
















<div>  </div> <p>°Obsoletoed by swords.</p>	<div>  </div> <p>°You may develop with one card per turn as a free action.</p>	<div>  </div> <p>°If a business qualifies for a contract, you may place it on another business that provides as many resources.</p>
<div>  </div> <p>°AAA (as an action): replace the bottom demand card with one in your hand. °Obsoletoed by swords.</p>	<div>  </div> <p>°No ability.</p>	<div>  </div> <p>°AAA (as an action): swap the top card of the demand pile with a card in the event queue.</p>
<div>  </div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. -1 population.</p>	<div>  </div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. -1 population.</p>	<div>  </div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. -1 population.</p>
<div>  </div> <p>°When contracted, you may close this and open a business from your hand.</p>	<div>  </div> <p>°EOA (end of age): pay this contract from the treasury if it's unpaid.</p>	<div>  </div> <p>°When the treasury runs out, gain 2 gold.</p>
<div>  </div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons. -1 population.</p>	<div>  </div> <p>Players providing the most food (not zero): you may start a business.</p>	<div>  </div> <p>Players providing the most food (not zero): you may start a business.</p>