

Khora: Rise of an Empire - Cheat Sheet

How To Win

Highest point total wins, using money as a tie breaker.

Score is a sum of the following:

- Points scored during gameplay
- Developments on the City Tile (varies by City)
- Politics Cards in play
- Glory x Major Knowledge Tokens

How To Get Resources (And What They're For)

Money (Drachmas)

Used for lots of things, but primarily how you'll advance on your Economy/Culture/Military tracks. Also used to buy (minor) Knowledge Tokens on a Trade action. Many politics cards also cost money.

Gained by:

- Taxes (at the start of every turn, based on the Tax track)
- Trade Action (based on your Economy track)
- Events
- Politics Cards
- City Developments
- Exploration Rewards

Knowledge Tokens

Any knowledge token can fill requirements to play a politics card. Greater Knowledge Tokens are worth points at the end of the game.

Gained by:

- Military Action (costs Troops, only way to gain Greater Knowledge Tokens)
- Trade Action (costs Money, minor tokens only)

Politics Cards

Various uses but generally: endgame scoring opportunities, resource generation, other passive effects.

Gained by:

- Legislation Action
- Events
- (other) Politics Cards

Philosophy Tokens

Three uses:

1. During the Dice phase: Spend to gain 3 citizens per token spent, as many as you like.
2. During a Politics or Development action, ignore one Knowledge Token requirement for each **pair** of philosophy tokens spent.
3. During the Progress phase: Buy another level on any track (still costs the money.)

Gained by:

- Philosophy Action
- Events
- Politics Cards
- City Developments

Economy/Culture/Military Tracks

| Track | Main Use | One Time Increase Bonuses |
|----------|----------------------------------|---------------------------|
| Economy | Money, during a Trade action | Citizens, Points |
| Culture | Points, during a Culture action | Tax, Extra Die |
| Military | Troops, during a Military action | Glory |

Gained by:

- The Progress Phase (costs Money)
- Events
- Politics Cards
- City Developments

Troops

Used to gain Knowledge Tokens (including Greater Knowledge Tokens) during a Military action.

Gained by:

- Military Action (based on the Military Track)
- Events
- Politics Cards
- City Development

Glory

End game points: Glory rank * number of Greater Knowledge Tokens

Gained by:

- Achievement
- City Developments

- Advancing on the Military Track.

Tax

Gains Money at the beginning of each round.

Gained by:

- Achievement
- Advancing on the Culture Track
- Politics Cards
- City

Citizens

Used to augment your dice rolls to perform more powerful actions.

Gained by:

- Events
- Legislation Action
- Advancing on the Economy Track

Extra Die

Grants a third action per round.

Gained by:

- Advancing to Level 4 on the Culture Track

In Game Scoring Opportunities

- Culture Action (based on the Culture Track)
- Events
- Politics Cards
- City Development
- Exploration
- Advancing on the Economy Track to level 4 or 7.