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<div><div></div><div>Cafe</div></div> <div>°Take an extra turn after the turn in which you opened this.</div> <div><div>4</div><div></div></div>	<div><div></div><div>Arena</div></div> <div>°Each turn, gain 1 gold.</div> <div><div>2</div><div> / 4 </div></div>
<div><div></div><div>Quell</div></div> <div>Treasury +2 gold for each happiness icon in demand.</div> <div><div>IV</div><div>94 1.4</div></div>	<div><div></div><div>Golden Age</div></div> <div>Treasury +2 gold per player.</div> <div><div>IV</div><div>95 1.4</div></div>
<div><div></div><div>Uprising</div></div> <div>Deal the top two cards from the discard pile onto the demand pile.</div> <div><div>IV</div><div>93 1.4</div></div>	<div><div></div><div>Scriptorium</div></div> <div>°On your turn, you may turn the bottom demand card face-down. °Treat any one happiness demand as any resource.</div> <div><div>2</div><div> / 4 </div></div>
<div><div></div><div>Iron Wonder</div></div> <div>Players gain 2 gold per iron they provide.</div> <div><div>IV</div><div>91 1.4</div></div>	<div><div></div><div>Boom</div></div> <div>Open, uncontracted businesses earn their owners 2 gold each.</div> <div><div>3</div><div> / 4 </div></div>
<div><div></div><div>Pawn Shop</div></div> <div>°When a hide, stone, or bronze demand is placed face-up into the demand pile, gain 2 gold.</div> <div><div>1</div><div> / 3 </div></div>	<div><div></div><div>Academy</div></div> <div>°When opened, return the development cards to your hand.</div> <div><div>4</div><div></div></div>