



You may develop once per turn as a free action.



Before contracts are paid, take 2g from the treasury.



When the treasury runs out of money, you get 2g,



## Quarry

2

5

## Armory

1

4

## Bank

1

4

## Invention

Players providing the most science (not zero): draw a card for each science they provide.

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## Barbarians

Treasury -1g for each barbarian in the demand pile.



2



2

When you start a business, you may open it immediately, discard Lodge, and return one of its contract cards.

When "Barbarians" events resolve, add 1 to their number and gain 2g from their spoils.

If you draw a card with science demand, reveal it and gain 4g.

## Lodge

1

4

## Mercenary

2

5

## Laboratory

1

4

## Barbarians

Treasury -1g for each barbarian in the demand pile.

## Scarcity

If there's no food in the demand pile, +1 population, otherwise -1 population.

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2



2

When opened, you may put a card from the demand pile as a contract on any business.

After starting a business, you may draw a card, then discard.

Whenever you play an event, gain 1g.

## Spear Maker

1

3

## Inventor

1

4

## Tower

1

3

## Volcano

Each player discards 1 business and returns one of its contract cards to the demand pile.

## Winter

Players gain 1g per hide they provide.

## Wonder

Players gain +2g per stone they provide.



1



1



1