






















	<p>When opened: You may play an event as a free action.</p> <p>0  / 0 </p>		<p>On your turn, pay this contract from the treasury if it's unpaid. Obsolated by axes and swords.</p> <p>0  / 0 </p>		<p>When opening a business, pay 1 less gold.</p> <p>1  / 2 </p>
	<p>Players providing hides gain 1 gold.</p> <p>0</p>		<p>Players providing hides gain 1 gold.</p> <p>0</p>		<p>Players providing hides gain 1 gold.</p> <p>0</p>
	<p>On your turn, pay this contract from the treasury if it's unpaid. Obsolated by axes and swords.</p> <p>0  / 0 </p>		<p>When you trigger an event, gain 1 gold.</p> <p>1  / 2 </p>		<p>On your turn, pay this contract from the treasury if it's unpaid. Obsolated by swords.</p> <p>1  / 2 </p>
	<p>Players providing hides gain 1 gold.</p> <p>0</p>		<p>Players providing the most science: draw a card and then you may discard a card.</p> <p>0</p>		<p>Players providing the most science: draw a card and then you may discard a card.</p> <p>0</p>
	<p>You may develop once per turn as a free action.</p> <p>2  / 3 </p>		<p>When opened, you may put the bottom demand card as a contract on any business. Obsolated by swords.</p> <p>2  / 3 </p>		<p>When opened, you may put the bottom demand card as a contract on any business. Obsolated by swords.</p> <p>2  / 3 </p>
	<p>Players providing the most science: draw a card and then you may discard a card.</p> <p>0</p>		<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0</p>		<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0</p>
	<p>Players providing the most science: draw a card and then you may discard a card.</p> <p>0</p>		<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0</p>		<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0</p>