

<div> </div> <p>°EOA (end of age): If you provide more happiness than anyone, gain 1 gold. °Obsolated by swords.</p> <div> </div> <div> 1 / 2 </div>	<div> </div> <p>°EOA (end of age): draw a card.</p> <div> </div> <div> 1 / 2 </div>	<div> </div> <p>°You may play one event per turn as a free action.</p> <div> </div> <div> 1 / 2 </div>
<div> </div> <p>If contracted weapon count exceeds demand icons: +1 population, treasury +1 gold +1 per player.</p> <div> </div> <div> 1.1 </div>	<div> </div> <p>If contracted weapon count exceeds demand icons: +1 population, treasury +1 gold +1 per player.</p> <div> </div> <div> 1.1 </div>	<div> </div> <p>Players providing stone gain 1 gold from the treasury.</p> <div> </div> <div> 1.1 </div>
<div> </div> <p>°Obsolated by swords.</p> <div> </div> <div> 1 / 3 </div>	<div> </div> <p>°Before playing an event, draw a card. If it has science demand, reveal it and draw 1 more.</p> <div> </div> <div> 1 / 3 </div>	<div> </div> <p>°When drawing at the end of your turn, draw 2 then put one of them back.</p> <div> </div> <div> 1 / 3 </div>
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<div> </div> <p>°When you claim a contract, gain 1g. °Obsolated by swords.</p> <div> </div> <div> 1 / 3 </div>	<div> </div> <p>°AAA (as an action): gain 2 gold from here. °When this is opened, place 10 gold on it. When discarded, discard the gold.</p> <div> </div> <div> 1 / 2 </div>	<div> </div> <p>°EOA (end of age): you may open businesses and take contracts (usual costs and restrictions apply).</p> <div> </div> <div> 1 / 2 </div>
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