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| <h3>Actions</h3> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile<br/>resolve current event</p> <p>Sell: discard business<br/>if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div> <div>II  hides (3/P)</div> <div>I  stone (6)</div> <div>II  bronze (6)</div> <div>III  cloth (6)</div> </div> <div> <div> clubs</div> <div> spears</div> <div> swords</div> <div> rifles</div> </div> </div> | <h3>Actions</h3> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile<br/>resolve current event</p> <p>Sell: discard business<br/>if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div> <div>II  hides (3/P)</div> <div>I  stone (6)</div> <div>II  bronze (6)</div> <div>III  cloth (6)</div> </div> <div> <div> clubs</div> <div> spears</div> <div> swords</div> <div> rifles</div> </div> </div> | <h3>Actions</h3> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile<br/>resolve current event</p> <p>Sell: discard business<br/>if contract, discard it and +1g</p> <p>Not actions: open business, contract</p> <div>  science (2/A)  food (2/A) </div> <div>  happiness (2/A) </div> <div> <div> <div>II  hides (3/P)</div> <div>I  stone (6)</div> <div>II  bronze (6)</div> <div>III  cloth (6)</div> </div> <div> <div> clubs</div> <div> spears</div> <div> swords</div> <div> rifles</div> </div> </div> |
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