














































| | | |
|---|---|---|
| <div>  </div> <div> <p>You may play one event per turn as a free action.</p> </div> <div> <p>3 </p> </div> <div> <p>Hay Maker</p> </div> | <div>  </div> <div> <p>EOTR (end of the round): play one more action.</p> </div> <div> <p>2 </p> </div> <div> <p>Spearman</p> </div> | <div>  </div> <div> <p>EOTR (end of the round): If you provide more food than anyone, gain 2g.</p> </div> <div> <p>3 </p> </div> <div> <p>Fruit Stand</p> </div> |
| <div>  </div> <div> <p>Players gain +2g per stone they provide.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Wonder</p> </div> | <div>  </div> <div> <p>Treasury -2g for each barbarian in the demand pile.</p> </div> <div> <p>1  3 </p> </div> <div> <p>Barbarians</p> </div> | <div>  </div> <div> <p>Treasury -2g for each barbarian in the demand pile.</p> </div> <div> <p>1  3 </p> </div> <div> <p>Barbarians</p> </div> |
| <div>  </div> <div> <p>For each business you have when this is opened (including this), gain 1g.</p> </div> <div> <p>4 </p> </div> <div> <p>Trade Post</p> </div> | <div>  </div> <div> <p>Gain 1g at the beginning of your turn unless Bronze Mine has a contract.</p> </div> <div> <p>3 </p> </div> <div> <p>Bronze Mine</p> </div> | <div>  </div> <div> <p>On your turn, you may treat Market's good or happiness provisions as any resource for contracting purposes.</p> </div> <div> <p>5 </p> </div> <div> <p>Market</p> </div> |
| <div>  </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Breakthrough</p> </div> | <div>  </div> <div> <p>Treasury -2g for each barbarian in the demand pile.</p> </div> <div> <p>1  4 </p> </div> <div> <p>Barbarians</p> </div> | <div>  </div> <div> <p>If there's no food in the demand pile, +1 population, otherwise -1 population.</p> </div> <div> <p>2  6 </p> </div> <div> <p>Scarcity</p> </div> |
| <div>  </div> <div> <p>When you play an event, you may place it at the bottom of the future events instead.</p> </div> <div> <p>5 </p> </div> <div> <p>Knight</p> </div> | <div>  </div> <div> <p>Other players must pay you 3-2-1g to close a business (2p-3p-4p).</p> </div> <div> <p>2 </p> </div> <div> <p>Union</p> </div> | <div>  </div> <div> <p>You gain gold stolen by Barbarian events.</p> </div> <div> <p>3 </p> </div> <div> <p>Sword Maker</p> </div> |
| <div>  </div> <div> <p>Players providing the most science (not zero): draw a card and place a card in the demand pile.</p> </div> <div> <p>1  3 </p> </div> <div> <p>Breakthrough</p> </div> | <div>  </div> <div> <p>Draw a card and add it to the demand pile.</p> </div> <div> <p>2  5 </p> </div> <div> <p>Stimulus</p> </div> | <div>  </div> <div> <p>Treasury -2g for each barbarian in the demand pile.</p> </div> <div> <p>2  3 </p> </div> <div> <p>Barbarians</p> </div> |