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A game by **Stefan Feld**

CIVOLUTION



GO HERE FOR THE
'HOW TO PLAY' VIDEO
https://www.civolution.deep-print-games.com

for 1 to 4 players, ages 14 and up

RULEBOOK

DEEP PRINT GAMES

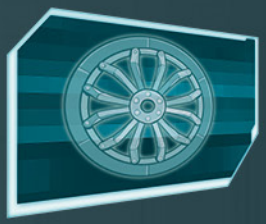
Intro

Dear student beings,



I and the cosmic faculty of the ***Technical Academy of Creation*** warmly welcome you to your ***Civolution***, the most important exam in the field of ***Civilization Design***.
For those who do not know me, my name is ***Agera***, and, as the directorial entity of this institution, I am responsible for conducting the exam.

This time, we have chosen a humanoid base scenario on a secluded continent. Each of you is assigned the role of a local deity, closely bound to your own civilization, and tasked with leading it to success in competition with the others.



The developmental possibilities are endless, ranging from cultural and technological progress to evolutionary-biological adaptations. For example, what would advance your own civilization more: the invention of the wheel or growing wings?



Prove that you can master the control of your console and that you can adapt to variable environmental parameters as well as various creation-chaotic conditions.

The exam ends after four eras. Whoever has gathered the most success points with their civilization by then will not only pass the exam but will also have the opportunity to ascend to the next level as a full member of the Technical Academy of Creation. I wish you all a successful ***Civolution***!

Some notes on handling this rulebook

As the deity of your own civilization, you are so closely linked to it that you are practically one with it. We will often use the term "civilizations" instead of "players". So remember: **civilization = player**.

In the rulebook, the term "**seating order**" is often used. It always refers to the order in which the current starting civilization (marked by the starting monolith) begins and is followed by each of the other civilizations in a clockwise direction.

To better partition the extensive information in this rulebook, there are three types of information boxes:

Key actions: In these red boxes, the rules of a specific action and its icon are explained. This mainly concerns action icons that appear frequently.

KEY ACTION

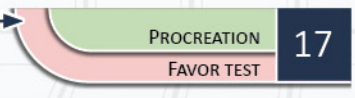
Excursions: In these blue boxes, information on a specific **keyword** is summarized to provide an overview. Excursions may also include detailed rules regarding this keyword.

EXCURSION

In a few places in the rulebook, you will also find these purple boxes where Agera speaks to provide you with valuable hints and tips. These do not contain rules but are useful for basic understanding.



Furthermore, the rulebook includes a detailed **table of contents** and has a **guide system** in the upper corner of each page, where a few concise terms indicate which game elements are discussed on that page.



Glossary: As a supplement to this rulebook, there is a glossary. It contains explanations of the individual cards and chips in the game. It also includes a **keyword index**. Whenever you stumble upon a special term on the components or in the rulebook, you can look it up in the index to find a brief explanation or page reference.



Overview booklet: Finally, the game includes four copies of the overview booklet "Selected icons and elements" so that each civilization can have its own booklet for reference.



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Key actions:

Perform 1 migration 14
Perform 1 procreation 16
Take a favor test 17
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Transport 1 raw material to your storage 18
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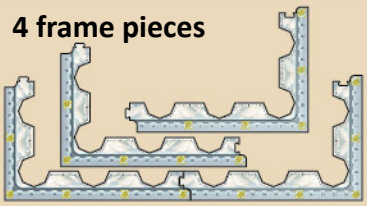
Components

2 game boards

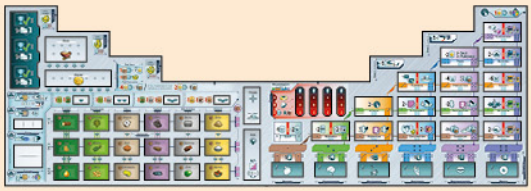

Progress board


Sequence board

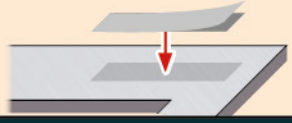
4 frame pieces



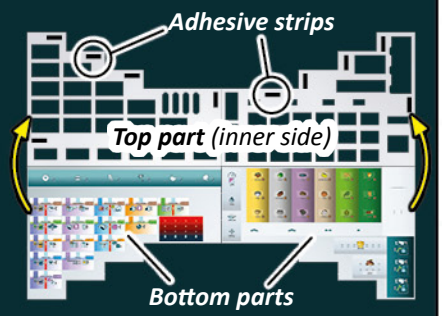
4 consoles



1 sheet with 50 double-sided adhesive strips



Before your first play: *Each console consists of a* ***top part*** *with cut-outs and two attached* ***bottom parts****. The top part and the bottom parts must be folded and glued together as follows: Make sure that all cardboard is carefully removed from the cut-outs. (The removed parts are waste and can be disposed of.) Detach 10 of the double-sided* ***adhesive strips*** *from the sheet and stick them to the 10 marked spots on the inner side of the top part, while it lies flat on the table. Then, remove the upper protective films gently from the adhesive strips, carefully fold the two bottom parts onto the inner side of the top part, and glue the top and bottom parts together, aligning them precisely.*



160 research cards (5 decks of 32 cards each)

32 x invention


Front


Back

32 x mutation


Front


Back

32 x insight


Front


Back

32 x building


Front


Back

32 x achievement


Front


Back

20 event cards


Front


Back

12 starting marker cards


Front


Back

10 starting chip cards


Front


Back

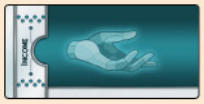
65 goal chips


Front

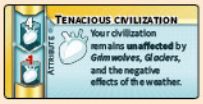

Back

25 income chips


Front


Back

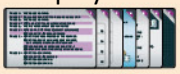
12 attribute chips


Front


Back

22 cards for the solo mode

7 display cards



15 action cards


Front


Back

12 100-point tokens


100-point side


Blocking side

8 stage tiles

4 stage-4 tiles


Inactive side


Active side

4 stage-5 tiles


Inactive side


Active side

9 scoring tiles

Icon side



Point side



3 bags

1 x


Store the goal chips in here

1 x

Store the income chips in here

1 x

Store the attribute chips in here

29 activation dice

9 fate dice

1 phase indicator

1 weather indicator

80 tribes

20 x 20 x 20 x 20 x

16 settlements

4 x 4 x 4 x 4 x

200 markers

50 x 50 x 50 x 50 x

12 farms

3 x 3 x 3 x 3 x

8 boats

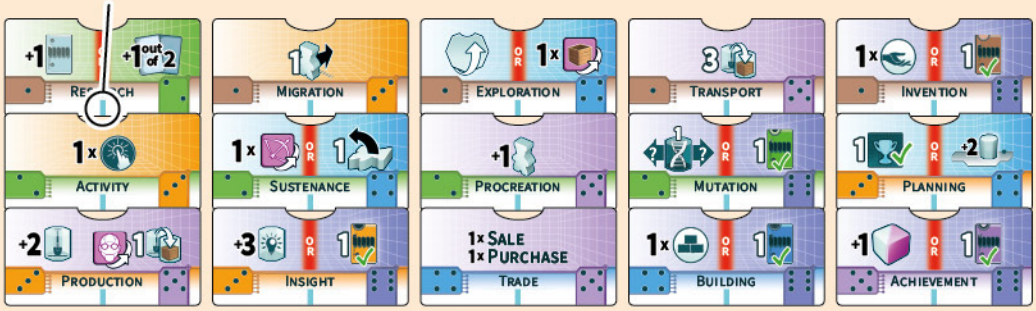
2 x 2 x 2 x 2 x

28 discs

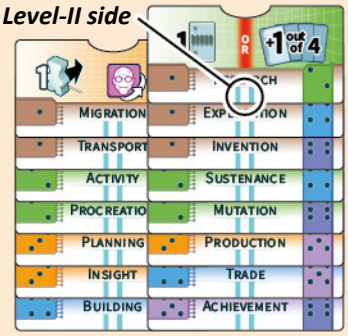
7 x 7 x 7 x 7 x

60 module tiles (4 sets of 15 each)

Level-I side



Level-II side



8 continent tiles

Front

Back



Before your first play:
On three of the continent tiles, there is a mountain part that must be folded onto the front of its continent tile and glued to it with the double-sided adhesive strips.



18 material tiles

Front



Forest *Grassland* *Hills* *Swamp* *Mountains* *Desert*

Back



24 sites



Front *Back*

16 territory tokens



Front: ***Hunting token***

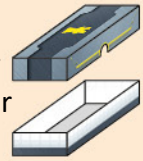
Back: ***Blocking token***

1 starting monolith

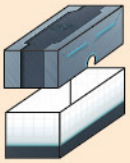


6 storage boxes + 8 card dividers

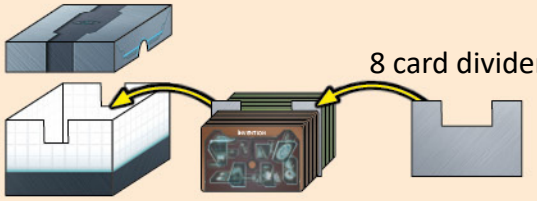
4 slim boxes for the player colors



1 medium box for other components



1 large box for the cards



8 card dividers

Setup

Note: *Civolution* requires a large playing area. Especially in 4-player games, we recommend having at least 130 cm x 90 cm (51'' x 35'') of table space available.

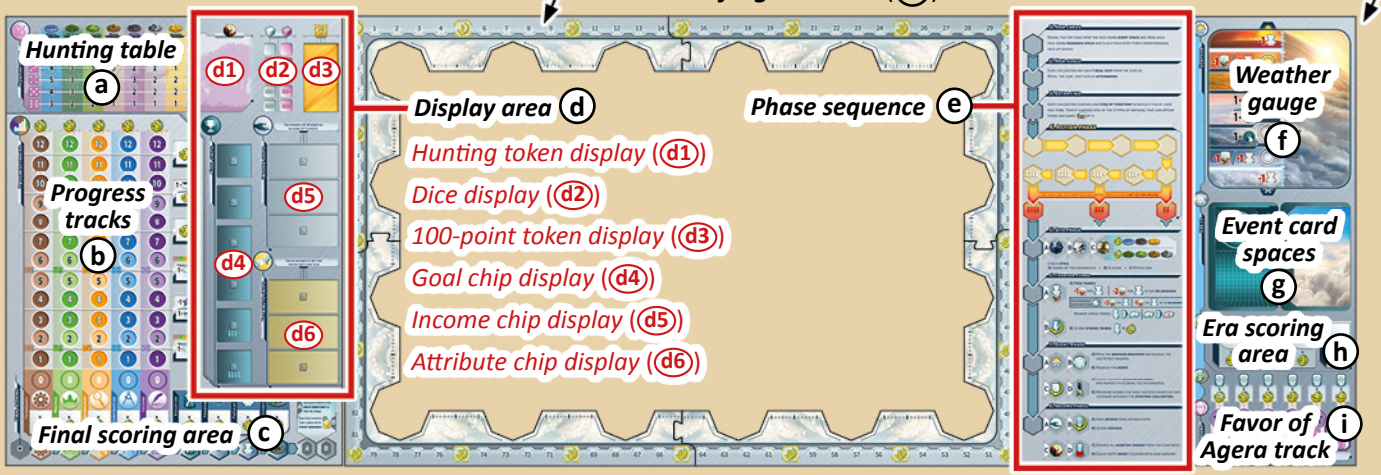
The following describes the game setup for 2 to 4 civilizations. For the solo mode, see page 39.

1

Assemble the 4 **frame pieces** into the ***score track*** and place it in the center of the table.

To the left of the score track, place the **progress board**, which includes the ***hunting table*** (a), the ***progress tracks*** (b), the ***final scoring area*** (c), and the ***display area*** (d).

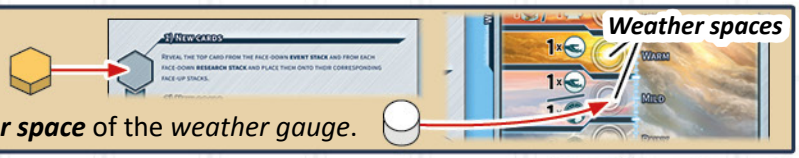
To the right of the score track, place the **sequence board**, which on its left half shows the ***phase sequence*** (e). On the right half, there are the ***weather gauge*** (f), the ***event card spaces*** (g), the ***era scoring area*** (h), and the ***Favor of Agera track*** (i).



2

Place the **phase indicator** onto the hexagon space in the top left corner of the *phase sequence*.

Place the **weather indicator** onto the "Mild" ***weather space*** of the *weather gauge*.



3

Shuffle the 20 **event cards** and place 4 of them face down as a *face-down event stack* onto the righthand *event card space*. Return the remaining event cards unseen to the game box.



4

Shuffle the 9 **scoring tiles**. Draw 4 and place them in random order onto the 4 spaces of the *era scoring area*, ensuring that all four show their *icon side* (meaning that the curve is on the lower left side).

Then, draw 3 more tiles at random. Look at their icon sides and place each onto the space below its matching icon in the *final scoring area* of the *progress board*. Finally, flip these 3 tiles *point side* up.

Return the remaining 2 scoring tiles to the game box.



5

Place the **100-point tokens** as a supply onto the *100-point token display* of the *progress board*.

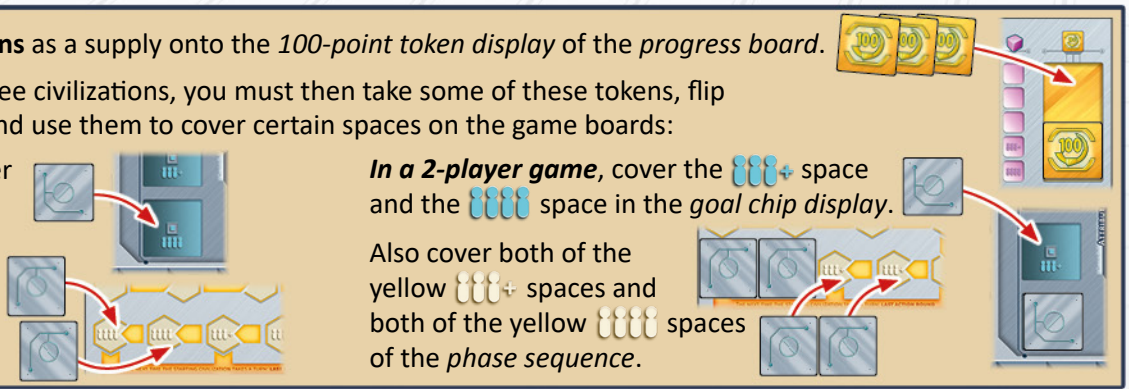
In games with two or three civilizations, you must then take some of these tokens, flip them *blocking side* up, and use them to cover certain spaces on the game boards:

In a 3-player game, cover the 4 space in the *goal chip display*.

Also cover both of the yellow 4 spaces of the *phase sequence*.

In a 2-player game, cover the 3+ space and the 4 space in the *goal chip display*.

Also cover both of the yellow 3+ spaces and both of the yellow 4 spaces of the *phase sequence*.

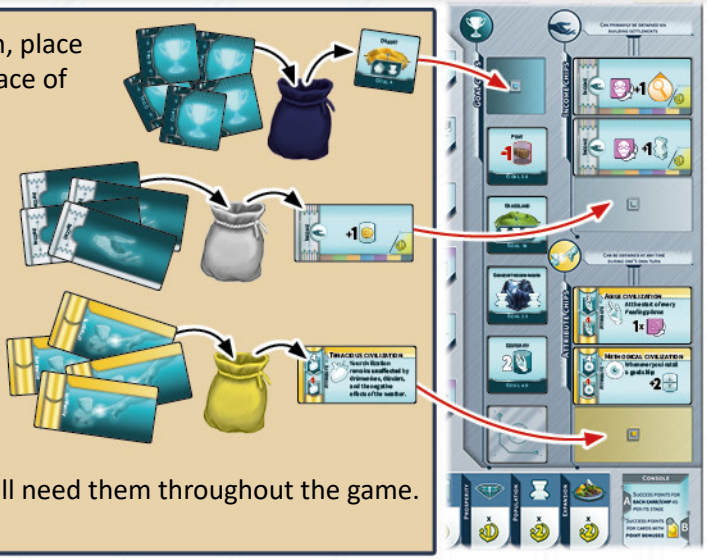


6

Mix the 65 **goal chips** in the dark blue bag thoroughly. Then, place one randomly drawn goal chip face up onto each empty space of the *goal chip display*.

Mix the 25 **income chips** in the white bag thoroughly. Then, place one randomly drawn income chip face up onto each of the 3 spaces of the *income chip display*.

Mix the 12 **attribute chips** in the yellow bag thoroughly. Then, place one randomly drawn attribute chip face up onto each of the 3 spaces of the *attribute chip display.*

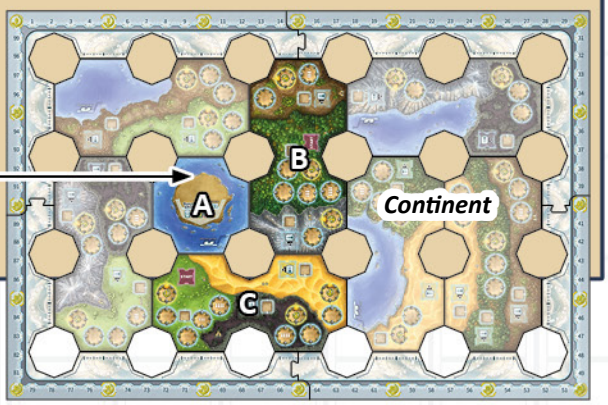


Set aside the three bags with their chips afterwards. You will need them throughout the game.

7

Construct the continent by fitting the 8 **continent tiles** in a random order and orientation into the frame of the *score track* until the frame is completely filled.

For your ***first play***, we recommend finding the continent tiles marked A, B, and C on their backs and placing them as shown here. Afterwards, supplement the continent with the remaining tiles at random.

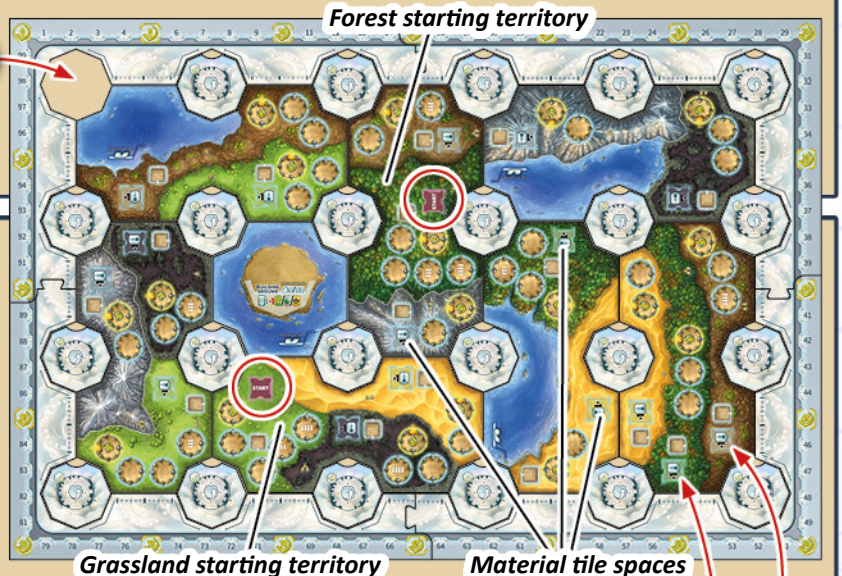


The continent consists of 18 land territories (3 of each of the 6 types: Forest, Grassland, Hills, Swamp, Mountains, Desert) and 4 Water territories (one of them with a "Building ground" island).

8

Shuffle the 24 **sites** face down and place one of them face down in each of the octagonal recesses of the continent. You can explore these sites during the game.





9

Distribute the 18 **material tiles** across the land territories of the continent. For your ***first couple of plays***, do this as follows:



First, find the
Wood material tile
and the
Papyrus material tile.



Place the Wood material tile face up onto the ***material tile space*** marked "Start" in the Forest (***Forest starting territory***). Place the Papyrus material tile face up onto the *material tile space* marked "Start" in the Grassland (***Grassland starting territory***).
Shuffle the remaining material tiles face down by territory type. Then, onto each *material tile space* in the remaining 16 land territories, place one face-down material tile of the matching territory type.



Once you are more familiar with the game, shuffle all 18 material tiles face down by territory type and distribute them as usual face down onto the *material tile spaces* of their corresponding territory type. The Forest and Grassland material tiles, which you randomly place onto the two *material tile spaces* marked "Start" must then be flipped face up.

10

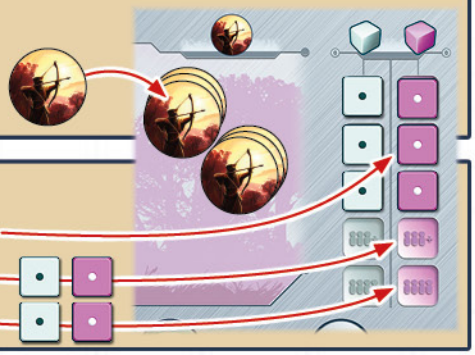
In games with two or three civilizations, you must cover ***encampments*** in the territories of the continent with *blocking tokens*. To do this, take the **territory tokens** and flip them back side up.

In a 2-player game, cover the 10 encampments that show the 3+ icon or the 4 icon by placing onto each of them a token that matches its territory type.

In a 3-player game, only cover the 4 encampments that show the 4 icon.

Flip the remaining territory tokens front side up and place them as a general *hunting token* supply in the *hunting token display* on the *progress board*.





11

Place dice onto the spaces of the *dice display*:

In a 2-player game, place 3 **activation dice** ( ) and 3 **fate dice** ( ) there.

In a 3-player game, place 4 activation dice and 4 fate dice there.

In a 4-player game, place 5 activation dice and 5 fate dice there.

12

Each civilization takes a **console**, unfolds it and places it in front of itself.

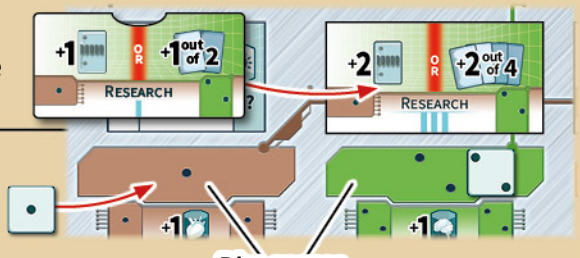
A console is the center of a civilization, where it manages its resources and its actions.



There are storage boxes included in the game. Into each box of the corresponding player color, sort the game components listed in the following steps 2 to 8, so that you always have them ready at hand during game setup. The module tiles from step 1 can be stored in their recesses after each play.

Then, each civilization chooses a player color, receives all game components of that color, and carries out the following steps:

1) Take one of the sets of 15 **module tiles** and place each in its corresponding recess on the right side of your console. Make sure that each has its level-I side up (identifiable by the single blue stripe at the bottom edge).



2) Take 6 **activation dice** from the game box and turn them so that one of them shows a ⚀, one a ⚁, one a ⚂, one a ⚃, one a ⚄, and one a ⚅. Then place each onto the ***dice space*** of the corresponding value on the right side of your console.

3) Take 1 **fate die** from the game box and place it next to your console.

4) Take a **stage-4 tile** and a **stage-5 tile** and place them *inactive side* up directly above the top left edge of your console, so that stage 4 is directly above stage 3 and stage 5 above stage 4.



5) Place your 4 **settlements**, your 3 **farms**, and your 2 **boats** in their recesses on the left side of your console.

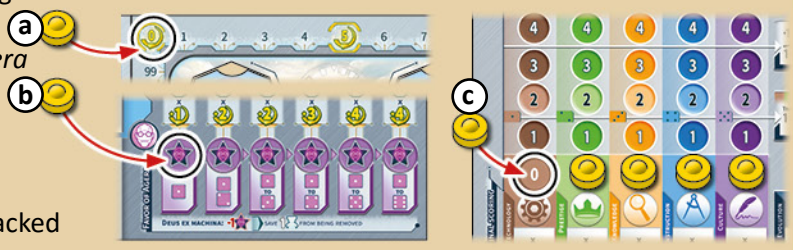


6) Place the 7 stackable **discs** of your color onto the game boards:

a) one disc onto space 0 of the *score track*,

b) one disc onto the left space of the *Favor of Agera track* (at the bottom of the *sequence board*),

c) and one disc onto space 0 of each of the 5 *progress tracks* on the *progress board*.





The discs of the different civilizations can be stacked in any order.

7) Prepare the 20 **tribes** of your color as a supply next to your console (you can also keep them as a supply in your storage box). Then place one of them (ⓓ) onto a free encampment in the *Grassland starting territory* and one (ⓔ) onto a free encampment in the *Forest starting territory* of the continent. **Note:** In both territories, the encampment with the fire must remain free for now.



8) Prepare the 50 **markers** of your color as a supply next to your console (or keep them as a supply with your tribes in the storage box). Then place one of these markers (ⓕ) in the *Grassland starting territory* and one (ⓖ) in the *Forest starting territory*, but outside the encampments.

Afterwards, place one marker in the notch of each of your two boats and one marker at the top of each of your 4 ***reset columns***.



EXCURSION

Your tribes

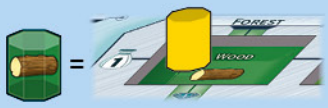
Your tribes represent the presence of your civilization on the continent. Tribes can be in two states: strong (upright) or weak (lying). Therefore, there are 3 basic icons for "tribe":

- The general icon for "tribe":  Whenever this appears, the state does not matter.
- The icon for "strong tribe": 
- The icon for "weak tribe":  Weak tribes, unlike strong ones, cannot migrate and will die if they are not fed during the Feeding phase

EXCURSION

Your markers

Your octagonal markers are a universal means of distinguishing resources. Depending on where a marker is placed, it represents something specific:

- e.g., a Dexterity feature marker if it's on the Dexterity feature space of your console, 
- or the stored material "Wood" if it's on the Wood storage space of your console. 

This means, whenever you see an icon in the game that shows an octagonal marker, it is always accompanied by another icon that shows where this marker should be placed.
A detailed list of these icons can be found on page 2 of each overview booklet.

Note: Your markers are limited to 50 pieces (*see the bottom of page 37*).

13

Now, each civilization receives its starting cards. Depending on how well you know the game, you can do this in one of two ways:

Option A (newcomers):
For your first couple of plays, we recommend using pre-made starting hands. To do this, take the **starting marker cards** and find the 6 cards showing a number in the bottom left (1 to 6). Shuffle these and give each civilization one at random. Return any excess starting marker cards to the game box.

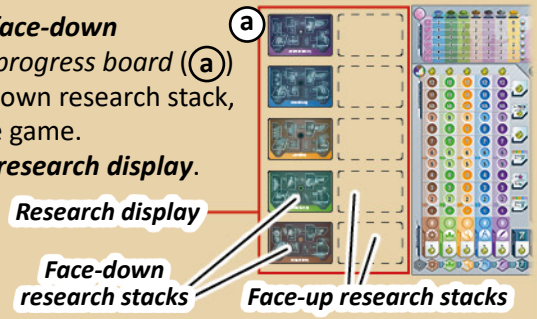


Then, take the 5 different **research card** decks. From each of these decks, each civilization selects the card that shows the same number in the bottom left as its starting marker card. Once each civilization has its 5 starting research cards (one from each deck), it takes these into its hand, and places its starting marker card in front of itself.

Afterwards, set up the *research display* with the remaining cards of the research card decks.

Setting up the research display:
Shuffle the 5 research card decks separately and place each as its own ***face-down research stack*** next to the game boards, for example, to the left of the *progress board* (ⓐ) or along the bottom edge of the game boards (ⓑ). Next to each face-down research stack, leave room for its ***face-up research stack*** that will be formed during the game.
The 5 face-down and 5 face-up research stacks together constitute the ***research display***.



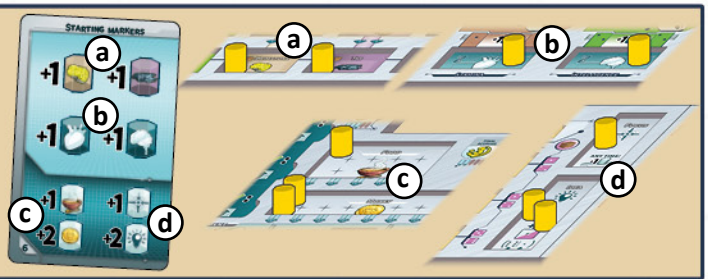


Option B (advanced):
First, set up the *research display* as described on the previous page. Then, have each civilization draw 2 cards from each of the 5 face-down research stacks into its hand. Afterwards, shuffle the **starting marker cards** and give each civilization 3 of them. Return any excess starting marker cards face down to the game box. Now, each civilization has 13 cards, from which it must secretly choose one of each of the 6 types: a starting marker card, an invention card, a mutation card, an insight card, a building card, and an achievement card. The research cards not chosen are placed face down at the **bottom** of their corresponding *face-down research stacks*. The starting marker cards not chosen are returned face down to the game box.

Then, each civilization places its chosen starting marker card face up in front of itself and keeps its 5 research cards in hand.

14

Now, each civilization receives its starting markers. To do this, place as many markers from your supply onto those spaces of your console as are indicated on your starting marker card.
Once everyone is done, return all starting marker cards to the game box.



15

Determine a starting civilization and give it the **starting monolith**.



16

Finally, each civilization receives one of the 10 **starting chip cards**.
How you get yours depends on how well you know the game:

Option A (newcomers):
If you have a pre-made starting hand, take the starting chip card that shows the same number in the bottom left as your starting research cards and place it in front of you. Then, draw a random goal chip from the dark blue bag and place it face up onto the starting chip card.



Option B (advanced):
Shuffle the starting chip cards and display as many of them face up as there are civilizations plus one. On the bottom half of each of these starting chip cards, place a face-up goal chip randomly drawn from the dark blue bag. Return any excess starting chip cards to the game box.

Starting with the civilization sitting to the right of the starting civilization and then going counter-clockwise, each civilization now chooses one of the displayed starting chip cards and takes it along with the goal chip on it.

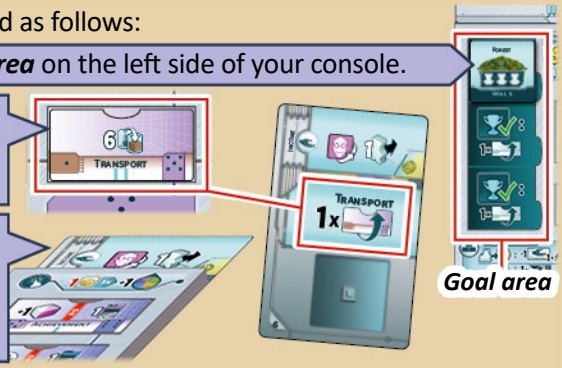
Once everyone has a starting chip card, return the one not chosen to the game box and put its goal chip back into the dark blue bag.

Once you've received your starting chip card and its goal chip, proceed as follows:

1) Place the goal chip face up onto one of the 3 spaces of your ***goal area*** on the left side of your console.

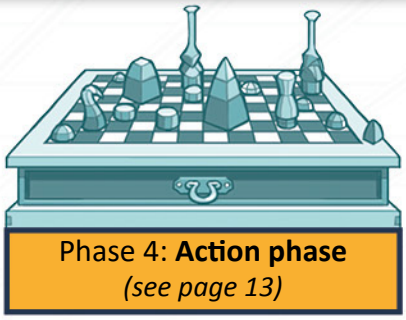
2) Find the module on your console which is shown in the middle of the starting chip card and flip it to its level-II side. This is your first upgraded module.

3) Finally, slide the starting chip card under the right top edge of your console so that only the top third of the card is visible. This represents your first income chip, which you can use throughout the game.



By the way: If advanced players and newcomers play together, each newcomer receives their starting hand and starting chip card as described. Then, the advanced players choose their cards as usual. However, for the selection of the starting chip cards, display only as many cards as there are advanced players plus one.

Playing the game



Civolution is played over 4 eras.

Each era consists of 8 phases, with phases 1 to 3 acting as preparatory phases and phases 5 to 8 as post-action phases. The main phase is phase 4.

Phase 1: **New cards** *(see page 12)*	Phase 2: **New goals** *(see page 12)*	Phase 3: **Extra find** *(see page 12)*	Phase 4: **Action phase** *(see page 13)*
Phase 5: **Site phase** *(see page 32)*	Phase 6: **Feeding phase** *(see page 33)*	Phase 7: **Event phase** *(see page 34)*	Phase 8: **Income phase** *(see page 36)*

After the Income phase of the fourth era, the game ends with the **final scoring** (*see page 36*) in which the 9 scoring categories and the console of each civilization are scored. Whoever has the most success points afterwards wins.

How do you gain success points?

Whenever you gain success points ( ) in the game, you advance your disc on the score track accordingly. During the game, you can gain success points for various things. This depends, for example, on which research cards you install and which actions you take. However, the two most important sources for success points are the 9 scoring categories and the stage partition of your console.

EXCURSION

The 9 scoring categories



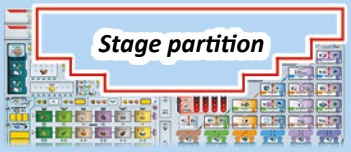
On one hand, the 9 scoring categories include the 5 *progress tracks*:
1) ***Technology***, 2) ***Prestige***, 3) ***Knowledge***, 4) ***Construction*** and 5) ***Culture***, where your score depends on how far you advance your discs. On the other hand, they include:
6) ***Evolution*** (how many feature markers you have),
7) ***Prosperity*** (how many money and food markers and which stored materials you have),
8) ***Population*** (how many tribes you have on the continent), and
9) ***Expansion*** (in how many territories of the continent you have tribes).
The value of each category differs from game to game.



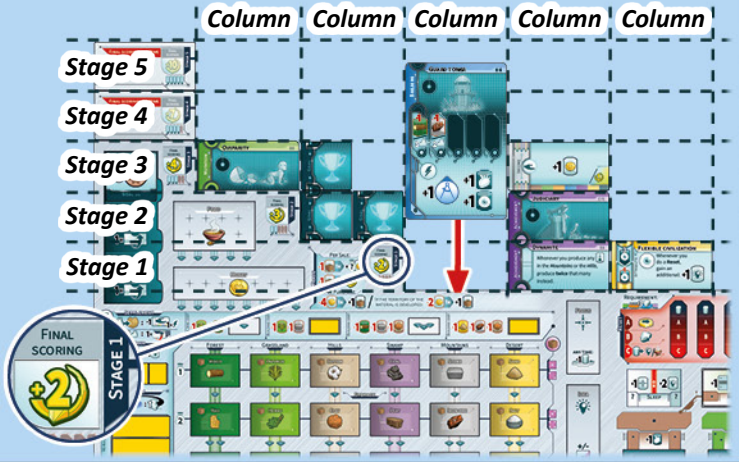
First, at the beginning of the game, four random categories are displayed, one of which is scored at the end of each era. Second, when all 9 categories are scored at the end of the game, some of them yield more points than others.
For more details on these scoring processes see pages 34 to 36.

EXCURSION

The stage partition of your console

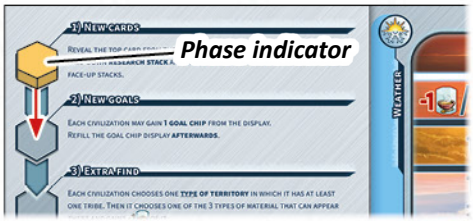


Your console can also be worth a lot of success points at the end of the game.
In the ***stage partition*** of your console, you "install" research cards, goal chips, income chips, and attribute chips during the game by inserting them there. (Cards are slid under so that only their top third remains visible.)
However, each ***column*** of the stage partition may only contain one type of card or chip: As soon as you install the first card or chip of a type, that column and type are henceforth associated. This means that neither can the column receive other types nor can the type appear in other columns. The exception is the income chips. They are wild and may appear in any columns.
As you install cards and chips throughout the game, the columns of your stage partition fill up from bottom to top. In the final scoring at the end of the game, you then receive as many success points per card and per chip as is shown in front of the stage in which it has been installed.



How to play an era

Each era begins with phase 1 and ends with phase 8. The ***phase indicator***, which moves along the *phase sequence* of the *sequence board*, indicates the current phase. It starts on the hexagon space of the first phase: "1) New cards". Once you have completed phase 1, move it to phase 2, then to phase 3, and so on.



Phase 1: **New cards**

Reveal the top card of the ***face-down event stack*** and place it face up onto the *event card space* to its left (in later eras, just cover the previous face-up card there).



The revealed event card informs you about what will happen at the end of the era in phase 7, namely:
(a) how the weather will develop and (b) which event will occur (*see page 34 for details*).

The top right corner of the event card shows whether the white weather indicator will move one or two steps towards "Hot" or "Cold" in phase 7. Depending on where it lands, either a positive or negative effect will occur.
Tip: *Pay particular attention to the effects of "Hot" and "Cold" as you should save a food marker for this.*
The event on the card is usually positive and rewards one or more civilizations that meet a certain requirement.



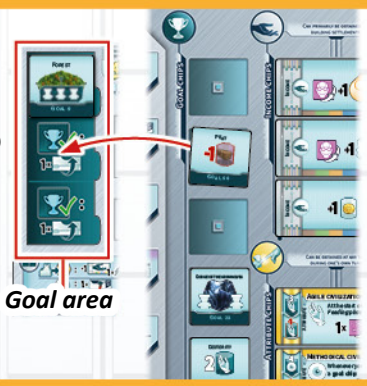
Then, reveal the top card of **each of the 5** *face-down research stacks*. In the first era, place each of them face up next to its face-down stack, forming the corresponding *face-up research stack*. In later eras, place the revealed card face up on top of its corresponding face-up research stack, covering the previous card there.



Phase 2: **New goals**

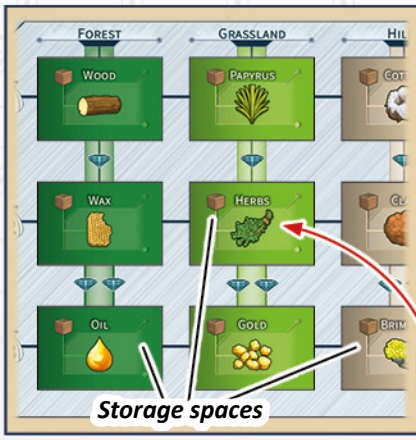
In seating order (beginning with the starting civilization and then going clockwise), each civilization may choose one **goal chip** from the *goal chip display* and place it face up in the ***goal area*** of its console. Civilizations that do not wish to choose a goal chip may decline.
If all 3 spaces of your goal area are already occupied, you are still allowed to take a goal chip from the display. However, you must place it onto one of the face-up goal chips in your goal area, covering it. (*See page 26 for details on the goal chips.*)

Only after each civilization has had the opportunity to choose a goal chip, refill the empty spaces of the goal chip display with goal chips randomly drawn from the dark blue bag.



Phase 3: **Extra find**

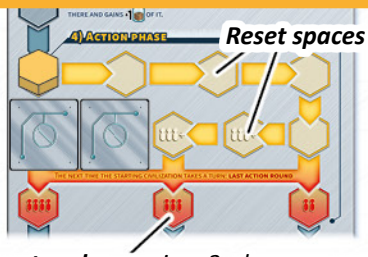
In seating order, each civilization makes an extra find now by choosing a **land territory** in which it has at least one tribe.
To make your extra find, place one marker from your **supply** as a stored material onto **any of the 3 *storage spaces*** of your console that matches your chosen territory's **type**. It doesn't matter which material is depicted on the material tile of the chosen territory. Only its **territory type** matters for this.



Example:
In the first era, all civilizations start with one tribe in a Forest and one in a Grassland territory. Therefore, each can choose either to place one of its markers as a stored material onto one of its 3 Forest storage spaces (e.g., on Oil) or its 3 Grassland storage spaces (e.g., on Herbs).

Phase 4: **Action phase**

The Action phase is the main phase of each era, in which the civilizations continuously take turns in seating order. In this phase, the phase indicator starts on the first yellow ***reset space*** of the *phase sequence* and will move along the arrow to the next reset space whenever a civilization does a **Reset** on its turn (*see page 32*). Depending on the number of participating civilizations, the number of reset spaces varies, and as soon as the phase indicator reaches the red ***reset end space*** for the corresponding number of civilizations, the Action phase comes to an end.



Reset end space *in a 3-player game*

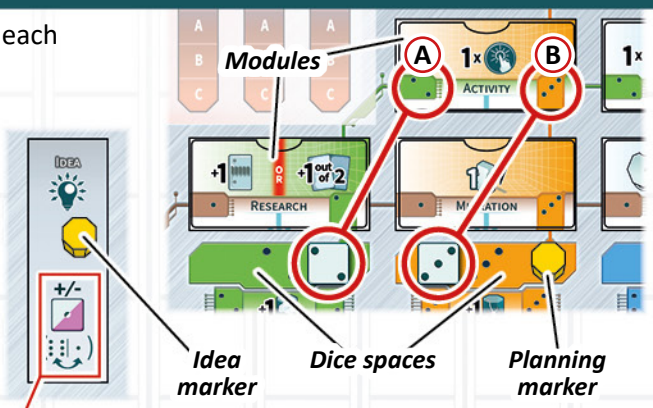
The phase is played in **action rounds**. Each action round begins with the turn of the starting civilization and then proceeds clockwise until each civilization has had one turn. Then, the starting civilization begins the next action round, and so on. This continues until the last action round is triggered via a Reset.

Whenever it is your turn in the Action phase, you must either:

Activate a module (*see below*) or Do a Reset (*see page 32*)

Activate a module

On the right side of your console, there are 22 different ***modules*** that each allow certain actions. To activate a module, you must always use **exactly 2 activation dice** from your ***dice spaces***. One of these dice must show the value that is depicted in the bottom left of the module (A), and the other the value that is depicted in the bottom right (B).



Changing the value on dice with idea markers: If you do not have a die of the required value, you can spend ***idea markers*** to change the value on any die as needed: For each marker that you return from the *idea space* of your console to your supply, you may increase or decrease the value on any die by one.
Note that the ⚀ and the ⚂ are considered beside one another (so with just one idea marker, you can turn a ⚀ into a ⚂ or vice versa).

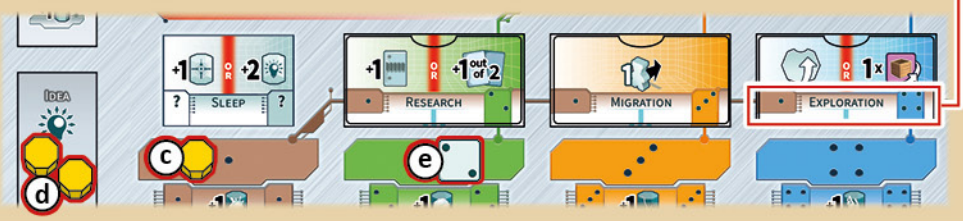
Using planning markers in place of activation dice: During the game, you can obtain ***planning markers***, which you add to your dice spaces (primarily via the Planning module). The value of each planning marker equals the value of the dice space it is placed on. When you activate a module, in place of any required activation die, you can use a planning marker taken from the dice space of that value (if necessary, changing that value by spending idea markers).

Place the two activation dice you use to activate a module below your console. If you use one or two planning markers in place of one or both dice, return these planning markers to your supply. Then, carry out the action(s) of the activated module.

Example 1:
To activate your Research module, you need a ⚀ and a ⚁. You take the activation dice (a) and (b) from their dice spaces, place them below your console, and then carry out Research.



Example 2:
To activate your Exploration module, you need a ⚀ and a ⚂. For the required ⚀, you return a planning marker from your value-1 dice space ((c)) to the supply. For the required ⚂, you return two idea markers ((d)) to the supply and thus turn your ⚁ ((e)) into a ⚂, which you then place below your console. Afterwards, you carry out Exploration.



The modules

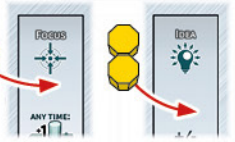
There are 15 *main modules*, 6 *feature modules*, and 1 *Sleep module* on your console.

The Sleep module

The Sleep module is a fill-in module, which you can activate with any two activation dice regardless of their values.



When you activate it, you can choose to either place 1 marker from your supply as a focus marker onto your *focus space* **or** 2 markers as idea markers onto your *idea space*.

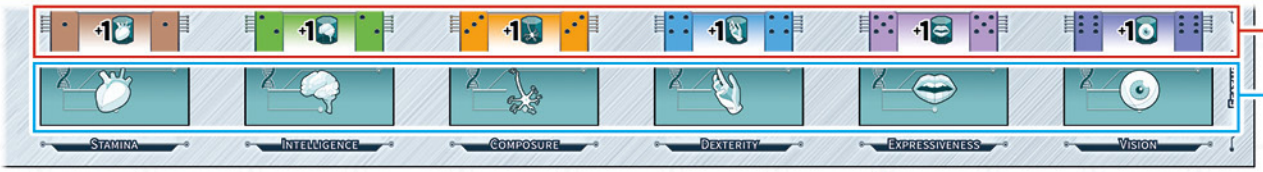


EXCURSION

Focus markers

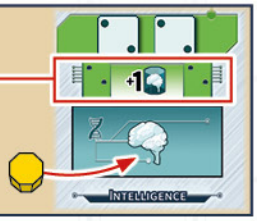
Whenever needed, you can use focus markers as planning markers of any value. This means if you need an **activation die** of a specific value, you can use a focus marker in its place by returning it from your *focus space* to your supply.

The feature modules



Each of your 6 ***feature modules*** is linked to the ***feature space*** located below it. To activate a feature module, you must use 2 activation dice of the required value. If you do this, place a marker from your supply onto the feature space below it. From now on, this marker represents a marker of that feature.

Example: *You activate this feature module with two of your dice to place a marker onto your Intelligence feature space.*



The main modules

The 15 main modules are characterized by the fact that they can be upgraded during the game. Each has three levels: ***Level I*** is the basic level, while ***level II*** and ***III*** are improved versions of it.



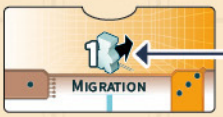
Level I ***Level II*** ***Level III***

In the following, you'll find a detailed explanation of each module and the actions you perform when you activate it. Many of the modules show an "OR" operator where you must choose which of the actions to perform. If there is no "OR," you can perform all the actions shown on the module (mostly in any order but with a few special rules that are explained in the module's section). For better orientation, the explanations of level II and III of each module are framed in dark blue boxes so that the initial focus can be on level I.

The order in which the modules are listed below is based on thematic and functional connections: First, it deals with modules that primarily relate to the continent, followed by modules that relate to the cards and the stage partition of the console. If you are looking for explanations of a specific module, use the table of contents to find it faster.

Module: Migration

Level I



Perform **1 migration** (*see the key action below*).



KEY ACTION

Perform 1 migration

Move one of your **strong** (upright) tribes from its territory to an **adjacent** territory. There, it must settle on an ***encampment***. This means you either place it upright onto a free encampment or displace another tribe from its encampment into the wilderness (this can be one of your own tribes).

Example 1: *With 1 migration, the red tribe (a) can move from its Swamp either to an encampment in the adjacent* ***Grassland A*** *or the adjacent* ***Desert B****.*



The red civilization chooses the Desert and thus places tribe (a) onto a free encampment there.



Displacing into the wilderness: If your tribe displaces another tribe into the wilderness, it means that you leave the **displaced tribe** in the same territory but place it outside the encampments. It retains its state (i.e., if it is strong, it remains upright; if it is weak, it remains lying down).
Your migrating tribe then seizes the vacated encampment. However, your tribe must be **laid down** on it because taking over the encampment weakens it.

Example 2: *If the red tribe (a) migrates from its Swamp to the adjacent* ***Grassland A****, it can either go onto the last free encampment or displace one of the tribes there into the wilderness.*



The red civilization chooses to displace the blue tribe. So it moves the blue tribe beside the encampments and then lays down its migrating red tribe on the vacated encampment.



Fire encampments: In every land territory, there is a yellow-bordered encampment marked with a fire. If your tribe settles on such an encampment, you immediately receive the success points depicted on it by advancing your disc on the score track.



Looking at example 2 above, this means that the red tribe's civilization gets 1 success point. Looking at example 1 on the previous page, this means it gets 2 success points.

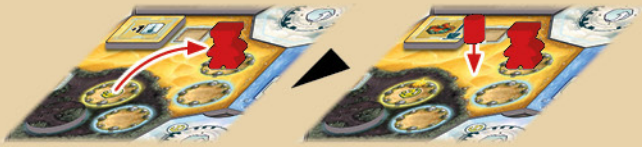


Migrating onto boats: Alternatively, with 1 migration, you can move one of your strong tribes onto one of your **boats** if it is in an **adjacent** Water territory and has at least one free seat. Each boat can only accommodate tribes of its own color and has only 2 seats. Displacement is not possible. (*See the Building module on page 21 on how to build boats.*)



Developing a territory: Whenever a tribe is the very **first to settle** in a territory, that territory is immediately developed. This means that the territory's material tile is flipped face up, and the civilization of that tribe immediately places one of their markers from its supply as a raw material into the territory. (The icon on the back of the material tile serves as a reminder of this.) For the rest of the game, the territory is now considered developed, and its material tile indicates which type of raw material the markers in this territory represent. Water territories do not have a material tile and are considered developed from the start.





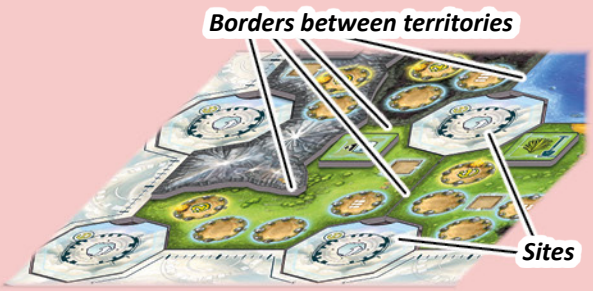
Example 1 (continued from the previous page): *After the red tribe settles on the fire encampment in the Desert and earns 2 success points for doing so, the territory's material tile is flipped face up and 1 red marker is placed in the territory. Since the tile shows Copper, that marker represents the raw material "Copper".*

Additional rules:

- Strong tribes in the wilderness can migrate in the same way as those from encampments do.
- Migration within the same territory is **not** possible.
- Strong tribes can migrate from boats to territories adjacent to the Water territory of their boat.
- Weak (lying) tribes can never migrate.
- Territories are considered adjacent to each other if their ***borders*** touch at any point.
- Territories of the same type that border each other are considered separate adjacent territories.
- Territories that border the same ***site*** but do not touch each other are not considered adjacent (though they may be connected by one or more Caves - *see page 38*).
- Tribes cannot enter sites.
- Even though they are elevated, Mountain territories work the same way as all other land territories. Their elevation just makes their borders more easily recognizable.







LEVEL II



Take a **favor test** (*see the key action on the next page*). If you pass the favor test, you may perform **up to 2** migrations (which can be with the same or different tribes). If you do not pass the favor test, you may perform 1 migration.

LEVEL III



Take a **favor test** (*see the key action on the next page*). If you pass the favor test, you may perform **up to 3** migrations (which can be with the same tribe or with two or three different tribes). If you do not pass the favor test, you may perform up to 2 migrations.

Attention: If you use the **same** tribe for **more** than one migration when activating this module, move the tribe into an **adjacent** territory per migration as usual. However, it can only settle in the territory it enters last and merely **crosses through** any of the other territories on its way.
Crossing through a territory means that the tribe does not enter an encampment (and thus doesn't displace another tribe, gain points for fire encampments, or develop the territory if it is still undeveloped).
To cross through a Water territory, you must have your own boat there with at least one free seat.

Example: *The red civilization has upgraded its Migration module to level III. It activates it and (due to a passed favor test) may perform up to 3 migrations. It could split these among several of its tribes but chooses to move its tribe from the Swamp to **Desert B**. With one migration, the tribe crosses through **Desert A** (without developing it or entering an encampment). With the second migration, it crosses through the Water territory by using its boat. With the third migration, the tribe settles on the fire encampment of **Desert B**, where it earns 2 success points. As a final step, **Desert B** is then developed.*



Module: PROCREATION

LEVEL I



Perform **1 procreation** (*see the key action below*).



KEY ACTION

PERFORM 1 PROCREATION

Choose a territory where you have at least one tribe. Take a new tribe from your supply and place it onto any **encampment** in the chosen territory. If it's a free encampment, place the new tribe upright there. If the encampment is occupied by a tribe, displace that tribe into the wilderness before laying your new tribe **weakened** onto the vacated encampment *(see "Displacing into the wilderness" on the previous page)*. If it's a fire encampment, you receive its success points as usual.

Example: *To perform a procreation, the red civilization has 3 options:*



A: *Procreate in **Desert A** by placing a new tribe onto the free encampment or displacing the blue tribe from its encampment into the wilderness.*

B: *Procreate in **Swamp B** by displacing one of its own tribes into the wilderness.*

C: *Procreate on its boat in **Water territory C**.*

Additional rules:

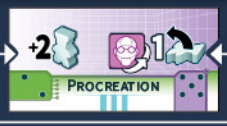
- You may perform a procreation on a boat, provided you have exactly one tribe on it so that the other seat is free for your new tribe.
- If you perform a procreation but do not have any tribe on the continent, you may choose any territory on the continent and place a new tribe there according to the usual rules. If it's an undeveloped territory, develop it immediately (*see the previous page*).
- If you already have all of your 20 tribes on the continent, you cannot procreate.

LEVEL II



Take a **favor test** (*see below*). If you pass the favor test, you may perform **up to 2** procreations (in the same or different territories). If you do not pass the favor test, you may perform 1 procreation.

LEVEL III



A Perform **up to 2** procreations (in the same or different territories).

B Take a **favor test** (*see below*). If you pass the favor test, you may strengthen 1 of your weak tribes on the continent by standing it up (*see the key action at the bottom of page 19*).

You may perform B either before or after A.

KEY ACTION

TAKE A FAVOR TEST

Whenever this symbol appears in front of an action icon, it means you must first take a **favor test**. Only if you pass the favor test can you perform the action.

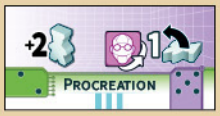
To take a favor test, roll all your pink fate dice once. (At the beginning of the game, each civilization has 1 fate die. You can acquire additional fate dice via the Achievement module.)



Whether you pass the favor test depends on the value(s) you roll and how far your disc has advanced on the *Favor of Agera track*:
If your disc is on the leftmost space (①), the favor test is only passed if you roll a ⚀ with at least one of your fate dice.
If it is on the second space ②), the favor test is passed if you roll a ⚀ or ⚁ with at least one of your fate dice.
On the third space (③), you pass with a ⚀, ⚁ or ⚂, and so on.
On the rightmost space (④), the favor test is automatically passed without the need to roll.

Changing the value of a die with idea markers: As with the activation dice (*see page 13*), you are allowed to change the value of your own fate dice by spending **idea markers**: For each marker that you return from the *idea space* of your console to your supply, you may increase or decrease the value of a fate die by one. Here too, the ⚀ and the ⚅ are considered beside one another. Planning markers cannot be used.

Example: *You activate your Procreation module, which you have already upgraded to level III (see top of this page).*



You perform 2 procreations. Then, you take a favor test to see if you can additionally strengthen a weak tribe. As you have 2 fate dice, you roll them once.

You roll a ⚅ with one die and a ⚅ with the other. Since your disc is on the second space of the Favor of Agera track and you did not roll a ⚀ or ⚁ with either die, you initially do not pass the favor test.

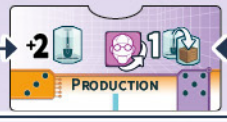
However, you decide to spend an idea marker to turn the ⚅ into a ⚀, thus passing the favor test after all. Accordingly, you strengthen 1 of your weak tribes right away.



As you can see, it is never a bad idea to get on the right side of me by advancing on my favor track.
You can achieve this via this action icon, → +1 *which you'll get when installing certain research cards (especially mutation and building cards) and as a bonus when advancing on the progress tracks.*
If favor tests still seem too luck-based for your taste, consider the following pieces of advice.
***First**, with little effort, your chances can be significantly increased. Just by acquiring an additional fate die through the Achievement module and advancing one step on my favor track, you already have a success probability of over 55%. Additionally, with a small supply of idea markers, you can always ensure you pass the most important tests.*
***Second**, favor tests are mostly non-essential actions that have more of a bonus character. Therefore, you can plan well around them. To some extent, it is up to you how much you rely on favor tests, depending on whether you avoid or focus on income chips and modules that require favor tests.*

Module: PRODUCTION

LEVEL I



A Produce **2 raw materials** (in the same or different territories). (*See the key action "Produce 1 raw material" below.*)

B Take a **favor test**. If you pass the favor test, you may **transport** 1 of your raw materials from anywhere on the continent to your storage. (*See the key action "Transport 1 raw material to your storage" below.*)

You may perform **B** either before or after **A**.

KEY ACTION

+1 PRODUCE 1 RAW MATERIAL



Choose a territory where you have at least one tribe. Then place a marker from your supply into the chosen territory. This marker now represents a raw material of the type depicted on the territory's material tile.

Note: Raw materials by themselves have no value nor can they be used. Only after you **transport** them to your storage (*see on the right*) are they considered stored materials that can be used (e.g., for building or to pay card costs).

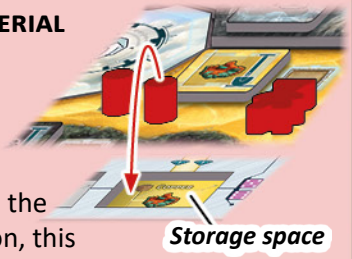
Production on boats: You can produce a raw material on a boat if you have at least one tribe on it and if the boat's central notch is not already occupied by a raw material, because each boat can only hold a single raw material that must be placed in its notch. However, what type of raw material that marker represents remains undetermined until you transport it to your storage (*see on the right*).



By the way: When you build a boat (*see the Building module on page 21*), it already comes with a raw material on it.

KEY ACTION

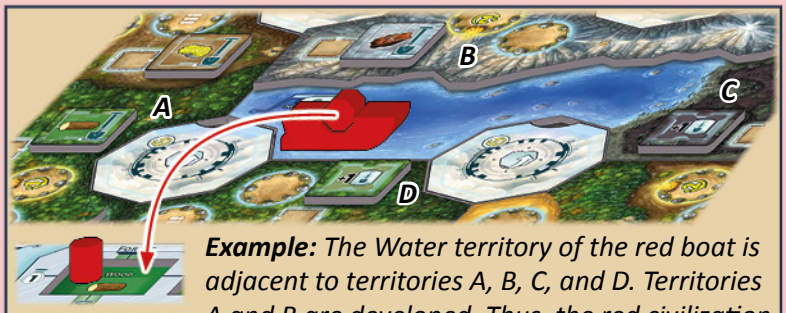
1 TRANSPORT 1 RAW MATERIAL TO YOUR STORAGE



Choose one of **your** markers in **any** territory and place it onto the ***storage space*** of your console that shows the **same type** of material as the territory's material tile. From now on, this marker represents a stored material of this type.

Note: Unlike during production, it doesn't matter whether there are any of your tribes in the territory of the raw material you transport.

Transporting raw materials from boats: To transport a raw material from one of your built boats to your storage, check first which developed territories are **adjacent** to the boat's Water territory and what material tiles are face up there. Choose one of these face-up material tiles and move the marker from your boat to the storage space of this type of material.



***Example:** The Water territory of the red boat is adjacent to territories A, B, C, and D. Territories A and B are developed. Thus, the red civilization can transport the raw material from its boat to its storage either as Wood (territory A) or as Iron Ore (territory B). In this case, it chooses Wood.*

LEVEL II

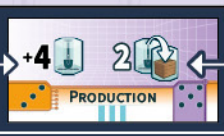


A Produce a total of **3 raw materials** (in one, two, or three territories).

B Transport 1 of your raw materials from anywhere on the continent to your storage.

You may perform **B** either before or after **A**.

LEVEL III



A Produce a total of **4 raw materials** (in one, two, three, or four territories).

B Transport any 2 of your raw materials from the continent to your storage.

You may perform **B** either before or after **A**.

Module: TRANSPORT

LEVEL I



Transport **up to 3** of your raw materials from anywhere on the continent to your storage. (*See the key action "Transport 1 raw material to your storage" on the previous page.*)

LEVEL II



Transport **up to 6** of your raw materials from anywhere on the continent to your storage.

LEVEL III

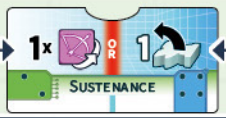


Transport **all** of your raw materials from the continent to your storage.

Each raw material that you transport from your boats may be placed onto **any** of your 18 storage spaces, regardless of which territories are adjacent to your boats' Water territories. **Note:** This only applies when you activate this module, not when transporting raw materials from a boat in other ways.

Module: SUSTENANCE

LEVEL I



A Perform a **hunt** (*see the key action below*). **OR** B Strengthen 1 of your weak tribes (*see the key action below*).

KEY ACTION

1x **PERFORM A HUNT**

First, choose a territory where you have at least one tribe and where there's no hunting token. Announce that territory aloud to everyone.
Then, roll all your pink fate dice once. Choose the value of **one** of these dice and determine how many food markers you receive for it by looking a the *hunting table* on the *progress board*. In the hunting table, find the number where the value of the die and the column of the chosen territory type intersect. Take that many markers from your supply and place them onto the *food space* of your console.

As usual, you are allowed to change the value of your chosen die by spending **idea markers** (*see "Changing the value of a die with idea markers" on page 17*).

Finally, take a **hunting token** from the *hunting token display* next to the hunting table and place it in the territory you just hunted in. (Make sure not to cover anything important, e.g., encampments.) For the rest of the era, no one can hunt in this territory.
All hunting tokens will be returned to the hunting token display at the end of the era.

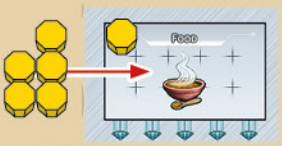
Example: *The yellow civilization chooses this Water territory for hunting. It has a total of 3 fate dice, which it rolls once. The dice show a , a , and a .*



Consulting the Water column of the hunting table, the yellow civilization finds it would get 4 food markers for the . However, it would rather get the maximum of 5 food markers and therefore spends an idea marker to turn the into a .



It takes 5 markers from its supply and places them onto its food space.



Then, as a final step, it places a hunting token in the Water territory.

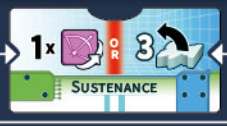


KEY ACTION

1 **STRENGTHEN 1 OF YOUR WEAK TRIBES**

Stand any one of your weak (lying) tribes up.

LEVEL II

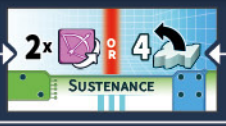


A Perform a **hunt**.

OR

B Strengthen **up to 3** of your weak tribes.

LEVEL III



A Perform **up to 2** consecutive hunts (in different territories).

OR

B Strengthen **up to 4** of your weak tribes.

Module: EXPLORATION

LEVEL I

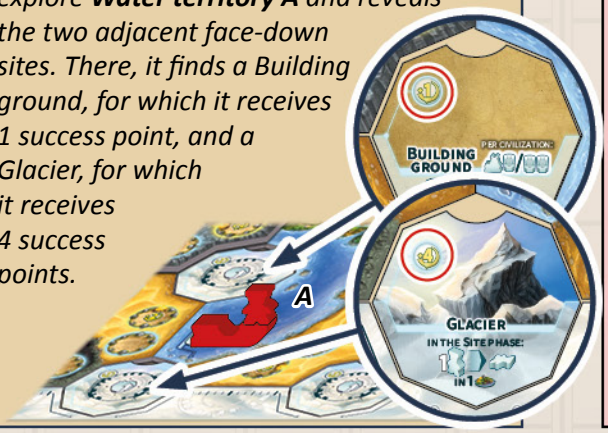


A Explore new sites by choosing a territory where you have at least one tribe.
Now reveal all face-down sites that are **adjacent** to this territory by flipping them face up. For each site you reveal, you immediately receive the success points in the top left corner of its front side.
The revealed sites remain face up for the rest of the game and from now on affect the adjacent territories with their individual effects (*see page 38*).

OR

B Make a **lucky find** (*see the key action below*).

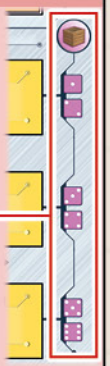
Example: *The red civilization chooses to explore* ***Water territory A*** *and reveals the two adjacent face-down sites. There, it finds a Building ground, for which it receives 1 success point, and a Glacier, for which it receives 4 success points.*



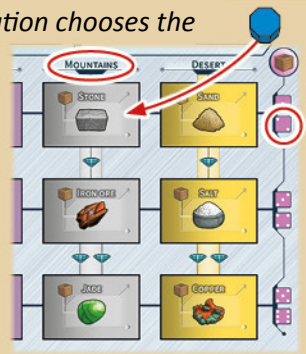
KEY ACTION

1x **MAKE A LUCKY FIND**

Make a lucky find by choosing a **type** of land territory where you have at least one tribe. Announce the territory type aloud and roll all your pink fate dice once. Choose **one** of these dice and find its value in the column next to your storage.
Follow that value's connecting line to the left until you reach the *storage space* of the announced territory type. Then, place a marker from your supply onto this storage space.



Example: *For its lucky find, the blue civilization chooses the Mountain territory type as it has a tribe in at least one Mountain territory.*
Having only 1 fate die, the blue civilization throws it once and rolls a ■.
On its console, it sees that for a ■ *in the Mountains it receives the stored material "Stone". So, it places a marker from its supply onto its Stone storage space.*



As usual, you are allowed to change the value of your chosen die by spending **idea markers** (*see "Changing the value of a die with idea markers" on page 17*).

LEVEL II



A 1) Reveal all face-down sites that are adjacent to a territory where you have at least one tribe and receive their success points (*see Level I*).
2) In addition, you may reveal 1 more face-down site and get its success points, no matter where on the continent it is located.
3) Finally, receive 2 additional success points.

OR

B Make a **lucky find**.

LEVEL III

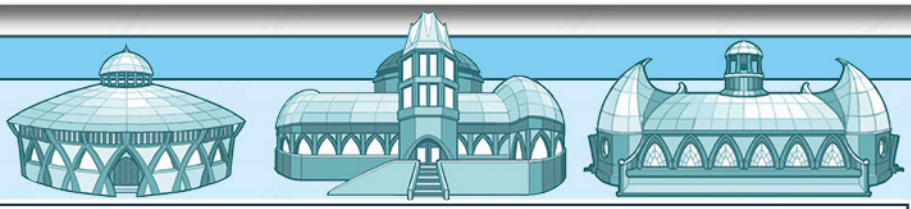


A 1) *See Level II, item 1.*
2) *See Level II, item 2.*
3) Finally, receive 4 additional success points.

OR

B Make **2** consecutive lucky finds (in the same or in different territory types).

Module: BUILDING



LEVEL I



A Complete **1 building project** (*see below*). **OR** **B** Install **1 building card** from your hand in your stage partition (*see the key action "Install 1 research card" on page 24*).

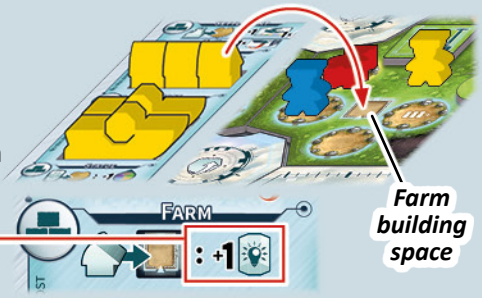
1x COMPLETE 1 BUILDING PROJECT

There are 4 types of building project you can complete on the continent:

Build a farm | Build a boat | Build a statue | Build a settlement

Build a farm

Choose a land territory where you have at least one tribe and where there's no farm yet (neither yours nor one of another civilization). Then take one of the farms from your console and place it onto the ***farm building space*** of the chosen territory. There is no building cost for doing this.



As a reward for building the farm, immediately gain an idea marker (by placing a marker from your supply onto your *idea space*).

Farms primarily provide benefits during the Feeding phase, as you require fewer food markers for your tribes in territories where you have your own farm *(see "Feeding phase" on page 33*).

Additional notes:

- Each land territory can only accommodate one farm.
- If you no longer have a farm on your console, you cannot build another one: Voluntary demolition is not possible.
- No farms can be built in territories that are adjacent to a face-up Volcano site. Whenever a Volcano is revealed, any farms in territories adjacent to it must be returned to their consoles (*see "Volcano" on page 38*).

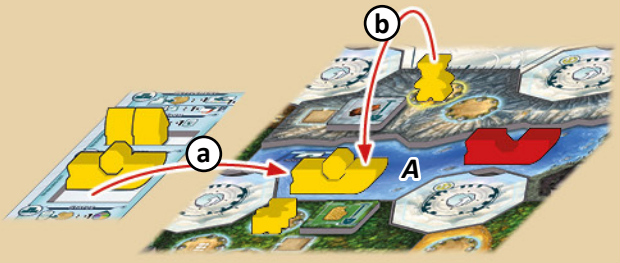
Build a boat

Choose a Water territory where you have no boat (boats of other civilizations may be there). This Water territory must also be adjacent to at least one territory where you have at least one tribe.
If these requirements are met, take one of the boats from your console and place it (along with the marker on it) in the chosen Water territory. There is no building cost for doing this.

As a reward for building the boat, you may immediately move one of your **strong** tribes from an **adjacent** territory onto the boat.
(If you only have weak tribes in the adjacent territories, you cannot move a tribe onto the boat.)



Example:
*a) The yellow civilization builds a boat in **Water territory A** because it has tribes in at least one adjacent territory.*
b) Then, it moves its tribe from the adjacent Mountain territory onto the boat.



Additional notes:

- Each water territory can accommodate a maximum of 1 boat **per** civilization.
- If you no longer have a boat on your console, you cannot build another one: Voluntary removal from the continent is not possible.
- Boats serve one primary purpose: To make the Water territory on which they are built usable for their tribes (for hunting, exploration, migration, etc.).

Build a statue



Statues are represented by markers placed on **Building grounds**. To build a statue, choose a Building ground where you meet the building requirements (*see the excursion "Building grounds" on the right)* and pay the **building cost**: On the Building ground, two or three types of stored materials are specified, which can be used to build the statue. Choose one of these specified materials, take a marker from your *storage space* of that type, and place it as a statue onto the Building ground. If you do not have an appropriate stored material in your storage, you cannot build a statue there.

As a reward for building the statue, you may immediately advance your disc on a progress track of your choice 1 step.



Furthermore, each statue will generate success points in every following Income phase (*see page 36*).

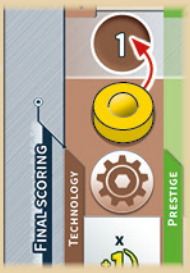
EXCURSION

BUILDING GROUNDS

Building grounds are vital for building statues and settlements. Initially, there is only one Building ground in the large Water territory. Six more Building grounds can be found among the sites.

To build on a Building ground, you must meet the following requirements:

1) You must have at least one tribe in at least one of the adjacent territories. For the Building ground in the Water territory, this means you must have a boat there with at least one tribe on it.
2) You must observe the building limit: You may not have more than two of your own buildings on each Building ground, and only one of these two can be a settlement. This means on each Building ground, each civilization can build one settlement and one statue OR two statues, regardless of what others have already built there.



Example: *The yellow civilization has a tribe in a territory adjacent to* ***Building ground A****. There, it can build a statue either with Gold or Jade. So it takes a marker from its Jade storage space and places it onto* ***Building ground A****.*
Then it can advance its disc 1 step on any progress track and chooses to do so on the Technology track.

Build a settlement

Choose a **Building ground** where you meet the requirements for building a settlement (*see the excursion "Building grounds" above*).

Then, choose a settlement from your console and pay the **building cost** listed in front of it by returning **all** shown stored materials to your supply. Then, take the settlement and place it onto the chosen Building ground.



As a reward for building the settlement, immediately gain a new **income chip** (*see the key action "Gain 1 income chip" on the next page*).



Additional notes:

- As soon as you build your fourth settlement, you may immediately flip one of your inactive stage tiles to its active side (*see the key action "Flip 1 stage tile to active" on the next page*).



- When you remove a settlement from your console to build it, 1, 2, or 3 diamonds are revealed on the space underneath it. These diamonds count towards the Prosperity scoring category (*see "Prosperity" on page 35*).



- If you no longer have a settlement on your console, you cannot build another one: Voluntary demolition is not possible.

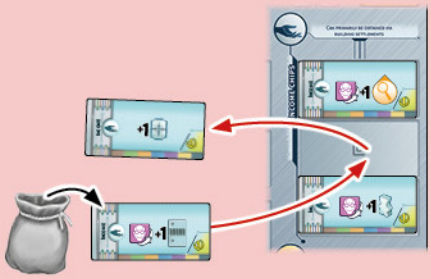
KEY ACTION

+1 1x GAIN 1 INCOME CHIP

Carry out the following steps:

1) Choose one of the 3 income chips from the *income chip display* of the *progress board* and take it.

2) Immediately refill the empty space in the income chip display with an income chip randomly drawn from the white bag.

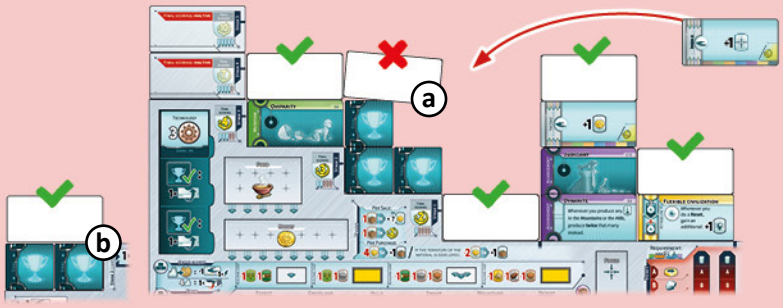


3) Then, install the income chip you've taken in the *stage partition* of your console (*see "Installing income chips" in the bottom part of this box*).

4) Finally, carry out the action of this income chip once (*in the same way as described in "Perform the action of 1 of your income chips" in the bottom right of this page*).

Installing income chips: As explained on page 11, the stage partition of your console consists of 9 columns in which you install research cards and chips. Unlike other chips and cards, income chips have the great advantage of being wild and thus not restricted to certain columns.

To install an income chip, choose any one of your columns and place it in its **lowest free stage**. However, the bottom edge of the income chip must be in full contact with the part below it. So it cannot "float" in the air or be placed above a single goal chip (ⓐ). In this case, it would require 2 goal chips next to each other to "carry" it (ⓑ).



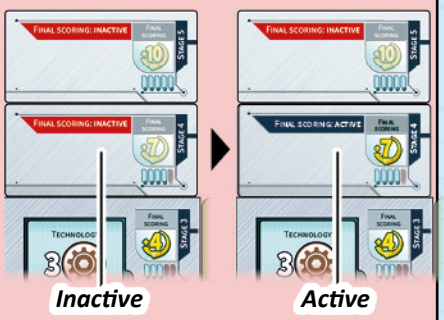
Once installed, the income chip remains in place for the rest of the game.
Its action is automatically triggered in each following Income phase and can also be used via this action icon → 1x (which can be found, for example, on the Invention module or in the *weather gauge*).

KEY ACTION

1x FLIP 1 STAGE TILE TO ACTIVE

As explained on page 11, you receive success points at the end of the game for each installed chip and card depending on the stage it is in. Chips and cards that are in stage 4 or 5, however, are only worth points if the corresponding stage tile has its active side facing up at the end of the game.

With this action, you may flip any one of your 2 stage tiles that is still *inactive* to its *active* side. Once both tiles are active, this action is no longer usable.



Note: For installing and using cards and chips in stage 4 and stage 5, it does not matter whether their stage tiles are active or inactive. This is only relevant for the scoring at the end of the game.

KEY ACTION

1x PERFORM THE ACTION OF 1 OF YOUR INCOME CHIPS

Choose one of the income chips in the stage partition of your console and perform its action once.
You have the choice of either performing the actual action **OR** receiving 1 success point instead.



Note: If you choose the actual action and it requires a favor test, you do not get anything if you do not pass that favor test. Deciding after the fact to take the success point instead is not allowed.



Hint: About half of all income chips have actions that require a favor test.
For details regarding the key action "Take a favor test", see page 17.
For explanations of the actions of income chips, see page 10 of the glossary.

KEY ACTION

INSTALL 1 RESEARCH CARD

Choose a research card **from your hand** of the **type** specified by the activated module:

1 = achievement, 1 = building, 1 = insight, 1 = mutation, 1 = invention.

Install this card in your stage partition by following these steps:

1) Determine the column in which the card will be installed

If no card of this type is yet installed in your stage partition, you can choose any column that is either empty or contains only income chips.



If there is already at least one card of this type in a column, you must choose that column.



2) Determine the cost of the card

The cost of the card depends on the stage you install it in, which is always the **lowest free stage** in the determined column. That stage defines how many of the 5 ***cost spaces*** on the card must be fulfilled from left to right.



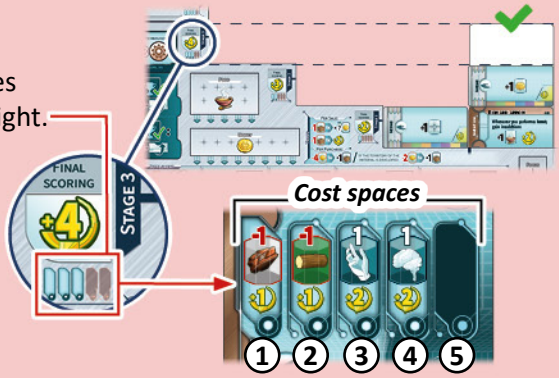
In the first stage, only the leftmost cost space needs to be fulfilled (①).



In the second stage, the two leftmost cost spaces need to be fulfilled (① **and** ②).

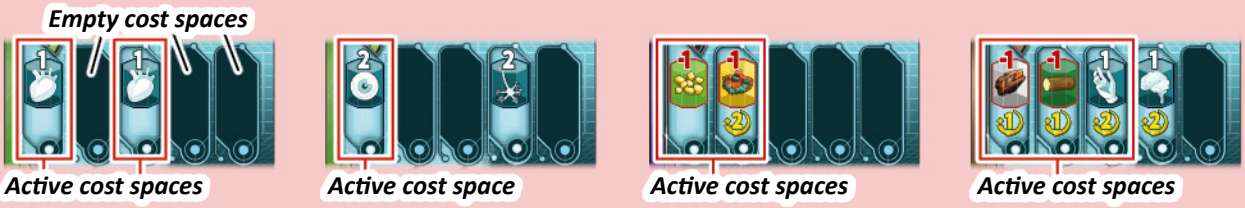


In the third stage, the three leftmost cost spaces need to be fulfilled (①, ②, **and** ③), and so on.



Empty cost spaces are automatically considered fulfilled but are referred to as inactive. Cost spaces that do not need to be fulfilled according to the stage are also inactive. The remaining cost spaces are the ***active cost spaces***.

***Examples** for active cost spaces **in stage 3**:*



3) Fulfill the active cost spaces

To install the card, you must now fulfill the requirements of **all** active cost spaces. These can include the following types of requirements:



Return the specified number of stored materials of that type from your storage to your supply.



Have at least 3 / 2 / 1 feature markers of the specified type on your console. These are **not** removed from your console.



Return a feature marker of the specified type from your console to your supply.

Note: If multiple active cost spaces show the same requirement, those requirements are cumulative. For example, in this case, you must have at least 3 Intelligence feature markers.



Building cards usually offer an **alternative requirement** in many cost spaces.



For example, this cost space is considered fulfilled if you've already built at least 2 settlements on the continent.



Note: The 2 icon between these cost spaces indicates that the 2 requirement is included in the 3 requirement, meaning: If you have built at least 3 settlements, both cost spaces are fulfilled.



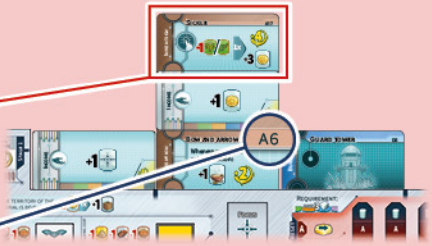
4) Gain the success points of the active cost spaces (if any)
After you have fulfilled all active cost spaces, gain all the success points (if any) depicted in the lower part of those **active** cost spaces.



5) Gain the instant bonus of the card (if any)
If the card has an instant bonus, it is depicted in the light bottom part of the card and is marked with this icon.
Perform any actions listed there now.
Forgo any actions that you cannot or do not want to perform.



6) Insert the card into your stage partition
Finally, insert the card into the determined column of your stage partition by sliding it carefully from above under the console or any existing components there until only the top third of the card is visible. It remains there for the rest of the game. If it has a light background with an ability in its top third, this ability is now active and can be used throughout the game.
Details of the abilities of any cards can be found in the glossary under their card IDs.



Note: When installing a research card, you are always allowed to assume the costs of a **higher stage** (for example, if you want to gain the success points of otherwise inactive cost spaces). However, you must then fulfill **all** active cost spaces of the assumed higher stage and not just individual ones.

Example: *If you install this card in stage 2, you can voluntarily assume the costs of, for example, stage 4. That means you insert the card in stage 2 but fulfill all requirements of its 4 leftmost cost spaces and thus also gain their success points. However, it is not allowed, for example, to fulfill only the rightmost space in addition to the two necessary leftmost spaces, while simply omitting the ones in between.*



LEVEL II



A Complete **up to 2** building projects of the **same** type. You could, for example, build 1 farm in each of 2 territories or build a total of 2 statues onto the same or different Building grounds. The rules for completing each of these building projects apply as usual (*see pages 21 and 22*).

OR

B Install **1 building card** from your hand in your stage partition (*see the key action on the previous page*).

LEVEL III



A Complete **up to 2** building projects (of the same or different types). The rules for completing each of these building projects apply as usual (*see pages 21 and 22*).

OR

B Install **1 building card** from your hand in your stage partition (*see the key action above*).
However, you have the choice of a special bonus while doing so:

SPECIAL BONUS:



Either: When installing the card, you may **ignore** any **one** of its active cost spaces. This means the chosen cost space is considered empty and thus inactive. However, you may **not** ignore a cost space this way if it is the **only** active cost space and thus no active cost spaces would remain.

Or: If you have not ignored an active cost space of the card, after installing it, you may immediately install **another card of the same type** (*in this case: building*) from your hand, following the usual rules.

Module: PLANNING

LEVEL I



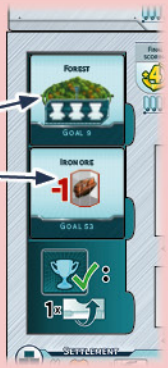
A Install **1 goal chip** (*see the key action below*).

OR

B Take 2 markers from your supply and place them as **planning markers** onto any one dice space of your console (both must be placed onto the same dice space). *See page 13 on how to use planning markers.*

KEY ACTION

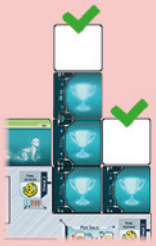
INSTALL 1 GOAL CHIP



Choose one of the visible goal chips in your **goal area** whose **requirement** you can now fulfill.
This requirement can be, for example, that you must have certain components in a certain territory or that you must immediately return a specific stored material to your supply.
For explanations of the individual requirements, see page 9 of the glossary.

If you fulfill the requirement, proceed as follows:

1) Determine the column in which the goal chip will be installed
If no goal chip is installed in your stage partition yet, you can choose any column for the installation that is either empty or contains only income chips.
If there is already at least one goal chip in one of the columns, you must choose that column.

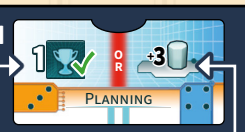


2) Insert the goal chip into the determined column
Remove the goal chip from your goal area and flip it **back** side up. Then place it in the determined column so that its bottom edge is in full contact with the part below it. Since goal chips are only half the width of the column, two goal chips fit side by side per stage. However, you are not obliged to fill a stage completely before placing a goal chip above another goal chip in the next stage, even if the second slot in the lowest free stage is still empty. Once installed, the goal chip remains in place for the rest of the game.

3) Gain the upgrade bonus
If this icon is **revealed** when you remove the fulfilled goal chip from your goal area, you gain an upgrade bonus. This means you can immediately perform the key action "Upgrade 1 main module" (*see the top right of the next page*).
Note: The only time an upgrade bonus is not revealed during this action is if the fulfilled goal chip has been sitting on top of another goal chip in your goal area.



LEVEL II



A Install **1 goal chip**.

OR

B Place 3 markers from your supply as **planning markers** onto any one dice space of your console (all 3 must be placed onto the same dice space).

LEVEL III



A Gain 1 goal chip (*see the key action on the right*) **and/or** install 1 goal chip. The order in which you do this is up to you.

OR

B Place 3 markers from your supply as **planning markers** onto any one dice space of your console (all 3 must be placed onto the same dice space).

KEY ACTION

+1 GAIN 1 GOAL CHIP

Choose one of the goal chips from the *goal chip display* on the *progress board* and place it face up in your *goal area*. Then immediately refill the empty space in the goal chip display with a goal chip randomly drawn from the dark blue bag.

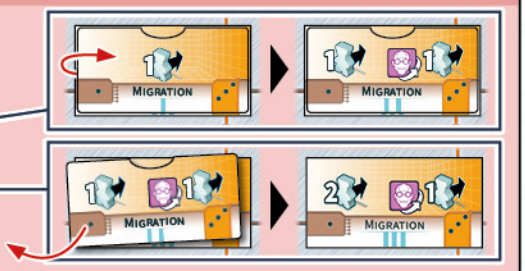
Note: You are allowed to gain a new goal chip even if all 3 spaces of your goal area are occupied. However, you must then place the new goal chip on top of one of your other face-up goal chips and thus cover it. The goal chip underneath remains covered until you install the one on top (you cannot access it in any other way).

KEY ACTION

1x UPGRADE 1 MAIN MODULE

Choose any one of your main modules and upgrade it to its **next** level.
This means:

- If it currently shows its level-I side, flip it to its level-II side.
- If it is already showing its level-II side, remove it entirely from its recess so that level III is revealed. Then set the module tile aside for the rest of the game. It cannot be upgraded beyond level III.

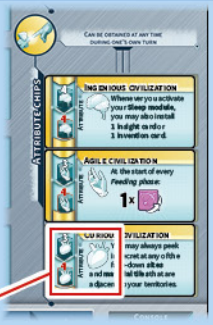


Note: If you upgrade a module while you are still in the process of performing its actions (as it is the module you activated this turn), you cannot use its new level until your next turn.

EXCURSION

ATTRIBUTE CHIPS

Attribute chips are the third type of chip that you can install in your *stage partition*.
There are always 3 attribute chips displayed on the *progress board*. Obtaining them is **not** tied to **any action**. Instead, you can take and install such an attribute chip at any time during your own turn, provided you fulfill its requirement.
Note: *"Your own turn" refers to any moment in the game when it is your turn to do something. This includes all phases. If you are unsure who goes first, the seating order applies by default.*



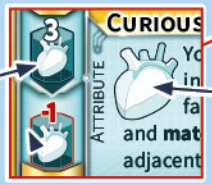
If you want to install an attribute chip, follow these steps:

1) Fulfill the requirement of the attribute chip
Each attribute chip shows a feature requirement that requires you:

- to have at least as many feature markers of the depicted type on your console as shown (3 or 4)

AND

- to return **one of those** markers to your supply.



Note: *The sole purpose of the large icon is to make the required feature type more visible.*

2) Take the attribute chip
If you have fulfilled the requirement of the attribute chip, take it and immediately refill its empty space in the *attribute chip display* with a new attribute chip randomly drawn from the yellow bag. (If there are no more attribute chips in the bag, the space in the display remains empty.)

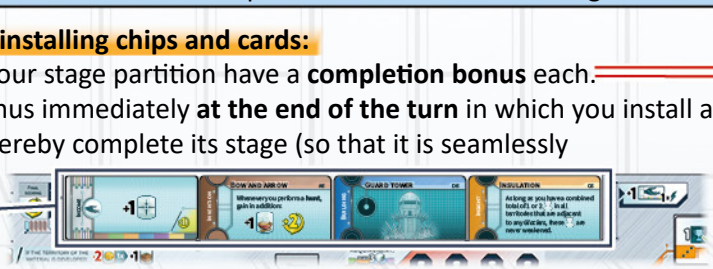
3) Determine the column in which the attribute chip will be installed
If no attribute chip is installed in your stage partition yet, you can choose any column for the installation that is either empty or contains only income chips.
If there is already at least one attribute chip in one of the columns, you must choose that column.

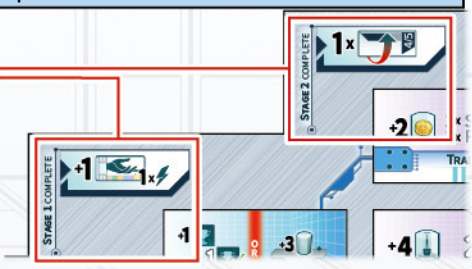
4) Insert the attribute chip into the determined column
Finally, place the attribute chip in the lowest free stage in the determined column. It remains in place for the rest of the game and gives you an individual benefit throughout the game. *For explanations of the attribute chips, see page 10 of the glossary.*

Note: You may install several attribute chips on the same turn following the above steps.

Additional notes on installing chips and cards:

- Stages 1 and 2 of your stage partition have a **completion bonus** each. You gain such a bonus immediately **at the end of the turn** in which you install a chip or card and thereby complete its stage (so that it is seamlessly filled with cards and/or chips).



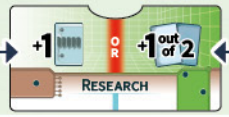


The completion bonus for Stage 1 allows you to perform the key action "Gain 1 income chip" (*see page 23*).
The completion bonus for Stage 2 allows you to perform the key action "Flip 1 stage tile to active" (*see page 23*).

- If you want to install a chip or card in a column that is already filled to stage 5 (or higher), you may do so following the usual rules. For cards, the same costs apply as in stage 5. However, since stages 6, 7, etc. do not have stage tiles in front of them, they are not worth any success points when the stages are scored at the end of the game.
- The rightmost column with your starting income chip is a regular column of your stage partition. This means your starting income chip will be worth 7 points in the final scoring if you have been able to flip the Stage-4 tile to active by then. Also, in this column, you could install a chip or card directly in stage 5, following the usual rules.

Module: RESEARCH

LEVEL I



A Gain **1 research card** (*see key action on the right*).

OR

B Draw 2 cards from the *face-down research stacks* in the *research display*. These can come from the same or different stacks. You may look at these 2 cards in secret after you have drawn both. Then choose one and add it to your hand. Place the other card face down at the **bottom** of the face-down research stack of its type.

KEY ACTION



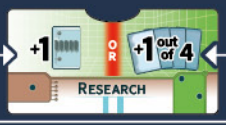
GAIN 1 RESEARCH CARD

Gain the **top card** from one of the 5 **face-up** or the 5 **face-down** research stacks in the *research display* and add it to your hand. There is no limit to the number of hand cards you can have.

Important: Whenever you take the last remaining card of a face-up stack, leaving it **empty**, immediately reveal the top card from the corresponding face-down stack and form the new face-up stack with it. As long as the face-up stack still contains at least one card, this is **not** done.

Note: At any time, you may look at the cards in the face-up research stacks without changing their order.

LEVEL II



A Gain **1 research card**.

OR

B Draw 4 cards from the *face-down research stacks* in the *research display*. These can come from any number of different stacks. You may look at these 4 cards in secret after you have drawn all 4. Then choose one of them and add it to your hand. Place each of the 3 remaining cards face down at the **bottom** of the face-down research stack of its type.

LEVEL III



A Perform the key action "Gain 1 research card" **2 times** in a row. If taking a card empties its face-up stack, as usual, immediately reveal 1 card from the corresponding face-down stack and form the new face-up stack with it.

OR

B Draw 4 cards from the *face-down research stacks* in the *research display*. These can come from any number of different stacks. You may look at these 4 cards in secret after you have drawn all 4. Then choose 2 of them and add them to your hand. Place each of the 2 remaining cards face down at the **bottom** of the face-down research stack of its type.

Module: ACHIEVEMENT

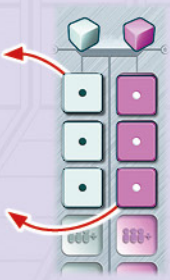
LEVEL I



A Gain **either** 1 activation die **or** 1 fate die.

Activation die: Take any activation die from the *dice display* of the *progress board*. Roll it immediately once and place it onto the *dice space* of your console that corresponds to the rolled value. From now on, you can use it to activate modules just like your other activation dice.

Fate die: Take any fate die from the *dice display* of the *progress board* and add it to your other fate dice. From now on, you roll these together whenever you take favor tests, perform hunts, or make lucky finds.



If there are no more dice of your chosen type left in the dice display of the progress board, you instead receive the die from the civilization that has the most of this type. If two civilizations have the same number (which can include yourself), you can choose from which to take the die (the civilization can decide which of their dice of that type they give to you). **Attention:** If you already are the only one who has the most dice of a type, you **cannot** take a die of that type from other civilizations.

OR

B Install **1 achievement card** from your hand in your stage partition (*see the key action "Install 1 research card" on page 24*).

LEVEL II



A Gain 1 activation die **and** 1 fate die. The same rules apply as for level I.

OR

B Install **1 achievement card** from your hand in your stage partition.

LEVEL III



A Gain 1 activation die **and** 1 fate die. The same rules apply as for level I.

OR

B Install **1 achievement card** from your hand in your stage partition, including the ***special bonus*** (*see the yellow box on page 25*).

Module: INSIGHT

LEVEL I



A Gain **3 idea markers** (by placing 3 markers from your supply onto the idea space of your console).

OR

B Install **1 insight card** from your hand in your stage partition (*see the key action "Install 1 research card" on page 24*).

LEVEL II



A Gain **6 idea markers**.

OR

B Install **1 insight card** from your hand in your stage partition.

LEVEL III



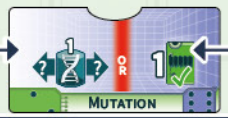
A Gain **6 idea markers**.

OR

B Install **1 insight card** from your hand in your stage partition, including the ***special bonus*** (*see the yellow box on page 25*).

Module: MUTATION

LEVEL I



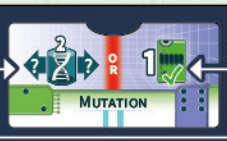
A Move **1** of your **feature markers** to **any** of your feature spaces.



OR

B Install **1 mutation card** from your hand in your stage partition (*see the key action "Install 1 research card" on page 24*).

LEVEL II

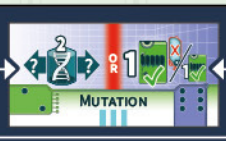


A Do this **up to twice**: Move **1** of your **feature markers** to **any** of your feature spaces.

OR

B Install **1 mutation card** from your hand in your stage partition.

LEVEL III



A Do this **up to twice**: Move **1** of your **feature markers** to **any** of your feature spaces.

OR

B Install **1 mutation card** from your hand in your stage partition, including the ***special bonus*** (*see the yellow box on page 25*).

Module: INVENTION

LEVEL I



A Perform the action of 1 of your income chips (*see the key action in the bottom right of page 23*).

OR

B Install **1 invention card** from your hand in your stage partition (*see the key action "Install 1 research card" on page 24*).

LEVEL II

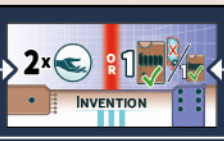


A Perform **up to 2** actions of your income chips. These may be the actions of 2 different income chips or it may be the same action twice.

OR

B Install **1 invention card** from your hand in your stage partition.

LEVEL III



A Perform **up to 2** actions of your income chips. This may be the actions of 2 different income chips or the same action twice.

OR

B Install **1 invention card** from your hand in your stage partition, including the ***special bonus*** (*see the yellow box on page 25*).

Module: TRADE

LEVEL I

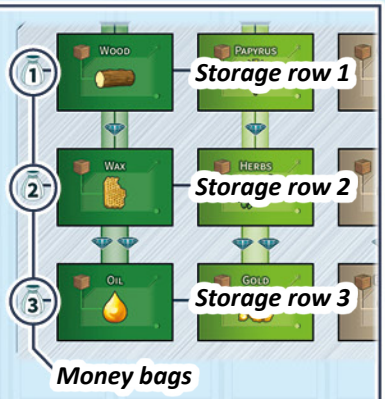


Perform the **Sale** action and the **Purchase** action up to once each (in any order).

Sale:
Sell up to 2 stored materials from your storage. You may sell one of them for money and one for success points.



When you sell a stored material for money, take it from its *storage space* and check which ***money bag*** is depicted in front of its ***storage row***. Return the stored material to your supply and then place as many markers from there onto the *money space* of your console as the number in the money bag indicates. (*For example, Wood gives you 1 money marker, Oil gives you 3.*)



If you sell a stored material for success points, return it to your supply and gain 2 success points.

Purchase:
Choose any type of material that you want to buy. Check if the material tile corresponding to that type has already been flipped face up on the continent. If so, you only need to return 2 money markers from your money space to your supply. If not, you must return 4 money markers to your supply. Once you have done this, gain the purchased material by placing a marker from your supply onto its storage space.

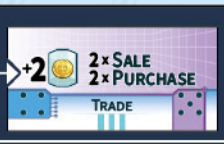


LEVEL II



Perform the **Sale** action and the **Purchase** action **up to twice** each.
The order of these actions is up to you. You could, for example, perform the Sale action once, then the Purchase action twice, and then the Sale action once again.

LEVEL III



Gain 2 money markers (by placing 2 markers from your supply onto your money space). Then, perform the **Sale** action and the **Purchase** action **up to twice** each (in any order).

Module: ACTIVITY

LEVEL I



Perform **1 activity** (*see the key action below*).

LEVEL II



Perform up to **2 different** activities.

LEVEL III



Perform up to **2 activities**. These may be 2 different activities or it may be the same activity twice.

KEY ACTION

1x PERFORM 1 ACTIVITY

Perform one of the activities available to you.
In the top right corner of your console, you already have an activity, which is available to you from the start.

To get more activities, you must install research cards in your *stage partition* that provide activities. Activities are marked with this icon.





Return 1 money marker from your *money space* to your supply to advance your disc on a *progress track* of your choice 1 step.

EXCURSION

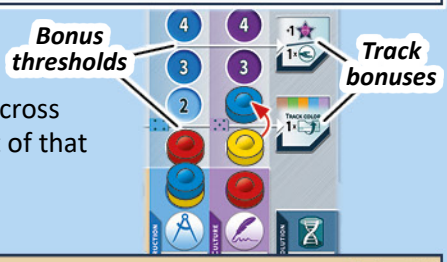
THE PROGRESS TRACKS

Throughout the game, you can advance your discs on the progress tracks via such action icons. Most frequently, these can be found on research cards. Advancing on the progress tracks is beneficial because they belong to the **scoring categories**. Depending on which scoring tiles are displayed on the game boards, some tracks are more valuable than others (*see page 11*). Also, there are events that relate to the progress tracks.

+1 Advance your disc on the corresponding progress track (*in this case: Culture*) 1 step.

+3 Advance your disc on the corresponding progress track (*in this case: Technology*) 3 steps.

+1 Advance your disc on a progress track of your choice 1 step.

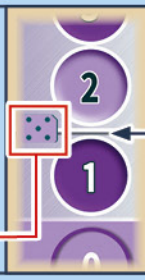


Moreover, by advancing on the tracks, you gain bonuses: Every ***bonus threshold*** you cross while advancing your disc on a track grants you the ***track bonus*** depicted to the right of that threshold.

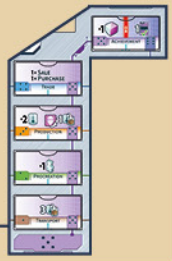
There are these track bonuses:



Upgrade 1 of 5 possible modules (*see the key action "Upgrade 1 main module" on page 27*). From which 5 you can choose depends on their color, because one of their values must match the **color** of the track you've advanced on.
As additional visual aid, the bonus threshold shows the value that must be printed on these modules.



Example: *If your disc on the purple Culture track crosses this bonus threshold, you can upgrade 1 of these 5 main modules.*





Either advance your disc on the *Favor of Agera track* 1 step **OR** perform the action of 1 of your income chips (*see the key action in the bottom right of page 23*).





Either perform the key action "Flip 1 of your stage tiles to active" (*see the bottom left on page 23*) **OR** gain 3 success points.



Gain 3 success points.

Additional notes:

- You can't advance beyond space 12 on any progress track. If your disc is already on space 12 of a track, gain 2 success points for every additional step you would gain there.
- Some spaces of the progress tracks being paler and showing dark digits instead of white is only relevant for a few research cards that refer to them.



Do a Reset



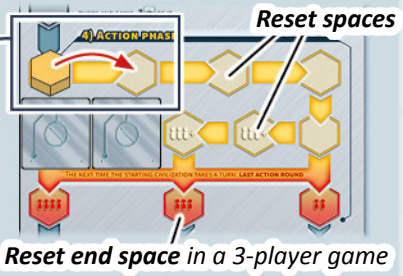
Instead of activating a module on your turn, you may do a Reset to retrieve your used activation dice. However, this is only allowed if you currently have a total of **3 or fewer activation dice** on your *dice spaces* (planning markers do not count).

To perform a Reset, attend to the ***reset columns*** of your console. Move the leftmost ***reset marker*** step by step down its column. For each letter it reaches, perform the corresponding step as follows:



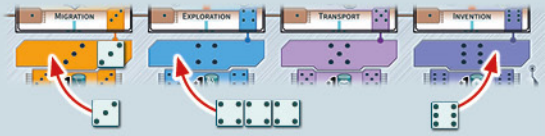


Move the **phase indicator** in the *phase sequence* of the *sequence board* along the yellow arrow to the next ***reset space***.
If you move it onto the ***reset end space*** of your player count, you trigger the end of the Action phase (*see "End of the Action phase" below)*.
If the phase indicator is already on the *reset end space* when you do a Reset, it remains there until the Action phase is completed.





Take all your used activation dice from below your console into your hand. If you still have activation dice on your *dice spaces*, decide for each whether to leave it there or to also take it into your hand. Then roll all the dice in your hand once and place each onto the *dice space* of its value.





Once you move the reset marker to step "C," remove it from its *reset column* and place it either onto your *idea* or your *food space*.



Additional notes:

- By the number of empty reset columns, you can track at any time whether the phase indicator has been moved with each Reset or not.
- If you perform a Reset but no longer have any reset markers in your reset columns, still carry out steps A and B as usual and then place a marker **from your supply** onto your idea or food space.

End of the Action phase

As described above, the end of the Action phase is triggered as soon as the phase indicator is moved onto the *reset end space* corresponding to the number of participating civilizations. Once this happens, first complete the current action round. Then, a full final action round follows (in which each civilization has exactly one last turn).



Example: *If the starting civilization is the one to move the phase indicator onto the reset end space, the final action round begins the* ***next time*** *the starting civilization takes its turn. If the civilization to the right of the starting civilization moves the phase indicator onto the reset end space, the final action round follows immediately.*



Once the civilization to the right of the starting civilization has finished its last turn, move the phase indicator to Phase 5.

Phase 5: **Site phase**

Go through the following 3 types of sites and carry out their effects. If no site of a certain type has been revealed on the continent yet, skip it.



A) Gorge of the Grimwolves

Among the sites, there are two Gorges whose Grimwolves demand food from you now. For each revealed Gorge, each civilization must check whether it has at least one tribe in at least one adjacent territory. If so, it must return 1 food marker from its *food space* to its supply. If you have tribes adjacent to both Gorges, you must turn in a total of 2 food markers, even if both Gorges affect the same territory. **Note**: If you have no food markers, you are exempt from this.





B) Glacier

Among the sites, there are a two Glaciers. For each revealed Glacier, each civilization must now check whether it has at least one **strong** tribe in at least one adjacent territory. If so, it must now weaken **one** of these strong tribes by laying it down. If you have strong tribes adjacent to both Glaciers, you must weaken a total of 2 strong tribes (one at each Glacier), even if both Glaciers affect the same territory. **Note:** Weak tribes are never affected by Glaciers.





C) Mystic oak

Among the sites, there are a three Mystic oaks. Each civilization must now check for each revealed Mystic oak, in which of the adjacent territories it has at least one tribe: For each such Water, Swamp, or Desert territory, it gains 2 points and for each such Forest, Grassland, Hill, or Mountain territory, it gains 1 point.
Note: Territories that are adjacent to multiple Mystic oaks are especially valuable, as they score separately for each of them.



***Example:** Oak 1 is adjacent to **Water territory A**, **Grassland B**, and **Forest C**. The red civilization has tribes in **Water territory A** and **Forest C** and thus gains 2 success points for **Water territory A** and 1 point for **Forest C**. Since the blue civilization has no tribes in any territories adjacent to oak 1, it gains no points there.*

*Oak 2 is adjacent to **Water territory A**, **Mountains D**, and **Desert E**. Here, the red civilization gains 2 points yet again for **Water territory A** and 2 points for **Desert E**, while the blue civilization gains 1 point for **Mountains D** and 2 points for **Desert E**.*



Phase 6: **Feeding phase**

This phase consists of two consecutive steps:



A) Feed tribes

All tribes on the continent must now be fed. This step can be carried out by all civilizations simultaneously.
However, if you consider it necessary, carry out this step in seating order.



To be fed, the tribes of your civilization require food as follows:

Each of your tribes located on an encampment or a boat requires 1 food marker.



Tribes that are in the wilderness (i.e., outside of encampments) require 2 food markers each.



If you have a **farm** of your color in a territory, then all your tribes on encampments in that territory are automatically considered fed, while your tribes in the wilderness of that territory require only 1 food marker each.



The abilities of some research cards can reduce feeding costs as well.

For each of your tribes, determine how many food markers it will cost you. Then decide for each individually whether you want (or are able) to pay its cost by returning food markers from your *food space* to your supply.
Any tribes that you do **not** feed must be **weakened**. For strong tribes, this means that they must be laid down. For already weak tribes, this means that they die and must be returned to your supply.



Special action "Deus ex machina": Whenever one of your tribes dies and you have to remove it, you may use the special action "Deus ex machina" to save it: Instead of removing the tribe, move your disc on the *Favor of Agera track* one step backwards. (This is not possible if your disc is already on the leftmost space of the track.)





B) Score strong tribes

Once all civilizations have finished step A, each of them gains 1 success point for each of its **strong** tribes.



Phase 7: **Event phase**

This phase consists of 4 consecutive steps:

A) Adjust the weather and resolve its effect

Attend to the **event card** that was revealed at the beginning of the era. In the top right corner of that card you can see whether you must move the weather indicator on the *weather gauge* now:

- 1 or 2 steps up (it gets hotter)

OR

- 1 or 2 steps down (it gets colder).



The ***weather space*** where the weather indicator **ends** its movement indicates what ***effect*** is triggered now.

Attention: If the weather indicator is moved over one of the ***white lines***, place it back onto the weather space **before** that white line ("Hot" or "Cold") and leave it there. In such a case, the triggered effect is the one depicted beyond the white line (-1).



In **seating order**, **each** civilization resolves the triggered effect now.
If it is a positive effect, you can choose to forgo it. If it is a negative effect, it must be carried out. A slash between two effects indicates that you must choose between them.

Positive effects:

- 1x Perform the action of 1 of your income chips (*see the key action in the bottom right of page 23*).
- 1x Perform 1 activity (*see the key action on page 31*).

Negative effects:

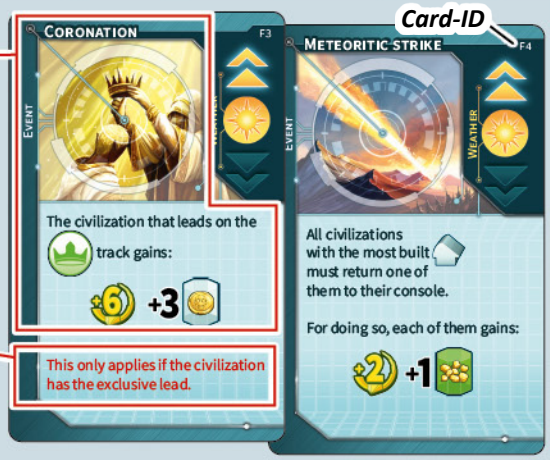
- -1 Return 1 food marker to your supply.
- -1 Remove one of your tribes from anywhere on the continent and return it to your supply. **Note:** You are allowed to use the special action "Deus ex machina" (*see the previous page*) to save that tribe.

Note: You only remain unaffected by "Hot" and "Cold" if you have neither a food marker nor a tribe. If you still have any of these, you must choose the negative effect that you can carry out.

B) Resolve the event

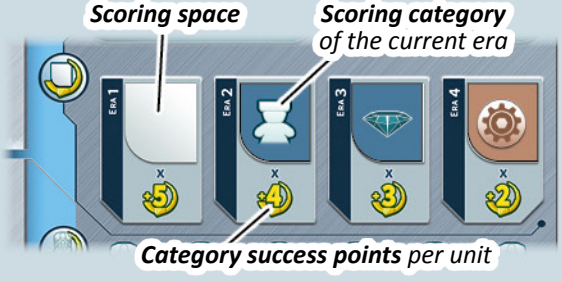
Now, resolve the **event** of the face-up event card.
It grants a **bonus** to one or more civilizations if its requirement is met. In a few cases, this requirement may include the removal of farms or boats.

If the bonus applies to multiple civilizations, each of those may gain that bonus in **seating order**.
Bonuses that reward one specific civilization are only awarded if that civilization is unambiguously identifiable.
If no civilization meets the requirement, the bonus is forfeited.
For explanations of the individual events, see their card IDs on pages 8 and 9 of the glossary.



C) Score the category of the current era

Attend to the ***scoring space*** of the current era (the leftmost space in the *era scoring area* that is not empty). On the scoring tile of that space, you can see which ***scoring category*** is scored now.
Below it, you can see how many success points each **unit** of that category is worth.



To score the category, each civilization checks now how many units of that category it has (*see overview on the next page*). For each of those units, it gains as many ***category success points*** as is shown below the scoring tile.

Once all civilizations have scored the category, **remove** its scoring tile from its scoring space and return it to the game box.

There are 9 **SCORING CATEGORIES**:

Progress track **TECHNOLOGY** | Progress track **PRESTIGE** | Progress track **KNOWLEDGE** | Progress track **CONSTRUCTION** | Progress track **CULTURE**

The **unit** here is **each step** that your disc has advanced on the respective progress track.
Multiply the digit printed on your disc's space by the *category success points* and gain the result as steps on the score track.

EVOLUTION

The **unit** here is **each feature marker** you have on your *feature spaces*.
Multiply their total number by the *category success points* and gain the result as steps on the score track.

PROSPERITY

The **unit** here is each **active diamond** on the left half of your console.
There are **4 sections** that show diamonds:
1) your food space, 2) your money space, 3) your settlements, and 4) your storage.
Which of its diamonds are considered active depends on the section:

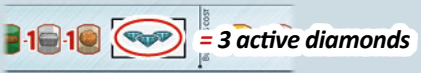
1) **Food space:**
To check how many diamonds are active here, arrange your food markers into columns of 3 markers each: Each **complete** column equals one active diamond.



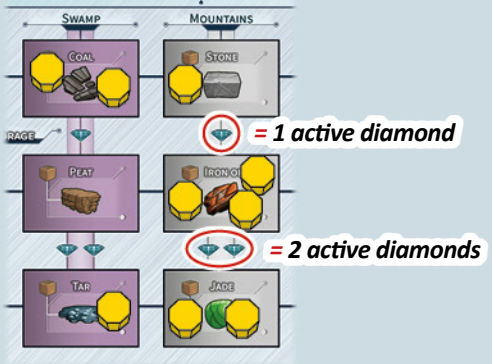
2) **Money space:**
To check how many diamonds are active here, arrange your money markers into columns of 2 markers each: Each **complete** column equals one active diamond.



3) **Settlements:**
The **empty** recesses of the settlements you have built on the continent show diamonds. Each diamond visible here is considered active.



4) **Storage:**
Each gap between any two *storage spaces* of the same territory type depicts 1 or 2 diamonds.
Such diamonds are considered active if the storage space above them **and** the one below them hold **at least 1 stored material** each. It doesn't matter if there are any additional stored materials on these spaces.



Once you have determined your total number of active diamonds, multiply that number by *the category success points* and gain the result as steps on the score track.

POPULATION

The **unit** here is **each of your tribes** on the continent.
Multiply their total number by the *category success points* and gain the result as steps on the score track.

EXPANSION

The **unit** here is **each territory** in which you have at least one tribe. Multiply your total number of territories by the *category success points* and gain the result as steps on the score track.

D) Determine the starting civilization:

After removing the scoring tile, give the starting monolith to the civilization that just scored the **most success points** in that tile's category. If there is a tie for the most (even if it is 0), the starting monolith is passed from the outgoing starting civilization to the tied civilization that is next in seating order.
If the starting civilization was the only one to gain the most points, it remains the starting civilization.

Phase 8: **Income phase**

This phase consists of 4 consecutive steps:



A) Gain income

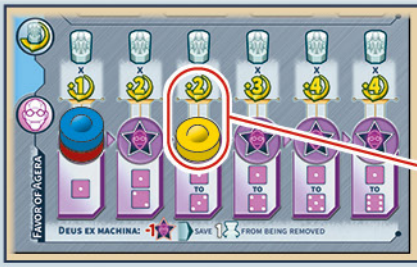
Each civilization gains its income now by performing the action of each of its income chips once (*see key action in the bottom right of page 23*). It can choose in which order to perform these actions.
This step can be carried out by all civilizations simultaneously. However, for a few actions, it can be relevant who performs them first. Resolve those cases in seating order.



B) Score statues

Each civilization that has statues on the continent gains success points now:

For **each** of your statues, gain as many points as is printed above your disc on the **Favor of Agera track**.



Example: *The yellow civilization has 4 statues on the continent. On the Favor of Agera track, its disc is on the third space. So it gains 4 x 2 = 8 success points.*



C) Remove hunting tokens from the continent

Remove all hunting tokens from the territories and return them to the *hunting token display* on the *progress board*. (Make sure not to remove any blocking tokens from encampments.)



D) Equip the reset columns with new markers

Finally, each civilization refills each of its empty *reset columns* with markers from its supply.



Afterwards, the era ends and the phase indicator is returned to phase 1 of the *phase sequence* to start the next era.

End of the game



In the **Income phase** of the **fourth era** (when all *scoring spaces* of the *era scoring area* are empty), carry out steps A "Gain income" and B "Score statues" as usual. Then, skip steps C and D and instead place the phase indicator onto the leftmost hexagon space of the *final scoring area* on the *progress board*. The game is finished now and you must carry out the **final scoring**.

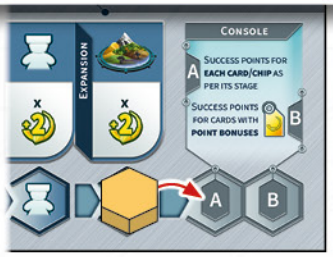
Final scoring

In the final scoring, each civilization gains success points for each of the 9 scoring categories as well as its console.

To do this, advance the phase indicator along the arrows from hexagon space to hexagon space and at each, score the corresponding category.



In this process, **each** civilization scores each category exactly as described on page 35. However, the **category success points** of each category are now set by the *point space* below that category or - if a scoring tile is covering it - by the points printed on that tile.

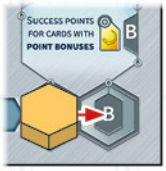


Once you've scored all 9 scoring categories, move the phase indicator from the Expansion category along the arrow to the hexagon space marked "A".
Now, each civilization scores the **stage partition of its console**:
Go through each stage of your console separately. For each chip and each research card whose top third is visible in that stage, you gain the success points to the left of that stage.
For chips and cards in stage 4 and 5, you only score points if their corresponding stage tile has its *active side* facing up.

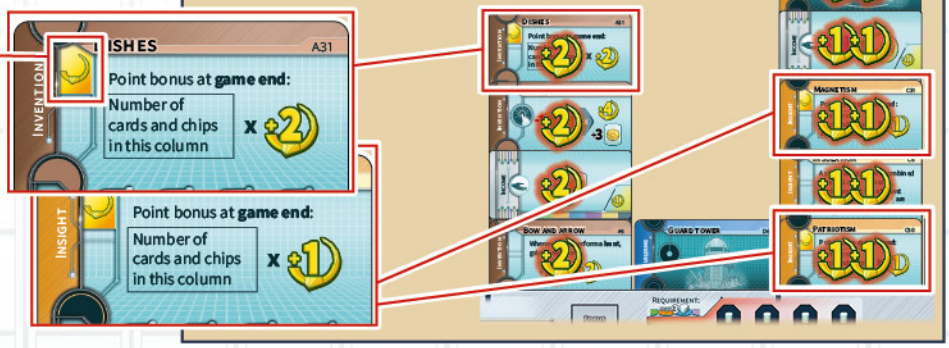
Example: *Each chip and card gives you success points as shown below (in the red outlines). Since the stage-5 tile has not been flipped to active, the goal chip and the insight card in stage 5 are worth no points.*



Once all civilizations have finished scoring the stages of their consoles, move the phase indicator to the hexagon space marked "B". Now, each civilization checks whether it has any research cards with a **point bonus** in its stage partition (these cards are marked with this icon).
For each card and each income chip that you have installed in the **column** of such a point bonus card, you now gain the success points shown on that point bonus card (itself included). Note that you score all cards and chips in that column, irrespective of how high up the column goes and which of its stages have been flipped to active.



Example: *In the left column with the inventions, there is* ***one*** *point bonus card that gives you 2 success points per card and income chip in its column. In the right column with the insights, there are* ***two*** *point bonus cards that each gives you 1 point per card and income chip in its column.*



Who wins? Once you are finished with the above scoring, the civilization whose disc is in the lead on the scoring track and thus has the most success points wins. **In the case of a tie**, the tied civilization that has carried out more module upgrades wins. If this does not break the tie, the tied civilization that comes first in the seating order wins.

Congratulations! *You have successfully passed the exam. But there is so much more to discover and even deities can keep on learning. Isn't it great that we exist beyond time and space? That means you can take the exam as often as you want. I'm very much looking forward to the next time!*

Important additional notes:



- Whenever you complete a lap on the score track by moving your disc onto or past space 0, take a **100-point token** from the display and place it **next to** your console. This way your actual point total is always evident.
- If your disc on the Favor of Agera track is already on the rightmost space when you get a bonus that allows you to advance it, you must forgo that bonus.
- Your marker supply is limited to 50 pieces. If it is empty when you would gain markers from it, you are allowed to immediately replenish your supply by returning any number of markers from your console and continent to it **without compensation**. **Attention:** Statues, reset markers, and markers on boats are excluded from this!
- There is no limit to how many markers you may have on any space of your console that can hold markers. If the recess is too small, you may stack them. However, for the Prosperity scoring category, you can never claim more active diamonds than are actually printed on your console.

EXCURSION

The sites

On the continent, there are 24 sites which can be revealed via the Exploration module *(see page 20)*. Each revealed site affects the adjacent territories. There are 9 types of site. Four of those have already been explained elsewhere: **Building ground** *(see page 22)*, **Gorge of the Grimwolves** (*see page 32*), **Glacier**, and **Mystic oak** (*see page 33*).

Hidden grotto



There are two Hidden grottoes. Whenever you activate your Production module (*see page 18*), do the following at **each** revealed Hidden grotto first: Check in which of its adjacent territories you have at least one tribe. If there are any such territories, choose **one** of them, produce 1 raw material there and transport it to your storage. If you choose a Water territory for this, you may do it the other way around by first transporting a raw material from your boat to your storage and then placing a new one in its notch.
(You may choose the same territory for both Hidden grottoes if that territory is adjacent to both of them.) Afterwards, perform the usual actions of your Production module.

Holy rock



There are two Holy rocks. Whenever you activate your Procreation module (*see page 16*), do the following at **each** revealed Holy rock: Check in which of its adjacent territories you have at least one tribe. If there are any such territories, choose **one** of them and take a favor test. If you pass the favor test, you may perform 1 procreation in the chosen territory. (You may choose the same territory for both Holy rocks if that territory is adjacent to both of them.) Afterwards, perform the usual actions of your Procreation module.

Cave



There are three Caves. During **migration**, all territories that are adjacent to any Cave are considered adjacent to one another. This means if a Cave is next to a territory, you can move a tribe from there with 1 migration to any encampment whose territory is adjacent to the same or any other Cave (though you may not move a tribe back into the territory where it came from with a single migration). *See pages 14 to 16 for details about migration.*

Mushroom valley



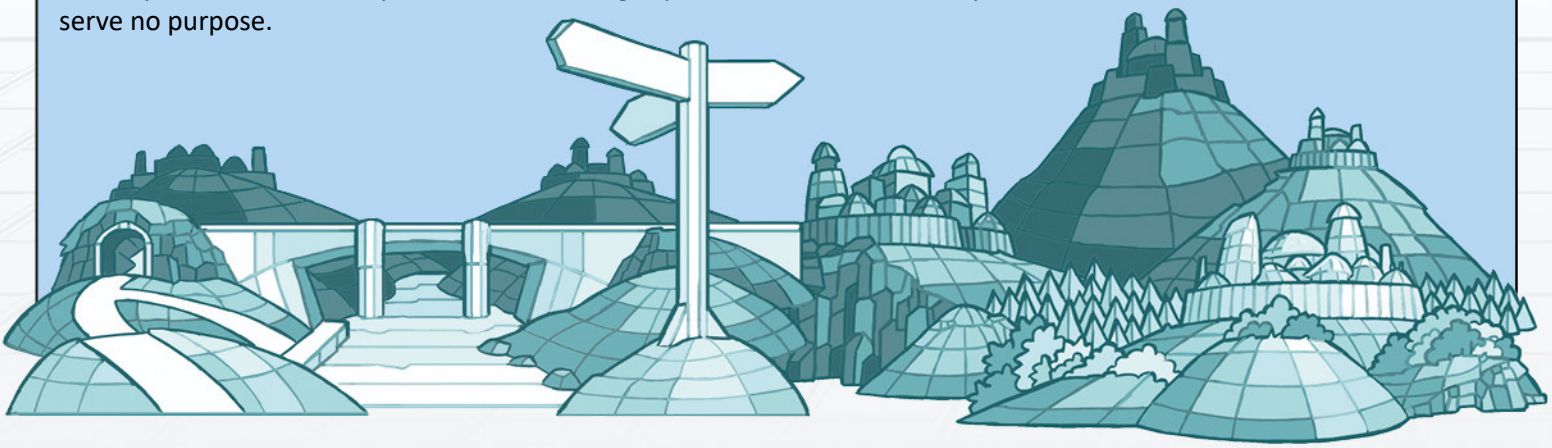
There are two Mushroom valleys. Whenever you **hunt** in a territory that is adjacent to one Mushroom valley, you gain 1 additional food marker. If it is adjacent to both Mushroom valleys, you gain 2 additional food markers. *See page 19 for details about hunting.*

Volcano



There are two Volcanoes. You cannot build farms in any territories that are adjacent to a Volcano. If there are already farms in adjacent territories when a Volcano is revealed, those farms must be returned to their recesses on the consoles of their civilizations immediately. *See page 21 for details about building farms.*

Note: The success points printed in the top left corner on the front of each site are only relevant when they are revealed during exploration. Afterwards, they serve no purpose.



Solo mode

If you want to play *Civolution* by yourself, let us introduce you to V.I.C.I, an I-CIV entity with the purpose of simulating a rival civilization.



Solo mode: **Setup**

Set the game up as in a **2-player game**, but carry out setup steps 12 to 16 only for yourself as a single civilization. Afterwards, set up V.I.C.I's play area next to your console as follows:

1) Take the 22 **cards for the solo mode**. Place the 7 **display cards** (with a purple mark and a number in the top right corner) next to each other in ascending order. Then, shuffle the 15 **action cards** and place them as a face-down ***action stack*** below the display cards.



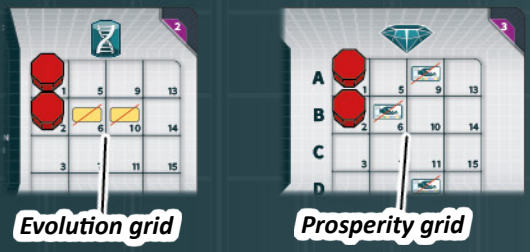
2) Choose a player color for V.I.C.I, take the 7 **discs** of that color and place one of them onto each of your discs on the game boards.



3) Place 15 **tribes** (the remaining 5 are not used) and 50 **markers** of V.I.C.I's color in V.I.C.I's play area as a supply. Then, place 1 of V.I.C.I's tribes upright onto the remaining non-fire encampment in the *Forest starting territory* and 1 tribe upright onto the remaining non-fire encampment in the *Grassland starting territory*. Also, place a marker **lengthwise** in each of the two starting territories next to the farm building space. These markers do not represent raw materials but are called ***provision markers***.



Take 4 of V.I.C.I's markers and place them onto the display cards: one onto each of spaces 1 + 2 of the ***Evolution grid*** and one onto each of spaces 1 + 2 of the ***Prosperity grid***.



4) Place 6 **activation dice** and 1 **fate die** in V.I.C.I's play area.



Other components are not used for V.I.C.I.

Solo mode: **Playing the game**

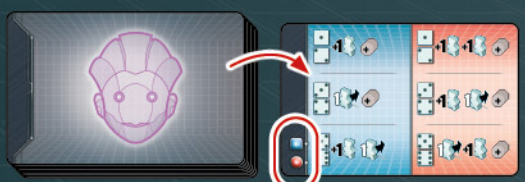
The game is played as usual. In each era, go through the 8 phases as always, but with the following adjustments:

Phase 1: Play as usual.

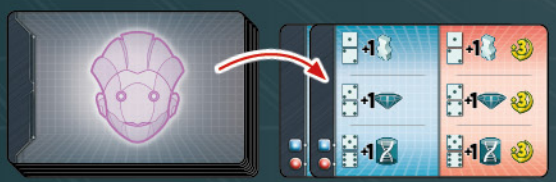
Phase 2: When it is V.I.C.I's turn to "choose" a goal chip, roll one of V.I.C.I's dice once and remove the goal chip from the space of the *goal chip display* whose position matches the rolled value: ⚀ = top, ⚁ = second from top, ⚂ = third from top, ⚃ = fourth from top. If you roll a ⚄ or ⚅ or if the space is empty, V.I.C.I removes no goal chip. Return any removed goal chips to the game box.

Phase 3: Play as usual, V.I.C.I makes no extra find.

Phase 4: Play the action rounds as usual with you and V.I.C.I taking alternating turns (whoever has the starting monolith going first). Take your own turns as usual. On V.I.C.I's turns, do the following: Reveal the top card from V.I.C.I's action stack, place it face up beside the stack and carry out the action(s) of that card for V.I.C.I (*see section "V.I.C.I's actions" on the next page*). Then, it is your turn again.

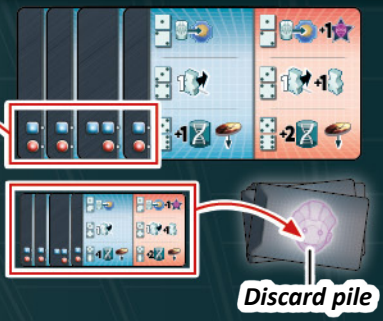


Note that in the bottom left corner of each action card, there are red and/or blue ***reset icons***. When you reveal an action card and there are already one or more revealed cards next to the stack, place the new action card face up onto the previous action card but set off to the right, so that all reset icons remain visible. Then, carry out the action(s) of that new card for V.I.C.I.



How does V.I.C.I do a Reset?
Whenever you place a revealed action card onto the previous action card and all visible reset icons add up to at least **4 blue AND** at least **4 red** reset icons, then **do not** carry out the action(s) of that new card for V.I.C.I but do a Reset instead. This means you advance the *phase indicator* to the next *reset space* and then discard all revealed action cards, placing them in a face-down ***discard pile***.

If on V.I.C.I's turn there is no card left to reveal in the action stack, shuffle the discard pile and place it as the new face-down action stack.



V.I.C.I'S ACTIONS:

To carry out the action(s) of a revealed action card, look at its relevant half. Each action card has a blue half and a red half which relate to V.I.C.I's difficulty level. In your first game, we recommend using the easier blue half throughout the entire game. If you want V.I.C.I to be more challenging, see the section "Difficulty level" on page 44.

If the action card shows dice values, roll one of V.I.C.I's dice once and carry out the action(s) shown to the right of the rolled value. If there are several actions, perform them from left to right.

If the action card refers to any scoring category, carry out the action shown below that category in the ***action table*** of the card as many times as the card states. ("This era's scoring category" refers to the *scoring tile* on the *scoring space* of the current era, "Next era's scoring category" to the *scoring tile* of the next era, etc.) If the card also shows success points, V.I.C.I gains those (once).



The following actions can be found on action cards:

Advance V.I.C.I's disc that many steps on the depicted progress track (*in this case: 1 step on the technology track*). Whenever one of V.I.C.I's discs crosses a bonus threshold that gives success points as a track bonus, V.I.C.I receives those points. All other track bonuses are ignored for V.I.C.I.
If V.I.C.I's disc is already on space 12 of this track, this action gives V.I.C.I the usual 2 success points instead.

Remove the top card from the *face-up research stack* of the depicted type (*in this case: the top invention card*). Return the removed card to the game box. If the face-up stack is empty afterwards, refill it at as usual.

V.I.C.I gains the depicted number of success points.

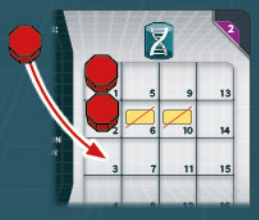
Advance V.I.C.I's disc 1 step on the *Favor of Agera track* (if possible).

Place a marker from V.IC.I's supply as a statue onto the Building ground in the large Water territory. There is no limit to the number of statues V.I.C.I can have there.

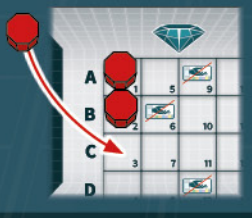
V.I.C.I receives an activation die (per the usual rules on page 28). The die is not rolled, only added to V.I.C.I's other dice.

V.I.C.I receives a fate die (per the usual rules on page 28). The die is added to V.I.C.I's other dice.

Place a marker from V.I.C.I's supply onto the lowest numbered free space of the *Evolution grid* (ignore this action if all spaces are occupied).
If it covers a icon, roll one of V.I.C.I's dice once and remove the corresponding attribute chip from the *attribute chip display*: or = remove the top one, or = remove the middle one, or = remove the bottom one.
Return the removed chip to the game box and refill its space in the attribute chip display.



Place a marker from V.IC.I's supply onto the lowest numbered free space of the *Prosperity grid* (ignore this action if all spaces are occupied).
If it covers a icon, roll one of V.I.C.I's dice once and remove the corresponding income chip from the *income chip display*: or = remove the top one, or = remove the middle one, or = remove the bottom one.
Return the removed chip to the game box and refill its space in the income chip display.

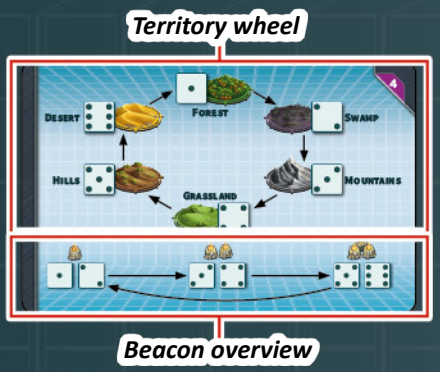


Each of the remaining 5 types of action always requires you to determine a territory where the action is carried out.

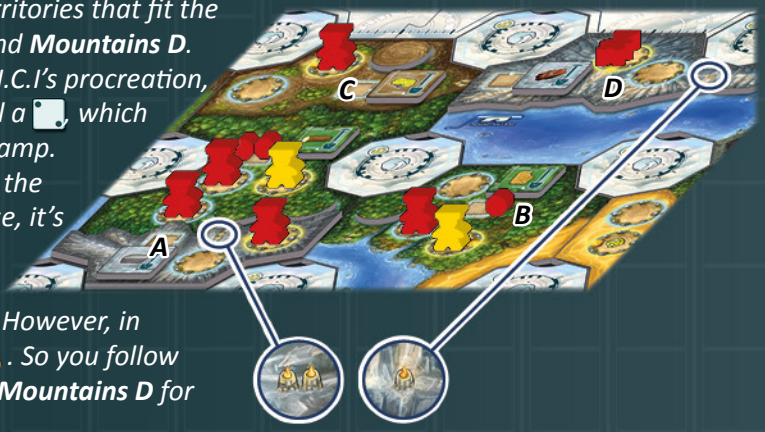
Determining a territory:
Whenever an action requires you to determine a territory, follow these steps until you have singled out that territory:

1) Look at the **priority requirement** stated on the display cards for that action. If this leaves exactly one territory, use that one.
2) If there are more than one territory that fit the priority requirement, perform a **territory roll** (*see below*) to determine which one of these eligible territories to use.
3) If there are no territories that fit the priority requirement, all territories that meet the **minimum requirement** are eligible instead (if one is stated). As above, if there are more than one eligible territory, perform a territory roll to single out which one to use.
4) If there are no eligible territories at all, the action is forfeited.

Territory roll:
Roll one of V.I.C.I's dice once and find the rolled value in the ***territory wheel***. If the territory type next to this value matches an **eligible** territory, use that territory. Otherwise follow the arrows from the rolled value until you reach a territory type that matches an eligible territory.
If 2 or 3 territories of the determined type are eligible, look at the number of **beacon icons** ( ) in each of these territories (each land territory shows either , , or). Roll a second die, and find its value in the ***beacon overview***. If that value shows the same number of beacon icons above it as an eligible territory, use that territory. Otherwise follow the arrow from the rolled value to the next number of beacon icons and use that territory.



Example: *On the continent, V.I.C.I's red civilization has 4 territories that fit the priority for a procreation:* ***Mountains A****,* ***Forest B****,* ***Hills C****, and* ***Mountains D****. To determine which of these eligible territories to use for V.I.C.I's procreation, you perform a territory roll with one of V.I.C.I's dice. You roll a , which (according to the territory wheel) is associated with the Swamp. Since none of the eligible territories is a Swamp, you follow the arrows to the next type which actually is eligible. In this case, it's Mountains. Since two Mountain territories are eligible, you roll another of V.I.C.I's dice and get a which (according to the beacon overview) is associated with . However, in* ***Mountains A*** *there are and in* ***Mountains D*** *there is . So you follow the arrow and land on , which means that you must use* ***Mountains D*** *for V.I.C.I's procreation.*



+1 Perform **1 procreation** for V.I.C.I by determining a territory for that procreation (*see above*). The priority requirement for that territory is that V.I.C.I has at least 1 tribe there and that there is at least 1 free encampment. The minimum requirement for that territory is that V.I.C.I has at least 1 tribe there.
Once you've determined the territory, add a tribe from V.IC.I's supply to that territory by letting it settle on an encampment. Use the ***priority table*** on the display cards to determine that encampment (1 has the highest priority, 9 the lowest). This means if there is an empty fire encampment in the territory, the tribe settles there (1). If not, it settles on any free encampment (2). If there is no free encampment, it displaces your tribe from the fire encampment (3). If you have no tribe on the fire encampment, it displaces any one of your weak tribes from its encampment (4), and so on.

V.I.C.I's **PRIORITY TABLE** FOR SETTLING ON ENCAMPMENTS:
1) FREE FIRE ENCAMPMENT
2) ANY FREE ENCAMPMENT
3) FIRE ENCAMPMENT WITH YOUR TRIBE
4) ANY ENCAMPMENT WITH ONE OF YOUR WEAK TRIBES
5) ANY ENCAMPMENT WITH ONE OF YOUR STRONG TRIBES
6) FIRE ENCAMPMENT WITH V.I.C.I'S STRONG TRIBE
7) ANY ENCAMPMENT WITH ONE OF V.I.C.I'S STRONG TRIBES
8) FIRE ENCAMPMENT WITH V.I.C.I'S WEAK TRIBE
9) ANY ENCAMPMENT WITH ONE OF V.I.C.I'S WEAK TRIBES

ATTENTION:
V.I.C.I'S TRIBES ARE NOT WEAKENED WHEN THEY DISPLACE TRIBES FROM ENCAMPMENTS!

Attention: In contrast to the usual rules, if V.I.C.I's new tribe displaces a tribe from its encampment into the wilderness, **do not weaken** that new tribe.
If V.IC.I's new tribe settles on a fire encampment, V.I.C.I gains its success points as usual.

Important: Check after each procreation that you carry out for V.I.C.I whether **all** encampments in **all** territories where V.I.C.I has tribes are **solely** occupied by V.I.C.I's own tribes (and thus, none are free or occupied by your tribes). If so, immediately perform **1 migration** in addition (*see the next page for details on migration*).

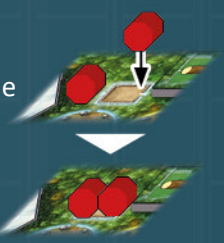
Perform **1 migration** for V.I.C.I by carrying out these steps in order:

1) Check whether there is any territory where V.I.C.I has at least 2 tribes, of which at least 1 is strong. If there **isn't**, perform **1 procreation** for V.I.C.I first (*see the previous page*) before moving on to step 2.
2) Determine an initial territory (territory X) per the established rules.
   The priority requirement for that territory is that V.I.C.I has at least 2 tribes there, of which at least 1 is strong.
3) Determine an arrival territory (territory Y).
   The priority requirement for that territory is that it is a land territory adjacent to territory X. However, of these territories only the ones with V.I.C.I's fewest tribes are actually eligible. (So if there are any territories where V.I.C.I has no tribes, these are considered the ones with the fewest.) It doesn't matter whether you have any tribes there.
4) Determine one of V.I.C.I's strong tribes in territory X to migrate, using the ***priority list*** on the display cards (1 has the highest priority, 3 the lowest).
5) Move the determined strong tribe to territory Y and let it settle on an encampment there. Use the ***priority table*** on the display cards to determine that encampment (*see the previous page*).
   Attention: In contrast to the usual rules, if the migrating tribe displaces a tribe from its encampment into the wilderness, **do not weaken** V.I.C.I's migrating tribe.
   If the migrating tribe settles on a fire encampment, V.I.C.I gains its success points as usual.
   If the tribe enters an undeveloped territory, flip its material tile face up but do not place a marker there.

PRIORITY LIST FOR MIGRATING TRIBE:
1) FROM WILDERNESS
2) FROM FIRE ENCAMPMENT
3) FROM ANY ENCAMPMENT

Perform **1 provision action** for V.I.C.I.

Do this as follows: Determine a territory in which V.I.C.I has at least 1 tribe. The priority requirement for that territory is that it has the fewest *provision markers*. (So if there are territories with any of V.I.C.I's tribes but no provision markers, these are considered the ones with the fewest.) However, of these territories only the ones with V.I.C.I's **most** tribes are actually eligible.
After determining the territory, place 1 marker from V.I.C.I's supply as a provision marker lengthwise beside that territory's farm building space. If this is the second provision marker there, place both together on top of that farm building space (provided there is no farm yet) so that they block it. This means for the rest of the game, you cannot build a farm in this territory.
Apart from this, provision markers will come to bear in the Feeding phase.



Example: *Among territories A, B, and C, only* ***Mountains A*** *and* ***Forest C*** *are eligible, because they have no provision marker and an equal number of V.I.C.I's red tribes. If one of these two territories had an additional red tribe, it would be the only eligible territory.*



Reveal all face-down sites that are adjacent to a territory which you determine per the established rules.
The priority requirement for that territory is that - among the territories in which V.I.C.I has at least 1 tribe - it is the one adjacent to the **most** face-down sites.
V.I.C.I gains the success points printed on the front of each site that you reveal during this action.

Place a hunting token from the *hunting token display* in a territory which you determine per the established rules.
The priority requirement for that territory is that there is no hunting token there yet and that it is the **best hunting territory** in which you and V.I.C.I have at least 1 tribe each. The best hunting territory is determined according to the hunting table from left to right (Forest is the best, Desert the worst).
The minimum requirement for that territory is that there is no hunting token there yet and that it is the best hunting territory in which V.I.C.I has at least 1 tribe.

Forest	Grassland	Hills	Swamp	Mountains	Desert	
1	1	1	1	0	0	
2	2	2	1	1	0	
3	3	3	2	2	1	
3	3	3	3	2	2	
3	2	2	2	2	2	
2	2	1	1	1	1	

The end of the Action phase is triggered as usual once the *phase indicator* reaches the *reset end space*.

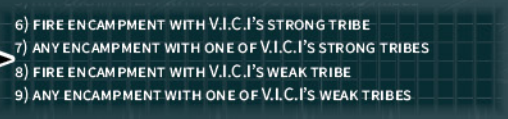
Phase 5: The sites affect your own civilization as usual. V.I.C.I's civilization is never affected by any face-up sites. This applies to all sites, not just the ones relevant to this phase (including Caves and Holy rocks).

Phase 6: Carry out the Feeding phase as usual. Do this for V.I.C.I as follows:

First, perform **1 provision action** for V.I.C.I (*see previous page*).

Then, check for each of V.I.C.I's territories which of V.I.C.I's tribes are fed and which are not and thus must be weakened:

In each territory where there is exactly 1 provision marker, 1 of V.I.C.I's tribes on an **encampment** is fed. If V.I.C.I has several tribes on encampments there, consult items 6 to 9 of the ***priority table*** to determine which one is fed (6 has the highest priority, 9 the lowest).



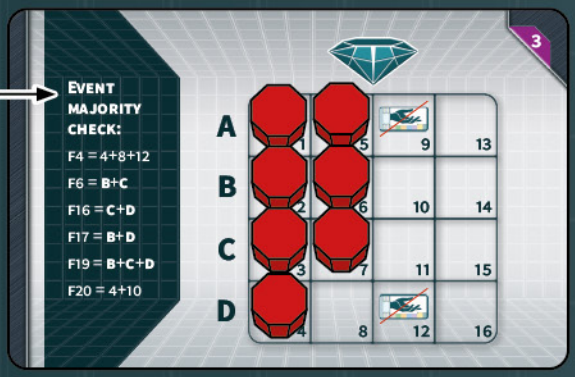
In each territory where there are at least 2 provision markers, all of V.I.C.I's tribes on encampments are fed and additionally 1 tribe in the wilderness. If V.I.C.I has several tribes in the wilderness, choose one of the strong ones who is fed. If there are no strong ones, choose one of the weak ones.

All of V.I.C.I's other tribes must be weakened now (by laying down the strong ones and removing the weak ones). All provision markers remain in their territories.

In step B, V.I.C.I gains success points for strong tribes as usual.

Phase 7: Carry out the phase as usual. Note that V.I.C.I is never affected by the weather nor gets the bonuses of any events. However, you must take V.I.C.I into account when determining whether you receive the bonus of an event that requires a majority or lead. (For example, for the event F11 "Enlightenment", you must take into account how many dice V.I.C.I has compared to you.)

For the events with the IDs F4, F6, F16, F17, F19, and F20, you must check whether you are eligible for their bonuses by looking at the Prosperity grid and its rows/spaces listed in the ***Event majority check*** beside it. For example, for event F17 "Corruption", you must check how many markers V.I.C.I has in total in rows B and D of the Prosperity grid and compare that total to your number of money markers. For event F20 "Tsunami", you must check spaces 4 and 10 and compare the total of markers there with your total of built boats.



In step C, V.I.C.I gains the success points for the scored category per the usual rules (for Evolution, each marker in the Evolution grid counts; for Prosperity, each marker in the Prosperity grid counts).

In step D, the new starting civilization is determined as usual.

Phase 8: Carry out phase 8 as usual. For V.I.C.I, only the statue scoring is relevant, for which V.I.C.I gains success points per the usual rules.



Solo mode: **End of the game**

The game ends as usual. In the final scoring, V.I.C.I gains success points for the scoring categories per the usual rules. V.I.C.I has no console and thus does not score in this regard.
If you managed to have more success points in total than V.I.C.I, congratulations on a successful *Civolution*!

Difficulty level



Beginner level: Use the blue half of the action cards throughout the entire game.
Moderate level: Use the blue half in the first 3 eras and the red half in era 4.
Medium level: Use the blue half in the first 2 eras and the red half in eras 3 and 4.
Advanced level: Use the blue half in the first era and the red half in eras 2, 3, and 4.
Expert level: Use the red half throughout the entire game.

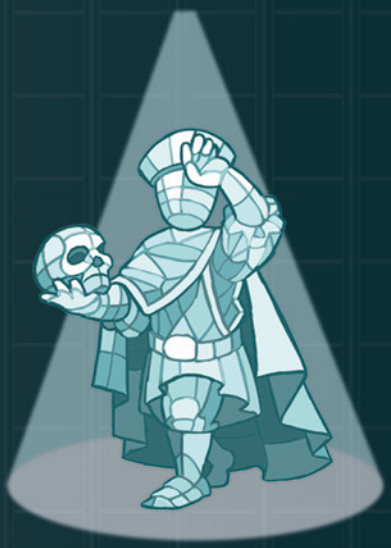


To help you remember which half you are currently using, the display card with the territory wheel has a blue side and a red side and can be flipped as needed.

Note that these levels merely imply a tendency towards a certain difficulty and are subject to slight variations. However, should you ever feel like an especially tough challenge, you may combine any of these levels with the following variant: Whenever you carry out a Reset for V.I.C.I, also perform the action(s) of the action card that triggered that Reset before discarding it along with the other cards onto the discard pile.

Further notes:

- If you have a research card installed whose ability needs clarification in regard to V.I.C.I, look in the glossary under its card ID.
- You are neither allowed to look at the front side of the action cards in the face-down action stack nor those in the face-down discard pile.
- If all of V.I.C.I's tribes are already on the continent, ignore any further procreation actions for V.I.C.I.
- In the rare case that V.I.C.I loses the last tribe and thus has no tribe left on the continent, immediately perform 1 procreation for V.I.C.I out of sequence in a territory that you determine per the established rules. The priority requirement for that territory is that you have at least 1 tribe there.
- **Tip:** The solo mode is a perfect playground for testing out the possibilities of research card combos. Since V.I.C.I doesn't mind, in step 13 of the setup, you may seek out your 5 starting research cards (one of each type) and your starting marker card from among all available cards.



We like to thank everyone who was involved in the development, playtesting, and making of this game, especially: Jana Schierwater, Silke Christensen, Mirko Schäfer, Eurohell Design, Sebastian Hein, Peter Schmähler, Carsten Burak, and the gatherings in Rotenburg, Lieberhausen, Willingen, and Holzminden.

DEEP PRINT GAMES

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