















### Trade

|   |  |
|---|--|
|  | Purchasing any of these resources from your right neighbor costs only 1 coin<br>(may point <i>left</i> or <i>right</i> ) |
|  | Purchasing any of these resources from either neighbor costs only 1 coin   |
|  | After purchasing a resource from a neighbor, gain 1 coin from the bank, with a limit of 1 coin per neighbor per turn     |
|  | First resource purchased from right neighbor costs 1 coin less<br>(may point <i>left</i> or <i>right</i> )               |
|  | May pay 1 coin to the bank for any 1 resource once per turn  |

### Free Stuff




|  |  |
|--|--|
|   | Provides 1 resource of a type already provided by your board or a brown or gray card     |
|   | Provides 1 resource of a type not already provided by your board or a brown or gray card |
|  | Immediately gain the middle amount of coin. Each neighbor gains side amount              |

### Free Builds

|   |  |
|---|--|
|  | Once per age, construct any card from your hand for free   |
|  | At the end of the turn, go through all Age cards discarded since game started and build any one for free |
|  | Build all future guilds for free   |
|  | Once per age, construct any black card from your hand for free   |
|  | Build all future Wonder stages without having to pay resource costs<br>(any coin must still be paid)     |
|  | Recruit all future leaders for free  |

### Copy Others

(does not affect copied card)




|  |   |
|--|---|
|  | At game end, score points as if you owned a Guild (purple) card that 1 neighbor has built   |
|  | Immediately place courtesan token on a leader a neighbor has built. Gain the benefit of that leader                               |
|  | Each mask symbol copies the science symbol of a green card of a neighbor<br>(each of a player's masks must copy a different card) |

### Future Arrows




|  |   |
|--|---|
|    | Earn 2 coins from the bank for each future Victory token earned                             |
|    | Earn 2 coins from the bank for each future yellow / black card built                        |
|    | Earn 2 coins from the bank for each future build of a card via chaining                     |
|   | Earn 1 coin from the bank for every turn that includes gaining 1 or more coin from the bank |
|  | Future defeat tokens are given to the victorious neighboring city                           |

### Broken Coins



(take debt token for each coin unpaid)

|  |   |
|--|---|
|  | All other players must return an amount of coin to the bank equal to the red number             |
|  | All other players must return 1 coin to the bank for each Victory token they have               |
|  | All other players must return 1 coin to the bank for each stage of their Wonder they have built |

### Miscellaneous

|  |   |
|--|---|
|  | Can play both cards at end of age like normal cards, instead of discarding one  |
|  | Gain 1 Diplomacy token, which causes you to be absent from military resolution. Return 1 Diplomacy token at turn end. |
|  | Future defeat tokens are placed on the card, and each then counts as 1 military Shield                                |

**Purchase Discounts**

|   |  |
|---|--|
|  | Green / red / blue cards cost one resource of your choice less than their written cost |
|  | Stages of your Wonder cost one resource of your choice less than their written cost    |

**Gain based on Neighbors**

|   |  |
|---|--|
|    | Gain 1 coin for every brown card you and both your neighbors have in play (including cards built this turn)                      |
|    | Gain 2 coin for every gray card you and both your neighbors have in play (including cards built this turn)                       |
|   | Gain 1 victory point for every red / blue / brown / yellow / green / black card your neighbors have built by the end of the game |
|  | Gain 2 victory points for every gray card your neighbors have built by the end of the game                                       |
|  | Gain 3 victory point for every purple card your neighbors have built by the end of the game                                      |
|  | Gain 1 victory point for every Wonder stage you and both your neighbors have built by the end of the game                        |
|  | Gain 1 victory point for every defeat token / leader / Victory token your neighbors have at the end of the game                  |

**Gain based on Self**

|  |  |
|--|--|
|    | Immediately get 3 coin for every Wonder stage you've built; also get 1 victory point for every Wonder stage you've built by game end                           |
|    | Immediately get 1 coin for every brown / yellow / black card you have; also get 1 victory point for every brown / yellow / black card you've built by game end |
|    | Immediately get 2 coin for every gray card you have; also get 2 victory points for every gray card you've built by game end                                    |
|    | Immediately get 1 coin for every Victory token you have; also get 1 victory point for every Victory token you have at game end                                 |
|    | Gain 2 victory points for every Wonder stage you've built by game end  |
|    | Gain 1 victory point for every Victory token you have at game end  |
|   | Gain 1 victory point for every 3 coin you have at game end (in addition to end game scoring)   |
|  | Gain 1 victory point for every green / yellow / blue / brown / black card you have at game end   |
|  | Gain 2 victory point for every gray / purple / red card you have at game end   |
|  | Gain 3 victory points for every set of science cards you have at game end  |
|  | Gain 3 victory points for every set of blue, red and green cards you have at game end  |
|  | Gain 7 victory points for every set of all age cards you have at game end  |
|  | Gain 1 victory point for every brown, gray, and purple card you've built by the end of the game (each card, not each set)                                      |

Science Scoring:

|                                       |   |   |   |    |    |    |    |      |          |
|---------------------------------------|---|---|---|----|----|----|----|------|----------|
| For each symbol, find number of cards | 1 | 2 | 3 | 4  | 5  | 6  | 7  | plus | Each set |
| Points earned                         | 1 | 4 | 9 | 16 | 25 | 36 | 49 |      | 7        |