

# City Card Effects



## TRADE DECK - Orange



### West Market (4 cards)

Take one base game resource per type from the general supply and place them on this City card. During your turn, you can use one or more resources from those placed on this card to perform actions that require resources as a cost. Place the used resources back in the general supply. At the end of the game, each unused resource on this card gives you 1 VP (max. 4).



### Transport Canals (4 cards)

If the player on your right or left (as indicated on the card) performs the Produce action and produces at least one resource of the indicated type, you get one resource of that type from the general supply.



### Merchant (4 cards)

Give one resource of the indicated type to the player on your right or left (as indicated on the card), taking it from your personal supply. Then, you get two base game resources of your choice from the general supply.



### Smuggler (4 cards)

Choose a type of base game resource that the player on your right or left (as indicated on the card) has and take as many resources of that type from the general supply as that player has in their personal supply.



### Post Office (2 cards)

Give a resource of your choice to the player on your right and to the player on your left, taking them from your personal supply. Then choose two base game resources: you gain those resources until you reach your maximum limit.



## POLITICS DECK - Purple



### Administrator (4 cards)

Pay the indicated resources, then immediately build one of your topmost City cards from one of your City Gates (pay its cost and the additional Coin, if indicated). Note: This is not your main action.



### Drum Tower (4 cards)

When building a card, pay one less resource of the indicated type (minimum cost: one resource).



### Princess (4 cards)

You get one, two, or three base game resources of your choice according to the position of this card in your City District or Silk Road. Take one resource if this card is built in the first row, two resources if it's built in the second row, or three resources if this card is built in the third row.



### City Office (4 cards)

You get one VP for each City card built in the same District as this City card at the end of the game. Note: this includes this City card.

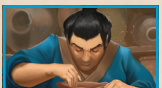


### Imperial Palace (2 cards)

Immediately build a City card from your hand, paying one less resource of your choice (minimum cost: one resource). Note: this discount does not apply to the additional cost of one Coin, if present on the card.

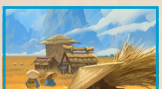


## PRODUCTION DECK - Blue



### Craftsman (4 cards)

Transform any number of resources of the indicated type into the same number of base game resources of your choice.



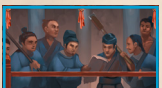
### Warehouse (4 cards)

When performing the Produce action and producing the indicated resource, you get one additional resource of that same type. Also, from now on, you can keep five resources of this type in your personal supply instead of four.



### Trader (4 cards)

Pay two Coins to get the indicated resources.



### Workers Guild (4 cards)

You get one VP for each Character card in your City Districts at the end of the game.



### Rice Terraces (2 cards)

Get four base game resources of your choice.



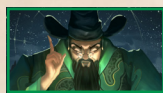
## **SCIENCE DECK - Green**

Books are not like other resources. They are simply icons on the City cards from the Science deck. When you build a card representing a book or books, you own the book(s). Note: if you have more than one City card representing books, you own the sum of the books.



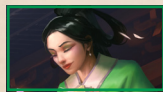
### **College (4 cards)**

You own three books.



### **Astronomer (4 cards)**

You own two books. Moreover, draw a City card for every three books on the Science cards you have built in your City Districts.



### **Apprentice (4 cards)**

You own one book. Moreover, you get the indicated resource for every pair of books on the Science cards you have built in your City Districts.



### **Archives (4 cards)**

You own two books. Moreover, you get 1 VP for every pair of books on the Science cards you have built in your City Districts at the end of the game.



### **Academy (2 cards)**

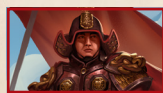
You own two books. Moreover, you can activate two Character cards you have built in your City Districts and/or in your Silk Road.

## **MILITARY DECK - Red**



### **Defense Tower (4 cards)**

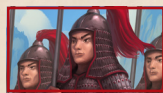
When a player targets you with the *Acquire a City Card from Another Player* optional action, you get one additional Wheat.



### **Officer (4 cards)**

Draw one City card.

If you have the most Military cards built in your City Districts, draw two City cards instead.



### **Soldier (4 cards)**

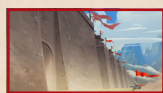
Get one resource of the indicated type.

If you have the most Military cards built in your City Districts, get two resources of the indicated type instead.



### **Barracks (4 cards)**

You get 1 VP for every Military card placed on any Gate of your City board at the end of the game.

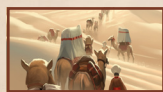


### **City Walls (2 cards)**

Draw the first City card from the City deck and build it in the highest available space of your City board. You don't pay its cost, but you must pay the additional Coin, if present.  
You cannot play a card into the third row of the city.

## **SILK ROAD DECK - Brown**

The Silk Road Deck is used when playing the Silk Road Module.



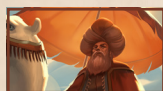
### **Convoy (4 cards)**

Pay two Silk resources to perform one of the main actions again (once per turn).



### **Envoy (4 cards)**

Pay one Silk to draw two City cards. You can use this effect up to two times during your turn.



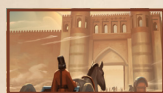
### **Sultan (4 cards)**

Pay one Silk to gain four base game resources (Wheat, Wood, Stone, and Coin), one per type. You can use this effect up to two times during your turn.



### **Camp (4 cards)**

You get 1 VP for each Character card you built on the Silk Road at the end of the game.



### **City Of Khiva (2 cards)**

You get three Silk resources.