

1

DIVINER'S HUT

First, **draw** 1 book card from the deck for each of your placed Assistants.

Next, if activated by a Standard Assistant, **take** the first player token from the player who currently has it.

2

YE OLDE BOOK SWAP

Discard 1 book card to this location's card area.

Take 1 book card from this location's card area.

You may **shelve** the newly-acquired book card.

3

AUCTION HOUSE

Auction Location: 1 Bidding Assistant.

The winning bidder **discards** cards equal to their bid space, then **takes** all book cards from this location's card area.

You may **shelve** any/all of the newly-acquired book cards.

4

DONATION CENTRE

Discard 1 or more book cards, then **shelve** up to 2 cards from your hand.

5

COMMUNITY CENTRE

First, **take** 1 book card from this location's card area. You may **shelve** it.

Next, if any book cards remain in the card area, **give** 1 of them to any opponent. They may **shelve** it.

6

WISHING WELL

Discard X book cards, then **draw** X+1 book cards.

You may **shelve** one of the book cards drawn.