YOUR TURN

START-OF-TURN SEQUENCE

REPLENISH THE CARD ROW (EXCEPT DURING THE FIRST ROUND)

Remove cards from the first positions, slide the rest to the left, and deal new cards.
- Age A ends when this is done for the first time.
- Age I (resp. II or III) ends if that civil deck was emptied: follow the current age board icons.

RESOLVE A WAR (IF YOU DECLARED ONE IN THE PREVIOUS ROUND)
- Whoever has greater strength (no bonus cards can be played) is the victor. Follow the text on the card, then discard it.

MAKE TACTICS AVAILABLE (IF YOU HAVE AN EXCLUSIVE TACTIC)
- Move your tactics card to the common tactics area.

POLITICS PHASE (YOU MAY PERFORM AT MOST ONE OF THE FOLLOWING)

PREPARE AN EVENT (GREEN MILITARY CARD WITH 🎵 SYMBOL IN THE UPPER RIGHT CORNER)
- Put the card face down on top of the future events deck. Score 🎵 equal to the level of the card.
- Reveal the top card from the current events deck and resolve its effect. If it is a territory, resolve colonization.
- If this was the last card in the current events deck, shuffle (and reorder) future events deck to create a new one.

PLAY AN AGGRESSION (BROWN MILITARY CARD WITH *Aggression* IN THE NAME)
- Reveal the card, choose a rival and pay the depicted military actions cost.
- Your rival may defend by playing bonus cards and discarding military cards for +1 each to match or exceed your strength (number of played and discarded cards is limited to his or her military action total).
- Otherwise, resolve the effect stated on the card.
- In both cases, discard the card.

DECLARE A WAR (GRAY MILITARY CARD WITH WORDS *War Over* IN THE NAME)
- Reveal the card, choose an opponent and pay the depicted military actions cost.
- The war will be resolved at the beginning of your next turn.

OFFER A PACT (BLUE MILITARY CARD WITH A SHAKING-HANDS SYMBOL ABOVE THE NAME)
- Reveal the card. Offer it to another player and specify the roles.
- If accepted, put the card in you play area and discard any other pact there. Otherwise, take the card back to your hand.

CANCEL A PACT
- Choose a pact in play that applies to you and remove it from play.

RESIGN (YOU CANNOT RESIGN IN AGE IV.)

ACTION PHASE

- 🟦 **Take a Card from the Card Row:** Pay 1, 2, or 3 civil actions. Wonders cost 1 more per completed wonder.
- 🟦 **Increase Population:** Move a token from your yellow bank to your worker pool. Pay 🍖 depicted under its section.
- 🟦 **Build a Farm, Mine, or Urban Building:** Move a worker onto the card. Pay the 🔨 cost.
- 🟦 **Upgrade a Farm, Mine, or Urban Building:** Move a worker from a card to a higher-level card of the same type. Pay the difference between the 🔨 costs.
- 🟦 **Destroy a Farm, Mine, or Urban Building:** Move a yellow token from card to worker pool.
- 🟦 **Play a Leader:** Put leader in play. Get one civil action back if you replaced a leader.
- 🟦 **Build a Stage of a Wonder:** Pay leftmost uncovered 🔨 cost. Cover it with blue token.
- 🟦 **Develop a Technology:** Put card in play and pay 🧪. Replace older card if needed (special technologies, government).
- 🟦 **Declare a Revolution:** Replace your government. Pay civil actions equal to your civil action total and pay the lower 🧪 cost.
- 🟦 **Play an Action Card:** (Cannot be one taken during the Action Phase.) Resolve the card's effect. You do not pay another civil action for an action that is part of the effect.
- 🟥 **Build a Military Unit:** Move a worker onto the card. Pay the 🔨 cost.
- 🟥 **Upgrade a Military Unit:** Move a worker from a card to a higher-level card of the same type. Pay the difference between the 🔨 costs.
- 🟥 **Disband a Military Unit:** Move a yellow token from the card to the worker pool.
- 🟥 **Play a Tactic:** Place the card in your play area. Put your tactics standard on it.
- 🟥 **Copy a Tactic:** Pay 2 military actions. Move your tactics standard to one of the common tactics.

END-OF-TURN SEQUENCE

- Follow the icons on your player board.
- The next player may start his or her turn as soon as you discard excess military cards.

TERMINOLOGY

worker	A yellow token in your play area but not in your yellow bank.
unused worker	A worker that is not on a card.
your technology	A technology card in your play area.
level of a card	Corresponds to the age of the card: Age A = 0, Age I = 1, Age II = 2, Age III = 3.
farm or mine	A worker on a farm or mine technology card (brown).
urban building	A worker on an urban building technology card (gray).
military unit	A worker on a military unit technology card (red).
level of a farm, mine, building, unit	The same as the level of its technology card.
destroy	To destroy a farm, mine, or urban building, return the worker to your worker pool.
disband	To disband a military unit, return the worker to your worker pool.
sacrifice	To sacrifice a military unit, return the worker to your yellow bank.
number of happy faces	Sum of happy faces produced by all your cards and workers. Must be between 0 and 8.
number of discontent workers	Number of empty subsections of your yellow bank that are to the left of your happiness marker.
uprising	Skipping your Production Phase, if discontent workers outnumber unused workers at the end of your turn.
resource cost	The cost 🪨 of putting a worker on a particular technology card, or the cost of a stage of a wonder.
science cost	The cost 🔬 of putting a technology card into play.
lose 1 population	Return 1 unused worker to your yellow bank. If you cannot, you must return a worker from a card.
gain 1 population	Take a yellow token from your yellow bank and put it in your worker pool.
increase population	Gain 1 population if you pay the food cost.
lose 🏛 or 🪨	Return blue tokens to your bank to represent the amount lost. If you don't have enough, lose everything.
pay 🏛 or 🪨	Like "lose" but if you don't have enough, you cannot do the action that requires payment.
gain 🏛 or 🪨	Move blue tokens from your bank to farms or mines to represent the amount gained.
pay 🔬	Move your science point counter back that many spaces. If you don't have enough, you can't do the action.
score 🔬 or 🎭	Move your science or culture point counter ahead that many spaces.
lose 🔬 or 🎭	Move your science or culture point counter back that many spaces. You cannot go below 0.
the strongest/weakest civilization	Break ties by play order. Those who will play sooner are stronger. Current player is strongest.
the two strongest/weakest civilizations	In a 2-player game, read this as "the strongest/weakest civilization".
civilization with most/least	Break ties by play order, as above.
relative ratings of civilizations	Civilizations sorted by a rating, highest to lowest. Break ties by play order, as above. (At the end of the game, the starting player is the current player.)