











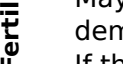


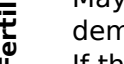


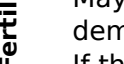














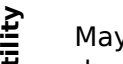


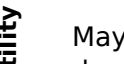


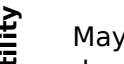














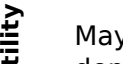


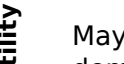


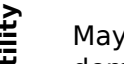




<div>  <div> <div>1</div>  </div> </div> <p>EOA (end of age): earn 1 gold from a player who does not provide happiness.</p> <div> <div>1</div>  </div> <div> <div>1</div>  </div>	<div>  <div> <div>2</div>  </div> </div> <p></p> <div> <div>1</div>  </div> <div> <div>2</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by axes and swords.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>
<div>  <div> <div>0</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>0</div>  </div>	<div>  <div> <div>0</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>0</div>  </div>	<div>  <div> <div>0</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>0</div>  </div>
<div>  <div> <div>1</div>  </div> </div> <p>When discarding development cards, you may pay 1 gold to add one to the demand pile.</p> <div> <div>1</div>  </div> <div> <div>2</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>You may draw from the discard pile. This ability ends after age III.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by axes and swords.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>
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<div>  <div> <div>1</div>  </div> </div> <p>Before you trigger an event as your action, draw a card.</p> <div> <div>1</div>  </div> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>When you trigger an event, you may skip evaluating it. It still goes to the demand pile.</p> <div> <div>1</div>  </div> <div> <div>1</div>  </div>	<div>  <div> <div>1</div>  </div> </div> <p>AAA (as an action): discard a card from your hand and gain 1 gold.</p> <div> <div>0</div>  </div> <div> <div>0</div>  </div>
<div>  <div> <div>0</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>0</div>  </div>	<div>  <div> <div>0</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>0</div>  </div>	<div>  <div> <div>0</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>0</div>  </div>