

ANCIENT CIVILIZATIONS — OF THE — INNER SEA



Summary of Civilizations' Special Abilities



CARTHAGE – Family Barca (Hannibal, Hamilcar etc.): *Once Per Turn, at the Beginning of a Competition:* You may place 1 white disk into Carthage. You may place 1 white disk into a Contested land area occupied by a Carthaginian disk. You may place 1 white disk into a Contested sea area occupied by a Carthaginian disk.



GAUL – Wealthy Warrior Culture: *At the Beginning of the Competition Phase:* Gain 1 talent. You may place 1 Gallic disk from supply into a Contested land area occupied by 2 or more Gallic disks. You may place 1 white disk into a different Contested land area occupied by 2 or more Gallic disks.



CELT-IBERIA – Metal-Working: *During the Acquisition Step of Your Growth Phase:* Transfer 1 disk from supply to the Ready Box. If there is a Celtic disk in or adjacent to Celt-Iberia, gain 1 talent. If there is a Celtic City in or adjacent to Celt-Iberia, gain 1 additional talent.



MAURETANIA – Sub-Saharan Caravans: *During the Acquisition Step of Your Growth Phase:* Transfer 1 disk from supply to the Ready Box. If there is a Mauretanian City in or adjacent to Mauretania, gain 1 talent. **Light Horse:** *Once per Turn, at the Beginning of a Competition:* Place 1 white disk into a Contested land area occupied by a Mauretanian disk.



ROME – SPQR et Italian Allies: *At the Beginning of Your Deployment Step:* If there is a Roman City in or adjacent to Rome, choose one: draw 1 card; or transfer 2 disks from supply to the Ready Box. If no City present, you may place 1 disk from supply into Rome or into any land area adjacent to Rome. *Once per Turn, at the beginning of a Competition – Epochs I-III:* You may place a white disk into Rome and another white disk into each of up to 2 Contested land areas adjacent to Rome. **IMPERIAL ROME:** *At the Beginning of the First Competition Each Turn – Epoch IV:* You may place a white disk into Rome or into any land area adjacent to Rome. You may then place a white disk into each of up to 2 other land areas occupied by a Roman disk. These disks may be placed in un-Contested areas (which could become Contested).



MYCENAE – Hoplites: *Once per Turn, at the beginning of a Competition:* Place a white disk into each of up to 2 Contested land areas occupied by a Mycenaean disk. **Homeric Heroes:** *During the Competition Phase:* The first time Mycenae earns loot this turn, gain 2 talents instead of 1.



MINOS – Seapower: Minoan disks can occupy deep sea areas during any Epoch. *At the beginning of the First Competition each Turn:* Place a white disk into every sea area adjacent to Minos that is occupied by a Minoan disk, then you may place a white disk into up to 2 additional sea areas occupied by a Minoan disk. These disks may be placed in un-Contested areas (which could become contested). **NPC:** If Minos is an NPC, it will prioritize placing the 2 additional disks into Contested sea areas occupied by an enemy civilization first, Barbarians second. If there are two or more to choose from, Minos will favor those areas closest to its home area. *At the End of each Victory Tally Step:* Gain 1 VP for every 3 shallow sea areas Controlled by Minos.



TROY – City Walls: As long as at least 2 Trojan disks occupy Troy, cards cannot cause the forced removal of Trojan disks from Troy (exception: card #45 – Traitor, AKA ‘Trojan Horse’). **Amazon Allies:** *During the Acquisition Step of Your Growth Phase:* If there is a Trojan City in or adjacent to Troy, gain 1 talent. *Once per Turn, at the beginning of a Competition:* Place 1 white disk into Troy and another white disk into a Contested land area occupied by a Trojan disk.



PHOENICIA – Seafaring: Phoenician disks can occupy deep sea areas during any Epoch. *At the Beginning of Your Deployment Step:* Place 1 disk from supply in or adjacent to a sea area occupied by a Phoenician disk. **Alphabet:** *At the End of Each Draw Step:* Multiplayer: You may discard a card. If you do, draw 2 cards, keep one and discard the other. Solo: Gain 2 talents. **Trade:** *At the End of Each Victory Tally Step:* Gain 1 VP for every 4 shallow sea areas occupied by a Phoenician disk.



EGYPT – Gift of the Nile: *During the Acquisition Step of Your Growth Phase:* If an Egyptian disk occupies an area containing the depiction of the Nile River (Egypt, Nile Delta, or Kush), transfer 1 disk from supply to the Ready Box. If an Egyptian City occupies a Nile River area, transfer an additional disk and gain 1 talent.

Note: The phrase “occupied by a (civilization’s name) disk” means the area could be occupied by one or more of that civilization’s disks.

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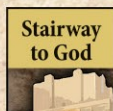
Summary of Wonders' Abilities when Disk Played



Great Lighthouse (GROWTH): When built, place 5 disks from supply atop this card. During the Acquisition Step of your Growth Phase, you may remove a disk from this card. If you do, place it along with one additional disk from supply into an area adjacent to an area you occupy during the Deployment Step. Then gain 1 talent.



Grand Gardens (GROWTH): When built, place 5 disks from supply atop this card. During the Acquisition Step of your Growth Phase, you may remove a disk from this card. If you do, during the Deployment Step, place it along with one additional disk from supply into an area or areas you occupy.



Stairway to God (GROWTH): When built, place 5 disks from supply atop this card. During the Acquisition Step of your Growth Phase, you may remove a disk from this card. If you do, during the Deployment Step, place it into an area you occupy; then gain 1 talent.



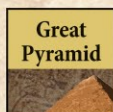
Great Library (CARD DRAW): When built, place 5 disks from supply atop this card. At the beginning of your Draw Step, you may remove a disk from this card. If you do, draw 3 cards, put one in your hand and discard the other two.



Mausoleum (CARD DRAW): When built, place 5 disks from supply atop this card. At the beginning of your Draw Step, you may remove a disk from this card. If you do, shuffle the discard pile face down, draw up to 3 cards from this pile at random, put one in your hand and discard the rest (*after shuffling and turning the discard pile face-up again*).



Grand Temple (COMPETITION): When built, place 5 disks from supply + 5 white disks atop this card. Once per turn, at the beginning of a Competition involving at least 1 of your disks, you may remove 1 white disk and 1 of your disks from this card. If you do, place them into the Competition area then remove 1 opposing disk from that area.



Great Pyramid (ADJUST TURN ORDER): When built, place 5 disks from supply atop this card. At the beginning of the Aeneas Step, you may return a disk from this card to supply. If you do, gain 1 talent. You may then choose to swap Turn Order positions with an opposing civilization.

Fate Card Background Color Codes

(Note: Fate Card illustrations have color codes to indicate type and basic effect):



Lavender: Great Person



Blue: Special Event (e.g., Bad Omens, Bread & Circuses, Golden Fleeced, etc.)



Yellow: Competition Card



Orange: Investment, Treasure, and Trade Cards



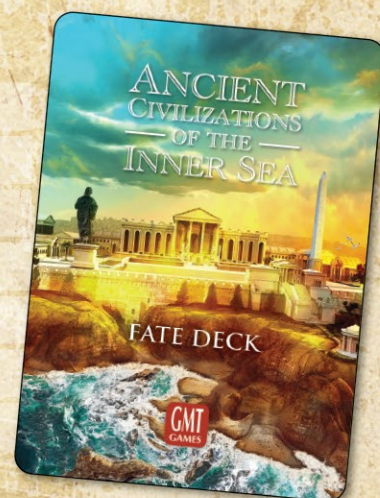
Green: Cards that add disks



Rust: Cards that remove disks (e.g., various and sundry disasters)



Black: Cards that add black disks into the game



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