

THE GOLDEN ERA EXPANSION



Setup. After completing setup of the basic game randomly distribute 2 tokens to each player. Then put 2 tokens randomly chosen near the board as common tokens. Put remains tokens back in the box.

Rules. Each player during his Action turn can either:

- Spend 1 Power Cubes to flip a Token from the common area or from his private tokens. Tokens of the other players cannot be flipped.

Or

- Activate the Golden Era by choosing 3 Tokens among the common and his private Tokens. In this case:

- The player receives immediately all benefits shown on chosen Tokens.
- If the chosen all Tokens belong to the same category (for example all VP tokens) the player is also entitled to draw 2 Advisors from his Advisor Deck.
- After taking benefits of the Golden Era the player must discard one of his private tokens. If he has activated only 1 of his private tokens then the used token has to be discarded. If he used both his private tokens then the player decides which one to discard.

Each token belongs to a category. For each one category there are different strength tokens. Category are:

Power Cubes: The player immediately recovers the indicated numbers of cubes from the Used Cubes area.

Victory Points: The player immediately scores the indicated number of VP.

Cards: The player immediately gets the indicated number of cards from his discard pile. Depending on the symbol he can take the most recent , the oldest , or choose the cards .

Each player can activate the Golden Era up to 2 times during the game. The first time he will choose 3 tokens between the 4 available tokens (2 common and 2 private), while the second time can only 3 tokens will be available (2 common and 1 private).

CIVILIZATION GOALS



Civilization Goals represent important **achievements** of the Civilizations and are placed on the Development Matrix.

The first Civilization (player or Civbot) moving its Matrix marker onto or over a Civilization

Goals token on the Development Matrix **immediately gains the bonus shown** on the token and the token is removed from the game.

During the setup of the game after step 9, put all Civilization Goals tokens face down on the table, mix them up and then each player in Turn order takes one of them, turns it face up, and places it face up on any space of the Development Matrix, not in the Clan Government area that is not adjacent (even diagonally) to another Civilization Goals token. Continue doing this until 8 tokens have been placed and return unused tokens to the box.

If a Civbot reaches a Civilization Goals token, it scores any VP indicated and the token is removed from the game.

THE WAYS OF COMMAND

The Ways of Command token can be used to gain a specific special power. This power lasts until the end of the current game Era. Each player takes the Command token of his Civilization during Setup.

Each Command token shows two black symbols which represent the token **requirements**. To activate it the player must be the first in a symbol category and not the last in the other category. If a player is tied in the first position with other civilizations the command cannot be activated, but if a player is tied in the last position it can still be activated.



For example, the Roman Command token shows the Territory and Military symbols. This means that in order to activate the Command token, the Romans must have more territories than any other Civilizations and not be the last in Military level OR be the Civilization with the highest Military level and not the last in number of territories.

When the token is used, the player must turn it face down, take his own cube (from the Bank, the Used Pool, or from his reserve) put it on the Command token to show which Power has been activated.

The back of the tiles show the available powers:

- Take up to **2 cubes** of your color from the general supply and put them in your personal supply. At the end of the Era, before the Turn End procedure, return the cubes to the general supply.
- Score **Territories** you are sharing with others in the Territory Bonus steps of the Era. Other players cannot consider these shared territory for Leader bonus and for cube turn recovery. If two or more players activate this power in the same territory, they cancel each other out.
- Gain **2 Technology** levels until the end of the Era.
- Gain **2 Military** levels until the end of the Era

Any bonus associated to the lost Technology or Military levels (new advisor, recover card / cube, 6VP) is not lost and can be gained again when increasing the level.

At the end of the Era, any activated Command tokens are removed from the game.