














































<div>  </div> <div> <p>°EOA (end of age): draw 3 cards from the discard pile. You may add one of them to demand. Put the rest on the bottom of discards.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>°When this business is closed, you may return any unpaid contract to top of the demand pile.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>°When closed, gain gold equal to the age.</p> </div> <div> <p>1 </p> </div>
<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>1  / 1 </p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>1  / 1 </p> </div>
<div>  </div> <div> <p>°When opened, you may put the bottom demand card as a contract on any business.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>°No ability.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>°AAA (as an action): discard a card from your hand and gain 1 gold.</p> </div> <div> <p>1 </p> </div>
<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>1  / 1 </p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>0  / 0 </p> </div>
<div>  </div> <div> <p>°If you played an event as your action, you may play another event.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>°Obsolete by axes or swords.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>°When closed, draw 1.</p> </div> <div> <p>1 </p> </div>
<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>1  / 1 </p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): Draw a card then discard.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div>