- 1. Queuing up
- 2. Merchandise delivery
- 3. Queue jumping
- 4. Opening of the stores
- 5. Exchanging merchandise at the outdoor market
- 6. PCT (see reverse for details)

- 1. Putting back the used delivery cards
- Moving the market seller marker
 Drawing queue-jumping cards
- 4. End of "Stocktaking"
- 5. Moving the game opening marker to the next player

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Phase: PCT

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marker to the next player

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5. Moving the game opening

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