Sheet MERV 1/5

| A | A | a3 | a3 | a3 |

| a3 | a1 | a1 | a2 a2 a2 a2 |

| b2 | b2 |

| Walls B | Scrolls B | b1 b1 |

| b2 | b2 |

MERV 1/5

Sheet MERV 2/5

| Goods C | Breaktroughs + big cards D | d1 d2 |

c3	b1
c3	b1
d4	d3
d4	d3

| e1 |
e5	c2	e1
e5		e1
		e1

MERV 2/5

Sheet MERV 3/5

Player 1 E	e2
Player 2 E	e2	e4 e4
Player 3 E	e2
	e2
	e3 e3
Player 4 E	c1
	c1

MERV 3/5

Sheet MERV 4/5

e5	e3
e5	e3
	e3
	e3
Resource cubes	e3	e4 e4
	e3
F	f1
	f1
f4	f1
f4	f1

MERV 4/5

Sheet MERV 5/5

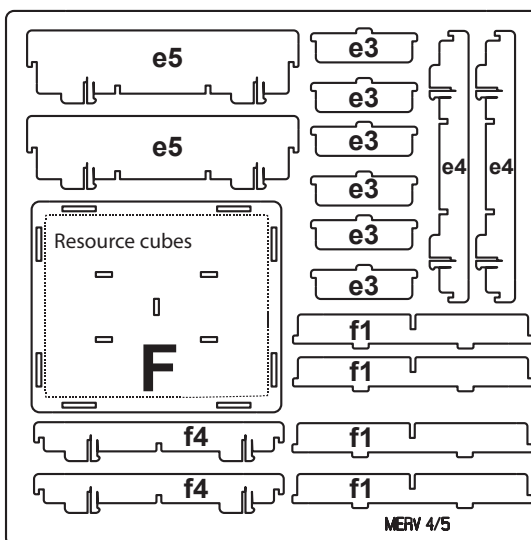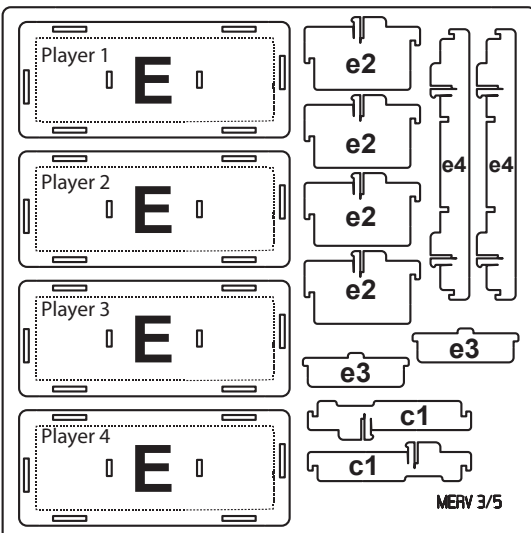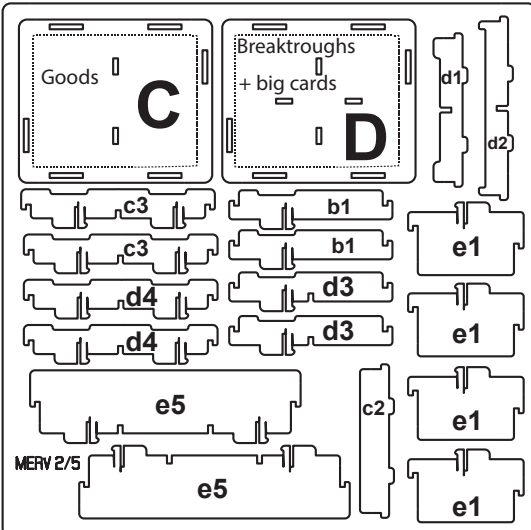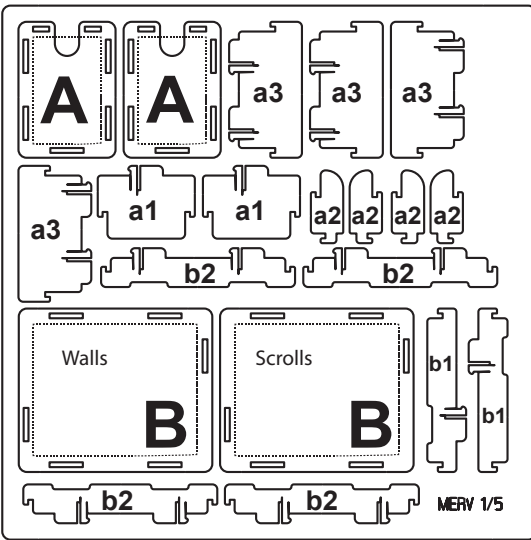| Camels + Upgrade tiles | f2 |
	f2
F	f3
	f3
	f3
f4	f3
f4	f3

MERV 5/5

Compatible with the game:

MERV

Assemble based on base element letter
then according to numbers from first to last.

Please remove elements out of frame carefully.

Example: while assembling **A** start by inserting
all elements **a1** into base element **A** ,
then all elements **a2** and so on.

A assembly

a2   a2   — small cards+ building sites

a3   **A**   a3

a1

X2

B assembly

b2   b2

b1

b1   **B**

b2   b2

X2

C assembly

c3   c3

c2   **C**   c1

c1

c3   c3

D assembly

d4   d4

d1   d2   d3

d3   **D**

d4   d4

E assembly

e4   e4

e1   e3   **E**   e3   e2

e5   e5

X4

F assembly

f4   f4

f3   f1   f1   f3

f2

f3   f1   f1   f3

f3   **F**   f3

f4   f4

X2
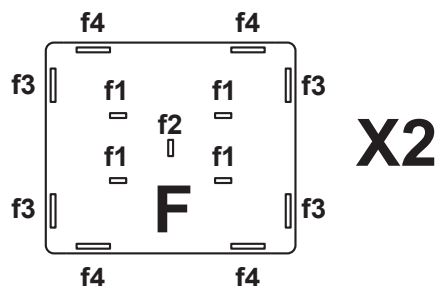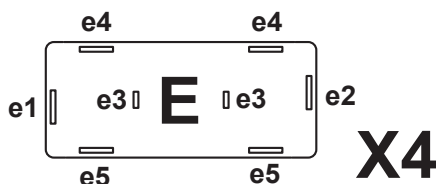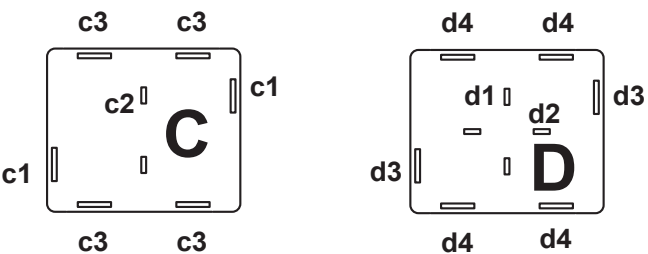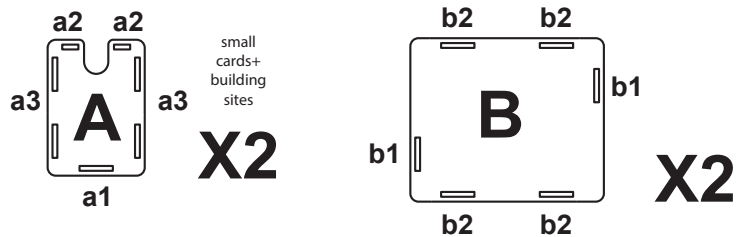
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