

SETUP

1. Place the Game Board on the side for the number of players.
2. Place the Arts Track next to the Game Board.
3. Place out the D20 Science Die, and the red and black D6 Conquer Dice.
4. Shuffle the Tapestry Cards into a face-down deck.
5. Shuffle the Tech Cards into a face-down deck. Draw 3 for a face-up display.
6. Shuffle the Masterpiece Cards into a face-down deck. Draw 3 for a face-up display.
7. Place all 15 Landmark Tokens on their allocated spaces on the 5 Tracks.
8. Each player chooses a colour and takes:

1 Income Mat

13 Player Tokens - place 1 on the start of each Advancement Track, and the VP Track.

10 Outpost Tokens

20 Income Buildings (5 of each type) - place on each matching Income Track, leaving the first space empty.

1 random Capital City Mat - place 2 Outpost Tokens on the matching Territory.

(1/3 players: pair the Mats. Each player receives 2, keep 1 and discard the other).

1 Advanced Capital City Mat

4 different Inspiration Tiles

2 Civilization Mats - Keep 1 and discard the other. Then choose whether to keep your standard or advanced Capital City Mat and discard the other.

9. Apply any applicable Civilization adjustments.
10. Randomly select a start player, turn order proceeds clockwise. The last player in turn order draws Landmark Cards equal to the number of players +1. They select 1 then pass the rest anti-clockwise. Each other player does the same until each player has 1 Card. Shuffle the remaining Landmarks Cards into a face-down deck.

GAME PLAY

On your turn either:

- **ADVANCE** your player Token one space on an Advancement Track by paying the cost and gaining the Benefit. If there is a Bonus on that space you may also pay the cost on the left to gain the reward on the right.
If you are the first person to advance into a new Tier by any means, gain the corresponding Landmark and place it on your Capital City Mat.
- Collect **INCOME** as follows:
(on your first turn you must collect INCOME and skip steps 1-3)
 1. Gain your Masterpiece Benefits and activate your Civilization abilities, if applicable.
 2. Play 1 Tapestry Card onto the leftmost blank space on your Income Mat from your hand. If you have none in hand, place a Card from the Tapestry deck face-down.
 3. If you are the 1st of your neighbours to start a new Era, gain the Resources shown underneath the newly covered space. *(skip on Income turn 5).*
 4. Upgrade 1 Tech Card *(optional)* and gain VP from all exposed VP icons on your Income Tracks.
 5. Gain all exposed Icons on your Income Tracks. *(skip on Income turn 5).*

At the end of your turn if you've accomplished the goal on your Landmark Card gain the Landmark and discard the Card.

END GAME

Each player's game ends once they've finished their 5th Income turn. Once the game has ended for you, you may still gain any VP from passive Civilization abilities, but cannot gain anything else.

Once all players have taken their 5th Income turn, the winner is the player with the most VP. Ties are broken by most remaining Resources.

TAPESTRY



INCOME BOARD



CAPITAL CITY MAT (x6)



CIVILIZATION MAT (x31)



LANDMARK BUILDINGS (x33)

Compulsory to take.
Place on your Capital City Mat.

You may place Buildings even if they extend outside of your Capital City grid.



LANDMARK BOARD



ADVANCED CAPITAL CITY MAT (x6)



INSPIRATION TILES



INCOME BUILDINGS

Place on your Capital City Mat.



TAPESTRY CARDS



LANDMARK CARDS



TECH CARDS

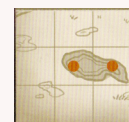


MASTERPIECE CARDS



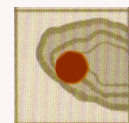
TRAP CARD

Can be discarded from your hand when being Conquered to instead topple the attacker's Outpost. You maintain Control but they still gain a Conquer dice Benefit. You can't cancel Trap Cards played against you unless you have a Tapestry Card that can specifically be used to do so. There are 5 Tapestry Cards other than Trap Cards that can also be discarded at specific points as specified on the Cards themselves.



DISTRICT

When you complete all 9 spaces in a District, gain any 1 Resource.



IMPASSABLE LAND

You cannot build on this space.
Counts as a filled space in a District, and for scoring rows and columns.



BENEFITS

Compulsory to take.



BONUSES

Cost on the left, reward on the right.
Optional to take.



ACHIEVEMENTS

When you earn an Achievement, place a Token on the highest available VP space. You can't lose an Achievement, or earn the same Achievement twice.



Choose between these available options.

TAPESTRY REFERENCE GUIDE



ANY RESOURCE



1 COIN



1 WORKER



1 FOOD



1 CULTURE



GAIN ANY INCOME BUILDING



GAIN 1 MARKET



GAIN 1 HOUSE



GAIN 1 FARM



GAIN 1 ARMORY



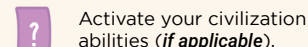
GAIN 1 TERRITORY TILE



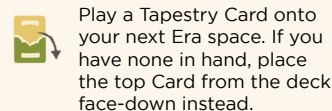
GAIN 1 SPACE TILE



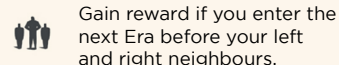
GAIN 1 TAPESTRY CARD



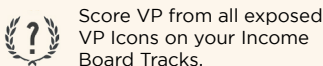
Activate your civilization abilities (*if applicable*).



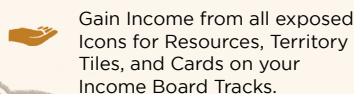
Play a Tapestry Card onto your next Era space. If you have none in hand, place the top Card from the deck face-down instead.



Gain reward if you enter the next Era before your left and right neighbours.



Score VP from all exposed VP Icons on your Income Board Tracks.



Gain Income from all exposed Icons for Resources, Territory Tiles, and Cards on your Income Board Tracks.



INVENT

Gain 1 Tech Card, either from the face-up display or the top of the Tech deck. Place it to the right of your Capital City Mat in the bottom row.



UPGRADE

Upgrade 1 Tech Card from your bottom row to your middle row; or middle row to the top row if either you or your left or right neighbours have the required prerequisite.



Upgrade 1 Tech Card as above. This Tech Card cannot be Upgraded more than once this turn.



Upgrade 1 Tech Card twice, or 2 Tech Cards once each, ignoring Prerequisites.



Prerequisite of either yourself, or your left or right neighbours to upgrade to the top row.



Prerequisite that this Tech Card must have a Landmark on it.



Regain the circle benefit of 1 Tech Card in your middle row.



Regain the square benefit of 1 Tech Card in your top row.



You **may** discard all 3 face-up Tech Cards from the display and replace them.



Remove your Token from this Technology Track, place it on the starting space of any Track.



CONQUER

Place 1 Outpost from your supply onto a Territory with fewer than 2 Tokens, adjacent to a Territory you **CONTROL** (i.e. it contains 1 of your **upright Outposts**). You can't conquer a Territory you already Control. Then roll both Conquer Dice and gain the Benefit on 1 of them. If you Conquer an opponent's Territory, **TOPPLE** their Outpost onto its side.



Conquer an adjacent empty Territory (i.e. it contains no other Outposts).



A toppled Outpost. For the 'Tanks' space, either your own, or your opponent's Outpost counts.



Gain the Benefits of both Conquer Dice.



CREATE

Gain 1 Masterpiece Card, either from the face-up display or the top of the Masterpiece deck. Place it face-up in your play area.



BROADCAST

Gain the Benefit of 1 of your Masterpiece Cards.



Gain the Benefit of up to 3 different Masterpiece Cards (*yours and/or your left or right neighbours*).



You **may** discard all 3 face-up Masterpiece Cards from the display and replace them.



INSPIRE

Place 1 of your Inspiration Tiles on your Income Mat. Covering the relevant Income Track.



Advance 1 space on the Military Track for free. Gain the Benefit, you **may** take the Bonus.



Advance 1 space on the Technology Track for free. Gain the Benefit, you **may** take the Bonus.



Advance 1 space on the Exploration Track for free. Gain the Benefit, you **may** take the Bonus.



Advance 1 space on the Science Track for free. Gain the Benefit, you **may** take the Bonus.



Advance 1 space on the Arts Track for free. Gain the Benefit, you **may** take the Bonus.



Roll the Science die, you **may** advance 1 space on the pictured Track. Gain the Benefit, you **may** take the Bonus.



Advance on the indicated Track but **do not** take the Benefit or the Bonus.



Regress 1 space on the indicated Track, instead of advancing.



EXPLORE

Choose 1 Territory Tile from your supply, place on an unexplored hex adjacent to a Territory you Control. Score 1 VP for each edge with an aligned Terrain. Gain the Benefit on the Tile.



Choose 1 Space Tile from your supply, place it in front of you. Gain the Benefit(s) on the Tile.



Gain 1 random additional Civilization.



Select your position on any 1 Track. Regain that Benefit, you **may** take the Bonus. **1 use per turn.**



Play a Tapestry Card on top of your current Era's Tapestry. Only the new Card is active.



Take 4 Science die Actions, **do not** gain Benefits and Bonuses. Gain 5 VP per roll that would advance you past the end of a Track.



Regardless of how you advance to a Landmark Building space, gain the corresponding Landmark Building (*if still available*). Place it on your Capital City Mat, you may extend beyond the grid. You can also gain Landmarks from Tech and Tapestry Cards, accomplishing a Landmark Card, and Space Tiles.



Whenever you advance on the indicated Track gain 5 VP.



Gain the Benefit on the Territory Tile (*if any*).



Score 1 VP per Territory you Control.



Score # VP.



Score 1 VP per Tech Card you have.



Score 1 VP per Tapestry Card in your hand, and on your Income Board.



Score 1 VP per Territory Tile in your supply.



Score 1 VP per completed row and column on your Capital City Mat.



Score 1 VP per completed row on your Capital City Mat.



Score 1 VP per completed column on your Capital City Mat.



Score 1 VP per Income Building you have on your Capital City Mat.



Score 1 VP per particular Income Building you have on your Capital City Mat.



Score 1 VP per space on the particular Advancement Track indicated. If you have two Tokens on the Track, score the furthest along only.