




























<div>   </div> <p>°EOA (end of age): pay this contract from the treasury if it's unpaid.</p>	<div>  <p>If a single player provides the most food, they may start a business.</p> </div>	<div>   </div> <p>°EOA (end of age): draw a card. °When this is opened, draw a card.</p>	<div>  <p>If contracted weapon icon count is twice the player count: +1 population and treasury +3 gold.</p> </div>	<div>   </div> <p>°AAA (as an action): swap the top card of the demand pile with a card in the event queue.</p>	<div>  <p>Players gain 1 gold per stone they provide.</p> </div>	<div>   </div> <p>°When the treasury runs out, gain 2 gold.</p>	<div>  <p>If a single player provides the most food, they may start a business.</p> </div>	<div>   </div> <p>°You may play one event per turn as a free action.</p>	<div>  <p>Players gain 1 gold per stone they provide.</p> </div>	<div>   </div> <p>°After starting a business, draw two cards then put one back underneath its draw pile.</p>	<div>  <p>Players gain 1 gold per stone they provide.</p> </div>	<div>   </div> <p>°EOA (end of age): earn 1 gold from a player who does not provide happiness. °Obsoleted by swords.</p>	<div>  <p>If contracted weapon icon count is twice the player count: +1 population and treasury +3 gold.</p> </div>	<div>   </div> <p>°Obsoleted by swords.</p>	<div>  <p>Players gain 1 gold per stone they provide.</p> </div>	<div>   </div> <p>°When you claim a contract, gain 1g. °Obsoleted by swords.</p>	<div>  <p>Players gain 1 gold per stone they provide.</p> </div>
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