

## Saving

Immediately after rolling,  
reroll two dice

30 denarius

## Interdependence

Switch one of your die with  
one of an opponent

20 denarius

## Supply high

Stop an action by any other  
player

30 denarius

## Demand high

Stop an action by another  
player

20 denarius

## Trade Off

Switch one of your die with  
one of an opponent

20 denarius

## Exchange Rate

Reroll 2 dice you have  
already played

40 denarius

## Competition

Reroll one die you have  
already played

30 denarius

## Tax Exemption

Player holding this card is  
exempt from paying Tax this  
round.

40 denarius

## Incentives

Player holding this card may  
reverse the order that cards are  
distributed.

20 denarius

## Labor Force

Switch any card of yours with  
the Tax card being paid

40 denarius

## Barter/Trade

You may trade a random card  
of yours for a random card of  
another player

40 denarius

## Inflation

You may reroll all dice rolled  
this turn

20 denarius

## Specialization

May play two sets of dice  
this turn

30 denarius

## Opportunity Cost



Switch two Income cards at two  
different Occupation Centers

10 denarius

## Recession

Switch two Events & Actions cards  
at two different Occupation Centers

10 denarius

<p><b>International Trade</b> Immediately after rolling, reroll two dice 30 denarius</p> 	<p><b>Federal Reserve</b> Stop an action by any other player 30 denarius</p> 	<p><b>Challenge</b> Opponent must explain term on card of your choice or reroll one die 20 denarius</p>  
<p><b>Private Property</b> Stop an action by another player 20 denarius</p> 	<p><b>Interest</b> Stop an action by any other player 30 denarius</p> 	<p><b>Challenge</b> Opponent must explain term on card of your choice or reroll one die 20 denarius</p>  
<p><b>Profit</b> Reroll one die you have already played 30 denarius</p> 	<p><b>Challenge</b> Opponent must explain term on card being played or discard it 10 denarius</p>  	<p><b>Challenge</b> Opponent must explain term on card of your choice or reroll one die 20 denarius</p>  
<p><b>Circular Flow</b> Everyone randomly chooses a card they possess and passes it to player on his or her right 40 denarius</p>  	<p><b>Challenge</b> Opponent must explain term on card being played or discard it 10 denarius</p>  	<p><b>Challenge</b> Opponent must explain term on card of your choice or reroll one die 20 denarius</p>  
<p><b>Entrepreneur</b> May play two sets of dice this turn 30 denarius</p> 	<p><b>Challenge</b> Opponent must explain term on card being played or discard it 10 denarius</p>  	<p><b>Challenge</b> Opponent must explain term on card being played or discard it 10 denarius</p> 