

<p><b>Actions</b> (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: place card(s) onto business.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Free actions: open, close, contract.</p> <div>  food (4/age)  provides </div> <div>  science (4/age)  cards </div> <div>  happiness (4/age)  gold </div> <div>  hides (11) I  clubs </div> <div>  stone (8) II  spears </div> <div>  bronze (8) III  axes </div> <div>  iron (8) IV  swords </div>	<p><b>Actions</b> (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: place card(s) onto business.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Free actions: open, close, contract.</p> <div>  food (4/age)  provides </div> <div>  science (4/age)  cards </div> <div>  happiness (4/age)  gold </div> <div>  hides (11) I  clubs </div> <div>  stone (8) II  spears </div> <div>  bronze (8) III  axes </div> <div>  iron (8) IV  swords </div>	<p><b>Actions</b> (pick one)</p> <p>Start Business: play card face-down</p> <p>Develop: place card(s) onto business.</p> <p>Play Event: onto top of event queue. Move bottom event onto demand pile and resolve it.</p> <p>Pass: trigger event with drawn card.</p> <p>Free actions: open, close, contract.</p> <div>  food (4/age)  provides </div> <div>  science (4/age)  cards </div> <div>  happiness (4/age)  gold </div> <div>  hides (11) I  clubs </div> <div>  stone (8) II  spears </div> <div>  bronze (8) III  axes </div> <div>  iron (8) IV  swords </div>
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