

<div>Trade Post</div> <div> </div> <div> <p>Each turn you may treat one food provision as any resource for contracting purposes.</p> </div> <div> <p>1  / 3 </p> </div>	<div>Fort</div> <div> </div> <div> <p>To open, you must first discard a stone business and return its contract to the top of the demand. Obsoletes clubs.</p> </div> <div> <p>1  / 3 </p> </div>	<div>Smelter</div> <div> </div> <div> <p>When you play an event, examine it, then place it anywhere above the bottom event. Obsoletes clubs.</p> </div> <div> <p>2  / 3 </p> </div>
<div>Breakthrough</div> <div> </div> <div> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> </div> <div> <p>0.15</p> </div>	<div>Barbarians 2</div> <div> </div> <div> <p>Treasury -2 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div>	<div>Barbarians</div> <div> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div>
<div>Temple</div> <div> </div> <div> <p>When opened, draw a card. Your draw limit is increased by 2.</p> </div> <div> <p>2 </p> </div>	<div>Workshop</div> <div> </div> <div> <p>If you would draw a card at the end of your turn, draw 2 instead.</p> </div> <div> <p>3 </p> </div>	<div>Raiders</div> <div> </div> <div> <p>On your turn, pay this contract from the treasury if it's unpaid. Obsoletes clubs.</p> </div> <div> <p>2 </p> </div>
<div>Barbarians 2</div> <div> </div> <div> <p>Treasury -2 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div>	<div>Fertility</div> <div> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0.15</p> </div>	<div>Conquest</div> <div> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6 gold.</p> </div> <div> <p>0.15</p> </div>
<div>Lounge</div> <div> </div> <div> <p>When contracted, for each other business you have, gain 2 gold.</p> </div> <div> <p>1 </p> </div>	<div>Dairy Farm</div> <div> </div> <div> <p>Starting a business is a free action.</p> </div> <div> <p>3 </p> </div>	<div>Insurance</div> <div> </div> <div> <p>When opened, place 10g here. When treasury runs out of money, pay 1 contract using this gold.</p> </div> <div> <p>0 </p> </div>
<div>Conquest</div> <div> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6 gold.</p> </div> <div> <p>0.15</p> </div>	<div>Bronze Wonder</div> <div> </div> <div> <p>Players gain 1 gold from the treasury per bronze they provide.</p> </div> <div> <p>0.15</p> </div>	<div>Bronze Wonder</div> <div> </div> <div> <p>Players gain 1 gold from the treasury per bronze they provide.</p> </div> <div> <p>0.15</p> </div>