REFERENCE GUIDE

EXPLORATION

SCOUTING	RAFTS	WAGONS	NAVIGATION	SHIPS	TUNNELS	TRAINS	CARS	AIRPLANES	SPACE SHUTTLE	INTERSTELLAR TRAVEL	WARPGATES
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

ASTRONOMY	MATHEMATICS	HERBALISM	MEDICINE	CHEMISTRY	BIOLOGY	ACADEMIC RESEARCH	NUTRITION	PHYSICS	NEUROSCIENCE	QUANTUM PHYSICS	ALIEN BIOLOGY
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

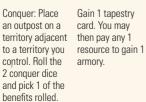| POTTERY	CARPENTRY	STONE TOOLS	METALLURGY	GLASS	STEEL	RUBBER	PLASTIC	ELECTRONICS	COMPUTERS	NANOTECHNOLOGY	AI SINGULARITY
Invent: Gain 1 tech card and place it to the right of your capital city mat in the bottom row. If you gained a face-up card, replenish it immediately.	Gain 1 tapestry card. You may 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

ARCHERY	BLADED WEAPONS	WALLS	STANDING ARMY	CAVALRY	GUNPOWDER	TANKS	WARPLANES	ANTI-AIRCRAFT DEFENSE	NUCLEAR BOMB	DRONE ASSASSINS	MECHS
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.

AIR CONDITIONING
Technology - Invention
- ☐ Gain 1 house.
- ◯ Gain 1 worker.

AMMONIA
Technology - Invention
- ☐ Gain 1 VP for each farm in your capital city.
- ◯ Gain 1 farm.

ANESTHESIA
Technology - Invention
- ☐ Gain 1 VP for each armory in your capital city.
- ◯ Gain 1 armory.

ASSEMBLY LINE
Technology - Invention
- ☐ Gain the circle benefit of 1 tech card in your middle row.
- ◯ Gain the square benefit of 1 tech card in your top row.

BAKERY
Technology - Landmark
- ☐ Place the Bakery in your capital city.
- ◯ Gain 4 VP.

BARN
Technology - Landmark
- ☐ Place the Barn in your capital city.
- ◯ Gain 3 VP.

LITHIUM-ION BATTERY
Technology - Invention
- ☐ Gain the benefit & pay to gain the bonus of your current position on any track. Use at most 1x/turn.
- ◯ Gain 4 VP.

CALENDAR
Technology - Invention
- ☐ Gain 7 VP.
- ◯ Gain 1 culture.

CANNED FOOD
Technology - Invention
- ☐ Gain 7 VP.
- ◯ Gain 1 food.

CLOCKS
Technology - Invention
- ☐ Gain 1 VP per technology track space you've advanced.
- ◯ Advance on the technology track (no benefit/bonus).

COMPASS
Technology - Invention
- ☐ Explore (place 1 territory tile).
- ◯ Gain 2 territory tiles.

COM TOWER
Technology - Landmark
- ☐ Place the Com Tower in your capital city.
- ◯ Gain 5 VP.

CONCRETE
Technology - Invention
- ☐ Gain 1 VP for each market in your capital city.
- ◯ Gain 1 market.

DYNAMITE
Technology - Invention
- ☐ Gain 1 VP for each territory you control.
- ◯ Conquer 1 territory.

EYEGLASSES
Technology - Invention
- ☐ Gain 1 VP for each of your tech cards.
- ◯ Invent 1 tech card.

IRRIGATION
Technology - Invention
- ☐ Gain 1 farm.
- ◯ Gain 1 food.

LIBRARY
Technology - Landmark
- ☐ Place the Library in your capital city.
- ◯ Gain 3 VP.

LIGHT BULB
Technology - Invention
- ☐ Gain 1 market.
- ◯ Gain 1 coin.

PAPER
Technology - Invention
- ☐ Gain 1 VP for each house in your capital city.
- ◯ Gain 1 house.

PENICILLIN
Technology - Invention
- ☐ Gain 5 VP.
- ◯ Research (no benefit/bonus).

PRINTING PRESS
Technology - Invention
- ☐ Play a tapestry card on top of your current tapestry.
- ◯ Gain 1 tapestry card.

THE NAIL
Technology - Invention
- ☐ Gain 1 market, house, or farm.
- ◯ Gain 1 tapestry card.

RADIO
Technology - Invention
- ☐ Gain a random additional civilization.
- ◯ Gain 3 VP.

SEWAGE & PLUMBING
Technology - Invention
- ☐ Gain 1 armory.
- ◯ Gain 1 culture.

SIEGECRAFT
Technology - Invention
- ☐ Gain 1 VP per military track space you've advanced.
- ◯ Advance on the military track (no benefit/bonus).

STOCK MARKET
Technology - Landmark
- ☐ Place the Stock Market in your capital city.
- ◯ Gain 5 VP.

TELESCOPE
Technology - Invention
- ☐ Gain 1 VP per territory tile in your supply.
- ◯ Gain 1 culture and 1 territory tile.

TIME TRAVEL
Technology - Invention
- ☐ Regress on 1 of these tracks (no benefit/bonus).
- ◯ Gain 1 coin.

TRANSISTORS
Technology - Invention
- ☐ Gain 1 culture and 4 VP.
- ◯ Gain 1 coin.

TREASURY
Technology - Landmark
- ☐ Place the Treasury in your capital city.
- ◯ Gain 4 VP.

VACCINES
Technology - Invention
- ☐ Gain 1 VP per science track space you've advanced.
- ◯ Advance on the science track (no benefit/bonus).

WARSHIPS
Technology - Invention
- ☐ Conquer 1 territory.
- ◯ Gain 1 worker.

ZEPPELINS
Technology - Invention
- ☐ Gain 1 VP per exploration track space you've advanced.
- ◯ Advance on the exploration track (no benefit/bonus).