

DLC	Event	Choice	Old Effect	New Effect
Base	The Filthy Masses	1	-5 money	-2 money per district
Base	The Filthy Masses	2	-5 food	-2 food per population
Base	A Man of Ambition II	2	Pay 50 money	Pay 200 money
Base	Uprising of the Shackled	1	none	+25 production, -20 stability
Base	Uprising of the Shackled	2	none	+10 stability
Base	The Defiant Canvas	1	bad consequences	Gain 200 influence, bad consequences
Base	The Defiant Canvas	3	Pay 50 money, good consequences	Pay 400 money, good consequences
Base	The Defiant Canvas II	1	-10 industry	-20% industry
Base	I Come Bearing Steam	1	none	+25% faith
Base	Unchained Reaction	1	pay 400 money	pay 3200 money
Base	Unchained Reaction	2	-30 industry	-90% industry
Base	Unchained Reaction II	1	-30 stab, -35 FIMS	-30 Stab, -40% FIMS
Base	Unchained Reaction II	3	-1 pop	-3 pop

Base	Twenty-Four Seven	2	+25 industry	+25% industry
Base	Twenty-Four Seven	3	+25 money	+25% money
Base	A Whisper of Witches	3	+20 science, -25 money	+100 science, -150 money
Base	A Whisper of Witches II	1	-15 science	-15% science
Base	Deepwater Disaster	1	Pay 400 money	Pay 4000 money
Base	Deepwater Disaster II	1	-5 food	-2 food per population
Base	A Blossoming of Beliefs	2	+5 faith	+20 faith
Base	A Blossoming of Beliefs	3	+25% faith	+50 fame
Base	Nightstalker	1	pay 200 money	pay 2000 money
Base	Nightstalker II	1	-25 stab, -25 FIMS	-25 stab, -25% FIMS
Base	The Combine	2	+15 fame	+150 fame
Base	The Galileo Affair	1	pay 150 money, gain fanatical	pay 1500 gold, gain fanatical
Base	The Galileo Affair	2	+20 science, -15 money	+15 science, -25 money
Base	The Galileo Affair	3	Gain army	Gain Army, -15% science
Base	An Aristocratic Pillaging	2	+20 money	+10% money

Base	An Aristocratic Pillaging	3	+10 fame	+50 fame
Base	Raiders of the Far Seas	1	+10 stability, -10 industry	+20 stability, -10% industry
Base	Raiders of the Far Seas	3	pay 250 money, gain 3 cogs	Pay 1800 money, gain 3 cogs
Base	An Expedition for the State	2	pay 150 money, gain 2 carracks	pay 2400 money, gain 2 carracks
Base	A Hairline Crack	1	-30 stab	-2 stab per pop
Base	A Hairline Crack	2	-30 science	-8 science per researcher
Base	A Hairline Crack II	1	-20 industry	-10 industry per worker
Base	The Fate of Veterans	1	none	+20% pop consumption
Base	The Fate of Veterans	2	pay 300 money	Pay 2800 money
Base	The Walking Wounded	1	pay 450 money, +25 stab	pay 4500 money, +25 stab
Base	The Walking Wounded	3	+15 science	+15 science and -20 money per garrison
Base	In the Land of the Blind	1	+10 industry, -5 stability	+10 industry and -4 stability per farmer's quarter
Base	In the Land of the	3	+25 science, -20 money, good	+10% science, -25% money, good consequences

	Blind		consequences	
Base	In the Land of the Blind II	1	+20 fame	+50 fame
Base	A Surfeit of Wisdom	1	pay 300 money, +25 stab	pay 4500 money, +25 stab
Base	Workhouse Horrors	5	+25 stability, -20 industry	+25 stability, -20% industry
Base	Workhouse Horrors II	1	-25 industry	-25 industry per Maker's Quarter
Base	Workhouse Horrors II	1	-35 money	-35 money per Maker's Quarter
Base	The Battle for the Mind	1	+15 science	+3 science per researcher
Base	The Battle for the Mind	3	+15 industry	+3 industry per worker
Base	The Battle for the Mind	4	gain 100 money	gain 500 money
Base	Human Revoluton II	1	+30 money	-1 Food, -1 Industry, +1 money and +1 science per pop
Base	Human Revoluton II	2	Pay 300 money, +30 industry	Pay 3600 money, +6 industry per worker
Base	Human Revoluton III	1	+35 science	+3 science per population
Base	Human Revoluton III	2	-25 stab, -25 FIMS	-25 stab, -25% FIMS
Base	Rainbow Nation	2	Gain 350 money	Gain 3500 money
Base	Vishnu x Shiva	1	+10 money	+5 money per religious quarter

Base	Lao Tzu's Command	1	+20 food, -10 money	+ food and -money equal to 20% popconsumption
Base	Lao Tzu's Command	3	+25% faith	+25%faith, -2 stablity per district
Base	Video Nasties	1	+25 stab, -25 industry	+25 stab, -10% industry
Base	Video Nasties	2	+30 science, -25 money	+2 science and -3 money per trade road
Base	Video Nasties	3	+15 stability	+3 stab and -5 money per population
Base	Video Nasties	4	-30 stability	-2 stab per pop, +1 influence per pop
Base	Video Nasties	5	equal to choice 2	removed
Base	Fever Season	1	+15 science	+10% science, -25% money
Base	Fever Season II	1	-30 FIMS	-30% FIMS
Base	Fever Season II	2	+25 money	+25% money
Base	Gladiators, Ready!	2	+5 food	+5 food per commons' quarter
Base	Animal Wrongs	1	+25 stability	+8 stability per farmer's quarter
Base	Animal Wrongs	2	+30 money	+15 money per farmer's quarter
Base	Animal Wrongs	3	+35 food	+20 food per farmer's quarter
Base	Animal Wrongs II	1	-30 industry	-20 industry per farmer slot
Base	Pet or Bayonet	2	+15 food	-10% food consumption, -10 stability
Base	Pet or Bayonet II	2	+15 money	+2 money per pop, -10 stability

Base	Cat Mania	2	+35 money	+35 money per admin center
Base	Ferret Mania	2	+35 science	+35 science per admin center
Base	Fifteen Hundred Watery Graves	2	consequences, +25 money	+3 money per naval trade route
Base	Fifteen Hundred Watery Graves II	2	-30 stability	-5 stability per naval trade route
Base	The Human Carnival	1	-25 stability	-5 stability and +10 money per Common's Quarter
Base	The Human Carnival	2	-20 Money, +25 science	+10 science and -8 money per common's Quarter
Base	The Human Carnival	3	+25 stability	+10 stability and -4 money per common's quarter
Base	Voices of the Lost	1	-25 stability	-25 stability per religious quarter
Base	Voices of the Lost	2	Pay 100 money	Pay 1300 money
Base	Voices of the Lost	3	-25 science	-15 science per research quarter
Base	Maritime Measures	1	+30 stab, -25 industry	+20 stability, -30 industry per harbour
Base	Maritime Measures	2	+30 money, bad consequences	+15 money per harbour, bad consequences
Base	Maritime Measures	3	Pay 150 Money, +30 industry	Pay 1500 money, +20 industry per harbour
Base	Maritime Measures II	1	Pay 150 money	pay 2000 money
Base	The Age of Alienation	1	+20 stab, -20 industry	+5 stability, -10 industry per Maker's quarter
Base	Red Menace	1	+30 stab, -25 industry	+30 stab, -8 industry worker slots

Base	Red Menace	3	+35 food	+2 food and -8 industry per worker
Base	Red Menace II	2	-30 stability, -30 FIMS	-30 stability, -20% FIMS
Base	Bright Lights, Big City	1	+25 production	+10 industry per Coal
Base	Bright Lights, Big City	2	+15 science	+7 science per Coal
Base	Bright Lights, Big City	3	+25 money	+15 money per Coal
Base	Moving Pictures II	2	+25 science	+5 science per Common's Quarter
Base	Moving Pictures II	3	+25 industry	+3 industry per worker
Base	Dark Designs	1	pay 200 money, +30 stability	pay 2000 money, +30 stability and +5 influence on coal extractor
Base	Dark Designs	2	gain 300 money, -30 stability	gain 3000 money, -45 stability, -1 influence per population
Base	Dark Designs	3	+30 industry, -25 stability	+20 industry and -25 stability per coal extractor
Base	Encyclopedic Knowledge	1	+30 food	+5 food per farmer
Base	Encyclopedic Knowledge	2	+25 science	+4 science per researcher
Base	Encyclopedic Knowledge	3	+10 fame, pay 500 money	+50 fame, pay 6000 money
Base	A World of Difference	1	pay 150 gold, good consequences	pay 1500 gold, good consequences

Base	A World of Difference II	2	+30 industry	+30 industry per Train Station
Base	Masters and Students	1	+15 science	+10 science per holy site
Base	The Nation's Shame	1	+25 stab, -25 industry	+25 stab, -25 industry per train station
Base	The Nation's Shame	2	Pay 300 money	Pay 2300 money, +30 production per train station
Base	The Nation's Shame	3	+30 food, units are costlier	+50% farmer slots, units are costlier
Base	The Nation's Shame	4	+20 industry, -5 stability	+50% worker slots, -3 stability per population
Base	Poison Apples?	1	+35 money, -30 science	+15 money, -10 science per Market quarter
Base	Poison Apples?	3	+25 science, -20 money, good consequences	+2 science, -5 money per trade route
Base	Poison Apples? II	1	+25 food	+2 food per trade route
Base	Poison Apples? II	2	-20 industry	-3 industry per trade route
Base	Thieves of the Seas	1	+20 industry	-2 food and +1 industry on coastal waters
Base	Thieves of the Seas	2	pay 200 money, gain 3 carracks	pay 3600 money, gain 3 carracks
Base	Hardtack and Weevils	1	pay 200 money, +1 movespeed on naval units	pay 1200 money, +1 movespeed on naval units
Base	Hardtack and Weevils	3	+20 science, -15 money	+5 science, -15 money per Harbour
Base	Hardtack and Weevils II	1	-20 industry	-20 industry per harbour



Base	The Greatest Show	1	pay 150 money, unit discount	pay 500 money, unit discount
Base	The Greatest Show	2	+20 food, unit cost increased	+20 food per alliance, unit cost increased
Base	A Watery Grave	2	gain 150 money	gain 600 money
Base	A Watery Grave II	1	gain 400 money	gain 1400 money
Base	Accursed Words	2	+15 industry	+15 industry on Holy Site
Base	Disappearing Acts	3	Pay 150 money +15 industry	Pay 500 money, +3 industry per population
Base	Black Winds	1	+35 money	+2 money per pollution
Base	Black Winds	4	+35 science, -30 money	+4 science and -5 money per researcher
Base	Black Winds II	1	+10 stability	+4 stability per maker's quarter
Base	Black Winds II	2	-10 stability	-4 stability per maker's quarter
Base	Black Winds II	3	-30 money	-20 money per maker's quarter
Base	Black Winds II	4	+30 industry	+3 industry per pollution
Base	The Forest in the Sky	1	+5 food	+5% food
Base	The Forest in the Sky	2	+14 industry, -10 stability	+10% industry, chance of bad consequences
Base	The Forest in the Sky	3	+35 money, -30 science	+10% money, chance of bad consequences
Base	The Forest in the Sky II	1	Pay 30 money, -30 money	Pay 850 money, -15% money

Base	The Forest in the Sky II	2	nothing	lose a pop, -20% industry
Base	The Faded Lady	1	+50 fame, -30 money	+50 fame, -15% money
Base	The Faded Lady	2	Gain 200 money, destroy notre dame, +10 industry	Gain 1000 money, destroy notre dame, +30 industry on Ruins
Base	The Faded Lady	3	destroy notre dame, apply garrison to district	Destroy notre dame, +1 permanent CS to all units
Base	The Great Smog	1	+10 industry	+15% industry, -80% growth gain, +300% growth loss
Base	The Great Smog	2	pay 100 money, gain 150 research, +5 food	+5% food and industry, -1 money on all districts per pollution
Base	The Great Smog	3	+25 stability, -25 industry	+5 stability and -50% industry on Maker's quarters
Base	A Mournful Song	1	consequences, prohibit whaling, +10 stability	consequences, prohibit whaling, +10 stability on harbour
Base	A Mournful Song	2	prohibit whaling, +15 money	prohibit whaling, +1 money on coastal water
Base	A Mournful Song	3	consequences, +10 industry	consequences, +1 industry on coastal water
Base	A Mournful Song II	1	nothing	+1 money on coastal water
Base	A Mournful Song II	2	nothing	re-allow whaling
Base	A Mournful Song II	3	prohibit whaling	prohibit whaling, lose 3100 money
Base	A Mournful Song II	4	prohibit whaling	prohibit whaling, lose 8 pops

Base	A Thousand Years Hence	1	+35 science, -30 money	+10 science, -45 money per maker's quarter
Base	A Thousand Years Hence II	1	-25 industry	-40% industry
Base	A Thousand Years Hence II	2	-30 stab, -30 FIMS	-30 stab, -40% FIMS
Base	A Steed For A Colossus	3	gain 1 scout rider	gain 2 horsemen
Base	A Steed For A Colossus II	1	gain 50 influence	gain 100 influence
Base	The Propaganda Machine	3	+20 science	-10 science
Base	Read All About It!	1	pay 100 money, unit discount	pay 2500 money, unit discount, chance of bad consequences
Base	Read All About It!	3	chance to trigger again	pay 1000 money, chance to trigger again
Base	Read All About It! II	1	+10 stability	+100 stability
Base	Read All About It! II	3	-25 industry	-15% industry
Base	The Prime Meridian	1	+25 science, -20 money	+2 science, -4 money per trade route
Base	The Prime Meridian II	1	+20 science	+2 science per trade route
Base	The Prime Meridian II	2	+25 science	-4 science per trade route

Base	Infertile Lands	2	consequences, +10 stability	consequences, +10 stability on farmer's quarter
Base	Infertile Lands	3	consequences, +20 science	consequences, +6 science per farmer's quarter
Base	Infertile Lands II	1	+15 money	+3 money from terrain on all tiles
Base	Infertile Lands II	2	-50 stability	-75 stability
Base	Infertile Lands II	3	-5 food	-3 food on tile producing food and -66% food from farmer
Base	An Artifact of War	1	+10 stability, consequences	+2 stability per population, -6 FIMS per citizen, consequences
Base	An Artifact of War II	1	+35 science, -30 money, consequences	+100 science, -250 money, consequences
Base	An Artifact of War III	1	+10 industry	+5 industry per trade route
Base	Angel Wings	1	Pay 100 money, +10 stability	pay 1600 money, +3 stability per farmer
Base	Angel Wings	2	pay 200 money, +5 food	pay 3200 money, +4 food per farmer
Base	Angel Wings	3	consequences, +10 industry	consequences, +2 industry per farmer
Base	Angel Wings II	1	-30 stability, -30 FIMS	-30 stability, -90% FIMS from citizens
Base	An Envious Eye	1	reduced unit cost, -5 food	reduced unit cost, -20% food
Base	An Envious Eye	2	Pay 50 money, +10 industry	pay 250 money, +10 industry per territory in Sphere of Influence
Base	An Envious Eye	3	pay 50 money, consequences, +10	pay 500 money, +25 stability, consequences

			stability	
Base	An Envious Eye II	1	consequences, +15 money	consequences, +15 money per territory in Sphere of Influence
Base	An Envious Eye III	1	-25 stability	-50 stability
Base	A City For Everyone?	1	Pay 500 money, +10 stability	Pay 5000 money, +5 stability per district
Base	A City For Everyone?	2	+35 science, -30 money	+5 science and -15 money per district
Base	A City For Everyone?	3	+35 money, -30 science	+5 money and -10 science per district
Base	The Comet is Coming	2	+20 science	+5% science
Base	Keeping Up With...	1	gain 200 money, -50 stability	gain 2000 money, -50 stability
Base	Keeping Up With...	2	+35 science, -30 money	+3 science and -6 money per trader
Base	Keeping Up With...	3	+14 industry, -10 stability	+3 industry and -2 stability per trader
Base	Inconvenient Truths (I)	1	consequences, +35 science, -30 money	consequences, +1 science and -4 money per pollution
Base	Inconvenient Truths (I)	2	consequences, +10 industry	consequences, +4 industry per pollution
Base	Inconvenient Truths (I)	3	add 800 research, -25 industry	+3 research and -6 industry per pollution
Base	Inconvenient Truths (II)	1	Pay 400 money, +10 industry	Pay 6000 money, +40 industry on Natural Reserve

Base	Inconvenient Truths (II)	2	consequences, +15 money	+5 money per pollution, consequences
Base	Inconvenient Truths (III)	1	-30 stability, -30 FIMS	-30 stability, -90% FIMS from citizens
Base	The Sands of Time	1	+5 food	+50% food
Base	The Sands of Time	3	+50% faith, -50% industry cost of Religious District	+ 50% faith, -50% industry cost of Religious District temporarily
Base	The Hard-Knock Life	1	Force Child Education, +35 Science, -30 Money	Force Child Education, +4 Science, -40 money per research Quarter
Base	The Hard-Knock Life	2	Force Child Education, +35 Money, -30 Science	Force Child Education, +4 Money, -20 Science per research Quarter
Base	The Hard-Knock Life	3	+14% industry, -10 stability	+50% worker slots, +4 industry per worker, -3 stability per worker
Base	A Common Curriculum	2	+20 science	+5 science, -5 stability per research quarter
Base	A Common Curriculum	3	+15 money	+10 money on religious quarter, consequences
Base	An Egregious Earworm	1	+15 money	+15% money
Base	An Egregious Earworm	2	+5 faith on territories under other faiths	+5 faith on Religious District

Base	An Egregious Earworm	3	+10 industry	+10% industry
Base	A Weave of Iron and Blood	3	+15 money	-50% unit upkeep
Base	It Can't Be Helped	1	+25 stability, -25 industry	+1 stability and -10 industry per Fortification
Base	It Can't Be Helped	3	Cheaper units, -5 Food	Cheaper units, -5 food per Fortification
Base	It Can't Be Helped II	1	+200 money, +100 influence	+3200 money, +1600 influence
Base	A World Language	1	+20 science	+3 science per territory on sphere of influence
Base	A World Language	2	+15 money	+3 money per territory on sphere of influence
Base	Left Out	2	+15 money	+5 money per trade route
Base	Left Out	3	+10 industry	+15 industry on extractors
Base	Left Out II	1	gain 500 money, +17 food, increased unit cost	gain 8000 money, increased unit cost, +8 food per trade route
Base	Representative Government	1	Pay 200 money, +10 stability	Pay 2400 money, +50 stability
Base	Representative Government	2	+20 science, -15 money	+2 science and -10 money per population
Base	Representative Government	3	consequence, +10 industry	consequence, +4 industry per population
Base	Representative	1	-25 industry	-10 industry per population

	Government II			
Base	Based on a True Story I	1	consequence, +20 science	consequence, +3 science on common's quarter
Base	Based on a True Story II	1	+10 industry	+4 industry per worker
Base	Based on a True Story II	2	consequence, +15 money	consequence
Base	Based on a True Story III	1	+20 science	+10 science on common's quarter
Base	A Cultural Rebirth	1	+200 influence	+800 influence
Base	A Cultural Rebirth	2	+10 industry	+100 industry
Base	A Cultural Rebirth	3	+200 money	+1600 money
DLC01	Pestilent Pastures	1	+25 money, -20 science, consequences	+15 money and -5 science per farmer's quarter, consequences
DLC01	Pestilent Pastures	2	+10 stability, -10 industry, consequences	+5 stability, -5 industry per Farmer's Quarter, consequences
DLC01	Pestilent Pastures	3	+20 science, -25 money, consequences	+5 science and -20 money per Farmer's quarter, consequences
DLC01	Pestilent Pastures II	1	-10 Stability, -20 FIMS	-20 Stability, -20% FIMS
DLC01	Pestilent Pastures II	2	+20 science, -25 money	+5% science, -25% money



DLC01	Great Apes In The Fog	1	+25 stability, -25 industry	+25 stability, -25 industry per natural reserve
DLC01	Great Apes In The Fog	2	cheaper units, -30 food	cheaper units, -50% food per farmer
DLC01	Great Apes In The Fog	3	+1000 influence, -30 money	+30 influence and -50 money per Natural Reserve
DLC01	A Vile & Ancient Tradition	2	cheaper units, -35 food	cheaper units, -20 food per harbour
DLC01	Revenge of the Pharaohs	1	consequences, +30 money	consequences, +75 money on Coal and Aluminium Extractors
DLC01	Revenge of the Pharaohs	2	consequences, +25 science, -30 money	consequences, +25 science, -30 money per Coal and Aluminium Extractors
DLC01	Revenge of the Pharaohs	3	Extra 10 stability, -25 science	extra 10 stability, -20% science
DLC01	Revenge of the Pharaohs III	1	consequences, -30 money	consequences, -750 money
DLC01	Revenge of the Pharaohs III	2	pay 5000 money, -25 science	pay 5000 money, -25% science
DLC01	Child Soldiers	2	+30 science, -35 money	+5 science, -8 money per pop
DLC01	Wanting To Believe	1	+35 money	+35% money
DLC01	Wanting To Believe	3	consequences, +30 science, -35	consequences, +15% science, -20% money

			money	
DLC01	Wanting To Believe II	2	consequences, +30 science	consequences, +5% science
DLC01	Young Offenders	1	+25 stability, -25 industry	+15 stability and -5 industry per unemployed population
DLC01	Young Offenders	2	+25 science, pay 5000 gold	+16 science per unemployed population, pay 5000 gold
DLC01	Young Offenders	3	+25 food	+25 food per unemployed population
DLC01	Mixed Banners	1	-10 food, cheaper units	-10% food, cheaper units
DLC01	Mixed Banners	2	+5 money, -2 science	+5 money, -3 science per population
DLC01	The Cradle of Humankind	1	consequences, -30 science, +35 money	consequences, +8 money and -3 science per population
DLC01	The Cradle of Humankind	2	consequences, +30 science, -35 money	consequences, +2 science and -6 money per population
DLC01	The Cradle of Humankind	3	consequences, gain 5000 influence, -35 money	consequences, gain 5000 influence, -10 money per district
DLC01	The Cradle of Humankind II	2	+30 money	+5 money per trader
DLC01	The Cradle of Humankind II	3	+25 science	+4 science per researcher
DLC03	In Another World	3	+20 influence	+10 influence
DLC03	Last Rites	2	+25 money	+10% money

DLC03	The Lost Cities of Gold	1	+25 money, -20 science	+15% money, -10% science
DLC03	The Lost Cities of Gold	2	+15 money	+10% Money
DLC03	The Lost Cities of Gold II	2	+15 money	+10% Money
DLC03	The Lost Cities of Gold III	1	+35 money	+35% money
DLC03	The Lost Cities of Gold III	2	+30 industry	+30% industry
DLC03	The Lost Cities of Gold III	3	+30 science, -35 money	+15% science, -20% money
DLC03	Fever Pitch	1	+15 industry	+7% industry
DLC03	Fever Pitch II	2	+25 money	+10% money
DLC03	Fever Pitch II	3	+20 industry	+10% industry
DLC03	From Distant Shores	1	-15 science	-5% science, +50 stability
DLC03	From Distant Shores	2	consequences, +20 science, -25 money	+100 science, -150 money, consequences
DLC03	From Distant Shores	3	consequences, +20 industry, -10 stability	consequences, +10% industry, -25 stability

DLC03	From Distant Shores II	1	consequences, +20 food	consequences, 7% food
DLC03	From Distant Shores II	2	Consequences, +30 food	Consequences, +10% food
DLC03	From Distant Shores III	1	-20 food	-10% food
DLC03	From Distant Shores III	2	-30 food	-15% food
DLC03	From Distant Shores III	3	-20 food	-10% food
DLC03	From Distant Shores III	4	-30 food	-15% food
DLC03	Culinary Trends	2	+30 food	+6 food per farmer
DLC03	A Knotty Discovery	2	consequences, +25 science, -25 industry	+4 science and -5 industry per researcher
DLC03	A Knotty Discovery	3	consequences, +25 science, -30 money	+2 science and -6 money per researcher
DLC03	A Knotty Discovery II	1	+25 science	+4 science per researcher
DLC03	A Knotty Discovery II	3	Extra 10 stability, -25 science	extra 10 stability, -20% science
DLC03	A Knotty Discovery III	1	-25 stability, -30 FIMS	-25 stability, -50% firms

DLC03	A Knotty Discovery III	2	pay 10000 money, +25 stability, -30 industry	pay 10000 money, +25 stability, -75% industry
DLC03	A Floral Frenzy	1	consequences, +20 science	consequences, +10% science
DLC03	A Floral Frenzy	3	consequences, +15 stability	consequences, +25 stability
DLC03	A Floral Frenzy II	1	consequences, +15 money	+10% Money
DLC03	A Floral Frenzy II	2	+10 stability, -20 industry	+5 stability, -10 industry per Farmer's Quarter
DLC03	A Floral Frenzy II	3	consequences, +20 industry	+10 industry per Farmer's Quarter
DLC03	A Floral Frenzy III	1	-25 Money	-25% Money