

	Name	Age	Tech	Build	Yield	2p	3p	4p
Farm	Agriculture	A		2 🍷	1 🍷	2	3	4
	Irrigation	I	3 🌱	4 🍷	2 🍷	2	2	2
	Selective Breeding	II	5 🌱	6 🍷	3 🍷	1	2	3
	Mech. Agriculture	III	7 🌱	8 🍷	5 🍷	1	2	2
Mine	Bronze	A		2 🍷	1 🍷	2	3	4
	Iron	I	5 🌱	5 🍷	2 🍷	2	2	3
	Coal	II	7 🌱	8 🍷	3 🍷	1	2	2
	Oil	III	9 🌱	11 🍷	5 🍷	1	2	2

Lab	Philosophy	A		3 🍷	1 🌱	2	3	4
	Alchemy	I	4 🌱	6 🍷	2 🌱	2	2	3
	Scientific Method	II	6 🌱	8 🍷	3 🌱	2	2	2
	Computers	III	8 🌱	11 🍷	5 🌱	2	2	2
Temple	Religion	A		3 🍷	1 🌱 1 😊	2	3	4
	Theology	I	2 🌱	5 🍷	1 🌱 2 😊	1	2	2
	Org. Religion	II	4 🌱	7 🍷	1 🌱 3 😊	2	2	2
Arena	Bread & Circuses	I	3 🌱	3 🍷	1 🌱 2 😊	1	2	2
	Team Sports	II	5 🌱	5 🍷	2 🌱 3 😊	1	1	1
	Pro. Sports	III	7 🌱	8 🍷	3 🌱 4 😊	1	1	2
Library	Printing Press	I	3 🌱	3 🍷	1 🌱 1 🌱	2	2	2
	Journalism	II	6 🌱	8 🍷	2 🌱 2 🌱	1	2	2
	Multimedia	III	9 🌱	11 🍷	3 🌱 3 🌱	2	2	2
Theater	Drama	I	3 🌱	4 🍷	2 🌱 1 😊	1	2	2
	Opera	II	7 🌱	8 🍷	3 🌱 1 😊	2	2	2
Movies	III	10 🌱	11 🍷	4 🌱 1 😊	2	2	2	

Infantry	Warriors	A		2 🍷	1 🍷	2	3	4
	Swordsmen	I	4 🌱	3 🍷	2 🍷	2	2	2
	Riflemen	II	6 🌱	5 🍷	3 🍷	1	2	2
	Modern Infantry	III	10 🌱	7 🍷	5 🍷	1	2	2
Cavalry	Knights	I	5 🌱	3 🍷	2 🍷	2	2	3
	Cavalrymen	II	6 🌱	5 🍷	3 🍷	2	2	2
	Tanks	III	9 🌱	7 🍷	5 🍷	1	2	2
Artill.	Cannon	II	6 🌱	5 🍷	3 🍷	2	2	3
	Rockets	III	8 🌱	7 🍷	5 🍷	1	2	2
AF	Air Forces	III	12 🌱	7 🍷	5* 🍷	2	2	3

	Name	Age	Cost	Effect	2p	3p	4p	
Government	Despotism	A		4 🌱 2 🍷 2 🍷		2	3	4
	Theocracy	I	1 (6) 🌱	4 🌱 3 🍷 3 🍷 1 🌱 1 🍷 1 😊		1	1	1
	Monarchy	I	2 (8) 🌱	5 🌱 3 🍷 3 🍷		1	2	2
	Republic	II	3 (13) 🌱	7 🌱 2 🍷 3 🍷		1	1	2
	Const. Monarchy	II	6 (12) 🌱	6 🌱 4 🍷 3 🍷		1	2	2
	Comunism	III	5 (19) 🌱	7 🌱 5 🍷 4 🍷 1 😊		1	1	1
	Fundamentalism	III	7 (18) 🌱	6 🌱 5 🍷 4 🍷 -2 🌱 5 🍷		1	1	1
	Democracy	III	9 (17) 🌱	7 🌱 3 🍷 4 🍷 3 🍷		1	2	2
Military	Warfare	I	5 🌱	1 🍷 1 🍷		1	2	2
	Strategy	II	8 🌱	3 🍷 2 🍷		1	1	1
	Military Theory	III	11 🌱	5 🍷 3 🍷		1	1	2
Civil	Code of Laws	I	6 🌱	1 🌱		1	2	2
	Justice System	II	7 🌱	1 🌱 3 🍷		1	1	1
	Civil Service	III	10 🌱	2 🌱 3 🍷		1	1	1
Coloniz.	Cartography	I	4 🌱	1 🍷 2 🍷		1	1	1
	Navigation	II	6 🌱	2 🍷 3 🍷		1	1	1
	Satellites	III	8 🌱	3 🍷 4 🍷		1	1	1
	Masonry	I	3 🌱	2 stages/🌱 ⬆️:-1🍷/M (max 1)		1	1	1
Const.	Architecture	II	6 🌱	3 stages/🌱 ⬆️:-1🍷/M (max 2)		1	2	2
	Engineering	III	9 🌱	4 stages/🌱 ⬆️:-1🍷/M (max 3)		1	1	1
	Wonder	Hanging Gardens	A	2 2 2	1 🌱 2 😊			
Lib. of Alexandria		A	1 4 1	1 🌱 1 🌱; civil & mil hand size +1				
Colossus		A	3 3	2 🍷 1 🍷				
Pyramids		A	3 2 1	1 🌱				
Great Wall		I	2 2 3 2	1 🌱 1 😊; 1 🍷/infantry and artillery				
St. Peter's Basilica		I	4 4	2 🌱 1 😊 +1 😊 to ea. other with 😊				
Univ. Carolina		I	3 3 3	1 🌱 2 🌱				
Taj Mahal		I	2 4 2	3 🌱 1 🌱; Replaced leader: costs -2 🌱				
Transcont. RR		II	3 3 3 3	4 🍷; best mine produces twice				
Eiffel Tower		II	3 7 3	4 🌱 1 😊				
Kremlin		II	4 4 4	2 🌱 1 🌱 1 🍷 1 😊				
Ocean Liner Service		II	4 2 2 4	Once/round, +1 🌱 for no 🌱 or 🌱				
Hollywood		III	5 6 5	+2 🌱/🌱 prod of theatres & libraries				
Internet		III	2 3 4 3 2	+1 🌱/🌱, 🌱, or 🍷 your 🏠 produce				
First Space Flight		III	1 2 4 9	+1 🌱/level of each technology				
Fast Food Chains	III	4 4 4 4	+2 🌱/farm & mine; +1 🌱/🏠 & mil.					

🌱 Civil action	🍷 Food	🍷 Strength	😊 Happiness	👤 Infantry
🍷 Military action	🍷 Resource	🍷 Colonization bonus	😞 Unhappiness	👤 Cavalry
🍷 Resource token	🌱 Science	🏠 Urban building	👤 Population	👤 Artillery
🍷 Population token	🍷 Culture	🍷 Military card	👤 Unhappy worker	

Name	Age	Effect
Julius Caesar	A	1 🗡️ 1 🔴 ; Once per game, you may play a second political action
Homer	A	1 😊 ; 1 🏰/turn for military; When you replace, may place under wonder (gives 😊) instead of getting 🏰 back
Moses	A	Increase population for -1 🏰
Hammurabi	A	Once per turn, you may use 🔴 as 🏰 ; Taking leader costs -1 🏰
Aristotle	A	+1 🏰 every time you take a technology card
Alexander the Great	A	1 🗡️/military unit; As political action, may remove from game for 1 🏰
Michelangelo	I	1 😊/🏰 from temples, theaters and wonders; do not pay extra 🏰 when buying a wonder
Joan of Arc	I	1 🔴 1 😊 ; 1 🗡️/😊 from temples and gov.; At beginning of political face, may look at next event
Leonardo Da Vinci	I	1 🏰/level of best lab or library; when you discover a technology: +1 🏰
Genghis Khan	I	May consider 🏰 as 🗡️ for tactics; 3 😊 if one of two strongest civilizations
Leaders Christopher Columbus	I	As pol. action, may remove from game to colonize a territory directly from your hand, no sac.
Frederick Barbarossa	I	Spend 🔴 to create a military unit directly from population bank for -1 🏰 and -1 🏰
William Shakespeare	II	1 😊 2 😊/lib-theatre pair; disc. theatre for -1 🏰 and build for -1 🏰 if you have lib. and vice versa
James Cook	II	2 😊 for first colony, 1 😊 for others; may discard up to 2 military cards for +1 🏰
Napoleon Bonaparte	II	2 🔴 ; 2 🗡️/military unit type
Maximillien Robespierre	II	1 🔴 ; Revolutions cost all 🔴 instead of all 🏰 ; +3 😊 when you revolt
J.S. Bach	II	1 😊/theatre; disc. theaters for -2 🏰 ; 1/turn, use 🏰 to upgrade any 🏠 to theatre of same lvl or +
Isaac Newton	II	1 🏰/level of best lab or library; when you discover a technology, get 🏰 back
Albert Einstein	III	1 🏰/level of best lab or library; +3 😊 when you discover a technology
Mahatma Gandhi	III	2 😊 Can't play aggressions or wars; aggressions and wars against you cost 2x 🔴
Charlie Chaplin	III	2 😊 Best theater produces 2x 😊
Bill Gates	III	Labs produce 1 🏰/level; when leaves game or end of game, +😊 equal to this extra production
Winston Churchill	III	On your turn, choose one: +3 😊 or you have 3 🏰 and 3 🏰 for military this turn
Sid Meier	III	Labs produce 1 😊/level and produce -1 🏰

Name	Effect	Bonus				Quantity			
		A	I	II	III	A	I	II	III
Breakthrough	Discover a technology at full price, then +X 🏰	-	2	3	-	-	2	2	-
Cultural Heritage	A: +1 🏰 and +4 😊 I: +2 🏰 and +2 😊	*	*	-	-	1	1	-	-
Efficient Upgrade	Upgrade farm, mine or urban building for -X 🏰	-	-	3	4	-	-	2	2
Endowment for Arts	+6/3/2 😊 for each civilization with more 😊 than you (2/3/4 players)	-	-	-	*	-	-	-	1
Engineering Genius	Build one stage of a wonder for -X 🏰	2	3	4	5	1	1	1	1
Frugality	Increase population at full price, then +X 🏰	1	2	3	-	2	2	1	-
Military Build-Up	For each civ. stronger than you, get +8/5/3 🏰 for buliding mil. units this rd. (2/3/4p)	-	-	-	*	-	-	-	1
Patriotism	You have an extra 🔴 and +X 🏰 for building military units this round	1	2	3	4	1	1	1	1
Reserves	+X 🏰 or +X 🏰	-	2	3	4	-	2	2	3
Revolutionary Idea	+X 🏰	-	-	4	6	-	-	1	2
Rich Land	Build or upgrade mine or farm for -X 🏰	1	2	3	-	2	2	1	-
Stockpile	+1 🏰 and +1 🏰	*	-	-	-	1	-	-	-
Urban Growth	Build or upgrade 🏠 for -X 🏰	1	2	3	4	2	2	1	2
Wave of Nationalism	For each civ. stronger than you, get +6/3/2 🏰 for buliding mil. units this rd. (2/3/4p)	-	-	*	-	-	-	1	-

	Name	Def. Col. #	Civil action Military action Resource token Population token	Food Resource Science Culture	Strength Coloniz. bonus Urban building Military card	Happiness Unhappiness Population Unhappy worker	Infantry Cavalry Artillery
Bonus	Defense / Colonization	I	+2 +1 6				
	Defense / Colonization	II	+4 +2 6				
	Defense / Colonization	III	+6 +3 6				

	Name	Age	Cost	Victim	Aggressor #
Aggression	Enslave	I		-1	+2 and +2 2
	Plunder	I		Loses a total of 3 /	Gains same amount 2
	Raid	I		-1 Level I or A	+ equal to half cost, rounded up 2
	Annex	II		Loses a colony	Gains the colony 1
	Infiltrate	II		Discards leader or incomplete wonder	+3 /level of leader or wonder 2
	Plunder	II		Loses a total of 5 /	Gains same amount 2
	Raid	II		-1 Level II-A, -1 Level I-A	+ equal to half cost, rounded up 2
	Spy	II		-5	Scores same amount 2
	Armed Intervention	III		-7	+7 4
	Plunder	III		Loses a total of 7 /	Gains same amount 2
	Raid	III		-1 Level III-A, -1 Level II-A	+ equal to half cost, rounded up 2

	Name	Age	Cost	Loser	Winner #
	War over Technology	II		- equal to advantage of winner	+ lost; blue techs can be taken 2
	War over Territory	II		- equal to 1 + 1/5 adv. of winner	Gains that amount of 2
	War over Culture	III		- equal to 5 + advantage of winner	Gains same amount 6

	Name	Age	Sym	A	B	#
Pact	Open Borders Agreement	I	Yes	1 ; if one attacks the other, attacker +2		1
	Trade Routes Agreement	I	No	Can use 1 instead of 1 each turn	Can use 1 instead of 1 each turn	1
	Acceptance of Supremacy	II	No	1 , cannot attack B	-1 , cannot attack A	1
	International Trade Agreement	II	No	1	1	1
	Promise of Military Protection	II	No	1	Ends if one attacks the other	+4 and -1 1
	Scientific Cooperation	II	Yes	Discover a technology for -2 , other player pays 1		1
	International Tourism	III	Yes	+1 for each wonder the other owns		1
	Loss of Sovereignty	III	No	2 ; cannot attack B	-2 ; cannot attack A; no one can declare war on B	1
	Military Alliance	III	Yes	3 ; ends if one attacks the other		1
	Peace Treaty	III	Yes	1 ; cannot attack each other		1

	Name	Age	Formation	Bonus #
Tactic	Fighting Band	I		1 2
	Heavy Cavalry	I		4 2
	Legion	I		2 2
	Medieval Army	I		2 2
	Phalanx	I		3 2

	Name	Age	Formation	Bonus #
	Classic Army	II		8 (4) 1
	Conquistadors	II		5 (3) 1
	Defensive Army	II		6 (3) 1
	Fortifications	II		5 (3) 1
	Mobile Artillery	II		5 (3) 1
	Napoleonic Army	II		7 (4) 1

	Name	Age	Formation	Bonus #
	Entrenchments	III		9 (5) 1
	Mechanized Army	III		10 (5) 2
	Modern Army	III		13 (7) 2
	Shock Troops	III		11 (6) 1

Name	Age	Effect
Development of Agriculture	A	Each civilization +2 🍷
Development of Civilization	A	Each civ. may +1 🏡 for -1 🏡, build a farm/mine/🏠 for -1 🏡, or discover technology for -1 🏡
Development of Crafts	A	Each civilization +2 🍷
Development of Markets	A	Each civilization +2 🍷 or +2 🍷 (player choice)
Development of Politics	A	Each player +3 🗳️
Development of Religion	A	Each player with 🗳️ may immediately build a religion for free
Development of Science	A	Each civilization +2 🧠
Development of Settlement	A	Each civilization +1 🏡 for free
Development of Trade Route	A	Each civilization +1 🧠, +1 🏡, and +1 🍷
Development of Warfare	A	Each player with 🗳️ may immediately build a warrior for free
Barbarians	I	If 🗳️ leader is 1 of the 2 weakest civilizations, it loses 1 🗳️
Border Conflict	I	Weakest civilization loses 1 urban building, farm, or mine; strongest civ. produces 3 🍷
Crusades	I	Strongest civilization +4 🗳️; weakest -4 🗳️
Cultural Influence	I	Each civilization +🗳️ equal to 🗳️ production
Foray	I	2 strongest civilizations each produce a total of 3 🍷/🏡
Good Harvest	I	Each player's farms produce immediately; ignore consumption & corruption
Immigration	I	Civilization(s) with most happy faces +1 🗳️
New Deposits	I	Each player's mines produce immediately; ignore corruption
Pestilence	I	Each civilization -1 🗳️
Raiders	I	2 weakest civilizations each lose a total of 2 🍷/🏡
Rats	I	Each civilization loses all stored 🍷
Rebellion	I	Each player loses 2 civil actions/🗳️ (on their next turn)
Reign of Terror	I	Weakest civilization -1 🗳️
Scientific Breakthrough	I	Each civilization +🧠 equal to 🧠 production
Uncertain Borders	I	Weakest civilization gives 1 🏡 from its yellow bank to the strongest civilization's yellow bank
Developed Territory	I	Immediate: +3 🧠 Permanent: 1 🏡 1 🧠
Historic Territory	I	Immediate: +6 🗳️ Permanent: 1 😊
Inhabited Territory	I	Immediate: +1 🗳️ Permanent: 2 🗳️
Strategic Territory	I	Immediate: +3 🗳️ Permanent: 2 🗳️
Vast Territory	I	Immediate: +3 🍷 Permanent: 3 🏡 -1 🧠
Wealthy Territory	I	Immediate: +5 🍷 Permanent: 3 🧠
Civil Unrest	II	Each civilization -4 🗳️/🏡; All civilizations with most 🗳️: -1 🧠; If no 🗳️, no effect
Cold War	II	2 strongest civilizations +6 🧠
Crime Wave	II	2 weakest civilizations -3 🗳️ and -1 🧠
Economic Progress	II	Each player's mines and farms produce immediately; do not ignore consumption & corruption
Emigration	II	Each civilization loses half of its 🗳️, rounded up (return to yellow bank)
Iconoclasm	II	Discard all leaders that are not from the current age
Independence Declaration	II	Weakest civilization loses 1 colony (player's choice)
International Agreement	II	Strongest civ. may take up to 5 civil actions in cards; miss next pol. act.; replenish card row;
National Pride	II	Civilization with the most 🗳️ points +5 🗳️
Politics of Strength	II	Strongest civilization +5 🗳️; weakest civilization -3 🗳️; if final age, ± 🗳️ instead
Popularization of Science	II	Each civilization +🗳️ equal to its 🧠 production
Prosperity	II	Each civilization +1 🍷/😊 (max 8)
Ravages of Time	II	Each player turns 1 Age A or I wonder face down; effects are lost, produces 2 🗳️
Refugees	II	Weakest civilization -3 🗳️ and -1 🗳️; strongest +3 🗳️ and +1 🗳️
Terrorism	II	The civilization with the least 🗳️ destroys 1 🏠 of each other civilization
Developed Territory	II	Immediate: +5 🧠 Permanent: 2 🏡 2 🧠
Historic Territory	II	Immediate: +11 🗳️ Permanent: 2 😊
Inhabited Territory	II	Immediate: +2 🗳️ Permanent: 3 🗳️
Strategic Territory	II	Immediate: +5 🗳️ Permanent: 4 🗳️
Vast Territory	II	Immediate: +4 🍷 Permanent: 4 🏡 -1 🧠
Wealthy Territory	II	Immediate: +9 🍷 Permanent: 4 🧠
Impact of Agriculture	III	Each civilization +🗳️ equal to farms' production, +4 🗳️ if this production exceeds consumption
Impact of Architecture	III	Each civilization +🗳️/level of 🏠
Impact of Balance	III	Each civilization +🗳️ equal to 2x what it produces the least of (🧠/🗳️/🍷/🏡)
Impact of Colonies	III	Each civilization +3 🗳️/colony
Impact of Competition	III	Each civilization +🗳️/level of military units and arenas
Impact of Government	III	Each civilization +2 🗳️/🧠 and +1 🗳️/🗳️
Impact of Happiness	III	Each civilization +2 🗳️/😊 and -2 🗳️/🗳️
Impact of Industry	III	Each civilization +🗳️ equal to its resource production from mines
Impact of Population	III	Each civilization +2 🗳️/🗳️ over 10
Impact of Progress	III	Each civilization +2 🗳️/level of government and special technologies
Impact of Science	III	Each civilization +🗳️ according to science rating: 10/0 for 2p, 14/7/0 for 3p, 15/10/5/0 for 4p
Impact of Strength	III	Each civilization +🗳️ according to strength rating: 10/0 for 2p, 14/7/0 for 3p, 15/10/5/0 for 4p
Impact of Technology	III	Each civilization +4 🗳️/level III technology
Impact of Variety	III	Each civilization +2 🗳️/type of military unit, 🏠, and special (blue) technology
Impact of Wonders	III	Each civilization +🗳️ for its wonders: 5 for age A, 4 for age I, 3 for age II, 2 for age III

Events