








































































<div>   </div> <div>  °Obsoleted by swords. </div> <div> Spear Maker </div> <div> 1  / 2  </div>	<div>   </div> <div>  °You may develop with one card per turn as a free action. </div> <div> Masonry </div> <div> 1  / 3  </div>	<div>   </div> <div>  °If a business qualifies for a contract, you may place it on another business that provides as many resources. </div> <div> Inn </div> <div> 1  / 2  </div>
<div>  Players providing the most science: draw a card and then you may discard a card. </div> <div> Invention </div> <div> 1  / 2  </div>	<div>  Players providing the most science: draw a card and then you may discard a card. </div> <div> Invention </div> <div> 1  / 3  </div>	<div>  Players providing the most science: draw a card and then you may discard a card. </div> <div> Invention </div> <div> 1  / 2  </div>
<div>   </div> <div>  °AAA (as an action): replace the bottom demand card with one in your hand. °Obsoleted by swords. </div> <div> Whaler </div> <div> 1  / 2  </div>	<div>   </div> <div>  °No ability. </div> <div> Quarry </div> <div> 1  / 2  </div>	<div>   </div> <div>  °AAA (as an action): swap the top card of the demand pile with a card in the event queue. </div> <div> School </div> <div> 1  / 1  </div>
<div>  Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. </div> <div> Barbarians </div> <div> 1  / 2  </div>	<div>  Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. </div> <div> Barbarians </div> <div> 1  / 2  </div>	<div>  Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. </div> <div> Barbarians </div> <div> 1  / 1  </div>
<div>   </div> <div> °When contracted, you may close this and open a business from your hand. </div> <div> Trader </div> <div> 1  / 2  </div>	<div>   </div> <div>  °EOA (end of age): pay this contract from the treasury if it's unpaid. </div> <div> Tower </div> <div> 1  / 2  </div>	<div>   </div> <div>  °When the treasury runs out, gain 2 gold. </div> <div> Bank </div> <div> 1  / 2  </div>
<div>  Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. </div> <div> Barbarians </div> <div> 1  / 2  </div>	<div>  May play directly to demand pile. If there's no other food in the demand pile, +1 population. </div> <div> Fertility </div> <div> 1  / 2  </div>	<div>  May play directly to demand pile. If there's no other food in the demand pile, +1 population. </div> <div> Fertility </div> <div> 1  / 2  </div>