#### Trade

| Trauc |   |
|-------|---|
|       | Purchasing any of these resources from your right neighbor costs only 1 coin (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 (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**

| ADAA  | Provides 1 resource of a type already provided by your board or a brown or gray card     |
|-------|--|
| (A)   | Provides 1 resource of a type not already provided by your board or a brown or gray card |
| 1 6 1 | Immediately gain the middle amount of coin. Each neighbor gains side amount              |

## **Free Builds**

| 1100 20 |   |
|---------|---|
|         | Once per age, construct any card from your hand for free  |
|         | At the end of the turn, go through<br>all Age cards discarded since<br>game started and build any one<br>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 (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                                      |
|---------------|--|
| <b>8 ◄/</b> ► | 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 (each of a player's masks must copy a different card) |

#### **Future Arrows**

| 2   | 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                     |
| > O | Earn 1 coin from the bank for every turn that includes gaining 1 or more coin from the bank |
| 500 | Future defeat tokens are given to the victorious neighboring city                           |

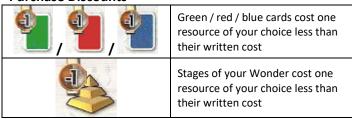
## **Broken Coins** (take debt token for each coin unpaid)

| 2 | 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

| <b>W</b> | 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**



## **Gain based on Neighbors**

| dain based on Neighbors |  |
|-------------------------|--|
|                         | Gain 1 coin for every brown card<br>you and both your neighbors have<br>in play<br>(including cards built this turn) |
|                         | Gain 2 coin for every gray card<br>you and both your neighbors have<br>in play<br>(including cards built this turn)  |
| J D >/                  |  |
| J 🚇 >/                  |  |
| J 1                     | Gain 1 victory point for every red<br>/ blue / brown / yellow / green /  |
| 1 2/                    | black card your neighbors have<br>built by the end of the game   |
|                         |  |
| 2                       | 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<br>Wonder stage you and both your<br>neighbors have built by the end of<br>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

| Gain based on Self |  |
|--------------------|--|
| 3 1                | 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 |
| 2-2                | 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<br>Victory token you have; also get 1<br>victory point for every Victory<br>token you have at game end                        |
| (2)                | Gain 2 victory points for every<br>Wonder stage you've built by<br>game end  |
|                    | Gain 1 victory point for every<br>Victory token you have at game<br>end  |
| 3                  | 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   |
| 3                  | Gain 3 victory points for every set of science cards you have at game end  |
| (3)                | 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  | ŗ |
|---------------------------------------|---|---|---|----|----|----|----|---|
| Points earned                         | 1 | 4 | 9 | 16 | 25 | 36 | 49 |   |

plus

| - | Each set |  |
|---|----------|--|
| / | 7        |  |