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<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>Festival</p> </div> <div> <p>Players gain 3g per food they provide.</p> </div> <div>  </div>	<div> <p>Conquest</p> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6g.</p> </div> <div>  </div>
<div>  </div> <div> <p>When opened, play one free action for every two food you provide (including Cafe).</p> </div> <div> <p>2  / 4 </p> </div>	<div>  </div> <div> <p>EOTA (end of the age): pay Gunsmith's contract from the treasury as you would during payouts. It remains "paid" during payouts.</p> </div> <div> <p>2  / 4 </p> </div>	<div>  </div> <div> <p>EOTA (end of the age): earn 2g from a player with fewer weapons.</p> </div> <div> <p>2  / 4 </p> </div>
<div> <p>Golden Age</p> </div> <div> <p>Treasury +8g</p> </div> <div>  </div>	<div> <p>Fashion</p> </div> <div> <p>Players gain 3g per cloth they provide.</p> </div> <div>  </div>	<div> <p>Golden Age</p> </div> <div> <p>Treasury +8g</p> </div> <div>  </div>
<div>  </div> <div> <p>When opened, add two cards of your choice from the discard pile to the demand pile.</p> </div> <div> <p>2  / 4 </p> </div>	<div>  </div> <div> <p>When opened, draw the top two cards of the discard pile.</p> </div> <div> <p>1  / 3 </p> </div>	<div>  </div> <div> <p>When opened, return the development cards to your hand.</p> </div> <div> <p>3  / 5 </p> </div>
<div> <p>Rebellion</p> </div> <div> <p>Treasury loses 20g, reduced 5-3-2g per happiness provided by players (2p-3p-4p).</p> </div> <div>  </div>	<div> <p>Boom</p> </div> <div> <p>Open, uncontracted businesses earn 3g each.</p> </div> <div>  </div>	<div> <p>Uprising</p> </div> <div> <p>Deal the top two cards from the discard pile onto the demand pile.</p> </div> <div>  </div>