

<div data-bbox="160 65 402 128" data-label="Section-Header"><h1>Current</h1></div>	<div data-bbox="737 65 777 138" data-label="Section-Header"><h2>I</h2></div> <div data-bbox="540 155 829 189" data-label="Text"><p>End of Age abilities.</p></div> <div data-bbox="540 228 664 262" data-label="Text"><p>Payouts.</p></div> <div data-bbox="540 302 925 371" data-label="Text"><p>Tax = 0g +1g if no happiness in demand pile.</p></div>	<div data-bbox="1219 65 1248 128" data-label="Section-Header"><h2>I</h2></div> <div data-bbox="1016 155 1305 189" data-label="Text"><p>End of Age abilities.</p></div> <div data-bbox="1016 228 1140 262" data-label="Text"><p>Payouts.</p></div> <div data-bbox="1016 302 1401 371" data-label="Text"><p>Tax = 1g +1g if no happiness in demand pile.</p></div>
<div data-bbox="254 722 308 785" data-label="Section-Header"><h2>II</h2></div> <div data-bbox="64 814 354 848" data-label="Text"><p>End of Age abilities.</p></div> <div data-bbox="64 888 188 921" data-label="Text"><p>Payouts.</p></div> <div data-bbox="64 961 449 1031" data-label="Text"><p>Tax = 2g +1g if no happiness in demand pile.</p></div>	<div data-bbox="719 722 797 785" data-label="Section-Header"><h2>III</h2></div> <div data-bbox="540 814 829 848" data-label="Text"><p>End of Age abilities.</p></div> <div data-bbox="540 888 664 921" data-label="Text"><p>Payouts.</p></div> <div data-bbox="540 961 925 1031" data-label="Text"><p>Tax = 3g +1g if no happiness in demand pile.</p></div> <div data-bbox="540 1071 938 1140" data-label="Text"><p>Players triggering an event needn't add a new one.</p></div> <div data-bbox="540 1180 932 1287" data-label="Text"><p>Continue until event pile is gone. EOTA abilities and pay contracts.</p></div>	