

<div> </div> <p>°AAA (as an action): gain 2 gold from here. °When this is opened, place 10 gold on it. When discarded, discard the gold.</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>	<div> </div> <p>°EOA (end of age): you may open/close businesses and take contracts (usual costs and restrictions apply).</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>	<div> </div> <p>°No ability.</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>
<div> </div> <p>°EOA (end of age): gain 1 gold per bronze provided by players.</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>	<div> </div> <p>°No ability.</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>	<div> </div> <p>°When claiming a contract, you may treat one happiness, food, or science provision as any resource.</p> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> </div>
<div> </div> <p>If a single player provides the most science, they draw two cards and return one to the bottom of its draw pile.</p> <div> </div>	<div> </div> <p>If a single player provides the most science, they draw two cards and return one to the bottom of its draw pile.</p> <div> </div>	<div> </div> <p>If a single player provides the most science, they draw two cards and return one to the bottom of its draw pile.</p> <div> </div>
<div> </div> <p>°No ability.</p> <div> </div>	<div> </div> <p>°When drawing at the end of your turn, draw 2 then put one of them on the bottom of its draw pile.</p> <div> </div>	<div> </div> <p>°Each turn, you may add one card from your hand to the top of the demand pile face-up.</p> <div> </div>
<div> </div> <p>If a single player provides the most science, they draw two cards and return one to the bottom of its draw pile.</p> <div> </div>	<div> </div> <p>Pay unpaid spear, axe and sword contracts. Treasury loses 3 gold per player, reduced by 1 per contracted spear, axe, or sword icon. Discard the bottom demand card.</p> <div> </div>	<div> </div> <p>Pay unpaid spear, axe and sword contracts. Treasury loses 3 gold per player, reduced by 1 per contracted spear, axe, or sword icon. Discard the bottom demand card.</p> <div> </div>