








































 <p>°When closed, gain gold equal to the age minus 1.</p> <p>1 </p>	 <p>°When discarding development cards, you may play one of them as an event.</p> <p>1 </p>	 <p>°EOA (end of age): draw 3 cards from the discard pile. You may add one of them to demand. Put the rest on the bottom of discards.</p> <p>1 </p>
<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>0  / 0 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>
 <p>°When opened, you may put the bottom demand card as a contract on any business.</p> <p>1 </p>	 <p>°No ability.</p> <p>2 </p>	 <p>°When opened, you may put the bottom demand card as a contract on any business.</p> <p>1 </p>
<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 2 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>
 <p>°If you played an event as your action, you may play another event.</p> <p>1 </p>	 <p>°Obsolete by axes or swords.</p> <p>1 </p>	 <p>°When opened, you may put the bottom demand card as a contract on any business.</p> <p>1 </p>
<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>0  / 0 </p>	<p>Discovery</p> <p>If a single player provides the most science, they draw a card then discard.</p> <p>1  / 1 </p>
 <p>Pay all unpaid weapon contracts from the treasury.</p> <p>Treasury -1 gold for each demand icon in excess of contracted weapons.</p> <p>-1 population.</p> <p>1 </p>	 <p>°When closed, draw 1.</p> <p>1 </p>	 <p>°If you played an event as your action, you may play another event.</p> <p>1 </p>