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<div> <div>  </div> <div> <p>°If you draw a card at the end of your turn, also draw 1 from the discard pile.</p> </div> </div> <div> <div> <div>Workshop</div> <div>Workers</div> </div> <div> <div>2 ⚔ / 4 🍎</div> <div> <div>  </div> <div> <p>If a single player provides the most food, they may develop a business.</p> </div> </div> <div> <div> <div>67 1.5</div> <div>III</div> </div> </div> </div> </div>	<div> <div>  </div> <div> <p>°When contracted, for each other opened business you have, gain 2 gold.</p> </div> </div> <div> <div> <div>Circus</div> <div>Conquest</div> </div> <div> <div>3 ⚔ / 5 🍎</div> <div> <div>  </div> <div> <p>If contracted weapon icon count is twice the player count: +1 population and treasury +5 gold.</p> </div> </div> <div> <div> <div>68 1.5</div> <div>III</div> </div> </div> </div> </div>	<div> <div>  </div> <div> <p>°When you play an event, place it anywhere above the bottom event. °Obsoletes clubs.</p> </div> </div> <div> <div> <div>Smelter</div> <div>Conquest</div> </div> <div> <div>2 ⚔ / 3 🍎</div> <div> <div>  </div> <div> <p>If contracted weapon icon count is twice the player count: +1 population and treasury +5 gold.</p> </div> </div> <div> <div> <div>69 1.5</div> <div>III</div> </div> </div> </div> </div>
<div> <div>  </div> <div> <p>°Starting a business is a free action.</p> </div> </div> <div> <div> <div>Dairy Farm</div> <div>Bronze Wonder</div> </div> <div> <div>2 ⚔ / 3 🍎</div> <div> <div>  </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> </div> <div> <div> <div>70 1.5</div> <div>III</div> </div> </div> </div> </div>	<div> <div>  </div> <div> <p>°When opened, place 10g here. When the treasury runs out of money, pay unpaid contracts using this gold.</p> </div> </div> <div> <div> <div>Insurance</div> <div>Bronze Wonder</div> </div> <div> <div>2 ⚔ / 4 🍎</div> <div> <div>  </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> </div> <div> <div> <div>71 1.5</div> <div>III</div> </div> </div> </div> </div>	<div> <div>  </div> <div> <p>°After you develop, draw a card.</p> </div> </div> <div> <div> <div>Carpentry</div> <div>Bronze Wonder</div> </div> <div> <div>2 ⚔ / 3 🍎</div> <div> <div>  </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> </div> <div> <div> <div>72 1.5</div> <div>III</div> </div> </div> </div> </div>