































<div>  </div> <div> <p>°EOA (end of age): look at the top 2 cards of the draw pile. Reveal and draw any that demand science.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°When you play an event, gain 1 gold.</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>°Your tax each age is 1 gold.</p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>Players providing hides may discard a card.</p> </div> <div> <p>I 37 1.5</p> </div>	<div>  </div> <div> <p>If a single player provides the most science, they draw a card and then may discard a card.</p> </div> <div> <p>II 38 1.5</p> </div>	<div>  </div> <div> <p>If a single player provides the most science, they draw a card and then may discard a card.</p> </div> <div> <p>II 39 1.5</p> </div>
<div>  </div> <div> <p>°You may develop with one card per turn as a free action.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>°AAA (as an action): replace the bottom demand card with one in your hand. °Obsolete by swords.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>°No ability.</p> </div> <div> <p>3 </p> </div>
<div>  </div> <div> <p>If a single player provides the most science, they draw a card and then may discard a card.</p> </div> <div> <p>II 40 1.5</p> </div>	<div>  </div> <div> <p>If a single player provides the most science, they draw a card and then may discard a card.</p> </div> <div> <p>II 41 1.5</p> </div>	<div>  </div> <div> <p>Pay unpaid weapon contracts. Treasury loses 2 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> </div> <div> <p>II 42 1.5</p> </div>
<div>  </div> <div> <p>°If a business qualifies for a contract, you may place it on another business that provides as many resources.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>°Before playing an event, draw a card. If it demands science, reveal it and draw 1 more.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>°When contracted, you may close this and open a business from your hand.</p> </div> <div> <p>1 </p> </div>
<div>  </div> <div> <p>Pay unpaid weapon contracts. Treasury loses 2 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> </div> <div> <p>II 43 1.5</p> </div>	<div>  </div> <div> <p>Pay unpaid weapon contracts. Treasury loses 2 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> </div> <div> <p>II 44 1.5</p> </div>	<div>  </div> <div> <p>Pay unpaid weapon contracts. Treasury loses 2 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> </div> <div> <p>II 45 1.5</p> </div>