








































	<p>Laboratory</p> <p>°Before playing an event, draw a card. If it has science demand, reveal it and draw 1 more.</p> <p>2 </p> <p>1  / 3 </p>	<p>Academy</p> <p>°When drawing at the end of your turn, draw 2 then put one of them back.</p> <p>2 </p> <p>1  / 3 </p>	<p>War</p> <p>Pay all unpaid weapon contracts as you would at the End of Age. They remain paid until End of Age.</p> <p>1  / 3 </p>	<p>Lodge</p> <p>°When opened, you may put the bottom demand card as a contract on any business.</p> <p>°Obsolated by swords.</p> <p>2  / 3 </p>	<p>Stone Wonder</p> <p>Players gain 1 gold per stone they provide.</p> <p>2  / 3 </p>
<p>Theater</p> <p>°AAA (as an action): gain 2 gold from here.</p> <p>°When this is opened, place 10 gold on it. When discarded, discard the gold.</p> <p>1 </p> <p>1  / 2 </p>	<p>Stone Wonder</p> <p>Players gain 1 gold per stone they provide.</p> <p>1  / 2 </p>	<p>Orchard</p> <p>°EOA (end of age): you may open businesses and take contracts (usual costs and restrictions apply).</p> <p>2 </p> <p>1  / 2 </p>	<p>War</p> <p>Pay all unpaid weapon contracts as you would at the End of Age. They remain paid until End of Age.</p> <p>1  / 2 </p>	<p>Jeweler</p> <p>°EOA (end of age): if contracted, gain 1 gold per bronze provided by players.</p> <p>2  / 3 </p>	<p>Breakthrough</p> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <p>2  / 3 </p>
<p>Lumberyard</p> <p>°When contracted, pay the contract from the treasury.</p> <p>°Obsolletes clubs.</p> <p>3 </p> <p>1  / 2 </p>	<p>Breakthrough</p> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <p>1  / 2 </p>	<p>Trade Post</p> <p>°When claiming a contract, you may treat one food provision on the business as any resource.</p> <p>3 </p> <p>1  / 3 </p>	<p>Breakthrough</p> <p>Players providing the most science: draw a card for each science you provide. Return all but one to the bottom of its draw pile.</p> <p>1  / 3 </p>	<p>Library</p> <p>°After starting a business, draw two cards then put one back.</p> <p>2 </p> <p>2  / 3 </p>	<p>Barbarians II</p> <p>Treasury -1 gold for each demand or event card in excess of contracted weapons.</p> <p>2  / 3 </p>