

CIVOLUTION

GLOSSARY

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Throughout the glossary, we use the following notation to refer to pages of the rulebook, overview booklet, and glossary: **RB-7** (for page 7 of the rulebook), **OB-7** (for page 7 of the overview booklet), **G-7** (for page 7 of the glossary).

The text on cards and attribute chips always takes **precedence** over other rules. Also, there are a few **frequently used terms** that you should know:

- **Your territory:** Any territory in which you have at least one tribe. (Farms, boats, and raw materials are not sufficient on their own.)
- **Foreign territory:** Any territory in which you have no tribe but where at least one other civilization has at least one tribe.
- **Foreign civilization:** Any civilization other than your own.
- **Developed territory:** Any land territory whose material tile is face up and any Water territory.
- **Weaken a tribe:** If you weaken a strong (upright) tribe, lay it down. If you weaken a weak (lying) tribe, it must be returned to its supply.
- **Strengthen a tribe:** Stand a weak tribe back up.

Research cards

Research cards come in 5 **types**. Each type has a few distinguishing marks:



Invention



Mutation



Insight



Building

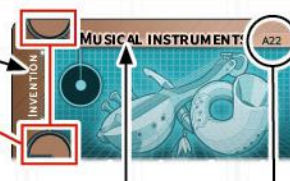


Achievement

• **the type's name,**

• **a specific color,**

• **specifically shaped ports.**



Also each research card has an **individual name** and a **card ID**.

Each research card consists of 3 main parts:

• **the top third** (see below),

• **the 5 cost spaces** (RB-24),

• **the bottom part** (see below).



Top third

The top third is the part of the research card that remains visible after it has been installed in your stage partition.

There are 3 ways the top third can look:

Light background with text/icons:

This card has a permanent ability that you can use in specific phases or situations.



Light background with the activity icon

in front of its text/icons: This card's ability can be used via the key action "Perform 1 activity" (RB-31).



Dark background with an empty button

and a drawing: This card has no further ability during the game. The drawing has only a thematic purpose.



Some cards are marked with one of these icons in their top left:



This yellow icon indicates a point bonus at the end of the game (RB-37).



This red icon indicates an ability that has a negative effect on other civilizations.

Bottom part

There are 3 ways the bottom part of research cards can look:

Light background with the instant bonus icon

This card has an instant bonus, which you gain when you install the card (RB-25).



Dark background

with an empty button and a drawing: This card has no instant bonus when it is installed. The drawing has only a thematic purpose.



Split between light and dark background:

The left side shows the instant bonus of the card, the right side a thematic drawing.



In the following, all research cards are listed by type.

At the beginning of each type's section, there are a few bullet points providing some key data for that type.

Within each type's section, the cards are listed in **order of their card IDs**. The term "**TOP**" is used to refer to the ability in the top third of the card. The term "**BOTTOM**" is used to refer to its instant bonus in the bottom part. Most abilities and instant bonuses should be self-explanatory, so not every detail might be explained and sometimes only an example or additional piece of information is given.

A) INVENTION CARDS

- Invention cards have many cost spaces that yield success points.
- Their cost spaces always include stored material requirements. In addition, they often require you to have Dexterity and Intelligence.
- The most frequent instant bonus of invention cards entails steps on the **Technology track**.

A1 *Drawing compass*. BOTTOM: Upgrade your Planning module to level III if you haven't already (RB-27).

A2 *Paint*. BOTTOM: Advance your discs on the Technology, Prestige, and Construction tracks 1 step each (RB-31).

A3 *Clock*. BOTTOM: Advance your disc on the Technology track 4 steps (RB-31).

A4 *Glasses*. TOP: **Activity**: Gain 1 research card (RB-28). To do this, you may look through all of the face-up research stacks and gain any one of their cards. Don't change the order of the cards in the stacks. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

A5 *Screw*. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Technology track 2 steps (RB-31).

A6 *Bow and arrow*. TOP: Each time you perform a hunt (RB-19), in addition to the food markers that the hunting table yields, gain 1 food marker and 2 success points. If you perform two consecutive hunts via level III of your Sustenance module, you gain this bonus for each of them. BOTTOM: Upgrade your Sustenance module to the next level if possible (RB-27).

A7 *Magnetic compass*. BOTTOM: Upgrade your Exploration and your Migration modules to the next level each if possible (RB-27).

A8 *Plow*. TOP: **Example**: When you transport a raw material (RB-18) from the Grassland territory with the Papyrus material tile to your storage, you can choose whether to place that marker onto your Papyrus, Herbs, or Gold storage space. Once placed, you cannot change it again. You may also use this ability when you transport a raw material from a boat whose territory is adjacent to a Grassland territory. BOTTOM: Perform up to 2 activities. These may be 2 different activities or it may be the same activity twice (RB-31).

A9 *Black Powder*. TOP: Whenever any of your strong tribes enters a developed territory by moving into it from any other territory, you produce 1 raw material (RB-18) in the territory entered.

A10 *Thermometer*. TOP: Each time the weather indicator is moved over a dark line of the weather gauge (be it during step A of the Event phase or via card C19 "Meteorology"), you gain 2 success points. Thus, if it moves over 2 dark lines, you gain 4 points.

A11 *Medicine*. BOTTOM: Gain 1 Stamina, 1 Dexterity, 1 Expressiveness, and 1 Vision feature marker.

A12 *Protective wear*. TOP: If in step A of any Event phase the weather indicator moves past a white line and thus triggers the corresponding effect, you can choose to ignore that effect. This does not apply if the negative effects of Hot or Cold are triggered (RB-34). BOTTOM: Gain 2 Stamina feature markers.

A13 *Axe*. TOP: **Example**: You activate level II of your Production module (RB-18) to produce a total of 3 raw materials. You choose to produce 1 in Forest territory A (Wood) and 2 in Forest territory B (Oil). So, after you produce those, you take another 3 markers from your supply and place 1 of them onto your Wood storage space and 2 onto your Oil storage space. This ability also applies to any additional raw materials you produce in the Forest due to the ability of card E14 "Irrigation". BOTTOM: Perform 1 activity (RB-31).

A14 *Glass*. TOP: If you install an invention card that has any cost spaces which require Coal and/or Sand, they are treated as if you actually return these materials to your storage. Thus, these spaces are not ignored but count as fulfilled active cost spaces. BOTTOM: Either gain 1 goal chip or install 1 goal chip (RB-26).

A15 *Rope*. TOP: **Example**: When you transport a raw material (RB-18) from the Mountain territory with the Stone material tile to your storage, you can choose whether to place that marker onto your Stone, Iron ore, or Jade storage space. Once placed, you cannot change it again. You may also use this ability when you transport a raw material from a boat whose territory is adjacent to a Mountain territory. BOTTOM: Perform up to 2 activities. These may be 2 different activities or it may be the same activity twice (RB-31).

A16 *Fishing net*. TOP: **Activity**: Choose a Water territory (whether it has one of your boats or not) and identify all of your weak tribes that are in all of the territories adjacent to it. Stand as many of these weak tribes up as you want. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

A17 *Sickle*. TOP: **Activity**: Return either 1 stored Papyrus or 1 stored Herbs to your supply and gain 3 money markers and 4 success points for it. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

A18 *Hammer*. TOP: **Example**: You activate level II of your Production module (RB-18) to produce a total of 3 raw materials. You choose to produce 1 of those in Mountain territory A (Stone) and 2 in Mountain territory B (Jade). So, after you produce those, you take another 3 markers from your supply and place 1 of them onto your Stone storage space and 2 onto your Jade storage space. Note that this ability also applies to any additional raw materials you produce in the Mountains due to the ability of card E6 "Dynamite". BOTTOM: Perform 1 activity (RB-31).

A19 *Saw*. TOP: **Example**: When you transport a raw material (RB-18) from the Forest territory with the Wood material tile to your storage, you can choose whether to place that marker onto your Wood, Wax, or Oil storage space. Once placed, you cannot change it again. Note that you may also use this ability when you transport a raw material from a boat whose territory is adjacent to a Forest territory. BOTTOM: Perform up to 2 activities. These may be 2 different activities or it may be the same activity twice (RB-31).

A20 *Crane*. TOP: **Example**: To build your settlement that has a building cost of 1 Wood and 1 Stone, you must return only one of these two stored materials from your storage to your supply.

A21 *Telescope*. BOTTOM: Advance your disc on the Technology track 2 steps (RB-31) and gain 2 Vision feature markers.

A22 *Music instruments*. BOTTOM: Advance your disc on the Technology track 2 steps and your disc on the Culture track 1 step (RB-31).

A23 *Abacus*. BOTTOM: Advance your disc on the Technology track 1 step and your disc on the Knowledge track 2 steps (RB-31).

A24 *Porcelain*. BOTTOM: Advance your disc on the Prestige track 2 steps and your disc on the Culture track 1 step (RB-31).

A25 *Microscope*. BOTTOM: Advance your disc on the Technology track 1 step and your disc on the Knowledge track 2 steps (RB-31).

A26 *Ink*. BOTTOM: Advance your disc on the Technology track 2 steps and your disc on the Culture track 1 step (RB-31).

A27 *Makeup*. BOTTOM: Advance your disc on the Prestige track 3 steps (RB-31).

A28 *Wheel*. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Technology track 2 steps (RB-31).

A29 *Paper*. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Knowledge track 2 steps (RB-31).

A30 *Cloth*. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Prestige track 2 steps (RB-31).

A31 *Dishes*. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Culture track 2 steps (RB-31).

A32 *Milestone*. TOP: Point bonus at game end (RB-37). BOTTOM: Take 6 markers from your supply and place one onto each of the 6 dice spaces of your console. These are planning markers available to you now (RB-13).

B) MUTATION CARDS

- The cost spaces of mutation cards only include feature requirements.
- In contrast to the other types of research card, mutation cards have no instant bonuses that grant steps on progress tracks.
- The most frequent instant bonus of mutation cards entails steps on the **Favor of Agera track**.

B1 *Beak*. TOP: **Activity**: Make a lucky find (RB-20). However, you do not have to choose a territory type where you have any tribes. Instead, you can choose any of the 6 types of land territory. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B2 *Mane*. TOP: The spaces of the Prestige track include 4 paler spaces with dark digits instead of white ones. Whenever you advance your disc on the Prestige track and it finishes its movement on such a dark-digit space (not if it just passes over it), advance it afterwards to the next space of the track that shows a white digit. For example, if your disc lands on space 5, advance it to space 7. It doesn't matter whether the discs of other civilizations are on any of these spaces. If you acquire this ability while your disc is already on a dark-digit space of the Prestige track, it has no direct effect on it (the disc must advance via another action for this ability to take effect). Also, the additional advancement triggered by this ability cannot be used for mutation card B22 "Color change".

B3 *Bio sonar*. TOP: **Example**: If you activate your Exploration module and reveal 3 sites, you gain 3 success points in addition to the ones printed on the front of those sites (RB-20). BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B4 *Neck frill*. TOP: In the Site phase, you can ignore any Gorges of the Grimwolves (RB-32). They have no effect on your civilization. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B5 *Compound eyes*. TOP: Whenever you perform the key action "Gain 1 research card" (RB-28), you may look through all of the face-up research stacks and gain one card of your choice from those. Don't change the order of the cards in the stacks. If an event allows you to gain the top card of a specific face-up stack, you can gain any card from that stack. BOTTOM: Upgrade your Research module to the next level if possible (RB-27).

B6 *Oviparity*. BOTTOM: Upgrade your Procreation module to level III if you haven't already (RB-27).

B7 *Pincer*. TOP: **Activity**: Take 1 marker from your supply and place it onto any storage space of your console on which you already have one or more markers. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B8 *Night vision*. TOP: **Activity**: If adjacent to any revealed Cave on the continent there is at least one territory with at least one of your tribes in it, place 1 marker from your supply either onto your Stone or your Iron ore storage space. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B9 *Prehensile tail*. TOP: **Activity**: Transport any 2 of your raw materials from the continent to your storage (RB-18). BOTTOM: Upgrade your Production module to the next level if possible (RB-27).

B10 *Flippers*. TOP: In addition to the actions of your Production module, do the following: Choose a Water territory that is adjacent to any territory in which you have at least one tribe (having only tribes in the Water territory itself does not count). Then place a marker in that Water territory and transport it directly to your storage the same way you would if it was on a boat there (RB-18). It doesn't matter whether you actually have a boat there or whether there is a marker on it.

B11 *Wings*. TOP: When you migrate with a tribe, instead of moving it to an adjacent territory, you may return 1 food marker to your supply and place that tribe onto any encampment on the continent, following the usual rules for displacement, fire encampments, and developing territories (RB-15).

B12 *Webbing*. TOP: This is true for any type of action that requires adjacent territories. For example, with 1 migration you can move a strong tribe from a territory to any territory that is adjacent to the same Water territory. Or, if you have installed the mutation card B13 "Trunk", you can produce raw materials cross-water. However, this ability does not apply to any sites cross-water. Sites are only considered adjacent to a territory if they actually touch it.

B13 *Trunk*. TOP: Whenever you perform an action that lets you produce raw materials (RB-18), you can choose for each of those raw materials either to produce it in one of your own territories or any developed land territory that is adjacent to any of them.

B14 *Frog tongue*. TOP: None of your tribes that are on encampments in Swamp territories can ever be weakened. So, for example, neither are they affected by Glaciers (RB-33) nor do they need to be fed in the Feeding phase. This also means whenever one of your tribes enters a Swamp territory and displaces another tribe from its encampment into the wilderness, your tribe remains upright (RB-15). Tribes in the wilderness of Swamp territories can be weakened as usual.

B15 *Sweat glands*. TOP: **Activity**: Check the weather gauge. If the weather marker is on either the Warm weather space or the Hot weather space, gain 1 stored Salt, 1 focus marker, and 1 success point. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B16 *Proventriculus*. TOP: **Activity**: Return 1 food marker to your supply. Then choose any 2 territories on the continent. In each of these territories, you can now stand up all weak tribes that you have there. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B17 *Humps*. TOP: None of your tribes that are on encampments in Desert territories need to be fed in the Feeding phase to retain their state (RB-33).

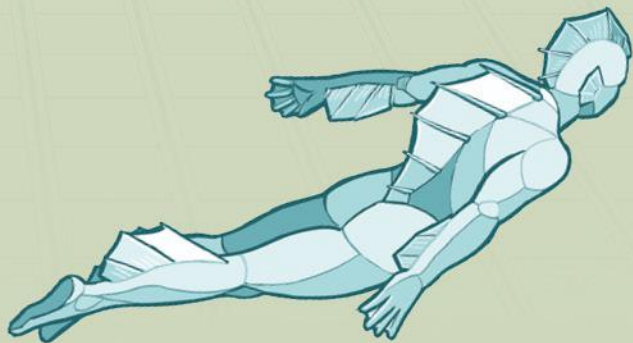
B18 *Fur*. TOP: In step B of each Feeding phase, when the strong tribes are scored, check the weather gauge first. If the weather indicator is on either the Rainy weather space or the Cold weather space, you score 2 success points for each of your strong tribes instead of only 1 point as usual (RB-33).

B19 *Tusks*. TOP: Each time you perform a hunt (RB-19), you gain 1 food marker more than the hunting table normally yields.

B20 *Hooves*. TOP: Whenever you migrate to a Grassland or Hill territory, you can decide either to settle there as usual or cross through it to a territory adjacent to it. If that adjacent territory is another Grassland or Hill territory, you can decide again to either settle there or cross through it and so on. The rules for crossing through territories apply as usual (RB-16).

B21 *Magnetoreception*. TOP: **Activity**: Take 1 of your strong tribes from anywhere on the continent and place it upright onto a free encampment in any foreign land territory. This means you can only choose a territory where there is a free encampment available, where you have none of your tribes, and where there is at least one tribe of another civilization (which you are not allowed to displace into the wilderness).

B22 *Color change*. TOP: **Example**: If you install a card whose instant bonus gives you 2 steps on the Technology track and 2 steps on the Prestige track, you must advance 1 step on the Technology track and 1 step on the Prestige track. You can use each of the remaining 2 steps on any of the progress tracks (either on the same or on different ones). If you install a card whose instant bonus gives you 3 steps on the Technology track, you must advance 2 steps on the Technology track and can use the remaining step on any progress track. If you install a card whose instant bonus gives you 1 step each on 3 different progress tracks, you cannot use this ability (RB-31).



B23 Giant brain. TOP: After rolling your activation dice in step B of doing a Reset (RB-32) and before placing them onto your dice spaces, you can choose one of them and turn it with any value face up. You cannot apply this ability to a die that you left on a dice space and thus did not roll.

B24 Fine sense of smell. TOP: Before performing a hunt (RB-19), you may choose one of your strong tribes and move it onto an encampment in a foreign territory adjacent to the territory of that tribe, following the usual rules for migration (RB-14). Afterwards, perform your hunt as usual (which can but does not have to be in the territory you just migrated to). If you perform two consecutive hunts via level III of your Sustenance module, you may use this ability once before each of them.

B25 Pouch. TOP: Whenever any of your strong tribes (tribe A) moves with 1 migration from one territory (territory X) to another territory (territory Y), one of your other strong tribes (tribe B) in territory X may then also move to territory Y. For both tribes the usual rules of migration apply (RB-14). If tribe A crosses through any territories on its way, tribe B must also cross through these territories with it (so if it crosses through a Water territory, the boat there must have 2 free seats). If tribe A uses the ability of card B11 “Wings” to migrate to any territory, tribe B migrates there without any additional food cost. Both tribes may settle on the same encampment (one after the other, so that the first is displaced by the second).

B26 Decorative plumes. TOP: Activity: Check if your disc is farther up the Prestige track than all other discs there (a tie is not sufficient). If so, gain 1 money marker and 4 success points. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B27 Antennae. TOP: You are at any time and as often as you like allowed to pick up any face-down material tile on the continent, check in secret what material type it has on its front and then return it face down to its material tile space.

B28 Gills. TOP: In every Water territory where you have no boat you can have up to 2 tribes and 1 raw material the same way you would if you had a boat there. Everything that applies to tribes and raw materials on boats applies to these tribes and raw materials, too. For goal chip 27 and the event cards F7 “Beginning of Winter” and F20 “Tsunami”, however, only actual boats count.

B29 Horn. TOP: Activity: Gain 1 food marker and 1 idea marker. In addition, you may choose a strong tribe of a foreign civilization in one of your territories and weaken that tribe by laying it down. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B30 Venomous sting. TOP: When you activate your Migration module (RB-14), perform its migration(s) as usual. Then, note the territory in which the tribe you moved last settled. If there are any strong foreign tribes there, weaken all of them (except tribes that cannot be weakened due to cards like B14 “Frog tongue” or C6 “Insulation”). BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B31 Claws. TOP: Whenever you displace a strong tribe of any foreign civilization into the wilderness (RB-15), lay down that displaced tribe and gain 1 success point for it (except if it cannot be weakened due to cards like C6 “Insulation”). BOTTOM: Advance your disc 1 step on the Favor of Agera track.

B32 Electric organ. TOP: Activity: In the chosen territory you must weaken all strong tribes, whether they are your own or belong to foreign civilizations. For each of your own strong tribes that you lay down in that territory, you gain 2 success points. Strong tribes that cannot be weakened due to cards like B14 “Frog tongue” or C6 “Insulation” must remain upright. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

C) INSIGHT CARDS

- Insight cards may have cost spaces with sole feature requirements, sole stored material requirements, or a mix of both.
- The most frequent instant bonus of insight cards entails steps on the **Knowledge track**.

C1 Biology. TOP: Whenever you take a marker from your supply and place it onto one of your feature spaces, gain 1 success point.

C2 Urbanism. TOP: Whenever you build a settlement on the continent (RB-22), advance your disc 1 step on the Construction track and gain 3 success points.

C3 Navigation. TOP: Whenever any of your strong tribes enters a developed territory by moving into it from any other territory, gain 3 success points.

C4 Politics. BOTTOM: Advance your discs on the Technology, Prestige, and Knowledge tracks 1 step each (RB-31).

C5 Physics. TOP: Whenever you install an invention card in the stage partition of your console (RB-30), advance your disc 1 step on the Technology track and gain 3 success points.

C6 Insulation. TOP: This ability has a specific requirement, which is only met if one or both Glaciers have been revealed on the continent and if in all territories affected by these Glaciers you have no more than a combined total of 2 tribes. As soon as a third of your tribes enters such a territory, the requirement is not met any more (until it's only 2 tribes again).

As long as the requirement is met, these tribes can never be weakened. So, for example, neither are they affected by the Glaciers themselves (RB-33) nor do they need to be fed in the Feeding phase. This also means whenever one of these tribes displaces another tribe into the wilderness in such a territory, the displacing tribe remains upright (RB-15).

BOTTOM: Advance your disc on the Construction track 2 steps (RB-31).

C7 Alchemy. TOP: Activity: Choose 1 of your stored materials and move it from its storage space to any other storage space. Then take 1 marker from your supply and add it to that same new storage space.

C8 Monarchy. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether at least 2 of them show a value of 1. If that is the case, gain 1 money marker. This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C9 Republic. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether any of them show a value of 2. If not, gain 1 food marker. This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C10 Democracy. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether any of them show a value of 3. If not, gain 1 idea marker. This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C11 Oligarchy. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether at least 2 of them show a value of 4. If that is the case, either transport 1 raw material from the continent to your storage (RB-18) or strengthen 1 of your weak tribes (RB-19). This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C12 Socialism. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether at least 2 of them show a value of 5. If that is the case, perform the action of 1 of your income chips (RB-23). This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C13 Despotism. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether any of them show a value of 5. If not, produce 1 raw material on the continent (RB-18). This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C14 Mathematics. TOP: After rolling your activation dice in step B of a Reset (RB-32) and before placing them onto your dice spaces, check whether at least 1 of them shows a value of 6. If that is the case, gain 1 success point. This only includes the dice that you rolled, not those that you left on your dice spaces. You may apply the abilities of card B23 “Giant brain” and the attribute chip “Adept civilization” to your rolled dice before checking their values.

C15 Reason. TOP: The spaces of the Knowledge track include 4 paler spaces with dark digits instead of white ones. Whenever you advance your disc on the Knowledge track and it finishes its movement on such a dark-digit space (not if it just passes over it), advance it afterwards to the next space of the track that shows a white digit. For example, if your disc lands on space 5, advance it to space 7. It doesn't matter whether the discs of other civilizations are on any of these spaces. If you acquire this ability while your disc is already on a dark-digit space of the Knowledge track, it has no direct effect on it (the disc must advance via another action for this ability to take effect). Also, the additional advancement triggered by this ability cannot be used for mutation card B22 “Color change”.

C16 Theocracy. TOP: **Activity:** If you return 1 food marker to your supply, you may choose one land territory in which you have at least 1 tribe and check how many unoccupied encampments are in it. If there are 2 or more, you may take up to 2 tribes from your supply and place them lying down onto 2 of these free encampments. If there is only 1 unoccupied encampment, do this with 1 tribe from your supply. If you place any of them onto a fire encampment, gain its success points as usual. BOTTOM: Advance your disc on the Culture track 1 step (RB-31).

C17 Smoked food. TOP: In step A of every Feeding phase (RB-33), you may choose up to 3 of your tribes, though each of them must be in a different territory. For the duration of this Feeding phase, these tribes do not require any food to retain their state.

C18 Warehousing. TOP: Once in step A of every Income phase (RB-36), either before, after or while performing the actions of your income chips, check whether you have at least 2 food markers on your food space. If you do, gain 4 success points.

C19 Meteorology. TOP: **Activity:** Gain 1 idea marker and 1 success point. You may then move the weather indicator on the weather gauge either 1 step up or down. The effect of the weather space where it lands is not triggered.

If you use this ability during step A of the Event phase (RB-34) due to a triggered effect of the previous weather space, the effect of that previous weather space still remains for any civilizations that come after you in seating order. BOTTOM: Upgrade your Activity module to the next level if possible (RB-27).

C20 Metallurgy. TOP: The following applies to any Sale action that you perform when you activate your Trade module (RB-30): If you sell a stored material that is either Gold, Iron ore, or Copper for money (not if you sell it for points), you gain 2 additional money markers. So for Gold or Copper you get 5 money markers, for Iron ore 4.

C21 Quarrying. TOP: In phase 3 “Extra find” of every era, check how many Caves are revealed on the continent and how many of those have at least one of your territories adjacent to them. For each such Cave, take 1 marker from your supply and place it onto your Stone storage space. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

C22 Architectural statics. TOP: **Example:** To build your settlement that has a building cost of 1 Wood and 1 Stone, you must have both of these stored materials in your storage and must return them to your supply. However, afterwards you can take 1 marker back from your supply and place it onto either your Wood or your Stone storage space.

C23 Infrastructure. BOTTOM: Upgrade your Transport module to level III if you haven't already (RB-27).

C24 Selection. TOP: Whenever you install a mutation card in your stage partition, each of the other civilizations must check how many Stamina feature markers it currently has. If it has more than you or the same number as you, nothing happens. If it has fewer than you, it must choose one of its tribes on the continent and weaken it now. If it has only tribes that cannot be weakened due to cards like B14 “Frog tongue” or C6 “Insulation”, it is exempted from this. Solo mode: V.I.C.I is always considered to have 2 Stamina feature markers. If you have more, you may weaken one of V.I.C.I's tribes of your choice. However, this must be a strong tribe if possible.

BOTTOM: Advance your disc on the Prestige track 1 step (RB-31).

C25 Religion. BOTTOM: Advance your disc on the Culture track 3 steps (RB-31).

C26 Philosophy. BOTTOM: Advance your discs on the Prestige and Knowledge tracks 2 steps each (RB-31).

C27 Hydraulics. BOTTOM: Advance your discs on the Technology, Knowledge, and Construction tracks 1 step each (RB-31).

C28 Ballistics. BOTTOM: Advance your discs on the Technology and Knowledge tracks 1 step each (RB-31).

C29 Astronomy. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Knowledge track 2 steps (RB-31).

C30 Patriotism. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Prestige track 2 steps (RB-31).

C31 Magnetism. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Technology track 2 steps (RB-31).

C32 Mineralogy. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Knowledge track 2 steps (RB-31).



D) BUILDING CARDS

- The cost spaces of building cards only include stored material requirements. However, most of them have an alternative requirement that is fulfilled if you've already built a few settlements on the continent (RB-24).
- Building cards often have instant bonuses that entail steps on the progress tracks (with the **Construction track** being the most frequent).

D1 Inn. BOTTOM: Gain 2 Stamina and 1 Expressiveness feature marker.

D2 Garden. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Prestige track 2 steps (RB-31).

D3 Theater. TOP: **Activity:** Advance your disc on the Culture track 1 step (RB-31). BOTTOM: Advance your disc on the Culture track 1 step (RB-31).

D4 Hall. BOTTOM: Advance your disc on the Construction track 3 steps (RB-31).

D5 Stable. TOP: **Activity:** Gain 1 food marker and 1 success point for each of your farms on the continent. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

D6 Guard tower. BOTTOM: Advance your disc on the Construction track 1 step (RB-31) and gain 1 Stamina and 1 Vision feature marker.

D7 Marketplace. BOTTOM: Upgrade your Trade module to level III if you haven't already (RB-27).

D8 Hospital. TOP: Every time any of your weak tribes on the continent is strengthened (as it is brought from a lying to an upright state), gain 2 success points. It does not matter if this is via one of your own actions (for example via your Sustenance module) or via a card like D13 "Mill".

D9 Road. TOP: On each of your turns in which you perform the key action "Perform 1 procreation" (RB-16) at least once, you can additionally perform the key action "Perform 1 migration" (RB-14) with one of the new tribes immediately after you add that tribe to a territory (provided it is still strong). This includes your turns in the Event phase and the Income phase. (In the Income phase, however, each of your actions is considered part of the same turn.)

D10 Aqueduct. TOP: In step A of every Feeding phase (RB-33), check how many settlements you have on the continent. For each of them do the following: Check which territories are adjacent to the building ground of that settlement and choose up to 2 of your tribes in these territories (whether they are in the same territory or in different ones). Now, for the duration of this Feeding phase, all of the tribes that you chose this way do not require any food to retain their state.

D11 Courthouse. TOP: **Activity:** Return 1 money marker and 1 idea marker to your supply to advance your discs on any 2 different progress tracks 1 step each.

D12 Monastery. TOP: **Activity:** Choose up to 2 of your weak tribes anywhere on the continent and return them to your supply. For each of them you gain 5 success points. You cannot use the special action "Deus ex machina" (RB-33) to save any of these tribes. You only gain the points if you actually remove the tribe. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

D13 Mill. TOP: **Activity:** Choose any one territory. There, you must stand all lying tribes up, no matter to which civilization they belong. For each one that you strengthen this way, you gain 1 success point. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

D14 Tavern. TOP: **Activity:** Return 1 food marker to the supply to gain 3 success points and 2 money markers. BOTTOM: Advance your disc 2 steps on the Favor of Agera track.

D15 Sewer. TOP: **Activity:** Return 1 food marker to the supply to gain 1 focus marker, 2 idea markers, and 3 success points. BOTTOM: Advance your disc 2 steps on the Favor of Agera track.

A16 Residence. TOP: In the Site phase, you can ignore the effect of Glaciers (RB-33). If the weather indicator triggers a negative effect in step A of the Event phase (RB-34), you can choose to ignore that effect.

D17 Prison. TOP: **Activity:** Anywhere on the continent, choose one strong tribe of a foreign civilization. Take 1 marker from your supply and place it onto the head of that tribe. As long as your marker is on that tribe, it cannot migrate out of its territory. Your marker remains on that tribe until you do your next Reset (RB-32). Then, you remove the marker from the tribe, gain 2 success points and then place that marker onto your money space.

If the foreign tribe should be weakened while your marker is on it, the marker remains on it. If the foreign tribe is removed from the continent while your marker is on it, gain the 2 success points and the money marker immediately.

BOTTOM: Advance your disc 1 step on the Favor of Agera track.

D18 Forge. TOP: **Activity:** Advance your disc on the Technology track 1 step (RB-31). BOTTOM: Advance your disc on the Technology track 1 step (RB-31).

D19 Forum. TOP: **Activity:** Advance your disc on the Prestige track 1 step (RB-31). BOTTOM: Advance your disc on the Prestige track 1 step (RB-31).

D20 Library. TOP: **Activity:** Advance your disc on the Knowledge track 1 step (RB-31). BOTTOM: Advance your disc on the Knowledge track 1 step (RB-31).

D21 City walls. TOP: **Activity:** Advance your disc on the Construction track 1 step (RB-31). BOTTOM: Advance your disc on the Construction track 1 step (RB-31).

D22 Brewery. BOTTOM: Advance your discs on the Technology, Prestige, and Culture tracks 1 step each (RB-31).

D23 Castle. BOTTOM: Advance your disc on the Construction track 3 steps (RB-31).

D24 Ziggurat. BOTTOM: Advance your disc on the Construction track 4 steps (RB-31).

D25 Arena. BOTTOM: Advance your disc on the Prestige track 3 steps and your disc on the Construction track 2 steps (RB-31).

D26 Observatory. BOTTOM: Advance your disc on the Technology track 3 steps and your disc on the Knowledge track 2 steps (RB-31).

D27 University. BOTTOM: Advance your disc on the Technology track 2 steps and your disc on the Knowledge track 3 steps (RB-31).

D28 Pyramid. BOTTOM: Advance your disc on the Construction track 2 steps and your disc on the Culture track 3 steps (RB-31).

D29 Temple. BOTTOM: Advance your discs on the Construction and Culture tracks 3 steps each (RB-31).

D30 School. BOTTOM: Advance your disc on the Knowledge track 2 steps (RB-31) and gain 1 Intelligence feature marker.

D31 Lighthouse. BOTTOM: Advance your disc on the Construction track 2 steps (RB-31) and gain 2 Vision feature markers.

D32 Fountain. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Construction track 2 steps (RB-31).



E) ACHIEVEMENT CARDS

- Achievement cards may have cost spaces with sole feature requirements, sole stored material requirements, or a mix of both.
- Their most frequent instant bonus entails steps on the **Culture track**.

E1 Sagas. BOTTOM: Advance your discs on the Knowledge and Culture tracks 2 steps each (RB-31).

E2 Tannery. TOP: Each time you perform a hunt (RB-19), gain 1 money marker and 2 success points. If you perform two consecutive hunts via level III of your Sustenance module, you gain this bonus for each of them. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E3 Cartography. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Knowledge track 2 steps (RB-31).

E4 Polish. TOP: When you score your statues in step B of the Income phase (RB-36), each of them is worth 1 additional point. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E5 Games. BOTTOM: Advance your disc on the Knowledge track 1 step and your disc on the Culture track 2 steps (RB-31).

E6 Dynamite. TOP: Example: You activate level III of your Production module (RB-18) to produce 4 raw materials. You choose to produce 1 in your Mountain territory (Stone), 1 in your Grassland territory (Herbs), and 2 in your Hill territory (Clay). This means that you actually produce a total of 7 raw materials: 2 x Stone in your Mountain territory, 1 x Herbs in your Grassland territory, and 4 x Clay in your Hill territory. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E7 Agriculture. BOTTOM: Take 3 markers from your supply and place 1 onto your Wood storage space, 1 onto your Papyrus storage space, and 1 onto your Cotton storage space.

E8 Mine. BOTTOM: Take 3 markers from your supply and place 1 onto your Gold storage space, 1 onto your Iron ore storage space, and 1 onto your Copper storage space.

E9 Fishing. TOP: Example: If you perform a hunt (RB-19) in a Desert territory that is adjacent to a Water territory and roll a 3 with your fate die, you do not only gain 1 food marker (as is stated in the Desert column of the hunting table) but 4 food markers (as is stated in the Water column) for it. Afterwards you place a hunting token in that Desert territory as usual.

BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E10 Calendar. TOP: On your turn in the last action round of every era, do both: activate a module (RB-13) and do a Reset (RB-32). The order is up to you. It doesn't matter if you have more than 3 dice left on your dice spaces when you do the Reset. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E11 Oven. TOP: Each time the weather indicator is moved down the weather gauge towards the Cold weather space and thereby crosses a dark line (be it during step A of the Event phase or via card C19 "Meteorology"), gain 3 success points. Thus, if it moves over 2 dark lines, you gain 6 points. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E12 Currency. TOP: Activity: Gain 2 money markers.

E13 Shovel. TOP: Example: You activate level III of your Production module (RB-18) to produce 4 raw materials. You choose to produce 1 in your Desert territory (Copper), 1 in your Grassland territory (Herbs), and 2 in your Swamp territory (Coal). This means that you actually produce a total of 7 raw materials: 2 x Copper in your Desert territory, 1 x Herbs in your Grassland territory, and 4 x Coal in your Swamp territory. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E14 Irrigation. TOP: Example: You activate level III of your Production module (RB-18) to produce 4 raw materials. You choose to produce 1 in your Forest territory (Wood), 1 in your Mountain territory (Jade), and 2 in your Grassland territory (Gold). This means that you actually produce a total of 7 raw materials: 2 x Wood in your Forest territory, 1 x Jade in your Mountain territory, and 4 x Gold in your Grassland territory. BOTTOM: Either gain 1 goal chip (RB-26) or install 1 goal chip (RB-26).

E15 Judiciary. BOTTOM: Perform the key action "Upgrade 1 main module" (RB-27) twice. It doesn't matter if you upgrade the same module twice or 2 different modules once each.

E16 Cooking. TOP: Activity: Strengthen up to 3 of your weak tribes anywhere on the continent (RB-19) and gain 3 success points. BOTTOM: Advance your disc 1 step on the Favor of Agera track.

E17 Graves. TOP: Whenever you return a tribe to your supply because you had to remove it from the continent, gain 3 success points.

E18 Rituals. TOP: In every Site phase (RB-32), after carrying out the effects of the sites, do the following: Check how many territories there are on the continent in which you have at least 3 of your tribes. For each of those territories, gain 5 success points.

E19 Ceremonies. TOP: The spaces of the Culture track include 4 paler spaces with dark digits instead of white ones. Whenever you advance your disc on the Culture track and it finishes its movement on such a dark-digit space (not if it just passes over it), advance it afterwards to the next space of the track that shows a white digit. For example, if your disc lands on space 5, advance it to space 7. It doesn't matter whether the discs of other civilizations are on any of these spaces. If you acquire this ability while your disc is already on a dark-digit space of the Culture track, it has no direct effect on it (the disc must advance via another action for this ability to take effect). Also, the additional advancement triggered by this ability cannot be used for mutation card B22 "Color change".

E20 Preservation. TOP: Example: You install the invention card A3 "Clock" in stage 3 of your stage partition. For this you must fulfill the requirements of each of its 3 leftmost cost spaces: Return 2 stored Copper, 1 stored Coal, and 1 stored Sand to your supply. After you have paid these 4 stored materials, however, you can take 1 marker back from your supply and place it onto either your Copper, your Coal, or your Sand storage space. Note that this only applies to stored materials you actually pay to the supply, not those whose active cost spaces you fulfill or ignore in any other way (like via card A14 "Glass").

E21 Language. BOTTOM: Gain 3 Expressiveness feature markers.

E22 Hygiene. BOTTOM: Gain 2 Stamina feature markers.

E23 Fine arts. BOTTOM: Advance your discs on the Construction and Culture tracks 2 steps each (RB-31).

E24 Latrine. BOTTOM: Advance your discs on the Construction and Culture tracks 1 step each (RB-31).

E25 Furniture. BOTTOM: Advance your discs on the Technology, Prestige, and Construction tracks 1 step each (RB-31).

E26 Letterpress. BOTTOM: Advance your disc on the Knowledge track 2 steps and your disc on the Culture track 1 step (RB-31).

E27 Poetry. BOTTOM: Advance your disc on the Prestige track 1 step and your disc on the Culture track 2 steps (RB-31).

E28 Music. BOTTOM: Advance your discs on the Prestige and Culture tracks 2 steps each (RB-31).

E29 Festivities. BOTTOM: Advance your discs on the Prestige, Construction, and Culture tracks 1 step each (RB-31).

E30 Jewelry. BOTTOM: Advance your disc on the Prestige track 3 steps (RB-31).

E31 Stage play. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Culture track 2 steps (RB-31).

E32 Perfume. TOP: Point bonus at game end (RB-37). BOTTOM: Advance your disc on the Prestige track 2 steps (RB-31).

Event cards

- Each event card shows:
- **a card ID**,
 - **an event** (including its title and a thematic drawing),
 - **a weather section.**



The *weather section* of the current event card is resolved in step A of the Event phase (RB-34).

Its *event* is resolved in step B of that Event phase (RB-34) and is phrased in one of three ways to indicate who is eligible to receive its bonus:

- If the event says “**Each civilization**”, this means that the bonus of the event is given to each civilization that meets its requirement.
- If the event says “**All civilizations**”, this means that the requirement of this event involves having a certain majority. However, if there is a tie for that majority, its bonus is given to each civilization that participates in that tie. Note that having 0 of something is never considered a majority.
- If the event says “**The civilization**”, this means that the requirement of this event involves having a sole majority or lead in a certain aspect. So the bonus of this event is only given to a single civilization and only if that civilization is unambiguously identifiable.

In the following, all events are listed in the **order of their card IDs**.

F1 Beginning of summer. This applies to each civilization: Check in which Swamp and Desert territories you have at least 1 tribe. For each of these territories, gain 3 success points. In addition, you may produce 1 raw material (RB-18) in each of these territories. The ability of card E13 “Shovel” can be used. The ability of card B13 “Trunk” cannot be used.

F2 Inspiration. This only applies if your disc on the Culture track is ahead of all other discs there: Take the top card from the face-up achievement stack of the research display and install it immediately in your stage partition for free. This means you follow the usual steps of the key action “Install 1 research card” (RB-24) but ignore steps 3 and 4, as all cost spaces are considered inactive. As usual, if the face-up achievement stack is empty afterwards, refill it with the top card from the face-down achievement stack (RB-28).

The ability of card B5 “Compound” eyes can be used.

F3 Coronation. This only applies if your disc on the Prestige track is ahead of all other discs there: Gain 6 success points and 3 money markers.

F4 Meteoritic strike. This applies if you have the most farms on the continent or are tied for the most: You must choose one of your farms on the continent and return it to the farm recess on your console. Then gain 2 success points and place 1 marker from your supply onto your Gold storage space.

F5 Epiphany. This applies to each civilization that has at least 2 Vision feature markers: Either advance your disc on the Favor of Agera track 1 step or perform the action of 1 of your income chips (RB-23).

F6 Breakthrough. This applies if you have the most idea markers or are tied for the most: Either advance your disc on the Technology track 2 steps or advance your disc on the Knowledge track 2 steps.

F7 Beginning of winter. This applies to each civilization: Check in which territories you have at least 1 tribe and either a farm or a boat. For each of these territories, gain 2 success points. In addition, you may produce 1 raw material (RB-18) in each of these territories (on a boat, however, you can only do so if its notch is empty).

The abilities of cards A13 “Axe”, A18 “Hammer”, E6 “Dynamite”, E13 “Shovel”, and E14 “Irrigation” can be used. The ability of card B13 “Trunk” cannot be used.

F8 Urbanization. This applies to each civilization: Check how many of your settlements you have on the continent. If you have 1 settlement, advance your disc on the Culture track 1 step. If you have 2 settlements, advance your discs on the Culture and Construction tracks 1 step each. If you have 3 settlements, advance your disc on the Culture track

2 steps and your disc on the Construction track 1 step.

If you have 4 settlements, advance your discs on the Culture and Construction tracks 2 steps each.

F9 Building progress. This only applies if your disc on the Construction track is ahead of all other discs there: Choose either A or B of the following bonuses:

A) Choose one of the settlements on your console that you have not built yet, look at its building cost and add each of the materials shown there to your storage. For example, if you choose the rightmost settlement, you gain 1 stored Sand, 1 stored Iron ore, and 1 stored Clay.

B) Place 1 marker from your supply as a statue onto any Building ground on the continent. You can ignore the usual requirements (RB-22), so it neither matters if any of your territories are adjacent to that Building ground nor if your building limit on it has already been reached. Then advance your disc on any progress track 1 step.

F10 A feast for Agera: This only applies if you have more statues on the continent than any of the other civilizations: Perform the key action “Gain 1 income chip” (RB-23).

F11 Enlightenment. This applies if you have the most activation dice or are tied for the most (whether they are on your console and/or below it): Advance your disc on any progress track 1 step.

This applies if you have the most fate dice or are tied for the most: Advance your disc on any progress track 1 step.

F12 Beginning of spring. This applies to each civilization: Check in which Grassland and Hill territories you have at least 1 tribe. For each of these territories, gain 2 success points. In addition, you may produce 1 raw material (RB-18) in each of these territories. The abilities of cards E6 “Dynamite” and E14 “Irrigation” can be used. The ability of card B13 “Trunk” cannot be used.

F13 Market day. This applies to each civilization that has at least 2 Composure feature markers: Choose either A or B of the following bonuses:

A) Take 2 markers from your supply and place them together onto any one of your storage spaces where you already have at least one.

B) Choose one of your storage spaces and return up to 2 stored materials from it to your supply. Gain 3 success points for each of

them.

F14 Stroke of genius. This only applies if your disc on the Technology track is ahead of all other discs there: Take the top card from the face-up invention stack of the research display and install it immediately in your stage partition for free. This means you follow the usual steps of the key action “Install 1 research card” (RB-24) but ignore steps 3 and 4, as all cost spaces are considered inactive. As usual, if the face-up invention stack is empty afterwards, refill it with the top card from the face-down invention stack (RB-28).

The ability of card B5 “Compound eyes” can be used.

F15 Brainwave. This only applies if your disc on the Knowledge track is ahead of all other discs there: Take the top card from the face-up insight stack of the research display and install it immediately in your stage partition for free. This means you follow the usual steps of the key action “Install 1 research card” (RB-24) but ignore steps 3 and 4, as all cost spaces are considered inactive. As usual, if the face-up insight stack is empty afterwards, refill it with the top card from the face-down insight stack (RB-28).

The ability of card B5 “Compound eyes” can be used.

F16 Admiration. This only applies if on your Gold, Jade, and Copper storage spaces, you have a higher total of stored materials than any of the other civilizations has on its own Gold, Jade, and Copper storage spaces: Advance your disc on the Prestige track 3 steps.

F17 Corruption. This only applies if you have more money markers than any of the other civilizations: Perform the key action “Install 1 goal chip” (RB-26), ignoring the requirement of that goal chip.

F18 Beginning of fall. This applies to each civilization: Check in which Forest and Mountain territories you have at least 1 tribe. For each of these territories, gain 2 success points. In addition, you may produce 1 raw material (RB-18) in each of these territories. The abilities of cards A13 “Axe”, E6 “Dynamite” and E14 “Irrigation” can be used. The ability of card B13 “Trunk” cannot be used.

F19 Leap in evolution. This only applies if you have more stored materials in your storage than any of the other civilizations has in its own storage: Take up to 3 of your stored materials and place each of them onto any of your feature spaces.

F20 Tsunami. This applies if you have the most boats on the continent or are tied for the most: You must choose one of your boats on the continent and return it to its recess on your console. If you have any tribes on that boat, remove them from it and return them to your supply. You cannot save them via the special action “Deus ex machina” (RB-33). If you have a raw material on that boat, leave it in its notch when you place the boat back onto your console. If not, take a marker from your supply and place it in the boat’s notch when you return it. Then gain 2 success points and place 1 marker from your supply onto your Wood storage space and 1 marker onto your Cotton storage space.

Only actual boats on the continent count for this, so the ability of card B28 “Gills” does not apply here. However, if you have that card installed when you remove an actual boat through this event, any tribes and raw material from that boat remain in the Water territory.

Goal chips

To install a goal chip from your goal area in your stage partition via the key action “Install 1 goal chip” (RB-26), you must fulfill the requirement of that goal chip. All requirements are listed below in the order of their **goal IDs**.



GOALS 1 TO 4. On the continent, there must be at least 1 territory of this type in which you have at least 1 of your farms and at least 1 of your tribes.



GOALS 5 TO 8. On the continent, there must be at least 1 territory of this type in which you have at least 2 of your tribes.



GOALS 9 AND 10. On the continent, there must be at least 1 territory of this type in which you have at least 3 of your tribes.



GOALS 11 TO 16. On the continent, there must be at least 2 territories of this type in each of which you have at least 1 of your tribes.



GOALS 17 TO 24. On the continent, you must have at least 2 tribes whose territory/territories are adjacent to any site of this type. Both tribes can be in the same territory or in different territories that are adjacent to the same or different sites of this type.



GOAL 25. On the continent, you must have at least 2 of your settlements (RB-22).



GOAL 26. On the continent, you must have at least 2 of your statues (RB-22). It doesn't matter if they are on the same or on different Building grounds.



GOAL 27. On the continent, you must have both of your boats (RB-21). It doesn't matter if there are any tribes or raw materials on them.



GOAL 28. You must have at least 8 activation dice. It doesn't matter if they are on the dice spaces of your console and/or below them. Since each civilization already starts the game with 6 activation dice, you have to acquire 2 additional ones (RB-28) to reach this goal.



GOAL 29. You must have at least 3 fate dice. Since each civilization already starts the game with 1 fate die, you have to acquire 2 additional ones (RB-28) to reach this goal.



GOALS 30 TO 34. At least 2 cards of this type must be installed in the stage partition of your console.



GOALS 35 TO 39. Your disc on this progress track must have reached at least space 3.



GOALS 40 TO 45. You must have at least 2 feature markers of this type.



GOALS 46 TO 63. You must return 1 stored material of this type to your supply to fulfill this goal.



GOAL 64. You must return 3 food markers to your supply to fulfill this goal.



GOAL 65. You must return 3 money markers to your supply to fulfill this goal.

Income chips

The following actions can be found on income chips (RB-23):



EITHER: Take a favor test. If you pass, gain 1 step on the Technology track.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, perform the key action "Perform 1 procreation" (RB-16).
OR: Gain 1 success point.



EITHER: Perform the key action "Produce 1 raw material" (RB-18).
OR: Gain 1 idea marker.
OR: Gain 1 food marker.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, gain 1 step on the Prestige track.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, perform the key action "Perform 1 migration" (RB-14).
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, gain 1 step on the Knowledge track.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, perform the key action "Install 1 goal chip" (RB-26).
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, gain 1 step on the Construction track.
OR: Gain 1 success point.



EITHER: Perform the key action "Gain 1 goal chip" (RB-26).
OR: Gain 1 success point.



EITHER: Gain 1 money marker.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, gain 1 step on the Culture track.
OR: Gain 1 success point.



EITHER: Move 1 of your feature markers from its feature space to any of your other feature spaces.
OR: Gain 1 success point.



EITHER: Take a favor test. If you pass, perform the key action "Gain 1 research card" (RB-28).
OR: Gain 1 success point.



EITHER: Perform the key action "Transport 1 raw material to your storage" (RB-18).
OR: Strengthen 1 of your weak tribes (RB-19).



EITHER: Gain 1 focus marker.
OR: Gain 1 success point.

Attribute chips

The following benefits can be found on attribute chips (RB-27):

ADEPT CIVILIZATION: After rolling your activation dice in step B of doing a Reset (RB-32) and before placing them onto your dice spaces, you can choose one of these rolled dice and turn it with any value face up. You cannot apply this ability to a die that you left on a dice space and thus did not roll.

AGILE CIVILIZATION: In every Feeding phase, before feeding your tribes, perform the key action "Perform a hunt" (RB-19).

AMBITIOUS CIVILIZATION: Each time you install an income chip in your stage partition (RB-23), you may afterwards perform the key action "Gain 1 research card" (RB-28).

CURIOUS CIVILIZATION: At any time and as often as you like, you may pick up any face-down site that is adjacent to any of your territories, look at it in secret and then return it face-down to its spot. In the same way, you may secretly peek at any face-down material tile belonging to a territory that is adjacent to any of your territories.

DIPLOMATIC CIVILIZATION: Either before or after you perform the usual actions of your Production module, you may produce a total of 2 raw materials in the same or different land territories of your choice in which you have no tribe but where there is at least one tribe of any other civilization.

FLEXIBLE CIVILIZATION: Each time you do a Reset, gain 1 additional idea marker.

INGENIOUS CIVILIZATION: If you choose to activate your Sleep module on your turn, first gain as usual 1 focus marker or 2 idea markers (RB-14). In addition you may then immediately install an insight or invention card from your hand in your stage partition, following the usual rules of the key action "Install 1 research card" (RB-24).

MERCANTILE CIVILIZATION: Whenever you perform the key action "Install 1 research card" (RB-24), you may do the following: While fulfilling the requirements of active cost spaces that require you to return stored materials to your supply, you may choose up to 2 of these required materials and instead of them return a certain number of money markers to the supply: To replace only 1 stored material, you must pay 2 money markers. To replace 2 stored materials, you must pay 5 money markers. You cannot replace feature requirements. **Example:** You install the invention card A3 "Clock" in stage 3 of your stage partition and thus must fulfill the requirements of each of its 3 leftmost cost spaces (pay 2 stored Copper, 1 stored Coal, and 1 stored Sand). As you are allowed to replace any 2 of these 4 materials by paying 5 money markers instead, you decide to replace 1 Copper and 1 Sand this way.

METHODICAL CIVILIZATION: Each time you install a goal chip in your stage partition (RB-26), you may afterwards gain 2 focus markers.

SMART CIVILIZATION: Whenever you install a research card (RB-24) in stage 3 of your stage partition, you must only fulfill its 2 leftmost cost spaces. Whenever you install a research card in stage 4, you must only fulfill its 3 leftmost cost spaces.

STUBBORN CIVILIZATION: Whenever you initially roll your fate dice for a favor test, a hunt, or a lucky find and are not satisfied with that roll, you may pick them all up again and roll them a second time.

TENACIOUS CIVILIZATION: In every site phase, you never lose food markers due to Gorges of the Grimwolves (RB-32) and you never weaken tribes due to Glaciers (RB-33). Also, in phase A of the Event phase (RB-34), you never lose any food markers or tribes.

KEYWORD INDEX

100-POINT TOKEN: A token you get to mark that your disc has completed a lap on the score track (RB-37).

100-POINT TOKEN DISPLAY: The section of the display area on the progress board that holds unused 100-point tokens.

ACHIEVEMENT MODULE: 1 of the 15 main modules (RB-28, OB-5).

ACHIEVEMENT CARD: 1 of the 5 types of research card (G-1, G-7).

ACTION CARD: In solo mode: Any of the 15 cards used to determine V.I.C.I.'s actions (RB-39).

ACTION PHASE: The main phase of each era (RB-13).

ACTION ROUND: The part of the Action phase in which each civilization takes one turn in seating order (RB-13).

ACTIVATION DIE: A white die used to activate your modules (RB-13).

ACTIVITY MODULE: 1 of the 15 main modules (RB-31, OB-5).

ADJACENT: A territory is considered adjacent to each territory and site that it touches with any of its borders.

ATTRIBUTE CHIP: A type of chip that can be installed in your stage partition (RB-27, G-10).

ATTRIBUTE CHIP DISPLAY: The section of the display area on the progress board from where you gain new attribute chips (RB-27).

BEACON OVERVIEW: In solo mode: The overview below the territory wheel (RB-41).

BLOCKING TOKEN: A token used to block an encampment during setup (RB-8).

BOAT: A building project that gives you access to Water territories (RB-22).

BONUS THRESHOLD: A line on a progress track that gives you a track bonus when you cross it with your disc (RB-31).

BRIMSTONE: A type of material from the Hills.

BUILDING MODULE: 1 of the 15 main modules (RB-21, OB-5).

BUILDING CARD: 1 of the 5 types of research card (G-1, G-6).

BUILDING COST: The cost of building statues and settlements (RB-22).

BUILDING GROUND: A type of site where statues and settlements can be built (RB-22, OB-4).

BUILDING PROJECT: There are 4 types of building project (RB-21): farm, boat, statue, settlement.

CARD COSTS: The requirements of active cost spaces when installing research cards (RB-24).

CATEGORY SUCCESS POINTS: The points per unit of a specific scoring category depending on when it is scored: in the Event phase of an era (RB-34) or in the final scoring (RB-36).

CAVE: A type of site (RB-38, OB-4).

CHIP: A component that you can install in the stage partition of your console. There are 3 types of chip: goal chips, income chips, attribute chips.

CIVILIZATION: In the game, each player represents a civilization of a certain player color. The term "civilization" is often used as a synonym for the term "player".

CLAY: A type of material from the Hills.

COAL: A type of material from the Swamp.

COLD: A specific weather space on the weather gauge (RB-34).

COMPLETION BONUS: A bonus for completing certain stages of your stage partition (RB-27).

COMPOSURE FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

CONSOLE: Your player board.

CONSTRUCTION TRACK: 1 of the 5 progress tracks (RB-31), which is also 1 of the 9 scoring categories (RB-35).

CONTINENT: The central game board, which is enclosed by the score track. It is made up of 22 territories, 24 sites, and a Building ground island.

COPPER: A type of material from the Desert.

COST SPACE: Any of the 5 spaces in the middle part of any research card. The active ones define the costs for installing the card (RB-24).

COTTON: A type of material from the Hills.

CROSS THROUGH: To move a tribe through a territory without entering an encampment (RB-16).

CULTURE TRACK: 1 of the 5 progress tracks (RB-31), which is also 1 of the 9 scoring categories (RB-35).

DARK LINE: Any line between 2 weather spaces of the weather gauge.

DESERT: 1 of the 6 types of land territory.

DEUS EX MACHINA: A special action to save dying tribes (RB-33).

DEVELOP: If a tribe is the first to enter a territory and settle in it, the territory is developed by flipping its material tile face up (RB-15).

DEVELOPED TERRITORY: Any land territory whose material tile is face up and any Water territory.

DEXTERITY FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

DIAMOND: The unit of the Prosperity scoring category (RB-35).

DICE DISPLAY: The section of the display area on the progress board that holds additional dice.

DICE SPACE: Your console's holding area for activation dice and planning markers of a certain value that have not been used yet (RB-13).

DISPLACE: Seizing an occupied encampment with your tribe by ousting the occupying tribe into the wilderness surrounding the encampments (RB-15).

DISPLAY AREA: The top right part of the progress board (RB-6).

DISPLAY CARD: In solo mode: Any of the 7 cards with overviews for the solo mode (RB-39).

ENCAMPMENT: A round spot in a land territory onto which 1 tribe can be placed (RB-14, RB-16).

ERA: The game is divided into 4 eras (RB-11).

ERA SCORING AREA: The area on the right side of the sequence board that holds the scoring tiles to be scored during the Event phase of each era (RB-34).

EVENT CARD: A type of card that is resolved during the Event phase of each era (G-8, RB-34).

EVENT CARD SPACE: There are 2 event card spaces.

The right one holds the face-down event stack. The left one holds a face-up stack whose top card is the current event card.

EVENT PHASE: Phase 7 of each era (RB-34).

EVOLUTION: 1 of the 9 scoring categories (RB-35).

EVOLUTION GRID: In solo mode: The grid on one of the display cards where V.I.C.I. collects feature markers (RB-39).

EXPANSION: 1 of the 9 scoring categories (RB-35).

EXPLORATION MODULE: 1 of the 15 main modules (RB-20, OB-5).

EXPRESSIVENESS FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

EXTRA FIND: Phase 3 of each era (RB-12).

FARM: A building project (RB-21) that facilitates feeding your tribes in the Feeding phase (RB-33).

FARM BUILDING SPACE: The square in each land territory onto which a farm can be built (RB-21).

FATE DIE: A pink die used for favor tests, hunting, and lucky finds.

FAVOR OF AGERA TRACK: The track in the bottom right of the sequence board that can increase the point value of your statues in the Income phase (RB-36) and the probability of passing favor tests (RB-17).

FAVOR TEST: The requirement of rolling certain values with your fate dice to be allowed to perform certain actions (RB-17).

FEATURE MARKER: Any marker on a feature space of your console (RB-14).

FEATURE MODULE: Each of the 6 modules you can activate to add a feature marker to a certain feature space (RB-14).

FEATURE SPACE: Your console's holding area for feature markers of a certain type.

FEED: To pay food markers for your tribes in the Feeding phase to keep them from being weakened (RB-33).

FEEDING PHASE: Phase 6 of each era (RB-33).

FINAL SCORING AREA: The bottom part of the progress board that is used to score the scoring categories and the console at the end of the game (RB-36).

FIRE ENCAMPMENT: An encampment that indicates through a fire icon that it gives success points to any tribe that settles on it.

FOCUS MARKER: Any marker on your focus space (RB-14).

FOCUS SPACE: Your console's holding area for focus markers.

FOOD MARKER: Any marker on your food space.

FOOD SPACE: Your console's holding area for food markers.

FOREIGN CIVILIZATION: Any civilization other than your own.

FOREIGN TERRITORY: Any territory in which you have no tribe but where at least one other civilization has at least one tribe.

FOREIGN TRIBE: Any tribe of a foreign civilization.

FOREST: 1 of the 6 types of land territory.

FOREST STARTING TERRITORY: The Forest territory whose material tile space has "START" written on it.

GAME BOARDS: The 3 boards in the center of the table: The progress board, the continent with the score track around it, and the sequence board.

GLACIER: A type of site (RB-33, OB-4).

GOAL AREA: Your console's holding area for goal chips you have not installed yet.

GOAL CHIP: A type of chip that can be installed in your stage partition (RB-26, G-9).

GOAL CHIP DISPLAY: The section of the display area on the progress board from where you gain new goal chips (RB-26).

GOLD: A type of material from the Grassland.

GORGE OF THE GRIMWOLVES: A type of site (RB-32, OB-4).

GRASSLAND: 1 of the 6 types of land territory.

GRASSLAND STARTING TERRITORY: The Grassland territory whose material tile space has "START" written on it.

HERBS: A type of material from the Grassland.

HIDDEN GROTTTO: A type of site (RB-38, OB-4).

HILLS: 1 of the 6 types of land territory.

HOLY ROCK: A type of site (RB-38, OB-4).

HOT: A specific weather space on the weather gauge (RB-34).

HUNT: To roll your fate dice and gain food markers according to the hunting table (RB-19).

HUNTING TABLE: The table in the top left of the progress board showing the yield of food markers per territory type when hunting.

HUNTING TOKEN: A token placed in a territory after a hunt to indicate that in that territory no other hunt is possible for the rest of the era.

HUNTING TOKEN DISPLAY: The section of the display area on the progress board that holds unused hunting tokens.

IDEA MARKER: Any marker on your idea space (RB-13).

IDEA SPACE: Your console's holding area for idea markers.

INCOME CHIP: A type of chip that can be installed in your stage partition (RB-23, G-10).

INCOME CHIP DISPLAY: The section of the display area on the progress board from where you gain new income chips (RB-23).

INCOME PHASE: Phase 8 of each era (RB-36).

INSIGHT CARD: 1 of the 5 types of research card (G-1, G-4).

INSIGHT MODULE: 1 of the 15 main modules (RB-29, OB-6).

INSTALL: To insert a research card (RB-24), income chip (RB-23), goal chip (RB-26), or attribute chip (RB-27) into the stage partition of your console.

INSTANT BONUS: The bonus depicted in the bottom part of many research cards (RB-25, G-1).

INTELLIGENCE FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

INVENTION CARD: 1 of the 5 types of research card (G-1, G-2).

INVENTION MODULE: 1 of the 15 main modules (RB-30, OB-6).

IRON ORE: A type of material from the Mountains.

JADE: A type of material from the Mountains.

KEY ACTION: A frequently used action with a specific action icon. Throughout the rulebook, these actions are placed inside light red boxes.

KNOWLEDGE TRACK: 1 of the 5 progress tracks (RB-31), which is also 1 of the 9 scoring categories (RB-35).

LAND TERRITORY: Any territory of the continent that is not Water.

LEVEL: Each main module has 3 levels: level I, level II, and level III.

LUCKY FIND: To roll your fate dice to gain a random stored material of a certain territory type (RB-20).

MAIN MODULE: Any of the 15 upgradeable modules of your console.

MARKER: An octagonal game piece used to mark the many different types of resource (RB-9, OB-2).

MATERIAL TILE: A token in a land territory. If it is face down, the territory is not developed yet. If it is face up, it indicates which type of raw material can be produced in that territory.

MATERIAL TILE SPACE: A square space in a land territory that holds that territory's material tile.

MIGRATE: To move a tribe from one territory to another (RB-14).

MIGRATION: The act of moving a tribe from one territory to another, usually an adjacent one (RB-14).

MIGRATION MODULE: 1 of the 15 main modules (RB-14, OB-6).

MILD: A specific weather space on the weather gauge (RB-34).

MINIMUM REQUIREMENT: In solo mode: A territory requirement that takes effect if the priority requirement cannot be met (RB-41).

MODULE: Any of the 22 spaces on your console whose actions you can activate with 2 activation dice (RB-13). They include 15 main modules, 6 feature modules, and the Sleep module.

MODULE TILE: A tile whose front shows level I of a certain main module and whose back shows level II of that main module.

MONEY BAG: The icon shown to the left of each storage row (RB-30).

MONEY MARKER: Any marker on your money space.

MONEY SPACE: Your console's holding area for money markers.

MOUNTAINS: 1 of the 6 types of land territory.

MUSHROOM VALLEY: A type of site (RB-38, OB-4).

MUTATION CARD: 1 of the 5 types of research card (G-1, G-3).

MUTATION MODULE: 1 of the 15 main modules (RB-29, OB-6).

MYSTIC OAK: A type of site (RB-33, OB-4).

OIL: A type of material from the Forest.

PAPYRUS: A type of material from the Grassland.

PAY: To return specific markers from your console to your supply.

PEAT: A type of material from the Swamp.

PHASE INDICATOR: The game piece used to indicate the current phase of the era on the phase sequence.

PHASE SEQUENCE: The left half of the sequence board that gives a detailed overview of the phases of an era.

PLANNING MODULE: 1 of the 15 main modules (RB-26, OB-7).

PLANNING MARKER: Any marker on your console's dice spaces (RB-13).

POINT BONUS: A bonus granted by some research cards at the end of the game (RB-37).

POPULATION: 1 of the 9 scoring categories (RB-35).

PRE-MADE STARTING HAND: The 5 research cards of the different types that are marked with the same number in the bottom left (RB-9).

PRESTIGE TRACK: 1 of the 5 progress tracks (RB-31), which is also 1 of the 9 scoring categories (RB-35).

PRIORITY REQUIREMENT: In solo mode: The initial requirement territories must meet when you try to determine one (RB-41).

PROCREATION: The act of adding a new tribe from your supply to a territory where you already have at least 1 tribe (RB-16).

PROCREATION MODULE: 1 of the 15 main modules (RB-16, OB-7).

PRODUCE: To place a marker from your supply as a raw material into a territory or onto a boat.

PRODUCTION MODULE: 1 of the 15 main modules (RB-18, OB-7).

PROGRESS BOARD: 1 of the 3 game boards (RB-6).

PROGRESS TRACK: Any of the 5 tracks on the left side of the progress board (RB-31).

PROSPERITY: 1 of the 9 scoring categories (RB-35).

PROSPERITY GRID: In solo mode: The grid on one of the display cards where V.I.C.I collects markers which represent diamonds (RB-39).

PROVISION MARKER: In solo mode: A marker of V.I.C.I that is placed lengthwise in a territory as an aid to manage the Feeding phase (RB-43).

PURCHASE: An action of the Trade module that lets you buy a stored material (RB-30).

RAINY: A specific weather space on the weather gauge (RB-34).

RAW MATERIAL: A marker in a territory or on a boat on the continent.

RELOCATE: To take a tribe from a territory and place it onto an encampment in another territory. This is a form of long-distance migration that a few research cards allow.

RESEARCH MODULE: 1 of the 15 main modules (RB-28, OB-7).

RESEARCH CARD: Any card that can be installed in your stage partition (RB-24, G-1).

RESEARCH DISPLAY: The display from where you gain new research cards (RB-28). It consists of a face-down research stack and a face-up research stack for each of the 5 types of research card (RB-9).

RESET: The action you can take on your turn of an action round to retrieve your used activation dice (RB-32).

RESET COLUMN: Any of the elongated red octagonal recesses in the middle of your console.

RESET END SPACE: Any of the 3 red hexagonal reset spaces in the Action phase section of the phase sequence (RB-32).

RESET MARKER: Any marker in a reset column (RB-32).

RESET SPACE: Any of the hexagonal spaces in the Action phase section of the phase sequence (RB-32).

SALE: An action of the Trade module that lets you sell stored materials (RB-30).

SALT: A type of material from the Desert.

SAND: A type of material from the Desert.

SCORE TRACK: The track surrounding the continent where you keep track of your success points.

SCORING CATEGORY: Any of the 9 categories that are scored during and at the end of the game (RB-35).

SCORING SPACE: Any of the 4 spaces of the era scoring area that can hold a scoring tile (RB-34).

SCORING TILE: A tile that represents 1 of the 9 scoring categories (RB-34).

SEATING ORDER: The order in which the current starting civilization begins and is followed by each of the other civilizations in a clockwise direction.

SEQUENCE BOARD: 1 of the 3 game boards (RB-6).

SETTLE: To place a tribe onto an encampment due to migration or procreation.

SETTLEMENT: A building project (RB-22) that gives you an income chip when it is built.

SITE: Any of the 24 tiles located in the recesses of the continent (RB-38, OB-4).

SITE PHASE: Phase 5 of each era (RB-32).

SLEEP MODULE: The fill-in module that can be activated with any 2 activation dice (RB-14).

STAGE: Any horizontal area of your stage partition that reaches from edge to edge, having the height of chips (RB-11).

STAGE PARTITION: The area of your console where you can install research cards and chips (RB-11).

STAGE TILE: Any of the 2 tiles that mark the left edge of stages 4 and 5 of your stage partition (RB-23).

STAMINA FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

STARTING CARD: Any of the 5 research cards and the starting marker card you start the game with (RB-9).

STARTING CHIP CARD: A type of card that gives you individual conditions during setup (RB-10).

STARTING CIVILIZATION: The civilization that takes the first turn in all action rounds, phases, and steps to which a seating order applies.

STARTING MARKER CARD: A type of card that gives you individual resources during setup (RB-10).

STARTING MONOLITH: The game piece that marks the starting civilization.

STATE: The condition a tribe is in. It is either strong (upright) or weak (lying).

STATUE: A building project (RB-22) that mainly generates success points in the Income phase.

STONE: A type of material from the Mountains.

STORAGE: The section of your console that includes all 18 of your storage spaces.

STORAGE ROW: Any of the 3 rows of your storage that each includes 6 storage spaces from left to right.

STORAGE SPACE: Any of the 18 spaces of your storage that each serves as the holding area for a certain type of stored material.

STORED MATERIAL: Any marker on a storage space.

STRENGTHEN: To stand a lying tribe up.

STRONG TRIBE: Any upright tribe on the continent.

SUCCESS POINTS: The measurement of your success that is tracked as points on the score track.

SUPPLY: Your personal holding area for your unused markers and tribes next to your console.

SUSTENANCE MODULE: 1 of the 15 main modules (RB-19, OB-8).

SWAMP: 1 of the 6 types of land territory.

TAR: A type of material from the Swamp.

TECHNOLOGY TRACK: 1 of the 5 progress tracks (RB-31), which is also 1 of the 9 scoring categories (RB-35).

TERRITORY: Any of the 22 distinct areas of the continent separated by borders.

TERRITORY WHEEL: In solo mode: The overview on one of the display cards that lets you determine a territory via a territory roll (RB-41).

TERRITORY ROLL: In solo mode: To roll a die to determine a territory (RB-41).

TERRITORY TOKEN: A round token whose front represents a hunting token and whose back represents a blocking token.

TRACK BONUS: A bonus you receive when you cross a bonus threshold on any progress track (RB-31).

TRADE MODULE: 1 of the 15 main modules (RB-30, OB-8).

TRANSPORT: To move a marker of yours from a territory or boat to your storage (RB-18).

TRANSPORT MODULE: 1 of the 15 main modules (RB-18, OB-8).

TRIBE: A unit of your civilization that enables you to do actions on the continent (RB-9).

UPGRADE: To level up a main module (RB-27).

UPGRADE BONUS: A bonus you can receive when you install a goal chip (RB-26).

VALUE: The number of pips shown on the top side of a die.

V.I.C.I: Your virtual opponent when you play the game in solo mode (RB-39).

VISION FEATURE MARKER: 1 of the 6 types of feature marker (RB-14).

VOLCANO: A type of site (RB-38, OB-4).

WARM: A specific weather space on the weather gauge (RB-34).

WATER: The only territory type that is not a land territory.

WAX: A type of material from the Forest.

WEAKEN: To lay a strong tribe down or remove a weak tribe from the continent.

WEAK TRIBE: Any lying tribe on the continent.

WEATHER GAUGE: The area in the top right of the sequence board (RB-34).

WEATHER INDICATOR: The game piece used to indicate the current weather space (RB-34).

WEATHER SPACE: Any of the 5 round spaces of the weather gauge (RB-34).

WHITE LINE: Any of the 2 lines that bind the weather spaces on the weather gauge.

WILDERNESS: Any part of a land territory that is outside of encampments.

WOOD: A type of material from the Forest.

YOUR TERRITORY: Any territory in which you have at least 1 of your tribes.