

Setting up

1. Each player chooses a faction: Egyptians, Romans, Barbarians, Japanese, Aztecs or Atlanteans.
2. Each player takes his faction board and places it in front of him. Each player's faction deck is shuffled and placed near him.
3. Place the score board in the centre, with the round marker on round 1 and a score marker for each player on 0 points.
4. Shuffle the common deck and place it near the score board, in easy reach of all players. Place all tokens nearby.
5. Each player draws 2 cards from the common deck and 2 cards from his own faction deck.
6. Give the first player token to any player.

Note that these rules are for open play. There are strict deck construction rules for tournament play.

Round and turn sequence

There are five rounds in the game. Each round follows the sequence below.

1. Lookout phase

1. Each player draws one card from his faction deck.
2. Draft 1 card from the common deck for each player. To do this, the first player draws $n+1$ cards, where n is the number of players. Starting with the first player, each player in turn looks at the cards, adds one to his own hand, and passes the rest to the player on his left. The last player in sequence discards the last unwanted card.
3. Repeat step 2, but in reverse order: the last player gets first choice and the cards are passed to the right.

At the end of this phase, each player will have three new cards, plus any cards left in his hand from previous rounds.

As an alternative to steps 2 and 3, players may simultaneously draw three cards each, each pick one to keep and pass the other two to the left, each then pick a second to keep from the cards they are passed, and discard the remaining cards.

2. Production phase

Each player takes all the goods due to him and places them on the top area of his faction board. These goods come from three sources:

- ▶ **Faction board:** Take the goods shown under 'Production' on your faction board.
- ▶ **Production locations:** Take the goods shown on all the locations you've played that say 'production' (not including any one-off building bonuses).

- ▶ **Deals:** Take the goods shown on all the deals you've made.

Note that you may also have some goods stored from a previous round, either on your faction board, or possibly on locations that allow you to store goods. These are also placed on the top area of your faction board.

3. Action phase

Starting with the first player and going clockwise, each player takes a turn and performs one action. The available actions are:

- ▶ Build a location (i.e. play a card from your hand)
- ▶ Make a deal (using a card from your hand)
- ▶ Raze (either a card from your hand or another player's location)
- ▶ Use another player's open production location
- ▶ Play an instant card

Note that each faction board provides an additional action allowing players to exchange workers for resources or cards. Locations you've already played may offer you further actions.

After performing a single action, your turn ends and you can't do anything else until your turn comes round again.

When it's your turn, but you don't want to or can't perform an action, you may pass. Once you have passed, you don't get any more turns this round. You must simply wait for all other players also to pass and then proceed to the Cleanup phase. If you are the very first player to pass in this round, you may take a free Expedition token of your choice, which gives an ability to use next turn.

There are also some things you can do at any point during a turn of yours that don't count as actions. These are:

- ▶ placing a defence token on a location of yours
- ▶ placing a technology token on a common location in your empire [*Atlanteans only*]
- ▶ placing a worker on a location in your empire as a samurai [*Japanese only*]

No location can ever have more than one defence token, one samurai, and one technology token of each type.

Note that some locations have a permanent defence token printed on them, meaning that they cannot have a second one added.

Actions

Build a location

You can build a location from your hand. To do this:

1. **Pay the cost:** Each card shows 'Pay to build'. You must discard these goods. (Remember that gold can substitute for wood, stone or food.) If the cost shows a building icon, you must choose and discard a location you've built previously; this can be a face-up location, or a foundation (face-down card) in your empire.
2. **Add the card to your empire:** Place the card on the table in front of you to form part of your empire. (It is recommended to follow the schema shown on the faction board, placing Production cards on the top row, Feature cards on the middle row and Action cards on the bottom row. Place faction cards to the left of your board and common cards to the right. Following this schema is not compulsory, but it helps keep things organised.)
3. **Take production goods:** If the location shows production, it immediately produces its goods, so take them immediately. (This may mean you can reclaim some or all of the building costs!)
4. **Take building bonus:** If the location shows a building bonus, also take these goods immediately.

Make a deal

You can make a deal with a card from your hand if that card shows a 'Make a deal to produce' area at the bottom. To do this:

1. Pay 1 food.
2. Rotate the card and slide it under the top 'Deals' area of your faction board so only the blue part of the card is showing.

4. Cleanup phase

1. You may store any unspent goods allowed by your Faction board or locations that have a storage ability.
2. Discard all non-stored goods, including defence and blessing tokens, but *not* including samurai or technology tokens. (Also, don't discard your cards.)
3. Pass the first player token to the next player in clockwise order.
4. If the game has not ended, move the round marker to the next round on the score board and begin a new round.

Skip the Cleanup phase in the last round of the game.

3. Take the goods provided by the deal immediately.

Raze

You can raze a card from your own hand if that card has a 'Raze to gain' option. To do this:

1. Pay 1 army token.
2. Discard your chosen card.
3. Take the goods shown immediately.

Alternatively, you can raze any face-up location in an opponent's empire that has a 'Raze to gain' option. To do this:

1. Choose an eligible card in an opponent's empire, as long as that opponent has not yet passed in this round.
2. Pay 2 army tokens. (You must pay 1 additional army token for each of the following present on the target card: defence token; technology defence token; samurai.)
3. Take the goods shown on that card's 'Raze to gain' area.
4. Your opponent takes 1 wood.
5. Flip the card over. It becomes a foundation, which can no longer be used for any purpose except meeting the future building costs of locations. Any tokens on the card are returned to the general supply (or to the owning player, in the case of basic technology tokens).

Unlike most faction cards, Japanese faction cards show a 'Raze to gain' option and so can be razed from hand or by an opponent's attack. Japanese faction cards razed in this way are discarded, not flipped over to become a foundation.
