



3   

2   

3  

You may play one event per turn as a free action.

EOTR (end of the round): you may play one more action.

EOTR (end of the round): If you provide more food than anyone, gain 2g.

Wonder Hay Maker

1 

0.8

4 

Barbarians Spearman

Players gain +2g per stone they provide.

Treasury -2g for each barbarian in the demand pile.

1 

3 

Barbarians Fruit Stand

Treasury -2g for each barbarian in the demand pile.

1 

3 

0.8



Trade Post Breakthrough

For each business you have when this is opened (including this), gain 1g.

1 

0.8

4 

Barbarians Bronze Mine

When opened, place 7g here. Gain 1 of these on each turn. When contracted, remove remaining gold.

1 

4 

Market Scarcity

On your turn, you may treat Market's food or happiness provisions as any resource for contracting purposes.

If there's no food in the demand pile, +1 population, otherwise -1 population.

2 

6 

0.8



Knight Breakthrough

When you play an event, you may place it at the bottom of the future events instead.

1 

0.8

3 

Stimulus Union

Other players must pay you 2-1-1g to sell a business (2p-3p-4p).

Draw a card and add it to the demand pile.

2 

5 

Bladesmith Modernization

You gain gold stolen by "Barbarians" events (after Mercenary).

Players providing cloth may sell a business and draw a card.

2 

4 

0.8



II 

II 

II