

Order of Operations

Each country gets five credits to start.

Roll the die. If the number is between 2-5, retrieve that number of CREDITS. If the number is 1 or 6, select CHANCE card and follow instructions.

Turn over top HISTORY card from your country's current century and follow instructions.

Use HISTORY, CREDITS, and/or CHANCE to inform your selection of a BOOK(S) from the market.

Pass the die to the next player.

At the end of each century, an open period is declared to: cope with WORLD EVENTS, settle or trade debt in CREDITS, and trade BOOKS.