
































































<div>  <div> <div>1.5</div> <div>  </div> </div> </div> <div> <p>If the demand pile is at least twice as big as the event pile, this contract is worth 2g. Otherwise, 1g.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>AAA (as an action): Discard a card from your hand and gain 1g.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>AAA (as an action): replace the bottom demand card with one in your hand. Obsoleted by swords.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>
<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>
<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>When discarding development cards, you may pay 1g to add one to the demand pile.</p> </div> <div> <div> <div>1</div> <div>  </div> <div>/</div> <div> <div>2</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>When you would draw, you may draw the top card of the discard pile instead. This ability ends after age III.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>Place 3g here. Whenever someone else opens a business, gain one of these. Obsoleted by swords.</p> </div> <div> <div> <div>1</div> <div>  </div> <div>/</div> <div> <div>2</div> <div>  </div> </div> </div> <div>0.13</div> </div>
<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>
<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>When you trigger an event as your action, before it resolves draw a card.</p> </div> <div> <div> <div>1</div> <div>  </div> <div>/</div> <div> <div>1</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>When opened: You may play an event as a free action.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>	<div>  <div> <div>1</div> <div>  </div> </div> </div> <div> <p>When you play an event, place it face-down.</p> </div> <div> <div> <div>0</div> <div>  </div> <div>/</div> <div> <div>0</div> <div>  </div> </div> </div> <div>0.13</div> </div>
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