



2



2



2



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

0.7

Invention

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

Invention

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

1



4



Bank

0.7

Barbarians

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

1



4



0.7



1

2



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

When barbarians attack, add 1 to their number and gain 1g.



1

2



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

1

2



Lodge

1



4



Mercenary

0.7

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.

2



5



Laboratory

0.7

Scarcity

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

1



4



0.7



1

2



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

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



1

2



Whenever you play an event, gain 1g.

1

2



Spear Maker

1



3



Inventor

0.7

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.

1



4



Tower

0.7

Wonder

Players gain +2g per stone they provide.

1



3



0.7



1



1

1