














































 <p>EOTA (end of the age): you may take an extra turn.</p> <p>2 </p>	 <p>When opened, you may put the bottom demand card as a contract on any business. Obsoleted by rifles.</p> <p>2 </p>	 <p>When you trigger an event (before it resolves), you may draw a card and discard.</p> <p>2 </p>
<p>Scarcity</p> <p>Inn</p> <p>1  / 2 </p> <p>0.13</p> <p>If there is food in the demand pile, -1 population.</p>	<p>Raids</p> <p>Spear Maker</p> <p>1  / 2 </p> <p>0.13</p> <p>Each player discards 1 business and returns its contract card to the demand pile.</p>	<p>Winter Temple</p> <p>1  / 2 </p> <p>0.13</p> <p>Players gain 1g per hide they provide.</p>
 <p>0 </p> <p>After “Barbarians” events resolve, gain 2g from the treasury. Obsoleted by rifles.</p> <p>1  / 2 </p> <p>0.13</p>	 <p>2 </p> <p>EOTA (end of the age): draw a card. You may trigger one event per turn as a free action.</p> <p>1  / 2 </p> <p>0.13</p>	 <p>2 </p> <p>When science is added to the demand pile, gain 2g for each science demand already there.</p> <p>1  / 2 </p> <p>0.13</p>
<p>Wonder</p> <p>Mercenary</p> <p>1  / 2 </p> <p>0.13</p> <p>Players gain 2g per stone they provide.</p>	<p>Wonder</p> <p>Hay Maker</p> <p>1  / 2 </p> <p>0.13</p> <p>Players gain 2g per stone they provide.</p>	<p>Barbarians</p> <p>Laboratory</p> <p>1  / 2 </p> <p>0.13</p> <p>Treasury -1g for each demand card in excess of contracted weapons.</p>
 <p>2 </p> <p>EOTA (end of the age): If you provide more food than anyone, gain 2g.</p> <p>1  / 2 </p> <p>0.13</p>	 <p>3 </p> <p>For each other business you have when this is opened, gain 1g.</p> <p>1  / 2 </p> <p>0.13</p>	 <p>3 </p> <p>Each turn you may treat one food provision as any resource for contracting purposes.</p> <p>2  / 3 </p> <p>0.13</p>
<p>Barbarians</p> <p>Orchard</p> <p>1  / 2 </p> <p>0.13</p> <p>Treasury -1g for each demand card in excess of contracted weapons.</p>	<p>Breakthrough</p> <p>Trade Post</p> <p>1  / 2 </p> <p>0.13</p> <p>Players providing the most science (not zero): draw a card and you may place a card in the demand pile.</p>	<p>Breakthrough</p> <p>Market</p> <p>2  / 3 </p> <p>0.13</p> <p>Players providing the most science (not zero): draw a card and you may place a card in the demand pile.</p>