

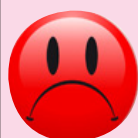


ORGANIZED REBELLION

**ALL PLAYERS SUFFER
LOSS**

**All players lose \$2
for each space they
are below the start
space.**

No players reset after this calamity.
All players unaffected by this
get one 😡

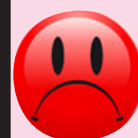


PEASANTS EMIGRATE!

**Rural Workers are
lost**

Stone Age	1
Bronze Age	2
Iron Age: The player discards all basic goods and loses that income	

If at least 1 was lost, victim resets
😊 to Start. All players
unaffected by this get one 😡

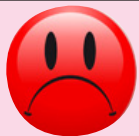


PEASANTS REVOLT!

**Government Track
moves toward 0**

Stone Age	2
Bronze Age	3
Iron Age: May not build Monument or Buy Products	

Victim stops at the first zero space.
If at least 1 was space was moved,
victim resets 😊 to Start. All players
of the same government unaffected
by this get one 😡



PEASANTS RIOT!

**Improvements are
destroyed**

Stone Age	1
Bronze Age	2
Iron Age: All Industry destroyed, Products may not be purchased	

If at least 1 was lost, victim resets
😊 to Start. All players
unaffected by this get one 😡

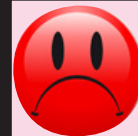


HERESY!

**Red or Blue Buildings
are Destroyed**

Stone Age	1
Bronze Age	1
Iron Age: You lose \$ VP, Other players of the same religion lose 2 VP	

If at least 1 was lost, victim resets
😊 to Start. Players of the same
religion unaffected by this get one 😡



COMPLACENCY!

**Return half of your
money to the bank**

If at least 1 money was lost, victim
resets 😊 to Start. All players
unaffected by this get one 😡







BARBARIANS PILLAGE!

Victory Points lost

Stone Age	3
Bronze Age	4
Iron Age	6

If at least 1 was lost, victim resets  to Start. All players unaffected by this get one 





CITIES SACKED!

Urban Workers are Destroyed

Stone Age	1
Bronze Age	2

Iron Age: The player discards all civic goods and loses that income



If at least 1 was lost, victim resets  to Start. All players unaffected by this get one 



BARBARIAN PAGANISM!

Religion Track moves toward O



Stone Age	2
Bronze Age	3
Iron Age: May not build Shrine or Culture	

Victim stops at the first O space. If at least 1 space was moved, victim resets  to Start. All players of the same religion unaffected by this get one 



INTO THE DARK AGES

The player/s highest on the barbarian track choose up to two of the victim's industry or culture population cubes to destroy

If at least 1 was lost, victim resets  to Start. All players unaffected by this get one 





CAPITAL ATTACKED!

Black or White Buildings are Destroyed

Stone Age	1
Bronze Age	1
Iron Age: You lose 5 VP, Other players of the same government lose 2 VP	

If a building is destroyed that gave population, victim must destroy that number of population.


If at least 1 was lost, victim resets  to Start. Players of the same government unaffected by this get one 



BARBARIAN ALLIANCE!

ALL PLAYERS SUFFER LOSS

All players lose 2 VP for each space they are below the start space.

No players reset after this calamity. All players unaffected by this get one 



CONSUL

(Inactive)



CONSUL

(Inactive)



CONSUL

(Inactive)



TABOO



If you wish to use this
development you must pay
\$2 to each player with
"The Temple of
Righteousness"



PIRACY



(may not warehouse)

You may lie and say
this card is
Spices or Gold when
its actual
value is nothing.

CONSUL



ABILITY: Use ONE Ability of a building owned by any player (May not be used by any player who owns "CONSULATE")

Flip and Return to player who traded the CONSUL at the end of the civic phase

CONSUL



ABILITY: Use ONE Ability of a building owned by any player (May not be used by any player who owns "CONSULATE")

Flip and Return to player who traded the CONSUL at the end of the civic phase

CONSUL



ABILITY: Use ONE Ability of a building owned by any player (May not be used by any player who owns "CONSULATE")

Flip and Return to player who traded the CONSUL at the end of the civic phase

**Trading
in the
Mediterranean**

Luxury Goods

TABOO



If you wish to use this development you must pay \$2 to each player with "The Temple of Righteousness"

**TABOO
Exemption**

**One Time
Use**

**TABOO
Exemption**

**One Time
Use**

**TABOO
Exemption**

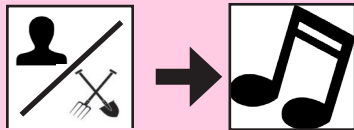
PERMANENT

**TABOO
Exemption**

PERMANENT

Culture (\$)

TRIBAL SONGS

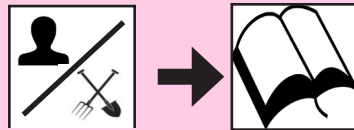
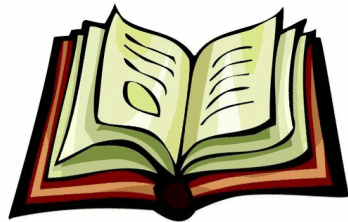


\$2

2

Culture (\$)

STORYTELLING

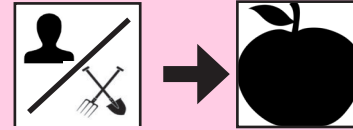
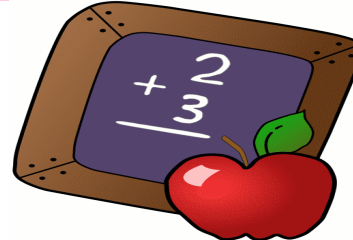


\$3

3

Culture (\$)

PHILOSOPHY



\$4

4

Status (\$)

WALLS



\$2

OR

\$4

Status (\$)

LOWER TAXES



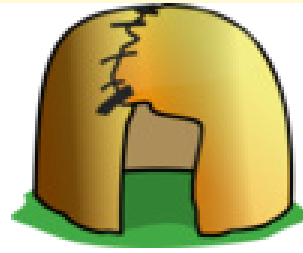
\$2

OR

\$4

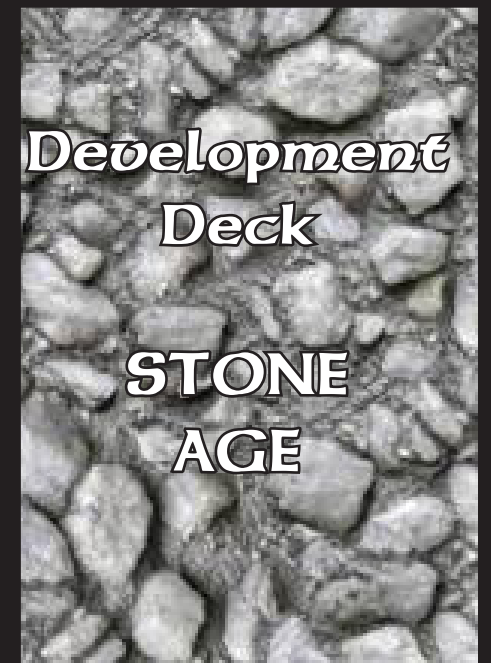
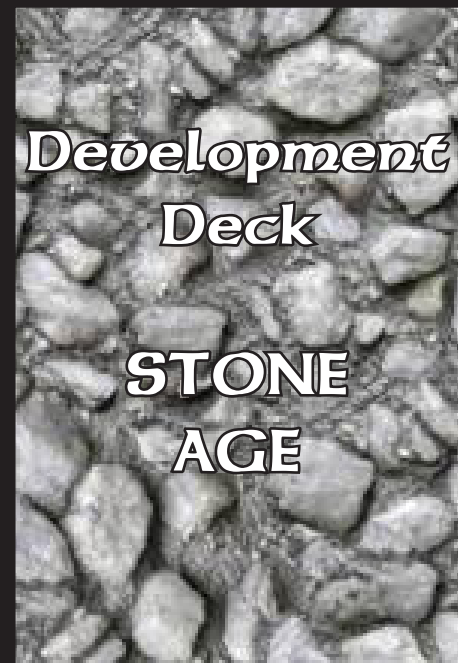
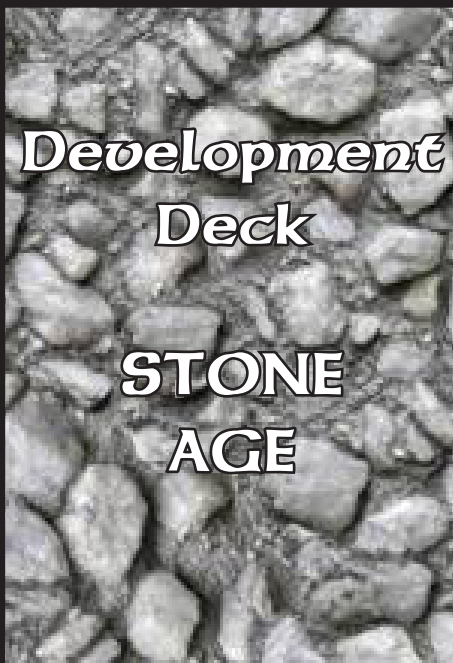
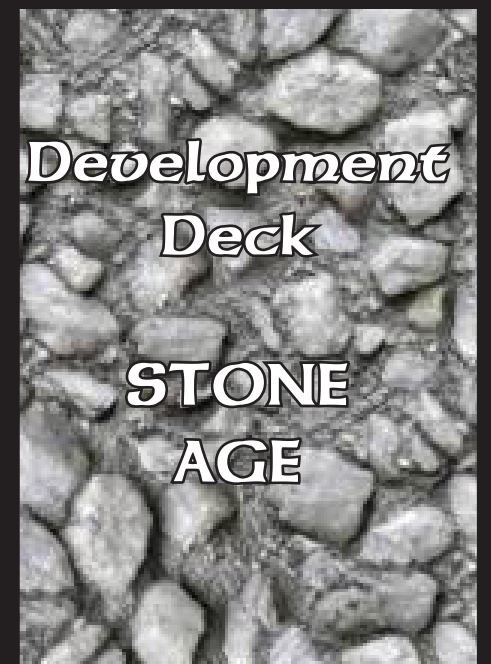
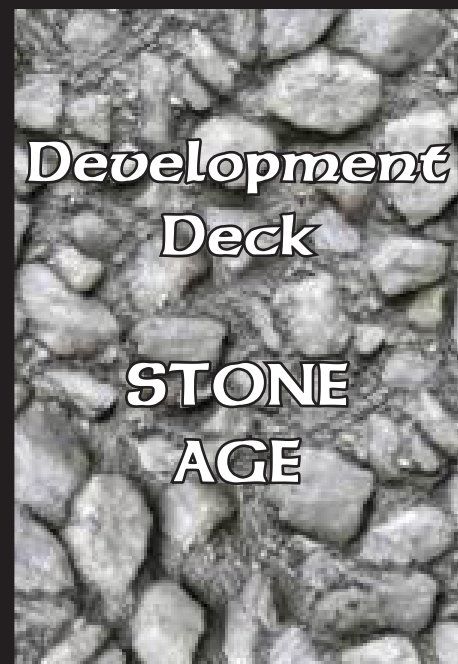
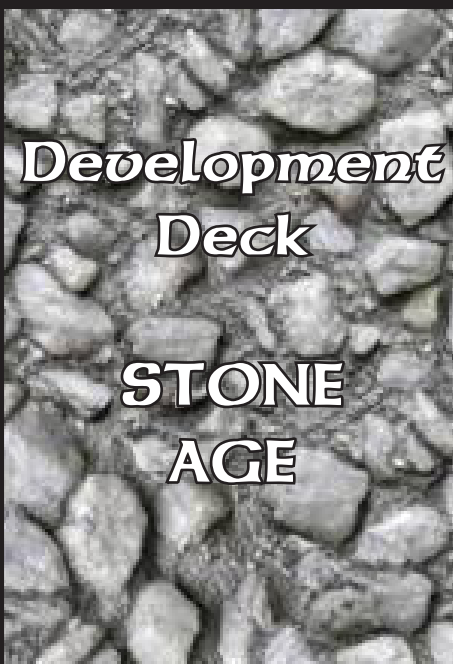
Status (\$)

CAPTURE

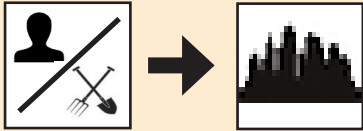


+\$1



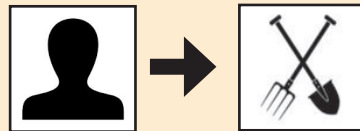


Production (\$)
NEW CITY



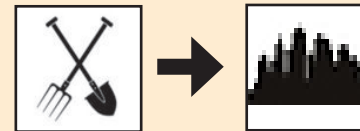
\$4

Production (\$)
RICH LAND



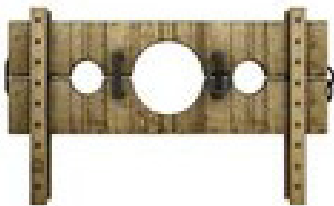
\$1

Production (\$)
URBANIZATION



\$2

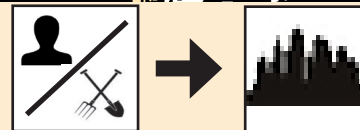
Status (\$)
INFLUENCE



↔ **+\$1**

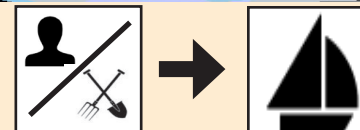


Production (\$)
NEW CITY

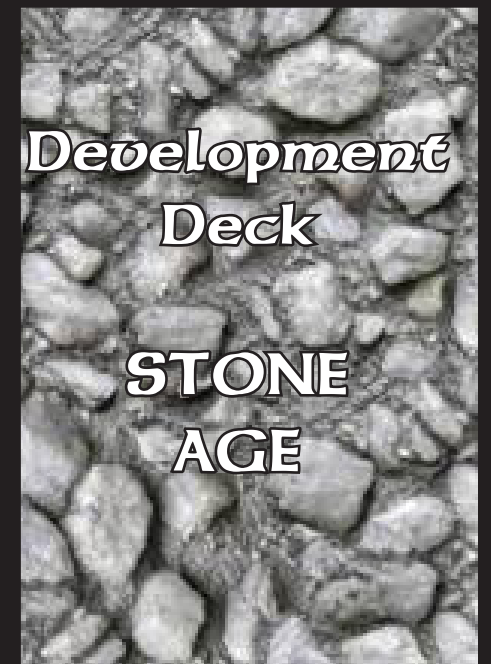
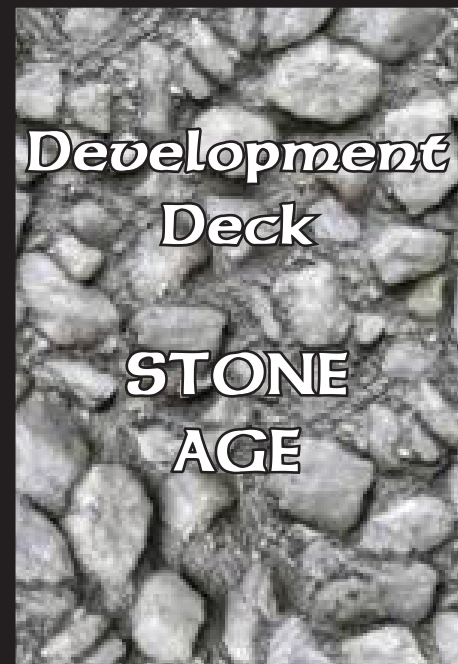
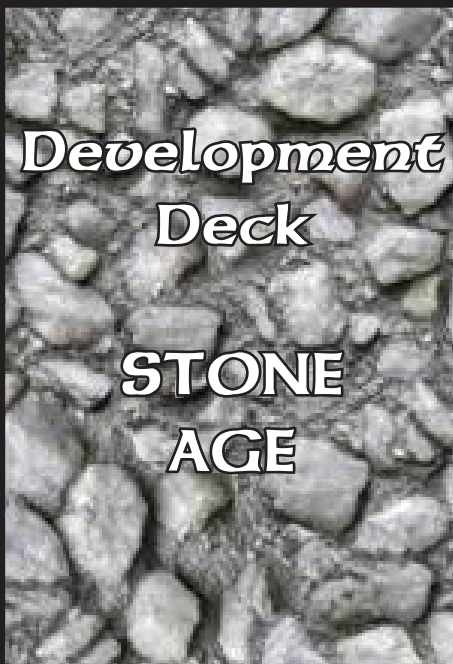
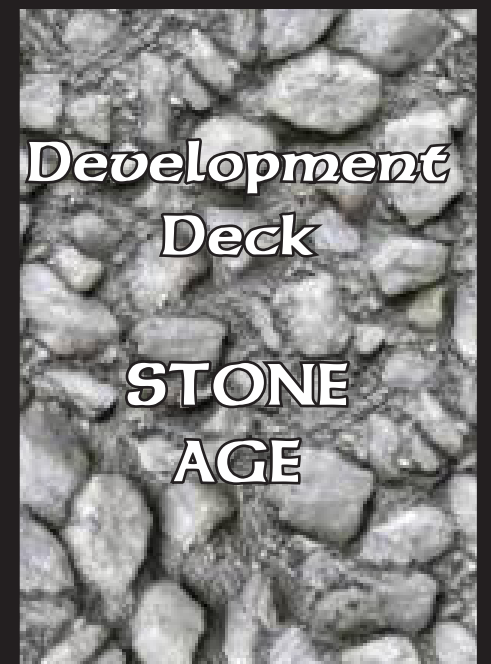
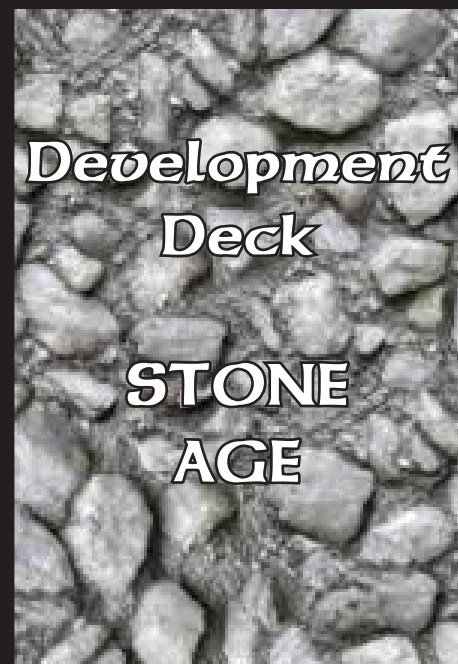
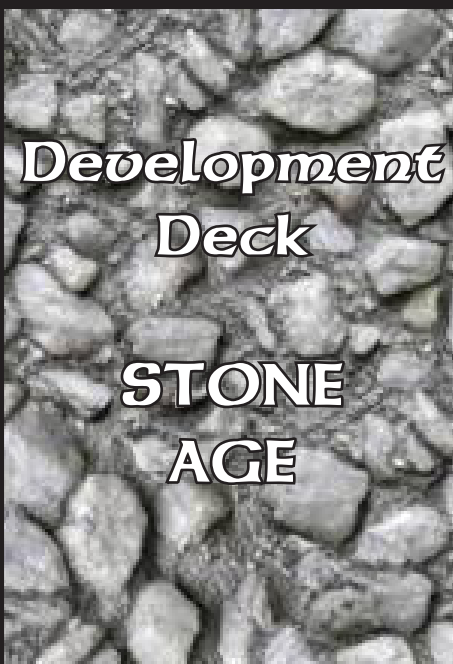


\$5

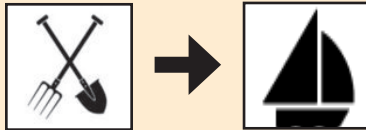
Production (\$)
HARBOR



\$7

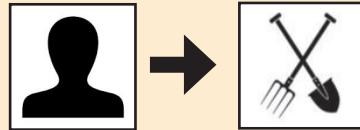


Production (\$)
EXPORTS



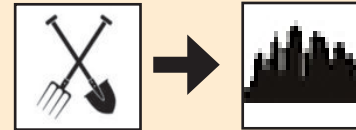
\$5

Production (\$)
RICH LAND



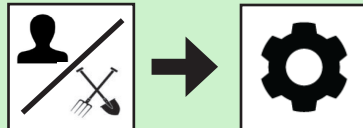
\$2

Production (\$)
URBANIZATION



\$3

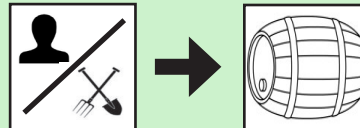
Economy (\$)
INDUSTRY



\$3

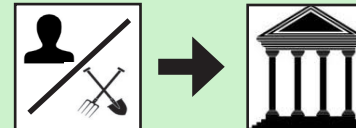
(Requires Basic Good Use)

Economy (\$)
WAREHOUSE

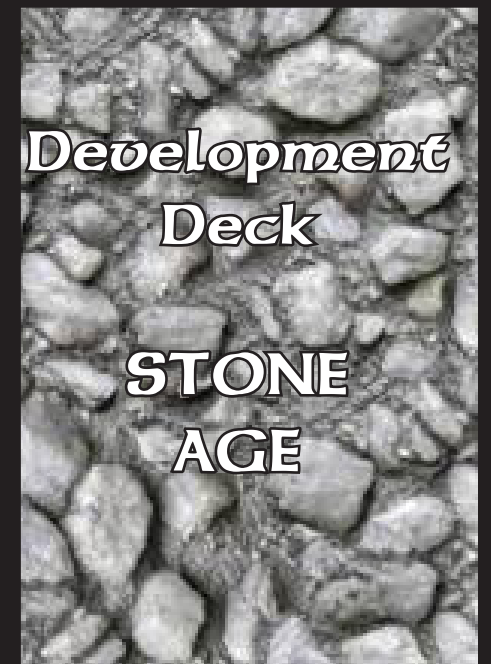
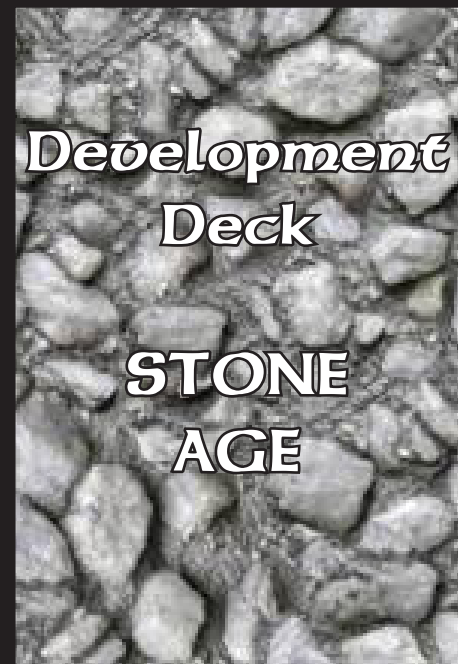
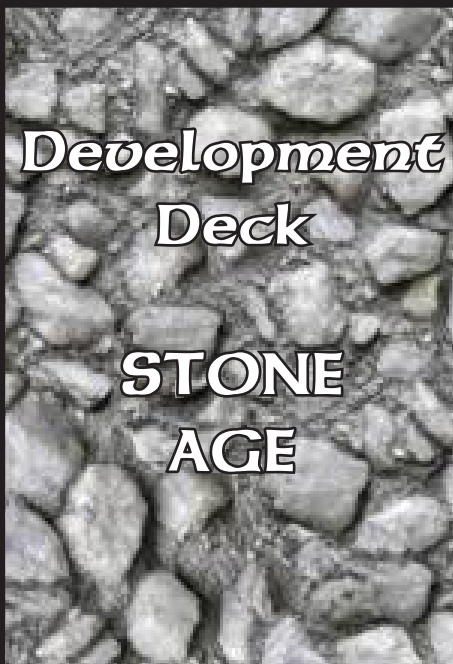
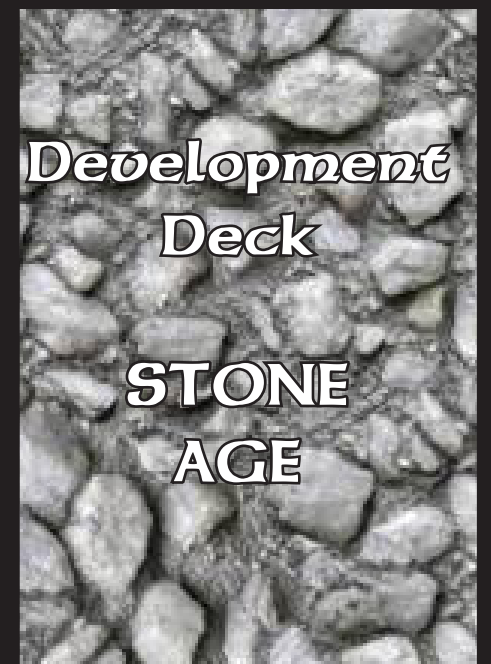
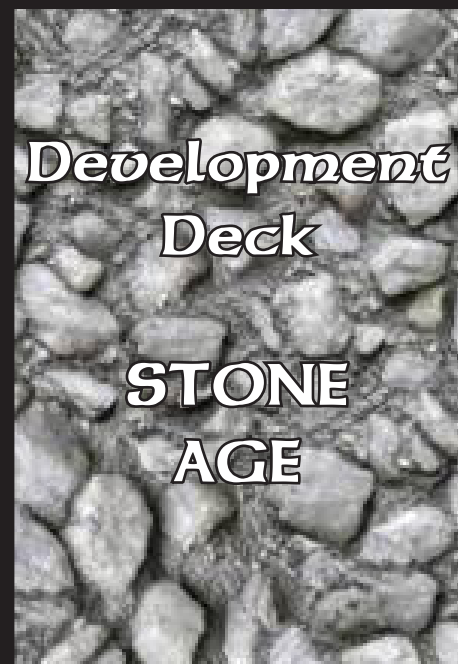
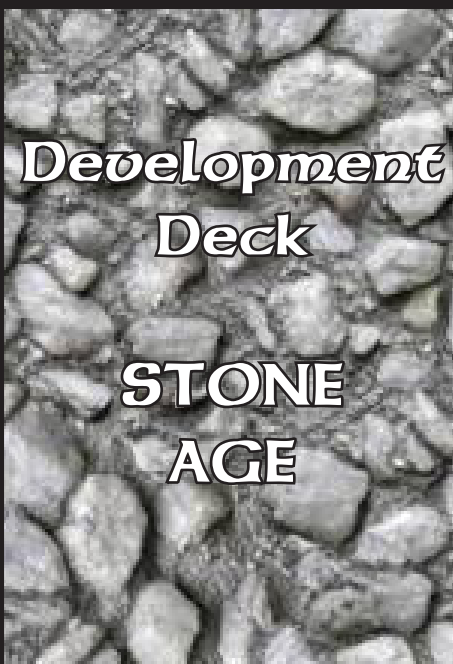


\$2

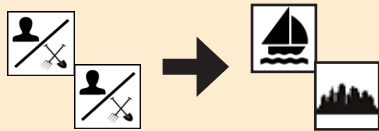
Economy (\$)
BANK



\$4

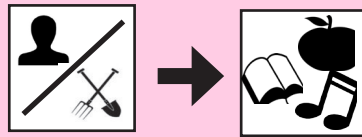


Production (B)
MODERNIZE



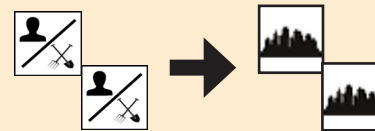
IV	V
\$12	\$5

Culture (B)
SCHOLAR



\$5
2

Production (B)
SPRAWL



IV	V
\$10	\$4

Economy (B)
INDUSTRY



\$5

(Requires Basic Good Use)

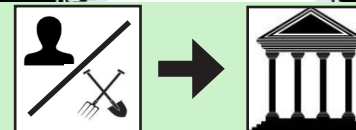
Status (B)
CONTROL



↔ ↔ +\$2



Economy (B)
BANK



IV	V
\$6	\$4

**Development
Deck**

**BRONZE
AGE**

**Development
Deck**

**BRONZE
AGE**

**Development
Deck**

**BRONZE
AGE**

**Development
Deck**

**BRONZE
AGE**

**Development
Deck**

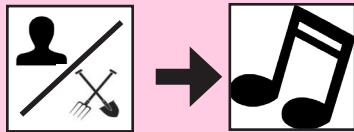
**BRONZE
AGE**

**Development
Deck**

**BRONZE
AGE**

Culture (B)

DANCE

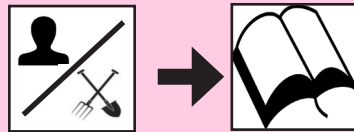
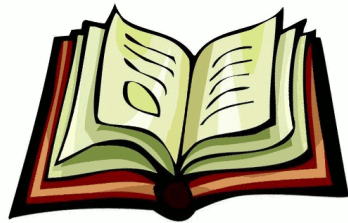


\$4

2 

Culture (B)

DRAMA

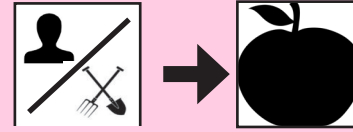
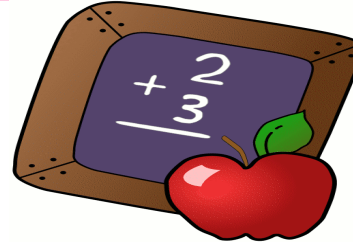


\$6

3 

Culture (B)

MATHEMATICS

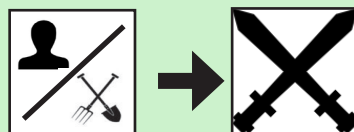


\$8

4 

Improvement (B)

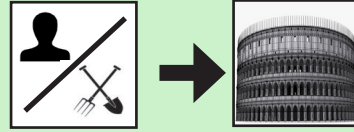
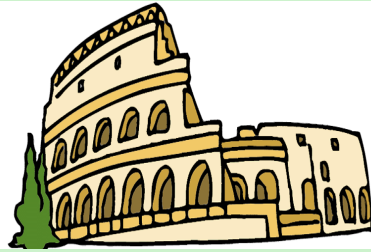
ARMY



\$6

Improvement (B)

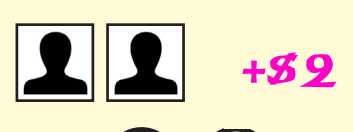
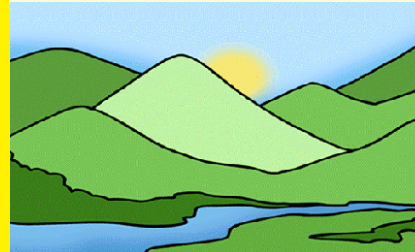
COLOSSEUM



\$6

Status (B)

ANNEX



+\$2



***Development
Deck***

**BRONZE
AGE**

***Development
Deck***

**BRONZE
AGE**

***Development
Deck***

**BRONZE
AGE**

***Development
Deck***

**BRONZE
AGE**

***Development
Deck***

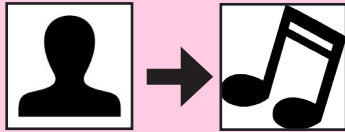
**BRONZE
AGE**

***Development
Deck***

**BRONZE
AGE**

Culture (I)

SYMPHONY

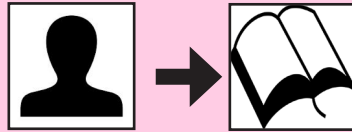
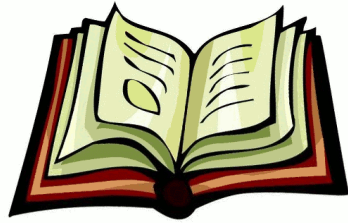


\$6

2 

Culture (I)

THE NOVEL

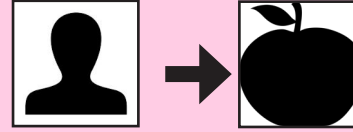
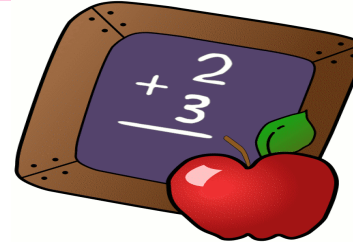


\$9

3 

Culture (I)

SCIENCE

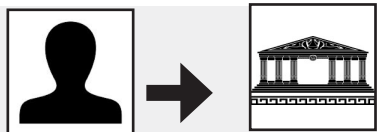


\$12

4 

Wonder (I)

SHRINE

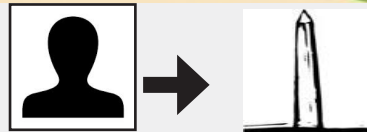


\$10

4  /  

Wonder (I)

MONUMENT



\$10

4  /  

Improvement (I)

INDUSTRY



\$5

(Requires Basic Good Use)

**Development
Deck**

**IRON
AGE**

**Development
Deck**

**IRON
AGE**

**Development
Deck**

**IRON
AGE**

**Development
Deck**

**IRON
AGE**

**Development
Deck**

**IRON
AGE**

**Development
Deck**

**IRON
AGE**

I	II	III	IV	V	VI
Stone Age			Bronze Age		Iron Age

V

Iron Age

1	2	3	4	5	6
---	---	---	---	---	---

Status



START



BARBARIANS

Illyria

Illyria

COURTHOUSE



Take: 1 1 1

Ability: ➡ ➡ ➡

Ability: Give Opponent ➡

CAPITOL



Take: 1 1 1 1

Ability: ➡ ➡ ➡

Development cards may be bought twice

UNIVERSITY



Doubles: 🍎 +

Ability: 😊

CONSULATE



Take: 1

Ability: ➡ ➡ ➡

Take CONSUL card to trade

MARKET



Take: 1 1 1

Ability: Add 1 cube to the product demand track

AQUEDUCT



Take: 1 🏰

Ability: ➡ ➡ ➡

POOR HOUSE



Take: 1 1

Ability: ➡ ➡ ➡

Ability: 😊

TEMPLE OF GLORY



Take: 1 1 1

Doubles: 🎵 +

TEMPLE OF GOOD WILL



Ability: ➡ ➡ ➡ ➡ ➡ ➡

After trade phase, all players that traded with you collect \$2 from bank

TEMPLE OF RESPECT



Take: 1 1 1 1

Ability: ➡ ➡ ➡ ➡ ➡ ➡

Ability: 🍷

VENETIAN MONASTERY



Take: 1

May ignore "Give" abilities from buildings

Always goes last in turn order

TEMPLE OF THE UNITED

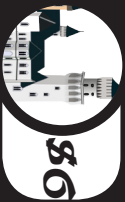


Take: 1

Ability: ➡ ➡ ➡ ➡ ➡ ➡

Ability: + Only usable if you and another player owns this

BARACKS



Take: 1 1 1 1

Ability:

Ability: Give Opponent

PALACE



Take: 1 1 1 1

Ability:

May buy unlimited products each turn

PRISON



Ability:

Destroy Prison to discard ANY card during trading phase

TAX COLLECTOR



Ability: \$2

Products cost you \$1 less

WORKSHOP



Take: 1 1 1

Ability:

GUARDHOUSE



Take: 1

Ability:

Ability:

MARTIAN SEMINARY



Take: 1 1

Ability:

Ability: Give Opponent

TEMPLE OF LITURGY



Take: 1

Doubles:

TEMPLE OF RIGHTEOUSNESS



Take: 1

Ability:

Ability: Place TABOO on a development

PYRAMIDS TO MARS



Take: 1 1

Ability: Give ALL Opponent

After built, no other players may build Pyramids

TEMPLE OF SACRIFICE



Ability:

Ability:

TEMPLE OF THE CHOSEN



Take: 1

Ability:

Ability: Only usable if no other player also owns this

Dictatorship

4

3

2

1

GOVERNMENT

Dictator Takeover
Destroy White

Democracy Forms!
Destroy Black

Maximum Buildings

Democracy

1

2

3

4

Devotion to Mars

4

3

2

1

RELIGION

Convert to Mars
Destroy Blue

Convert to Venus-
Destroy Red

Maximum Buildings

Devotion to Venus

1

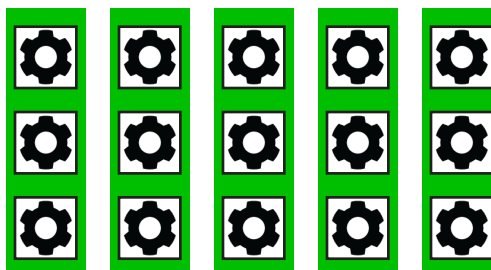
2

3

4

PRODUCT DEMAND

Livestock	Fish	Textiles	Ships	Arms	Pool
					6
					5½
					5
					4½
					4
					3½
					3
					2½
					2
					1½
					1
					0



BUILDINGS



\$3 - \$8

Requires sufficient
progress down the
matching track

PRODUCTS



Stone Age	Bronze Age	Iron Age
\$2	\$3	\$4

One of each type per turn

Requires spending
matching Basic Good

Africa

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Urban Workers:



Merchants:



CULTURE

Artists



Writers



Academics

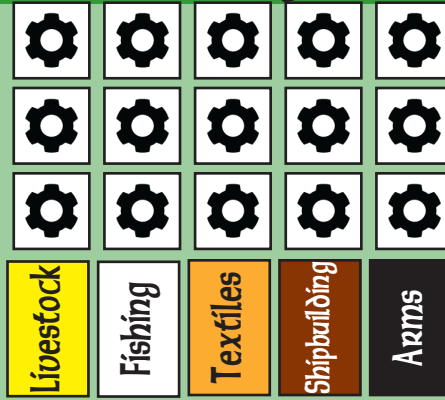


2 + 3 + 4 +



IMPROVEMENTS

Industry:



Ability:



Products:

Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings

Assyria

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Grain

Salt

Wool

Timber

Ore

Urban Workers:



Merchants:



CULTURE

Artists



Writers



Academics



2 +

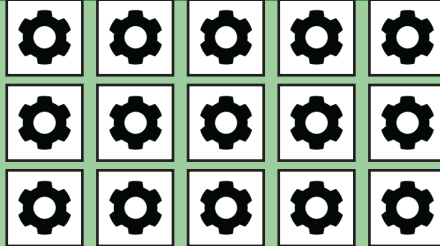
3 +

4 +



IMPROVEMENTS

Industry:



Livestock

Fishing

Textiles

Shipbuilding

Arms

Ability:



Products:

Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings

Babylon

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Grain

Salt

Wool

Timber

Ore

Urban Workers:



Merchants:



CULTURE

Artists



Writers

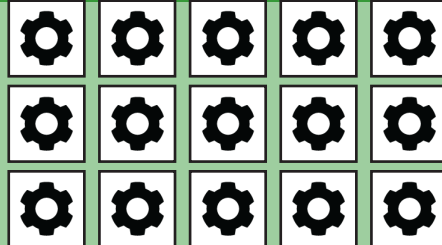


Academics



IMPROVEMENTS

Industry:



Livestock

Fishing

Textiles

Shipbuilding

Arms

Ability:



Products:

Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings

Egypt

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Urban Workers:



Merchants:



CULTURE

Artists



Writers



Academics

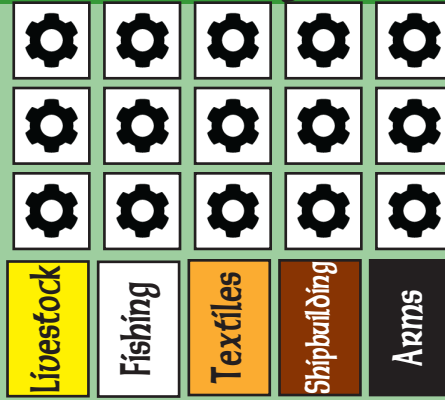


2 + 3 + 4 +



IMPROVEMENTS

Industry:



Ability:



Products:



Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings

Illyria

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Urban Workers:



Merchants:



CULTURE

Artists



Writers



Academics

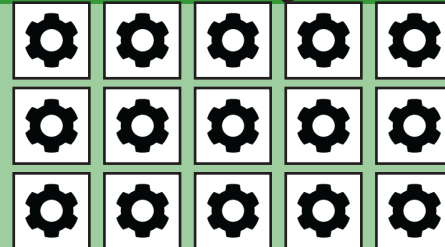


2 + 3 + 4 +



IMPROVEMENTS

Industry:



Ability:



Products:



Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings

Thrace

AVAILABLE POPULATION



PRODUCTION

Rural Workers:



Grain

Salt

Wool

Timber

Ore

Urban Workers:



Merchants:



CULTURE

Artists



Writers



Academics



2 +

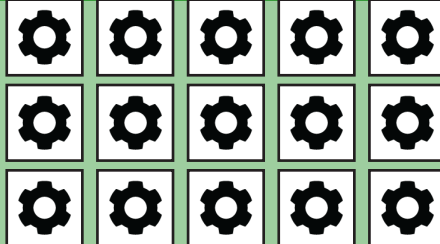
3 +

4 +



IMPROVEMENTS

Industry:



Livestock

Fishing

Textiles

Shipbuilding

Arms

Ability:



Products:

Bank

Colosseum

Army

Warehouse



Ignore
"Poverty"

x2
"Prosperity"

Ignore
"Depression"

Ignore
"Barbarian
Fury"

3

+2

WONDERS

Monument



Shrine



Warehouse

Unbuilt Buildings

Buildings