

















































<div>  </div> <div> <p>After you resolve an event, if there are any cards to draw, draw a card and discard.</p> </div> <div> <p>4 </p> </div> <div> <p>1  3 </p> </div> <div> <p>Golden Age</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  4 </p> </div> <div> <p>Modernization</p> </div>	<div>  </div> <div> <p>You always draw a card at the end of your turn.</p> </div> <div> <p>3 </p> </div> <div> <p>2  5 </p> </div> <div> <p>Wonder</p> </div>
<div>  </div> <div> <p>Treasury +6g</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>	<div>   </div> <div> <p>Players providing bronze may sell a business and draw a card.</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>	<div>   </div> <div> <p>Players gain +3g per bronze they provide.</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>
<div>  </div> <div> <p>When taking a contract, you may use one happiness demand in place of any other resource.</p> </div> <div> <p>2 </p> </div> <div> <p>1  4 </p> </div> <div> <p>Bard</p> </div>	<div>  </div> <div> <p>To open, you must first discard a stone business and return one of its contract cards to the demand pile.</p> </div> <div> <p>6 </p> </div> <div> <p>2  5 </p> </div> <div> <p>Castle</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  6 </p> </div> <div> <p>Butcher</p> </div>
<div>  </div> <div> <p>Players gain +3g per bronze they provide.</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>	<div>  </div> <div> <p>Discard the oldest happiness demanded</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>	<div>  </div> <div> <p>If there are 2 or more barbarians, treasury loses 1/3 its gold rounded down and civ -1 pop.</p> </div> <div> <p>0.7</p> </div> <div> <p>II</p> </div>
<div>  </div> <div> <p>Your contract payouts are increased by 1.</p> </div> <div> <p>2 </p> </div> <div> <p>2  7 </p> </div> <div> <p>Accountant</p> </div>	<div>  </div> <div> <p>To open, you must first discard a food business and return one of its contract cards to the demand pile.</p> </div> <div> <p>10 </p> </div> <div> <p>2  7 </p> </div> <div> <p>Grocer</p> </div>	<div>  </div> <div> <p>When a non-barbarian is added to the demand pile, gain 1g.</p> </div> <div> <p>6 </p> </div> <div> <p>1  5 </p> </div> <div> <p>Trader</p> </div>
<div>  </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>0.7</p> </div> <div> <p>III</p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>0.7</p> </div> <div> <p>III</p> </div>	<div>   </div> <div> <p>Treasury -3g for each barbarian in the demand pile.</p> </div> <div> <p>0.7</p> </div> <div> <p>III</p> </div>