























































<div>  </div> <div> <p>°When closed, draw 1.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°EOA (end of age): earn 1 gold from a player who does not provide happiness.</p> </div> <div> <p>1  / 1 </p> </div>
<div>  </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>
<div>  </div> <div> <p>°When closed, pay another contract from the treasury.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°When discarding development cards, you may pay 1 gold to add one to demand.</p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>
<div>  </div> <div> <p>°You may draw from the discard pile. This ability ends after age III.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>°After you play an event as your action, draw a card.</p> </div> <div> <p>1  / 1 </p> </div>
<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>