



# ANGKOR (A)





# ANGKOR (B)





# CHICHÉN ITZÀ (A)



Game interface elements including icons for resources and actions:

- Left side: A circular icon with the number 3 inside a laurel wreath, and a small yellow pyramid icon.
- Middle: A vertical stack of three blue icons (a vase, a stone block, and another stone block), followed by two white cards with grey silhouettes of a person's head and shoulders.
- Right side: A vertical stack of three blue icons (a vase, a stone block, and another stone block), followed by a black card with a white '+3' and 'III' below it, a black card with a white 'X' and 'III' below it, and a small yellow pyramid icon.



# CHICHÉN ITZÀ

(B)



Game board interface for Chichén Itzá (B) showing resources and actions.

**Left Panel:**

- Icons for stone and wood resources.
- Two silhouette icons with values **-2** and **+2**.
- A vertical bar icon.
- A green laurel wreath icon with the number **3**.
- A gold pyramid icon.

**Middle Panel:**

- Icons for water, stone, and wood resources.
- A green laurel wreath icon with the number **5**.
- A gold pyramid icon.

**Right Panel:**

- Icons for wood, water, and wood resources.
- A green laurel wreath icon with the number **3**.
- Two grey card icons, one with a red 'X' over it.
- A gold pyramid icon.

# BEIJING (A)



Game interface elements including icons and resource indicators:

- Left panel: A circular icon with a gold bar, a black square with **+3** and a small 'I' below it, and a black square with a red 'X' and a small 'I' below it.
- Center panel: A green laurel wreath containing the number **3**, a vertical stack of three icons (a grey stone block, a purple book, and a stack of logs), and a yellow pyramid icon.
- Right panel: A circular icon with a blue vase, a purple square with **+3** and a small 'I' below it, a purple square with a red 'X' and a small 'I' below it, and a yellow pyramid icon.

# BEIJING (B)





# DELPHE

(A)



Game board section 1: Includes a small icon of a stone block, a red shield with two crossed swords, a white bar, and a gold coin with the number 5. A small gold pyramid icon is positioned to the right.

Game board section 2: Includes a small icon of a stone block, a white silhouette of a person, a left-pointing triangle, a white bar, and a right-pointing triangle. A small gold pyramid icon is positioned to the right.

Game board section 3: Includes a small icon of a stone block, a green laurel wreath with the number 7, and a small gold pyramid icon.



# DELPHE

(B)

Game board area 1: A light blue panel with a Greek key border. It contains a small icon of a stone block, a red circular icon with two crossed swords, a white bar, a gold coin with the number 5, and a small yellow pyramid icon.

Game board area 2: A light blue panel with a Greek key border. It contains a small icon of a stone block, a circular icon with a compass and ruler, a white bar, a green laurel wreath with the number 5, and a small yellow pyramid icon.

Game board area 3: A light blue panel with a Greek key border. It contains a small icon of a stone block, a circular icon with a stack of logs, a circular icon with a red object, a green laurel wreath with the number 6, and a small yellow pyramid icon.





# RAPA NUI (A)



I  
II  
III





# RAPA NUI (B)



Game board interface with three sections:

- Left Section:** Contains a grid of icons including a triangle with the number 1, a yellow circle with the number 1, and various other symbols like a hand, a blue gem, and a brown gem.
- Middle Section:** Features a white dove icon, two crossed swords, and a red circular icon with a white dove.
- Right Section:** Displays a large green laurel wreath with the number 9 inside, and two purple gem icons.



# PERSEPOLIS (A)

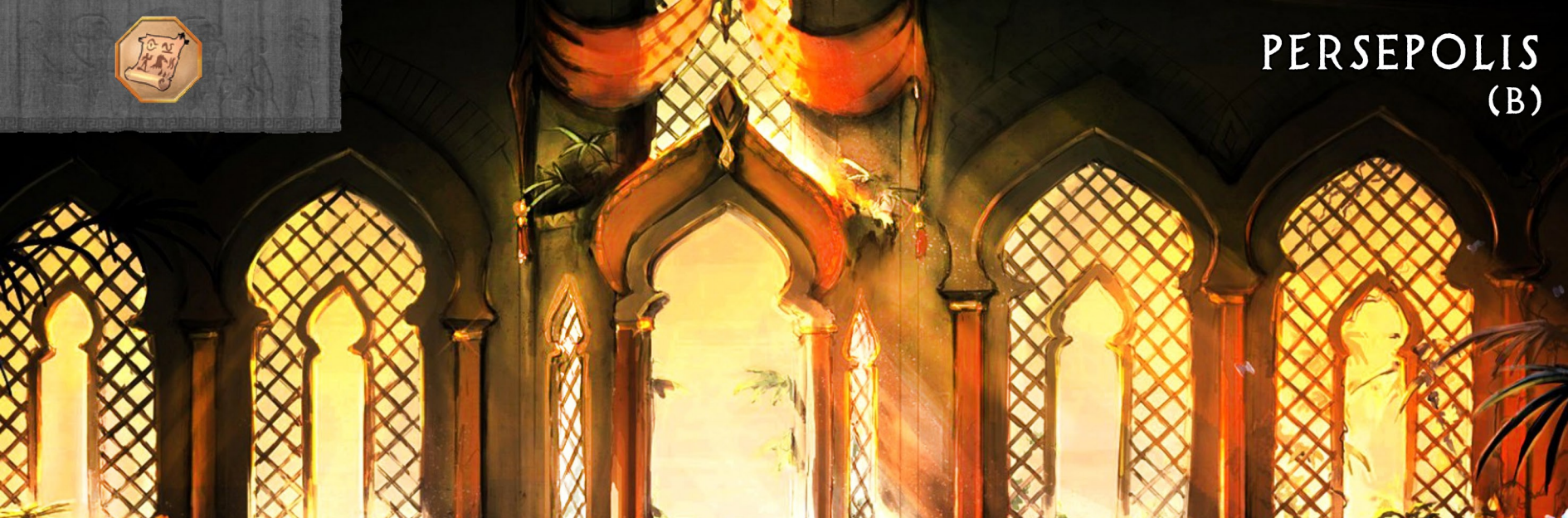
Game board area 1: A yellow board with a Greek key border. It contains two small circular icons with a globe, a gold coin with the number '5', a white bar with a dashed arrow pointing to a red card with a white '2' on a yellow circle, and a small yellow pyramid icon.

Game board area 2: A yellow board with a Greek key border. It contains three small square icons (purple, grey, grey), a silver mask icon, a white bar with a dashed arrow pointing to a red card with a white '1' on a green wreath, and a small yellow pyramid icon.

Game board area 3: A yellow board with a Greek key border. It contains three small circular icons (purple, grey, green), a silver mask icon, a white bar with a dashed arrow pointing to a red card with a white '2' on a green wreath, and a small yellow pyramid icon.



# PERSEPOLIS (B)



Game board section 1:

- Two small circular icons, each containing a globe.
- A large gold coin with the number **5** in the center.
- A small yellow pyramid icon.

Game board section 2:

- A purple icon of a bed or platform.
- Two grey icons of stone blocks.
- A large green laurel wreath with the number **5** in the center.
- A small yellow pyramid icon.

Game board section 3:

- A purple icon of a bed or platform.
- A grey icon of a stone block.
- A red icon of a scroll.
- A green icon of a bundle of logs.
- A dark brown card with a green laurel wreath and the number **1**.
- A grey card with a green laurel wreath and the number **2**.
- A small yellow pyramid icon.

4

# PIRATES (A)

3



Game board for player 3, featuring a green background with a decorative border. It includes a central green laurel wreath with the number 3, a purple icon of a hand holding a card, two grey icons of stone blocks, and a yellow pyramid icon.



Game board for player 4, featuring a green background with a decorative border. It includes two red circular icons with crossed swords, a purple icon of a hand holding a card, two grey icons of stone blocks, and a yellow pyramid icon.

2



Game board for player 2, featuring a green background with a decorative border. It includes a central yellow card with the number 2, a purple icon of a hand holding a card, two green icons of logs, and a yellow pyramid icon.

# PIRATES (B)

4



Game board area 1 features a green background with a decorative border. It contains two small icons of a treasure chest on the left, a large green laurel wreath with the number 3 in the center, and a yellow pyramid icon on the right.



Game board area 2 features a green background with a decorative border. It contains three icons (two treasure chests and one pink cloth) on the left, a large gold coin with the number 9 in the center, and a yellow pyramid icon on the right.



Game board area 3 features a green background with a decorative border. It contains three icons of a treasure chest on the left, a large gold coin with the number 3 and a green laurel wreath with the number 1 on the right, and a yellow pyramid icon on the right.

# AGRA (A)



A decorative interface panel with a repeating orange and white geometric border. It contains several interactive elements:

- On the far left, a vertical stack of two icons: a grey block and a pink book.
- A purple square button with a red 'X' over it.
- A yellow block icon.
- A vertical stack of three red buttons, each with a white icon of a red book.
- Two square buttons: the left one has a white background with a black silhouette of a head and a white '+1' symbol; the right one has a white background with a black silhouette of a head and a red 'X' over it.
- Another yellow block icon.
- A vertical stack of two icons: a grey block and a pink book.
- A large green laurel wreath containing the white number '7'.
- A yellow pyramid icon.

# AGRA (B)







# VENEZIA (A)



3



1 1



7





# VENEZIA (B)



2

9

2



5

