



Theology

All future Wonders constructed by you are considered to have the "Play Again" effect



Economy

You gain the money spent by your opponent when they purchase resources through trade.



Urbanism

Immediately take 6 coins from the bank. Each time you construct a Building for free through linking (free construction condition), you gain 4 coins from the bank.



Strategy

From the moment when you gain Strategy, all future military Buildings (red cards) you construct will benefit from 1 extra Shield.



Mathematics

At the end of the game, score 3 victory points for each Progress token in your possession (including itself).



Masonry/Architecture

All future indicated constructions (blue cards or Wonder) constructed by you will cost 2 fewer resources. With each construction, you are free to choose to which resource(s) the rebate is applied.



Mysticism

At the end of the game, you score 2 victory point for each Mythology token and each Offering token still in your possession.



Engineering

You can construct, for 1 coin, any card which has, under its cost, a chaining symbol (white symbol), even if your city doesn't contain the Building or the token which has that symbol.



Poliorectics

Each time you move the Conflict token forward on the track, your opponent loses a coin for each space moved.



Temple of Artemis

Immediately take 12 coins from the Bank. Immediately play a second turn.



Appian Way

You take 3 coins from the bank. Your opponent loses 3 coins, which are returned to the bank. Immediately play a second turn. This Wonder is worth 3 victory points.



Colossus

This Wonder is worth 2 Shields. This Wonder is worth 3 victory points.



Mausoleum

Take all of the cards which have been discarded since the beginning of the game and immediately construct one of your choice for free. This Wonder is worth 2 victory points.



Statue of Zeus

Put in the discard pile one brown card (Raw goods) of your choice constructed by their opponent. This Wonder is worth 1 Shield and 3 victory points.



Great Lighthouse

This Wonder produces one unit of the resources shown each turn. This Wonder is worth 4 victory points.



Hanging Gardens

You take 6 coins from the bank. Immediately play a second turn. This Wonder is worth 3 victory points.



Piraeus

This Wonder produces one unit of one of the resources shown (Glass or Papyrus) for you each turn. Immediately play a second turn. This Wonder is worth 2 victory points.



Sphinx

Immediately play a second turn. This Wonder is worth 6 victory points.



Great Library

Randomly draw 3 Progress tokens from among those discarded at the beginning of the game. Choose one, play it, and return the other 2 to the box. This Wonder is worth 4 victory points.



Pyramids

This Wonder is worth 9 victory points.



Circus Maximus

Place a grey card (manufactured goods) of your choice, constructed by your opponent, into the discard pile. This Wonder is worth 1 Shield. This Wonder is worth 3 victory points.



Sanctuary

The activation costs of the Pantheon are reduced by 2 coins for you. Immediately play a second turn.



Divine Theater

Reveal all of the cards from a Mythology deck of your choice. Choose and activate one for free. Restack the unused cards, in order of your choice. This Wonder is worth 2 victory points.



Messe Essen

Take one card from the topmost row of the drafting structure, even if the card is still covered, and build it in your own city for free. This Wonder is worth 5 victory points.



Statue of Liberty

Take the three cards of the current Age which were returned to the box during the game's setup. Choose and construct one for free. Then, place one in the discard pile, and your opponent constructs the third for free. This Wonder is worth 5 victory points.



The Gate

Reveal the top Divinity card from each Mythology deck. Then choose one of the revealed Divinities and activate it for free. Finally, replace the other Divinities facedown on their respective decks.

Be careful: the activation cost of the Gate corresponds to twice the normal activation cost of its space.

Roman Mythology



Mars

This Divinity grants 2 shields.



Minerva

Place the Minerva pawn on any space of the Military Track. If the Conflict pawn would enter the space which contains the Minerva pawn, it instead stops moving and its movement ends. Then discard the Minerva pawn.



Neptune

Choose and discard a Military token without applying its effect. Then choose and apply the effect of another Military token (which is then discarded).

Greek Mythology



Aphrodite

This Divinity is worth 9 victory points.



Hades

You take all cards discarded since the beginning of the game, choose one, and construct it for free.



Zeus

Place a brown card (raw goods) of your choice, constructed by your opponent, into the discard pile

Egyptian Mythology



Anubis

Discard a card previously used to construct a Wonder (an opposing one or one of your own). The affected player doesn't lose the instant effects previously granted by that Wonder (shields, coins, progress tokens, constructed or discarded card, replay effect). It is possible to rebuild this Wonder and thus apply its effects once again.



Isis

Choose a card from the discard pile and construct one of your Wonders for free using that card.



Ra

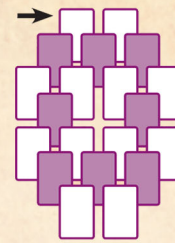
Steal an opponent's Wonder which has not yet been constructed; it is added to your own Wonders.



Age I



Age II



Age III

Mesopotamian Mythology



Enki

When Enki is revealed, randomly draw 2 Progress tokens from those discarded at the beginning of the game. These tokens are placed face-up on Enki's card. When you invoke Enki, choose one of these two Progress tokens and gain it. The other token is returned to the box with those discarded at the beginning of the game.



Ishtar

This Divinity grants the shown scientific symbol (identical to that of the Law Progress token).



Nisaba

Place the Snake token on an opponent's green card. Nisaba is worth the scientific symbol shown on the card.

Phoenician Mythology



Astarte

Place 7 coins from the bank on Astarte's card. These are not part of your City's Treasury, and so are thus protected against coin losses. It's possible to spend them normally. At the end of the game, each coin still present on Astarte's card is worth 1 victory point for you.



Baal

Steal a brown or grey card built by your opponent, it is added to the cards of your City.



Tanit

Take 12 coins from the bank.

Age I, II, and III cards

This card produces the raw goods represented.

Clay Wood Stone



This card produces two units of the raw goods represented.

2 Clays

2 Woods

2 Stones



This card produces the manufactured goods represented.

Glass Papyrus



This card grants the number of victory points represented.



This card grants the number of Shields indicated.

This card grants the scientific symbol indicated



This card changes the trading rules for the indicated resource. Starting on the following turn, you will purchase the indicated resource from the bank at the cost of 1 coin per unit.



This card changes the trading rule for the 2 resources indicated. Starting on the following turn, you will purchase the indicated resources from the bank at the cost of 1 coin per unit.

Military Token



Looting 2 or 5 coins

Your opponent loses 2 or 5 coins depending on the token. They are returned to the bank. Then the token is returned to the box. If your opponent doesn't have enough coins, they lose all of their coins.

This card grants the linking symbol shown. During a later Age you will be able to, using this symbol, construct a card with that symbol in its cost for free.



This card produces, each turn, one unit of one of the 3 raw goods represented.

Clarification: This production has no impact on trading costs.



This card produces, each turn, one unit of one of the 2 manufactured goods represented.

Clarification: This production has no impact on trading costs.



The card is worth the number of coins shown.



The card is worth 2 coins per Wonder constructed in your city at the time it is constructed.



This card is worth 3 coins for each grey card constructed in the player's city at the moment when it is constructed.



This card is worth 2 coins for each brown card in your city at the time it is constructed.



This card is worth 1 coin for each yellow card (including itself) in your city at the time it is constructed.



This card is worth 1 coin for each red card in your city at the time it is constructed.

Clarification: for all cards, the coins are taken from the bank, once and only once, at the moment when the card is constructed.

Mythology Tokens

These represent the earthly link with the Divinities. They are placed on top of some of Age I's face-down cards and are used to determine the Divinities present in the Pantheon. Each token is linked to a specific Mythology.



Effect of the Mythology tokens

When you place a Mythology token in front of yourself:

- You immediately draw the first two Divinity cards from the corresponding Mythology deck.
- You then choose one of the two Divinity cards and place it **face-down** on an empty space of your choice in the Pantheon.
- Finally, you place the remaining Divinity card face-down on top of the corresponding Mythology deck.

Offering Tokens

The Offering tokens are used to reduce the activation cost of the Pantheon. They are placed on some face-down cards in Age II.



Effect of the Offering tokens

The Offering is a **single-use** discount used when activating a card from the Pantheon. Its value is defined by the number printed on it. The token is discarded after use.

Guild cards



Builders Guild

At the end of the game, this card is worth 2 victory points for each Wonder constructed in the city which has the most wonders.



Moneylenders Guild

At the end of the game, this card is worth 1 victory point for each set of 3 coins in the richest city.



Scientists Guild

At the time it is constructed, this card earns you 1 coin for each **green card** in the city which has the most green cards. At the end of the game, this card is worth 1 victory point for each green card in the city which has the most green cards.



Shipowners Guild

At the time it is constructed, this card grants you 1 coin for each brown and each grey card in the city which has the most brown and grey cards.

At the end of the game, this card is worth 1 victory point for each brown and grey card in the city which has the most brown and grey cards.

Clarification: the player is forced to choose one, and only one, city for both colors of cards.



Traders Guild

At the time it is constructed, the card grants you 1 coin for each **yellow card** in the city which has the most yellow cards. At the end of the game, this card is worth 1 victory point for each yellow card in the city which has the most yellow cards.



Magistrates Guild

At the time it is constructed, this card grants you 1 coin for each **blue card** in the city which has the most blue cards. At the end of the game, this card is worth 1 victory point for each blue card in the city which has the most blue cards.



Tacticians Guild

At the time it is constructed, this card grants you 1 coin for each **red card** in the city which has the most red cards. At the end of the game, this card is worth 1 victory point for each red card in the city which has the most red cards.

Clarifications:

- For all guild cards which grant coins, the coins are taken from the bank, once and only once, at the moment in which the card is constructed.
- At the end of the game, the city chosen for the victory point gain can be different from the one previously chosen for the coin gain.