



I



CULTURE

## EARLY EMPIRE

Place 2 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

### Control Token Priority Order:

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Adjacent to the most cities.
5. Adjacent to the city closest to maturity.
6. Highest terrain difficulty.



+1 Control Token



## FOREIGN TRADE

ECONOMY

Move this player's caravan 3 spaces toward its destination, following the shortest path.

### Destination Priority Order:

1. City-state for which this player does not have a diplomacy card.
2. Rival city.
3. Other city-state.

Tiebreaker: Shortest distance.



+1 Space of Movement Each



## POTTERY

INDUSTRY

Build 1 world wonder. This player's production is 5. Build this wonder in the friendly city with the highest defense.

### Wonder Priority Order:

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 2 spaces of a friendly space.

### City Location Priority Order:

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Animal Husbandry and reset it.



+1 Production for Wonders



## MASONRY

MILITARY

Perform up to 2 attacks within 2 spaces of a friendly space. This player's combat value is 5.

### Target Priority Order:

1. Barbarian.
2. Rival city with defense of 4 or less.
3. Rival control token.

### Tiebreaker: Lowest defense.

Then, reinforce 5 of this player's control tokens, minus 3 for each attack this player performed (minimum 0). Reinforce tokens closest to barbarians and/or rival spaces first, with highest terrain difficulty breaking ties.

If no attacks were made and no tokens were reinforced, replace this card with Iron Working and reset it.



+1 to Combat Value



SCIENCE

## ASTROLOGY

Advance this player's tech dial 5 spaces.

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*When this player reaches or passes a tech level space on its tech dial, randomly select 1 of its focus cards with the lowest tech level. Replace the selected card with the focus card of the same type at the tech level indicated by the tech level space. If the selected card is already at the indicated level, replace it with the card of the same type that is 1 level higher.*

+1 Tech Dial Advancement







CULTURE

## DRAMA AND POETRY



Place 3 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

### Control Token Priority Order:

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Adjacent to the most cities.
5. Adjacent to the city closest to maturity.
6. Highest terrain difficulty.



+1 Control Token



II

## CURRENCY

This player defeats each barbarian adjacent to a friendly space without gaining trade tokens.

Then, move each of this player's caravans 4 spaces toward different destinations, following the shortest path.

### Destination Priority Order:

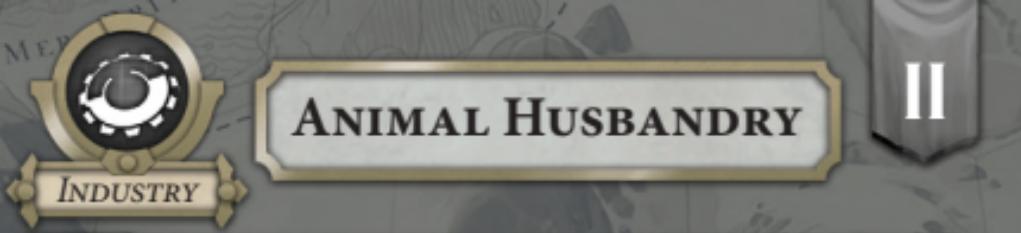
1. City-state for which this player does not have a diplomacy card.
2. Rival city.
3. Other city-state.

**Tiebreaker:** Shortest distance.



+1 Space of Movement Each





## ANIMAL HUSBANDRY



Build 1 world wonder. This player's production is 6. Build this wonder in the friendly city with the highest defense.

### Wonder Priority Order:

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 3 spaces of a friendly space or friendly caravan.

### City Location Priority Order:

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Nationalism and reset it.



+1 Production for Wonders



## IRON WORKING

MILITARY

Perform up to 2 attacks within 3 spaces of a friendly space. This player's combat value is 6, or 8 if attacking a barbarian.

### Target Priority Order:

1. Barbarian.
2. Rival city with defense of 6 or less.
3. Rival control token.

### Tiebreaker: Lowest defense.

Then, reinforce 5 of this player's control tokens, minus 2 for each attack this player performed (minimum 0). Reinforce tokens closest to barbarians and/or rival spaces first, with highest terrain difficulty breaking ties.

If no attacks were made and no tokens were reinforced, replace this card with Mass Production and reset it.



+1 to Combat Value



SCIENCE

## MATHEMATICS

Place 1 trade token from the supply on the focus card with the fewest trade tokens that is highest in this player's focus row.

Then, advance this player's tech dial  
5 spaces.



+1 Tech Dial Advancement







CULTURE

## CIVIL SERVICE

III

Place 3 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

Then, place 1 control token on a space adjacent to a friendly space.

### Control Token Priority Order:

1. Contains a natural wonder
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Adjacent to a natural wonder token, resource token, or uncovered barbarian spawn point.
5. Adjacent to the most cities.
6. Adjacent to the city closest to maturity.
7. Highest terrain difficulty.



+1 Control Token



## STEAM POWER



ECONOMY

This player gains 1 resource from the supply.

Then, move each of this player's caravans 6 spaces toward different destinations, following the shortest path. They can move into water.

### Destination Priority Order:

1. City-state for which this player does not have a diplomacy card.
2. Rival city.
3. Other city-state.

Tiebreaker: Shortest distance.



+1 Space of Movement Each





## NATIONALISM



INDUSTRY

Build 1 world wonder. This player's production is 7. Build this wonder in the friendly city with the highest defense.

### Wonder Priority Order:

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space within 4 spaces of a friendly space. This player can count through water.

### City Location Priority Order:

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Urbanization and reset it.



+1 Production for Wonders



MILITARY

## MASS PRODUCTION



Perform up to 2 attacks within 3 spaces of a friendly space. This player's combat value is 7. This player can count through water.

### Target Priority Order:

1. Rival city with wonder and defense of 8 or less.
2. Barbarian adjacent to a friendly space.
3. Rival city with defense of 8 or less.
4. City-state.
5. Rival control token.

### Tiebreaker: Lowest defense.

Then, reinforce 5 of this player's control tokens, minus 1 for each attack this player performed. Reinforce tokens closest to barbarians and/or rival spaces first, with highest terrain difficulty breaking ties.



+1 to Combat Value



SCIENCE

## REPLACEABLE PARTS

III

This player replaces their focus card with the lowest tech value that is highest in their focus row with the card of the next highest tech level of the same type.

Then, advance this player's tech dial 5 spaces.



+1 Tech Dial Advancement





CULTURE

## MASS MEDIA

IV

For each rival control token adjacent to a friendly space, flip that token to its unreinforced side. If that token was already unreinforced, remove it from the map instead.

Then, place 4 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

### Control Token Priority Order:

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Adjacent to the most cities.
5. Adjacent to the city closest to maturity.
6. Adjacent to a rival space.
7. Highest terrain difficulty.



+1 Control Token



ECONOMY

## CAPITALISM

IV

Move each of this player's caravans 6 spaces toward different destinations, following the shortest path. They can move into water.

### Destination Priority Order:

1. City-state for which this player does not have a diplomacy card.
2. Rival city.
3. Other city-state.

**Tiebreaker:** Shortest distance.

Then, after resetting this card, resolve the card in this player's fifth slot, but do not reset it.



+1 Space of Movement Each



IV

## URBANIZATION

INDUSTRY

Build 1 world wonder. This player's production is 8. Build this wonder in the friendly city with the highest defense.

### Wonder Priority Order:

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 5 spaces of a friendly space. This player can count through water.

### City Location Priority Order:

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

Then, after this card is reset, resolve this player's culture focus card as if it was in the fifth slot. Reset that card as normal.



+1 Production for Wonders



IV

## FLIGHT

MILITARY

Perform up to 3 attacks within 5 spaces of a friendly space. This player's combat value is 8. This player can count through water, rival spaces, barbarians, and city-states.

### Target Priority Order:

1. Rival city with wonder and defense of 10 or less.
2. Barbarian adjacent to a friendly space.
3. Rival city with defense of 10 or less.
4. City-state.
5. Rival control token.

### Tiebreaker: Lowest defense.

Then, reinforce 5 of this player's control tokens, minus 1 for each attack this player performed. Reinforce tokens closest to barbarians and/or rival spaces, with highest terrain difficulty breaking ties.



+1 to Combat Value



SCIENCE

## NUCLEAR POWER

IV

Each human player must choose 1 of their non-capital cities, if able. Destroy each chosen city and each control token adjacent to those cities.

Then, advance this player's tech dial 5 spaces.



+1 Tech Dial Advancement