

Demand ->

I

End of Age abilities.

If treasury>0, players pay
biggest unpaid contract.
Repeat
Collect from contracts.

Tax: 1 gold/player.
Pop tax: demand+contracts.

II

End of Age abilities.

If treasury>0, players pay
biggest unpaid contract.
Repeat
Collect from contracts.

Tax: 2 gold/player.
Pop tax: demand+contracts.

III

End of Age abilities.

If treasury>0, players pay
biggest unpaid contract.
Repeat
Collect from contracts.

Tax: 3 gold/player.
Pop tax: demand+contracts.

IV

End of Age abilities.

If treasury>0, players pay
biggest unpaid contract.
Repeat
Collect from contracts.

Tax: 4 gold/player.
Pop tax: demand+contracts.

Players who pass still trigger bottom
event. Continue until event pile is
gone. Each other player takes one
more turn.

EOA abilities, pay contracts, no tax.