



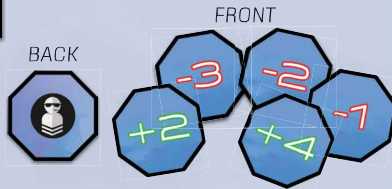
APPENDIX: POWER TILES

REBELS' POWER TILES (BLUE)



AGENT (A)

Power tile



5 agent tiles

SETUP:

Shuffle the **agent tiles** and place them in a facedown stack in the **general supply**.

POWER:

Take the top agent tile from the stack, look at it secretly and place it face down on any district of the capital sheet (even a district that already has an agent tile).

ROUND END - RESOLVE:

Just before a district is resolved, reveal any agent tile lying in this district. Each agent tile will increase or decrease this district's **MAX** with its value.

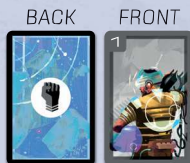
PREPARE NEXT ROUND:

Collect all five agent tiles, shuffle them and make a new facedown stack in the general supply.



INFILTRATOR (B)

Power tile



22 rebel cards (valued 1-6)



Rebel flag

SETUP:

Shuffle the **rebel cards** and make a facedown deck in the **general supply**. Place the **rebel flag** in the blue district on the **capital sheet**.

POWER:

Draw the top **rebel card** from the deck to your hand. Then, you may move the **rebel flag** to another district on the capital sheet (or leave it where it is).

PLAY CARDS:

Whenever a player plays a **rebel card** from their hand, it must be played in their HOME BASE or CAPITAL district matching the current location of the **rebel flag**.

ROUND END - LAY DOWN CARDS:

Any **rebel cards** left on hand must be laid down in the HOME BASE district matching the current location of the **rebel flag**.

Note: After a rebel card is played or laid down, it is treated as any other citizen card of that district.

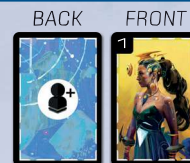


Example: Adam places the rebel flag in the yellow district. As long as the flag is there, all players must play rebel cards in the yellow CAPITAL or HOME BASE district.



RECRUITER (C)

Power tile



BACK FRONT

SETUP:

16 recruiter cards (valued 1-4 in 4 colors)

Shuffle the **recruiter cards**. Place them in a face-down deck in the **general supply**. Flip the top card.

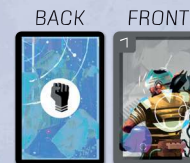
POWER:

Take the face-up recruiter card from the deck and place it in the matching district in your HOME BASE. Then, flip the top card of the deck.



OUTSIDER (D)

Power tile



BACK FRONT



4 outsider cards

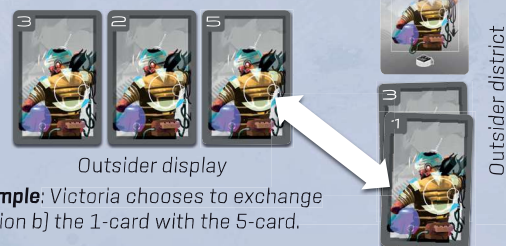
SETUP:

22 rebel cards (valued 1-6)

Shuffle the **rebel cards** and make a facedown deck in the general supply. Draw the top 3 cards to form a face-up **outsider display**. Each player takes one **outsider card** and places it at the right side of their **home base sheet**. Cards below the outsider card (in your HOME BASE) is called the **outsider district**.

POWER:

- Either take one card from the **outsider display**. Add it to your **outsider district**. Replenish the **outsider display** with a new rebel card from the deck.
- Or exchange a card from the **outsider display** with one card from your **outsider district**.



Example: Victoria chooses to exchange (option b) the 1-card with the 5-card.

Note: You can never play a card from your hand to the **outsider district**. However, a card may be moved to or from this district when playing with the **Mentalist** power [see next page]. Thus, another card type could potentially end up in the **outsider display**.

ROUND END - RESOLVE:

The **outsider district** is resolved after the other districts. If the value of the cards in your outsider district is higher than any of the **capital districts** that has at least one card (an empty capital district does not apply), all cards in your outsider district must be discarded.

Example: Victoria has a value of 8 in her outsider district. The blue capital district has no cards and does not apply. Since the pink MAX is 7, she must discard all cards in her outsider district.

ROUND END - SCORE BONUS:

The **outsider district** is scored after the other districts. The player with the highest value in this district, chooses any card in the CAPITAL as BONUS CARD. In case of a tie, each of the tied players gets a gold token, but no CAPITAL cards are discarded.

GAME END:

Add the outsider district value to your final score.

SPIRITUALS' POWER TILES (PINK)



Power tile

CLERIC [A]

POWER:

Choose one CAPITAL district that has at least one card. Move the lowest valued card of that district to the matching HOME BASE district.

Example: Move the lowest valued card from the green CAPITAL district to your green HOME BASE district.

Note: The card you played does not count. If you choose the pink district, and the card you just played is the lowest card, you take the second lowest card.



Power tile

DOOMSAYER [B]



7 doomsayer tiles (valued 0, 1, 1, 2, 2, 3, 4)

SETUP:

Shuffle the **doomsayer tiles** and make a facedown stack in the **general supply**.

POWER:

Draw the top doomsayer tile from the stack and place it face up on the **capital sheet**. Let all face-up tiles be visible.

Now, check the current total value of all face-up tiles.

If the total value is below 5, nothing happens.

If the total value is **5 or higher**:

1. discard the lowest valued card of each district from the CAPITAL and
2. immediately collect all 7 doomsayer tiles, shuffle them, and make a new facedown stack in the general supply.



Power tile

MISSIONARY [C]

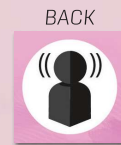
POWER:

Choose any card in the CAPITAL that has a lower value than the card you just played (if possible). Take this card into your hand.



Power tile

MENTALIST [D]



16 mentalist tiles

SETUP:

Shuffle the **mentalist tiles** and make a facedown stack in the **general supply**. Flip the top tile.

POWER:

Take the face-up mentalist tile from the stack and place it face up on your home base sheet. Flip the new top tile of the stack.

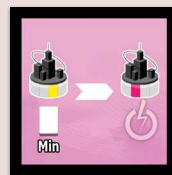
Important: You can never have more than 1 mentalist tile on your home base sheet. If you already have a mentalist tile, you must discard the "old" tile.

PLAY CARDS:

On a later turn in the game, you may use the mentalist tile on your home base sheet instead of taking a normal turn (replacing the whole turn): Carry out the tile's action and then discard the tile. *There are two types of tiles. See the description of the tiles below.*

Note: In order to use a mentalist tile, you must be able to carry out its full effect.

FRONT



[12 tiles - 1 for each district combination]

CAPITAL TRANSFORMATION:

Move the lowest valued card of the first shown district to the second district. Then, carry out the **power** of the second district.

Example (for the displayed tile):

Move the lowest card of the yellow district to the pink district and carry out the pink power (which in this case will be to take a new mentalist tile).

FRONT



[4 tiles]

HOME BASE TRANSFORMATION:

Move any one card in your HOME BASE to a different district in your HOME BASE.

NOBLES' POWER TILES (YELLOW)



Power tile

MERCHANT (A)



20 gold tokens
(already in the
general supply)

POWER:

Take a **gold token** from the **general supply** and place it on your home base sheet.

ROUND END - RESOLVE:

When resolving a district, and your home base value is above **MAX**, you may spend gold tokens to increase the MAX for you personally. For each gold token spent, increase the **MAX** by 1. Spent gold tokens are returned to the **general supply**. **Note: A player can require that this is resolved in turn order.**

Example: If the blue district's MAX is 15, and your HOME BASE value in blue district is 17, you may spend 2 gold tokens to avoid having to discard all cards in your blue district.

Important: When playing with the Merchant, gold tokens gained from tie breaks during SCORE BONUS are placed on your home base sheet and may be spent to increase your MAX in later rounds.

GAME END:

Each unspent gold token is worth 2 points, as normal.



Power tile

FOLLOWER (B)

POWER:

Immediately take one extra turn.

Note: The extra turn does not need to be "play a card". You may spend a **mentalist tile** instead (if playing with the **Mentalist**).



Power tile

ARISTOCRAT (C)

BACK



FRONT



5 aristocrat tokens

SETUP:

Place all **aristocrat tokens** face up in the **general supply**.

POWER:

If possible, take one **aristocrat token** from the general supply and place it on a card in the CAPITAL or your HOME BASE that is exactly **half the value of the token**, covering the card's original value. The card will count as having double value until the token is removed [see below].

Note: You cannot cover another aristocrat token.



Example: The blue 5 has now 10 in value.

ROUND END - SCORE BONUS:

Before scoring bonus cards, return all aristocrat tokens lying in the CAPITAL to the general supply. After all bonuses are scored, return all tokens lying on cards in your HOME BASE to the general supply.

Note: If a card with an aristocrat token is moved, the token follows the card. However, if a card with an aristocrat token is discarded, taken to a player's hand or moved to a display, the token is returned to the general supply.



Power tile

SENTINEL (D)



20 gold tokens
(already in the
general supply)

POWER:

Take a **gold token** from the **general supply** and place it on a card in your HOME BASE. You can never have more than one gold token on each card.

ROUND END - RESOLVE:

If your HOME BASE value for a district is higher than **MAX** (and only then), you must "spend" all gold tokens lying on cards in that district by physically cover the value of their respective cards (even those that are not necessary). This changes the value of each of these cards to 0 [zero].



Example: Adam has earlier in the round placed a gold token on this green card. He exceeds MAX in green and must use the gold token to reduce this card from 4 to 0.

ROUND END - SCORE BONUS:

Each card with covered value is worth zero during this "phase". Gold tokens used to cover card values are returned to the general supply [cards take back their original value]. Unspent tokens remain on the cards.

Important: When playing with Sentinel, gold tokens gained from tie breaks during SCORE BONUS, may be placed directly on a card in your HOME BASE [for the purpose of covering a card value later].

GAME END:

Each unspent gold token on cards is worth 2 points.

Note: If a card with a gold token is moved within your HOME BASE, the token follows the card. If a card with a gold token is removed from your HOME BASE, the token is returned to the general supply.

SCIENTISTS' POWER TILES (GREEN)



Power tile

SCHOLAR (A)

POWER:

Draw the top card from the citizen deck and take it into your hand.



Power tile

CONVERTOR (B)

SETUP:

Draw the top 3 cards from the citizen deck and place them face up beside the capital sheet. This is the **Convertor display**.

POWER:

Choose one card from your hand and add it to the **convertor display** - face up. Then, take all cards of one different color (than the card you added) from the display into your hand.

Note: You must always add a card to the convertor display, even though you can't take any cards from the display (due to the fact that all cards have the same color as the added card). If your hand is empty, the power is forfeited.

Special note: All types of cards can be part of the conversion. A rebel card in the convertor display is regarded as its own color (and not the color of the rebel flag).

PREPARE NEXT ROUND:

If there are fewer than 3 cards in the display at round end, replenish the display with **citizen cards** from the deck, so that there again are 3 cards in the convertor display.



Power tile

DISCOVERER (C)



Discoverer sheet



4 rocket tokens (rockets)

SETUP:

Place the **discoverer sheet** at the right side of the **capital sheet** and use either the front or back side (the track layouts differ slightly). Assemble the two rocket parts of your color. Place one **rocket** for each player at the globe in the top left corner of the sheet. Return any unused rockets to the box.

POWER:

Depending on the value of the card you just played, move your rocket the following number of spaces forward on the track:

- **Card value <=2** : 1 space
- **Card value 3-4** : 1 or 2 spaces
- **Card value >=5** : 1, 2 or 3 spaces

If you end your movement on an occupied space, move it forward to the next vacant space. Then, you must carry out the action of its current space:



Draw 1 citizen card from the deck to your hand.



Draw 2 citizen cards from the deck to your hand.



Carry out the power of the blue, pink or yellow power tile.

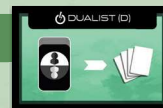


No action. **Point space** [3-12 points] - see GAME END.

If you reach the end of the track, you remain on the last available space. You can still play green cards in the CAPITAL. Other players will have to stop on the space behind you.

GAME END:

If your **rocket** is positioned on a **point space**, add that number of points to your final score.



Power tile

DUALIST (D)

SETUP:

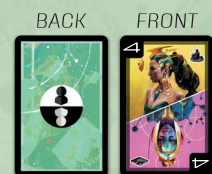
Shuffle the **dualist cards** and make a facedown deck in the **general supply**.

POWER:

Draw the top **dualist card** and take it into your hand.

PLAY CARDS:

The color of the dualist card depends on whether it is played in the CAPITAL or your HOME BASE. Play the card with the active color pointing upwards.



20 dualist cards (valued 2 or 4)



Example: Either you can play it in the pink CAPITAL district or the blue HOME BASE district (rotated).

ROUND END - LAY DOWN CARDS:

Any leftover dualist cards in hand are laid down in your HOME BASE, following its HOME BASE color.

Note: If a dualist card is moved between the CAPITAL and your HOME BASE, it keeps the color of the district. E.g. A card in the pink CAPITAL district is moved to the pink HOME BASE district, even if the HOME BASE color on the card shows another color.