EXPLORATION

SCOUTING





















Gain 2 territory tiles (always keep territory tile from 1 farm. territory tiles face your supply on the up in your supply). map, gain 1 VP per

Explore: Place 1 aligning side, and gain the benefit on the tile. You may then pay any 1 resource to gain 1 tapestry card.

Explore OR gain

Gain 1 territory

Gain 1 VP for tile, then explore. each territory you tile and 1 farm. control. You may then pay any 1 resource to gain explore. 1 farm.

Gain 1 territory You may then pay any 1 resource to

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Gain 2 territory Gain 1 farm, then Gain 2 territory tiles, then explore. gain 1 VP for

tiles, then explore each farm in your anywhere on the capital city. You map. You may may then discard then pay any 1 2 territory tiles to resource to gain 1 gain 5 VP. tapestry card.

Gain 1 VP per technology track space you've advanced. You may then discard tiles next to your 3 territory tiles to income mat). gain 10 VP.

Gain 3 space tiles, Explore a space then explore 1 of them (place explored space

QUANTUM PHYSICS

tile from your supply (place it next to your income mat). You may then pay any 1 resource to explore another space tile.

ALIEN BIOLOGY

SCIENCE



& bonus).

ASTRONOMY

Research: Roll advance for free



Gain 1 tapestry the science die to card. You may then pay any 1 (don't gain benefit resource to gain 1 house. house



Research (don't Gain 1 VP for gain benefit & each tech card in bonus) OR gain 1 your supply; also gain 1 tapestry card.



Research to gain Research to gain the benefit & pay the benefit & pay to gain the bonus to gain the bonus (if any). You may then discard 2 tapestry cards from hand to gain 5 VP.

CHEMISTRY



house.

Gain the benefit & pay to gain (if any) OR gain 1 of your current position on any advancement track.



Gain 1 house, then gain 1 VP the bonus (if any) for each house in your capital city.

PLASTIC

Advance on 1 of these tracks, then gain the benefit & pay to gain the

bonus (if any).

PHYSIES

Regress on 1 of gain the benefit & pay to gain the

NEUROSCIENCE

these tracks, then these tracks, then dice to advance bonus (if any).

track).

Advance on 1 of gain the benefit & pay to gain the bonus (if any). Then do it again (same or different would push you

Roll 4 science (don't gain the benefits & bonuses). Gain 5 VP per die that off a track.

TECHNOLOGY





Invent: Gain 1 tech card and place it to the right of your capital city mat in market. the bottom row. If you gained a faceup card, replenish it immediately.

ARCHERY



Gain 1 tapestry card. You may then pay any 1 resource to gain 1



Invent 1 tech card

OR gain 1 market.

You may discard all 3 face-up tech cards and replace armory. You may them Invent 1 tech card.

STANDING ARMY

METALLURGY



Gain either a farm, house, or then pay any 1 resource to upgrade 1 tech card.



Gain 1 VP for each armory in your capital city and gain 1 market. You may then pay any 1 resource to invent 1 tech card

GUNPOWDE



You may discard Gain 1 market. cards and replace each market in your capital city. them. Invent 2 upgrade 1 tech card.



In any order. all 3 face-up tech then gain 1 VP for upgrade 1 tech card and gain the circle benefit of 1 tech cards (one at You may also pay tech card in your any 1 resource to middle row.



Gain 1 VP per military and science track space you've advanced.



upgrade 1 tech card & gain the square benefit of 1 tech card in your top row. You may then discard 3 tech cards to gain 10 VP.



Gain 1 of each

resource. This

track still counts as complete.

MECHS

AI SINGULARITY

(1)

MILITARY



Conquer: Place an outpost on a territory adjacent then pay any 1 control. Roll the 2 conquer dice and pick 1 of the benefits rolled.

Gain 1 tapestry card. You may to a territory you resource to gain 1 armory

BLADED WEAPONS

Conquer 1 territory OR gain 1 armory.

Gain 1 worker territory tile in your supply.

Conquer 1 and gain 1 VP per territory and gain 1 armory.

CAVALRY

Conquer 1 territory and gain 1 tapestry card. You may then pay any 1 resource to gain 1 armory.

a time

Conquer 1 Conquer territory. If that territory was controlled by an opponent, gain the benefits of both conquer tapestry card.

dice.

WARPLANES

Gain 1 armory 1 territory and gain 1 VP per anywhere on the tapestry card (in map. You may hand and on your then pay any 1 income mat). resource to gain 1



Gain 1 VP per exploration track space you've advanced. Also play a tapestry on top of your current tapestry. Only the new card is active

NUCLEAR BOME



Score your capital Conquer 1 territory city. You may then (gain the benefits discard 3 tapestry of both conquer cards from hand dice). Also gain a to gain 10 VP.

random additional civilization.



Gain 1 house. Cain 1 worker.



Gain 1 VP for each farm in your capital city. Gain 1 farm.



Gain 1 VP for each armory in your capital city. Gain 1 armory.



Gain the circle benefit of 1 tech card in your middle row. Gain the square benefit of 1 tech card in your top row.



Place the Bakery in your capital city. Gain 4 VP.



Place the Barn in your capital city. Gain 3 VP.



Gain the benefit & pay to gain the bonus of your current position on any track. Use at most 1x/turn. Gain 4 VP.



Gain 7 VP. Gain 1 culture.



Gain 7 VP. O Gain 1 food.



Gain 1 VP per technology track space you've advanced. Advance on the technology track (no benefit/bonus).



Explore (place 1 territory tile). Gain 2 territory tiles.



Place the Com Tower in your capital city. O Gain 5 VP.



Gain 1 VP for each market in your capital city. O Gain 1 market.



Gain 1 VP for each territory you control. Conquer 1 territory.



Gain 1 VP for each of your tech cards. O Invent 1 tech card.



Gain 1 farm. O Gain 1 food.



Place the Library in your capital city. O Gain 3 VP.



Gain 1 market. O Gain 1 coin.



Gain 1 VP for each house in your capital city. Gain 1 house.



Gain 5 VP. Research (no benefit/bonus).



Play a tapestry card on top of your current tapestry. Gain 1 tapestry card.



Gain 1 market, house, or farm. Gain 1 tapestry card.



Gain a random additional civilization. Gain 3 VP.



Gain 1 armory. Gain 1 culture.



Gain 1 VP per military track space you'ye advanced. Advance on the military track (no benefit/bonus).



Place the Stock Market in your capital city. Gain 5 VP.



Gain 1 VP per territory tile in your supply. Gain 1 culture and 1 territory tile.



Regress on 1 of these tracks (no benefit/bonus). O Gain 1 coin.



Gain 1 culture and 4 VP. Gain 1 coin.



Place the Treasury in your capital city. Gain 4 VP.



Gain 1 VP per science track space you've advanced. Advance on the science track (no benefit/bonus).



Conquer 1 territory. Gain 1 worker.



Gain 1 VP per exploration track space you've advanced. Advance on the exploration track (no benefit/bonus).

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