

REFERENCE GUIDE

EXPLORATION



Gain 2 territory tiles (always keep territory tiles face up in your supply).

Explore: Place 1 territory tile from your supply on the map, gain 1 VP per aligning side, and gain the benefit on the tile. You may then pay any 1 resource to gain 1 tapestry card.

Explore OR gain 1 farm.

Gain 1 territory tile, then explore.

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

Gain 1 territory tile and 1 farm. You may then pay any 1 resource to explore.

Gain 2 territory tiles, then explore.

Gain 1 farm, then gain 1 VP for each farm in your capital city. You may then discard 2 territory tiles to gain 5 VP.

Gain 2 territory tiles, then explore anywhere on the map. You may then pay any 1 resource to gain 1 tapestry card.

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

Gain 3 space tiles, then explore 1 of them (place explored space tiles next to your income mat).

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

SCIENCE



Research: Roll the science die to advance for free (don't gain benefit & bonus).

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

Research (don't gain benefit & bonus) OR gain 1 house.

Gain 1 VP for each tech card in your supply; also gain 1 tapestry card.

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

Research to gain the benefit & pay to gain the bonus (if any) OR gain 1 house.

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

Gain 1 house, then gain 1 VP for each house in your capital city.

Advance on 1 of these tracks, then gain the benefit & pay to gain the bonus (if any).

Regress on 1 of these tracks, then gain the benefit & pay to gain the bonus (if any).

Advance on 1 of these tracks, then gain the benefit & pay to gain the bonus (if any). Then do it again (same or different track).

Roll 4 science dice to advance (don't gain the benefits & bonuses). Gain 5 VP per die that would push you off a track.

TECHNOLOGY



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

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

Invent 1 tech card OR gain 1 market.

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

Gain either a farm, house, or armory. You may 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.

You may discard all 3 face-up tech cards and replace them. Invent 2 tech cards (one at a time).

Gain 1 market, then gain 1 VP for each market in your capital city. You may also pay any 1 resource to upgrade 1 tech card.

In any order, upgrade 1 tech card and gain the circle benefit of 1 tech card in your middle row.

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

In any order, 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.

Remove your player token from the technology track and place it on the starting space of any track. Gain 1 of each resource. This track still counts as complete.

MILITARY



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

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

Conquer 1 territory OR gain 1 armory.

Gain 1 worker and gain 1 VP per territory tile in your supply.

Conquer 1 territory and gain 1 armory.

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

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

Conquer 1 territory anywhere on the map. You may then pay any 1 resource to gain 1 tapestry card.

Gain 1 armory and gain 1 VP per tapestry card (in hand and on your income mat).

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.

Score your capital city. You may then discard 3 tapestry cards from hand to gain 10 VP.

Conquer 1 territory (gain the benefits of both conquer dice). Also gain a random additional civilization.



- Gain 1 house.
- Gain 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.
- 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.
- Gain 5 VP.



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



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



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



- Gain 1 farm.
- Gain 1 food.



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



- Gain 1 market.
- 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've 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).
- 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).