































































<div>Library</div> <div>   </div> <div> After starting a business, draw two cards then put one back. </div> <div>  3 </div> <div>  /  3 </div>	<div>Market</div> <div>   </div> <div> When opened, gain 1 gold for each type of resource you provide. </div> <div>  2 </div> <div>  /  4 </div>	<div>Importer</div> <div>   </div> <div> When opened, add two cards of your choice from the discard pile to the demand pile. </div> <div>  4 </div> <div>  /  4 </div>
<div>Bronze Wonder</div> <div>  </div> <div> Players gain 1 gold from the treasury per bronze they provide. </div> <div>  0.15 </div>	<div>Innovation</div> <div>  </div> <div> Players providing the most science (not zero): you may contract any business using the top card of the discard pile. </div> <div>  0.15 </div>	<div>Awards</div> <div>  </div> <div> Each player gains 2 gold per science they provide. </div> <div>  0.15 </div>
<div>Blacksmith</div> <div>  </div> <div> On your turn, pay this contract from the treasury if it's unpaid. Obsoletes spears and clubs. </div> <div>  4 </div> <div>  /  4 </div>	<div>Cafe</div> <div>   </div> <div> When opened, play one free action for every two food you provide (including these). </div> <div>  4 </div> <div>  /  3 </div>	<div>Monastery</div> <div>   </div> <div> When drawing at the end of your turn, you may draw the bottom card of the demand pile. </div> <div>  4 </div> <div>  /  3 </div>
<div>Unearth</div> <div>  </div> <div> Players providing the most science (not zero): Draw 2 cards from the discard pile. </div> <div>  0.15 </div>	<div>Barbarians 2</div> <div>  </div> <div> Treasury -2 gold for each demand card in excess of contracted weapons. </div> <div>  0.15 </div>	<div>Barbarians 2</div> <div>  </div> <div> Treasury -2 gold for each demand card in excess of contracted weapons. </div> <div>  0.15 </div>
<div>Gravedigger</div> <div>   </div> <div> When opened, draw any two cards from the discard pile without looking at their faces. </div> <div>  5 </div> <div>  /  4 </div>	<div>Iron Mine</div> <div>   </div> <div> When opened, draw any two cards from the discard pile without looking at their faces. </div> <div>  7 </div> <div>  /  5 </div>	<div>Knighthood</div> <div>   </div> <div> On your turn, pay this contract from the treasury if it's unpaid. Obsoletes spears and clubs. </div> <div>  3 </div> <div>  /  3 </div>
<div>Barbarians 2</div> <div>  </div> <div> Treasury -2 gold for each demand card in excess of contracted weapons. </div> <div>  0.15 </div>	<div>Festival</div> <div>  </div> <div> Players gain 2 gold per food they provide. </div> <div>  0.15 </div>	<div>Conquest</div> <div>  </div> <div> If contracted weapon count exceeds demand size: +1 population and treasury +8g. </div> <div>  0.15 </div>