

<div> </div> <div> </div> <div> <p>°EOA (end of age): gain 1 gold for each card in your hand.</p> </div> <div> <p>1 </p> </div>	<div> </div> <div> </div> <div> <p>°When opened, place 6g here. You may use this gold to open businesses.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> </div> <div> <p>°EOA (end of age): gain 1 gold for each other happiness you provide.</p> </div> <div> <p>1 </p> </div>
<div> </div> <div> <p>Players gain 1 gold from the treasury per bronze they provide.</p> </div> <div> <p>1  / 4 </p> </div>	<div> </div> <div> </div> <div> <p>°When opened, place 6g here. You may use this gold to open businesses.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> </div> <div> <p>°EOA (end of age): gain 1 gold for each other happiness you provide.</p> </div> <div> <p>1  / 3 </p> </div>
<div> </div> <div> </div> <div> <p>°When opened, gain 1 gold for each type of resource you provide.</p> </div> <div> <p>2  / 4 </p> </div>	<div> </div> <div> </div> <div> <p>°Each turn, you may reveal and discard 2 cards with the same demand to gain 5g.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> </div> <div> <p>°Obsoletes spears and clubs.</p> </div> <div> <p>5 </p> </div>
<div> </div> <div> </div> <div> <p>Players providing the most science (not zero): you may contract any business using the top card of the discard pile.</p> </div> <div> <p>2  / 4 </p> </div>	<div> </div> <div> </div> <div> <p>Each player gains 2 gold per science they provide.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> </div> <div> <p>Players providing the most science (not zero): Draw 2 cards from the discard pile.</p> </div> <div> <p>2  / 4 </p> </div>
<div> </div> <div> </div> <div> <p>°Each turn, take 1 gold from the treasury.</p> </div> <div> <p>0 </p> </div>	<div> </div> <div> </div> <div> <p>°Each turn, you may add one card underneath this business. Its contract is worth 1 additional gold per card underneath.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> </div> <div> <p>°When opened, gain one action for every 2 food you provide (including this). Passing has no effect this turn.</p> </div> <div> <p>5 </p> </div>
<div> </div> <div> </div> <div> <p>Players providing the most science (not zero): Draw 2 cards from the discard pile.</p> </div> <div> <p>2  / 4 </p> </div>	<div> </div> <div> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -2 gold for each demand icon in excess of contracted weapons. -1 population.</p> </div> <div> <p>1  / 3 </p> </div>	<div> </div> <div> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -2 gold for each demand icon in excess of contracted weapons. -1 population.</p> </div> <div> <p>2  / 4 </p> </div>