Keywords, A to F

The card verbs, exactly as the rulebook defines them. Keywords used only in Horizons (Goods, Haggle, End of Solstice) are left out.

Abandon · Put a Region in play into your discard pile. Its resources return to your reserve; a card Reserved under it is discarded too.

Acquire · Take a visible Market card of the stated category, with its resources and the Unrest under it. The Market is refilled at once.

Action (gain, spend) · Gain: take an Action token from the supply, even beyond three. Spend: remove the number of tokens required, otherwise the effect is impossible.

Add a resource · Take the resource from the supply and place it in the stated area or on the stated card.

All players / all other players · The first includes you, the second doesn't.

Attack · The effect hits all other players, as much as possible. Some cards let you ignore it.

Barbarian / Empire · The sides of your State card. A card marked with a State can only be played from your hand if you are in that State. “If you are Barbarian / Empire”: the effect or option only exists in that State.

Cards in play · A permanent card stays in play until an effect removes it. Its resources then return to your reserve; an Exhaust token on it only returns at the end of the turn.

Choose · Resolve only one of the options separated by OR. A full sentence after the list applies in every case.

Consider · Treat one icon as another until the end of the turn: the original icon no longer counts. The effect always ends before the Solstice or the Countdown.

Develop · Pay the cost of a card in your Development area, your choice, and put it into your discard pile. Through a card effect: even if a marker is already there, and without placing one. The Vikings never Develop.

Discard · Put the card into your discard pile.

Draw · Take cards from your deck into your hand. Empty deck: shuffle your discard pile and continue. You always draw the top card.

Draw, if possible · Like Draw, but never shuffling the discard pile: empty deck, you stop.

Exchange · Replace a Market card with another one. Tokens stay in place, the Unrest is renewed (except Region), and the removed card goes where the other one came from.

Exhaust · During your Activation order, place an Exhaust token on the card to resolve its effect. Once per turn per card. Putting a card down doesn't trigger its Exhaust ability.

Exile · Send the card to the Exile pile. From the Market: the Unrest goes back to its pile, the card is replaced. Impossible if the card carries tokens.

Find · Look for the card in your hand, then your discard pile, then your deck, then your Nation deck (except the Accession). Stop as soon as you find it and reveal it. Shuffle what you searched.

Free action · The card is played without an Action token. At most once per turn for the same card. Costs written on the card are still due.

Keywords, G to S

Each sentence on a card is resolved in order, as much as possible; whatever follows “may” is optional.

Gaining resources from Regions · Triggers when a Region in play with the stated icon gains you that resource, by its own effect or another card's (Prosperity, for example).

Give a card · Choose a card from your hand; an opponent takes it into their hand.

History · The cards put into History under your Power card. Out of play, but counted for scoring. Only you may look at them. The Vikings have none.

Innovate · Announce a category, then take a visible Market card (its Unrest goes back to the pile) or the top face-down card of the matching deck. Tributary or empty deck: search the Main deck; nothing found: 2 Progress.

Look at · Secretly look at the stated cards, then put them back in the order of your choice. Ignore King of Kings (Fame deck) and the Accession (Nation deck), unless it is alone.

Move a resource · Move the resource from its owner's reserve to the stated place. No conversion possible. Resources already on cards are not moved.

Nation deck · Your Nation cards face down on the Accession. Whatever happens, the Accession stays at the very bottom and is never shuffled with them.

Passive · Effect permanently active while the card is in play: during all orders, the Solstice and the Countdown.

Pay · Return the required tokens from your reserve to the supply. 1 Progress can replace 1 Population or 2 Materials. No other conversion.

Place on your deck · Place the card (from your hand, unless stated otherwise) face down on your deck.

Recall · Take a Region in play back into your hand, with the cards Reserved under it. Its resources return to your reserve. If you replay it this turn, you can Exhaust it again with another token.

Recover · Take the stated card into your hand, or into the specified area. In a face-up area, you choose. Recovering an Unrest: from the common pile; the last one triggers the Collapse.

Remove a resource · Return the stated resource to the supply. No conversion.

Reserve · Slide a card from your hand, face up, under the relevant card in play. It is no longer in play, but counts for scoring and shares the fate of the card holding it.

Return a card · Put an Unrest back into the common pile. Playing it from your hand: an Action and its cost. Through another card's effect: no cost.

Return a token · Take back an Exhaust token placed on one of your cards and put it back on your State card. You can reuse it this turn.

Solstice · Effect resolved automatically at the end of each round.

Steal resources · Take the stated tokens from the targeted players' reserves, as much as possible, without conversion.