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BEYOND THE HORIZON

OVERVIEW

Beyond the Horizon is a civilization game where players compete to become the most influential society in history through exploration and expansion, development and production, research and technological advancement.

The game is played over a variable number of rounds until enough goals have been achieved to signal the end of the game. Along the way players will earn victory points for exploring new lands, settling and building new cities, advancing technologically, and increasing their cultural and economic development. The player with the most victory points at the end of the game wins.

RULEBOOK

COMPONENTS

BASIC GAME COMPONENTS
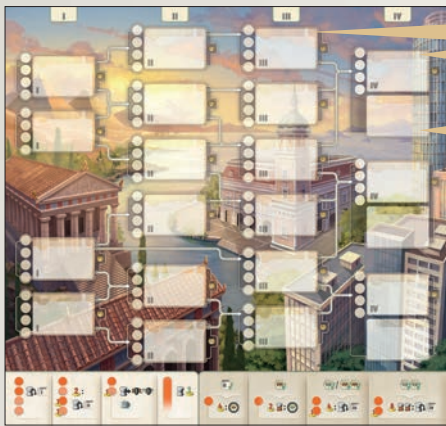
Level I - II - III - IV technology spaces

Level IV Leader spaces

First Player token

Main Board – On this large board there are the **basic and advanced actions**, available to players the entire game, and the **tecnology tree**.

Players take actions to advance technologically gaining them new benefits and accessing new and better actions. Actions will always have an orange octagonal space 🔶 beside them where your action pawn can be placed when you select this action.

Leader Cards (27) – Throughout the game, whenever a player is the **first to develop a new technology** (beyond the first level), they encounter important historical leaders who provide them with further bonuses.

Not every Leader will be in every game, as there are 10 level-II leaders, 10 level-III leaders, and 7 level-IV leaders, but you will use only 15 cards in total.
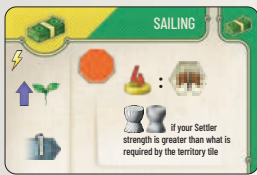
Technology Cards (44) – Technology cards show how the various players' civilizations advance scientifically, economically, militarily, and culturally. They are divided into **4 main colors** (corresponding to the icons on the top-right corner) and many cards also show a second color on the top banner. These cards often provide **immediate bonuses** (⚡) and unlock increasingly powerful **actions for the players that research them**. Each game will begin with the same four basic technologies, but then will expand variably and uniquely as players select technologies to develop.

There are 4 level-I technologies, 16 level-II technologies, 16 level-III technologies, and 8 level-IV technologies. Level-IV technologies are considered to be of all 4 colors.

Government Cards (4, two-sided) – Government cards provide each player with **unique abilities** and strategic advantages. Players have access to the Despotism ability (🔑) from the beginning of the game. As they advance on their Infrastructure track, their government will evolve and unlock further abilities (🔑A), immediate one-time bonuses (🔑B), and game-end scoring opportunities (🔑C).
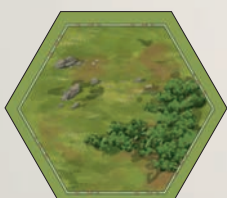
Goal Cards (9) – Goal cards identify major goals that trigger the **end of the game** as they are accomplished.

Starting Territory Tiles (4) – Every player has a starting territory tile that is your primary rally point for all settlers and soldiers placed on the map.

Coins (50) – There is no limit to this resource. Should you run out, supply a substitute.

Cradle of Civilization Tile (1) – This tile should be placed at the center of the map at the beginning of the game with the starting territory tiles placed surrounding it.

Settle & Fortify Tokens (8 of each) – These tokens can be held and used by the player during the Expansion phase of their turn to settle a village or fortify a city.

Territory Tiles (24) – As players explore with their settlers, the **map** will expand one tile at a time. Each tile that is revealed will display:

An **immediate bonus** gained by the player who reveals the tile

Village information, including the rewards gained during the game (when the village is settled) and at game-end

City information, including the reward gained at game-end for whoever has fortified the city

Tile's strength

Construction Tiles (24) – Construction tiles are placed **on top of territory tiles** when a player decides to build a construction rather than settle a village. These tiles become available for other players to utilize throughout the game.

The **cost** to build this construction, which will be paid by every player who attempts to build it

The **bonus** given to every player who successfully build this construction

The **rewards** gained at game-end for the first player to build this construction (only if another player has build it too)

The **name** of the construction

AMPHITEATER

COMPONENTS FOR EACH OF THE FOUR CIVILIZATIONS

Player Board – This board is used to hold your civilization's resources, as well as **track your production levels** and overall development.

Investment track

Available resources area

Starting resources and space for your Government card

Population columns

Recap of the turn phases

Development tracks

Development Cubes (24) – Civilizations grow and **increase productivity levels by removing development cubes** from the development tracks on their player board, which in turn opens up greater returns during the production phase of their turn. There are three areas in which players will track their development.

Food – The more food you produce, the more population you can sustain. Removing food cubes increases your access to more population pawns during the production phase of your turn.

Economy – The more economy you can support, the greater your income will be. Removing economy cubes increases your access to more coins during the production phase of your turn.

Infrastructure – The more you invest in developing infrastructure, the more efficiently your society will run. Removing infrastructure cubes provides opportunities to be build better constructions as well as advance your government.

Population Pawns (22) – These pawns represent members of your society that can be played as **scholars**, **settlers**, or **soldiers**. They can be inactive in the columns of your player board, with their active side down; they can be active in the corresponding space on your player board, with their active side up.

Action Pawn – Place this pawn in an action space every turn to take actions throughout the game.

Settler & Soldier Tokens (8 of each) – Place these tokens over a pawn when placing it on the map to identify it as either a settler or soldier, as well as to signify the strength of that particular settler or soldier.

SETUP

1 Place the **main board** within reach of all players. Make piles of **coins**, **settle tokens**, and **fortify tokens** within reach of all players.

2 Randomly place the four **level-I technologies** face up on the four level-I spaces.

Randomly select three **level-IV technologies** and place them face-up on the three level-IV spaces on the board where indicated. Return the rest of the level-IV technology cards to the box, you will not need them this game.

Separate **the remaining technologies** by level (II and III), shuffle each pile and place each pile in face down stacks next to the board in line with the appropriate level.

3 Randomly deal one face-down **level-II leader card** onto each of the level-II spaces on the main board.

Randomly deal one face-down **level-III leader card** onto each of the level-III spaces on the main board.

Randomly deal one face-down **level-IV leader card** into the "Leader" space below the level-IV technology cards on the board.
Return the unused leaders to the box.

4 Randomly choose one **goal card** from each of the three sets (A, B, C), and place them face up visible to all players. Return the unused goal cards back to the box.

5 Place the **cradle of civilization tile** in the center of what will become the map area to the side of the main board. You will need some open space to each side of the tile for growth throughout the game.

6 Shuffle the 24 **territory tiles** together and place them in a single stack face-down near the map area.

7 Divide the **construction tiles** into three stacks according to the infrastructure levels shown on the tiles (I, II, or III). Shuffle each stack of constructions, then place them in a tile display area near the map area. Reveal the top three tiles of each stack placing them face-up forming a display of 9 construction tiles.

SETUP FOR EACH PLAYER

Each player should take the player board, production cubes, population pawns, settler & soldier tokens, and the action pawn of their color.

In 2-3 players game return the unused components back to the box.

8 Place your civilization's **starting territory tile** on one side of the cradle of civilization tile.

• In a **2-player game**, these tiles should be on opposite sides of the center tile.

• In a **3-player game**, these tiles should be on every other side of the center tile.

• In a **4-player game**, these tiles should be placed in pairs randomly with each civilization having one neighbor and one open side next to them.

9 Place your **population pawns** face down in the dedicated spaces as marked in columns A (6), B (5), C (4), D (3), E (2).

Take **one** of the remaining pawns and place it face up **in your available resources area** on your player board.

Take the other remaining pawn, place a **settler** token showing a **strength value of 2** over it and place it in your starting territory on the map.

Place your **action pawn** and the remaining **settler and soldier tokens** beside your board for use later.

Take **1 coin** and place it **in your available resources area** on your player board.

10 Place all your **development cubes** along the development tracks on your player board.

11 Randomly choose a first player and give them the **first player token**.

12 Randomly select a number of **government card** equal to the players, and place them on the table with a random side up. In a reverse turn order, starting from the last player and proceeding counterclockwise to the first player, each player chooses a government card to place in the designated space of their board. Keep the cards with the same side up.

GAMEPLAY

Beyond the Horizon flows clockwise with players taking an equal number of turns over a various number of rounds, until the game-end is triggered. The victory points (VP) are then tallied, and the civilization with the most VP wins the game.

Player turns consist of four phases:

1. ACTION PHASE

2. EXPANSION PHASE

3. PRODUCTION PHASE

4. GOAL PHASE

After these phases have been completed, play passes to the left.

1. ACTION PHASE

Move your action pawn to a new action space and take its corresponding action. On your first turn, place your Action pawn on a basic action space.

You cannot remain on the action space where you were the previous turn. However, if there is an available action space in the same area, you can perform the same action by moving your pawn to that space. Some action space shows a 1-coin cost that you must pay when you place your action pawn there. Some action space is only available with a given player count.

Throughout the game actions will be revealed on the technology cards, and these are available for all players who research that technology card; however, the basic and advanced actions of the game are available for all players.

It is important to note that an action might require an available active population pawn 🦑 from your available resources area, while others may allow you to use a population pawn ♟ directly from your population columns.

When you **take a population pawn** from a column, take the next pawn in line **from left to right**, even if it means you take it from a column you have not yet "accessed" through your Food production track.

Some actions require you to exhaust an active population pawn. This is shown with the symbol ⏳. When you exhaust an active population pawn **move the pawn** from your available resources area **to the rightmost spot available** in your population columns. Some actions require you to pain coins. In both cases, you must fully pay the cost required.

Some actions combine multiple tasks (like enlisting soldiers and then providing movement). In these cases, the tasks should be performed in the order they appear, but players can decide not to perform a task.

Researching Technologies

Researching technologies is critical to your civilization's growth and influence, and also unlocks powerful actions and effects.

When you research a technology take the following steps:

• **Select a technology space that you are eligible to research**.You must have met the prerequisites by having already researched all technologies connected to it by lines from the previous level.

Level-I technologies have no prerequisites; level-II and III technologies have one or two prerequisites; level-IV technologies always require two prerequisites (even if there are 3 lines from the previous level).
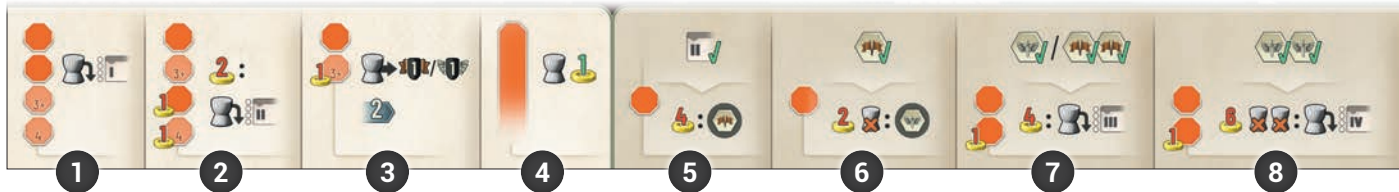
1 Assign an active population pawn as a scholar to research a level-I technology.

2 Pay 2 coins to assign an active population pawn as a scholar to research an eligible level-II technology.

3 You may opt to enlist an active population pawn as a settler or soldier, strength value 1, then you may perform up to 2 movements with any of your units on the map. Movements can be divided between all your units.

4 Take 1 population pawn from your leftmost population column and place it face up into your available resources area, and gain 1 coin.

5 Pay 4 coins to take a settle token. *You can perform this action only if you have already researched a level-II technology.*

6 Pay 2 coins and exhaust 1 active population pawn to take a fortify token. *You can perform this action only if you have already settled at least one village.*

7 Pay 4 coins to assign an active population pawn as a scholar to research an eligible level-III technology. *You can perform this action only if you have either fortified 1 city or settled 2 villages.*

8 Pay 6 coins and exhaust 2 active population pawns to assign a third active population pawn as a scholar to research an eligible level-IV technology. *You can perform this action only if you have fortified 2 cities.*

- **Assign a population pawn as a scholar** by placing it in the designated space on the main board next to the technology card you are researching.

Players may only assign one scholar to a technology. Scholars that are assigned to the technology remain on the main board for the entirety of the game and will never be returned to your player board.

If you are the first player to research a technology that is level-II or higher, continue with the following steps:

- **Take the leader card** in the space where you assigned your scholar.

Most leader cards provide an immediate bonus for you that may or may not include other players. Some leader rewards you VP at the end of the game. Some leader rewards all players VP at the end of the game depending on what you choose as an immediate effect. In all cases, place the card face up next to your player board.

- **Select a color** from the prerequisite technology cards (directly connected to the technology space you

selected). You must choose a **color on their right side**.

- **Deal technology cards** (from the deck of the level you are researching) until two are revealed that show that **color in the top banner**. If a card shows two colors in the top banner, both count for this purpose.

- **Select one of the two** eligible cards and place the card face up onto the board in its place.

Return the card you did not choose, along with all ineligible cards, to the bottom of the corresponding technology deck.

Many technologies award players with immediate bonuses (shown with the ⚡ on the left of the card) that are gained immediately when you research the technology card. Almost every technology will unlock a new action. Some technologies reward with permanent effects that upgrade the civilization's abilities or end of game effects that earn victory points.

Every player who researches a technology gains the immediate bonus, access to the action spaces, permanent effects and game-end VP on that card.

Purple player researches a new level-III technology in the space illustrated and takes the leader card (1).

Purple must choose to research either blue (science) or green (commerce), the colors of the prerequisite technologies (2).

Purple chooses blue and deals cards from the level-III technology deck until they find two cards (Missiles and Refrigeration) that show blue on their top banner (3).

Purple selects one of these two eligible cards (Refrigeration), places it on the board and gains the immediate bonus (4).

Finally, they return the other (along with any ineligible cards) to the bottom of the technology deck.

Investing in Food 🔼🌱, Economy 🔼💰, Infrastructure 🔼⚙️, or at your choice 🔼❓

When you gain an Investment bonus 🔼, take the following steps:

- **Take the leftmost cube** from the indicated Development track.

When you remove a cube from a space that shows a ⚡, gain it immediately. When you remove it from a space that shows a 🤚, you unlock a reward that you can activate during Production phase. If you remove it from a space that shows 🛠️, you activate the indicated ability on your goverment card.

- **Move the cube to the leftmost space** available on the Investment track.

When you place a cube on a space that shows a ⚡, gain it immediately. The bonus 🔼 allows you to move a total of 1 additional space whenever you move. The last spaces

on the Investment track are game-end VP (only the last space covered will be rewarded). If you complete the Investment track and receive more 🔼, place the cube to the right of the track. Each cube placed beyond the track will earn you 1 VP at game-end.

Enlisting Settlers/Soldiers 🏺➡️ 🛡️/🗡️

To perform this task, take the type of **population pawn** shown - either from their available resources area ⏳, or directly from the leftmost population column 🏺 - and place it on your starting territory or on any location where they you have already placed a cube.

If it is a settler, the pawn should be played together with a **settler token** showing the appropriate strength value.

If it is a soldier, the pawn should be played together with a **soldier token** showing the appropriate strength value.

Purple player gains ⬆️⚙️.

Purple takes the leftmost cube from the Infrastructure track, activating the goverment ability 🔑 *revealed on the track (1).*

Then, they place the cube to the leftmost space available on the Investment track, gaining the immediate bonus covered ⏳ *on the track (2).*

Upgrading Settlers 🛡️ and Soldiers ⚔️

To upgrade a settler or soldier on the map, simply exchange their token for one with the appropriate **new strength value** (flip the token, if needed). Make sure you keep the unit the same type.

If there are multiple upgrades you must normally use them over the same unit, upgrading that single unit multiple times, unless otherwise instructed by the effect.

Settlers and Soldiers cannot upgrade beyond a strength value of 6.

NOTE: Unit tokens are limited for each player, so if you already have all tokens with a specific value in play, you will not be able to put a new unit into play that would use the same value token.

Moving

A settler or soldier of any strength value may move across 1 map tile for 1 movement. The amount of movement granted by an action is shown by the movement icon of the action. The amount of movement may be split over as many units as you choose. While you do not have to use all of the allotted movement, you must move one unit at least one space.

You can move your units across other players' starting territory tiles but **you can't end the movement** there.

Explore a new tile

During movement, a settler may move off the edge of the map to explore unknown lands and reveal a new territory tile. Soldiers cannot explore new territory tiles.

When you explore in this way:

• Decide where to explore. Settlers can explore only in places where the new territory tile will touch **two existing tiles**.

• Reveal a new territory tile and **gain the immediate bonus**.

• **Add the tile** to the map and move your settler to the to the territory tile they just discovered.

Unless a card effect allows otherwise, you may only **explore** and reveal **one new territory tile per turn**.
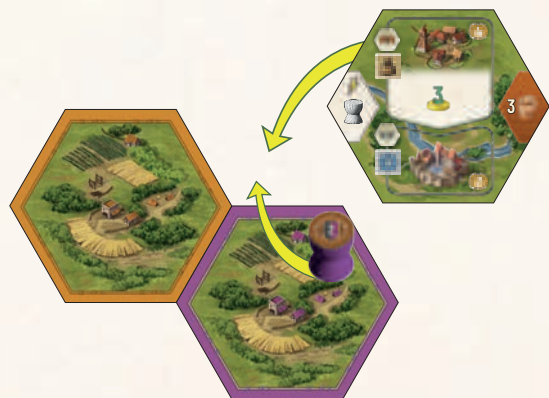
Settling a Village

A village can be settled when you perform a settle action. The strength level required to settle a village is found in the red area on the right of the territory tile. The strength can be met by one settler or multiple of your settlers. Once your total **settler strength is equal to or exceeds the territory tile's strength** you may use your settler(s) to settle the village.

• **Exhaust** all settlers used to meet the strength value of the territory tile by returning the population pawn(s) back to the rightmost empty space(s) in your population columns. Return the settler token(s) to your supply.

Should your settler value exceed the map tile strength, you still must completely exhaust the settler(s) used. (Ex: If you use two settlers, strengths of 3 and 3 to settle a village on a map tile with a strength value of 4, you exhaust both settlers entirely. You do not get a strength 2 settler in their place.)

• Take the **leftmost cube** from the Development track matching the symbol shown on the village space and place it there.

This territory tile has a strength value of 3, shown in the red area on the right of the tile. This means that to settle this village, players will need a settler of at least 3 strength (or a combination of settlers adding up to at least 3). Purple settler has a strength value of 4!

When they have moved the qualifying settler onto the territory tile, they can settle this village.

First, they exhaust the settler, moving the pawn back to the rightmost available spot on their population columns, and returning the settler token to their supply (1).

Then, they gain 3 coins as a reward for settling this village (2).

Third, they take a cube from the infrastructure development track and place it in the village space (3).

At the end of the game they will earn 4 VP.

- Immediately gain the **bonus** indicated next to the village space.

You will receive the VP shown next to the village illustration at game-end, even if another player fortifies the city on the same tile.

Only one player may ever settle any single village.

Fortifying a City

Once a village is settled, the city on the same tile is eligible to be fortified by means of a military presence. Any player may fortify any city, whether or not they were the player to settle the village on the same tile. The strength level required to fortify a city is found in the red area on the right of the territory tile. The strength can be met by one soldier or multiple of your soldiers. Once your total **soldier strength is equal to or exceeds the territory tile's strength** you may use your soldier(s) to fortify the city.

- **Exhaust** all soldiers used to meet the strength value of the territory tile by returning the population pawn(s) back to the rightmost empty space(s) in your population columns. Return the soldier token(s) to your supply.

Should your soldier value exceed the map tile strength, you still must completely exhaust the soldier(s) used.

- Take the **leftmost cube** from the Development track matching the symbol shown on the city space and place it there.

You will receive the VP shown next to the city illustration at game-end, even if another player settled the village on the same tile.

Only one player may ever settle any single city.

Once a village is settled or a city is fortified, they cannot be taken by another player.

NOTE: If, by any means, you are requested to take a cube from a Development track where you don't have any more cubes, take from a different develpment track of your choice.
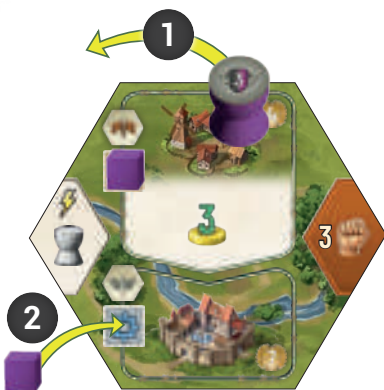
This territory tile has a strength value of 3, shown in the red area on the right of the tile. This means that to fortify this city, players will need a soldier of at least 3 strength (or a combination of soldiers adding up to at least 3). Purple soldier has a strength of 3 and the village on this tile is already settled, so they can fortify this city!

First, they exhaust their soldier, moving the pawn back to the rightmost available spot on their population columns, and returning the soldier token to their supply (1).

Second, they take a cube from the Infrastructure track and place it in the space shown on the bottom side of the tile marking this city. At the end of the game they will earn 7 VP.

2. EXPANSION PHASE

This phase is optional, but can be resolved in four ways. Choose ONE of the following options per turn.

Build a new construction

You must meet two conditions to build a new construction. Your settler must be on the territory tile in which you want to build the construction. and you must already have a construction tile in your supply.

You can gain construction tiles by progressing on your Infrastructure track. When you get the immediate bonus, take a construction of the indicated level from the display.

You can build on the cradle of civilization tile, on your starting territory, or territory tiles but not on your opponents starting territories. You cannot build construction tiles onto territory tiles that already have a settled village or where another player have units (settlers or soldiers).

• **Pay the coins** indicated on the top of the tile and **reduce your settler strength value by 1**.

Example: If you have a settler with a strength of 3 and use it to build a construction, that settler will become of strength 2. If you use a settler with strength value of 1, that settler will be exhausted completely.

• **Place the construction tile onto the territory tile** covering it. This tile with be a construction for the rest of the game.

• Take the **leftmost cube** from the Development track matching the symbol shown **on the space on the left** of the construction and place it there.

• Immediately gain the **bonus** indicated on the center of the tile (if the bonus shows VP, they are gained at game-end).

The player who builds a construction tile first will receive the end-game VP connected to the space where they have placed their cube, but only if another player also builds the same construction.

Build a construction already existing on the map.

Construction tiles can be built by two players. If you have moved your settler to a construction tile already existing on the map that still has the space on the right available, you can be the second player to build it.

• **Pay the coins** indicated on the top of the tile and **reduce your settler strength value by 1**.

• Take the **leftmost cube** from the Development track matching the symbol shown **on the space on the right** of the construction and place it there.

• Immediately gain the **bonus** indicated on the center of the tile (if the bonus shows VP, they are gained at game-end).

You will not receive the VP connected to the space on the left, as this is only awarded to the player who builds the construction first.

Play a settle token to settle a village

Take a settle token from your supply and put it back in the general supply. Follow all of the normal procedures for settling a village (see page 8).

Play a fortify token to fortify a city

Take a fortify token from your supply and put it back in the general supply. Follow all of the normal procedures for fortifying a city (see page 9).

3. PRODUCTION PHASE

Choose ONE of the following options per turn.

Take 1 inactive population pawn from each column that you have activated with your Food track (you have removed the cube from the space that shows the symbol of that column), and place them as active population in your available resources area.
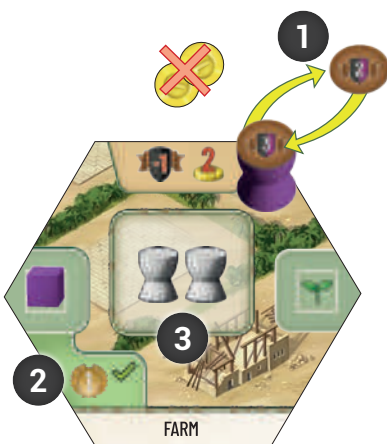
If there are no more pawns in a column, that column cannot produce population this turn.

Gain the coins you have activated with your Economy track (you have removed the cube from the space that shows the coin).

Perform as many **trades** as you wish in any combination, choosing them from the following options.

Purple player has a settler of strength 3 on their starting territory tile and has the Farm tile in their supply. They can build it!

Purple spends 2 coins and reduces their settler strength level to 2 (1).

Then, they place the Farm tile over the territory, place the appropriate Development cube onto the tile in the space on the left and finally place the settler back onto the tile (2). This cube will guarantee them 1 VP at game-end, only if another player place a cube on the right spot.

They also immediately gain the bonus 🏺🏺 listed in the center of the construction tile (3). In case the bonus includes VP, they will be scored at game-end.

Another player can builds the same construction. They must pay the cost and reduce their settler strength by 1, place the appropriate Development cube onto the space on the right, and immediately gain the bonus listed in the center of the tile. They will not earn the VP connected to the space on the left.

Pay 3 coins to take 1 inactive population pawn from the leftmost column that has pawns in it and place it as active population in your available resources area (even if you do not yet have activated that column on your Food track).

Decommission a settler or soldier from the map, returning the token to your supply and moving the pawn as active population back to your available resources area.

Move 1 active population pawn from your available resources area to the rightmost population column with an available space to gain 1 coin.
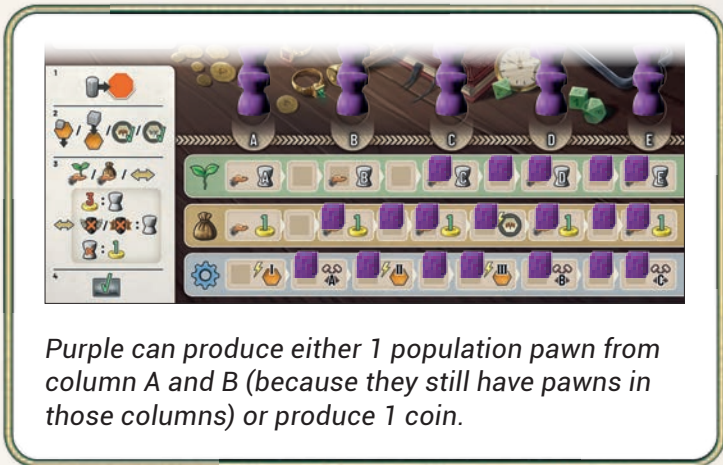
Purple can produce either 1 population pawn from column A and B (because they still have pawns in those columns) or produce 1 coin.

4. GOAL PHASE

If you satisfy the conditions on the goal cards, **you MUST claim the goal** by placing the leftmost cube from a Development track of your choice onto the card that they have completed.

The first player to accomplish a goal card places their cube into the space on the left: they will receive 5 VP at game-end. Other players who also accomplish the same goal place their cubes into the spaces on the right: they will receive 3 VP at game-end.

Only ONE goal card can be claimed by a player each turn, no matter how many conditions have been satisfied. Each goal card can be claimed by each civilization once. A player may only claim a goal on their own turn, even if they accomplish the goal on someone else's turn.

Once a goal is claimed, the Development cube you placed remains on the card for the rest of the game, even if the condition stops being satisfied.

Purple is the first player to satisfy this goal card condition, so they place a cube from a development track of their choice on the left space that will reward them 5 VP at game end.

END OF THE GAME

The game-end is triggered by **4 total cubes** being placed **on the goal cards** collectively (3 total cubes in a 2-player game). It does not matter which goals have or have not been met, nor does it matter how many cubes each player has placed.

Remember that a player MUST claim a goal if they qualify to do so. You cannot prolong the end of the game intentionally by not claiming a goal.

Once the fourth cube (third cube in a 2-player game) has been placed onto the goal cards, finish the current round and then **play one more full, final round**.

Goals can still be claimed after the game-end is triggered, which may result in more cubes ending on the goal cards.

After the final round is complete, players calculate their final scores by tallying their victory points.

Goal Cards VP - The first player to achieve a goal earns 5 VP, and every other player to achieve that goal earns 3 VP.

Technology VP - VP for each technology card researched (1 VP for level-I, 2 VP for level-II, 3 VP for level-III, and 4 VP for level-IV).

In addition, VP earned from **level-IV technologies** bonuses that you have researched.

Map VP - Settled villages grant VP to the player who settled them. Fortified cities grant VP to the player who fortified them. Constructions grant the first builder some VP ONLY if another player built the same construction. Some constructions have VP as bonus for all players who built them (indicated in the center of the tile).

Investment Track - If you have invested developments cubes onto your Investment track last spaces, you earn the victory points under the last invested cube. Each additional invested cube beyond the ninth space on the track is worth an additional 1 VP.

**Leader Cards** – Some leader cards reward VP.

Government Card – If you removed the last cube from your Infrastructure track to evolve your government to the Democracy stage, you are eligible to earn those VP. If you have not unlocked Democracy, you do not earn any VP for this card.

The player with the most victory points at the end of the game wins the game. In case of a tie between more players, the player with less cubes left on Development tracks wins the tie. In case of a further tie, the player with more active population pawns available wins the tie. In case of a further tie, the player with more coins available wins the tie.

APPENDIX

Inactive population

Active population

Exhaust population

Gain 1 coin

Spend 1 coin

Earn 1 VP

Make 1 movement

You have 1 extra movement every time you perform a movement action

Invest 1 Food cube

Invest 1 Economy cube

Invest 1 Infrastructure cube

Invest 1 cube from a track of your choice

Research a technology

Level-I technology

Produce population

Produce coins

Take a settle token

Take a fortify token

Settle a village

Fortify a city

Village already settled

City already fortified

Take a construction of level I

An active population becomes a settler at strength 1

An inactive population becomes a soldier at strength 1

Increase the strength of a settler by 1

Increase the strength of a soldier by 2

Increase the strength of a unit by 1

Territory strength

Activate your Theocracy ability

Claim a goal card

Build a new construction

Build a construction already existing

WORDING CLARIFICATION

Ignore prerequisites:
You can research the technology even if you don't have researched the previous connected technologies.

Private technology:
Keep it next to your board. You don't need to place a population pawn next to this card.

Perform a Basic Action:
Perform one of the four basic actions without moving your action pawn.

ICONOGRAPHY CLARIFICATION

Pay/discard this

in order to get this

In this example, spend 1 coin to put an active population pawn on the map as a settler or a soldier of strength 2.