














































<div>  </div> <p>°Your tax each age is 1 gold.</p> <div> 1  </div>	<div>  </div> <p>°EOA (end of age): if contracted, gain 1 gold per bronze provided by players.</p> <div> 1  </div>	<div>  </div> <p>°Obsoletes clubs.</p> <div> 3  </div>
<div>  </div> <p>Players providing stone may start a business.</p> <div> 1  / 2  </div>	<div>  </div> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <div> 2  / 3  </div>	<div>  </div> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <div> 1  / 2  </div>
<div>  </div> <p>°When claiming a contract, you may treat one happiness provision on the business as any resource.</p> <div> 3  </div>	<div>  </div> <p>°Once per turn, you may discard a card to gain 1 gold.</p> <div> 1  </div>	<div>  </div> <p>°After starting a business, draw two cards then put one back.</p> <div> 2  </div>
<div>  </div> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <div> 1  / 3  </div>	<div>  </div> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <div> 1  / 3  </div>	<div>  </div> <p>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand card in excess of contracted weapons (round down).</p> <div> 2  / 3  </div>
<div>  </div> <p>°Each turn, you may add one card from your hand to the demand pile.</p> <div> 2  </div>	<div>  </div> <p>°To open, you must first close an opened stone business. °Obsoletes clubs.</p> <div> 5  </div>	<div>  </div> <p>°Your draw limit is increased by 2.</p> <div> 2  </div>
<div>  </div> <p>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand card in excess of contracted weapons (round down).</p> <div> 2  / 4  </div>	<div>  </div> <p>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand card in excess of contracted weapons (round down).</p> <div> 1  / 3  </div>	<div>  </div> <p>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand card in excess of contracted weapons (round down).</p> <div> 1  / 3  </div>