

<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile resolve current event</p> <p>Sell: discard business, gain 1g discard contract</p> <p>Not actions: open business, contract</p> <div> <div>  food  science  happiness </div> <div> <div>I</div> <div>II</div> <div>III</div> </div> <div> <div>  hides  stone  bronze  cloth </div> <div>  clubs  spears  swords  rifles </div> </div> </div>	<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile resolve current event</p> <p>Sell: discard business, gain 1g discard contract</p> <p>Not actions: open business, contract</p> <div> <div>  food  science  happiness </div> <div> <div>I</div> <div>II</div> <div>III</div> </div> <div> <div>  hides  stone  bronze  cloth </div> <div>  clubs  spears  swords  rifles </div> </div> </div>	<p><b>Actions</b></p> <p>Start: new business face-down</p> <p>Develop: card face-down on startup</p> <p>Event: card face-down on future pile resolve current event</p> <p>Sell: discard business, gain 1g discard contract</p> <p>Not actions: open business, contract</p> <div> <div>  food  science  happiness </div> <div> <div>I</div> <div>II</div> <div>III</div> </div> <div> <div>  hides  stone  bronze  cloth </div> <div>  clubs  spears  swords  rifles </div> </div> </div>
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