

Civilization Cards

Civilization cards are taken from the civilization card spaces and kept on your player board until the game ends.

Each civilization card has two sections:



The upper section shows the reward you receive **when you take the card**.

The lower section shows culture symbols and professions that will score you points **during final scoring** (see below, as well as pages 9 & 10 of the rulebook).

1	1		
2	4		
3	9		
4	16		
5	25		
6	36		
7	49		
8	64		

UPPER SECTION—IMMEDIATE AND SINGLE-USE EFFECTS

There are two different types of upper section rewards: immediate effects that trigger when you take the card, and single-use effects that can be saved and used once later in the game. The number of cards of each type is indicated in parentheses below.

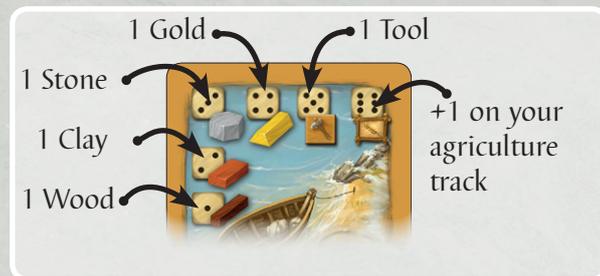


IMMEDIATE EFFECTS

All players take a reward (10 cards)

When you take this card, immediately roll a number of dice equal to the number of players. Then place the dice next to the spaces on the card corresponding with their results, as shown on the right. Starting with the player who took the card and proceeding clockwise, each player chooses a die, removes it, and gains the corresponding reward.

Note: You **cannot** use tools to add to these die results.



Example: **You** take this civilization card and roll 4 dice (4 player game). **You** get the first choice. **You** choose the "5," remove that die, and take a tool. **Blue** chooses the "6," removes that die, and increases her agriculture track value by one. **Green** and **Yellow** each choose a "2" and take one clay.



Food (7 cards)

Take food as indicated on the card. *In this example, four food.*



Resources (5 cards)

Take resources as indicated on the card. *In this example, one gold.*



Roll dice to produce resources (3 cards)

Produce the indicated resource as if you had taken the action on its location, rolling **two dice**. You **can** use tools to add to the total.



Points (3 cards)

Score three points. Move your figure on the score track up three spaces.



New tool (1 card)

Take a tool from the game board as if you had sent a figure to the toolmaker's hut (see page 6 of the rulebook).



Agriculture track (2 cards)

Move your figure on the agriculture track up one space as if you had sent a figure to the fields (see page 6 of the rulebook).



Additional card for final scoring (1 card)

Take an additional civilization card from the deck and add it to the civilization cards on your player board facedown. You can look at that card at any time. The upper section of the card is ignored, but the lower section will count towards final scoring (culture symbols and professions).

SINGLE-USE EFFECTS



Single-use tools (3 cards)

Place this card next to your player board. You can use the indicated tool **once** to add its value to a die roll, then flip this card facedown and keep it on your player board. The lower section will still count during final scoring. You can use this card together with other tools.



2 Resources of your choice (1 card)

Place this card next to your player board. You can, **at any time**, take two resources of your choice (two of the same resource or two different resources) from the board, then flip this card facedown and keep it on your player board. The lower section will still count during final scoring.

LOWER SECTION – Final Scoring



Civilization Card with Grass Backgrounds

There are 16 civilization cards with grass backgrounds, depicting **eight different culture symbols** (medicine, art, music, writing, sundial, pottery, transport, and weaving). Each culture symbol appears on two civilization cards.

During final scoring, you score points for sets of **different** culture symbols. Count how many different symbols you have and multiply the result by itself, then score that many points. Duplicate symbols are counted as their own set (see page 9 of the rulebook).

1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64



Civilization Cards with Sand Backgrounds

There are four different professions (farmer, builder, shaman, toolmaker), with each profession appearing on five cards. Each profession has a corresponding game element (agriculture track, buildings, figures, and tools).

During final scoring, count up the number of icons of each profession you have on your civilization cards, multiply the result by your value in the corresponding game element, and score that many points (see pages 9 and 10 of the rulebook).



Buildings

There are two types of buildings:

- **Buildings that specify resources**



Points you score when you take the building. For example, ten points.

Resources you must spend to take the building. For example, two wood  and one clay .

- **Buildings that do not specify resources**



You must calculate the points you score from this type of building. The player boards include a summary of how many points you score for spending each resource this way. For example, you score three points for each wood spent this way, four points for each clay, etc..



You must spend the indicated **total amount** of resources. This building requires four total resources.

You must spend the indicated number of **different** resources. This building requires exactly two different resources.



You must spend at least one and at most seven resources.

You can choose how many different resources you spend.



Example: You spend the following resources: 3 stone    and 1 wood  (four resources of two different types). You score five points for each stone, and three points for each wood, so you score $(5 \times 3 + 3 =)$ 18 points.

