



















































<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>  </div> <div> <p>When science is added to the demand pile, gain 2g for each science demand already there.</p> </div> <div> <p>1  / 2 </p> </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>  </div> <div> <p>Players gain 2g per stone they provide.</p> </div> <div> <p>0.12</p> </div>	<div>  </div> <div> <p>Treasury -1g for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.12</p> </div>	<div>  </div> <div> <p>Treasury -1g for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.12</p> </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>    </div> <div> <p>Each turn you may treat one food provision as any resource for contracting purposes.</p> </div> <div> <p>4 </p> </div> <div> <p>2  / 3 </p> </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>  </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>0.12</p> </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>0.12</p> </div>	<div>  </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.12</p> </div>
<div>   </div> <div> <p>To open, you must first discard a stone business and return its contract to the demand pile.</p> </div> <div> <p>5 </p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>When you play an event, you may place it under the top event. You may examine it before deciding.</p> </div> <div> <p>3 </p> </div> <div> <p>1  / 2 </p> </div>	<div>   </div> <div> <p>You gain 1/2 the gold stolen by "Barbarians" events (round down).</p> </div> <div> <p>2 </p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.12</p> </div>	<div>  </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>0.12</p> </div>	<div>  </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div> <div> <p>0.12</p> </div>