




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