

## Overview booklet: Selected icons and elements

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### TRIBES AND TERRITORIES

#### General notes:

- A territory is considered **your** territory (and therefore your civilization's territory) if you have **at least 1 tribe** in it. (Farms, boats and raw materials are not sufficient on their own.)
- A territory always belongs equally to all civilizations that have at least 1 tribe in it.
- A **foreign civilization** is any civilization on the continent that is not yours.
- A **foreign territory** is a territory in which at least 1 foreign civilization has at least 1 tribe, but where you have none.
- In land territories, tribes must usually occupy encampments (1 tribe per encampment). Tribes outside of encampments are considered to be **in the wilderness**. A tribe can only be in the wilderness if it was displaced from an encampment. However, for most intents and purposes, tribes on encampments and tribes in the wilderness are considered **equal** (tribes in the wilderness only require more food in the Feeding phase).
- A land territory is considered developed if its material tile is face up. As long as its tile is face down, it is considered undeveloped.

**Develop a land territory:** You automatically develop an undeveloped land territory by settling with one of your tribes on one of its encampments (usually via migration). Then you immediately flip its material tile face up and produce 1 material there (the  icon on the back of the tile serves as a reminder).

 <p><b>Strong tribe</b> (whether it's on an encampment or in the wilderness)</p>	 <p><b>Weak tribe</b> (whether it's on an encampment or in the wilderness)</p>	 <p><b>Tribe</b> (whether it's strong or weak, whether it's on an encampment or in the wilderness)</p>	 <p><b>Strengthen 1 of your weak tribes</b> (by standing it up)</p>	 <p><b>Perform 1 migration</b> (see Migration module on page 6 of this booklet)</p>
 <p><b>Perform 1 procreation</b> (see Procreation module on page 7 of this booklet)</p>	 <p><b>Remove 1 of your tribes from the continent</b> (by returning it to your supply)</p>	 <p><b>One of your territories</b> (no matter what type of territory)</p>	 <p><b>One of your territories of a specific type</b> (in this case: Mountains)</p>	
 <p>Have at least 1 territory of this type (in this case: Mountains) in which you have 2 or more of your tribes.</p>	 <p>Have at least 1 territory of this type (in this case: Mountains) in which you have a farm and 1 or more of your tribes.</p>	 <p>Have at least 2 territories of this type (in this case: Mountains) in each of which you have 1 or more of your tribes.</p>	 <p>Have at least 2 tribes in the same or different territories that are adjacent to this <b>type of site</b> (in this case: Mystic oak) though they don't have to be adjacent to the same one.</p>	

## MARKERS

Your octagonal markers are a universal means of distinguishing resources. Depending on where a marker is located, it represents a specific object:



**Food marker**  
(marker on your console's food space)



**Money marker**  
(marker on your console's money space)



**Focus marker**  
(marker on your console's focus space)



**Idea marker**  
(marker on your console's idea space)



**Stored material**  
(marker on one of the 18 storage spaces of your console)



**Stored material of a specific type**  
(in this case: marker on your Wood storage space)



**Feature marker**  
(marker on one of your 6 feature spaces)



**Feature marker of a specific type**  
(in this case: marker on your Dexterity feature space)



**Raw material**  
(marker in a territory of the continent)

The type of material is determined by the material tile in that territory (in this case: Wood).



Raw materials on boats: A raw material on a boat has no specific type until you transport that marker. Then you choose its type from among all the face-up material tiles whose territories are adjacent to the Water territory of your boat.



**Planning marker**  
(marker on one of your console's dice spaces)  
Planning markers work exactly like activation dice of the value they are on.



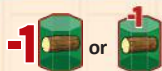
**Statue**  
(marker on a Building ground)



**Reset marker**  
(marker in a reset column of your console)



**Gain 1 marker of the depicted type** (in this case: 1 food marker)  
Place 1 marker from your supply in the corresponding spot (in this case: your console's food space).



**Remove/pay 1 marker of the depicted type** (in this case: 1 stored Wood)  
Return 1 marker from the corresponding spot to your supply (in this case: from the Wood storage space of your console).



**Have at least 1 marker of the depicted type** (in this case: 1 Dexterity feature marker)  
The marker must be located in the corresponding spot (in this case: on your Dexterity feature space).



**Produce 1 raw material**  
Choose one of your territories and place 1 marker from your supply in that territory. (If you produce in a Water territory, you place it in the notch of your boat there. If the notch is occupied, you cannot produce there.)

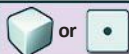


**Transport 1 of your raw materials to your storage**  
Move 1 of your markers from any territory to your console's storage space of the same type. This marker is now a stored material of that type.  
**Note:** You can transport your raw materials from any territory of the continent whether you have a tribe there or not.

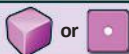


**Mutate (change the type of) 1 of your feature markers**  
Move 1 marker from one of your feature spaces to any other of your feature spaces.

## FURTHER ICONS



**Activation die** (only used for activating modules)



**Fate die** (only used for hunting, lucky finds and favor tests)



Whenever this icon is depicted in front of another action icon, it means:

**Take a favor test.**

Only if you pass the favor test can you perform the action.

To take a favor test, roll your fate dice once. If at least one of them shows a value that matches the position of your disc on the Favor of Agera track, you pass the favor test.



Gain 1 success point by advancing your disc 1 step on the score track.



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



Move your disc 1 step backwards on the Favor of Agera track.



Advance your disc 1 step on the depicted progress track (in this case: Construction).



Advance your disc 1 step on any progress track.



Your disc on the depicted progress track (in this case: Construction) must have reached at least space 3.



Choose 1 income chip from the income chip display and install it in your console's stage partition. Then immediately perform its action once. Refill the income chip display with a random face-up income chip from the bag.



Flip either your inactive stage-4 or stage-5 tile to its active side.



Upgrade any one of your 15 main modules to its next level.



Upgrade a specific one of your main modules (in this case: Activity) to its next level.



are connected to the dice space whose color matches the progress track.

You gain this bonus whenever one of your discs crosses the corresponding bonus threshold on a progress track.

It means: Upgrade one of your main modules to its next level. However, it must be one of the 5 main modules that



Perform the action of 1 of your income chips.



Perform 1 of the activities that are available to you on your console.



Perform a *hunt* (see Sustenance module on page 8 of this booklet).



Make a *lucky find* (see Exploration module on page 6 of this booklet).



Gain the top card from a face-up or face-down stack of the research display and add it to your hand.



Have at least 2 research cards of a specific type (in this case: Mutation) installed in your console's stage partition.



Choose 1 goal chip from the goal chip display and add it to your console's goal area. Refill the goal chip display with a random face-up goal chip from the bag afterwards.



Choose one of the goal chips in your goal area and install it. To do so, you must fulfill the requirement depicted on it. If you do, flip the chip face down and install it in the stage partition of your console. If you thereby reveal an upgrade bonus in your goal area, upgrade immediately any one of your 15 main modules to its next level.

## SITES

### General notes:

- Revealed (face-up) sites only affect the territories that they are adjacent to. As long as they are face down, they do not affect anything.
- Each site is counted separately. (For example: If two Mystic oaks are adjacent to the same territory, this territory scores twice in the Site phase.)
- The success point value printed in the upper left corner of each site is gained by the civilization that reveals that site. Afterwards, that point value is irrelevant for the rest of the game.



#### **Gorge of the Grimwolves** (2x in the game; yields 5 success points when revealed)

In the Site phase, if at least 1 of your territories is adjacent to this site, you must pay 1 food marker to your supply (so you cannot lose more than 1 food marker per Gorge). If you have no food marker, you are exempt from this.



#### **Glacier** (2x in the game; yields 4 success points when revealed)

In the Site phase, if you have one or more **strong** tribes in territories adjacent to this site, you must weaken **one** of them (so you never have to weaken more than 1 strong tribe per Glacier). If you only have weak tribes, you are exempt from this.



#### **Volcano** (2x in the game; yields 4 success points when revealed)

In all adjacent territories, there can never be farms. (If there are any farms adjacent when the Volcano is revealed, they must be returned to their consoles.)



#### **Cave** (3x in the game; yields 3 success points when revealed)

For the purpose of **migration** only, all territories that are adjacent to any Cave are considered adjacent to one another.



#### **Holy rock** (2x in the game; yields 2 success points when revealed)

Whenever you activate your Procreation module, before performing the usual actions of that module, take a favor test. If you pass the favor test, you may perform 1 procreation in **one** of your territories adjacent to this site.



#### **Hidden grotto** (2x in the game; yields 2 success points when revealed)

Whenever you activate your Production module, before performing the usual actions of that module, choose **one** of your territories adjacent to this site. You may now produce 1 material in that territory AND transport 1 raw material from there to your storage (in any order).



#### **Mushroom valley** (2x in the game; yields 2 success points when revealed)

Whenever you hunt in an adjacent territory, gain 1 additional food marker.



#### **Mystic oak** (3x in the game; yields 1 success point when revealed)

In the Site phase, gain success points for each of your territories adjacent to this site. The number of success points depends on the type of the territory (irrespective of how many tribes you have there).



#### **Building ground** (6x in the game + 1x as an island at the start; yields 1 success point when revealed)

If at least 1 of your territories is adjacent to this site, you can complete building projects here (by activating your Building module). Each Building ground can hold up to 2 buildings of each civilization (either 1 settlement and 1 statue OR 2 statues).

## MAIN MODULES (IN ALPHABETICAL ORDER)

**Note:** The white number in the top left of each of the following boxes refers to the corresponding page of the rulebook.

### 28 ACHIEVEMENT - LEVEL I

Gain 1 activation die (which you roll immediately) OR 1 fate die. If there is none left in the dice display, gain it from one of the civilizations with the most of that type (not allowed if you are the only one with the most).



Install 1 of the achievement cards from your hand in your stage partition.

### 29 ACHIEVEMENT - LEVEL II

Gain 1 activation die (which you roll immediately) AND 1 fate die. If there is none left in the dice display, gain it from one of the civilizations with the most of that type (not allowed if you are the only one with the most).



See level I.

### 29 ACHIEVEMENT - LEVEL III

See level II.



Install 1 of your achievement cards. You may either ignore one of its cost spaces (provided it is not the only active cost space) OR install an additional achievement card right away.

### 31 ACTIVITY - LEVEL I

Perform one of the activities that are available to you on your console.



### 31 ACTIVITY - LEVEL II

Perform up to 2 different activities that are available to you on your console.



### 31 ACTIVITY - LEVEL III

Perform up to 2 of the activities that are available to you on your console. This may be 2 different activities or the same activity twice.



### 21 BUILDING - LEVEL I

Complete 1 building project (build 1 farm, 1 boat, 1 settlement, or 1 statue).



Install 1 of the building cards from your hand in your stage partition.

### 25 BUILDING - LEVEL II

Complete up to 2 building projects of the same type (build 2 farms, 2 boats, 2 settlements, or 2 statues).



See level I.

### 25 BUILDING - LEVEL III

Complete up to 2 building projects (of any types).



Install 1 of your building cards. You may either ignore one of its cost spaces (provided it is not the only active cost space) OR install an additional building card right away.

### 20 EXPLORATION - LEVEL I

Flip all face-down sites adjacent to one of your territories face up. Gain their success points.



Make a **lucky find**: Choose one of your land territories. Make a roll with your fate dice and gain 1 stored material whose storage space of that territory's **type** matches one of the rolled values (see your console).

### 20 EXPLORATION - LEVEL II

Flip all face-down sites adjacent to one of your territories face up. Then flip one additional site anywhere on the continent face up. Gain their success points. Then gain 2 additional success points.



See level I.

### 20 EXPLORATION - LEVEL III

Flip all face-down sites adjacent to one of your territories face up. Then flip one additional site anywhere on the continent face up. Gain their success points. Then gain 4 additional success points.



Make 2 lucky finds in your territories, either in the same one or in two different.

**29 INSIGHT - LEVEL I**

Gain 3 idea markers.



Install 1 of the insight cards from your hand in your stage partition.

**29 INSIGHT - LEVEL II**


Gain 6 idea markers.



See level I.

**29 INSIGHT - LEVEL III**


See level II.



Install 1 of your insight cards. You may either ignore one of its cost spaces (provided it is not the only active cost space) OR install an additional insight card right away.

**30 INVENTION - LEVEL I**


Perform the action of one of your income chips.



Install 1 of the invention cards from your hand in your stage partition.

**30 INVENTION - LEVEL II**


Perform up to 2 actions of your income chips. This may be the actions of 2 different income chips or the same action twice.



See level I.

**30 INVENTION - LEVEL III**


See level II.



Install 1 of your invention cards. You may either ignore one of its cost spaces (provided it is not the only active cost space) OR install an additional invention card right away.

**14 MIGRATION - LEVEL I**


Perform 1 **migration**: Move 1 of your **strong** tribes to an adjacent territory. There it must settle on a free or occupied encampment (or one of your boats). If your tribe displaces another tribe from its encampment into the wilderness, weaken your migrated tribe. If the territory where your tribe settles is undeveloped, develop it immediately.



**16 MIGRATION - LEVEL II**

Before migrating, take a *favor test*. If you pass, you may perform migration up to twice (by moving the same tribe twice or 2 different tribes once). If you don't pass, perform 1 migration.


If the same tribe migrates twice, it settles on an encampment/a boat of the territory it enters last, while only crossing through the other one.



**16 MIGRATION - LEVEL III**


Before migrating, take a *favor test*. If you pass, you may perform migration up to three times. If you don't pass, perform migration up to twice.

If the same tribe migrates more than once, it settles on an encampment/a boat of the territory it enters last, while only crossing through the other ones.



**29 MUTATION - LEVEL I**


Move 1 of your feature markers to any of your feature spaces.



Install 1 of the mutation cards from your hand in your stage partition.

**29 MUTATION - LEVEL II**


Do this up to twice: Move 1 of your feature markers to any of your feature spaces.



See level I.

**29 MUTATION - LEVEL III**

See level II.



Install 1 of your mutation cards. You may either ignore one of its cost spaces (provided it is not the only active cost space) OR install an additional mutation card right away.

### 26 PLANNING - LEVEL I

Take one of the goal chips whose requirement you meet from your goal area and install it in the stage partition of your console.



Place 2 markers from your supply as planning markers onto 1 of your dice spaces (they must go onto the same dice space).

### 26 PLANNING - LEVEL II

See level I.



Place 3 markers from your supply as planning markers onto 1 of your dice spaces (they must go onto the same dice space).

### 26 PLANNING - LEVEL III

Install one of your goal chips whose requirement you meet AND/OR gain one new goal chip from the goal chip display and place it in your goal area (in any order).



See level II.

### 16 PROCREATION - LEVEL I

Perform 1 **procreation**: Gain 1 tribe from your supply by placing it upright onto a free or occupied encampment (or one of your boats) in one of your territories (if you have no territory, then anywhere on the continent). If that new tribe displaces another tribe from its encampment into the wilderness, weaken your new tribe.



### 17 PROCREATION - LEVEL II

Before procreation, take a **favor test**. If you pass, perform procreation up to twice (in the same or different territories). If you don't pass, perform 1 procreation.



### 17 PROCREATION - LEVEL III

Perform procreation up to twice (in the same or different territories).



Take a **favor test**. If you pass, strengthen 1 of your weak tribes.

### 18 PRODUCTION - LEVEL I

Produce a combined total of 2 materials (in 1 or 2 of your territories).



Take a **favor test**. If you pass, transport 1 of your raw materials from anywhere on the continent to your storage (either before or after the production action).

### 18 PRODUCTION - LEVEL II

Produce a combined total of 3 materials (in 1, 2, or 3 of your territories).



Transport 1 of your raw materials from anywhere on the continent to your storage (either before or after the production action).

### 18 PRODUCTION - LEVEL III

Produce a combined total of 4 materials (in 1, 2, 3, or 4 of your territories).



Transport 2 of your raw materials from anywhere on the continent to your storage (either before or after the production action).

### 28 RESEARCH - LEVEL I

Gain the top card from a face-up or face-down stack of the research display and add it to your hand.



Draw a combined total of 2 cards from 1 or 2 face-down research stacks. Then, look at them and add 1 of them to your hand. Place the other face down at the bottom of its stack.

### 28 RESEARCH - LEVEL II

See level I.



Draw a combined total of 4 cards from 1 or more face-down research stacks. Then, look at them and add 1 of them to your hand. Place the others face down at the bottom of their corresponding stacks.

### 28 RESEARCH - LEVEL III

Do this twice: Gain the top card from a face-up or face-down stack of the research display and add it to your hand.



Draw a combined total of 4 cards from 1 or more face-down research stacks. Then, look at them and add 2 of them to your hand. Place the others face down at the bottom of their corresponding stacks.

### 19 SUSTENANCE - LEVEL I

Perform a **hunt**: Choose one of your territories that has no face-up hunting token in it. Roll your fate dice and gain food markers according to the hunting table. Place 1 hunting token in the territory afterwards.



Strengthen 1 of your weak tribes (by standing it up).

### 20 SUSTENANCE - LEVEL II

See level I.



Strengthen up to 3 of your weak tribes.

### 20 SUSTENANCE - LEVEL III

Choose up to 2 of your territories and perform a **hunt** in each.



Strengthen up to 4 of your weak tribes.

### 30 TRADE - LEVEL I

Perform the Sale action up to once and the Purchase action up to once (in any order). See your console for details about the Sale and Purchase actions.



### 30 TRADE - LEVEL II

Perform the Sale action up to twice and the Purchase action up to twice (in any order).



### 30 TRADE - LEVEL III

Gain 2 money markers. Then, perform the Sale action up to twice and the Purchase action up to twice (in any order).



### 19 TRANSPORT - LEVEL I

Move up to 3 of your raw materials from anywhere on the continent to the corresponding storage spaces on your console (you do not have to have any tribes in the territories where you pick them up).



### 19 TRANSPORT - LEVEL II

Move up to 6 of your raw materials from anywhere on the continent to the corresponding storage spaces on your console (you do not have to have any tribes in the territories where you pick them up).



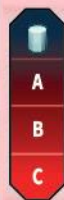
### 19 TRANSPORT - LEVEL III

Move all of your raw materials on the continent to the corresponding storage spaces on your console. For the duration of this activation, raw materials from your boats can be placed onto any storage spaces.



## 32 RESET

Requirement: You can only do a Reset if you have a combined total of 3 or fewer activation dice on your dice spaces (planning markers do not count).



To do a Reset, move one of your reset markers along the letters of its reset column while carrying out the following steps:



Move the phase indicator in the phase sequence to the next reset space (if it is not on the red reset end space yet).



Pick up all of your used activation dice. If you have any activation dice left on your dice spaces, decide for each individually either to leave it on its space or pick it up. Then roll all picked-up dice once and place each onto its corresponding dice space.



Finally, move the reset marker either onto your idea space or your food space.