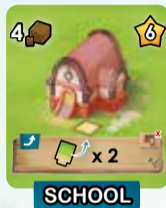


BUILDINGS

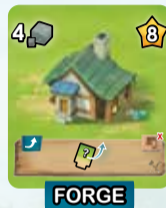
During your first game with the Artisans Expansion, we recommend playing without these Buildings in the Market. Concentrate first on the new Artisan mechanics before adding these Buildings.



- ▶ Gain as many ● as the Level of the Artisan card you activated this turn. This Building cannot be reactivated with a 🏠 effect.



- ▶ During the Upgrade Phase of the same turn the School is activated, you can upgrade the Artisan card you activated this turn by 2 Levels instead of only 1 by paying the costs of the second card too - and also gaining its ☆. The upgraded cards are immediately put back on the bottom of the corresponding deck(s). You can spend 1 ● to change the top card of the deck before paying for the 2nd card (the Level III or IV card). This Building cannot be reactivated with a 🏠 effect.



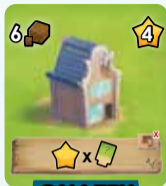
- ▶ During the Upgrade Phase of the same turn the Forge is activated, you can upgrade a card of your choice instead of the card you activated, as if you had activated it with an adjacent Worker. This Building cannot be reactivated with a 🏠 effect.



This symbol means that if this Building is activated during the Action Phase, apply its effect during the corresponding Phase, meaning the Upgrade Phase of the same turn.

These two effects can stack, which would let you upgrade a card of your choice 2 Levels.





GALLERY

- ▶ Gain as many ★ as the Level of the Artisan card you activated this turn. This Building cannot be reactivated with a effect.



STORE

- ▶ Pay 2 to take all your remaining unused Workers and put them back on the whole spaces of your choice.



CITY HALL

- ▶ You can immediately reactivate a space you have already activated this turn. If you reactivate an opponent's Building, pay another 1 to that opponent. You cannot reactivate Buildings that have future effects (or) or that provide ★ at the end of the game or that show this symbol .



MUSEUM

- ▶ At the end of the game, gain 5 ★ for each of your Level IV Artisan cards.



SAWMILL

- ▶ Gain as many as the Level of the Artisan card you activated this turn. This Building cannot be reactivated with a effect.

