DIVINER'S HUT

First, *draw* I 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 I book card to this location's card area.

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

You may shelve the newly-acquired book card.

AUCTION HOUSE

Auction Location: 1 Bidding Assistant.

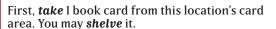
The winning bidder *discards* cards equal to their bid space, then *takes* all book cards from this location's card area.

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



4

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

6 WISHING WELL

Discard X book cards, then draw X+l book cards.

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