

<div> </div> <div> <p>You may return one contract to the demand pile each turn.</p> </div> <div> <p>3 </p> </div>	<div> </div> <div> <p>After starting a business, draw a card.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>You may start one business per turn as a free action.</p> </div> <div> <p>4 </p> </div>
<div> <p>Bookstore</p> </div> <div> <p>1  / 4 </p> </div> <div> <p>Conquest</p> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6g.</p> </div>	<div> <p>Workshop</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Golden Age</p> </div> <div> <p>Treasury +5g</p> </div>	<div> <p>Dairy Farm</p> </div> <div> <p>2  / 4 </p> </div> <div> <p>Great Leader</p> </div> <div> <p>Discard the bottom-most card from the demand pile.</p> </div>
<div> </div> <div> <p>When opened, draw a card. Your draw limit is increased by 2.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>When taking a contract, you may treat one happiness demand as any resource.</p> </div> <div> <p>2 </p> </div>	<div> </div> <div> <p>When opened, you may add a card from your hand to the demand pile.</p> </div> <div> <p>4 </p> </div>
<div> <p>Warehouse</p> </div> <div> <p>2  / 3 </p> </div> <div> <p>Wonder</p> </div> <div> <p>Players gain +2g per bronze they provide.</p> </div>	<div> <p>Hospital</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Wonder</p> </div> <div> <p>Players gain +2g per bronze they provide.</p> </div>	<div> <p>Butcher</p> </div> <div> <p>2  / 3 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div>
<div> </div> <div> <p>When opened, gain 1g for each type of resource you provide.</p> </div> <div> <p>4 </p> </div>	<div> </div> <div> <p>To open, you must first discard a food business and return its contract to the demand pile.</p> </div> <div> <p>7 </p> </div>	<div> </div> <div> <p>When a hide, stone, or bronze is placed in the demand pile, gain 2g.</p> </div> <div> <p>5 </p> </div>
<div> <p>Clothier</p> </div> <div> <p>2  / 4 </p> </div> <div> <p>Innovation</p> </div> <div> <p>Players providing the most science (not zero): you may contract any business using the top card of the discard pile.</p> </div>	<div> <p>Grocer</p> </div> <div> <p>2  / 4 </p> </div> <div> <p>Awards</p> </div> <div> <p>Each player gains 3g per science they provide.</p> </div>	<div> <p>Pawn Shop</p> </div> <div> <p>1  / 3 </p> </div> <div> <p>Barbarians 2</p> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div>