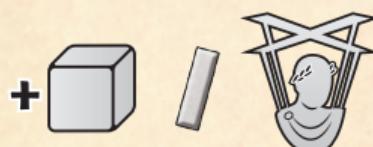


DESCRIPTION OF SYMBOLS

Senators



Take a number of Senate actions : Place according to the indicated section and/or Move.



You can either place 1 Influence cube in the Chamber of your choice or draw 2 Conspiracy cards and choose 1 to keep.

Decrees



Ignore 1 cost symbol (choose either a resource or Coins) when constructing cards of this color.



Pay 1 resource less (of your choice) when constructing Wonders.



Each time you or your opponent constructs a card of this color, take as many Coins from the bank as the current Age (1, 2, or 3 Coins).



Each time you or your opponent constructs a Wonder, take as many Coins from the bank as the current Age (1, 2, or 3 Coins).



Pay 1 Coin less for each resource (Brown or Grey) that you buy from the bank.

Important: You cannot obtain resources for free from this effect; the minimum cost you pay is always 1 Coin.



When determining the number of Senate actions you have, add 2 to the total number of Blue cards you have.



Gain 1 shield and immediately move the Conflict pawn one space towards your opponent's capital.

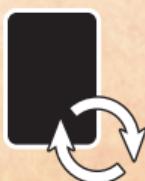
Clarification: When you lose control of this Decree, you lose this shield and move the Conflict pawn one space towards your capital. If your opponent steals control of this Decree from you, the Conflict pawn moves 2 spaces towards your capital.



When discarding a card to take Coins from the bank, gain 2 extra Coins.



When constructing a Building, benefit from chains on cards constructed by your opponent as if you constructed them yourself.



When recruiting a Conspirator, immediately play another turn.

Wonders

The two new Wonders have an effect (in the upper left corner) that is applied immediately when they are chosen.



When you choose this Wonder, draw 2 Conspiracy cards.

Choose 1 to place in front of you face down and put the other one on the top or bottom of the deck (you choose).

When you construct this Wonder, immediately:

- Trigger an unprepared Conspiracy in your possession (optional).
- Take 6 Coins from the bank.
- Play another turn.



When you choose this Wonder, place 1 of your Influence cubes in a Chamber of your choice.

When you construct this Wonder:

- Place immediately 1 of your Influence cubes in a Chamber of your choice.
- Move immediately 1 of your Influence cubes to an adjacent Chamber.
- Gain 3 victory points at the end of the game.

Progress tokens



From now on, you recruit all Senators (Politicians and Conspirators) for free.



When you Conspire, keep both Conspiracy cards drawn and place them face down in front of you.

Conspiracies and Military tokens



Place 1 of your Influence cubes in a Chamber of your choice.



You can move 1 of your Influence cubes to an adjacent Chamber.



Remove 1 of your opponent's Influence cubes of your choice from the Senate.



Gain as many Coins as Influence cubes you have in the Senate.



Your opponent loses as many Coins as Influence cubes they have in the Senate.



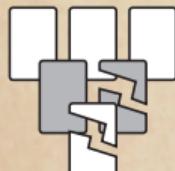
Choose 1 Progress on the board or that your opponent has or out of game and place it face down on this Conspiracy. No one can use it during this game.



Place 1 Blue card of your choice constructed by your opponent in the discard.



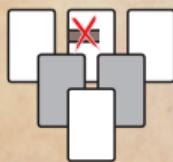
Place 1 Yellow card of your choice constructed by your opponent in the discard.



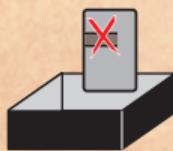
Place 1 available card in the structure in the discard. You can immediately repeat this action a second time.



Choose 1 Wonder constructed by your opponent and return it to the box. It will no longer be used for this game and the effects of this Wonder are lost.

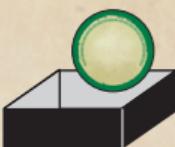


Take 1 Building card placed at the end of the structure and build it for free. Senator cards cannot be chosen.

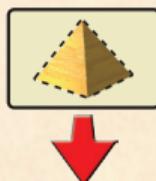


- In Age I, take the 3 cards removed from Age I.
- In Age II, take the 6 cards removed from Ages I and II (3 per Age).
- In Age III, take the 9 cards removed from Ages I, II and III (3 per Age).

From these cards, choose 1 to play for free.



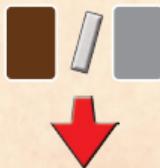
Take all the Progress tokens removed at the beginning of the game and choose 1 to play.



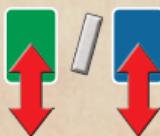
Take 1 unconstructed Wonder card of your choice from your opponent and add it to your City.



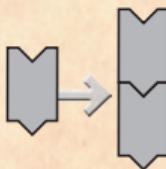
Take half of your opponent's Coins (rounded up) and add them to your Treasure.



Take 1 Brown or Grey card of your choice from your opponent and add it to your City.



Take 1 Blue or Green card of your choice from your opponent and add it to your City. In exchange, give them 1 of your cards of the same color.



Choose 1 Decree in the Senate and place it in a Chamber of your choice, under the existing Decree.

Clarifications:

- For the remainder of the game, one Chamber will have no Decree and another will have 2.
- The Chamber without a Decree will still grant victory points at the end of the game and will aid in achieving Political Supremacy.