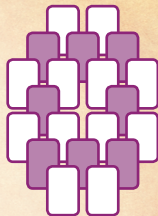
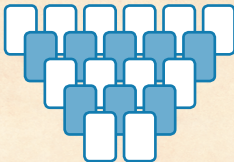
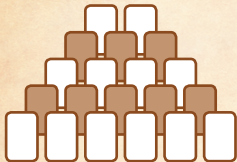


Game start: each player gets 7 coins



- Construct the Building
- Discard the card and take 2 coins + 1 coin per yellow card in your city
- Build a Wonder (only 7 Wonders may be built)

Trade

COST = 2 + number of the same resource symbols on the brown and grey cards of the opposing city

The player with the weakest military chooses which player begins the next Age
In case of a tie, the last active player chooses which player begins the next Age



If you gather 6 different scientific symbols, you immediately win the game



Reduce cost by 2 resources



Get coins and VPs



Get coins. Each time you construct a building for free (by chain), get 4 coins



All future military buildings will benefit from 1 extra Shield



Scientific symbol



3 VP per Progress token (including itself) in your possession



Get the money spent by your opponent when they trade for resources



All future Wonders will benefit from the "Play Again" effect (not duplicated)