

Chance

Forgery: You bought a book that turned out to be a forgery. Unfortunately, you didn't know better when you started your collection. Delete your first collected book from your holdings and place it in the discard pile.

Theft: A thief successfully came into your library's reading room and stole the most valuable book you own. If you have multiple books that are all worth the same value, the most recent book was the one that was stolen. Place it in the discard pile as it has disappeared from circulation forever.

Disaster: A natural disaster occurred and you didn't get all of your books into a secure environment in time. Delete the last two books you acquired from your holdings and place them in the discard pile as they have been irreparably damaged.

Occupation: The country sitting to your left occupied your country briefly; they were in power just long enough to take your country's patrimony. Give them any books you collected from your own country.

Debt: Your library's country is in need of funds. It decides to sell its most valuable book. Select the most valuable book you own (and choose between them if you have several of equal value) and offer it to the other players. Who is willing to buy it for its face value? If multiple countries want the book, have them bid against one another to determine who is willing to pay the highest price.

Donor: You've acquired a wealthy benefactor. Select any two books you need for your collection that are still available on the market. Add them to your holdings for free.

Discovery: You found an item in your library you didn't know was there. Select one book from any of the available books originating in your country and add it to your collection for free.

Swap: A curator at the library from the country to your right offered to swap one of their books for one of yours. Choose a book from any of their holdings and give them any one of your books in return. Or, if you don't want any of their books, politely decline their offer.

Grant: Your library attracted an international funder. Add three CREDITS to your holdings to allow you to purchase whatever book you would like from the market during the next century's turn courtesy of a grant.

Visiting Author: An important author stops by your town and visits your library. Choose any book you wish from the books remaining on the market from this century.

Book collector: A book collector has decided to give you his collection of three books in one genre. The player in front of you gets to select three books from any one genre of his or her choosing from those available on the market and give them to you. You do not get to direct the other player on how to pick the collection you will be given.

Anniversary: In honor of the anniversary of your library's opening, add two books to your collection from the market for free.

Inter-library Loan: Do you have one type book necessary to complete a collection? If so, acquire that book from another library for free. You'll forget to return it – thank them for helping you complete your collection!

Donor: A benefactor of smaller means wishes to support your library. Select one book worth one credit still available on the market from a genre *not* related to one of your collections.

Curator: You've acquired a new staff member who is a specialist in a field you are not currently collecting. Choose a new genre to collect and obtain two books from the market in that field.

Donor: A benefactor had her books at another library, but that library made administrative decisions she didn't care for and now she wants to move her books to your repository. Take a collection of books from the player to your left.

Employee Theft: Your employee stole from you. A common but sad scenario. Discard one book that's worth one point from your holdings.

Reparations: A country demands their cultural heritage back from you. Give whoever is the poorest country in the game any books you have from their nation.

Event: Your library is abuzz with the news of a recent event. Pull a history card from this century and follow its directions.

Holiday: Something great happened in your country. Flip over your event deck from this century and choose a positive event, then follow its directions.

Stolen: You find out that some of the books in your collection actually belong to another countries due to thefts last century. Give any one credit book from the country to your right or left back to them.

Dealer: A book dealer visits and you feel obligated to buy one of their more expensive books. Choose any book from the book market valued at three credits and either give that amount of credits to the market or go into debt and pay the market back on your next roll of the die.

International Relations: You hear about an event happening to your colleagues. Turn to the country on your left and ask them what's going on. They have to pull an event card and follow the directions.

Immigration: Some of your colleagues decided to immigrate to the Americas, taking their expertise with them. Give two credits to the Americas in this turn or go into debt and pay the Americas back in your next turn. If this is the end of the twentieth century, and you have no credits remaining, give the Americas a book worth at least two credits from your collections.