

<div> </div> <div> <p>When opened, you may draw a card. If you do, add a card to the demand pile.</p> </div> <div> <p>4 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Theater</p> </div>	<div> </div> <div> <p>When opened, gain 1g for each type of resource you provide.</p> </div> <div> <p>4 </p> </div> <div> <p>Innovation</p> </div> <div> <p>Clothier</p> </div>	<div> </div> <div> <p>To open, you must first discard a food business and return its contract to the demand pile.</p> </div> <div> <p>7 </p> </div> <div> <p>Awards</p> </div> <div> <p>Grocer</p> </div>
<div> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div> <div> <p>2 / 3 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Barbarians 2</p> </div>	<div> </div> <div> <p>Players providing the most science (not zero): you may contract any business using the top card of the discard pile.</p> </div> <div> <p>2 / 4 </p> </div> <div> <p>Innovation</p> </div> <div> <p>Clothier</p> </div>	<div> </div> <div> <p>Each player gains 3g per science they provide.</p> </div> <div> <p>2 / 4 </p> </div> <div> <p>Awards</p> </div> <div> <p>Grocer</p> </div>
<div> </div> <div> <p>When a hide, stone, or bronze is placed in the demand pile, gain 2g. Obsoletes spears.</p> </div> <div> <p>5 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Pawn Shop</p> </div>	<div> </div> <div> <p>On each turn, you may add one card to the demand pile from your hand.</p> </div> <div> <p>6 </p> </div> <div> <p>Cotton Mill</p> </div> <div> <p>Clothier</p> </div>	<div> </div> <div> <p>When drawing at the end of your turn, you may draw the bottom card of the demand pile.</p> </div> <div> <p>5 </p> </div> <div> <p>Monastery</p> </div> <div> <p>Grocer</p> </div>
<div> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div> <div> <p>1 / 3 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Barbarians 2</p> </div>	<div> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div> <div> <p>1 / 3 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Cotton Mill</p> </div>	<div> </div> <div> <p>Players gain 3g per food they provide.</p> </div> <div> <p>2 / 4 </p> </div> <div> <p>Festival</p> </div> <div> <p>Monastery</p> </div>
<div> </div> <div> <p>Your contract payouts are increased by 1.</p> </div> <div> <p>2 </p> </div> <div> <p>Conquest</p> </div> <div> <p>Accountant</p> </div>	<div> </div> <div> <p>When opened, play one free action for every two food you provide (including Cafe).</p> </div> <div> <p>6 </p> </div> <div> <p>Cafe</p> </div> <div> <p>Clothier</p> </div>	<div> </div> <div> <p>EOTA (end of the age): pay Gunsmith's contract from the treasury as during payouts. Skip it during payouts. Obsoletes spears.</p> </div> <div> <p>4 </p> </div> <div> <p>Gunsmith</p> </div> <div> <p>Monastery</p> </div>
<div> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6g.</p> </div> <div> <p>2 / 5 </p> </div> <div> <p>Conquest</p> </div> <div> <p>Accountant</p> </div>	<div> </div> <div> <p>Treasury +8g</p> </div> <div> <p>2 / 4 </p> </div> <div> <p>Golden Age</p> </div> <div> <p>Clothier</p> </div>	<div> </div> <div> <p>Players gain 3g per cloth they provide.</p> </div> <div> <p>2 / 4 </p> </div> <div> <p>Fashion</p> </div> <div> <p>Monastery</p> </div>