

0  
Provinces  
3 Tokens

x 1  
4 T

x 2  
5 T

x 3  
6 T

x 4  
7 T

x 5  
8 T

x 11  
14 T

x 12  
15 T

x 13  
16 T

x 14  
17 T

x 15  
18 T

Province  
Income

x 6  
9 T

x 7  
10 T

x 8  
11 T

x 9  
12 T

x 10  
13 T

x 16  
19 T

x 17  
20 T

x 18  
21 T

x 19  
22 T

x 20  
23 T

Stock

5 x 1

5 x 1

5 x 1

5 x 1

5 x 1

5 x 1

75 ↓ ↑ 25

5 x 5

5 x 10

= 100

SCIENCE

E = +1 Enlightenment Track

The Heavens 5

Transit one sea as coastal province

wool

2 / 0

Human Body 7

Reduces Misery one space

2 / 3

Laws Of Matter 11

Avoid Alchemist's Gold

E

1 / 2

Institutional Research 17

2 token discount for all buys except Religion

0 / 1

Price

Credit to future buys in category

Misery Relief

CIVICS

Urban Ascendancy 1

May buy card for 1 per turn

■

1 / 0

Patronage 5

May invest in other players' leaders

2 / 0

Nationalism 9

+1 to all competition in home area

■

1 / 0

Printed Word 11

Leader rebates for owned advances

E

3 / 1

Master Art 13

May discard one or two cards per turn

E

4 / 2

Cosmopolitan 21

Adjacent satellites added to all competition -- not just defense

E

3 / 3

When earned, move tokens from Stock to off-mat location on right

Return losses, spent and transformed (□□ --> ●) tokens to Stock

RELIGION

■ = +1 Stone wool = +1 Wool

Written Record 3

+1 for Leader credits

1 / 0

Holy Indulgence 15

+2 / +3 tokens per non-owner if 5-6 / 3-4 players. Add two Misery.

1 / 0

Cathedral 19

One automatic competition win per each non-owner per turn. Add one Misery.

■

2 / 3

COMMERCE

Caravan 4

Placement in sequential provinces

wool

1 / 0

Improved Ag 8

Reduces Misery one space

1 / 3

Wind / Watermill 10

Turn's first owner may add Shortage or Surplus for either Grain, Cloth, Wine or Metal

■

1 / 0

Interest & Profit 16

Increase commodity payouts by one box each. Adds one Misery.

- / 0

Each advance required for next

Each advance required for next

EXPLORATION

Overland East 6

Transit of Black Sea (Area V)

2 / 0

Seaworthy Vessels 14

Enter all coastal provinces except Far East and New World

2 / 0

Ocean Navigation 14

Cube placement in Far East boxes

2 / 0

New World 22

New World boxes. Reduce Misery by 2.

- / 2