Leaders

A picture containing text, electronics, picture frame, display

Description automatically generatedAMYTIS

Vid spelets slut är Amytil värd 2VP för varje Underverksnivå

Byggd av spelaren

A picture containing text, picture frame

Description automatically generated

ALEXANDER

Vid spelets slut lägger alexander till 1 VP på varje

Konfliktvinstmarkör (värdet på konfliktvinstmarkörerna går

därför från 1, 3 och 5 VP till 2, 4, och 6VP)

A picture containing text, picture frame

Description automatically generatedARCHIMEDES

Så fort Archimedes rekryteras tillåter de att spelaren betalar en resurs mindre än angiven kostnad för konstruerandet av byggnader I grön färg.

Förtydligande: Vilken resurs som spelaren inte behöver betala väljer spelaren själv. Det kan vara en råvara (brun) eller ett tillverkande gods (grå).

A picture containing text, electronics, picture frame, display

Description automatically generatedARISTOTLE

Vid spelets slut lägger Aristoteles till 3 VP till varje grupp av olika vetenskapssymboler (detta innebär att bonuspoängen går från

7 VP till 10 VP per grupp)

A picture containing text

Description automatically generated

ASPASIA

When Aspasia enters play, the player takes a Diplomacy

token. (Asasia is also worth 2 victory points at the end of the game.)

BERENICE

A person with a rose in the hair

Description automatically generated with low confidenceFrom the moment she enters play, each amount of coins taken from the bank is increased by 1. This increase is limited to one coin per turn.

Example : discarding a card earns 4 coins, a tavern 6, ...

Clarification : coins given by neighbors through the purchase of resources isn’t considered coming from the bank.

A picture containing text, picture frame

Description automatically generatedBILKIS

När Bilkis rekryteras tillåter hon att spelaren får

köpa valfri resurs genom att betala 1 mynt till banken

en gång per omgång.

A picture containing text, picture frame

Description automatically generated

CAESAR

När Caesar rekryteras innebär de

angivet antal extra sköldar.

A picture containing text, person, blurry, picture frame

Description automatically generated

CALIGULA

The player can build one black card per Age for free.

A picture containing text, picture frame

Description automatically generated

CLEOPATRA

Vid spelets slut är Cleopatra värd 5 VP.

A picture containing text, picture frame

Description automatically generated

CROESUS

Så fort han rekryteras ger han omedelbart

spelaren 6 mynt som tas från banken.

A picture containing text

Description automatically generated

DARIUS

Each black card is worth 1 VP at the end of the game

A picture containing text, picture frame

Description automatically generatedDIOCLETIAN

From the moment he enters play, Diocletian earns 2 coins for

each black card that the player builds.

A picture containing text, picture frame

Description automatically generated

EUCLID

Euclid innebär en extra vetenskapssymbol vilken finns angiver på kortet. Denna symbol läggs till de som återfinns på vetenskapliga byggnaderna (gröna kort) I spelarens stad

A picture containing text

Description automatically generatedHAMMURABI

Så fort Hammurabi rekryteras tillåter de att spelaren

betalar en resurs mindre än angiven kostnad för

konstruerandet av byggnader I blå färg.

Förtydligande: Vilken resurs som spelaren inte behöver

betala väljer spelaren själv. Det kan vara en råvara (brun)

eller ett tillverkande gods (grå).

A picture containing text, picture frame

Description automatically generated

HANNIBAL

När Hannibal rekryteras innebär de angivet antal extra sköldar.

A picture containing text, picture frame

Description automatically generatedHATSHEPSUT

När hon rekryteras ger varje köp av resurser från

grannarna 1 mynt från banken. Notera att denna

ynnerst är begränsad till 1 mynt per granne per omgång.

Förtydligande: spelaren tar mynt från banken

omdelebart EFTER genomförd betalning.

A picture containing text

Description automatically generatedHIRAM

Vid spelets slut är Hiram värd 2 VP för varje lila kort I spelarens stad

A person with the hand on the chin

Description automatically generated with low confidence

HYPATIA

Vid spelets slut är Hypatia värd 1 VP för varje grönt kort

I spelarens stad.

IMHOTEP

A picture containing text, indoor

Description automatically generatedSå fort Imhotep rekryteras tillåter de att spelaren betalar en resurs mindre än angiven kostnad för konstruerandet av Underverksnivåer.

Förtydligande: Vilken resurs som spelaren inte behöver betala väljer spelaren själv. Det kan vara en råvara (brun) eller ett tillverkande gods (grå).

A picture containing text, picture frame

Description automatically generated

JUSTINIAN

Vid spelets slut är Justinian värd 3 VP för varje grupp av

3 tidsålderskort (röd, blå, grön)

LEONIDAS

A picture containing text, indoor

Description automatically generatedSå fort Leonidas rekryteras tillåter de att spelaren betalar en resurs mindre än angiven kostnad för konstruerandet av byggnader I röd färg.

Förtydligande: Vilken resurs som spelaren inte behöver betala väljer spelaren själv. Det kan vara en råvara (brun) eller ett tillverkande gods (grå).

A picture containing text, picture frame

Description automatically generatedMAECENAS

När Maecenas rekryteras kan spelaren rekrytera samtliga

framtida ledare gratis (under Rekryteringsfasen) utan att

behöva betala myntkostnaden.

A picture containing text, picture frame

Description automatically generatedMIDAS

Vid spelets slut är Midas värd 1 VP för var tredje mynt I spelarens ägo. (Förtydligande: Dessa poäng läggs till de som normalt ges för mynt (spelaren får därför 2 VP för var tredje mynt))

A picture containing text, picture frame

Description automatically generated

NEBUCHADNEZZAR

Vid spelets slut är Nebuckadnezzar

värd 1 VP för varje blått kort I spelarens stad.

A picture containing text, picture frame

Description automatically generated

NEFERTITI

Vid spelets slut är Nefertiti värd 4 VP.

A picture containing text, indoor, picture frame

Description automatically generatedNär han rekryteras ger Nero 2 mynt för varje militär

vinst spelaren får uppleva. Dessa mynt tas från banken

när de Millitära Vinstmarkörerna delas ut.

Förtydligande: Nero har påverkar inte de Millitära

vinstmarkörerna som erhållits innan ha rekryterades.

A picture containing text, picture frame

Description automatically generated

PERICLES

Vid spelets slut är Pericles värd 2 VP för varje rött kort I spelarens stad

A picture containing text, picture frame

Description automatically generated

PHIDIAS

Vid spelets slut är Phidias värd 1 VP för varje

brunt kort I spelarens stad.

A picture containing text, person

Description automatically generatedPLATO

Vid spelets slut är Plato värd 7 VP för varje grupp med 7 tidsålderskort (brun, grå, grön, blå, gul, röd, lila)

A picture containing text, picture frame

Description automatically generated

PRAXITELES

Vid spelets slut är Praxiteles värd 2 VP för

varje grått kort I spelarens stad

A picture containing text, indoor

Description automatically generatedPTOLEMY

Ptolemy innebär en extra vetenskapssymbol vilken finns angiver på kortet. Denna symbol läggs till de som återfinns på vetenskapliga byggnaderna (gröna kort) I spelarens stad

A picture containing text

Description automatically generatedPYTHAGORAS

Pythagoras innebär en extra vetenskapssymbol vilken

finns angiver på kortet. Denna symbol läggs till de

som återfinns på vetenskapliga byggnaderna (gröna kort)

I spelarens stad

A picture containing text, picture frame

Description automatically generatedRAMSES

När Ramses rekryteras kan spelaren bygga alla sina Skrån gratis, utan att behöva betala några resurskostnader.

A person with a stethoscope around her neck

Description automatically generated with medium confidence

SAPPHO

Vid spelets slut är Sappho värd 2 VP.

A picture containing text

Description automatically generatedSEMIRAMIS

From the moment when she enters play, each Defeat Conflict token counts as a Shield symbol for all future conflict phases. (Place your Defeat tokens on the Semiramis card to make it clearer).

A person wearing headphones and holding up the hand

Description automatically generated with low confidenceSALOMO

Så fort Salomo rekryteras kan spelaren välja ett Tidsålderskort från slänghögen och spela ut det gratis.

TOMYRIS

A close-up of a baby

Description automatically generated with low confidenceNär Tomyris rekryteras får spelaren, under

konfliktutredningen, ge de Förlustmarkörer han eller

hon tilldelas till den segrande

grannen.

Notera: Tomyris har ingen effect om spelarens stad går

segrande ur en konflikt eller när det gäller konflikter

som skett innan Tomyris rekryterades.

A picture containing text, picture frame

Description automatically generated

VARRO

Vid spelets slut är Varro värd 1 VP för varje gult kort I spelarens stad.

VITRUVIUS

A picture containing text, person, electronics, picture frame

Description automatically generatedNär har rekryteras ger Vitruvius 2 mynt för varje gång

spelaren bygger en byggnade gratis på grund av befintlig

byggnadskedja. Mynten tas från banken samtidigt som

byggnaden färdigställs.

Förtydligande: Viruvius påverkar inte byggnader byggda

med hjälpa v byggnadskedjan innan han rekryterades.

XENOPHON

A picture containing text, picture frame

Description automatically generatedNär han rekryteras ger Xenophon 2 mynt för varje kommersiell byggnad (gula kort) som spelaren bygger. Mynten tas från banken samtidigt som byggnaden färdigställs.

Förtydligande: Xenophon påverkar inte de kommersiella byggnader som byggts innan han rekryterades.

A picture containing text, picture frame

Description automatically generatedZENOBIA

Vid spelets slut är Zenobia värd 3 VP.

Beskrivning Av Skråna/Guild

A picture containing text

Description automatically generated

ARCHITECT’S GUILD/ARKITEKTERNAS SKRÅ

3 VP för varje lila kort som byggts I grannstäderna.

A picture containing text

Description automatically generatedCOUNTERFEITERS GUILD

The card earns 5 VP and causes the loss of 3 coins

from all the other players

A person posing for a picture

Description automatically generated with low confidenceCOURTESAN’S GUILD/KURTISANERNAS SKRÅ

När Kurtisanernas Skrå byggs måste spelaren omedelbart placera

“Kurtisans”-markören på en av Ledarna I en grannstad. Spelaren

erhåller då den Ledarens fördelar och hans eller hennes tillhörande

egenskapar.

Notera: Detta skrå påverkar inte spelaren vars Ledare just

Blivit uppvaktad en Kurtisan.

A picture containing text

Description automatically generatedDIPLOMAT’S GUILD/DIPLOMATERNAS SKRÅ

1 VP för varje Ledare (vita kort) som rekryterats I grannstäderna.

Notera: Endast rekryterade ledare räknas, inte de som använts för att bygga Underverksnivåer.

A picture containing text

Description automatically generated

GUILD OF SHADOWS

The card earns 1 VP for each black card present in

the two neighboring cities.

A picture containing text

Description automatically generatedGAMER’S GUILD/SPELARNAS SKRÅ

1 VP för var tredje mynt I spelarens ägo.

Notera: Denna poängbonus läggs till den befintliga bonusen för ihopsamlade mynt.

A screen shot of a video game

Description automatically generated with low confidenceMOURNERS GUILD

The card is worth 1 VP for each Victory Conict token preset in each

of the two neighboring cities.

Clarification : the value of Victory Conict tokens (1, 3, or 5

points) isn’t taken into account. Each token is worth 1 point to the

owner of the Guild.

Description Of The Cards

A group of people sitting at a table

Description automatically generated with low confidenceARCHITECT CABINET

Starting from the moment the Architect Cabinet enters play, a player can build his or her Wonder stages without having to pay their resource costs.

Clarification : The cost in coins for some Wonder stages must still be paid, however (Petra).

A picture containing text

Description automatically generated

BANDIT CAMP

This card grant the player one Military Victory token (from Age I).

Each of the player’s neighbors takes a -1 Debt token.

A picture containing text

Description automatically generatedBANDIT FORT

This card grant the player one Military Victory token (from Age III). Each of the player’s neighbors takes a -1 Debt token.

A picture containing text

Description automatically generated

BANDIT REDOUBT

This card grant the player one Military Victory token (from Age II).

Each of the player’s neighbors takes a -1 Debt token.

A picture containing text

Description automatically generatedBLACK MARKET

Each turn, the card produces one resource of the player’s choice from among those that their city doesn’t produce through the use of its brown and gray cards or the initial resource of their board

Clarification :  the  resources  produced  by  the yellow, white and black cards aren’t taken into account.

A picture containing text

Description automatically generatedBROTHERHOOD

This card earn victory points and cause monetary loss :

every other player must pay 3 coins

to the bank at the end of the turn in which the card is played.

A picture containing text

Description automatically generatedBUILDERS’ UNION

This card is worth 4 Victory Points and every other player must pay 1 coin to the bank for each stage of their Wonder they have built.

A picture containing text

Description automatically generated

CELLS

At the end of the game, this card are worth 2 victory points for each

Military Victory token from Age I.

A screenshot of a video game

Description automatically generated with medium confidenceCENOTAPH

This card earn victory points and the other players must

pay 1 coin to the bank for each Victory Conflict token (no matter its value) in their possession.

Graphical user interface, application

Description automatically generatedCLANDESTINE DOCK (EAST / WEST)

Each turn, the player has a commercial rebate of one coin  on

the  first  resource  (brown  or gray) they buy from the

neighboring city (left or right depending on the symbol).

This rebate is cumulative  with that of a Market or a Counter : the first resource bought can thus be free.

A group of people in clothing

Description automatically generated with low confidence

CONSULATE

This card earn victory points and each grants a Diplomacy token.

A picture containing text

Description automatically generatedCONTINGENT

This card offer more shields than the red cards of the

corresponding Age (5 Shields).

A picture containing text

Description automatically generatedCOUNTERFEITER’S OFFICE

The player can choose an Age card in the discard pile

and put it into play for free. Clarification: If multiple

players take cards from the discard pile during a single

turn, the resolution order is as follows: Halicarnassus,

The Great Wall, Manneken Pis, Solomon, the

Counterfeiter’s Office, and finally the Courtesans Guild.

A sign with a building in the background

Description automatically generated with low confidence

CUSTOMS

This card are worth victory points to the player. Each other player takes 1 coin from the bank

A picture containing text, picture frame

Description automatically generated

EMBASSY

This card earn victory points and each grants a Diplomacy token.

A picture containing text, several

Description automatically generated

GAMBLING DEN

The player takes 6 coins from the bank. The player’s two neighbors each take 1 coin from the bank

A group of people in a room

Description automatically generated with low confidence

GAMBLING HOUSE

The player takes 9 coins from the bank. The player’s two

neighbors each take 2 coins from the bank.

A picture containing text

Description automatically generated

HIDEOUT

This card earn victory points and cause monetary loss : every other player must pay 1/2/3 coins (respectively) to the bank at the end of the turn in which the card is played.

A picture containing text

Description automatically generatedJAIL YARD

At the end of the game, this card are worth 3 victory points for

each Military Victory token from Age II.

A picture containing text

Description automatically generatedLAIR

This card earn victory points and cause monetary loss : every other player must pay 1/2/3 coins (respectively) to the bank at the end of the turn in which the card is played.

A sign with a building in the background

Description automatically generated with low confidence

MEMORIAL

The player takes 2 coins for each of their Mil- itary Defeat tokens,

then the player discards all of their Military Defeat tokens.

A picture containing text

Description automatically generated

MERCENARIES

This card offer more shields than the red cards of the

corresponding Age (3 Shields).

A group of people in a room

Description automatically generated with low confidence

MILITIA

This card offer more shields than the red cards of the

corresponding Age (2 Shields).

A picture containing text

Description automatically generatedOPIUM CACHE

The player takes 3 coins from the bank. Each other player

must pay 1 coins to the bank

A group of people taking a picture in a mirror

Description automatically generated with low confidence

OPIUM DEN

The player takes 4 coins from the bank. Each other player must pay 3 coins to the bank

A picture containing text

Description automatically generated

OPIUM REFINERY

The player takes 5 coins from the bank. Each other player

must pay 5 coins to the bank

A picture containing text

Description automatically generatedPIGEON LOFT

This card grant a symbol. At the end of the game, each mask allows the controlling  player  to  copy  the  scientific  symbol of a green card present in one of the two neighboring cities.

A picture containing text

Description automatically generated

PRISON

At the end of the game, this card are worth 3 VP for each

Military Victory token from Age III.

A picture containing text

Description automatically generated

RESIDENCE

This card earn VP and each grants a

Diplomacy token.

A picture containing text, electronics

Description automatically generatedSECRET WAREHOUSE

Each turn, the card produces a resource of the player’s choice

from among those that their city already produces through

its brown and gray cards or the initial resource of their board.

Clarification :  the  Secret  Warehouse  doesn’t

allow players to double the production on yellow, white, or

black cards (Forum, Caravansary, Bilkis and Black Market).

A picture containing text

Description automatically generated

SEPULCHER

This card earn victory points and the other players must

pay 1 coin to the bank for each Victory Conflict token (no matter its value) in their possession.

A close-up of a book

Description automatically generated with low confidence

SMUGGLERS’ CACHE

The player has a commercial rebate of 1 coin on the resources

(brown or grey) produced by the Wonder boards of the two

neighboring cities.

A picture containing text

Description automatically generatedSPY RING

This card grant a symbol. At the end of the game,

each mask allows the controlling  player  to  copy  the  scientific  symbol of a green card present in one of the two neighboring cities.

A close-up of a sign

Description automatically generated with low confidenceSTOCK EXCHANGE

This card are worth victory points to the player.

Each other player takes 3 coins from the bank

A picture containing text, sign

Description automatically generated

STOCK MARKET

This card are worth victory points to the player. Each other player takes 2 coins from the bank

A picture containing text

Description automatically generatedTORTURE CHAMBER

This card grant a symbol. At the end of the game,

each mask allows the controlling  player  to  copy  the  scientific symbol of a green card present in one of the two neighboring cities

Description of the Symbols

Each player, other than the one who has put this card in play (or built the Wonder stage), must pay the number of coins indicated to the bank. For each coin the player does not or cannot pay, the player takes a Debt token.

The player takes a Diplomacy token. At the end of the current Age, the player discards this token and doesn’t take part in the

Conflict resolution. The city to the player’s left therefore fights against the one to the player’s tight.

Note : the effect of Diplomacy tokens changes when using team rules.

A close-up of a pair of glasses

Description automatically generated with low confidenceAt the end of the game, the mask copies the scientic symbol of a

green card present in one of the two neighboring cities.

Circle

Description automatically generated

Each turn, the player has a commercial rebate of one coin on the

first resource he or she purchases from the neighboring city (left or right depending on the symbol).

A picture containing text

Description automatically generatedEach turn, the card produces a resource of the player’s choice from among those that their city already produces through its brown and gray cards or the initial resource of their board.

Text

Description automatically generated with medium confidenceEach turn, the card produces a resource of the player’s choice from among those not produced by their city through its brown and gray cards, as well as a possible initial resource from their board.

Each player, other than the one who has put this card in play, must pay 1 coin to the bank for each Victory token in their possession.

A picture containing text

Description automatically generatedEach player, other than the one who has put this card in play, must discard 1 coin for each stage of his or her Wonder that’s already been built.

The card earns 1 coin for each black card present in the player’s city at the moment when it is put into play (itself included). At the end of the game, this card earns 1 victory point for each black card present in the player’s city (itself included).

A close-up of some screws

Description automatically generated with low confidenceThe card earns 1 coin for each Victory token present in the player’s city at the moment when it is put into play. At the end of the game, this card earns 1 victory point for each Victory token present in the player’s city.



The player takes 6 coins from the bank. The player’s two neighbors each take 1 coin from the bank.



The player takes 9 coins from the bank. The player’s two neighbors each take 2 coins from the bank.

Starting from the moment this card enters play, the player can build his or her Wonder stages without having to pay their resource costs

A picture containing text

Description automatically generatedThe card is worth 1 victory point for each Victory Conict token present in each of the two neighboring cities.

A picture containing text

Description automatically generatedLEADERS

**Bernice**: From the moment this enters play, each amount of coins taken from the bank is increased by 1. This increase is limited to one coin per turn.

A picture containing text, clock

Description automatically generated

**Caligula**: The player can build one black card per Age for free.

Text

Description automatically generated with medium confidence

**Diocletian**: From the moment this enters play, earn 2 coins for each black card that the player builds.

A picture containing text

Description automatically generated

**Darius**: Each black card is worth 1 VP at the end of the game.

**A picture containing text, red, sign

Description automatically generatedSemiramus**: From the moment this enters play, each defeat conflict token counts as a Shield symbol for all future conflict phases.

A picture containing text

Description automatically generated

En gång per tidsålder får spelaren bygga en byggnad från sin hand gratis.

A picture containing text

Description automatically generated Spelaren kan spela ut det sista kortet I varje tidsålder istället för att slänga det. Detta kort kan spelas ut genom att betala dess kostnad, slänga det för att få 3 mynt eller använda det

I byggandet av sitt Underverk.

A picture containing text

Description automatically generated

Spelaren kan titta på alla kort som slängts sen spelets start

för att sedan välja ut ett som han eller hon får bygga gratis.

A picture containing text

Description automatically generated

Spelaren kan, vid spelets slut, <<kopiera>> ett valfritt Skrå (lila kort) som byggs av en av sina två grannar.