



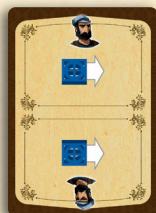
# Promo Pack

## Arkwright

the card game *by Rob Arkwright*

**Setup:** Shuffle and randomize the orientation of the 3 cards. Deal 2 facedown next to the game board.

At the end of the first and the second decade, turn over 1 of the 2 cards. Flip it over horizontally to maintain the orientation. Slide the lower half under the game board. All players are affected by the event. Follow the instructions on the card. This is a one-time effect.



Move the wages marker one step to the left/right.



Gain/Lose 1 development of your choice from the upper row of your player board (stock exchange, quality, or machinery).



Gain/Lose 1 development of your choice from the lower row of your player board (development cards, distribution, or shipping).

## ♦ HIPPOCRATES ♦

**Setup:** Place the 3 cards faceup next to the game board at the start of the game.



The first player to reach the right end of the reputation track gets 2 VP.



The first player to retire (score) three doctors gets 5 drachmas.



The first player to discharge (treat) five patients gets 3 reputation points.

Keep a pile of your retired doctors (#2) or discharged patients (#3) until the card is completed.

All ties for cards 2 and 3 are broken by the reputation track (furthest right).

# PARIS

**Setup:** Place the card faceup next to the game board at the start of the game.



Whenever you place a key on a bank, you may also bid for a ride in the Air Balloon. To do so you must bid exactly **1 more Franc** than the money already on the card.

The first player to make a bid takes the card, places it faceup in their play area, and puts 1 Franc on top of the card. When another player wishes to make a bid, the money on the card is returned to the supply, the new bidder will then place the card faceup in their play area and will add the new bid (old total + 1) to the card.

At the end of the game, the player who has the Air Balloon card in their play area, receives 1 VP for every Franc on the card.

## Rulebenders

**Setup:** Shuffle these 2 new Flexo cards into the Flexo deck.



Either of these Flexo cards can be used just like other set collection cards. A set consists of up to 4 different cards. One of these cards may be used as 1 of a set.

## STROGANOV

**Setup:** Place the card faceup (randomly either side) next to the game board.



At the beginning of the game a fur tile is drawn from the bag and placed on the card (if you draw a bear, discard and draw again until you draw a different animal).

During that season, each player gains (day side) or loses (night side) a story point if they receive/hunt a fur tile that matches the fur tile on the card.



At the end of each season, discard the fur back to the bag, flip the card to the other side, and draw a new fur (discarding any bears) for the next season (ignoring Winter). For all subsequent Spring, Summer, Autumn seasons, repeat this.