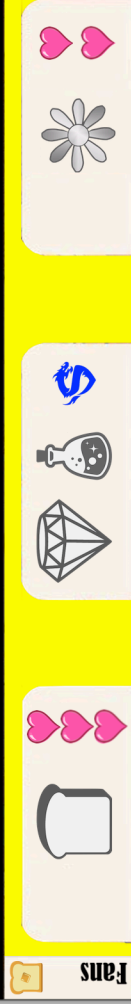


Gain  equal to the quantity of the good which you have the fewest of (max. 6).



Gain  equal to the number of  in your hand.



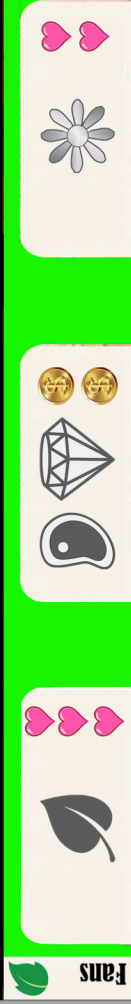
Gain the goods on a played  of the shop across from this one.



Return ALL of one type of your goods to the supply, then take twice as many of another type.



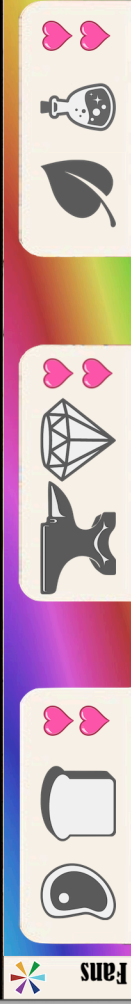
Take 1  /  /  /  / 2 goods from each  in adjacent & opposite shops (their choice).



If all 3  here are of different type, , all of them, then return them to the draw pile.



Move to a vacant shop (no ) and gather goods there. You may not return here next turn.



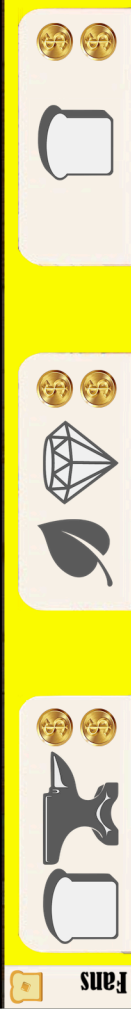
Place any 4 goods of yours not available here on this shop & gain 4 . OR take all goods here.



Gain  equal to the number of non-starter shops of unique goods opened.



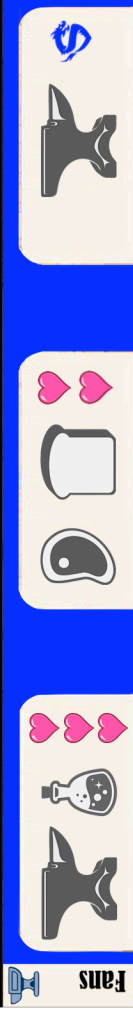
Gain  equal to the number of  you have, then discard your  down to 4 or less.



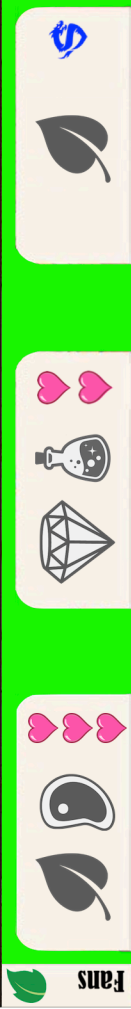
Gain goods of 1 type available here equal to your number of .



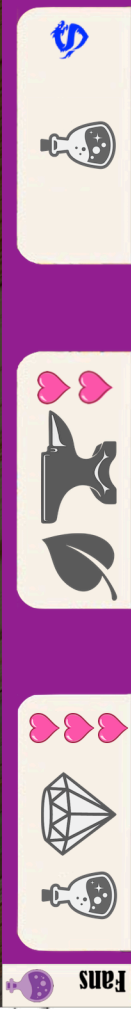
Exchange as many  in hand with Park , then place a  in town from the Park.



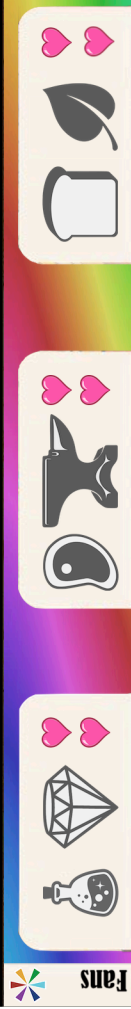
Gift 1 goods to a  on an adjacent shop to gather goods from there. You can't go there next turn.



Gain  and goods here equal to the number of  of this shop.



Pay 1  to copy and use a revealed shop ability here. You may not go to that shop next turn.



If you are the last in , gain 1  and 1 .



Draw a on an adjacent or opposite shop, take that into your hand & gain reward of that slot.

Fans

Draw a from deck (not Park) and gain also 4 goods of the type.

Fans

Lose a to draw a . May repeat once again.

Fans

Gain a for each fully filled Starter Shop. No more than 1 can be here at anytime.

Fans

Gain 2x goods from those placed in all opened non-goods shops.

Fans

If the number of remaining in supply is odd, draw 1 , but if even, draw 2 .

Fans

Swap all here with another shop and gain twice amount of goods of newly placed here.

Fans

Gain equal to the number of of the same type that is the least in town.

Fans

Gain equal to the difference in number of shops on one side of town vs the other.

Fans

Gift a to a to gain 4 . Gift another to gain 3 more .

Fans

Return 2 in hand to deck to gain 5 , or Return 1 to draw 2 .

Fans

