

Trade

Game manager will mark points earned from trade agreements here.
Staple trade agreements to country paper.



Build

Game manager will mark points for each item built.

Schools (1 point)



Wood shelters 2 people (1 point each)



Iron Ore shelters 3 people (1 point each)



Stewardship

Game manager will mark points for Stewardship.

= 2 points



= 3 points

War

Game manager will mark points for each item built.

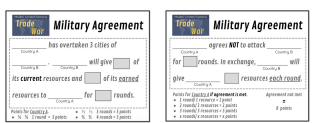
Military base? (1 point)



Soldiers: 1 soldier = 1 dice roll



Game manager will mark points earned from military agreements here.
Staple military agreements to country paper.



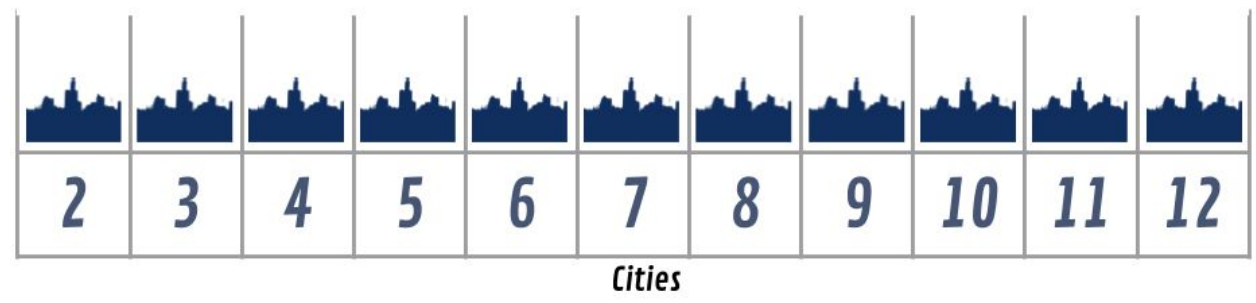
War - Country Defenses

Game manager will mark walls above your city.

Attacking:



City # ___ is safe. Soldier can't be used again.
 City # ___ is hit. Soldier can't be used again.



Country Presentation

Game manager will mark points earned from your country presentation.

+ 1 point = 1 YES vote

-1 point = 1 NO vote

Final Country Score