

Demand ->

## I

End of Age abilities.

Contracts:  
If treasury>0, pay biggest  
unpaid contract of each player.  
Repeat.  
Collect from contracts.

Tax: 1 gold/player.  
Pop tax: demand+contracts.

## II

End of Age abilities.

Contracts:  
If treasury>0, pay biggest  
unpaid contract of each player.  
Repeat.  
Collect from contracts.

Tax: 2 gold/player.  
Pop tax: demand+contracts.

## III

End of Age abilities.

Contracts:  
If treasury>0, pay biggest  
unpaid contract of each player.  
Repeat.  
Collect from contracts.

Tax: 3 gold/player.  
Pop tax: demand+contracts.

## IV

End of Age abilities.

Contracts:  
If treasury>0, pay biggest  
unpaid contract of each player.  
Repeat.  
Collect from contracts.

Tax: 4 gold/player.  
Pop tax: demand+contracts.

Players who pass still trigger bottom  
event in the queue. Continue until  
event queue is gone. Each other  
player takes one more turn.

EOA abilities, pay contracts, no tax.