

SETUP

PLAYER

- 2 Energy, 1 metal, 4 blueprint cards

TURN STRUCTURE

1. Market Phase
 - a. Optionally pay a resource to refresh one row
 - b. Pay for contractor or take free blueprint
 - c. Immediately refill market
2. Work Phase
 - a. Slide cards up to indicate usage
 - b. 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