

<div> </div> <div> </div> <p>°When you close a business, you may start another one as a free action.</p> <div> </div>	<div> </div> <div> </div> <p>°Each turn, you may peek at any top-most, face-down card. If it's not a business, you may swap it for a card in your hand.</p> <div> </div>	<div> </div> <div> </div> <p>°EOA (end of age): gain 1 gold for each card in your hand.</p> <div> </div>
<div> </div> <p>Players gain 1 gold per bronze they provide.</p> <div> </div>	<div> </div> <p>Players gain 1 gold per bronze they provide.</p> <div> </div>	<div> </div> <p>Players gain 1 gold per bronze they provide.</p> <div> </div>
<div> </div> <div> </div> <p>°When opened, place 6g here. You may use this gold to open businesses.</p> <div> </div>	<div> </div> <div> </div> <p>°EOA (end of age): gain 1 gold for each other happiness you provide.</p> <div> </div>	<div> </div> <div> </div> <p>°When opened, gain 1 gold for each type of resource you provide.</p> <div> </div>
<div> </div> <p>Players gain 1 gold per bronze they provide.</p> <div> </div>	<div> </div> <p>Players gain 1 gold per bronze they provide.</p> <div> </div>	<div> </div> <p>If a single player provides the most science, they may contract any business using the top card of the discard pile.</p> <div> </div>
<div> </div> <div> </div> <p>°Each turn, you may reveal and discard 2 cards with the same demand to gain 5g.</p> <div> </div>	<div> </div> <div> </div> <p>°No ability.</p> <div> </div>	<div> </div> <div> </div> <p>°Each turn, take 1 gold from the treasury.</p> <div> </div>
<div> </div> <p>Each player gains 2 gold per science they provide.</p> <div> </div>	<div> </div> <p>If a single player provides the most science (not zero), they may draw 2 cards from the discard pile.</p> <div> </div>	<div> </div> <p>If a single player provides the most science (not zero), they may draw 2 cards from the discard pile.</p> <div> </div>