











































| | | |
|---|---|--|
| <div>Wonder Hay Maker</div> <div>  </div> <div> <p>EOTA (end of the age): draw a card. You may play one event per turn as a free action.</p> </div> <div> <p>1  / 2 </p> </div> | <div>Barbarians Laboratory</div> <div>  </div> <div> <p>When science is added to the demand pile, gain 3g for each science demand already there.</p> </div> <div> <p>1  / 2 </p> </div> | <div>Orchard</div> <div>  </div> <div> <p>EOTA (end of the age): If you provide more food than anyone, gain 2g.</p> </div> <div> <p>1  / 2 </p> </div> |
| <div>Wonder</div> <div>  </div> <div> <p>Players gain 2g per stone they provide.</p> </div> <div> <p>0.10</p> </div> | <div>Barbarians</div> <div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons contracted.</p> </div> <div> <p>0.10</p> </div> | <div>Barbarians</div> <div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons contracted.</p> </div> <div> <p>0.10</p> </div> |
| <div>Trade Post</div> <div>  </div> <div> <p>For each other business you have when this is opened, gain 1g.</p> </div> <div> <p>3 </p> </div> <div> <p>1  / 2 </p> </div> | <div>Market</div> <div>  </div> <div> <p>You may treat one food provision as any resource for contracting purposes.</p> </div> <div> <p>4 </p> </div> <div> <p>2  / 4 </p> </div> | <div>Bronze Mine</div> <div>  </div> <div> <p>When opened, place 7g here. Gain 1 of these on each turn. When this business is contracted, remove remaining gold.</p> </div> <div> <p>2 </p> </div> <div> <p>1  / 3 </p> </div> |
| <div>Breakthrough</div> <div>  </div> <div> <p>Players providing the most science (not zero): draw a card and you may place a card in the demand pile.</p> </div> <div> <p>0.10</p> </div> | <div>Breakthrough</div> <div>  </div> <div> <p>Players providing the most science (not zero): draw a card and you may place a card in the demand pile.</p> </div> <div> <p>0.10</p> </div> | <div>Barbarians</div> <div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons contracted.</p> </div> <div> <p>0.10</p> </div> |
| <div>Castle</div> <div>  </div> <div> <p>To open, must first discard a stone business and its contract. Obsolete after III.</p> </div> <div> <p>5 </p> </div> <div> <p>1  / 2 </p> </div> | <div>Knighthood</div> <div>  </div> <div> <p>When you play an event, you may place it under current events. Obsolete after III.</p> </div> <div> <p>3 </p> </div> <div> <p>1  / 2 </p> </div> | <div>Bladesmith</div> <div>  </div> <div> <p>You gain gold stolen by "Barbarians" events. Obsolete after III.</p> </div> <div> <p>2 </p> </div> <div> <p>1  / 2 </p> </div> |
| <div>Barbarians</div> <div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons contracted.</p> </div> <div> <p>0.10</p> </div> | <div>Scarcity</div> <div>  </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div> <div> <p>0.10</p> </div> | <div>Stimulus</div> <div>  </div> <div> <p>Draw a card and add it to the demand pile.</p> </div> <div> <p>0.10</p> </div> |