Your turn

The round

The player to the left of the Solstice token starts, then play goes clockwise. On your turn: **one single order**, then your **Cleanup**. Once everyone has played: **Solstice**.

Activation

Almost every turn.

Use your 3 Action tokens and 5 Exhaust tokens in any order you like.

Research

One card, without Unrest.

1. Discard your whole hand.
2. Innovate a Region, Tradition, Civilised or Tributary (no Fame).

Pacify

The big clean-up.

Return as many Unrest cards from your hand to the pile as you like, without paying anything.

Research and Pacify: no Action and no Exhaust ability. Passive abilities stay active.

Actions and Exhaust abilities

- **Action**: remove an Action token from your State card, usually to play a card from your hand. It resolves, then goes to your discard pile, unless it is a permanent card (it stays in play).
- **Exhaust**: place an Exhaust token on a card in play (or your Power card) that has none, then resolve the text. Once per turn per card. Putting the card down does not trigger its ability.
- **Free action**: no Action token needed, once per turn for the same card. Written costs are still due.
- **Gain an Action**: take a token from the supply, even beyond 3.

Cleanup

1. **1 Progress from the supply** (not your reserve) onto a Market card.
2. Take back your tokens: 3 Actions, 5 Exhaust.
3. Discard as many cards from your hand as you like.
4. Draw up to 5. Already 5 or more: you don't draw, and you keep them all.

After step 1, the next player may already start.

Paying

1 Progress = 1 Population

1 Progress = 2 Materials

Never the other way round, and no change given. Only your reserve pays: a resource on a card cannot be spent.

Solstice

Everyone resolves all their Solstice effects (play area, Power card, State card) at the same time, in the order of their choice. No Action, no Exhaust.

Deck, Market and game end

Empty deck: you shuffle

Deck empty when you must Draw: before shuffling, **once per turn**, add a card to your discard pile, with a free Exhaust token as a marker:

1. **Nation deck**: its top card. If it is the **Accession**, flip your State card: you are now an Empire. *Vikings: their Zenith flips nothing, it triggers the end of the game.*
2. **Nation deck empty**: pay the cost of a Development card of your choice. Developing the last one triggers the Countdown.

No free token: shuffle without adding. "If possible" never makes you shuffle; "up to X" shuffles if needed.

The Market: 5 cards, always refilled at once

Slots: Main · Main · Civilised · Tradition · Region. One Unrest under each card, **except Regions**.

Verb	You take	The Unrest under it
Acquire	The visible card and its resources.	You take it too.
Innovate	The visible card and its resources, or the top face-down card of the Region, Tradition or Civilised deck.	Goes back to the pile.

Tributary or empty deck: search the Main deck. Nothing found: 2 Progress.

Getting rid of Unrest

- **Play it**: 1 Action, then 3 Materials, or 1 Population, or discard 2 cards.
- **Pacify**: all of those in your hand, for free. **"Return an Unrest"**: no cost.

Countdown

Triggered by: Main deck empty; last card Developed; King of Kings flipped face down; a card effect.

Finish the round (Solstice included), then play **one full round**. Score: the most points wins.

Collapse

The Unrest pile runs out: **the game ends at once**, even during a Countdown.

The fewest Unrest wins (hand, play, deck, discard, History). Tie: points decide.

What scores

Yes: hand, play area, deck, discard pile, History, Power card, Reserved cards, 1 point per Progress in your reserve. **No**: Nation deck, undeveloped Developments, Progress placed on cards. Star card: 10 points at most.