# Setup

## Player

* 2 Energy, 1 metal, 4 blueprint cards

# Turn Structure

1. Market Phase
	1. Optionally pay a resource to refresh one row
	2. Pay for contractor or take free blueprint
	3. Immediately refill market
2. Work Phase
	1. Slide cards up to indicate usage
	2. Place goods are cards that generated them

# End Game Trigger

* 12+ goods or 10+ buildings
* Finish current round then play one full round
* Tie breaker: metal, then energy, then in-hand blueprints