






















































<div>  </div> <div> <p>EOTR (end of the round): draw 3 cards. Choose one to add to demand. Put the rest on the bottom of the deck(s).</p> </div> <div> <div>1 </div> <div>2 </div> </div> <div> Tanner </div>	<div>  </div> <div> <p>EOTR (end of the round): earn 1g from a player who does not produce food.</p> </div> <div> <div>1 </div> <div>0 </div> <div>1 </div> </div> <div> Bakery </div>	<div>  </div> <div> <p>On your turn, you may peek at one face-down business.</p> </div> <div> <div>1 </div> <div>0 </div> <div>1 </div> </div> <div> Mentor </div>
<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>
<div>  </div> <div> <p>You may play events after the current event pile is empty. Resolve the bottom future event instead.</p> </div> <div> <div>1 </div> <div>0 </div> <div>1 </div> </div> <div> Thug </div>	<div>  </div> <div> <p>When taking a contract, you may place it on another business which provides at least as many resources.</p> </div> <div> <div>1 </div> <div>1 </div> <div>2 </div> </div> <div> Council </div>	<div>  </div> <div> <p>AAA (as an action): gain 1g from Farm. Farm starts with 5g.</p> </div> <div> <div>1 </div> <div>1 </div> <div>2 </div> </div> <div> Farm </div>
<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>
<div>  </div> <div> <p>You may examine the top card of the draw deck.</p> </div> <div> <div>1 </div> <div>0 </div> <div>1 </div> </div> <div> Seer </div>	<div>  </div> <div> <p>Place 2g here. Whenever someone else opens a business, gain one of these.</p> </div> <div> <div>1 </div> <div>0 </div> <div>1 </div> </div> <div> Guard </div>	<div>  </div> <div> <p>You do not pay taxes. To play an event, pay 1g to treasury.</p> </div> <div> <div>1 </div> <div>1 </div> <div>2 </div> </div> <div> Gatherer </div>
<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Discovery </div>	<div>  </div> <div> <p>Treasury -1g for each barbarian in the demand pile.</p> </div> <div> <div>0.7</div> <div>1 </div> <div>0</div> </div> <div> Barbarians </div>