



## Reference sheets

Covers 'theme games'. Does not address the 'basic game' or the 'Duel of the Princes'.

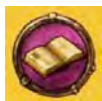
Addresses the base set, the 'Age of Darkness' expansion, and the 'Age of Enlightenment' expansion.

Each player board needs 7 cubes or other markers.

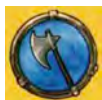
Print in colour on 8.5x11 sheets without scaling, cut each page along the grey lines, and fold in half. They will fit in the original box.



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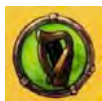
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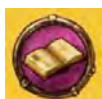
Min 3  and majority



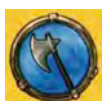
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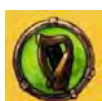
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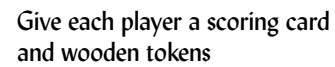


Min 3  and majority

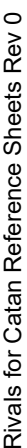
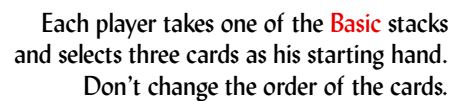


Min 3  and majority

## Blue player



## Blue player



## Special face-up theme cards:



**The Era of Gold**

2x Merchant Guild



**The Era of Turmoil**

2x Hedge Tavern



**The Era of Progress**

2x University



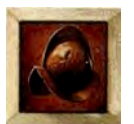
**The Era of Intrigue**

2x Odin's Temple  
2x Church



**The Era of Merchant Princes**

2x Commercial Harbor

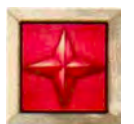


**The Era of Barbarians**

2x Castle  
2x Triumph



See special setup rules



**The Era of Prosperity**

2x Builders' Hut  
1x Prince  
1x Princess



Each player gets 1x Public Feeling - put above or below a Region

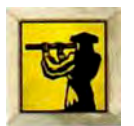


**The Era of Sagas**

2x Manifesto of Humane Conduct



See special setup rules



**The Era of Explorers**

2x Shipyard



See special setup rules





## The Era of Barbarians special rules:

Setup

- 1) You need 13 victory points to win “The Era of Barbarians.”
- 2) Assembling the event card stack: To assemble the event card stack for the first time, momentarily set aside the 3 *Barbarian Attack* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Retreat of the Barbarians* event card and place 3 cards face down. Place the *Yule* card on top. Shuffle the other 6 event cards together with the 3 *Barbarian Attack* cards and place them face down on the remaining stack—that is, on top of the *Yule* card. If a *Barbarian Attack* is drawn during the game, place the card under the 4 topmost cards of the event card stack instead of returning it to the bottom of the event card stack as usual. In this context, please also note the instructions on the card. If the *Yule* card is drawn during the game, the event card stack is reassembled as described above.
- 3) Marker card (“*Triumph Card*”): There are no building costs for the *Triumph Card*. When you build your first city, you also take the counter card and place it adjacent to any region of your choice, either above or below. You may place the marker card adjacent to a different region at any time. (The latter only makes sense if you need the region’s building site.)



## The Era of Prosperity special rules:

1. The set introduces contentment points—in short, “stars.” The degree of the population’s contentment is recorded on the marker card, similar to the resources on the regions. The higher the degree of contentment, the more likely your people are to serve you.
2. Stars can be used to take advantage of the effects described on the *Public Feeling* card. Stars are also required to build some buildings and units.
3. Stars are not resources. You can’t obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs. However, once during your turn you may pay 2 stars and take any 1 resource of your choice (see *Public Feeling* card).



## The Era of Sagas special rules:

1. The set introduces wisdom points in the form of “owls.” To receive wisdom points, you first must place *sages* in your principality.
2. All *sages* are “region expansions.” The set contains a total of 8 *sage* cards—1 *sage* for each region and 2 *sages* that can be placed adjacent to any region.
3. If the number of the region adjacent to which you have placed a *sage* is rolled during production, this *sage* receives 1 owl. Production boosters (e.g., *Grain Mill*) do not generate additional owls.
4. Owls are required for the players to be able to use certain expansion cards and action cards. For example, each time you want to use the *Grove of Peace*, you must pay 1 owl.
4. Assembling the event card stack: To assemble the event card stack for the first time, momentarily set aside the 2 *Insurrection* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Taxation* event cards and place 3 cards face down. Place the *Yule* card on top. Shuffle the other 7 event cards together with the 2 *Insurrection* cards and place them face down on the remaining stack—that is, on top of the *Yule* card. If an *Insurrection* is drawn during the game, place the card under the 4 topmost cards of the event card stack instead of returning it to the bottom of the event card stack as usual. In this context, please also note the instructions on the card. If the *Yule* card is drawn during the game, the event card stack is reassembled as described above.
5. Owls are not resources. You can’t obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs.
6. *Manifesto of Humane Conduct* marker card: There are no building costs for the *Manifesto*. When you build your first city, you take the marker card and place it above or below any region of your choice. You can place the marker card adjacent to another region at any time. (The latter only makes sense if you need the region’s building site.)

Setup





## The Era of Explorers special rules:

### 1. Preparation (Setup)

Place the *Explorer Harbor* face up next to one of your two starting settlements. Shuffle the remaining 9 sea cards and place them face down on a 3x3 grid beside the *Explorer Harbor*.



It doesn't matter whether you place your *Explorer Harbor* and the sea cards on the right or left side of your principality. You should bear in mind, though, that you can add new roads and settlements to your principality only on the side without sea cards. (For the sake of clarity, it is also better if you and your opponent place the sea cards in such a way that they face each other—although this is not required.) Place the 3 explorer ships on the spaces marked with circles on the *Explorer Harbor*. 1 explorer ship is already active (ship side faces up); 2 explorer ships must still be built (blank side faces up).



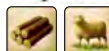
### 2. Sea Cards

There are three different types of sea cards: islands, pirates, and shipwrecks. Each player has a set of these sea cards. Except for their backs, the two sea card sets are identical. During the game, you must first discover the sea cards; afterwards, you can carry out missions to discovered islands and pirates, to obtain advantages in the game and earn victory points.

### 3. Explorer Ships (Overview)

You need explorer ships to both discover sea cards and to go on missions to discovered sea cards. On each of your own turns, you may use your explorer ships at any point during your action phase. You may first use an explorer ship, then build something or play an action card, and then use the next explorer ship. However, each explorer ship may only be used once per turn. You thus have (normally) a maximum of 3 explorer ship actions per turn.

### 4. Building Explorer Ships



You can build an explorer ship by paying 1 lumber and 1 wool during your action phase. Once built, you turn an explorer ship so that the side depicting a ship faces up. Once you have all 3 of your explorer ships built and in play, you can't build more. You may use an explorer ship on the same turn you build it. If you lose an explorer ship during the game (meaning that you have to turn it so that its blank side faces up), you may rebuild it during a later turn.

### 5. Explorer Ship Actions

#### 5a. Overview

There are two kinds of explorer ship actions: "discovery" and "mission." Each action targets a sea card that is within range of your explorer ships. When you take a "discovery" action, your explorer ship moves to and targets a face-down sea card. When you take a "mission" action, your explorer ship moves to and targets a face-up (already discovered) sea card. **Important:** On your turn, you can normally only perform 1 action with each sea card.

#### 5b. Range of the Explorer Ships

The range of all your explorer ships is determined by the number of sail points depicted on the buildings of your principality. The sum of sail points yields the number of movement points you have available each turn for each of your explorer ships.

The *Sailmakers' Shop* has 1 sail point.

Starting from your *Explorer Harbor*, for each movement point, you can move each of your explorer ships by 1 field in horizontal or vertical direction (but not diagonally).



If you only have 1 sail point, you can only reach the sea card directly in front of the *Explorer Harbor*. If you have 2 sail points, you can reach the three sea cards marked with a "2" (see the diagram at the bottom left). Any explorer ship's unused movement points are forfeited as soon as the ship reaches its destination.



Since at the beginning of the game you don't have cards with sail points yet, your ships have 0 movement points and thus can't perform explorer ship actions.

#### 5c. Discovery

If you want to discover a sea card that is within range, turn it over, and place one of your explorer ships on that card. Then read the text under "Discovery" aloud and carry out the instructions. The explorer ship remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card. Then the explorer ship is returned to your *Explorer Harbor*, where it is available to be used again or to be rebuilt if it has been destroyed. Therefore, you cannot go on a mission to the newly discovered sea card until a later turn. **Important:** You may only discover 1 new card per turn!

#### 5d. Mission

You can carry out missions to visit islands or to fight pirates once you discover them. If you want to go on a mission, simply place one of your explorer ships on the card you wish to visit. Then read aloud the text under "Mission" and carry out the instructions. If your mission is successful (i.e., you can satisfy the mission's conditions), rotate the card 90°. Your explorer ship remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card. **Note:** It is important to remember that when you and your opponent have discovered sea cards with the same name, only 1 of you can reach mission level 3 and obtain the corresponding victory point for that mission. If you have reached level 3 on a particular sea card, your opponent may still carry out missions on his corresponding island cards (but not pirate cards) but cannot rotate the card to level 3 in the process.

### 6. Fighting Pirates and Lost Ships



When fighting pirates, add up the cannon points on the buildings in your principality. Each set of sea cards contains 3 pirates of fighting strength 5, 6, and 8. To determine the result of the fight, roll the production die and add the number of cannon points in your own principality to the roll result. If the sum is larger than the pirate's strength, you are victorious and receive the reward indicated on the card. In case of a tie, repeat the die roll. If the sum is smaller than the pirate's strength, your explorer ship is lost. If you are defeated, turn the explorer ship over so that its blank side faces up; it remains on the sea card, to indicate that an action has already been performed with this card. You proceed in exactly the same fashion if your ship runs aground on a reef during a mission to the *Island of the Forgotten Tribe* and you thus lose the ship. **Important:** You can't take any bounty if you go on a mission to a pirate card where you have reached level 2 while your opponent has already reached level 3.

**Hint:** Detailed information on the individual sea cards can be found in the Card Index at the end of these game rules.

### 7. End of the Turn

When you have finished your turn, remove all your ship tokens (explorer ships and ships you might have lost) from the sea cards visited and return them to your *Explorer Harbor*, without changing their status.



# Symbols

## All games



**Victory points.** You need 12 pts to win; 13 pts to win The Age of Barbarians.



**Progress points.** Each progress point lets you hold one more card than your 3-card default.



**Strength points.** If you have at least 3 strength points and more than your opponent, you gain the axe token, which is worth 1 victory point.



**Commerce points.** If you have at least 3 commerce points and more than your opponent, you gain the scale token, which is worth 1 victory point. Also, if you have the scale token, you take one resource of your choice from your opponent when the scale symbol (Trade) is rolled.



**Skill points.** If you have the most skill points, you receive 1 resource of your choice when the harp symbol (Celebration) is rolled. Otherwise, each player receives 1 resource of their choice.

## The Era of Explorers



**Cannon points.** Required to fight pirates in The Era of Explorers.



**Sail points.** Required to move explorer ships in The Era of Explorers.



Means any resource of your choice in The Era of Explorers.  
When this symbol appears, you receive or pay 1 resource of your choice.

## The Era of Sages



**Wisdom points.** The currency of the sages in The Era of the Sages.

## The Era of Prosperity



**Contentment points.** Population contentment in The Era of Prosperity.

## Card Types and Locations

## Brown Units, Buildings and Extraordinary Sites

Play above or below a Region card

### l max per Region

**Moves with Region if relocated**

Not part of a Settlement/City/Metropolis

Affected by cards that concern buildings or units in general

'Gold Cache' from the base game is a Region Expansion

## Marker Cards

## Play like a Region Expansion

If no available space, place nearby

Can be moved at any time

Can't be destroyed

## Can't block the building site for a

Region Expansion (you need to move it)

## Metropolises

Can't be removed or attacked

## Road Complements

(Blue Units and Buildings)

## Play on Roads

Not part of a Settlement/City/Metropolis

When you play on opponent's principality,  
you remain the owner of that card.

Only you can remove or use it.

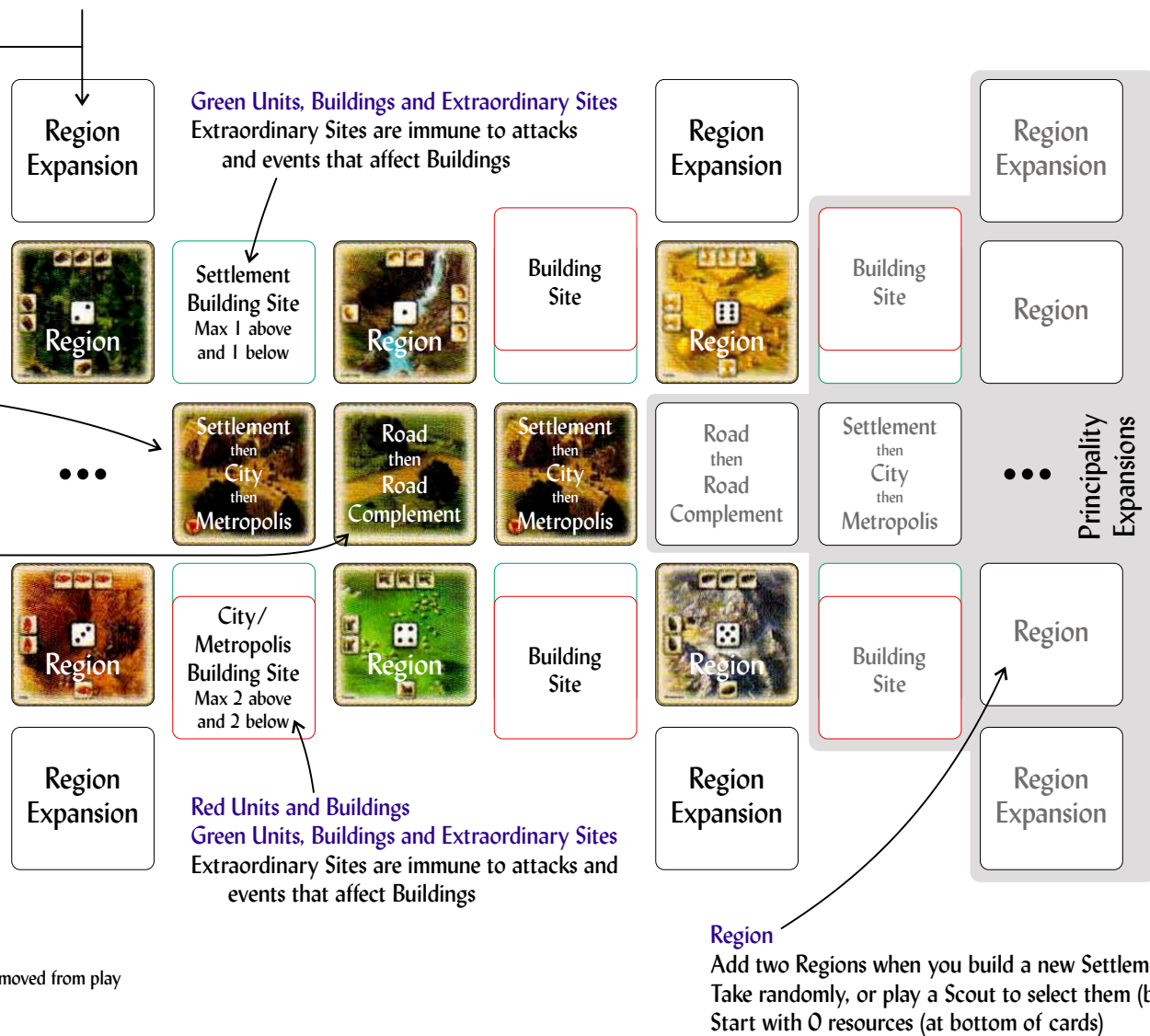
## Green Units, Buildings and Extraordinary Sites

Extraordinary Sites are immune to attacks and events that affect Buildings

## Red Units and Buildings

### Green Units, Buildings and Extraordinary Sites

Extraordinary Sites are immune to attacks and events that affect Buildings



Discard  
Pile

## Action Cards

and other cards removed from play

Region

### Add two Regions when you build a new Settlement





















Take randomly, or play a Scout to select them (but don't change order)

Start with 0 resources (at bottom of cards)



## Turn Sequence

Alternate turns. On each turn:

1. **Roll the Event and Production dice.**  
2. **If Brigand Attack** : For each player, if you have more than 7 unprotected resources, lose all your wool and gold.
3. **Gain resources.** Each player rotates the Region cards that match the Production die so they show 1 more resource than before. Three resources max per Region card.
4. **Resolve the Event die:**
  -  **Trade:** If you control the scale token, take one resource from your opponent.
  -  **Celebration:** If you have the most skill points, receive 1 resource of your choice. Otherwise, each player receives 1 resource of their choice.
  -  **Plentiful Harvest:** Each player receives 1 resource of his choice.
  -  **Event Card:** Draw and read the topmost Event card. All players affected by the event resolve the event.
5. **Build, trade and play action cards in any order:**
  - **Build:** Pay resources (by rotating the corresponding Region cards) and place cards from your hand or from those available on the table (Road, Settlement, City or special face-up theme cards). Some cards have pre-requisites. You may only build one copy of cards that show (1x).
  - **Trade:** Trade 3 resources of the same type for 1 resource of a different type. Some cards improve the trade ratio.
  - **Play Action cards:** Play any number of Action cards. Some cards have pre-requisites.
    - ➔ You may discard 1 building or unit that you previously built.
    - ➔ Advance the tokens on your scoring track if the cards you built have any of these symbols:  
      
    - ➔ Take the  if you have at least 3  and more than your opponent. If tied, neither gets it.
    - ➔ Take the  if you have at least 3  and more than your opponent. If tied, neither gets it.
6. **Replenish your hand.** Draw cards from the top of the Basic or Theme decks until you reach your hand limit (3 +  cards), or pay 2 resources to select (each card). If you have too many cards, discard them to the bottom of the draw decks of your choice (but don't mix Basic and Theme decks).
7. **Optionally exchange 1 card.** You may return 1 card from your hand to the bottom of a draw deck and either draw 1 card from the top of the same draw deck, or pay 2 resources and choose 1 card from the same draw deck. Don't change card order. Don't mix Basic and Theme decks.
8. **Check for win.** If you have 12 points  at the end of your turn (13 points for The Age of Barbarians), you win immediately.