














































<div>  </div> <div> <p>You may develop once per turn as a free action.</p> </div> <div> <p>2 </p> </div> <div> <p>Quarry</p> </div>	<div>  </div> <div> <p>Before contracts are paid, take 2g from the treasury.</p> </div> <div> <p>2 </p> </div> <div> <p>Armory</p> </div>	<div>  </div> <div> <p>When the treasury runs out of money, you get 2g,</p> </div> <div> <p>2 </p> </div> <div> <p>Bank</p> </div>
<div> <p>0.7</p> </div> <div> <p>Players providing the most science (not zero): draw a card for each science you provide..</p> </div> <div> <p>2  5 </p> </div> <div> <p>Invention</p> </div>	<div> <p>0.7</p> </div> <div> <p>Players providing the most science (not zero): draw a card for each science you provide..</p> </div> <div> <p>1  4 </p> </div> <div> <p>Invention</p> </div>	<div> <p>0.7</p> </div> <div> <p>Treasury -1g for each barbarian in the demand pile.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Barbarians</p> </div>
<div>   </div> <div> <p>I</p> </div> <div> <p>When you start a business, you may open it immediately, discard Lodge, and return one of its contract cards.</p> </div> <div> <p>2 </p> </div> <div> <p>Lodge</p> </div>	<div>   </div> <div> <p>I</p> </div> <div> <p>When barbarians attack, add 1 to their number and gain 1g.</p> </div> <div> <p>2 </p> </div> <div> <p>Mercenary</p> </div>	<div>   </div> <div> <p>I</p> </div> <div> <p>If you draw a card with science demand, reveal it and gain 4g.</p> </div> <div> <p>2 </p> </div> <div> <p>Laboratory</p> </div>
<div> <p>0.7</p> </div> <div> <p>Treasury -1g for each barbarian in the demand pile.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Barbarians</p> </div>	<div> <p>0.7</p> </div> <div> <p>If there's no food in the demand pile, +1 population, otherwise -1 population.</p> </div> <div> <p>2  5 </p> </div> <div> <p>Scarcity</p> </div>	<div> <p>0.7</p> </div> <div> <p>If there's no food in the demand pile, +1 population, otherwise -1 population.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Scarcity</p> </div>
<div>  </div> <div> <p>I</p> </div> <div> <p>When opened, you may put a card from the demand pile as a contract on any business.</p> </div> <div> <p>2 </p> </div> <div> <p>Spear Maker</p> </div>	<div>   </div> <div> <p>I</p> </div> <div> <p>After starting a business, draw a card, then discard.</p> </div> <div> <p>2 </p> </div> <div> <p>Inventor</p> </div>	<div>  </div> <div> <p>I</p> </div> <div> <p>Whenever you play an event, gain 1g.</p> </div> <div> <p>2 </p> </div> <div> <p>Tower</p> </div>
<div>  </div> <div> <p>I</p> </div> <div> <p>Each player discards 1 business and returns one of its contract cards to the demand pile.</p> </div> <div> <p>1  3 </p> </div> <div> <p>Volcano</p> </div>	<div>   </div> <div> <p>I</p> </div> <div> <p>Players gain 1g per hide they provide.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Winter</p> </div>	<div>   </div> <div> <p>I</p> </div> <div> <p>Players gain +2g per stone they provide.</p> </div> <div> <p>1  3 </p> </div> <div> <p>Wonder</p> </div>