
































































<div>  <div> <div>0</div>  </div> </div> <p>°EOA (end of age): gain 1 gold for each happiness in the demand pile.</p> <div> <div>1</div>  </div> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°When you close this, you may start a business as a free action.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°If you resolve an event with happiness demand, gain 1 gold.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>
<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides gain 1 gold.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides gain 1 gold.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides gain 1 gold.</p> <div> <div>1</div>  </div>
<div>  <div> <div>0</div>  </div> </div> <p>°EOA (end of age): gain 1 gold.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°When opened: You may play an event as a free action.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°Obsolete by axes or swords.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>
<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides may discard a card.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides may discard a card.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides may discard a card.</p> <div> <div>1</div>  </div>
<div>  <div> <div>1</div>  </div> </div> <p>°When opening a business, pay 1 less gold.</p> <div> <div>1</div>  </div> <div> <div>2</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°EOA (end of age): look at the top card of the draw pile. If it demands science, reveal and draw it.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>°When you play an event, gain 1 gold.</p> <div> <div>1</div>  </div> <div> <div>2</div>  </div>
<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides may discard a card.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing hides may discard a card.</p> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>Players providing the most science: draw a card and then you may discard a card.</p> <div> <div>1</div>  </div>