

<div> </div> <div> <p>After starting a business, you may draw a card, then discard.</p> </div> <div> <p>4 </p> </div> <div> <p>1 / 3 </p> </div>	<div> </div> <div> <p>You may start one business per turn as a free action.</p> </div> <div> <p>2 </p> </div> <div> <p>1 / 3 </p> </div>	<div> </div> <div> <p>Your draw limit is increased by 2.</p> </div> <div> <p>3 </p> </div> <div> <p>2 / 5 </p> </div>
<div> </div> <div> <p>Treasury +5g</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Discard the oldest happiness demanded</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Players gain +3g per bronze they provide.</p> </div> <div> <p>0.9</p> </div>
<div> </div> <div> <p>When taking a contract, you may treat one happiness demand as any resource.</p> </div> <div> <p>2 </p> </div> <div> <p>1 / 2 </p> </div>	<div> </div> <div> <p>To open, you must first discard a weapon business and its contract. When opened, gain an extra action this turn.</p> </div> <div> <p>6 </p> </div> <div> <p>2 / 5 </p> </div>	<div> </div> <div> <p>When opened, you may add a card from your hand to the demand pile.</p> </div> <div> <p>4 </p> </div> <div> <p>2 / 5 </p> </div>
<div> </div> <div> <p>Players gain +3g per bronze they provide.</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Players providing cloth may sell a business and draw a card.</p> </div> <div> <p>0.9</p> </div>
<div> </div> <div> <p>Your contract payouts are increased by 1.</p> </div> <div> <p>3 </p> </div> <div> <p>2 / 6 </p> </div>	<div> </div> <div> <p>To open, you must also discard a food business and return its contract card to the demand pile.</p> </div> <div> <p>8 </p> </div> <div> <p>2 / 6 </p> </div>	<div> </div> <div> <p>When a hide, stone, or bronze is placed in the demand pile, gain 2g.</p> </div> <div> <p>5 </p> </div> <div> <p>1 / 4 </p> </div>
<div> </div> <div> <p>Players providing the most science (not zero): you may contract any business using the top card of the discard pile.</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Each player gains 2g per science they provide.</p> </div> <div> <p>0.9</p> </div>	<div> </div> <div> <p>Treasury -3g for each demand card in excess of total weapons provided.</p> </div> <div> <p>0.9</p> </div>