

	<div> </div> <div> <p>°Obsoletes clubs.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°If you draw a card at the end of your turn, also draw 1 from the discard pile.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> <p>°When contracted, for each other opened business you have, gain 2 gold.</p> </div> <div> <p>1 </p> </div>
<div> </div> <div> <p>Players providing the most food: (not zero): you may develop a business.</p> </div> <div> <p>1 / 3 </p> </div>	<div> </div> <div> <p>Players providing the most food: (not zero): you may develop a business.</p> </div> <div> <p>2 / 4 </p> </div>	<div> </div> <div> <p>Players providing the most food: (not zero): you may develop a business.</p> </div> <div> <p>3 / 5 </p> </div>	<div> </div> <div> <p>If contracted weapon count exceeds demand icons: +1 population, treasury +2 gold per player.</p> </div> <div> <p>3 / 5 </p> </div>
<div> </div> <div> <p>°When you play an event, place it anywhere above the bottom event.</p> </div> <div> <p>°Obsoletes clubs.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>°Starting a business is a free action.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°Starting a business is a free action.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°When opened, place 10g here. When the treasury runs out of money, pay unpaid contracts using this gold.</p> </div> <div> <p>2 </p> </div>
<div> </div> <div> <p>If contracted weapon count exceeds demand icons: +1 population, treasury +2 gold per player.</p> </div> <div> <p>2 / 3 </p> </div>	<div> </div> <div> <p>Players gain 1 gold from the treasury per bronze they provide.</p> </div> <div> <p>2 / 3 </p> </div>	<div> </div> <div> <p>Players gain 1 gold from the treasury per bronze they provide.</p> </div> <div> <p>2 / 3 </p> </div>	<div> </div> <div> <p>°When opened, place 10g here. When the treasury runs out of money, pay unpaid contracts using this gold.</p> </div> <div> <p>2 / 4 </p> </div>
<div> </div> <div> <p>°After you develop, draw a card.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°When you close a business, you may start another one as a free action.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°When you close a business, you may start another one as a free action.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>°Each turn, you may peek at any face-down card. If it's not a business, you may swap it for a card in your hand.</p> </div> <div> <p>3 </p> </div>
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