

<div> <div> <p><b>Bronze Wonder</b></p> <p>Players gain 1 gold per bronze they provide.</p> </div> <div> <p><b>Carpentry</b></p> <p> <p>°After you develop, draw a card.</p> </p></div> <div> <p><b>Conquest</b></p> <p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </p></div> <div> <p><b>Smelter</b></p> <p> <p>°When you play an event, place it anywhere above the bottom event.</p> <p>°Obsoletes clubs.</p> </p></div> <div> <p><b>Armory</b></p> <p> <p>°Obsoletes clubs.</p> </p></div> </div> <div> <div> <p>III</p> </div> <div> <p>2  / 3 </p> </div> <div> <p>0.17</p> </div> </div>	<div> <div> <p><b>Bronze Wonder</b></p> <p>Players gain 1 gold per bronze they provide.</p> </div> <div> <p><b>Bridge</b></p> <p> <p>°When you close a business, you may start another one as a free action.</p> </p></div> <div> <p><b>Conquest</b></p> <p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </p></div> <div> <p><b>Workshop</b></p> <p> <p>°If you would draw a card at the end of your turn, draw 2 instead.</p> </p></div> </div> <div> <div> <p>III</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>0.17</p> </div> </div>	<div> <div> <p><b>Bronze Tools</b></p> <p>Players providing bronze may develop a business using cards from the discard pile.</p> </div> <div> <p><b>Observatory</b></p> <p> <p>°Each turn, you may peek at any face-down card. If it's a contract, you may swap it for a card in your hand.</p> </p></div> <div> <p><b>Conquest</b></p> <p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </p></div> <div> <p><b>Barber</b></p> <p> <p>°EOA (end of age): gain 1 gold for each card in your hand.</p> </p></div> </div> <div> <div> <p>III</p> </div> <div> <p>1  / 3 </p> </div> <div> <p>0.17</p> </div> </div>
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