

<p>Current</p>	<p>I</p> <p>End of Age</p> <p>Tax = 0g +1g if no happiness in demand pile.</p>	<p>I</p> <p>End of Age</p> <p>Tax = 1g +1g if no happiness in demand pile.</p>
<p>II</p> <p>End of Age</p> <p>Tax = 2g +1g if no happiness in demand pile.</p>	<p>III</p> <p>End of Age</p> <p>Tax = 3g +1g if no happiness in demand pile.</p> <p>Reverse future events and place them under current.</p> <p>Players triggering an event no longer add a new one.</p> <p>Continue until event pile is gone. Then pay contracts.</p>	