

Order of Operations

1. All countries get 5 credits to start.
2. Roll the dice.
 - a. If the number is between 2-5, retrieve that number of CREDITS.
 - b. If the number is 1 or 6, select CHANCE card and follow instructions.
3. Turn over top HISTORY card from your country's current century and follow instructions.
4. Use HISTORY, CREDITS, and/or CHANCE to inform your selection of a BOOK(S) from the market. You may choose to decline the opportunity to purchase BOOK(S) if you want to save, don't have enough CREDITS, or need to settle a debt instead.
5. Pass the die to the next player.
6. At the end of a century, an open period is declared to:
 - a. Cope with a WORLD EVENT.
 - b. Settle or take on debt in CREDITS.
 - c. Trade BOOKS.