

<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card(s) face-down on bus.</p> <p>Event: card face-up on event pile resolve bottom event</p> <p>Sell: discard business if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div>  hides (3/P)  clubs </div> <div>  stone (6)  spears </div> <div>  bronze (6)  swords </div> <div>  cloth (6)  rifles </div> </div>	<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card(s) face-down on bus.</p> <p>Event: card face-up on event pile resolve bottom event</p> <p>Sell: discard business if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div>  hides (3/P)  clubs </div> <div>  stone (6)  spears </div> <div>  bronze (6)  swords </div> <div>  cloth (6)  rifles </div> </div>	<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card(s) face-down on bus.</p> <p>Event: card face-up on event pile resolve bottom event</p> <p>Sell: discard business if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div>  hides (3/P)  clubs </div> <div>  stone (6)  spears </div> <div>  bronze (6)  swords </div> <div>  cloth (6)  rifles </div> </div>
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