

Fig. 1.



INVENTIONS

Evolution of Ideas



Player Aid

PROGRESS TILES



TECHNOLOGY - 1 PER TURN, SINGLE USE

(you can only have 1 of each number)

If during your turn you took one of the actions shown on the **Technology** tile, at the end of step 2 of your turn, you may take the other action on the same tile (tile #4 is an exception). It costs 1  and 1  to use, then, you flip the tile. **Thinkers (or Scholars) are needed to build them.**



1: PATRON

Invent + Share an Invention.



5: DEVELOPMENT

Travel + Share an Invention.



2: DESIGN

Invent + Present an Idea.



6: RESEARCH

Innovate + Present an Idea.



3: SPONSORSHIP

Invent + Travel.



7: CONVENTION

Share an Invention + Present an Idea.



4: MEETING

Use this before choosing your main action to break the golden rule, so you can place a pillar in a forum where you already have one.

TIP:

These tiles seem expensive, but allow you to plan ahead and use a **Chain Action** token that would otherwise go to waste.

Example

*Orange presented an Idea card this turn. He had already built the Design Progress tile (2) in a previous turn. Since he still has one **Chain Action** token to use, he decides to spend it along with 1 Influence to take the Invent action. He flips the tile, places the **Chain Action** token on top of it, and takes the Invent action.*

PROGRESS TILES



CULTURE – ALWAYS ACTIVE

(you can only have 1 of each number)

Culture tiles, once built, become immediately active and remain as such for the rest of the game. They improve the action depicted at the top, but using them is optional. **Artisans (or Scholars) are needed to build them.**



1: MILITARY

When you Gain Influence, you automatically have a majority; however, you must still have the minimum required number of citizens.



5: ROADS

When you Travel, move up to 2 citizens or the same citizen twice. You may take the sage (and possible **Chain Action**) from only the second destination.



2: IMMIGRATION

When you Call Specialists, you may call any number of specialists home from any number of map regions.



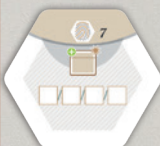
6: ADVANCED CONSTRUCTION

When you Build Progress, you may build a number of Progress tiles equal to your era, rather than era - 1.



3: NAVIGATION

When you Travel, you may move your citizen(s) to any region.



7: POLITICS

When you advance your Era marker in the Eureka action, you may instead apply the effect of any other space in this or previous eras, other than turn order.



4: PROPAGANDA

When you Gain Influence you have a discount of 1 citizen.

TIP:

These cultural advancements confer some strong benefits to your society. The sooner you have them, the more advantage you gain.

Example


Yellow is Traveling. She already built Navigation (3) and Roads (5). Now, she can move up to 2 citizens to any region(s) when she Travels.

PROGRESS TILES



ECONOMY - MUST BE ACTIVATED

(you can only have 1 of each number)

Each **Economy** tile can be activated with an **Economy** token () **once per Era**. You can activate any number of tiles during certain steps of your turn (specified below), as long as you have **Economy** tokens remaining. Tokens return during the Era Change. **Traders (or Scholars) are needed to build these tiles.**



1: EMIGRATION (STEP 1/2)

Send a citizen from your supply to any map region.



5: INTELLIGENCE (STEP 4)

When you progress your society (build Progress or **Wealth** tiles), spend 1 less influence.



2: EDUCATION (STEP 1/2)

Add a scholar to your **academy** from your supply.



6: LOGISTICS (STEP 4)

Swap the positions of 2 Progress tiles on your Progress map, even if you didn't Build Progress this turn.



3: ADVANCEMENT (STEP 3)

Gain 1 **Economy** or **Culture** Progress tile.



7: LITERACY (STEP 1)

You are allowed to have +1 scholar for the rest of the era.



4: WAREHOUSE (STEP 4)

When you progress your society (build Progress or **Wealth** tiles), get a discount of 2 specialists on 1 tile.

TIP:

These tiles make your society stronger. Try to have a couple of them early in the game.

Example

Purple has 2 **Economy** tiles already built, and 2 **Economy** tokens to use. To take the Invent action, he needs to exhaust 1 more specialist than he has. Using one of the **Economy** tokens, he activates Education (2) adding 1 scholar to his **academy**, and he now has enough specialists/scholars to Invent. In step 4 of his turn, it costs 1 influence to build his Progress tiles. By activating Intelligence (5) he could do it for free.

WEALTH TILES



WEALTH - FINAL SCORING

(you can only have 1 of each letter)

Wealth tiles score endgame IP; they do nothing during the game (other than give you long-term goals). **Any types of specialists can be used to build them, but they require a minimum of 2.**



A-D: EVOLUTION

Score **3** for each Progress tile of the specified type in a contiguous group with this tile. The group can contain any number of tiles. Tile D counts itself. There are 4 tiles of each letter.

Before Final Scoring, if you have a sage on your Society board, return it to an empty sage space on the main board to gain a scholar.



E: POPULATION AND GROWTH

- 5** per map region in which you have 2+ citizens.
- 2** per set of 3 different specialists in your society (you can use scholars as any type).
- 1** per each 2 citizens you have anywhere but your supply.



F: DIVERSITY

- 3** for each depicted set of Progress tiles anywhere on your Progress map (they don't need to be adjacent).



G: INNOVATION

- 6** per set of 3 different types of inventions to the left of your Society board.
- 4** per set of 2 same-type inventions to the left of your Society board.
- 3** per set of any 2 inventions to the left of your Society board.

Example

During final scoring, **Blue** has one contiguous group of 2 **Wealth** tiles and another contiguous group of 3 **Wealth** tiles, both connected to **Wealth** tile D, so he scores **18** IP, because D includes itself.

PRIVATE GOALS

SCORE DURING FINAL SCORING

There are 3 different types of Private goals, indicated by the backs of the Private Goal cards. Give one card of each type to each player during setup. Players keep those 3 cards secret all game. **During Final Scoring, each player scores their best 2 goals.**



INFLUENCE (1-7)

Gain IP for having influence tokens on the depicted map regions.

- 1 if you have 1.
- 3 if you have 2.
- 6 if you have 3.
- 10 if you have 4.



INVENTIONS (8)

If you have at least 8 inventions to the left of your Society board, gain 10.



INVENTIONS (11)

If you have at least 2 inventions of each type to the left of your Society board, gain 10.



INVENTIONS (9)

If you have at least 2 inventions from Era 4 and at least 1 from Era 5 to the left of your Society board, gain 10.



INVENTIONS (12)

If you have at least 1 invention from Eras 2, 3, 4, and 5 to the left of your Society board, gain 10.



INVENTIONS (10)

If you have at least 4 inventions of the same type to the left of your Society board, gain 10.



CONNECTED REGIONS (13-21)

Gain IP for having a **contiguous** network of citizens in the shown regions.

- 1 if it includes 2 regions.
- 3 if it includes 3 regions.
- 6 if it includes 4 regions.

Example

Purple has an Influence token in each of regions 1, 2, 3, and 7. He gets 6 IP from Private Goal 3 for having influence tokens on 3 of the 4 depicted regions. **Yellow** has Inventions from Eras 2, 4, and 5. Unfortunately she gets no IP from Private Goal 12, because she missed Era 3. **Orange** has Citizens on regions 5, 6, and 7. He gains 3 IP from Private Goal 16; if he'd only had citizens on 5 and 7, he would have gotten 0 IP.

TIPS

1: HOW TO GAIN INFLUENCE

There are 3 main ways to gain influence:

- a. Take the Gain Influence action in the different regions of the world map.
- b. If someone plays in the same action space of your Epoch pillar (or Season pillar in a 2-player game).
- c. If someone from an older era visits your milestone.

2: HOW TO GAIN SPECIALISTS





There are a number of ways to do it:

- a. Innovating.
- b. Benefits on your Society board.
- c. Knowledge tiles.
- d. Some Milestones' handshake benefits.
- e. Eureka benefits.

3: HOW TO BRING BACK CITIZENS FROM THE MAP

There are a few ways to return citizens back home. The main ones are taking the Gain Influence and Call Specialists actions.

4: HOW TO GAIN PROGRESS TILES

- a.  When you Invent you gain a **Technology** Progress tile.
- b.  When you Call Specialists you gain an **Economy** Progress tile.
- c.  When you Travel you gain a **Culture** Progress tile.
- d.  When you Share an Invention you may gain any of them.

5: HOW TO GAIN WEALTH TILES

Every time you Share an invention you may take a **Wealth** tile.

Be wise and plan your turns for the Progress tiles you have, and not for the ones you may or may not get.

6: WHY YOU SHOULD ADVANCE MILESTONES

There are plenty of reasons to do it. These may be the most important ones:

- a. Allows you to Invent the latest ideas.
- b. Gives you influence when someone from an older era visits you.
- c. Forces other players to send a diplomat if they need your new Milestone.
- d. Increases the number of scholars that you can have in your **academy**.
- e. Increases the number of Progress tiles you can build per turn.

7: ADVANTAGES OF INVENTING

- a. You will gain the Invention card when someone Shares it.
- b. You will be able to Share it and possibly gain the **Wealth** tile from the region.







...and once someone Shares it...

- c. Places citizens on the map.
- d. Opens a new **Chain Action** for the Call Specialist action.
- e. Gives discounts when you build Progress tiles.
- f. Counts towards your Inventions Private Goal card at the end of the game for scoring.

OTHER ICONS


	Build a number of Progress tiles equal to your era - 1.	Bring citizens home from a region as specialists (traders/artisans/thinkers)	
	Build a number of Progress tiles equal to your era - 1 with a cost of 2 influence.	Gain a new specialist of the shown type.	
	Build this Progress tile with a discount of 2 citizens.	Place a new citizen in any map region of the world.	
	Gain an Economy token.	Gain a scholar.	
	Increase influence by 1.	Chain Action .	




ERA CHANGE

	1: Adjust turn order.	4: Return Season pillars, sages, and Economy tokens.	
	2: Adjust influence for your position on the Influence track.	5: Cycle Milestones. First the non-player Milestones, then any remaining display Milestones.	
	3: Exhausted citizens become available.	6: Discard ideas from previous eras to the right of your Society board and the display.	

Reminder: Changing from Era 1 to Era 2, only resolve steps **1** and **2**.

FINAL SCORING (IP)

At the beginning of Era 6, perform final scoring. To the  on the score track, add:

- 1:**  from your position on the Influence track
- 2:**  from your **Wealth** tiles
- 3:**  from 2 of your Private Goal cards

TIEBREAKERS:

- 1:** Most tiles on Progress map
- 2:** Most inventions to the left of your board
- 3:** Most total citizens (not in the supply)

THE PLAYER WITH THE MOST  WINS.