

CULTURE

PLACE CONTROL TOKENS

- Cannot place on water or higher terrain than focus row
- If a space contains resource or a natural wonder, place it next to the leader sheet
- All natural wonders are treated as terrain difficulty of 5
- The space cannot have a barbarian token, city, city-state or control token
- The token is placed unreinforced
- Mature cities - Cities completely surrounded by friendly control tokens/water spaces/map edge
- Can place tokens among multiple cities
- If out of tokens, remove 1 from the map first

SCIENCE

ADVANCE TECH DIAL UPGRADE TECHNOLOGY

- Advance dial clockwise equal to # of the science cards focus row slot. When dial advances or passes a tech level space, player may gain a new focus card of that level
- If a player's dial would rotate past level 24, the next space is 15.

ECONOMY

TRADE TOKENS DIPLOMACY WITH CARAVANS

- Caravans can move out of capital city or matured cities
- Caravans cannot move onto water, barbarian token or higher terrain difficulty
- Caravan can move through rival cities and city states but cannot remain on them
- Player cannot move more than 1 caravan to same city or city state in same turn
- City-state terrain type is grassland

Caravans cannot move again on same turn after being returned to card!

When destination is reached: Move caravan back to economy card and do as follows:

CITY-STATE:

- Gain 2 trade tokens, place on the card in focus row that shares city state type
- Take copy of city-state diplomacy card and place next to leader sheet

RIVAL CITY:

- Gain 2 trade tokens and distribute as desired on focus row
- Choose 1 of rival players diplomacy cards and place next leader sheet. If player already has a card from that player, must return it before taking another.
- Treat conquered city states as rival cities

INDUSTRY

BUILD CITIES BUILD WONDERS

BUILDING CITIES

Place city on empty space within # of spaces indicated on focus card. Following restrictions apply:

- Cannot build adjacent to city state or city or on higher terrain focus row slot.
- Cannot build on space with any component other than caravan (share space) or control token (return)
- Cannot count through rival space, barbarian token, water space, or higher terrain focus row slot

BUILDING WONDERS

- Wonders - cost and eligible resources on bottom of card (requires city without wonder)
- Production = # of industry focus card slot + 2 for each eligible resource + 1 per trade token
- When built, place wonder token under friendly city without one, and place card next to leader sheet
- Flip next card of that wonder deck face up

MILITARY

REINFORCE

- Player chooses # of control tokens up to the # of the card slot and flips to reinforced side
- Reinforced tokens increase the combat value by 1 to token itself and each adjacent token and friendly city

ATTACK

- Choose space to attack within # of spaces indicated on military card, counting from friendly space
- Defender must be barbarian, city-state, rival city or rival control token
- Player cannot count through water, barbarians or rival spaces
- Players CAN count through all terrain regardless of card slot

Attack value = die result + # of military card slot + any leader/card bonuses

DEFEND

- City-State** *8+ die result*
- Barbarian** *Terrain + die result (city state is grasslands)*
- Control token** *Terrain + defense bonus + reinforce bonus + die result*
- City** *Doubled terrain + defense bonus + reinforce bonus + die result*

Attacker and then defender have 1 chance to spend military focus card trade tokens

Compare values (defender wins ties)

ATTACKER WIN RESULTS

City-State	Conquer by placing city-state token on the card in focus row that shares the type and place friendly city in the city-spaces face, turn city-states diplomacy cards face down City-state token acts as trade token allowed to be used once per turn
Barbarian	Remove barbarian, place 1 trade token on any card in focus row
Control Token	Replace with own on unreinforced side, if natural wonder space, take natural wonder token from defending player
Non-capital city	Replace city with one unused city, if city was in city-states spot, attacker conquers or liberates it
Capital city	Attacker takes 2 trade tokens from defending players focus cards and places on own as desired

If city has wonder: Leave under new city and take card from defender, if capital city, move token to one of his or her cities.

Liberating city-state: Return city-state to board and take 1 of its diplomacy cards

If conquer city or city-state and have no cities, place reinforced control token instead (still gain wonder or city state tile)

BARBARIANS

Move 1 space in rolled direction, if more than 1, roll and move 1 in new direction

Water	<i>Continue same direction until non-water</i>
Caravan	<i>Destroyed - returned to focus card</i>
Unreinforced token	<i>Destroyed</i>
Reinforced token	<i>Flipped to unreinforced side</i>
Non-cap city	<i>Destroyed</i>
Capital city	<i>Player discards 2 trade tokens</i>
Map edge	<i>Reverse direction</i>

Barbarians respawn only if matching space is empty or has caravan. If barbarians destroy a city with wonder, wonder stays on board and player can gain control with control token or city. While barbarian is in city-state: city state cannot be attacked or entered with caravans