
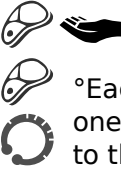
























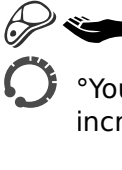












<div></div> <div>Barbarians III</div> <div>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand icon in excess of contracted weapons (round down). -1 population.</div> <div>III</div>	<div></div> <div>Bazaar</div> <div>°Each turn, you may add one card from your hand to the top of the demand pile face-up.</div> <div>2  / 4 </div> <div>1.1</div>	<div></div> <div>Trade Post</div> <div>°When claiming a contract, you may treat one happiness, food, or science provision as any resource.</div> <div>1  / 3 </div>	<div></div> <div>Breakthrough</div> <div>If a single player provides the most science, they draw a card for each science they provide, then return all but one to the bottom of its draw pile(s).</div> <div>III</div>	<div></div> <div>Stone Wonder</div> <div>Players providing stone gain 1 gold from the treasury.</div> <div>1  / 2 </div> <div>1.1</div>	<div></div> <div>Religion</div> <div>°Your tax each age is 1 gold.</div> <div>1 </div>
<div></div> <div>Barbarians III</div> <div>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand icon in excess of contracted weapons (round down). -1 population.</div> <div>III</div>	<div></div> <div>Fort</div> <div>°To open, you must first close an opened stone business. °Obsoletes clubs.</div> <div>1  / 3 </div> <div>1.1</div>	<div></div> <div>Bronze Mine</div> <div>°Once per turn, you may discard a card to gain 1 gold.</div> <div>1  / 3 </div>	<div></div> <div>Breakthrough</div> <div>If a single player provides the most science, they draw a card for each science they provide, then return all but one to the bottom of its draw pile(s).</div> <div>III</div>	<div></div> <div>Breakthrough</div> <div>If a single player provides the most science, they draw a card for each science they provide, then return all but one to the bottom of its draw pile(s).</div> <div>III</div>	<div></div> <div>Jeweler</div> <div>°EOA (end of age): gain 1 gold per bronze provided by players.</div> <div>2  / 3 </div> <div>1.1</div>
<div></div> <div>Barbarians III</div> <div>Pay unpaid weapon contracts from the treasury. Treasury -1.5 gold for each demand icon in excess of contracted weapons (round down). -1 population.</div> <div>III</div>	<div></div> <div>Storeroom</div> <div>°Your draw limit is increased by 2.</div> <div>1  / 3 </div> <div>1.1</div>	<div></div> <div>Library</div> <div>°After starting a business, draw two cards then put one back.</div> <div>2  / 3 </div>	<div></div> <div>Breakthrough</div> <div>If a single player provides the most science, they draw a card for each science they provide, then return all but one to the bottom of its draw pile(s).</div> <div>III</div>	<div></div> <div>Breakthrough</div> <div>If a single player provides the most science, they draw a card for each science they provide, then return all but one to the bottom of its draw pile(s).</div> <div>III</div>	<div></div> <div>Lumberyard</div> <div>°Obsoletes clubs.</div> <div>1  / 2 </div> <div>1.1</div>