



### ARTIST

IF THE FACTOR IS 3 OR MORE HE CAN USE DIFFERENT COLOR OF THE LAST CARD TO LOWER THE FACTOR.



### ENGINEER

IF THE ENGINEER WANTS TO, HE CAN DRAW UP TO 4 CARDS



### ENTREPRENEUR

HE IS ABLE TO TRADE INSTEAD OF GIVING CARDS



### GENERAL

SPECIAL GENERAL CAN USE ANY CARD TO MOVE WHEREVER HE WANTS, NO MATTER WHAT TERRAIN HE ACTUALLY SHOULD USE



### JUDGE

WHEN THE EVENT POPS OUT HE CAN DECIDE WHICH FACTOR RISES ONLY IN HIS TURN



### POLITICIAN

SPECIAL POLITICIAN CAN USE ANY RESOURCE AS THE LAST ONE NEEDED TO RESOLVE THE EVENT



### SCIENTIST

ONCE PER TURN HE CAN EXCHANGE ONE OF HIS CARDS WITH THE FIRST CARD FROM THE DISCARD PILE



### TEACHER

THE TEACHER DOESN'T NEED THE EDUCATION CARD, HE RESOLVE IT WITHOUT THE CARD

### CHARACTER



### CHARACTER



### CHARACTER



### CHARACTER



### CHARACTER



### CHARACTER



### CHARACTER



### CHARACTER



**ECONOMY**



**1**

**ECONOMY**



**2**

**ECONOMY**



**3**

**ECONOMY**



**4**

**ENVIROMENT**



**1**

**ENVIROMENT**



**2**

**ENVIROMENT**



**3**

**ENVIROMENT**



**4**

**FACTOR**



**FACTOR**



**FACTOR**



**FACTOR**



**FACTOR**



**FACTOR**



**FACTOR**



**FACTOR**

