

<div> </div> <div> <p>You may play one event per turn as a free action.</p> </div> <div> <p>1  / 3 </p> </div>	<div> </div> <div> <p>EOTA (end of the age): you may play one more action.</p> </div> <div> <p>1  / 3 </p> </div>	<div> </div> <div> <p>EOTA (end of the age): If you provide more food than anyone, gain 3g.</p> </div> <div> <p>1  / 2 </p> </div>
<div> </div> <div> <p>Players gain +2g per stone they provide.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>4 </p> </div>
<div> </div> <div> <p>For each business you have when this is opened (including this), gain 1g.</p> </div> <div> <p>1  / 2 </p> </div>	<div> </div> <div> <p>When opened, place 7g here. Gain 1 of these on each turn. When contracted, remove remaining gold.</p> </div> <div> <p>1  / 3 </p> </div>	<div> </div> <div> <p>You may treat one food provision as any resource for contracting purposes.</p> </div> <div> <p>2  / 4 </p> </div>
<div> </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div> <div> <p>3 </p> </div>
<div> </div> <div> <p>When you play an event, you may place it at the bottom of the current events instead.</p> </div> <div> <p>1  / 3 </p> </div>	<div> </div> <div> <p>You may return one contract to the demand pile on your turn.</p> </div> <div> <p>2  / 4 </p> </div>	<div> </div> <div> <p>You gain gold stolen by "Barbarians" events (after Mercenary).</p> </div> <div> <p>2  / 5 </p> </div>
<div> </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>II </p> </div>	<div> </div> <div> <p>Draw a card and add it to the demand pile.</p> </div> <div> <p>II </p> </div>	<div> </div> <div> <p>If total weapons provided exceeds demand card count by at least 3, +1 population and treasury +10g.</p> </div> <div> <p>II </p> </div>