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## MYSTERY SHACK



**Name** a category, then **look** at all the face-down cards on this location's card area, without revealing them to your opponents.

**Reveal** and **take** any/all book cards containing at least one book matching your named category.

Return the remaining book cards face-down. You may **shelve** one of the book cards taken.

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## RUMMAGE SALE



**Take** 1 book card from this location's card area. **Take** an additional 1 book card if two Assistants, including your own, are present.

Any/all book cards taken from this location may be **shelved**.

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## ASSISTANTS GUILD

**Move** one of your Assistants from one of your home library spaces to a location's Assistant space that is occupied by an opposing Assistant - if the location is an ⚡ location, activate it.

**Return** the opposing Assistant to their player - they may place it again on a subsequent turn this round.

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## TAX COLLECTOR

First, in turn order, each opponent must **discard** 1 book card to this location's card area.

Next, you may **discard** X book cards to take X book cards from this location's card area.

You may **shelve** any/all book cards taken in this way.

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## YARD SALE

**Reveal** any number of book cards from your hand. Starting with the player to your left and moving clockwise, each opponent may **take** or **shelve** one revealed book card or **pass**.

Repeat until all your revealed book cards have been taken or all opponents have passed.

For each book card taken or shelved by an opponent, **draw** 2 book cards from the deck and **shelve** 1 book card from your hand.

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## SHELFMASONS GUILD

Shift a group of any number of adjacent cards in your bookshelf any number of spaces in one direction, ensuring that your bookshelf is not split into two separate groups afterward.