

<div>Orchard</div> <div>EOA (end of age): you may take an extra turn.</div> <div>1 / 2</div>	<div>Tower</div> <div>EOA (end of age): pay this contract from the treasury. Your draw limit is increased by 1.</div> <div>1 / 2</div>	<div>Armory</div> <div>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by swords.</div> <div>1 / 2</div>
<div>Barbarians</div> <div>Treasury -1 gold for each demand card in excess of contracted weapons.</div> <div></div>	<div>Fertility</div> <div>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</div> <div></div>	<div>Fertility</div> <div>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</div> <div></div>
<div>Tavern</div> <div>EOA (end of age): If you provide more happiness than anyone, gain 2 gold.</div> <div>1</div>	<div>Farm</div> <div>You may trigger one event per turn as a free action.</div> <div>1</div>	<div>Bank</div> <div>When the treasury runs out, gain 2 gold.</div> <div>1</div>
<div>Conquest</div> <div>If contracted weapon count exceeds demand size: +1 population and treasury +4 gold.</div> <div></div>	<div>Stone Wonder</div> <div>Players gain 1 gold from the treasury per stone they provide.</div> <div></div>	<div>Stone Wonder</div> <div>Players gain 1 gold from the treasury per stone they provide.</div> <div></div>
<div>Laboratory</div> <div>When you trigger an event (before it resolves), draw a card. If it has science demand, reveal it and draw 1 more.</div> <div>1 / 3</div>	<div>Theater</div> <div>EOA (end of age): if contracted, gain 1 gold per bronze provided by players.</div> <div>2 / 3</div>	<div>Lumberyard</div> <div>On your turn, pay this contract from the treasury if it's unpaid. Obsoletes clubs.</div> <div>1 / 2</div>
<div>Stone Wonder</div> <div>Players gain 1 gold from the treasury per stone they provide.</div> <div></div>	<div>Breakthrough</div> <div>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</div> <div></div>	<div>Breakthrough</div> <div>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</div> <div></div>