








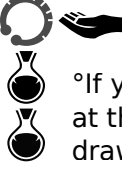








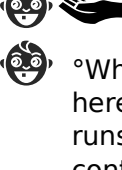





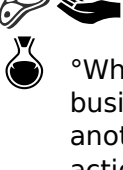




<div>  <p>°When you play an event, examine it, then place it anywhere above the bottom event. °Obsoletes clubs.</p> </div> <div> <p>2  / 3 </p> </div>	<div>  <p>°To open, you must first close an opened stone business. °Obsoletes clubs.</p> </div> <div> <p>1  / 3 </p> </div>	<div>  <p>°When contracted, pay the contract from the treasury. °Obsoletes clubs.</p> </div> <div> <p>1  / 2 </p> </div>
<div> <p>Barbarians II</p> <p>Treasury -1 gold for each demand or event card in excess of contracted weapons.</p> </div>	<div> <p>Barbarians II</p> <p>Treasury -1 gold for each demand or event card in excess of contracted weapons.</p> </div>	<div> <p>Conquest</p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </div>
<div>  <p>°If you would draw a card at the end of your turn, draw 2 instead.</p> </div> <div> <p>2  / 3 </p> </div>	<div>  <p>°EOA (end of age): gain 1 gold for each card in your hand.</p> </div> <div> <p>1  / 4 </p> </div>	<div>  <p>°Starting a business is a free action.</p> </div> <div> <p>2  / 3 </p> </div>
<div> <p>Conquest</p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </div>	<div> <p>Conquest</p> <p>If contracted weapon count exceeds demand card count: +1 population and treasury +6 gold.</p> </div>	<div> <p>Bronze Wonder</p> <p>Players gain 1 gold per bronze they provide.</p> </div>
<div>  <p>°When opened, place 10g here. When the treasury runs out of money, pay 1 contract using this gold.</p> </div> <div> <p>2  / 4 </p> </div>	<div>  <p>°Your draw limit is increased by 2. °When opened, draw a card.</p> </div> <div> <p>1  / 2 </p> </div>	<div>  <p>°When you close a business, you may start another one as a free action.</p> </div> <div> <p>1  / 2 </p> </div>
<div> <p>Bronze Wonder</p> <p>Players gain 1 gold per bronze they provide.</p> </div>	<div> <p>War</p> <p>Pay all unpaid weapon contracts as you would at the End of Age. They remain paid until End of Age.</p> </div>	<div> <p>Bronze Wonder</p> <p>Players gain 1 gold per bronze they provide.</p> </div>