

<div> </div> <p>°EOA (end of age): If you provide more happiness than anyone, gain 1 gold</p> <div> 1 </div>	<div> </div> <p>°When closed, pay another unpaid contract from the treasury.</p> <div> 1 </div>	<div> </div> <p>°When opened, gain 2 gold.</p> <div> 1 </div>
<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 1 / 1 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 0 / 0 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 0 / 0 </div>
<div> </div> <p>°EOA (end of age): gain gold until you have 3 gold.</p> <div> 1 </div>	<div> </div> <p>°After you play an event as an action, draw a card (before event resolution).</p> <div> 1 </div>	<div> </div> <p>°When you would resolve an event, you may choose not to. It still goes to the demand pile.</p> <div> 1 </div>
<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 1 / 2 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 1 / 1 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 1 / 2 </div>
<div> </div> <p>°No ability.</p> <div> 1 </div>	<div> </div> <p>°When closed, gain gold equal to the age.</p> <div> 1 </div>	<div> </div> <p>°Once per turn, you may examine the top card of any draw deck.</p> <div> 1 </div>
<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 0 / 0 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 1 / 2 </div>	<div> Rich Land </div> <div> </div> <p>If a single player provides the most food, they may play an event.</p> <div> 0 / 0 </div>