



TERRA CONCORDIA

CIVILIZATIONS IN HARMONY



GAME MANUAL

Complete rules for version 2.0

VERSION 2.0 · WINDOWS · LINUX · STEAMOS



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Terra Concordia is an indie strategy euro game for 1 to 4 players (40 to 120 minutes, depending on the game mode). Players choose a civilization, each with its own exclusive advantage. A random map is revealed each match, where each terrain type is a hex that is revealed as it is explored, and cards from different decks (of distinct categories: technologies, buildings, exploration, trade, projects, influence, special workers, legacies, events, public objectives and secret objectives) are revealed or drawn each round. Players compete to control terrain as they explore it, build, gather resources by assigning workers, research technologies, influence locations (to steal VP and take control of the hex), and restore nature to keep sustainability high (cooperatively).

To win, players must earn victory points through the game's actions and by playing cards. Whoever has the most victory points at the end of the game wins, but for there to be a winner, global sustainability must never reach 0, or else all players lose together. If a civilization's sustainability reaches 0, that player loses the match.

Victory Points (VP) are earned by playing building, technology, wonder, exploration, influence and other cards, by meeting the conditions of public and secret objective cards, by exploring hexes, from resources accumulated at game end, by keeping sustainability high, and through the bonuses and effects of played cards.



Single Player Mode (1 human player against up to 3 Automa AI opponents)

You can also play with up to 4 human players on the same PC or laptop, or with just one player controlling 2 to 4 civilizations, or even with 2 human players on the same computer against 2 Automa opponents.

Multiplayer Mode (2 to 4 human players over Steam P2P or LAN)

You can also play with 2 human players + 1 or 2 Automa players, or 3 human players + 1 Automa player, online or locally.

In Single-Player or Multiplayer game modes, matches can be played with the variants.

Choose the variant in the match setup (in single-player or multiplayer modes):

Quick (6 rounds) — for short matches. Only 3 wonders can be built, 2 public objectives instead of 3, 1 secret objective per player. Estimated time: 40 to 60 minutes. Recommended for playing against the Automa at Easy Difficulty or for matches with only 2 players.

Standard (9 rounds) — recommended mode for multiplayer and single-player matches with more than 1 opponent. Up to 5 wonders can be built, 3 public objectives, 1 secret objective per player. Estimated time: 50 to 80 minutes. Also recommended for playing against 1 or 2 Automa players at Medium Difficulty.

Epic (12 rounds) — Up to 8 wonders can be built, 4 public objectives, 2 secret objectives per player. 2 Event Cards (positive or negative) are revealed in rounds 2, 4, 6 and 8, which can help or hinder players. Recommended for earning more VP by game end, though it's more challenging. Also recommended for playing against the Automa at Hard Difficulty, against 3 Automa opponents or for 4-player matches. 70 to 120 minutes.

Beginners (8 rounds) — No negative event cards. Up to 4 wonders can be built, 2 public objectives, 2 secret objectives per player. Estimated time: 45 to 70 minutes. Recommended for 2 players and for playing against the Automa (AI).

Diplomacy (8 rounds, 2 to 4 humans) — recommended for 4 human players. Players can form alliances to earn gold over the rounds. Up to 4 wonders can be built, 3 public objectives, 1 secret objective per player. Estimated time: 50 to 80 minutes. Can't be played against the Automa (AI). Bilateral alliance system: one player proposes, the other accepts or rejects. Each player can have only 1 active alliance at a time. When an alliance is formed, both players gain +3 gold immediately. Alliances last 2 rounds, then expire and may or may not be formed again. The "Diplomacy" button is available in game for forming alliances.

Solo Mode (No opponents, play through 10 scenarios — each scenario has multiple distinct objectives)

With just one human player, in a scenario on a random map with several objectives to complete. You choose a scenario. Each scenario has COMPOUND OBJECTIVES — you must complete ALL of them to win the match; if any objective is left unfinished, the player is defeated. The 10 scenarios are:

The First Empire (6 rounds, play as the Solaris civilization) — Objectives: have 4 buildings (including wonders) + 6 technologies researched + have played at least 7 cards that aren't building, wonder or technology cards. Scenario rated very easy.

The Second Empire (6 rounds, play as the Mariteia civilization) — Objectives: have 5 buildings (including wonders) + 9 technologies researched + 8 workers + have taken at least 3 Influence actions. Scenario rated easy.

Forest Guardian (7 rounds, play as the Verdantis civilization) — Objectives: build the Botanical Garden + control 3 forest hexes/terrains + build 1 wonder + research 8 technologies + finish the game with civilization sustainability at 7 or more. Scenario rated easy.

Legendary Merchant (9 rounds, play as the Aurifera civilization) — Objectives: build the Market + research 14 technologies + take the Trade action 6 times exchanging any resource for Gold + build 3 wonders. Scenario rated medium difficulty.

Point Conqueror (9 rounds, play as the Solaris civilization) — Objectives: finish the game with at least 230 victory points + 7 buildings + 12 technologies researched + have played at least 12 cards that aren't building, wonder or technology cards. Scenario rated medium difficulty.

Lone Admiral (9 rounds, play as the Mariteia civilization) — build the Harbor or the Shipyard + research 15 technologies + control 4 ocean or island hexes/terrains + build 2 wonders. Scenario rated medium difficulty.

The Global Explorer (9 rounds, play as the Mariteia civilization) — explore every hex on the map + research 11 technologies + 8 buildings (including wonders) + have played at least 5 exploration cards. Scenario rated hard.

The Visionary Architect (12 rounds, play as the Solaris civilization) — have 9 buildings (including wonders), with the Workshop required + research 17 technologies + build 2 wonders. Scenario rated hard.

The Wise Scholar (12 rounds, play as the Aurifera civilization) — research 18 technologies, at least 3 of them level 4, and have 6 buildings (including wonders) + 3 wonders + have played at least 15 cards that aren't building, wonder or technology cards. Scenario rated hard.

The Last Refuge (12 rounds, play as the Verdantis civilization) — have 9 buildings (including wonders), with the Temple required + research 19 technologies + build 3 wonders + keep Global and Civilization Sustainability ≥ 9 at the end of the match + have earned at least 320 victory points. Scenario rated very hard.



CIVILIZATIONS (STARTING RESOURCES AND UNIQUE ABILITIES)

Choosing a civilization

Each player chooses a civilization in the match setup (each civilization has its own color).

When playing against the Automa (AI), the human player also chooses the Automa's civilization.



SOLARIS

COLOR: RED

STARTING RESOURCES: 1 Wood, 3 Stone, 4 Gold, 1 Iron, 1 Water, 1 Food, 2 Prestige, 3 Influence

STYLE: Starts with more stone, gold, influence and prestige.

UNIQUE ABILITY: Architects — buildings and wonders cost 2 fewer resources, always taken from the card's most expensive resources.



MARITEIA

COLOR: BLUE

STARTING RESOURCES: 3 Wood, 1 Stone, 3 Gold, 3 Water, 1 Food, 1 Artifact, 1 Prestige, 2 Influence

STYLE: Starts with more wood and water and 1 artifact.

UNIQUE ABILITY: Sea Lords — explore ocean and island without spending a worker (or a sailor, in this case); the first ocean or island exploration each round reveals +1 additional hex.



VERDANTIS

COLOR: GREEN

STARTING RESOURCES: 3 Wood, 1 Stone, 2 Gold, 2 Water, 4 Food, 1 Prestige, 2 Influence

STYLE: Starts with more food and wood.

UNIQUE ABILITY: Forest Guardians — the Restore action spends no worker and grants +1 civilization sustainability and +1 additional VP (that is, restoring gives +1 global sustainability, +2 civilization sustainability and +2 VP immediately).



AURIFERA

COLOR: YELLOW

STARTING RESOURCES: 1 Wood, 1 Stone, 6 Gold, 1 Iron, 1 Water, 1 Food, 1 Energy, 1 Prestige, 2 Influence

STYLE: Starts with more gold and a variety of resources.

UNIQUE ABILITY: Merchants — +1 gold on each Trade action and +1 Trade action per round (2 actions instead of 1). The conversion rate is 1 unit of any non-gold resource for 2 gold (instead of 3 for the other civilizations).



HEX/TERRAIN TYPES ON THE MAP (PRODUCTION, GATHERING, ALLOWED BUILDINGS)

FOREST

Production/Gathering: Wood ×2. Allowed buildings: Sawmill, Botanical Garden, Laboratory, Observatory, Watchtower, Transmission Tower, Power Plant.

MOUNTAIN

Production/Gathering: Stone ×2, Iron ×1. Allowed buildings: Laboratory, Observatory, Watchtower, Transmission Tower, Power Plant, Mine, and the Great Aqueduct, Crystal Tower and Hanging Gardens Wonders.

LAKE

Production/Gathering: Water ×3. Allowed buildings: Reservoir and the Great Aqueduct Wonder.

FIELD

Production/Gathering: Food ×2. Allowed buildings: Granary, Farm, Transmission Tower.

RUINS

Production/Gathering: Artifact ×1, Gold ×1, Influence ×1. Allowed buildings: Temple, Colosseum, all Wonders (except the Lighthouse at the End of the World).

VOLCANIC

Production/Gathering: Energy ×2, Stone ×1. Allowed buildings: Mine, Power Plant, Transmission Tower and the Crystal Tower Wonder.

OCEAN

Production/Gathering: Gold ×2. Requires building the Shipyard for multiple production. Allowed buildings: Harbor, Shipyard and the Lighthouse at the End of the World Wonder.

ISLAND

Production/Gathering: Wood ×1, Food ×1, Gold ×1, Influence ×1. Allowed buildings: Temple, Fortress, Observatory, Laboratory, Watchtower, Granary, and the Hanging Gardens, Temple of Harmony and Lighthouse at the End of the World Wonders.

HOME

Production/Gathering: the player's Home Hex — Wood ×1, Food ×1. Allowed buildings: Academy, Library, Colosseum, Fortress, Botanical Garden, Laboratory, Market, Workshop, Temple, Watchtower, Transmission Tower, and all Wonders (except the Lighthouse at the End of the World).



RESOURCE TYPES (WHAT THEY'RE FOR, HOW THEY'RE GATHERED AND USED)



WOOD

Required for some buildings and research and to keep sustainability up (through the Restore action, together with water). Gathered on Forest, Island or Home terrain. A shortage affects civilization sustainability if wood = 0.



STONE

Required as a cost for some buildings, wonders and research. Gathered on Mountain or Volcanic terrain.



GOLD

The game's currency — used for trading, as a cost to play cards, to research, recruit workers or build. Gathered on Ruins, Island and Ocean terrain. The first player to pass each round gains +1 gold. Gold can go negative (a "debt", for example when paying taxes); this does NOT affect sustainability, but it prevents the player from paying costs until the balance is positive again.



IRON

Needed as a cost for some technologies, buildings and wonders. Gathered on Mountain terrain.



WATER

Essential for keeping sustainability up (through the Restore action, together with wood). Needed for some water buildings and research. Gathered on Lake terrain. A shortage affects civilization sustainability if water = 0.



ENERGY

Required for the cost of some buildings, wonders and research. Gathered on Volcanic terrain.



FOOD

Required for the Sail action and as a cost for some cards, buildings and research. Food is also gained from collective bonuses (with high sustainability). Gathered on Field terrain. A shortage affects civilization sustainability if food = 0.



ARTIFACT

The rarest. Gathered on Ruins terrain. Needed to research some exclusive technologies, build some wonders, and play some cards (as a cost).



PRESTIGE

Used as one of the tiebreakers at game end. Generated by buildings (each building on the map generates +1 prestige in the Production phase). Also gained as a civilization sustainability bonus if the value is ≥ 7 . Used as a cost for some wonders, technologies and other cards.

Used as a cost for the Diplomacy action (alliances) and for the Influence action. Required to meet certain end-game objectives and as a cost for some cards. Gathered on Ruins and Island terrain.

THE PLAYER'S RESOURCES ARE SHOWN ON THE PLAYER PANEL, LOCATED IN THE LEFT SIDEBAR OF THE GAME SCREEN. THE PLAYER CAN CLICK THE PANEL TO SEE MORE DETAILED INFORMATION BESIDES RESOURCES (TECHNOLOGIES RESEARCHED, BUILDINGS ON THE MAP, CARDS PLAYED, CARDS IN HAND, SECRET OBJECTIVE, HEXES/TERRAINS CONTROLLED).

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GAME CARDS (BUILDING DECKS, DRAWING AND REVEALING CARDS)

Cards (142 unique cards in total, not counting repeated technology cards)

There are 12 Card Decks:

20 Building Cards

24 Technology Cards (4 level 1 cards per category, 4 level 2 per category, 4 level 3 per category and 4 level 4 per category, split into 6 categories: agriculture, engineering, navigation, science, energy and culture) – they form the research tech tree (players can view the tech tree in game at any time).

15 Project Cards

10 Exploration Cards

8 Trade Cards

8 Influence Cards

6 Special Worker Cards

6 Legacy Cards

15 Event Cards

10 Public Objective Cards

12 Secret Objective Cards

Each card type has its own deck (shuffled during initial setup at the start of the match), and still during initial setup 5 decks are combined to form a mixed deck of 43 cards (Trade, Influence, Special Worker, Project and Legacy cards).

During initial setup each player draws 1 or 2 cards from the secret objective deck (1 or 2 depending on the variant being played) and 2, 3 or 4 public objective cards (2, 3 or 4 depending on the variant being played) are revealed to all players. 2 Wonder Cards are revealed to be built, and when a wonder is built another wonder card is revealed, and so on. Also during initial setup, 6 Level 1 Technology Cards (one from each category) are available to each player for the Research action. The other technology cards (levels 2 to 4) are unlocked as the card of the previous level is played/researched.

Each round in the Planning phase, players draw 2 cards from this mixed deck and 1 card from the building deck.

In the Actions phase, each round, when each player takes their first Explore action, they draw a card from the exploration card deck (for any further Explore actions that round, players don't draw cards).

Cards drawn during the round form the player's "hand of cards". The hand can hold up to 9 cards until the player passes, and when passing they must discard down to a maximum of 5 cards. Besides the cards drawn in the Planning phase, other cards can be drawn in this phase depending on the effects of some played cards that let the player draw more cards (see the card effects that refer to this in the game's card compendium).

At the start of each round, the 2 technologies that have been on the market the longest are discarded and replaced with new ones from the Technology deck, keeping the market always moving.

For lookup and reference, every card in the game is in the card compendium at the end of this file (after the Manual).

7 INITIAL SETUP (BEFORE THE FIRST ROUND)

The global sustainability marker starts at 6.

Each civilization's sustainability marker (for each player) starts at 6.

Each player starts with 5 available workers (and can have up to a maximum of 8 during the game).

Each player starts with the starting resources of their chosen civilization (except the Automa AI, which receives starting resources according to the difficulty level chosen by the human player).

A random map is revealed and each player starts with a home hex/terrain on the map.

11 Card Decks are shuffled separately: Building, Wonder, Event, Exploration, Project, Trade, Influence, Worker, Legacy, Public Objective and Secret Objective cards.

The 24 Technology Cards are split into 6 categories (4 cards per category).

6 Level 1 Technology Cards are available to each player for the Research action. The other technology cards (levels 2 to 4) are unlocked as the card of the previous level is played/researched.

5 Decks are combined and shuffled again, forming a mixed deck of 43 cards (Project + Trade + Influence + Worker + Legacy cards, shuffled together).

Each player receives one or two Secret Objective cards (depending on the variant chosen).

2, 3 or 4 Public Objective Cards are revealed (depending on the variant you choose to play).

2 Wonder Cards are revealed (when a wonder is played/built, another one is revealed).

Round 1 begins with the first player.

8 GLOBAL AND CIVILIZATION SUSTAINABILITY BARS

The global sustainability meter is a bar that fills or empties according to its value, from 0 to 10, shared by ALL players, located at the top of the screen in game, where:

If the value is ≥ 5 when the Actions phase ends, all players gain +1 Food in the Production Phase.

If the value is ≥ 7 when the Actions phase ends, all players gain +1 Prestige in the Production Phase.

If the value is 0 at the end of the round, Global Ecological Collapse occurs: all players lose and the match ends immediately.

Each civilization's sustainability meter (that is, each player's) is a bar that fills or empties according to its value, from 0 to 10, located on the civilization/player panel (each player's panel is in the left sidebar of the screen), where:

If any player reaches 0 individual sustainability, Civilization Collapse occurs: the player who controls that civilization loses the match.

If any player reaches 0 wood, 0 water or 0 food at any point in the match, they lose 1 civilization sustainability.

To raise global and civilization sustainability by 1 during the match, the player must take the Restore action, paying the cost in wood and water (when playing as the Verdantis civilization, civilization sustainability rises by 2). Some played cards, buildings, wonders and technologies can raise global or civilization sustainability. On the other hand, negative event cards revealed in the round lower global sustainability, and moving from one round to the next also lowers global sustainability by 1 (human activity causes natural decay).

Having wood and water is essential for keeping sustainability high, and high civilization sustainability earns the player more victory points at game end.

9 ➡ MATCH FLOW — THE 4 PHASES OF THE ROUND

- **Phase 1** — Planning and Card Dealing

This Planning Phase happens at the start of the round, in this order:

Each player draws 1 building card (from the building card deck) + 2 cards from the mixed deck (Project + Trade + Influence + Special Worker + Legacy cards, shuffled together, except exploration cards, which are dealt through Explore actions). From the second round on, players may draw/reveal more cards, depending on the effects of other cards played in previous rounds.

An Event card (positive or negative) is revealed automatically and its immediate effects are applied to all players. In the Beginners variant, only the negative event cards are removed from the game (positive events remain). In the Epic variant, in rounds 2, 4, 6 and 8, 2 event cards are revealed instead of one (they can be positive or negative events).

Passive income: from the second round on, each player receives the per-round bonuses from their cards played in previous rounds (from card effects that grant something at the start of next round – see the card compendium for which cards have these effects).

Exhausted (used-up) workers return to "free" (become available) to be used in the next Actions Phase.

Card deck recycling:

Building Card Deck: At the start of each round, check whether all building cards have been drawn. If so, a new deck is formed as follows: the building cards discarded by players when they passed in the Actions phase of previous rounds are reshuffled. If there are no discarded building cards to form a new deck that round, players don't draw building cards in the current round. Important: building cards that players have played/built don't return to the deck; they stay "kept" by the player until the end of the game.

The same rule applies to the Mixed Card Deck (Project + Trade + Influence + Special Worker + Legacy cards).

Exploration Card Deck: At the start of each round, check whether all exploration cards have been drawn. If so, a new deck is formed as follows: the exploration cards discarded by players when they passed in the Actions phase of previous rounds, plus the exploration cards that players have played. This means the

same exploration card a player played may come back to their hand in later rounds, so that card can be played more than once by the same player.

- **Phase 2 — Main Actions and Free Actions**

This is the Actions Phase. In turn order, each player takes ONE action at a time on their turn, until everyone has passed. When all players have passed, they move on to the Production Phase.

Each Gather, Build, Explore, Restore and Influence action uses up 1 worker (except the Research, Sail, Trade, Recruit, Play cards from hand and Diplomacy actions – the latter available only in the Diplomacy variant).

The turn automatically passes to the next player after each action.

A player can pass at any time, whether or not they have used all their workers on actions, even if they still have actions available that don't use workers or can still take the free action of playing more cards. The first to pass immediately receives +1 Gold as a bonus.

The Actions phase ends when every player has passed.

- **Phase 3 — Production**

In this phase, after everyone has passed in the Actions phase, all hexes/terrains with assigned workers produce resources in this order:

Each hex/terrain controlled by a player, with a worker assigned through the Gather or Sail action, produces the matching resources of its terrain.

Each building on controlled hexes: gains +1 Prestige (a hex with 3 buildings generates +3 prestige).

Global bonus: if the Global Sustainability bar is $\geq 5 \rightarrow$ everyone gains +1 Food; if it is $\geq 7 \rightarrow$ +1 Prestige for everyone.

Civilization bonus: if Civilization Sustainability is $\geq 7 \rightarrow$ +1 Prestige for the player who controls the civilization.

Card bonuses: production bonuses from cards played/researched/built or others (these come from card effects that grant a certain amount of resources in this round's Production phase – see the card compendium for which cards have these effects).

- **Phase 4 — Maintenance and Check**

This Maintenance and Check phase happens at the end of each round, in this order:

Each player who has 0 wood OR 0 water OR 0 food: loses 1 civilization sustainability (if they haven't already been penalized for this condition this round — the penalty is also applied immediately during the match, as soon as any of these three resources reaches 0).

Taxes: players pay 1 Gold for every 3 buildings they have on the hexes they control. Gold can go negative (below zero).

Global Sustainability is reduced by 1 (natural decay).

Civilization Sustainability check: if any player has reached 0 civilization sustainability, they lose the match.

Game-end check: true if the end of the last round has been reached OR if global ecological collapse has occurred (if global sustainability reaches 0).

If global ecological collapse has occurred, all players lose (final VP aren't calculated or added up) and the game ends immediately.

If the game-end condition is true (the end of the last round has been reached), the players' final VP are calculated and added up to determine the winner.

If the game-end condition is false, the Round marker advances by 1 and the next round begins with the Planning phase. The round's First Player marker passes to the player who passed first in the Actions phase.

THE ADVANCE BUTTON BETWEEN PHASES WORKS AS FOLLOWS:

The Advance button, located in the top-right corner of the screen in game, moves from one phase to the next during the game.

The active player is the one who must click the Advance button (the button is enabled only for the active player).

The last player to pass in the Actions phase is the one who becomes active to click Advance to the Production phase. The same player clicks Advance to the Maintenance phase.

At the end of the Maintenance phase, the first player marker passes to the player who passed first in the Actions phase. This player must click Advance to go to the Planning phase, and then Advance again to the Actions phase (they will be the first player to take actions in the round).

10 MAIN ACTIONS AND FREE ACTIONS

GATHER

COST: 1 free/available worker

Assign a worker to a revealed hex/terrain with no owner that is adjacent to a hex you already control, or to a hex you already control. Receive the resources the terrain produces immediately (and again in the Production phase). You take control of the hex (if it wasn't controlled before, i.e. it had no owner) and the worker becomes exhausted (it is used up). When a worker is assigned, a worker figure is shown inside the hex.

EXPLORE

COST: 1 free/available worker

Reveals a hex/terrain adjacent to one you already control and controls it automatically, but doesn't assign the worker like the Gather action does (in the Production phase only hexes with assigned workers produce resources). Receive 1 Exploration card the first time you explore each round. If the explored terrain is Ruins: receive +1 bonus VP immediately. Some card or wonder effects, when played, can reveal more hexes on the map, but these aren't controlled by whoever played the card (they stay unowned until someone takes the Gather, Sail or Influence action on them). At game end, every hex explored/controlled is worth 1 VP. This action is important for controlling more hexes than your opponents by the end of the match.

BUILD

COST: 1 free/available worker + the card's resource cost + 1 gold (to play the card)

When you build, the Building or Wonder card is played on a hex/terrain of your choice that you already control (the building must match the terrain type, for example Mine on Mountains, Sawmill on Forests, Temple on Home or Ruins hexes, Harbor or Shipyard on Oceans, Reservoir on Lakes, Farm on Fields, etc. – see the terrain type descriptions and the building cards for what can be built where). Maximum of 2 uses of the Build action per round. Maximum of 4 buildings per hex per match (including wonders), and a maximum of 9 buildings in total per player per match (including wonders). You immediately gain the VP of

the cards you build when you play them, plus their effects. When something is built, a building figure is shown inside the hex; if there is more than one building on the hex, the number of buildings on it is shown as well.

RESEARCH

COST: Only the card's resource cost, no worker cost

Acquire a technology by playing a technology card available for research. 6 Level 1 Technology Cards (one from each research category: agriculture, engineering, navigation, science, energy and culture) are available at the start of the game for the Research action. The other technology cards (levels 2 to 4) are unlocked as the card of the previous level is played/researched. Level 4 cards are Exclusive (★) and can be acquired by only 1 player. Maximum of 2 uses of the Research action per player per round. You immediately gain the VP of the cards you research when you play them, plus their effects.

TRADE

COST: No worker cost

Each player can only use this action once per round, except when playing as the Aurifera civilization, which can take two Trade actions per round.

You can make up to 3 resource trades in a single action. Conversion: 3 units of any non-gold resource for 1 gold. Trades between non-gold resources = 1:1 rate. When playing as the Aurifera civilization, the conversion rate is 1 unit of any non-gold resource for 2 gold. This action is important when you need gold or need to swap abundant resources for scarce ones.

INFLUENCE (ACTION)

COST: 1 Influence + 1 free/available worker

Each player can only use this action once per round. Claim control of a hex anywhere on the map, as long as it isn't another player's home hex, doesn't have a wonder built on it, doesn't have more than one building and doesn't have an assigned worker. The hex now belongs to the player who influenced it. In addition, each hex can only be influenced once per round (by any player). If another player has already influenced the hex this round, you'll have to choose another one, but a hex that can't be influenced this round becomes available again in the following rounds. When a hex is influenced, an influence disc with a star is shown on it. This action is important for "stealing" a hex from an opponent and securing more VP at game end, since the VP inside the hex now belong to the player who "steals" it and takes control of it.

RESTORE

COST: 1 wood + 1 water + 1 free/available worker (Verdantis spends no worker).

Each player can only use this action once per round. This action grants +1 global sustainability, +1 civilization sustainability and +1 victory point (VP) immediately. Use it mainly when sustainability is low, both individual and global, so players don't lose the game to ecological collapse, while also earning more victory points for the player who takes it. When playing as the Verdantis civilization, it grants +1 global sustainability, +2 civilization sustainability and +2 victory points (VP) immediately.

RECRUIT

COST: 2 gold

Hire/recruit +1 worker. The worker is available immediately on the player's panel. Each player can recruit up to 3 workers per match, up to the limit of 8 workers (each player starts the match with 5 available workers). Only 1 worker can be recruited per round. Recruiting workers is important so the player can take

more of the actions that require workers during the round.



SAIL

COST: 1 food, no worker cost

This action requires that you already have a worker assigned to an ocean, lake or island, and that there is an adjacent revealed ocean, lake or island hex to sail to. It can only be used 2 times per round.

Moves the worker to the adjacent revealed ocean, lake or island hex. The new hex (if it has no owner) comes under the player's control. The worker isn't used up, since it was assigned earlier; the worker (a sailor, in this case) just moves. This action grants +2 gold when taken, and it's important when you need gold and when there's an unowned hex adjacent to one you already control. On the map, workers assigned to ocean or lake appear as a boat figure.



PASSING AND DISCARDING CARDS FROM HAND

COST: None.

Ends the player's turn in the Actions phase. The first player to pass receives +1 Gold. When everyone has passed, the Actions phase ends. The first player to pass starts the next round. A player can pass at any time on their turn, even if they still have actions or workers available. When passing, if the player has more than 5 cards in hand, they must choose cards to discard until they have 5 in hand for the end of the round (example: with 8 cards in hand, discard 3 cards).



PLAY CARDS FROM HAND FREE ACTION

COST: only the card's own resource cost; no worker cost, except for building cards, which cost 1 worker and +1 gold each (through the Build action).

Each player can play up to 2 cards from hand per round (building, technology and wonder cards don't count toward this limit). Playing cards is a free action and doesn't end the player's turn; in the same turn they can still take another main action (for example, play cards and then Gather, or vice versa). Playing cards from hand is important, because played cards grant immediate VP and their effects can bring benefits (such as gaining resources immediately, in the round's Production phase, at the start of next round, or victory points at game end). Technology and wonder cards don't stay in the player's hand: technology cards go to the technology panel and wonder cards to the wonder panel.



DIPLOMACY FREE ACTION (AVAILABLE ONLY IN THE DIPLOMACY VARIANT)

COST: 1 influence; no worker cost

Diplomacy action — recommended for 4 human players. Forming alliances between players lets them earn gold over the rounds (cooperation). One player proposes the alliance, the other accepts or rejects it. Each player can have only 1 active alliance at a time. When an alliance is formed, both players gain +3 gold immediately. Alliances last 2 rounds, then expire and may or may not be formed again. The "Diplomacy" button is available in game for forming alliances.

THE ACTION BUTTONS ARE LOCATED AT THE BOTTOM OF THE SCREEN DURING THE GAME, SIDE BY SIDE. YOU CAN ALSO USE THE BUTTONS TO VIEW THE TECH TREE, THE GAME'S PUBLIC AND SECRET OBJECTIVES, THE PLAYER'S HAND OF CARDS, AS WELL AS THE DIPLOMACY BUTTON (enabled only in the Diplomacy variant).

WHEN A BUTTON IS GRAYED OUT, THE ACTION CAN'T BE TAKEN RIGHT NOW (WRONG PHASE, ROUND LIMIT, NO WORKER OR NOT ENOUGH RESOURCES): CLICK IT AND THE REASON APPEARS ON SCREEN.



PER-PLAYER LIMITS AND RULES FOR THE MATCH

Maximum of 9 buildings (including wonders).

Maximum of 8 workers (5 starting + 3 that can be recruited).

Maximum of 9 cards in hand (after passing, discard down to a maximum of 5 cards at the end of the round).

Maximum of 3 wonders built (except in the Epic variant, where 4 can be built).

Maximum of 4 buildings per hex/terrain (including wonders).

Technologies: level 4 technology cards are exclusive (only one player can research/play each).

There are no limits on accumulated resources, and no resource can go below 0, except gold, which can go negative.

If any player reaches 0 wood, 0 water or 0 food, they lose 1 civilization sustainability immediately, at any point in the match.

PER-ROUND LIMITS AND RULES

Influence Action: 1 use per player per round. Each hex can only be influenced 1× per round (by any player): another player can't influence the same hex in the same round. But a hex that was influenced can be influenced again in later rounds, as long as it has no wonders, no assigned workers and no more than one building.

Restore Action: 1 use per player per round.

Trade Action: 1 use per player per round (2 for the Aurifera civilization).

Build Action: 2 uses per player per round.

Research Action: 2 uses per player per round.

Recruit Action: 1 use per player per round

Sail Action: 2 uses per player per round

Cards played from hand (exploration, trade, influence, project, worker, legacy cards): limit of 2 cards per round. (Building, Wonder and Technology cards don't count toward this limit — they use the Build and Research actions.)

- **Play cards from hand** — FREE action

Playing a card from hand that is NOT a Building, Wonder or Technology is a FREE ACTION — it doesn't use up the player's turn (you can play the card and then take a main action, or play a card after taking a main action). Cost to play: the card's own resource cost. Buildings, Wonders and Technologies are played with the Build and Research actions respectively, and use up the turn as usual. The effects of some played cards may make an exception to a rule (see the card effect descriptions in the card compendium).

- **Trade** — conversion rate

Conversion: 3 units of any non-gold resource = 1 Gold. Trades between non-gold resources are 1:1. In a single Trade action, you can chain up to 3 trades; all 3 are confirmed together — you can remove a trade from the queue before confirming.

- **Negative events** — immunity

Players who build the Fortress, or the Wall of Kingdoms wonder, are immune to negative events. Positive events still affect ALL players.

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FINAL SCORING

At the end of the match (after the last round), each player's victory points (VP) from all the categories below are added up. The player with the highest total of victory points wins. Below is how VP are calculated and shown on the end-game screen, per player, including who won:

Scoring categories

VP during the game:

- **Exploration** — 1 VP per hex/terrain explored/controlled.
- VP earned during the game accumulate over the match: from exploring Ruins terrain, Restore actions, VP from played cards (each card grants a specific amount of VP) and the immediate VP from their effects, if any. VP from played cards are:
- **Buildings** — VP from each building card built/played.
- **Technologies** — VP from each technology card researched/played.
- **Wonders** — VP from each wonder card built/played.

VP from the other cards played (Exploration, Project, Trade, Influence, Worker, Legacy).

VP at game end:

- **Influence** — 1 VP for every 2 Influence accumulated.
- **Public Objective Cards** — VP by placement (1st/2nd/3rd place).
- **Secret Objective Card** — the objective's VP if the condition is met.
- **Civilization Sustainability (not Global)** — bonus by final level: if the value is $\geq 5 \rightarrow +2$ VP, if it is $\geq 8 \rightarrow +5$ VP, if it is $\geq 10 \rightarrow +8$ VP.
- **Resources** — accumulated Prestige + 1 VP for every 3 Gold accumulated.
- **End-Game Bonus** — bonus points from cards at the end of the game if their conditional effects were met (to see how many VP were earned, check the end-game effects of the cards played; each card grants a specific amount of VP – see the card compendium for which cards have these effects).

Tiebreaker

In case of a tie in total score, the winner is decided in this order by whoever has the most:

- (1) individual sustainability
- (2) wonders built
- (3) accumulated influence
- (4) total technologies researched.

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IMPORTANT INFORMATION AND TIPS

Hex, terrain and hex/terrain all mean the same thing: a terrain is a hex on the game map.

Controlling a hex means the controlled hex already belongs to the player, either because they explored it (when the Explore action is taken, the hex is already controlled by the player), or because a worker was assigned there to gather resources (the player can gather resources on an unowned hex, and then the hex comes under that player's control). The Sail action works the same way (in this case the worker, represented by a boat figure, moves from one hex to an adjacent one that already belonged to that player or had no owner), and so does the Influence action (a player "steals" a hex from another player, or influences a hex that had no owner).

Hexes revealed on the map by the effect of played cards (buildings, wonders or other cards) start out with no owner. A player must take the Gather action, Sail to that hex or Influence it to control these hexes.

Assigned workers are workers placed on a hex through the Gather action, or an ocean or lake hex can have a worker assigned (a boat) through the Sail action (the hex the worker moved to becomes "assigned"). When a worker is assigned, it is "used up" and becomes exhausted, and can't be used again that round, except for the Sail action, which moves it from one (already assigned) hex to another.

Build and Influence actions don't "assign" workers to the hex where the building or influence disc was placed; they only "use up" the worker, leaving it exhausted.

"Free or available" workers are workers that can still be used this round, through still-available actions that require a worker.

Don't confuse "gathering resources from a hex" with "resources produced in the Production phase". With the Gather action (in the Actions phase), resources are gathered immediately (for example, a worker was assigned to a forest hex and gathered 2 wood). In the Production phase (not the Actions phase), only hexes with assigned workers gather resources again (for example, the worker assigned to a forest hex in the Actions phase that gathered 2 wood will gather 2 wood again in the Production phase).

When a card is called "played", "built" or "researched", it means the built or researched card was played, or simply played (when it isn't a building, wonder or technology card); that is, you immediately gain the played card's VP and its immediate effects.

Some card effects don't happen immediately, but during the game or only at game end, as the effect's condition is being met or was / was not met.

Don't confuse "Global Sustainability" with "Civilization Sustainability". Global sustainability is shared by all players, while civilization sustainability is individual to each player, for the civilization they chose to play. During the game phases, through the Restore action or through card effects, global or civilization sustainability is gained or lost, and it is always stated explicitly which type of sustainability is gained or lost.

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AUTOMA BEHAVIOR (AI)

AI BEHAVIOR (AUTOMA)

Each turn, the AI evaluates every possible move (gather, explore, build, research, trade, influence, restore, recruit, sail, play cards from hand or pass) and picks the one that leaves it in the best position: the points it has already secured, income for the coming rounds, resources useful for the cards it can see, and sustainability risks (its own and global).

It follows the same rules and limits as human players: same workers, same actions per round, same card costs.

AI difficulty (chosen before the match)

Every level starts with the same civilization starting resources and 0 VP, just like a human player. The level only changes how often the AI makes mistakes in its choices:

- **Beginner** — makes plenty of mistakes, ideal for learning the game.
- **Easy** — makes mistakes often.
- **Normal** — plays well, with a few slips.
- **Hard** — makes few mistakes.
- **Deity** — always picks the move it rates as the best.

The AI is deterministic: the same match (same seed and same moves) leads to the same decisions.

15 GAME INTERFACE (BAR, PANELS, BUTTONS AND MAP)

The player's resources, victory points earned, civilization sustainability, and free/available and exhausted workers are shown on the **PLAYER PANEL**, located in the left sidebar of the game screen. The player can click the panel to see more detailed information (**FULL PLAYER PANEL**) besides resources (technologies researched, buildings on the map, cards played, cards in hand ready to play, secret objective, hexes explored/controlled).

The **ACTION BUTTONS** are located at the bottom of the game screen, side by side. You can also use the buttons to view the tech tree, the game's public and secret objectives, the player's hand of cards, as well as the Diplomacy button (enabled only in the Diplomacy variant). When a button is grayed out, the action can't be taken right now; clicking it shows the reason (wrong phase, round limit, no worker or not enough resources). The Menu (Esc) and Guide (F1) buttons are on the top bar.

The **ADVANCE** button is used to move between phases and works as follows:

The Advance button, located in the top-right corner of the screen in game, is used throughout the game to move from one phase to the next.

When the game starts, the initial setup and the Planning phase of the first round are carried out automatically. The first player must click Advance in the Planning Phase to go to the next phase, the Actions Phase.

The active player is always the one who must click the Advance button (the button is enabled only for the player who is active).

The last player to pass in the Actions phase becomes active to click Advance to the next phase, the Production Phase. The same player clicks Advance to the next phase, the Maintenance and Check Phase.

At the end of the Maintenance phase, the first player marker passes to the player who passed first in the Actions phase. This player must click Advance to move to the next phase, the Planning Phase (the next round begins), and then Advance again to the Actions phase (they will be the first player to take actions in the round), and so on until the end of the last round. At the end of the last round, the end-game screen is shown.

The **GLOBAL SUSTAINABILITY METER** is a bar that fills or empties according to its value, ranging from 0 to 10, shared by ALL players, and located at the top of the screen in game. A random **GAME MAP** is revealed each match, where each terrain type is a hex that is revealed as it is explored. Each player starts the match on a home hex placed randomly on the map. Still-hidden hexes appear as stone slabs with a golden compass rose under a mist; on your turn, the rose glows on the hexes you can explore. Click a hex (with no action chosen) to open the inspector, with the model rotating and all the information about the place.

The CARD DECKS are shuffled separately. E.g.: Building, Technology, Event, Exploration, Project, Trade, Influence, Worker and Legacy cards.

The TECH TREE shows the technology cards by category and level (1 to 4): the ones researched, the ones available to research and the ones still locked (they unlock when a technology of the previous level is researched).

The player's HAND OF CARDS shows the cards in their hand, which may or may not be playable (by paying the card's cost).

The OBJECTIVES show the secret objective (unique for each player to complete) and the public objectives (shared by all players) to be completed, earning victory points at game end.

The FULL PLAYER PANEL shows more detailed information: victory points (VP), civilization sustainability, controlled hexes, buildings and technologies, resources, available and exhausted workers, hand of cards and the cards already played. The TRADE PANEL shows the resources that can be exchanged at the market (through the Trade action). In each Trade action you can make up to 3 resource trades. The RESEARCH PANEL shows the research cards that can be played/researched (by paying the card's cost) with the Research action (it also shows the ones still locked). The BUILD PANEL shows the building and wonder cards that can be played/built (by paying the card's cost) with the Build action. It also shows the ones that can't be played yet (resources in red), because there aren't enough resources. The REFERENCE GUIDES show everything about the game, split into tabs, each with information to look up whatever the player needs to remember, plan and strategize.

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CARD COMPENDIUM

WONDER · 8

Terra Concordia Colosseum

12 VP

🏠 8 🏗️ 6 🏰 6 Ruins, Home

+4 prestige at the start of next round; +3 VP for each public objective where you place 1st at game end.

Great Aqueduct

11 VP

🏠 7 🏗️ 4 💧 6 Ruins, Mountain, Lake, Home

+4 water at the start of next round; +3 global sustainability immediately.

Crystal Tower

12 VP

🔥 5 🏠 8 🏗️ 5 Ruins, Mountain, Volcanic, Home

+4 energy at the start of next round; +2 VP per level 4 technology researched, at game end.

Hanging Gardens

10 VP

🍷 7 🏠 7 💧 5 Ruins, Mountain, Island, Home

+3 food and +2 prestige at the start of next round; +4 global sustainability immediately.

Lighthouse at the End of the World

11 VP

🏠 8 🏗️ 2 🏰 6 🏰 6 Island, Ocean

Reveals the map within radius 3; +2 artifact at the start of next round; +1 VP per ocean and island hex controlled, at game end.

Temple of Harmony

13 VP

🏠 9 🏰 6 🏰 6 Ruins, Island, Home

+5 global sustainability immediately; +4 VP if civilization sustainability ≥ 7 at game end.

Great Library

10 VP

📖 4 🏠 7 🏰 6 Ruins, Home

+1 VP per technology researched, at game end.

Wall of Kingdoms

9 VP

🏠 6 🏗️ 6 🏰 8 Ruins, Home

Immune to negative events; +2 VP at game end per negative event that occurred during the match.

BUILDING · 20

Sawmill

2 VP

 2  3 Forest

+5 wood in this round's production on this hex.

Mine

2 VP

 2  2  2 Mountain, Volcanic

+2 stone and +5 iron in this round's production on this hex.

Granary

2 VP

 2  3 Field, Island

+4 food in this round's production on this hex.

Harbor

3 VP

 3  3 Ocean

Gathering on ocean gives +3 gold (instead of +2) on your next 3 Gather actions.

Market

2 VP

 3  2 Home

+1 gold when confirming your next 2 Trade actions.

Workshop

2 VP

 2  3 Home

+2 iron in this round's production on adjacent mountain hexes.

Reservoir

3 VP

 3  3 Lake

+5 water in this round's production on this hex; +1 civilization sustainability immediately.

Watchtower

2 VP

 3  3 Forest, Mountain, Island, Home

Reveals all hexes within radius 2.

Academy

4 VP

 4 Home

+1 VP per level 3 or 4 technology researched, at game end.

Temple

4 VP

 2  4 Home, Ruins, Island

+2 VP immediately; +2 influence at the start of next round; +1 civilization sustainability immediately.

Power Plant

3 VP

 2  2  3 Forest, Mountain, Volcanic

+5 energy in this round's production on this hex.

Library

3 VP

 2  3 Home

+2 VP per Project card played, at game end; draw 1 extra card from the mixed deck in the next Planning phase.

Shipyards

4 VP

 2  2  5 Ocean

+1 artifact immediately per island explored; reveals 2 extra hexes on your next ocean exploration.

Colosseum

5 VP

 4  5 Home, Ruins

+3 prestige at the start of next round; +2 VP at game end if accumulated influence > 10.

Model Farm

3 VP

 2  3  3 Field

+5 food in this round's production on this hex; +2 civilization sustainability immediately.

Laboratory

3 VP

 2  2  3 Home, Forest, Mountain, Island

Level 4 technologies cost 1 fewer random resource; +1 VP per level 4 technology at game end.

Fortress

4 VP

 4  6 Home, Island

Immune to negative events until the end of the game; +4 VP at game end.

Botanical Garden

4 VP

 2  3  2  3 Home, Forest

+3 global sustainability immediately; +1 VP per forest hex controlled at game end.

Transmission Tower

3 VP

 3  3  3 Home, Forest, Mountain, Field, Volcanic

+4 influence immediately.

Observatory

4 VP

 3  2  5 Forest, Mountain, Island

Reveals 1 random hex at the start of the following rounds; draw 1 extra exploration card next round; +1 VP per volcanic and island hex explored, at game end.

TECHNOLOGY · 24

Irrigation

1 VP

💧 2 🌾 2 Agriculture ●○○○

+1 food on field hexes in this round's production.

Crop Rotation

2 VP

🌾 2 🍷 3 Agriculture ●●○○

+2 food immediately; fields produce without an assigned worker this round.

Intensive Farming

4 VP

🍷 4 🏠 2 Agriculture ●●●○

+3 food in this round's production; -1 global sustainability immediately.

Agroforestry

6 VP

🍷 5 💧 3 Agriculture ●●●●

+2 food immediately; +2 wood in this round's production; +2 global sustainability immediately.

Basic Machinery

1 VP

🏠 2 🌾 2 Engineering ●○○○

Extra Build action this round (3 instead of 2).

Metallurgy

2 VP

🔥 2 🏠 3 Engineering ●●○○

+2 iron in this round's production.

Hydraulic Engineering

4 VP

🍷 2 🏠 3 💧 2 Engineering ●●●○

+2 water from lakes in this round's production.

Monumental Architecture

8 VP

🍷 4 🏠 3 🏠 5 Engineering ●●●●

+2 VP per building at game end; wonders cost 2 fewer random resources.

Coastal Navigation

1 VP

💧 2 🌾 3 Navigation ●○○○

Exploring ocean and island costs no worker this round.

Cartography

2 VP

🗺️ 2 🍷 3 Navigation ●●○○

Your next exploration reveals 2 additional hexes.

Astronomy

4 VP

🔥 2 🍷 4 Navigation ●●●○

Reveals 1 random hex at the start of each round; +1 VP per ocean hex explored, at game end.

Trade Routes

6 VP

🍷 6 🌐 4 Navigation ●●●●

+4 gold on each Trade action completed in the following rounds.

Alchemy

1 VP

🗺️ 2 🍷 2 Science ●○○○

On your next Research action, gain +2 energy.

Medicine

2 VP

🌾 2 🍷 2 💧 3 Science ●●○○

On your next Research action, gain +3 food.

Natural Philosophy

4 VP

🍷 4 🌐 3 Science ●●●○

+5 VP if your secret objective is met at game end.

Experimental Physics

10 VP

🗺️ 4 🔥 4 🍷 6 Science ●●●●

+3 VP immediately; level 3 or 4 technologies are worth +1 VP; +3 global sustainability immediately.

Windmills

1 VP

🏠 2 🌾 3 Energy ●○○○

+1 energy per field hex explored in the following rounds.

Volcanic Power

2 VP

🏠 2 🏠 3 Energy ●●○○

+1 energy per volcanic hex explored in the following rounds; -1 civilization sustainability immediately.

Solar Power

4 VP

🍷 3 🏠 2 🏠 2 Energy ●●●○

+3 energy at the start of next round; +1 global sustainability immediately.

Energy Crystals

10 VP

🗺️ 3 🔥 5 🍷 6 Energy ●●●●

+4 energy in this round's production; +2 global sustainability immediately.

Oral Traditions

1 VP

🌾 2 🌐 2 Culture ●○○○

+2 influence and +1 prestige at the start of next round.

Writing

2 VP

🍷 3 🌐 2 Culture ●●○○

+1 prestige and +3 influence at the start of next round.

Civic Philosophy

4 VP

🏠 3 🏛️ 2 🌿 3 Culture ●●●○

+3 influence at the start of next round.

School of Civilization

12 VP

🏠 6 🏛️ 3 🌿 4 Culture ●●●●

+3 VP immediately; +2 VP per player with less influence at game end; +2 global sustainability immediately.

PROJECT · 15

Grand Canal

5 VP

🏠 3 🏛️ 4 💧 3

+5 water at the start of next round; +2 civilization sustainability immediately.

Royal Road

4 VP

🏠 3 🏛️ 3

+6 gold immediately.

Reforestation Program

4 VP

🌳 3 🏠 3 💧 3

+2 civilization sustainability immediately; +2 wood at the start of next round.

Volcanic Expedition

5 VP

🔥 3 🏛️ 3 🌿 2

+2 artifact and +5 energy immediately; reveals all volcanic hexes.

Trade Network

5 VP

🏠 5 🌿 2

+1 gold on each market trade in the following rounds.

Peace Treaty

4 VP

🏛️ 4 🌿 3

+2 VP immediately; +6 influence; immune to Cultural Boycott.

Cultural Festival

4 VP

🌳 4 🏠 2 🌿 3

+2 influence, +1 prestige and +1 civilization sustainability immediately.

Archaeological Survey

6 VP

🏛️ 3 🏠 4 🌿 3

+5 artifact immediately; reveals all ruins; draw 1 extra exploration card on your next exploration.

Clean Energy Plan

7 VP

🔥 4 🏠 6 🌿 2

+2 civilization sustainability and +1 global immediately; +5 energy at the start of next round.

Island Colony

5 VP

🏠 3 💧 2 🍷 4

+1 artifact and +2 food per island controlled, immediately; reveals all islands.

Military Alliance

4 VP

🏠 3 🏛️ 2 🏛️ 3

+4 prestige immediately.

Health Campaign

4 VP

🌳 3 🏠 2 💧 3

+1 permanent worker (up to 8); +1 civilization sustainability immediately.

Land Reform

5 VP

🌳 4 🏠 3 🏛️ 2

+4 food at the start of next round; +1 VP per field hex controlled at game end.

Diplomatic Mission

5 VP

🏠 4 🏛️ 3 🌿 3

+4 influence immediately; +2 VP per player with less influence at game end.

Master Plan

6 VP

🏠 5 🌿 3 🏛️ 3

+1 VP per building at game end; 1 extra building next round with no worker.

EXPLORATION · 10

Ancient Map

1 VP

Reveals 2 random hexes.

Geomagnetic Crystal

1 VP

+2 energy immediately.

Expedition Journal

1 VP

Draw 1 extra exploration card on your first exploration next round.

Sacred Relic

2 VP

+1 prestige and +1 influence immediately.

Rare Medicinal Plant**1 VP**

+1 permanent worker (up to 8).

Sunken Treasure**2 VP**

+2 gold and +1 artifact immediately.

Ancient Inscriptions**2 VP**

+2 artifact immediately.

Natural Spring**1 VP**

+2 water immediately.

Abandoned Mine**2 VP**

+2 iron +1 stone immediately.

Technological Artifact**3 VP**

Research 1 level 1 or 2 technology for free this round.

TRADE · 8**Supply Contract****1 VP** 2

+2 wood +2 stone immediately.

Favorable Exchange**1 VP** 1

Gain 3 gold immediately.

Trade Embargo**1 VP** 2

1 player of your choice can't trade this round.

Monopoly**2 VP** 2  1

+4 gold at the start of next round.

Artifact Auction**1 VP** 1

+4 gold immediately.

Strategic Partnership**1 VP** 2  1

+4 gold immediately.

Silk Road**2 VP** 2  1

+4 gold and +3 prestige at the start of next round if you have built the Harbor.

Market Speculation**1 VP** 4

Gain 6 gold immediately.

INFLUENCE · 8**Inspiring Speech****1 VP** 1

+2 influence immediately.

Propaganda**1 VP** 2

+2 influence immediately; 1 rival loses 2 influence.

Embassy**2 VP** 3  2

+2 influence and +4 gold at the start of next round.

Royal Wedding**2 VP** 3  2

+3 influence immediately; +3 VP if you have an alliance at the end of the match (Diplomacy mode).

Cultural Boycott**1 VP** 2

1 rival can't influence this round.

Council of Sages**1 VP** 2  1

Draw 1 extra card from the mixed deck in the next Planning phase; +2 influence per influence card in hand.

Monument to Glory**2 VP** 2  3

+2 influence +3 prestige immediately.

Spy Network**1 VP** 2  1

Steal 1 random card from a rival's hand.

WORKER · 6**Master Architect****1 VP** 2  1

1 building with no worker cost next round.

Traveling Merchant**1 VP** 2

2 Trade actions this round.

Intrepid Explorer

1 VP

🗺️ 1 🏠 2

Your next exploration reveals +1 extra adjacent hex.

Research Scientist

1 VP

🧑‍🔬 1 🏠 3

1 extra Research action this round.

Skilled Diplomat

1 VP

🏠 2 🌐 2

+3 influence immediately.

Hydraulic Engineer

1 VP

🏠 3 💧 2

+4 water in this round's production.

LEGACY · 6**Code of Laws**

2 VP

+2 VP at game end; +1 VP per public objective where you place 1st.

Library of Alexandria

2 VP

+2 VP at game end; +1 VP per level 3 or 4 technology.

Oral Tradition

2 VP

+2 VP at game end; +1 VP per worker recruited.

Eternal Pact

2 VP

+2 VP at game end; +3 VP per active alliance (Diplomacy mode).

Maritime Route

2 VP

+1 VP at game end; +1 VP per ocean hex explored.

Green Manifesto

2 VP

+2 VP at game end if civilization sustainability ≥ 8 ; +1 VP if global sustainability ≥ 6 .**EVENT · 15****Volcanic Storm**

Everyone loses 2 energy; -1 global sustainability.

Abundant Rains

Everyone gains +2 water +2 food; +1 global sustainability.

Drought

Everyone loses 2 water and 2 food; -1 global sustainability.

Foreign Traders

Everyone gains +2 gold.

Plague

Everyone loses 2 food; -1 civilization sustainability.

Golden Age

Everyone gains +2 gold.

Earthquake

Everyone loses 2 stone and 2 wood; -1 global sustainability.

Artisan Migration

Everyone gains +1 gold +1 prestige.

Market Crash

Everyone loses 2 gold.

Harvest Festival

Everyone gains +3 food +1 prestige; +1 global sustainability.

Border Conflict

Everyone loses 2 influence and 1 gold; -1 global sustainability; -1 civilization sustainability.

Scientific Discovery

Everyone gains +2 artifact.

Harsh Winter

Everyone loses 2 wood and 2 food.

Cultural Renaissance

Everyone gains +2 prestige +2 influence.

Energy Crisis

Everyone loses 2 energy; -1 global sustainability.

PUBLIC OBJECTIVE · 10**Sustainable Civilization**

8 / 4 / 2 VP

Highest civilization sustainability.

Technological Empire

10 / 6 / 3 VP

Most technologies researched.

Territorial Expansion 8 / 5 / 3 VP Most hexes controlled.	Master Builder 9 / 5 / 2 VP Most buildings (including wonders).
Great Trader 8 / 4 / 2 VP Most accumulated gold.	Supreme Diplomat 9 / 5 / 2 VP Most accumulated influence.
Technological Dominance 10 / 6 / 3 VP Most level 3 and 4 technologies.	Legendary Explorer 10 / 5 / 2 VP Most island and ocean hexes.
Guardian of Nature 8 / 4 / 2 VP Largest contribution to global sustainability through Restore.	Lord of Production 9 / 5 / 2 VP Highest total accumulated production.

SECRET OBJECTIVE · 12

Child of the Forests Control 4+ forests.	8 VP	Lord of the Mountains 3+ buildings on mountains.	8 VP
Admiral 5+ ocean hexes.	9 VP	Prodigy Scientist Technologies in 5+ categories.	8 VP
Empire Builder 6+ buildings (including wonders).	10 VP	Keeper of the Ruins 6+ exploration cards played.	8 VP
Pacifist Civilization sustainability $\geq$ 8.	9 VP	Tycoon 15+ gold.	8 VP
Wonder Heir Build a wonder by the end of round 4.	8 VP	Peaceful Conqueror Have the most influence.	10 VP
Master of Balance At least 1 of each resource.	6 VP	Eternal Legacy 3+ legacy cards played.	9 VP