

Plots 1 plot per card, per turn  Move move 1 own influence to an adjacent location  2 Move or move 1 own influence between locations sharing a same region  Exploit take 1 favoured people as good, from a location you rule  2 Exploit or take 1 unfavoured people as good, from a location you rule	Plots 1 plot per card, per turn  Move move 1 own influence to an adjacent location  2 Move or move 1 own influence between locations sharing a same region  Exploit take 1 favoured people as good, from a location you rule  2 Exploit or take 1 unfavoured people as good, from a location you rule	Plots 1 plot per card, per turn  Move move 1 own influence to an adjacent location  2 Move or move 1 own influence between locations sharing a same region  Exploit take 1 favoured people as good, from a location you rule  2 Exploit or take 1 unfavoured people as good, from a location you rule
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Player Turn each turn, you may take up to 2 actions, from: * buy 1 card from the market (if an event card, resolve) * play 1 denizen from hand to inner circle or to its map region, if not ruled by other players (resolve impact) * plot 1 icon on a ruled denizen; once per turn you may scheme end of turn: * trigger events on market's 0 slots * for each denizen in excess of 3, in hand and in tableau, pay 1 or discard * if you have 3+ resources, discard 1 * refresh market	Player Turn each turn, you may take up to 2 actions, from: * buy 1 card from the market (if an event card, resolve) * play 1 denizen from hand to inner circle or to its map region, if not ruled by other players (resolve impact) * plot 1 icon on a ruled denizen; once per turn you may scheme end of turn: * trigger events on market's 0 slots * for each denizen in excess of 3, in hand and in tableau, pay 1 or discard * if you have 3+ resources, discard 1 * refresh market	Player Turn each turn, you may take up to 2 actions, from: * buy 1 card from the market (if an event card, resolve) * play 1 denizen from hand to inner circle or to its map region, if not ruled by other players (resolve impact) * plot 1 icon on a ruled denizen; once per turn you may scheme end of turn: * trigger events on market's 0 slots * for each denizen in excess of 3, in hand and in tableau, pay 1 or discard * if you have 3+ resources, discard 1 * refresh market
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