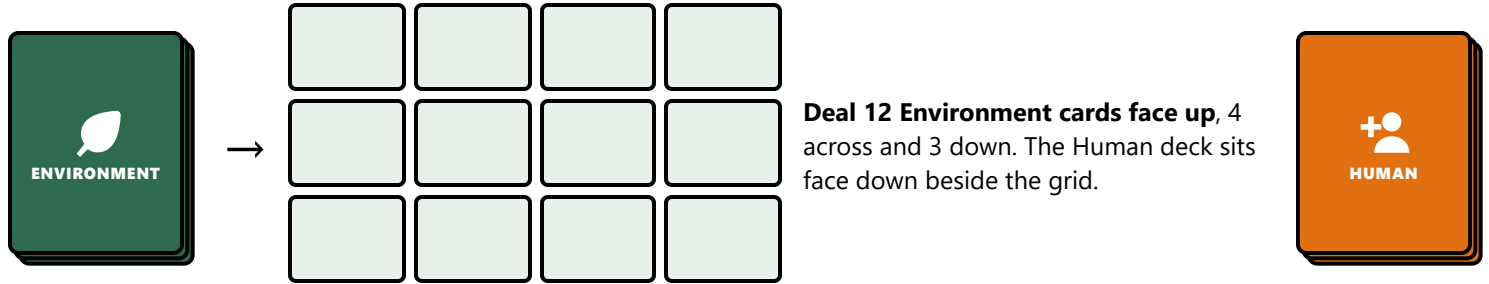


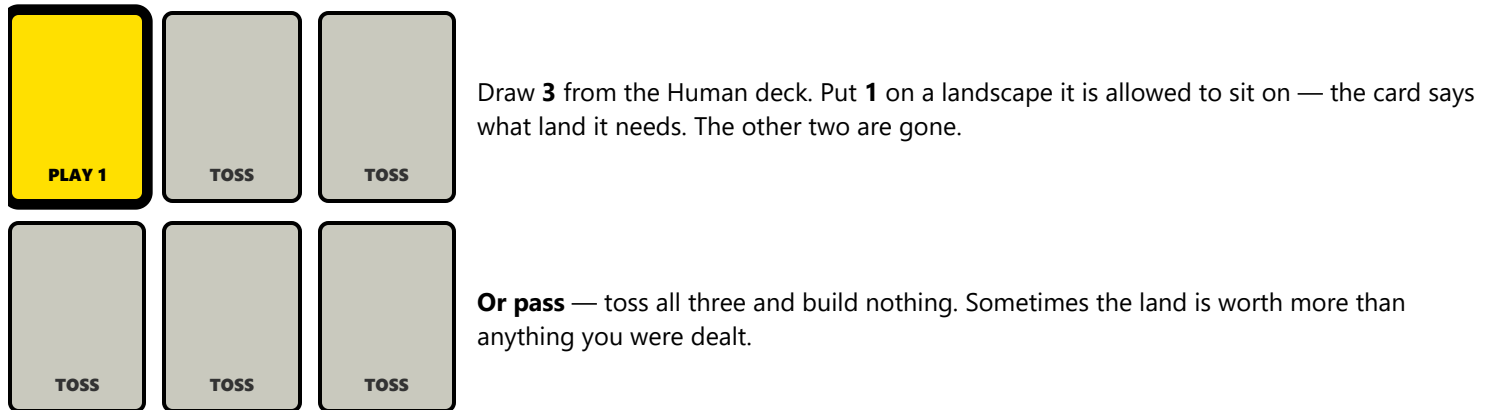
Footprint

HUMAN-ENVIRONMENT INTERACTION · AP HUMAN GEOGRAPHY UNIT 1

SET UP



EACH TURN



! 36 cards, 3 a turn — a game is exactly **12 turns**. Passing uses one of them.

WHAT COUNTS AT THE END



You count only what you can still see. Cover a leaf and it is gone — that is what the building cost you.

ADD UP ONLY WHAT IS SHOWING

Category	 Environment	 People	 Money	 Food
Your total				
Target	8	8	11	4
Per cent of target				

Your score is the **lowest** of the four: ____

under 40
FRAGILE

40-59
STRAINED

60-79
BALANCED

80-99
SUSTAINABLE

100
THRIVING

COUNTING THE LEAVES



Wild card
count the leaf on it



Built on
count nothing



Mine • Oil rig
count -1



Preserved
count the leaf twice

WAYS TO PLAY

On your own

Twelve turns, one score. Play again on a fresh grid and try to beat your own number.

Together

One landscape, one shared score. Take turns drawing the three cards. Whoever drew them may ask the table for advice — and everyone should give it — but **that player decides where the card goes**. Then the draw passes on.

PRINTING

Cardstock, **double-sided, flip on the long edge**, at **100%** — not "fit to page", or the sizing drifts. Cut on the lines on the front. Backs run edge to edge — green for Environment, orange for Human — so a copier that lands the second side a few millimetres off still cuts clean. Each back names its deck, 1 to 7, so a card found on the floor goes home.

Every photograph is public domain. **Library of Congress, Carol M. Highsmith Archive** — mountains, ocean coast, meadows, fresh lake, forest, swamp, boreal forest, flat prairie, ocean, plains/river, boreal/river, desert, homes, city, ski resort, farm, seaport, fishing, factory, mining, oil rig, irrigation, preserve nature. **NOAA** — coral reef, Dr. Jean Kenyon (NOAA/NMFS/PISC/CRED); ecotourism, Office of National Marine Sanctuaries (Gray's Reef). **National Park Service** — tundra, NPS Photo / Emily Mesner, Denali; river, Victoria Stauffenberg, Bluestone National Scenic River. **U.S. Army Corps of Engineers** — river mouth, Klamath River. **U.S. National Archives** — clear cut, Gene Daniels (DOCUMERICA). **CC0** — rainforest, El Yunque National Forest, Puerto Rico. · Witsooth · witsooth.com/games/footprint.html



1

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



1

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



1

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



1

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



1

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



1

01

Rainforest

Forest.
Worth 01 while you can see it.



1

01

Rainforest

Forest.
Worth 01 while you can see it.



1

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



1

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

DECK 1



1

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



1

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



1

01

River

Fresh water.
Worth 1 while you can see it.



1

01

River

Fresh water.
Worth 1 while you can see it.



1

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



1

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



1

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



1

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



1

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

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ENVIRONMENT

THE LAND

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ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

DECK 1

01

1



Ocean Coast

Ocean and coastline.

Worth 01 while you can see it.

01

1



Mountains

Mountains.

Worth 01 while you can see it.

01

1



Mountains

Mountains.

Worth 01 while you can see it.

01

1



Mountains

Mountains.

Worth 01 while you can see it.

02

1



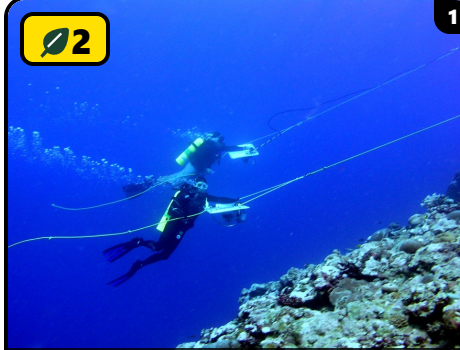
Boreal Forest

Forest. Worth double while it stands.

Worth 02 while you can see it.

02

1



Coral Reef

Ocean and reef. Worth double while it stands.

Worth 02 while you can see it.

01

1



Boreal / River

Forest and fresh water.

Worth 01 while you can see it.

01

1



Boreal / River

Forest and fresh water.

Worth 01 while you can see it.

01

1



Ocean

Open water.

Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

THE LAND

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ENVIRONMENT

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ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 1



1

01

Ocean

Open water.
Worth 1 while you can see it.



1

01

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



1

01

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



1

01

Meadows

Flat, open land.
Worth 1 while you can see it.



1

01

Meadows

Flat, open land.
Worth 1 while you can see it.



1

01

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



1

01

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



1

01

Forest

Forest.
Worth 1 while you can see it.



1

01

Forest

Forest.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 1



ENVIRONMENT

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ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 1



1

Homes
Flat, open land
Covers this tile's .

+1



1

Homes
Flat, open land
Covers this tile's .

+1



1

Homes
Flat, open land
Covers this tile's .

+1



1

City
On or next to a river, lake or coast
Covers this tile's .

+2 +1



1

City
On or next to a river, lake or coast
Covers this tile's .

+2 +1



1

City
On or next to a river, lake or coast
Covers this tile's .

+2 +1



1

Ski Resort
Mountains or meadows
Covers this tile's .

+1 +1



1

Seaport
Coastline or a river mouth
Covers this tile's .

+2



1

Seaport
Coastline or a river mouth
Covers this tile's .

+2



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



1

Seaport

Coastline or a river mouth
Covers this tile's 🌿.

💰+2



1

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



1

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



1

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



1

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



1

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



1

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



1

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1 👤+1



1

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1 👤+1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

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WHAT WE BUILD

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WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



1

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



1

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



1

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



1

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



1

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



1

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



1

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



1

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



1

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

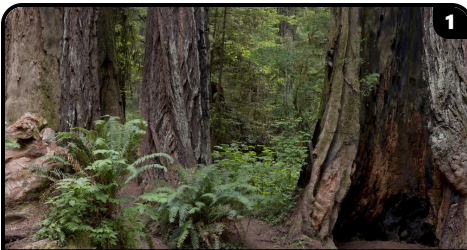
DECK 1



HUMAN

WHAT WE BUILD

DECK 1

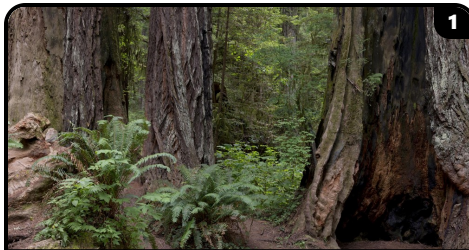


1

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



1

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



1

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



1

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



1

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



1

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



1

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



1

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



1

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

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WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



HUMAN

WHAT WE BUILD

DECK 1



2

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



2

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



2

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



2

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



2

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



2

01

Rainforest

Forest.
Worth 01 while you can see it.



2

01

Rainforest

Forest.
Worth 01 while you can see it.



2

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



2

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 2



ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 2



2

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



2

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



2

01

River

Fresh water.
Worth 1 while you can see it.



2

01

River

Fresh water.
Worth 1 while you can see it.



2

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



2

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



2

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



2

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



2

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 2



ENVIRONMENT

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ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 2

01

2



Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.

01

2



Mountains

Mountains.
Worth 01 while you can see it.

01

2



Mountains

Mountains.
Worth 01 while you can see it.

01

2



Mountains

Mountains.
Worth 01 while you can see it.

02

2

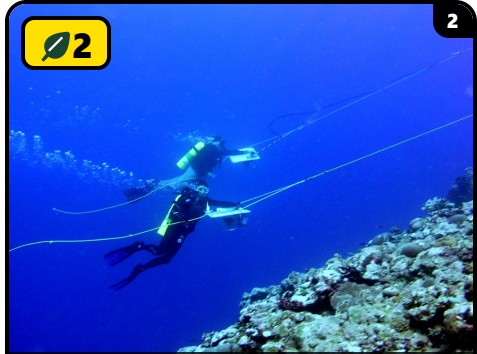


Boreal Forest

Forest. Worth double while it stands.
Worth 02 while you can see it.

02

2



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 02 while you can see it.

01

2



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

2



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

2



Ocean

Open water.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 2



ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 2



01

2

Ocean

Open water.
Worth 01 while you can see it.



01

2

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



01

2

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



01

2

Meadows

Flat, open land.
Worth 01 while you can see it.



01

2

Meadows

Flat, open land.
Worth 01 while you can see it.



01

2

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



01

2

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



01

2

Forest

Forest.
Worth 01 while you can see it.



01

2

Forest

Forest.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 2



ENVIRONMENT

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ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 2

2



Homes
Flat, open land
Covers this tile's 

 +1

2



Homes
Flat, open land
Covers this tile's 

 +1

2



Homes
Flat, open land
Covers this tile's 

 +1

2



City
On or next to a river, lake or coast
Covers this tile's 

 +2  +1

2



City
On or next to a river, lake or coast
Covers this tile's 

 +2  +1

2



City
On or next to a river, lake or coast
Covers this tile's 

 +2  +1

2



Ski Resort
Mountains or meadows
Covers this tile's 

 +1  +1

2



Seaport
Coastline or a river mouth
Covers this tile's 

 +2

2



Seaport
Coastline or a river mouth
Covers this tile's 

 +2



HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

DECK 2



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WHAT WE BUILD

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WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

DECK 2



2

Seaport

Coastline or a river mouth
Covers this tile's 🌿.

💰+2



2

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



2

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



2

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



2

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



2

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



2

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



2

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



2

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



HUMAN

WHAT WE BUILD

DECK 2



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HUMAN

WHAT WE BUILD

DECK 2



2

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



2

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



2

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



2

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



2

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



2

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



2

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



2

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



2

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

DECK 2



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WHAT WE BUILD

DECK 2



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WHAT WE BUILD

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WHAT WE BUILD

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HUMAN

WHAT WE BUILD

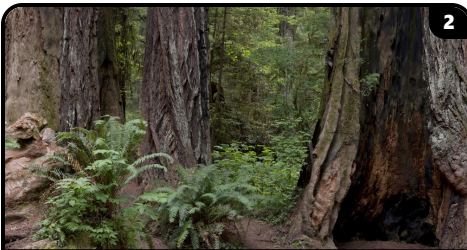
DECK 2



HUMAN

WHAT WE BUILD

DECK 2

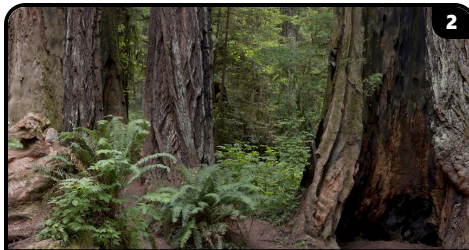


2

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



2

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



2

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



2

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



2

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



2

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



2

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



2

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



2

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

DECK 2



HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 2



3

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



3

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



3

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



3

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



3

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



3

01

Rainforest

Forest.
Worth 01 while you can see it.



3

01

Rainforest

Forest.
Worth 01 while you can see it.



3

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



3

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 3



ENVIRONMENT

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ENVIRONMENT

THE LAND

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3

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



3

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



3

01

River

Fresh water.
Worth 1 while you can see it.



3

01

River

Fresh water.
Worth 1 while you can see it.



3

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



3

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



3

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



3

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



3

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 3



ENVIRONMENT

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01

3



Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.

01

3



Mountains

Mountains.
Worth 01 while you can see it.

01

3



Mountains

Mountains.
Worth 01 while you can see it.

01

3



Mountains

Mountains.
Worth 01 while you can see it.

02

3

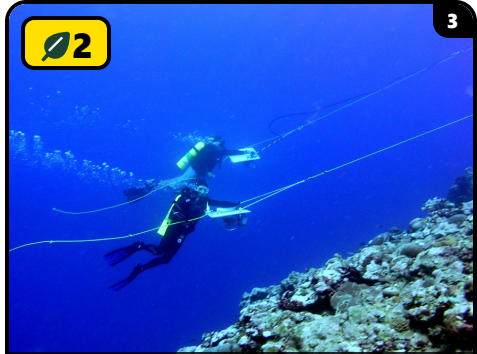


Boreal Forest

Forest. Worth double while it stands.
Worth 02 while you can see it.

02

3



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 02 while you can see it.

01

3



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

3



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

3



Ocean

Open water.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

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01

3

Ocean

Open water.
Worth 1 while you can see it.



01

3

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



01

3

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



01

3

Meadows

Flat, open land.
Worth 1 while you can see it.



01

3

Meadows

Flat, open land.
Worth 1 while you can see it.



01

3

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



01

3

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



01

3

Forest

Forest.
Worth 1 while you can see it.



01

3

Forest

Forest.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

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ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 3

3



Homes
Flat, open land
Covers this tile's .

 +1

3



Homes
Flat, open land
Covers this tile's .

 +1

3



Homes
Flat, open land
Covers this tile's .

 +1

3



City
On or next to a river, lake or coast
Covers this tile's .

 +2  +1

3



City
On or next to a river, lake or coast
Covers this tile's .

 +2  +1

3



City
On or next to a river, lake or coast
Covers this tile's .

 +2  +1

3



Ski Resort
Mountains or meadows
Covers this tile's .

 +1  +1

3



Seaport
Coastline or a river mouth
Covers this tile's .

 +2

3



Seaport
Coastline or a river mouth
Covers this tile's .

 +2



HUMAN

WHAT WE BUILD

DECK 3



HUMAN

WHAT WE BUILD

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HUMAN

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HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 3



3

Seaport

Coastline or a river mouth
Covers this tile's 🌿.

💰+2



3

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



3

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



3

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



3

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



3

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



3

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



3

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



3

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



HUMAN

WHAT WE BUILD

DECK 3



HUMAN

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HUMAN

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DECK 3



3

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



3

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



3

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



3

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



3

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



3

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



3

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



3

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



3

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



HUMAN

WHAT WE BUILD

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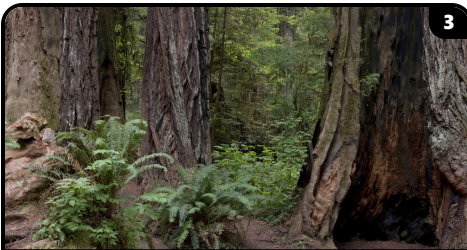
DECK 3



HUMAN

WHAT WE BUILD

DECK 3

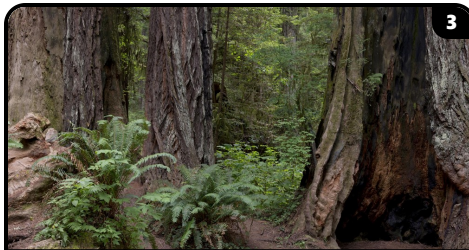


3

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



3

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



3

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



3

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



3

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



3

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



3

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



3

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



3

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

DECK 3



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HUMAN

WHAT WE BUILD

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4

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



4

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



4

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



4

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



4

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



4

01

Rainforest

Forest.
Worth 01 while you can see it.



4

01

Rainforest

Forest.
Worth 01 while you can see it.



4

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



4

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 4



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ENVIRONMENT

THE LAND

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Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



River

Fresh water.
Worth 1 while you can see it.



River

Fresh water.
Worth 1 while you can see it.



Fresh Lake

Fresh water.
Worth 1 while you can see it.



Fresh Lake

Fresh water.
Worth 1 while you can see it.



Fresh Lake

Fresh water.
Worth 1 while you can see it.



Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 4



ENVIRONMENT

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ENVIRONMENT

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01

4



Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.

01

4



Mountains

Mountains.
Worth 1 while you can see it.

01

4



Mountains

Mountains.
Worth 1 while you can see it.

01

4



Mountains

Mountains.
Worth 1 while you can see it.

02

4



Boreal Forest

Forest. Worth double while it stands.
Worth 2 while you can see it.

02

4



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 2 while you can see it.

01

4



Boreal / River

Forest and fresh water.
Worth 1 while you can see it.

01

4



Boreal / River

Forest and fresh water.
Worth 1 while you can see it.

01

4



Ocean

Open water.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

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ENVIRONMENT

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ENVIRONMENT

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01

4

Ocean

Open water.
Worth 1 while you can see it.



01

4

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



01

4

Plains / River

Flat, open land with fresh water.
Worth 1 while you can see it.



01

4

Meadows

Flat, open land.
Worth 1 while you can see it.



01

4

Meadows

Flat, open land.
Worth 1 while you can see it.



01

4

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



01

4

River Mouth

Ocean, coastline and fresh water.
Worth 1 while you can see it.



01

4

Forest

Forest.
Worth 1 while you can see it.



01

4

Forest

Forest.
Worth 1 while you can see it.



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THE LAND

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ENVIRONMENT

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4

Homes

Flat, open land

Covers this tile's .

+1



4

Homes

Flat, open land

Covers this tile's .

+1



4

Homes

Flat, open land

Covers this tile's .

+1



4

City

On or next to a river, lake or coast

Covers this tile's .

+2

+1



4

City

On or next to a river, lake or coast

Covers this tile's .

+2

+1



4

City

On or next to a river, lake or coast

Covers this tile's .

+2

+1



4

Ski Resort

Mountains or meadows

Covers this tile's .

+1

+1



4

Seaport

Coastline or a river mouth

Covers this tile's .

+2



4

Seaport

Coastline or a river mouth

Covers this tile's .

+2



HUMAN

WHAT WE BUILD

DECK 4



HUMAN

WHAT WE BUILD

DECK 4



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WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 4



HUMAN

WHAT WE BUILD

DECK 4



4

Seaport

Coastline or a river mouth
Covers this tile's 🌿.

💰+2



4

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



4

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



4

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



4

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



4

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



4

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1

💰+1



4

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



4

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1

👤+1



HUMAN

WHAT WE BUILD

DECK 4



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HUMAN

WHAT WE BUILD

DECK 4



4

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



4

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



4

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



4

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



4

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



4

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



4

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



4

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



4

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



HUMAN

WHAT WE BUILD

DECK 4



HUMAN

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HUMAN

WHAT WE BUILD

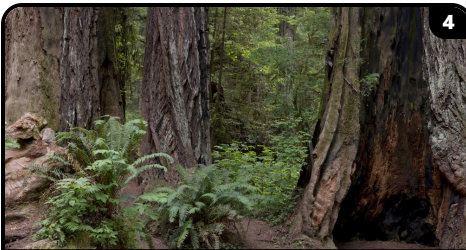
DECK 4



HUMAN

WHAT WE BUILD

DECK 4

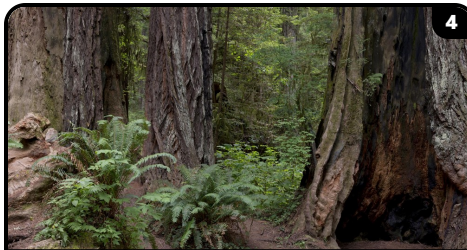


4

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



4

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



4

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



4

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



4

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



4

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



4

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



4

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



4

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

DECK 4



HUMAN

WHAT WE BUILD

DECK 4



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WHAT WE BUILD

DECK 4



HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

DECK 4



5

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



5

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



5

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



5

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



5

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



5

01

Rainforest

Forest.
Worth 01 while you can see it.



5

01

Rainforest

Forest.
Worth 01 while you can see it.



5

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



5

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 5



ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 5



5

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



5

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



5

01

River

Fresh water.
Worth 1 while you can see it.



5

01

River

Fresh water.
Worth 1 while you can see it.



5

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



5

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



5

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



5

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



5

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 5



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01

5



Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.

01

5



Mountains

Mountains.
Worth 1 while you can see it.

01

5



Mountains

Mountains.
Worth 1 while you can see it.

01

5



Mountains

Mountains.
Worth 1 while you can see it.

02

5



Boreal Forest

Forest. Worth double while it stands.
Worth 2 while you can see it.

02

5



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 2 while you can see it.

01

5



Boreal / River

Forest and fresh water.
Worth 1 while you can see it.

01

5



Boreal / River

Forest and fresh water.
Worth 1 while you can see it.

01

5



Ocean

Open water.
Worth 1 while you can see it.



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5

01

Ocean

Open water.
Worth 01 while you can see it.



5

01

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



5

01

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



5

01

Meadows

Flat, open land.
Worth 01 while you can see it.



5

01

Meadows

Flat, open land.
Worth 01 while you can see it.



5

01

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



5

01

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



5

01

Forest

Forest.
Worth 01 while you can see it.



5

01

Forest

Forest.
Worth 01 while you can see it.



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5



Homes

Flat, open land

Covers this tile's .

 +1

5



Homes

Flat, open land

Covers this tile's .

 +1

5



Homes

Flat, open land

Covers this tile's .

 +1

5



City

On or next to a river, lake or coast

Covers this tile's .

 +2
  +1

5



City

On or next to a river, lake or coast

Covers this tile's .

 +2
  +1

5



City

On or next to a river, lake or coast

Covers this tile's .

 +2
  +1

5



Ski Resort

Mountains or meadows

Covers this tile's .

 +1
  +1

5



Seaport

Coastline or a river mouth

Covers this tile's .

 +2

5



Seaport

Coastline or a river mouth

Covers this tile's .

 +2



HUMAN

WHAT WE BUILD

DECK 5



HUMAN

WHAT WE BUILD

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WHAT WE BUILD

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5



Seaport

Coastline or a river mouth
Covers this tile's .

\$+2

5



Factory

Next to a City or Homes
Covers this tile's .

\$+2

5



Factory

Next to a City or Homes
Covers this tile's .

\$+2

5



Factory

Next to a City or Homes
Covers this tile's .

\$+2

5



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

5



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

5



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

5



Fishing

Ocean or coastline
Covers this tile's .

+1
 +1

5



Fishing

Ocean or coastline
Covers this tile's .

+1
 +1



HUMAN

WHAT WE BUILD

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WHAT WE BUILD

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5

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



5

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



5

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



5

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



5

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



5

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



5

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



5

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



5

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



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WHAT WE BUILD

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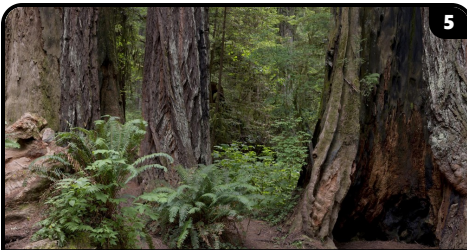
DECK 5



HUMAN

WHAT WE BUILD

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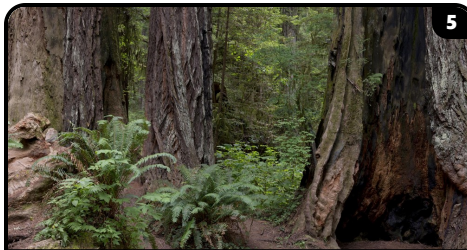


5

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



5

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



5

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



5

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



5

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



5

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



5

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



5

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



5

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

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HUMAN

WHAT WE BUILD

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6

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



6

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



6

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

Rainforest

Forest.
Worth 01 while you can see it.



6

01

Rainforest

Forest.
Worth 01 while you can see it.



6

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

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6

01

Flat Prairie

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

Flat Prairie

Flat, open land. Dry.
Worth 01 while you can see it.



6

01

River

Fresh water.
Worth 01 while you can see it.



6

01

River

Fresh water.
Worth 01 while you can see it.



6

01

Fresh Lake

Fresh water.
Worth 01 while you can see it.



6

01

Fresh Lake

Fresh water.
Worth 01 while you can see it.



6

01

Fresh Lake

Fresh water.
Worth 01 while you can see it.



6

01

Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.



6

01

Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.



ENVIRONMENT

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01

6



Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.

01

6



Mountains

Mountains.
Worth 01 while you can see it.

01

6



Mountains

Mountains.
Worth 01 while you can see it.

01

6



Mountains

Mountains.
Worth 01 while you can see it.

02

6

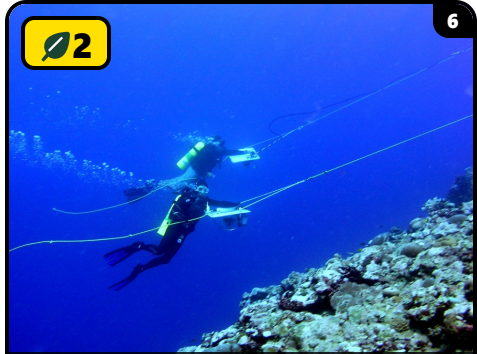


Boreal Forest

Forest. Worth double while it stands.
Worth 02 while you can see it.

02

6



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 02 while you can see it.

01

6



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

6



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

6



Ocean

Open water.
Worth 01 while you can see it.



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6

01

Ocean

Open water.
Worth 01 while you can see it.



6

01

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



6

01

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



6

01

Meadows

Flat, open land.
Worth 01 while you can see it.



6

01

Meadows

Flat, open land.
Worth 01 while you can see it.



6

01

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



6

01

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



6

01

Forest

Forest.
Worth 01 while you can see it.



6

01

Forest

Forest.
Worth 01 while you can see it.



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ENVIRONMENT

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6



Homes

Flat, open land

Covers this tile's .



6



Homes

Flat, open land

Covers this tile's .



6



Homes

Flat, open land

Covers this tile's .



6



City

On or next to a river, lake or coast

Covers this tile's .




6



City

On or next to a river, lake or coast

Covers this tile's .




6



City

On or next to a river, lake or coast

Covers this tile's .




6



Ski Resort

Mountains or meadows

Covers this tile's .




6



Seaport

Coastline or a river mouth

Covers this tile's .



6



Seaport

Coastline or a river mouth

Covers this tile's .





HUMAN

WHAT WE BUILD

DECK 6



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HUMAN

WHAT WE BUILD

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6



Seaport

Coastline or a river mouth
Covers this tile's .

\$+2

6



Factory

Next to a City or Homes
Covers this tile's .

\$+2

6



Factory

Next to a City or Homes
Covers this tile's .

\$+2

6



Factory

Next to a City or Homes
Covers this tile's .

\$+2

6



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

6



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

6



Farm

Flat, open land with fresh water
Covers this tile's .

+1
 +1

6



Fishing

Ocean or coastline
Covers this tile's .

+1
 +1

6



Fishing

Ocean or coastline
Covers this tile's .

+1
 +1



HUMAN

WHAT WE BUILD

DECK 6



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HUMAN

WHAT WE BUILD

DECK 6



6

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



6

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



6

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



6

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



6

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



6

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



6

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



6

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



6

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



HUMAN

WHAT WE BUILD

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WHAT WE BUILD

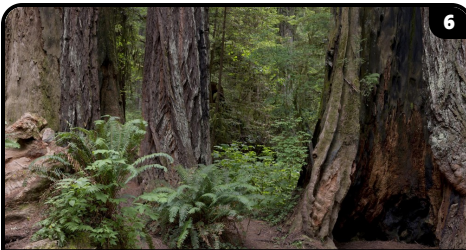
DECK 6



HUMAN

WHAT WE BUILD

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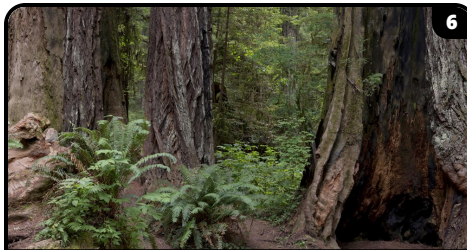


6

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



6

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



6

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



6

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



6

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



6

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



6

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



6

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



6

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

DECK 6



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WHAT WE BUILD

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7

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



7

01

Swamp

Wetland. Almost nothing may be built here.
Worth 01 while you can see it.



7

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



7

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



7

01

Desert

Flat, open land. Dry.
Worth 01 while you can see it.



7

01

Rainforest

Forest.
Worth 01 while you can see it.



7

01

Rainforest

Forest.
Worth 01 while you can see it.



7

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



7

01

Tundra

Flat, open land. Dry.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 7



ENVIRONMENT

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ENVIRONMENT

THE LAND

DECK 7



7

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



7

01

Flat Prairie

Flat, open land. Dry.
Worth 1 while you can see it.



7

01

River

Fresh water.
Worth 1 while you can see it.



7

01

River

Fresh water.
Worth 1 while you can see it.



7

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



7

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



7

01

Fresh Lake

Fresh water.
Worth 1 while you can see it.



7

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



7

01

Ocean Coast

Ocean and coastline.
Worth 1 while you can see it.



ENVIRONMENT

THE LAND

DECK 7



ENVIRONMENT

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ENVIRONMENT

THE LAND

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01

7



Ocean Coast

Ocean and coastline.
Worth 01 while you can see it.

01

7



Mountains

Mountains.
Worth 01 while you can see it.

01

7



Mountains

Mountains.
Worth 01 while you can see it.

01

7



Mountains

Mountains.
Worth 01 while you can see it.

02

7

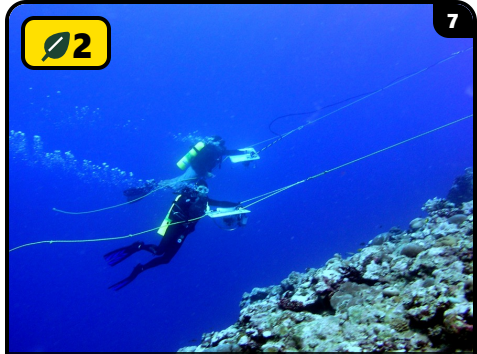


Boreal Forest

Forest. Worth double while it stands.
Worth 02 while you can see it.

02

7



Coral Reef

Ocean and reef. Worth double while it stands.
Worth 02 while you can see it.

01

7



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

7



Boreal / River

Forest and fresh water.
Worth 01 while you can see it.

01

7



Ocean

Open water.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 7



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ENVIRONMENT

THE LAND

DECK 7



01

7

Ocean

Open water.
Worth 01 while you can see it.



01

7

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



01

7

Plains / River

Flat, open land with fresh water.
Worth 01 while you can see it.



01

7

Meadows

Flat, open land.
Worth 01 while you can see it.



01

7

Meadows

Flat, open land.
Worth 01 while you can see it.



01

7

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



01

7

River Mouth

Ocean, coastline and fresh water.
Worth 01 while you can see it.



01

7

Forest

Forest.
Worth 01 while you can see it.



01

7

Forest

Forest.
Worth 01 while you can see it.



ENVIRONMENT

THE LAND

DECK 7



ENVIRONMENT

THE LAND

DECK 7



ENVIRONMENT

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DECK 7



ENVIRONMENT

THE LAND

DECK 7



7

Homes

Flat, open land

Covers this tile's .

+1



7

Homes

Flat, open land

Covers this tile's .

+1



7

Homes

Flat, open land

Covers this tile's .

+1



7

City

On or next to a river, lake or coast

Covers this tile's .

+2

\$+1



7

City

On or next to a river, lake or coast

Covers this tile's .

+2

\$+1



7

City

On or next to a river, lake or coast

Covers this tile's .

+2

\$+1



7

Ski Resort

Mountains or meadows

Covers this tile's .

+1

\$+1



7

Seaport

Coastline or a river mouth

Covers this tile's .

\$+2



7

Seaport

Coastline or a river mouth

Covers this tile's .

\$+2



HUMAN

WHAT WE BUILD

DECK 7



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7

Seaport

Coastline or a river mouth
Covers this tile's 🌿.

💰+2



7

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



7

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



7

Factory

Next to a City or Homes
Covers this tile's 🌿.

💰+2



7

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



7

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



7

Farm

Flat, open land with fresh water
Covers this tile's 🌿.

👤+1 💰+1



7

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1 👤+1



7

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰+1 👤+1



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7

Fishing

Ocean or coastline
Covers this tile's 🌿.

💰 +1 🍴 +1



7

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



7

Ecotourism

Rainforest or coral reef
The landscape stays visible.

💰 +1 🌿 keep +1



7

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



7

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



7

Mining

Mountains or meadows
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



7

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



7

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



7

Oil Rig

Ocean, prairie or tundra
Takes this tile to 🌿 -1.

💰 +2 🌿 -1



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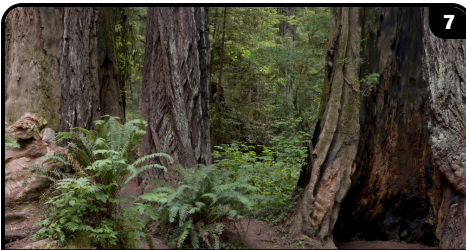
DECK 7



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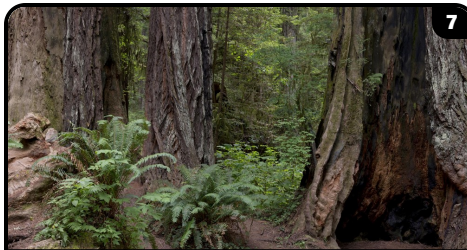


7

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



7

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



7

Preserve Nature

Any wild tile. Locks it forever
The landscape stays visible.

\$ -1 🌿 x2



7

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



7

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



7

Clear Cut

A forest. It becomes flat, open land
The forest's 🌿 is gone.

\$ +1 🌿 → 0



7

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



7

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



7

Irrigation

Dry, open land. A Farm may then sit away from water
Set aside once played. The tile stays open.

\$ -1



HUMAN

WHAT WE BUILD

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