



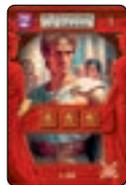
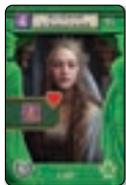
COMPENDIUM

GLOSSARY

Leader



Leader cards offer unique instant bonuses, recurring conditional bonuses, or recurring systematic bonuses. Their impact can vary depending on whether the Leader is alive or in the cemetery. Players can possess only one living Leader at a time. A Leader is characterized by its level (Roman numeral), cost (number in a cube), and type. Some leaders have a fixed or variable Victory Points calculation at the end of the game, and some others can grant VPs during gameplay. In this context, Victory Points are awarded in the form of tokens. Whenever a gameplay effect makes reference to a Leader card, it will specify the card's type and level. If either or both of these details are missing, assume that the effect applies all types and/or levels.



Cemetery



The Cemetery is the area located below each player's Civilization board. This is where Leaders are placed once they have been replaced.

Alive



This effect is active as long as the Leader has not been replaced.

Instantaneous



This effect activates immediately when the card is purchased. If situated on VP, the VP tokens are also obtained instantly.

End-of-game effect



These effects or points come into play at the end of the game.

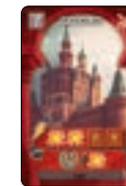


The purchase cost of Wonders or Leaders is reduced or increased by X.

Wonders



Wonders are cards that provide a unique and immediate bonus. Players can have as many Wonders as they wish. Each Wonder is characterized by its level (Roman numeral), cost (number in a cube), and type. The VP calculation for some Wonders varies at the end of the game. Whenever a gameplay effect references a Wonder card, it will specify the card's type and level. If either or both of these details are missing, assume that the effect applies to all types and/or levels.



Victory points



Victory points, also referred to as VP in the rules, determine the winner.

VP tokens



When the conditions are satisfied, receive these VP in the form of tokens.

History point



History points are used to determine the number of VP and bonus to be received during a Challenge's resolution. They are the sum of your Sages and all of your cards of the type indicated by the Challenge. 'All cards' means all your Leader cards (alive and in the cemetery), Technology cards (those on the board, including those in the discovery space, and all those discarded), and Wonder cards.

Purchase



When placed on a Wonder, Leader, or Technology card, it signifies the action of purchasing the card. By itself, it represents the markets.

Type

There are 5 types of cards in the game: Scientific , Industrial , Spiritual , Cultural , and Military . When indicated in a gameplay effect, the symbol represents all the cards of that type in the player's possession. 'All the cards' encompasses all the player's Leader cards (alive and in the cemetery), Technology cards (those on the board, including those in the discovery space, and all those discarded), and Wonder cards.



Research point

 Research points are always represented by a circle. A circle without any specification on its type represents all of the types of Research. Research points are spent to purchase Technology cards of the same type.

Research point of any type(s)

 When a player gains «Research points of any type(s)» they advance any Research cylinder by one level for each point gained. If a player accumulates multiple Research points of any type, they can distribute them freely among the 5 types of Research.

Synergy

 A synergy involves sacrificing a research point in one type to gain a point in another type. If multiple synergies are acquired from a single action, you have the freedom to allocate the points among the various types of Research, provided that a point is lost before another is gained.

Research point of Scientific type

 Research points of Scientific type are used to purchase Technology cards of Scientific type. Each point allows you to advance the Research cylinder by one level on the Scientific track.

Research point of Industrial type

 Research points of Industrial type are used to purchase Technology cards of Industrial type. Each point allows you to advance the Research cylinder by one level on the Industrial track.

Research point of Cultural type

 Research points of Cultural type are used to purchase Technology cards of Cultural type. Each point allows you to advance the Research cylinder by one level on the Cultural track.

Research point of Military type

 Research points of Military type are used to purchase Technology cards of Military type. Each point allows you to advance the Research cylinder by one level on the Military track.

Research point of Spiritual type

 Research points of Spiritual type are used to purchase Technology cards of Spiritual type. Each point allows you to advance the Research cylinder by one level on the Spiritual track.

  The purchase cost of Technologies is reduced or increased by X.

Technology card

 Technology cards enable you to deploy Agents or generate Research points. Whenever a gameplay effect references a Technology card, it specifies the card's type and level. If either or both of these details are missing, assume that the effect applies to all types and/or levels.



Deploy

The action of transferring a cube from your reserve onto a tray, or in rare instances, due to the effect of certain cards, on a space intended for a forthcoming tray.

Agent

An agent is the general term used to describe a cube when it is deployed on a Tray.

Unit

 A unit refers to a player's cube when it is placed in the Battles tray. It is used when resolving the Battle in front of which the tray is placed. Each cube has a Power value of 2. Some cards have the ability to alter the Power value of these cubes. All cubes in the tray are used and subsequently returned to their respective owner once the Battle is resolved.

Philosopher

 A Philosopher represents a player's cube when it is placed in the Philosophy tray. Philosopher cubes are used to advance the player's Civilization token on the Philosophy track. The cost fluctuates depending on the level to be reached. Once spent, these cubes return to the player's reserve.

Sage

 A Sage refers to a player's cube when it is placed in Challenges tray. It is used when resolving the Challenge in front of which the tray is located. These cubes will be added to the player's total number of cards of the specified type to calculate their History points for that Challenge. Certain cards grant players the option to position their cubes outside the Challenges Tray, instead of in front of a particular round, but when this designated round is reached, the cubes are transferred to the tray. All the cubes within the tray are used when resolving a challenge and subsequently returned to their respective owners after resolution.

Ambassador

 An Ambassador refers to a player's cube placed in the Leader tray. They are used for purchasing the Leaders available in the market. Once expended to buy a Leader, these cubes are returned to the player's reserve.

Builder

 A Builder refers to a player's cube placed in the Wonder tray and is used for acquiring the Wonders available in the market. Once expended to purchase a Wonder, these cubes are returned to the player's reserve.

 Indicates that the cubes must be placed in front of this round stand, even if there is no tray present. If the round has passed, do not place the cube. When a tray arrives at a round where cubes are queued, place them inside of it.

Progression

A progression is the advancement of one of your Civilization tokens along one of the following tracks: Military Legacy, Population, or Philosophy.



Population Level

The Population Level is indicated by the numbers located below the population track and serves as a cap on the number of Agents and Research points a player can generate throughout the different phases of the game. Levels on the track may consist of multiple spaces, all of which must be cleared to advance to the next level. The Civilization token progresses from one space to the next along the track.



Indicates the population level



A player's cube



Relates to the Philosophy track



Indicates a Benefit



Indicates that the designated game element must be randomly drawn from the box.



All the players



A set of cards



Max X

Represents the maximum number of times that this effect can be used.



Max. This means 'the most amount of.' Multiple players can be tied.



Min. This means 'the least amount of.' Multiple players can be tied.

Military Legacy



The Military Legacy is added to the Power of the Units to calculate the final Power of a Civilization during a Battle.

Power



Represents the entity's Power during a Battle.

External Threat



Represents the External Threat.

Delete



Players are either required or allowed to remove the element on which it is placed.



This effect lasts until the end of the game.



Indicates the result of an action



No Max

The effect can be used an unlimited number of times as long as all the conditions are met.



This effect applies if the conditions are satisfied



This effect applies to players who fail to meet the condition.



CHALLENGES



All players deploy 1 Ambassador or 1 Philosopher.

Each player adds up all their cards of Cultural type and their Sages to determine their History points for this Challenge. They immediately gain their History points as Victory Points. Then, they divide their History points by 2 (rounded down) and deploy this number of Sage.

i A writing system developed in Lower Mesopotamia around 3200 BC.



All players who have one Technology card of the Cultural type and one of Military type gain 1 Research point of Industrial type. The other players gain 2 Victory Points.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Spiritual type.

i The origin of Babylonian legal writings is estimated to date back to around 1750 BC. They are widely regarded as the most comprehensive legal codes from ancient Mesopotamia.



All players who do not have any Technology cards of Cultural type gain 4 Victory Points.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Cultural type.

i Historically, tribes were mobile social structures that tracked the migratory patterns of herbivores to access diverse natural resources. This form of organization predated the establishment of stationary settlements.



Each player may exchange 1 Research point of Military type for 1 Research point of Scientific type, up to a maximum of 3 times.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Scientific type.

i Translations of Buddhist Sutras from Sanskrit into Chinese.



Randomly select one Level II Wonder and one Level III Wonder from the box and add them to the Wonders market. They are now available for purchase.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Military type.

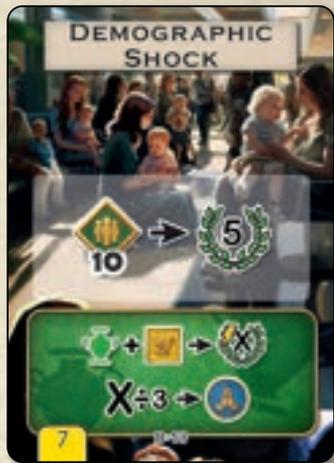
i These are the most impressive artistic and architectural constructions of antiquity.



All players with at least 1 Leader gain 1 Research point of Military type. The other players gain 2 Ambassadors.

Each player adds up all their cards of Cultural type and their Sages to determine their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Industrial type.

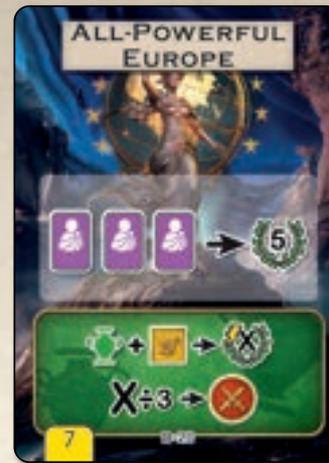
i A political system wherein a central authority collaborates with local lords, who subsequently engage with their respective populations.



Each player who has reached or exceeded level 10 on their Population track gains 5 Victory Points.

Each player adds up all their cards of Cultural type and their Sages to determine their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and gain this value as Research points of Spiritual type.

i A period of impressive demographic expansion, between 1000 and 1300 AD.



Each player gains 5 Victory Points for every 3 Leaders they have in their possession.

Each player adds up all their cards of Cultural type and their Sages to determine their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and gain this value as Research points of Military type.

i Period of European domination over the rest of the world. Europe is at the center of the Industrial Revolution and is in full expansion.



If a player's total number of cards of Cultural type is greater than each of the other types of cards, then they gain 1 Research point of Military type and 1 Research point of Spiritual type. If this is not the case, the player gains 2 Research points of Cultural type.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and gain this value as Research points of Spiritual type.

i Massive influx of migrants to the Americas between 1870 and 1910.



Each player who has more cards of Cultural type than cards of Military type gains 4 Victory Points.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 8, they receive an additional bonus of 2 VP. If their History points reach or exceed 12, they receive an additional bonus of 4 VP.

i The process through which colonial territories achieve independence from their governing metropolis, often leading to the emergence of independent nations among the formerly colonized regions.



The player(s) with the highest population level gain(s) 3 Units. Only the level is considered, spaces on the track do not matter. For example, if two players have reached level 9, but one of them is one space ahead of the other, they are considered equal because only the level is evaluated. This card cannot be used in a solo mode game

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 8, they receive an additional bonus of 2 VP. If their History points reach or exceed 12, they receive an additional bonus of 4 VP.

i Intergovernmental organization consisting of 56 member states, most of which were once territories of the British Empire.



Each player deploys as many Units as they have Leaders of Military type in their possession.

Each player adds up all their cards of Cultural type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 8, they receive an additional bonus of 2 VP. If their History points reach or exceed 12, they receive an additional bonus of 4 VP.

i Authored by the strategist Sun Tzu in China during the 5th century BC, this book gained renewed attention when it was translated into English in 1910, shedding light on its tactics of indirect military strategy.



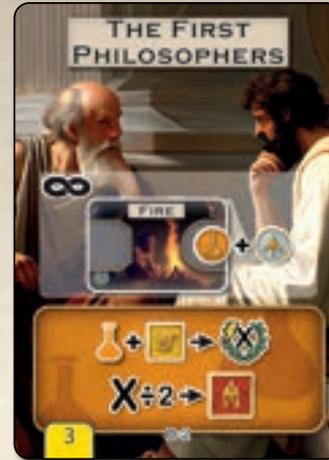
CHALLENGES



All players place one of their cubes on a level IV Technology of their choice from the Technology Library. (Multiple players can place their cubes on the same technology.) When a player purchases the technology they marked, they retrieve their cube and the cost of the card is reduced by 1 Research point. The cubes placed by other players remain on the next card, and they also benefit from the discount if they purchase that card.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Military type.

i Archimedes' principle describes the force that acts on an object submerged in a fluid (liquid or gas) and influenced by gravity.



Until the end of the game, the basic technology «Fire» grants an additional 1 Research point of any type in addition to its Scientific Research point during the Research phase (Phase D).

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and deploy this number of Units.

i An approach aimed at understanding the world and existence through rational and critical reflection.



All players' Research markers positioned at 0 advance by 1 point. For example, a player with their Research markers at 0 in Scientific, Military, and Spiritual Research would increase all of them to level 1.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Military type.

i Throughout time and across nations, women and men have tried to share knowledge through various networks and channels of exchange.



Each player can exchange 1 Research point of Scientific type for 1 Research point of any type, a maximum of 3 times.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Industrial type.

i Process of using woodcut engraving to make many copies of an image that is faster and more efficient than when it was done by hand.



Until the end of the game, the cost of Level II and III Wonders is reduced by 1 Builder.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and deploy this number of Builders.

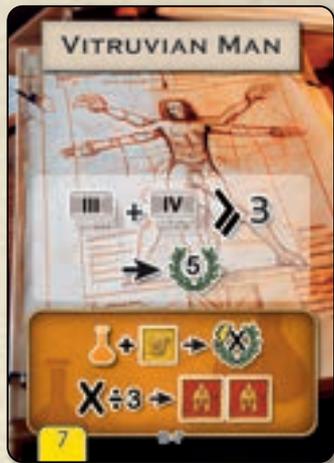
i A geometry theorem which states that when a line runs parallel to one side of a triangle and intersects the other two sides, it divides those sides proportionally, meaning that the ratios of corresponding segments along the two sides are equal.



Each player gains 2 Ambassadors.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Military type.

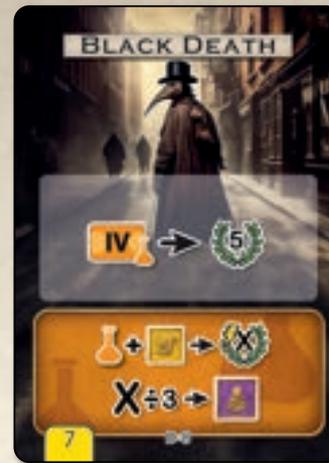
i Method for separating mixtures of liquids with different boiling points.



Each player who has at least 3 Technology cards of level III or IV gains 5 VP.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down), multiply the result by 2, and deploy this number of Units.

i Leonardo Da Vinci's famous representation of a human body with perfect and ideal proportions contained within a circular framework.



Each player gains 5 VP for each level IV Technology card of the Scientific type they possess.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and deploy this number of Ambassadors.

i In the mid-14th century, this bubonic plague pandemic swept through Europe and killed between a third and half of the population.



Until the end of the game, each time a Technology card of Scientific type is purchased, the Victory Points normally gained at the end of the game are also immediately gained in VP tokens.

Each player adds up all their cards of Scientific type and their Sages XX to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and gain this value as Research points of Cultural type.

i These are progressive intellectual and political currents. Their representatives are the heirs of the Enlightenment philosophy.



The player(s) with the most cards of Scientific type deploy 2 Units. For example: The Roman and Chinese players both have 3 cards of Scientific type each. They have more cards of Scientific type than the Mayan and Egyptian players, who each have 2. Thus, the Roman and Chinese players deploy 2 Units each. This card cannot be used in Solo mode.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 9, they receive an additional bonus of 3 VP. If their History points reach or exceed 12, they receive an additional bonus of 5 VP.

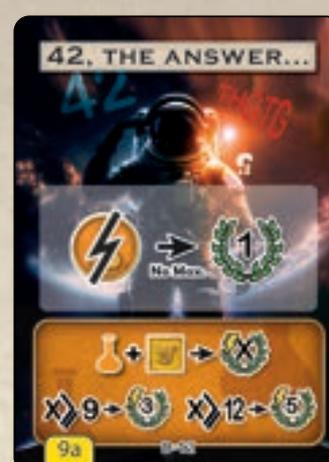
i The set of instruments used to alter the genetic code of an organism by deleting, inserting, or substituting DNA strands.



The player(s) with the most cards of Scientific type gain(s) 3 VPs. This card cannot be used during a Solo mode game.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 9, they receive an additional bonus of 3 VP. If their History points reach or exceed 12, they receive an additional bonus of 5 VP.

i A significant rise in the Earth's average surface temperature, observed during the 20th and 21st centuries.



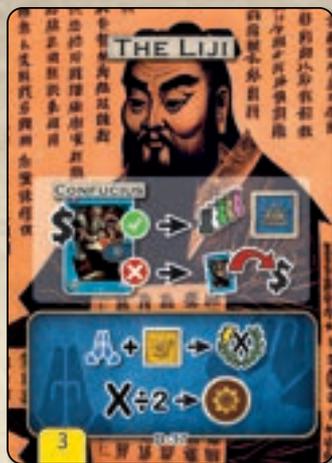
Each player can exchange 1 Research point of Scientific type for 1 VP, as many times as they want.

Each player adds up all their cards of Scientific type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 9, they receive an additional bonus of 3 VP. If their History points reach or exceed 12, they receive an additional bonus of 5 VP.

i In The Hitchhiker's Guide to the Galaxy (Douglas Adams), 42 is the answer to The Ultimate Question of Life, the Universe, and Everything.



CHALLENGES



If the Confucius card has been purchased, all players gain 1 Philosopher. If Confucius has not yet been purchased, add it to the Leaders market, if it is not already there.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Industrial type.

i The Liji is regarded by Confucian scholars as a significant work that delves into the realm of Chinese rituals.



Each player can choose between a Synergy and 2 VPs.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Cultural type.

i Built by King David in Jerusalem, it was destroyed by Nebuchadnezzar II in 587 BC.



If a player has reached level 2 on the Philosophy track, then all players gain 1 Ambassador.

Each player adds up all their cards of Spiritual type and their Sages to obtain their History points for this Challenge. They immediately gain their History points as as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Spiritual type.

i Since ancient Rome, politics and religion have been deeply linked, sharing the belief that human rights are derived from divine laws.



Each player can spend 2 Research points of their choice to gain 1 Philosopher.

Each player adds up all their cards of Spiritual type and their Sages to obtain their History points for this Challenge. They immediately gain their History points as as Victory Points. They divide their History points by 2 (rounded down) and deploy this number of Ambassadors.

i A specialized jurisdiction established in the 12th century by the Catholic Church to combat what it regarded as heretical beliefs.



The player(s) with the highest level on the Philosophy track gain(s) 1 Unit and 1 Research point of Cultural type. This card cannot be used during a Solo mode game.

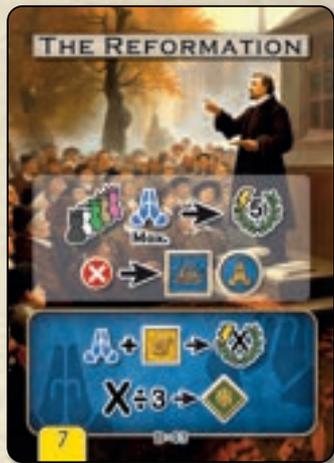
Each player adds up all their cards of Spiritual type and their Sages to obtain their History points for this Challenge. They immediately gain their History points as as Victory Points. They divide their History points by 2 (rounded down) and advance by that many spaces on the population track.

i Military expeditions undertaken by allied Christians to liberate the Holy Land occupied by Muslims.



If the second level of Philosophy has been reached or surpassed, all players gain, or gain again, the Benefit of the first level.

Each player adds up all their cards of Spiritual type and their Sages to obtain their History points for this Challenge. They immediately gain these History points as as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Scientific type.



The player(s) with the most cards of Spiritual type gain(s) 5 VPs. All other players gain 1 Philosopher and 1 Research point of Spiritual type. This card cannot be used in a Solo mode game.

Each player adds up all their cards of Spiritual type and their Sages to obtain their History points for this Challenge. They immediately gain these History points as as Victory Points. They divide their History points by 3 (rounded down) and advance by that many spaces on the population track.

i In the 15th and 16th centuries, a religious movement aimed at reforming structures, practises and beliefs, which led to the emergence of distinct churches.



Each player who has reached the 4th level on the Philosophy track gains 5 VP.

Each player adds up all their cards of Spiritual type and their Sages to determine their History points for this Challenge. They immediately gain these History points as Victory Points. They divide their History points by 3 (rounded down) and deploy that number of Ambassadors.

i A non-democratic regime where the authority of the monarch is believed to emanate from divine will.



Each player gains 3 Research points of Spiritual type.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain these History points as Victory Points. They divide their History points by 3 (rounded down) and gain that value as Research points of Industrial type.

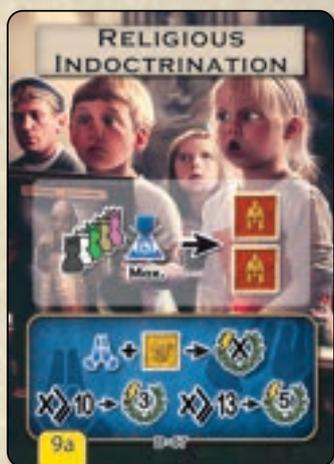
i Between the 16th and 20th centuries, Christian missionaries frequently followed European explorers and settlers on their journeys.



Each player gains 4 VP for each set of cards consisting of one card from each of the five types.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain these History points as Victory Points. If their History points reach or exceed 10, they get an additional bonus of 3 VP. If their History points reach or exceed 13, they get an additional bonus of 5 VP.

i Emerging in the 20th and 21st centuries, this spiritual movement developed in the West is characterized by its individualistic and diverse approach to spirituality.



The player(s) with the highest level on the Philosophy track gain(s) 2 Units. This card cannot be used in a Solo mode game.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain these History points as Victory Points. If their History points reach or exceed 10, they get an additional bonus of 3 VP. If their History points reach or exceed 13, they get an additional bonus of 5 VP.

i Irrational means used to establish complete belief in one or more unverifiable truths.



Each player can exchange 1 Ambassador for 1 Philosopher, as many times as they want. Each player can pay to advance by 1 level on the Philosophy track immediately after these exchanges, and receive the Benefit of their new level. Their position on the Philosophy track will determine their Victory Points at the end of the game.

Each player adds up all their cards of Spiritual type and their Sages to calculate their History points for this Challenge. They immediately gain these History points as Victory Points. If their History points reach or exceed 10, they receive an additional bonus of 3 VP. If their History points reach or exceed 13, they receive an additional bonus of 5 VP.



CHALLENGES



Until the end of the game, the cost of Leaders of Military type is reduced by 1 Ambassador.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Spiritual type.

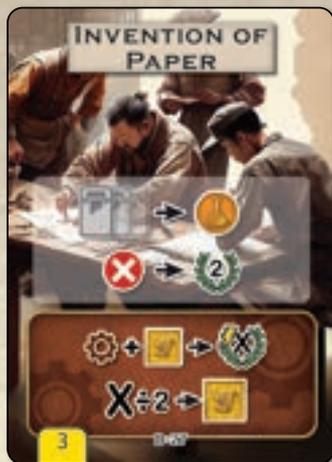
i Across history and continents, numerous political organizations have brought together people from diverse backgrounds under a single emperor.



Until the end of the game, the cost of level II Technology cards of Industrial type is reduced by 1 Research Point.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Scientific type.

i Starting as far back as 3000 BC, the development of metalworking techniques—beginning with copper, followed by bronze, and eventually iron—conferred a significant advantage upon the civilizations that harnessed them.



All players who have at least one Wonder gain 1 Research point of Scientific type. The other players gain 2 Victory Points.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and deploy this number of Sages.

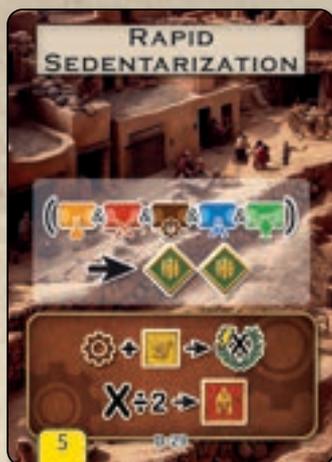
i Invented in China over 2000 years ago, paper would gradually become the predominant writing medium.



Until the end of the game, the cost of level III Technology cards of Industrial type is reduced by 1 Research Point.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Cultural type.

i Coal mining commenced in both Europe and China at the beginning of the first millennium.



All players who have one Technology card of each of the 5 types advance by 2 spaces on their population track. Only Technology cards are considered, not Leaders or Wonders cards.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and deploy this number of Units.

i While some nomadic cultures persist, the majority of the population transitions to a sedentary way of life.



Until the end of the game, the cost of level III Wonder cards is increased by 1 additional Builder.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 2 (rounded down) and gain this value as Research points of Cultural type.

i An example of progressive thinking is viewing the present as an improvement over the past, which was often characterized by greater complexity or difficulty.



Each player gains 5 Victory Points for every 3 Wonders they have in their possession.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and deploy this number of Philosophers.

i The 19th-century process that transformed society from an agrarian and artisanal economy to a commercial and industrial one.



Each player gains 5 Victory Points for each Level III Wonder they have in their possession.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and gain this value in Research points of any type(s).

i A mechanical device engineered to execute machining operations or repetitive tasks with consistent precision and sufficient power.



Each player can exchange 1 Ambassador for 1 Builder, up to a maximum of 2 times.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. They divide their History points by 3 (rounded down) and deploy this number of Ambassadors.

i Slave trade connecting Europe, Africa, and America for the deportation of Black slaves began around 1705.



The player(s) with the fewest cards of Industrial type gain(s) 7 Victory Points. All cards of Industrial type are counted: technologies (discarded and on the civilization board), Leaders (alive and those in the cemetery), and Wonders. This card cannot be used in solo mode.

Each player adds up all cards of their Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 7, they receive an additional bonus of 2 VP. If their History points reach or exceed 9, they receive an additional bonus of 4 VP.

i During the late 20th century, the world gradually awakened to the rapid depletion of numerous natural resources.



Each player gains 5 Victory Points for each set of cards consisting of one Level IV Technology card of Industrial type and one Level IV Technology card of Scientific type.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 7, they receive an additional bonus of 2 VP. If their History points reach or exceed 9, they receive an additional bonus of 4 VP.

i From the 20th century onwards, science fiction works anticipate the emergence of AI in modern warfare.



Each player gains 1 Unit for every Wonder of Military type in their possession.

Each player adds up all their cards of Industrial type and their Sages to calculate their History points for this Challenge. They immediately gain their History points as Victory Points. If their History points reach or exceed 7, they receive an additional bonus of 2 VP. If their History points reach or exceed 9, they receive an additional bonus of 4 VP.

i Bushido, Esprit de corps, and infantry tactics are just a few examples highlighting the significance of knowledge transmission within an army and among its fighters.



BATTLES



- 1 Sage, 1 Ambassador and 3 VP.
- 1 VP and select between 1 Sage and 1 Ambassador.
- 1 VP

i Heroic last stand in which 300 Spartan soldiers commanded by King Leonidas I and 700 soldiers from Thespieae held back a massive Persian army for 3 days.



- 1 Philosopher, 1 research point of Scientific type and 3 VP.
- 1 research point of Scientific type and 2 VP.
- 1 research point of Scientific type and 1 VP.
- 1 VP

i Legendary stratagem, likely based on real events, that showcases victory of cunning over strength.



- 1 research point of Industrial type, 1 research point of Cultural type and 2 VP.
- 2 VP and select between 1 research point of Industrial type or 1 research point of Cultural type.
- 1 research point of Cultural type and 1 VP.
- 1 VP

i A Greek messenger runs 42 km from Marathon to announce the victory of the Athenian army against the Persian Empire. This marks the end of the First Greco-Persian War.



- 1 research point of Industrial type, 1 research point of Military type and 3 VP.
- 2 VP and select between 1 research point of Industrial type or 1 research point of Military type.
- 1 research point of Military type and 1 VP.
- 1 research point of Military type.

i The end of the Gallic War, which witnesses the defeat of the Gallic peoples led by Vercingetorix against Julius Caesar's Roman army.



- 1 research point of any type and 2 VP.
- 1 research point of any type and 1 VP.
- 1 Synergy and 1 VP.
- 1 Synergy.

i Hannibal Barca, leading the Carthaginian army, achieves victory against the significantly larger Roman Republic force.



- 1 research point of Spiritual type and 2 VP.
- 1 research point of Spiritual type and 1 VP.
- 1 VP

i The Fabii, purportedly descendants of Hercules, pledged to protect the city of Rome. They experience victory after victory until that heroic but ultimately futile final battle that would witness their collective demise.



- 2 Sages and 4 VP.
- 1 Sage and 2 VP.
- 1 Sage and 1 VP.
- 1 Sage.

i Attila, King of the Huns, leads his horde into the heart of the crumbling Roman Empire.



- 1 Builder, 1 Philosopher and 4 VP.
- 1 VP and select between 1 Builder or 1 Philosopher.
- 1 VP

i King Ezana of Aksum responds to the Nubian attack. After defeating their capital, Meroë, Nubia is divided into three states now under the control of Aksum.



- 1 Ambassador, 1 Builder and 5 VP.
- 3 VP and select between 1 Ambassador or 1 Builder.
- 1 Builder et 2 VP.
- 1 VP

i Located south of Brussels in Belgium, the British army, assisted by the Prussian army, defeats the French army commanded by Napoleon I.



- 1 Philosopher, 1 research point of Spiritual type and 5 VP.
- 2 VP and select between 1 Philosopher or 1 research point of Spiritual type.
- 1 research point of Spiritual type and 2 VP.
- 1 VP

i The Chimor kingdom surrenders before the might of Emperor Tupac Inca Yupanqui's army.



- 12 VP
- 7 VP
- 4 VP
- 1 VP

i At Verdun, during the First World War, several million shells were fired over the course of 10 months from both sides of the front that pitted Germany against France.



- 13 VP
- 11 VP
- 7 VP
- 2 VP

i Okinawa was the stage for the largest amphibious assault of the Pacific War. It was also one of the most violent and the last major battle of World War II.



- 10 VP
- 7 VP
- 2 VP
- 1 VP

i The Battle of Stalingrad is the largest battle of World War II. This Soviet victory marks the beginning of the defeat of the Third Reich.



- 11 VP
- 10 VP
- 5 VP
- 1 VP

i The Battle of the Somme, in addition to being one of the largest military operations of World War I, was also the deadliest of all.



- 8 PV
- 3 PV
- 1 PV

i South Vietnam, supported by the United States, opposes North Vietnam, backed by China and the Soviet Union.



- 9 PV
- 6 PV
- 3 PV
- 1 PV

i This siege by the Wehrmacht constituted the longest siege period of World War II, lasting for a duration of 872 days.

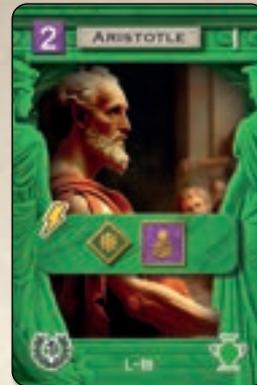


LEADERS



♥ While this Leader is alive, they produce 1 Research point of Cultural type each turn, during the Research phase (phase D). This point counts towards the limit set by the population level.

i Greek poetess from antiquity. Her name is the origin of the word «sapphic.»



⚡ Upon purchasing this card, the player advances their population by 1 space and deploys 1 Ambassador.

i Multidisciplinary Greek philosopher of the 3rd century BC.



i Queen of ancient Egypt from the first century BC.



♥ While this Leader is alive, they deploy 1 Ambassador each turn, during the investment phase (phase B). This Ambassador counts towards the limit set by the population level.

i Queen of France and later Queen of England in the 12th century.



♥ While this Leader is alive, the player immediately gains 2 Victory Points when they advance on the Population track. This bonus is earned at most once per phase, regardless of the number of spaces the player advances. For example, if a player owns the Song Taizu Leader and purchases the Alhambra Wonder in Phase C, they will gain 2 VP, even if they advance by 2 spaces. However, if, in a later phase of the round, they purchase a Cultural Technology card granting them one or more advancements in Phase E, they will gain 2 VP again.

🪦 From the moment this Leader is placed in the cemetery and until the end of the game, the player immediately gains 1 VP when they advance on the Population track. This bonus is gained at most once per phase, regardless of the number of spaces they progress on the track.

i General and emperor of China, founder of the Song Dynasty in the 10th century.



i Philosopher, politician, and author, considered a pioneer of feminism in France.



♥ While this Leader is alive, they produce 1 Research point of Cultural type and 1 Research point of any type each turn, during the Research phase (phase D). These points count towards the limit set by the population level.

i Iconic figure in the fight against racial segregation in the United States in the 20th century.



♥ While this Leader is alive, the purchase cost of a new Leader is reduced by 3 Ambassadors, with a minimum of 0. This means that the Leader who will replace them will cost 3 Ambassadors less.

➡ This Leader has a VP value equal to the number of cards of Cultural type in the player's possession multiplied by 3. Only the Technology cards (horizontal) are taken into account, not the Leaders or the Wonders.

i Queen of the United Kingdom and Empress of India in the 19th century.



LEADERS



♥ While this Leader is alive, they generate 1 Research point of Scientific type each turn, during the Research Phase (Phase D). This point counts towards the limit set by the population level.

i Pythagorean philosopher from the 6th century BC.



♥ While this Leader is alive, the cost of all level III Technology cards is reduced by 1 Research point. This reduction is cumulative with other reductions.

🏛 From the moment this Leader is placed in the cemetery and until the end of the game, the cost of all Level III Technology cards is reduced by 1 Research point. This reduction can be combined with other reductions.

i Mathematician of Ancient Greece. Author of the work: 'Elements'.



⚡ Upon purchasing this card, the player receives 1 level I Technology card of Scientific type along with its associated bonus, which they place in the discovery space on their board. As a result, they will have a total of 6 cards on their board by the end of the turn. Then, during the project phase (Phase A) of the following turn, they will place 4 cards and discard 2.

i Greek mathematician and philosopher. Also famous for creating a planispheric astrolabe.



♥ While this Leader is alive, they deploy 1 Sage each turn, during the investment phase (phase B). This Sage counts towards the limit set by the population level.

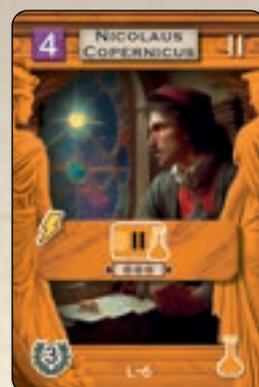
i Founder of the Al Quaraouiyine University in Fez, Morocco, in the 9th century.



♥ While this Leader is alive, the cost of level IV Technology cards is reduced by 1 Research point, and the cost of level IV Technology cards of Scientific type is further reduced by 1 additional 1 Research point, for a total reduction of 2 Research points. These reductions are cumulative with other reductions.

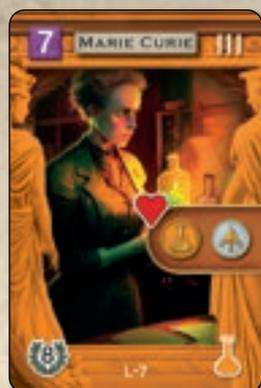
🏛 From the moment this Leader is placed in the cemetery and until the end of the game, the cost of all Level IV Technology cards is reduced by 1 Research point. This reduction can be combined with other reductions.

i Italian scholar of the 16th century, famous for his work 'Galileo's Transformations' and his equations describing free-fall motion.



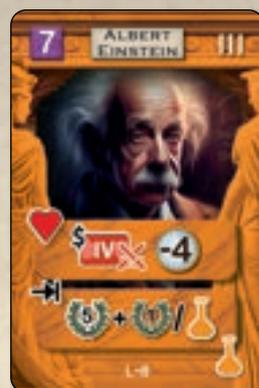
⚡ Upon purchasing this card, the player receives a level II Technology card of Scientific type along with its associated bonus, which they place in the discovery space on their board. As a result, they will have a total of 6 cards on their board by the end of the turn. Then, during the project phase (Phase A) of the following turn, they will place 4 cards and discard 2.

i Polish astronomer of the 15th century. Father of Heliocentrism.



♥ While this Leader is alive, they produce 1 Research point of Scientific type and 1 Research point of any type each turn, during the Research phase (phase D). These points count towards the limit set by the population level.

i Physicist and chemist, Nobel Prize winner in 1903 and 1911. Famous for her work on radioactivity.



♥ While this Leader is alive, the cost of level IV Technology cards of Military type is reduced by 4 Research points.

➔ 5 VP + 1 VP per card of Scientific type. All of the player's cards of Scientific type are counted, whether they are Wonders, Leaders (alive and dead), or technologies (discarded or on the civilization board).

i Modern theoretical physicist, known for his theories of special relativity ($E=mc^2$) and general relativity.



LEADERS



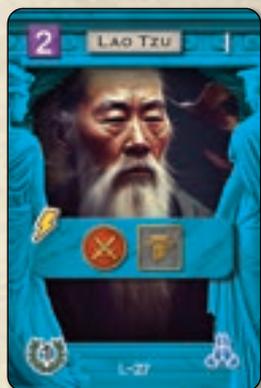
♥ While this Leader is alive, they produce 1 Research point of Spiritual type each turn, during the Research phase (phase D). This point counts towards the limit set by the population level.

i Chinese philosopher of the 5th century BC and the father of Confucianism.



⚡ Upon purchasing this card, the player advances by two spaces on their Population track

i First prophet of Judaism.



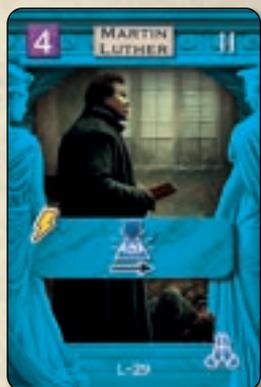
⚡ Upon purchasing this card, the player gains 1 Research point of Military type and deploys 1 Builder.

i Chinese sage, contemporary of Confucius, and considered the father of Taoism.



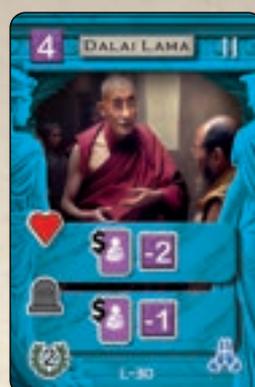
♥ While this Leader is alive, they deploy 1 Philosopher each turn, during the Investment phase (phase B). This Philosopher counts towards the limit set by the population level.

i Mystic and Muslim poetess. She is a major figure in Sufism.



⚡ Upon purchasing this card, the player advances by one level on the Philosophy track without paying the cost, and obtains or chooses a Benefit.

i German priest and theologian of the 16th century. Leading figure of the Protestant Reformation.



♥ While this Leader is alive, the cost of a new Leader is reduced by 2 Ambassadors, with a minimum of 0. This means that the replacing Leader will cost 2 fewer Ambassadors. This reduction can be combined with other discounts.

🏛 From the moment this Leader is placed in the cemetery and until the end of the game, the cost of all Leader cards is reduced by 1 Ambassador, with a minimum of 0. This reduction can be combined with other reductions.

i The lineage of Dalai Lamas is a lineage of reincarnation in Tibetan Buddhism since the 15th century.



♥ While this Leader is alive, they generate 1 Research point of Spiritual type and 1 Research point of any type each turn, during the Research phase (Phase D). These points count toward the limit set by the population level.

i Catholic nun of Albanian origin - later naturalized as Indian - missionary in India, and Nobel Peace Prize laureate in 1979.



♥ When the Leader is purchased and while it remains alive, the player transforms all their Units into Sages. Any Units gained afterwards are also transformed into Sages.

🏛 From the moment this Leader is placed in the cemetery and until the end of the game, all Units that the player should gain are transformed into Sages.

i Indian independence activist, known for his nonviolent actions.



LEADERS



♥ While this Leader is alive, they generate 1 Research point of Military type each turn, during the Research phase (Phase D). This point counts towards the limit set by the population level.

i Roman emperor of the first century BC.



⚡ Upon purchasing this card, the player deploys 3 Units.

i King of Macedonia in the 4th century BC. He conquered the vast Persian Empire.



♥ While this Leader is alive, if the player reaches or surpasses the Power of the External Force during a battle, they gain 2 Research points of any type(s).

i Queen of the Iceni (England). She revolted against Roman occupation in the 1st century AD.



♥ While this Leader is alive, the player deploys 1 Unit each turn, during the Investment phase (Phase B). This Unit counts towards the limit set by the population level.

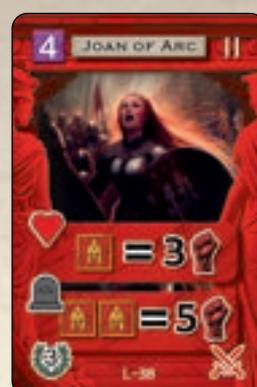
i Warrior king, he conquered Europe and was crowned Emperor of the West in 800.



♥ While this Leader is alive, if the player reaches or surpasses the Power of the External Threat during a Battle, they advance by one space on their Population track and gain 1 Research point of any type.

🔔 From the moment this Leader is placed in the cemetery and until the end of the game, if the player reaches or surpasses the Power of the External Threat, they immediately gain 1 VP.

i African Warrior Queen. A pivotal figure in the African continent and Nigerian history. Her life inspired the creation of the character Xena the Warrior Princess.



♥ While this Leader is alive, the Power of each Unit is 3 instead of 2.

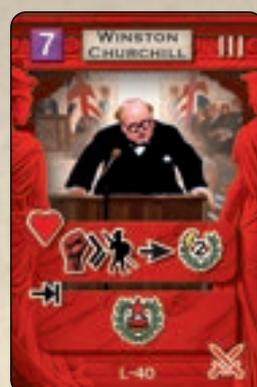
🔔 From the moment this Leader is placed in the cemetery and until the end of the game, the Power of each pair of Units is 5 instead of 4.

i War leader and heroine of the 15th century. Famous for the Siege of Orléans during the Hundred Years' War.



♥ While this Leader is alive, they generate 1 Research point of Military type and 1 Research point of any type each turn, during the Research phase (Phase D). These points count within the limit set by the population level.

i Apache warrior and shaman. Symbol of courage for Native Americans.



♥ While this Leader is alive, if the player reaches or surpasses the Power of the External Threat, they immediately gain 2 victory points.

➡ This Leader has a VP value equal to the VPs gained by the player in the last conflict. The VPs gained in the last conflict will therefore be counted twice: once for the conflict and once thanks to the Leader.

i British politician who played a decisive role during World War II.



LEADERS



♥ While this Leader is alive, they produce 1 Research point of Industrial type each turn, during the Research phase (phase D). This point counts towards the limit set by the population level.

i Reigning Empress of China in the 7th century. Reformer and feminist.



♥ While this Leader is alive, the player gains 2 Victory Points each time they purchase a Wonder.

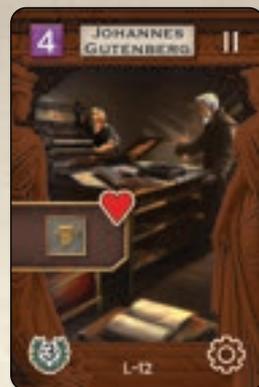
🏛 From the moment this Leader is placed in the cemetery and until the end of the game, the player immediately gains 1 VP with each Wonder purchase. Acquiring a wonder through Christopher Columbus is considered a purchase.

i Pythagorean philosopher from the 6th century BC.



⚡ Upon purchasing this card, the player deploys 3 Sages in front of the Challenge of round 9a. When the Challenge tray reaches round 9a, the Sages are placed inside it.

i Alchemist of the 3rd century BC, also known for inventing the bain-marie (a double boiler).



♥ While this Leader is alive, they deploy 1 Builder each turn, during the investment phase (phase B). This Builder counts towards the limit set by the population level.

i German engineer of the 15th century. Inventor of the movable-type printing press.



⚡ Upon purchasing this card, the player receives 1 Ambassador, 1 Unit, 1 Builder, and 1 Sage.

i Multidisciplinary scientist, artist, and engineer of the Italian Renaissance.



⚡ Upon purchasing this card, the player randomly draws a level II Wonder card from the box and places it in front of them as if they had purchased it.

i Navigator and explorer from Genoa in the 15th century. He discovered the Caribbean, which he colonized.



♥ While this Leader is alive, they produce 1 Research point of Industrial type and 1 Research point of any type each turn, during the Research phase (phase D). These points count towards the limit set by the population level.

i Englishwoman of the 19th century and pioneer of computer science. First person to create a computer program.



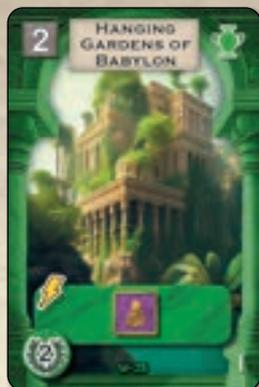
♥ While this Leader is alive, the cost of level IV Technology cards of Scientific and Industrial types is reduced by 3 Research points.

➡ This Leader has a VP value equal to the total VP gained from Technology cards at the end of the game. The VP from the Technology cards will therefore be scored twice: once for the Leader's value and once for the card's regular scoring.

i If this character had existed, they could have been a computer scientist, an entrepreneur, and the founder of a major computer company.



WONDERS



⚡ Upon purchasing this card, the player deploys 1 Ambassador.

i Located in Babylon, the gardens are said to have been built by Nebuchadnezzar II in the 6th century BC.



⚡ Upon purchasing this card, the player advances their population by 1 space.

i Sanctuary built in Ephesus (Turkey) in 560 BC, but it burned down in 356 BC.



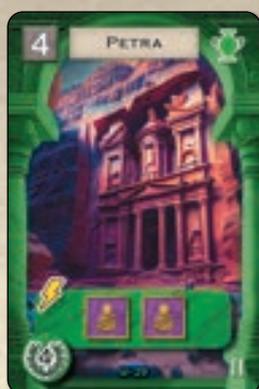
⚡ Upon purchasing this card, the player advances their Military Legacy by 1 level and deploys 1 Philosopher.

i Tikal was the capital of the pre-Columbian Mayan civilization, and the seat of one of the most powerful kingdoms.



⚡ Upon purchasing this card, the player advances their population by 2 spaces.

i Located in Granada, Andalusia, Spain. A palatial complex built in the 12th century, symbolizing Islamic architecture.



⚡ Upon purchasing this card, the player deploys 2 Ambassadors.

i A Nabatean city, which was founded at the end of the 8th century and was located in the southern part of present-day Jordan.



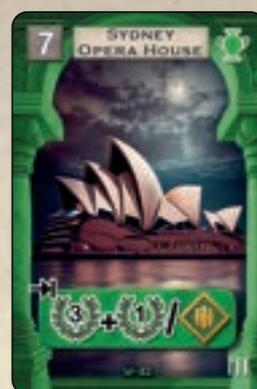
⚡ Upon purchasing this card, the player deploys 3 Builders and gains 1 Research point of Industrial type.

i Monumental statues from Easter Island, located in Eastern Polynesia.



➔ 5 VP + 2 VP per Leader in the player's possession.

i Iconic avenue in Manhattan, the central district of New York.



➔ 3 VP + the player's population level. Be careful not to confuse the population level with the spaces on the Population track. It is 3 plus the number indicated below the track, not 3 plus the number of spaces. At most, this card is worth 13 VP.

i Inaugurated in 1973, it is one of the most well-known buildings of the 20th century.

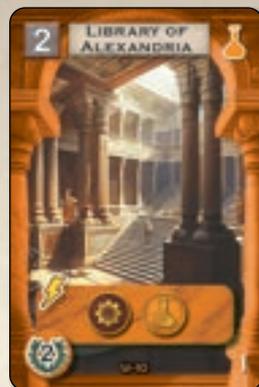


WONDERS



⚡ Upon purchasing this card, the player deploys 2 Sages.

i Founded in 330 on the site of Byzantium, it served as the capital of the Eastern Roman Empire until 1453.



⚡ Upon purchasing this card, the player gains 1 Research point of Industrial type and 1 Research point of Scientific type.

i Founded in 288 BCE, this library stood as the most renowned of antiquity, and gathered the most significant works of its time.



⚡ Upon purchasing this Wonder, the player deploys 1 Sage in front of the Challenge of rounds 5, 7, and 9a. When the Challenge tray advances in front of each of these Challenges, the Sage is automatically placed inside it. If the tray is already in front of the Challenge of round 5, 7, or 9a, then the cube is directly placed in the Challenge tray. If the Challenges where the Sages should be placed have already passed, they are lost.

i A city located in the West Bank of the Jordan River, it is undeniably one of the oldest cities in the world.



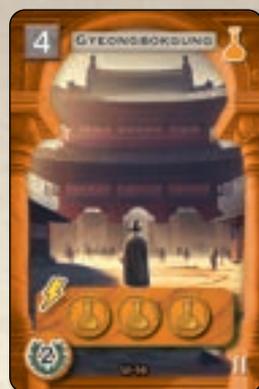
⚡ Upon purchasing this card, the player gains 2 Research points of any type(s).

i The largest religious monument in the world, it is located in Cambodia and was built in the 12th century.



⚡ Upon purchasing this card, the player deploys 3 Sages.

i A pagoda located on the southern bank of the Yangtze River in Nanjing, China. Standing at nearly 80 meters, it is currently one of the tallest buildings in China.



⚡ Upon purchasing this card, the player gains 3 Research points of Scientific type.

i This royal palace located north of Seoul in South Korea was erected in 1394 and rebuilt in 1867.



➡ 6 VP + 3 VP per Level IV Technology card of any type in the player's possession.

i Launched on April 24, 1990, this telescope has enabled essential discoveries in astrophysics.

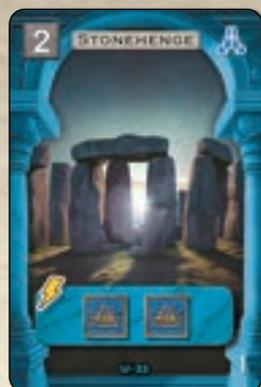


➡ 4 VP + 2 VP per Technology card of Scientific type in the player's possession. Be careful not to confuse Technology cards of Scientific type (horizontal cards) with cards of Scientific type (horizontal + vertical cards).

i The name of the space program that ran from 1961 to 1972 and allowed a man to walk on the moon for the first time.



WONDERS



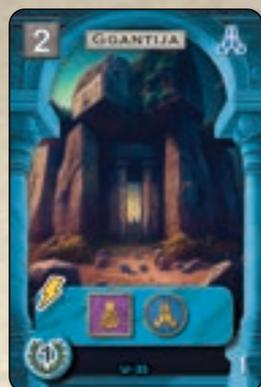
⚡ Upon purchasing this card, the player deploys 2 Philosophers.

i It is a megalithic monument built between 3000 and 1100 BCE, located in Wiltshire County, England.



⚡ Upon purchasing this card, the player obtains 1 Synergy and deploys 1 Sage.

i The Mausoleum of Mausolus, a Persian governor who died in 353 BCE. Halicarnassus is now located in Turkey and is the city of Bodrum.



⚡ Upon purchasing this card, the player deploys 1 Ambassador and gains 1 Research point of Spiritual type.

i A megalithic temple on the island of Gozo in Malta. Its construction is believed to be over 5000 years old.



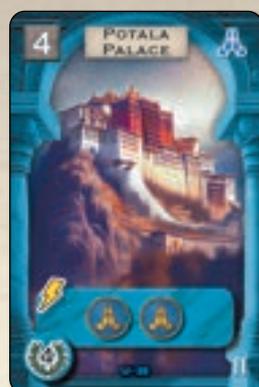
⚡ Upon purchasing this card, the player deploys 4 Philosophers.

i The Pythia served as the oracle at the Temple of Apollo in Delphi within ancient Greek religion.



⚡ Upon purchasing this card, the player obtains 3 Synergies.

i The Borobudur temple is located on the island of Java in Indonesia. It is a Buddhist construction built around the year 800.



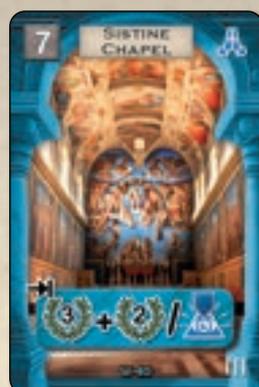
⚡ Upon purchasing this card, the player gains 2 Research points of Spiritual type.

i The primary residence of the Dalai Lamas, constructed in the 17th century, is located in Lhasa, Tibet, China.



➔ 6 VP + 1 VP per card of Spiritual type in the player's possession. All of the player's cards of Spiritual type are counted: technologies (discarded and on the Civilization board), Leaders (alive and in the cemetery), and finally, the Wonders.

i Built between the 12th and 14th centuries, this cathedral is one of the most iconic buildings in Paris.



➔ 3 VP + 2 VP per level reached by the player on the Philosophy track.

i A 15th-century chapel adorned with rich decorations by some of the most illustrious Italian Renaissance painters, including Michelangelo and Botticelli.

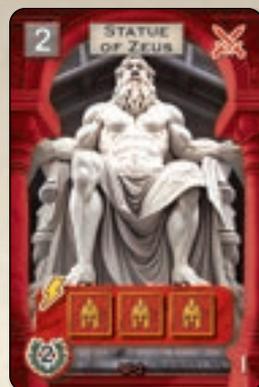


WONDERS



⚡ Upon purchasing this card, the player advances their Military Legacy by 1 level and deploys 1 Unit.

i A bronze statue of Helios, the Sun god, which was built in 292 BCE and stood over thirty meters in height, but has now been destroyed.



⚡ Upon purchasing this card, the player deploys 3 Units.

i Created around 436 BCE by the Athenian sculptor Phidias, it was originally erected in Olympia but has since disappeared.



⚡ Upon purchasing this card, the player advances their Military Legacy by 2 levels.

i Constructed in the first century, it is the largest amphitheater ever built in Rome.



⚡ Upon purchasing this card, the player advances their Military Legacy by 2 levels and deploys 1 Unit.

i Situated in Egypt, it served as a guiding beacon for sailors for nearly seventeen centuries.



⚡ Upon purchasing this card, the player advances their Military Legacy by 1 level, deploys 1 Unit and 1 Ambassador. They also gain 3 Research points of Military type.

i A collection of 8000 terracotta statues, depicting soldiers and horses, crafted to protect the Chinese emperor even in death.



⚡ Upon purchasing this card, the player obtains 1 Synergy, 1 Research point of Scientific type, and deploys 1 Unit

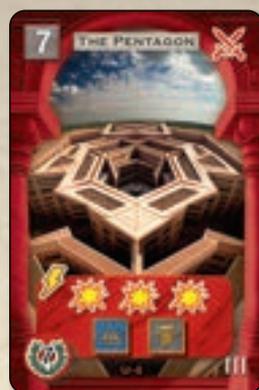
i A vast Chinese imperial palace (72 hectares) built in the 15th century.



⚡ Upon purchasing this card, the player advances their Military Legacy by 2 levels and deploys 2 Units.

➔ 1 VP per level reached by the player on the Military Legacy track.

i Built in the 14th century and located in Moscow, Russia, it served as the official residence of the tsars and the seat of Russian power.

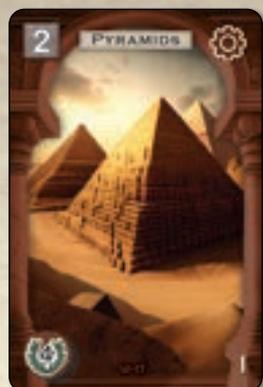


⚡ Upon purchasing this card, the player advances their Military Legacy by 3 levels and deploys 1 Builder and 1 Philosopher.

i Inaugurated on January 15, 1943 and located in the United States, it houses the headquarters of the Department of Defense.



WONDERS



i Built on the Giza plateau over 4500 years ago, they are tombs for the pharaohs.



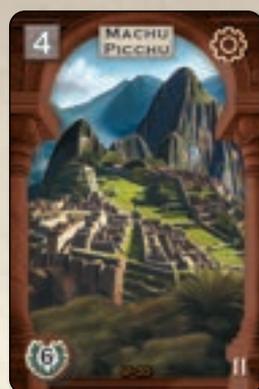
⚡ Upon purchasing this card, the player deploys 1 Builder.

i Temple dedicated to the goddess Athena located on the Acropolis of Athens.

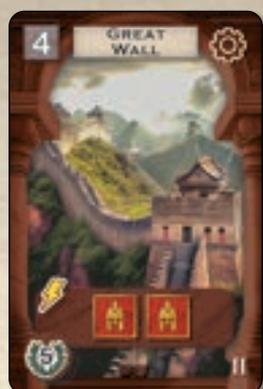


⚡ Upon purchasing this card, the player deploys 1 Sage and 1 Unit.

i An ancient city in Syria, Palmyra was the leading commercial power in the Near East from the 1st century to the 3rd century.



i It is an ancient Inca city in Peru and the most important Inca architectural works from the 15th century.



⚡ Upon purchasing this card, the player deploys 2 Units.

i Fortifications built between the 3rd century BCE and the 17th century to defend the northern border of China.



⚡ Upon purchasing this card, the player deploys 1 Sage and gains 1 Research point of any type.

i Ellora is a village in India known for its cave architecture dating back to the 7th century.



i An iron tower of 330 meters in height, including antennas. It is located in Paris and was completed in 1889.



➔ 3 VP + 2 VP per Wonder card in the player's possession. The CN Tower is considered a Wonder and its points count towards the final score, just like any other Wonder.

i Standing at 553.33 meters, it is located in Canada, in the center of Toronto. It is one of the iconic symbols of the country.