

<div> </div> <p>°Each turn, you may add one card underneath this business. Its contract is worth 1 additional gold per card underneath.</p> <div> </div> <p>1 / 3 </p>	<div> </div> <p>Barbarians IV</p> <p>Pay unpaid axe and sword contracts. Treasury loses 4 gold per player, reduced by 1 per contracted axe or sword icon. Discard the bottom demand card.</p> <div> </div> <p>IV 82 1.4</p>	<div> </div> <p>°No ability.</p> <div> </div> <p>2 / 4 </p>	<div> </div> <p>Barbarians IV</p> <p>Pay unpaid axe and sword contracts. Treasury loses 4 gold per player, reduced by 1 per contracted axe or sword icon. Discard the bottom demand card.</p> <div> </div> <p>IV 85 1.4</p>	<div> </div> <p>°EOA (end of age): earn 2 gold from a player providing less happiness.</p> <div> </div> <p>2 / 4 </p>	<div> </div> <p>Conquest</p> <p>If contracted weapon count is twice the age: treasury +8 gold.</p> <div> </div> <p>IV 88 1.4</p>	<div> </div> <p>°When opened, gain one action for every 2 food you provide (including this). Passing has no effect this turn.</p> <div> </div> <p>2 / 4 </p>	<div> </div> <p>Barbarians IV</p> <p>Pay unpaid axe and sword contracts. Treasury loses 4 gold per player, reduced by 1 per contracted axe or sword icon. Discard the bottom demand card.</p> <div> </div> <p>IV 83 1.4</p>	<div> </div> <p>°No ability.</p> <div> </div> <p>2 / 5 </p>	<div> </div> <p>Festival</p> <p>Players gain 2 gold per food they provide.</p> <div> </div> <p>IV 86 1.4</p>	<div> </div> <p>°EOA (end of age): pay your biggest unpaid contract from the treasury.</p> <div> </div> <p>2 / 4 </p>	<div> </div> <p>Unemployment</p> <p>If a single player provides the most food, they may develop a business using cards from the discard pile.</p> <div> </div> <p>IV 89 1.4</p>	<div> </div> <p>°When opened, before discarding development cards, draw any two cards from the discard pile without looking at their faces.</p> <div> </div> <p>2 / 4 </p>	<div> </div> <p>Barbarians IV</p> <p>Pay unpaid axe and sword contracts. Treasury loses 4 gold per player, reduced by 1 per contracted axe or sword icon. Discard the bottom demand card.</p> <div> </div> <p>IV 84 1.4</p>	<div> </div> <p>°No ability.</p> <div> </div> <p>2 / 3 </p>	<div> </div> <p>Conquest</p> <p>If contracted weapon count is twice the age: treasury +8 gold.</p> <div> </div> <p>IV 87 1.4</p>	<div> </div> <p>°No ability.</p> <div> </div> <p>1 / 2 </p>	<div> </div> <p>Iron Wonder</p> <p>Players gain 2 gold per iron they provide.</p> <div> </div> <p>IV 90 1.4</p>
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