

1. Harbour

- a) Put 5 goods *INTO* the boat (left side)
- b) take possession of one of them (right side)
- c) 2 Trading rounds
 - sell 2 goods; everyone makes *ONE* offer (left neighbour first)
 - From boat to your property

2. Branch Office

- a) Turn up 4 (2) goods for 3 (4) players (counts for Forum)
- b) Allocate the goods to the board (all at once); *only 3 types together in Forum and Senate allowed.*
- c) Turn up Forum/ Senate

3. Score Forum cards only

5. Build warehouse

- 10 Denars each (7 Denars for selling one)
- Discard surplus goods
- Change Senate card

Final Scoring

- Each type of goods
- money