














































<div>  <div> <div>1</div> <div></div> </div> </div> <p>°EOA (end of age): draw 3 cards from the discard pile. You may add one of them to demand. Put the rest on the bottom of discards.</p> <div> <div>1</div> <div></div> <div>/</div> <div>1</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>1</div> <div></div> </div> </div> <p>°When closed, you may return the contract to top of the demand pile.</p> <div> <div>0</div> <div></div> <div>/</div> <div>0</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>0</div> <div></div> </div> </div> <p>°Your tax each age is 1g.</p> <div> <div>1</div> <div></div> <div>/</div> <div>2</div> <div></div> </div> <div>0.17</div>
<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>
<div>  <div> <div>1.5</div> <div></div> </div> </div> <p>°If the demand pile is at least twice the player count, this contract is worth 2. Otherwise, 1.</p> <div> <div>0</div> <div></div> <div>/</div> <div>0</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>1</div> <div></div> </div> </div> <p>°When closed, gain gold equal to the age.</p> <div> <div>0</div> <div></div> <div>/</div> <div>0</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>1</div> <div></div> </div> </div> <p>°When opened: You may play an event as a free action.</p> <div> <div>0</div> <div></div> <div>/</div> <div>0</div> <div></div> </div> <div>0.17</div>
<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>
<div>  <div> <div>2</div> <div></div> </div> </div> <p>°No ability.</p> <div> <div>1</div> <div></div> <div>/</div> <div>2</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>1</div> <div></div> </div> </div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> <div> <div>0</div> <div></div> <div>/</div> <div>0</div> <div></div> </div> <div>0.17</div>	<div>  <div> <div>1</div> <div></div> </div> </div> <p>°If you played an event as your action, you may play another event.</p> <div> <div>1</div> <div></div> <div>/</div> <div>1</div> <div></div> </div> <div>0.17</div>
<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>	<div>Discovery</div> <p>Players providing the most science (not zero): Draw a card then discard.</p> <div>  <div>0</div> </div>