

Prosperity for the Poor

Cards in your hand:

- Village School
- Scout
- Public Feeling

The stacks contain the following cards:

<p>Event cards:</p> <ul style="list-style-type: none">● Insurrection (2x)● Taxation (2x) <p>Action cards:</p> <ul style="list-style-type: none">● Artwork: Epic● Artwork: Sculpture● Artwork: Fountain● Bera the Insurgent● Brigitta the Wise Woman (3x)● Court Astrologer● Feeding the Poor (2x)● Mendicants● Merchant● Merchant Caravan (2x)● Prosperity● Reiner the Herald● Relocation	<p>Region expansions:</p> <ul style="list-style-type: none">● Abbey Brewery● Thieves' Hideout <p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Common Land● Toll Bridge <p>City expansions:</p> <ul style="list-style-type: none">● Aqueduct● Builders' Hut● City Palace● Hospital● Monument to the Prince (2x)● Prince● Theater <p>Road complements:</p> <ul style="list-style-type: none">● Mercenaries● Small Market Town <p>Marker cards:</p> <ul style="list-style-type: none">● Public Feeling
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How to play the deck:

This deck places emphasis on the Public Feeling and the use of the cards from The Era of Prosperity Theme Set.

Change the default starting regions so that pasture and fields are on the left or right side. If you forgot to do so, you can later change them via Relocation if need be. Build your first road between these two regions, and when building your first settlement, choose fields and pasture via the Scout. If you started with fields-5/pasture-1, choose fields-1/pasture-5, and if you started with fields-6/pasture-4, choose fields-1/pasture-6 or fields-3/pasture-6, so you can use Brigitta in an optimal fashion. Afterwards, upgrade this settlement to your first city, provide it with Builders' Hut, Prince, and Aqueduct, and then build the Hospital there.

The deck only contains 2 strength points, which is why you can only obtain the strength advantage if you can take over one or two of your opponent's units by means of the Monument to the Prince cards and then build these units. Another 2 strength points can be obtained via the Abbey Brewery.

Since there are only 2 commerce points in the deck, it also becomes difficult to obtain the trade advantage against a trade deck. A Monument to the Prince and/or the Abbey Brewery can help you here too.

Without the two advantages, you need to upgrade a total of four settlements to cities. To obtain the resources required for these upgrades, you should also use the Thieves' Hideout. The City Palace should primarily be used to recycle Brigitta.

Using all of the deck's possibilities requires a very focused attention. Always make sure that on each turn the Hospital is used to obtain either a resource or a star, and don't forget the Common Land and the Small Market Town. Since 2 of the events are Insurrections, at least 1 star should always remain on a Public Feeling at the end of the turn.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman (2x) ● Merchant Caravan (2x) ● Scout ● Relocation ● Toll Bridge <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Abbey Brewery <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Mendicants <p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant ● Reiner the Herald 	<p>The Era of Prosperity:</p> <ul style="list-style-type: none"> ● Aqueduct ● Artwork: Epic ● Artwork: Sculpture ● Artwork: Fountain ● Bera the Insurgent ● Builders' Hut ● City Palace ● Common Land ● Court Astrologer ● Feeding the Poor (2x) ● Hospital ● Mercenaries ● Monument to the Prince (2x) ● Prince ● Prosperity ● Public Feeling ● Small Market Town ● Theater ● Thieves' Hideout ● Village School
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Variations:

One possibility is to include sages and, in particular, the Grove of Great Foresight and the Grove of Vigilance, to arm yourself against trade decks and decks containing other unfavorable events. You could also aim for the strength advantage by including strong heroes - or for the trade advantage by including more cards with commerce points - so as to be able to use action cards that allow you to bother your opponent.

At the beginning, the deck gives little attention to skill; only by building the Builders' Hut you receive at least 1 star in case of a Celebration, and after building the Theater you have 2 skill points. However, when the "Celebration" event occurs, initially you will only receive 1 resource if your opponent doesn't have cards with skill points either. You can avoid this situation by including Inga, for example, who provides you with 3 skill points; most of the time, this allows you to be the only

one to profit from the Celebration.

Instead of the Mercenaries and the Small Market Town, the Traveling Theater can also be useful.

Needless to say that other combinations are possible too. Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.