
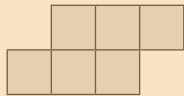


## BIRDWATCHING PERCH Landmark



At the end of your turn, if you have invented at least 3 , gain this landmark.

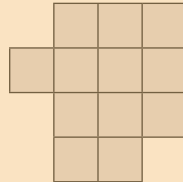


AA

## CASTLE Landmark

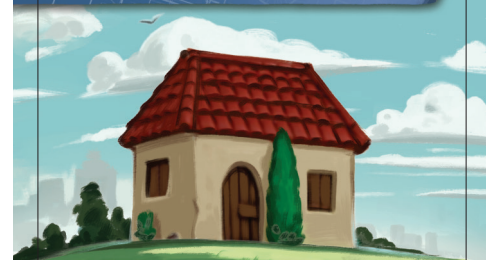


At the end of your turn, if you moved into a tier that no longer had its corresponding landmark, gain this landmark.

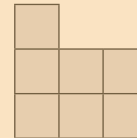


AA

## VILLA Landmark



At the end of your turn, if your capital city has at least 3 different types of income buildings, gain this landmark.



AA