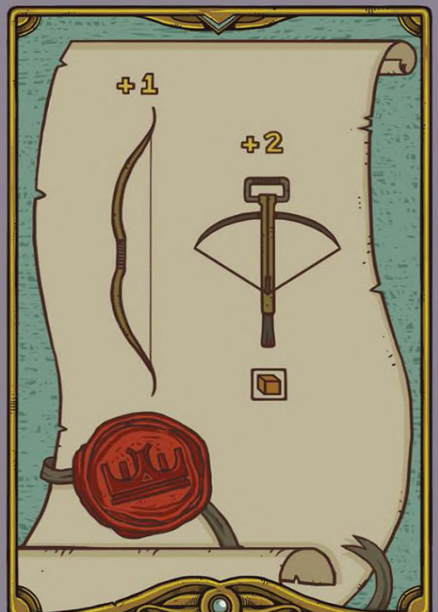
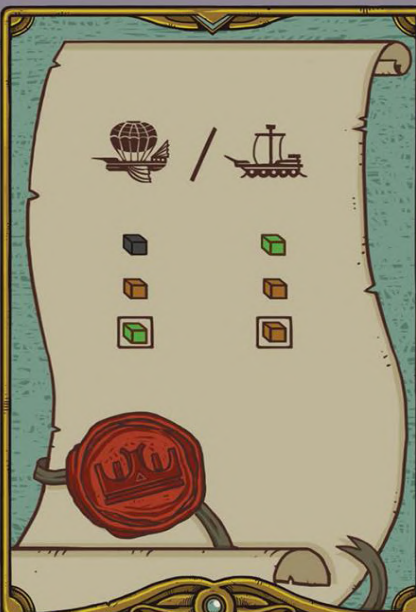
Wandern · Migrer

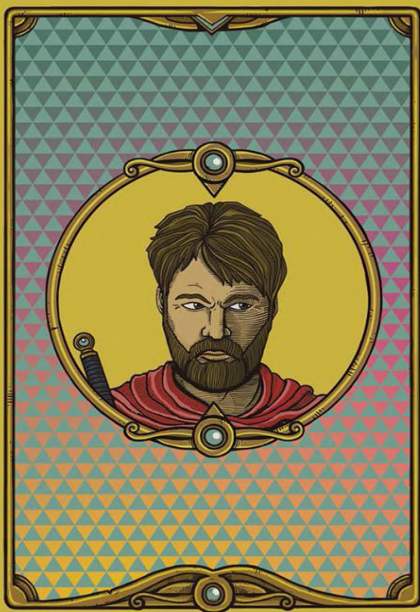
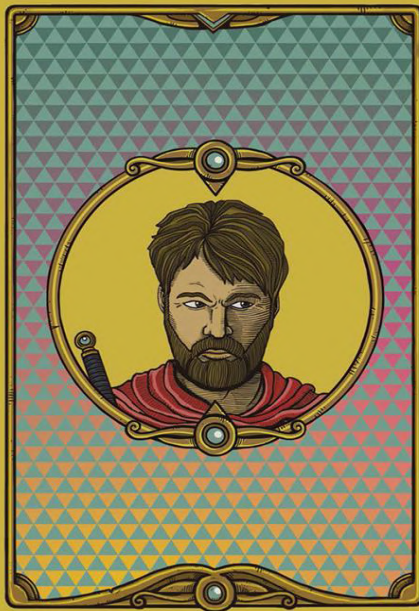
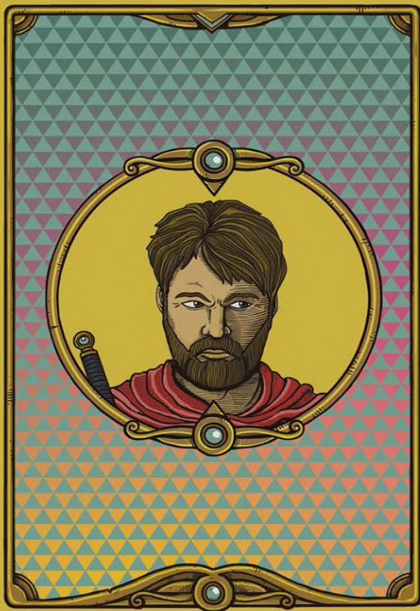


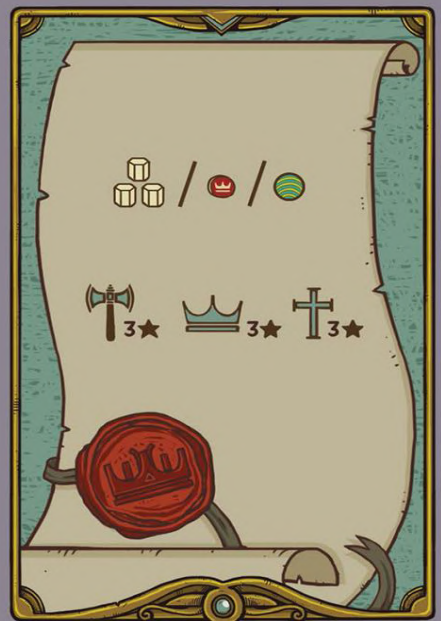
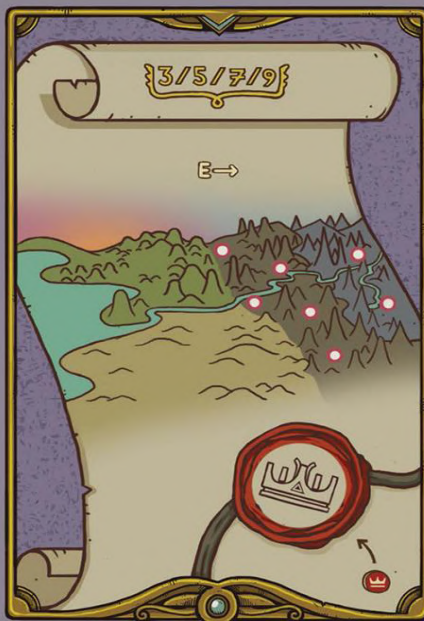
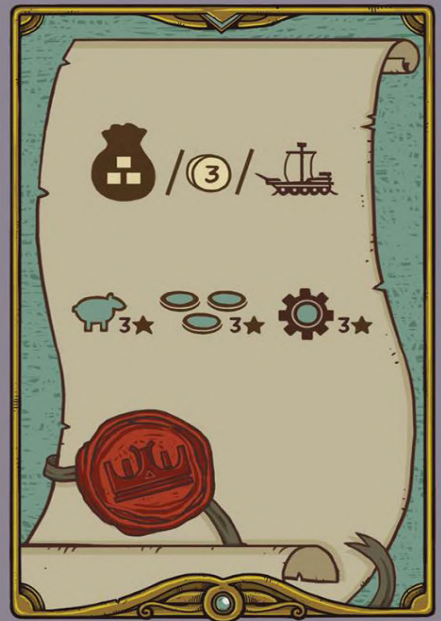
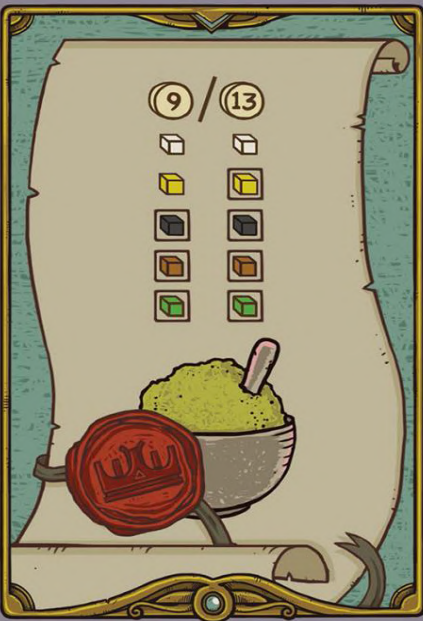
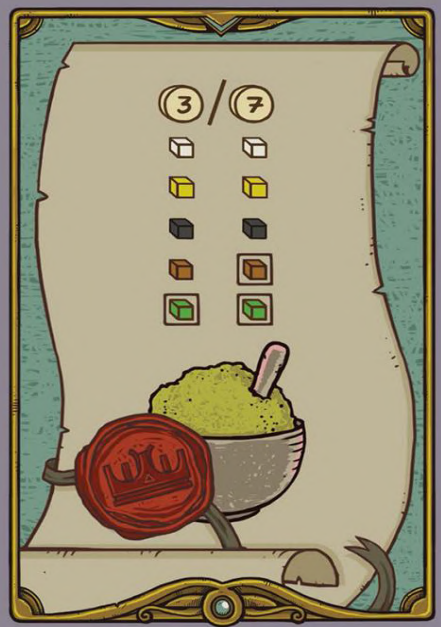
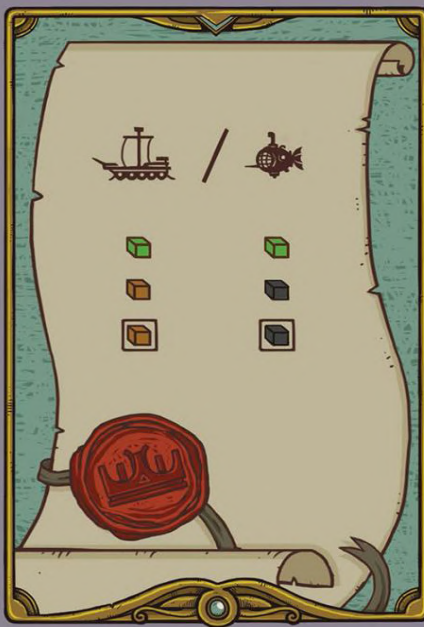
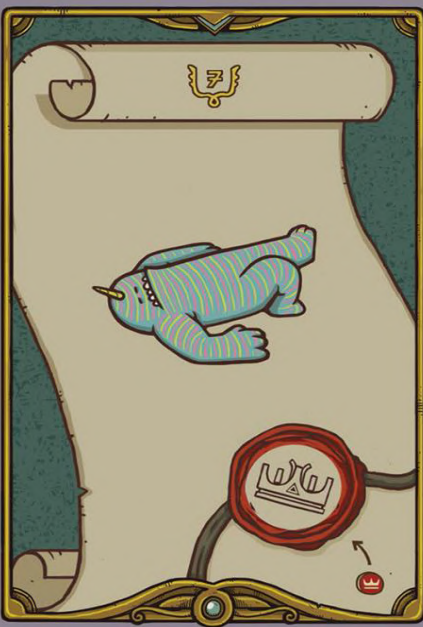
Ernte · Récolter



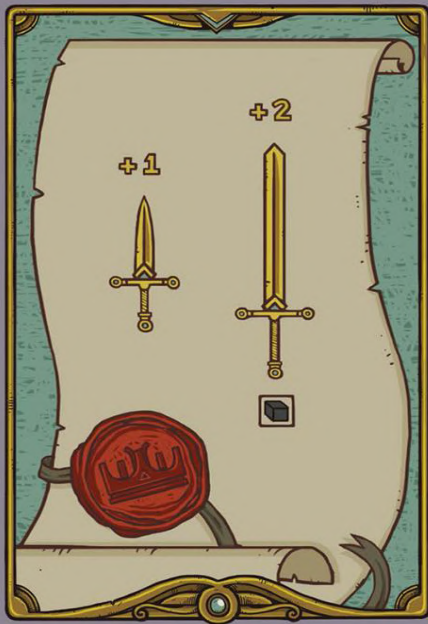
Wiederholung · Répéter













I

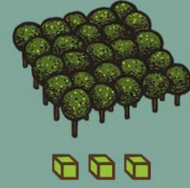
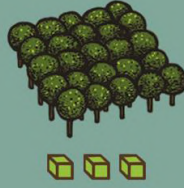
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II

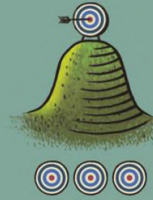
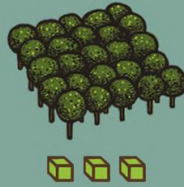
II

II

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II

II



III

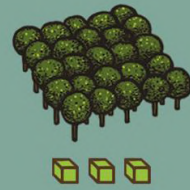
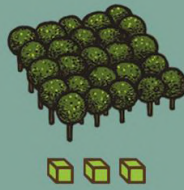
III

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IV

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