












































































































<div>  </div> <p>°When drawing at the end of your turn, you may draw from age II.</p> <div> 1  </div> <div> 1  </div> <div> 1  </div> <div>  </div> <div> 0  </div>	<div>  </div> <p>°Obsoluted by axes or swords.</p> <div> 0  </div> <div> 0  </div>	<div>  </div> <p>°EOA (end of age): gain 1 gold for each happiness in demand.</p> <div> 0  </div> <div> 0  </div>
<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div>
<div>  </div> <p>°When you close this, you may start a business as a free action.</p> <div> 1  </div> <div> 0  </div> <div> 0  </div> <div>  </div> <p>°If you resolve an event with happiness demand, gain 1 gold.</p> <div> 1  </div> <div> 0  </div> <div> 0  </div> <div>  </div> <p>°EOA (end of age): gain 1 gold.</p> <div> 0  </div> <div> 0  </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>°EOA (end of age): gain 1 gold.</p> <div> 0  </div> <div> 0  </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 0  </div> <div> 0  </div>
<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>
<div>  </div> <p>°When opened: You may play an event as a free action.</p> <div> 1  </div> <div> 0  </div> <div> 0  </div> <div>  </div> <p>°Obsoluted by axes or swords.</p> <div> 1  </div> <div> 0  </div> <div> 0  </div> <div>  </div> <p>°When opening a business, pay 1 less gold.</p> <div> 1  </div> <div> 1  </div> <div> 2  </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>°When opening a business, pay 1 less gold.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>
<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div> <div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> 1  </div> <div> 1  </div>