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<div>  <div>0</div> </div>	<div>  <div>0</div> </div>	<div>  <div>0</div> </div>
<div>  <div> <div>If the demand pile is at least twice the player count, this contract is worth 2. Otherwise, 1.</div> <div>1.5 </div> </div> </div> <div> <div>Discovery</div> <div>Mediator</div> </div> <div> <div>0  / 0 </div> <div>0.15</div> </div>	<div>  <div> <div>AAA (as an action): gain 2 gold from here. When this is opened, place 8 gold on it. When discarded, discard the gold.</div> <div>1 </div> </div> </div> <div> <div>Discovery</div> <div>Fruit Monger</div> </div> <div> <div>1  / 2 </div> <div>0.15</div> </div>	<div>  <div> <div>When opened: You may play an event as a free action.</div> <div>1 </div> </div> </div> <div> <div>Discovery</div> <div>Shoemaker</div> </div> <div> <div>0  / 0 </div> <div>0.15</div> </div>
<div>  <div>0</div> </div>	<div>  <div>0</div> </div>	<div>  <div>0</div> </div>
<div>  <div> <div>On your turn, you may peek at one face-down business.</div> <div>1 </div> </div> </div> <div> <div>Discovery</div> <div>Mentor</div> </div> <div> <div>0  / 0 </div> <div>0.15</div> </div>	<div>  <div> <div>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by axes and swords.</div> <div>1 </div> </div> </div> <div> <div>Discovery</div> <div>Warrior</div> </div> <div> <div>0  / 0 </div> <div>0.15</div> </div>	<div>  <div> <div>If you played an event as your action, you may play another event.</div> <div>1 </div> </div> </div> <div> <div>Discovery</div> <div>Hunter</div> </div> <div> <div>1  / 1 </div> <div>0.15</div> </div>
<div>  <div>0</div> </div>	<div>  <div>0</div> </div>	<div>  <div>0</div> </div>