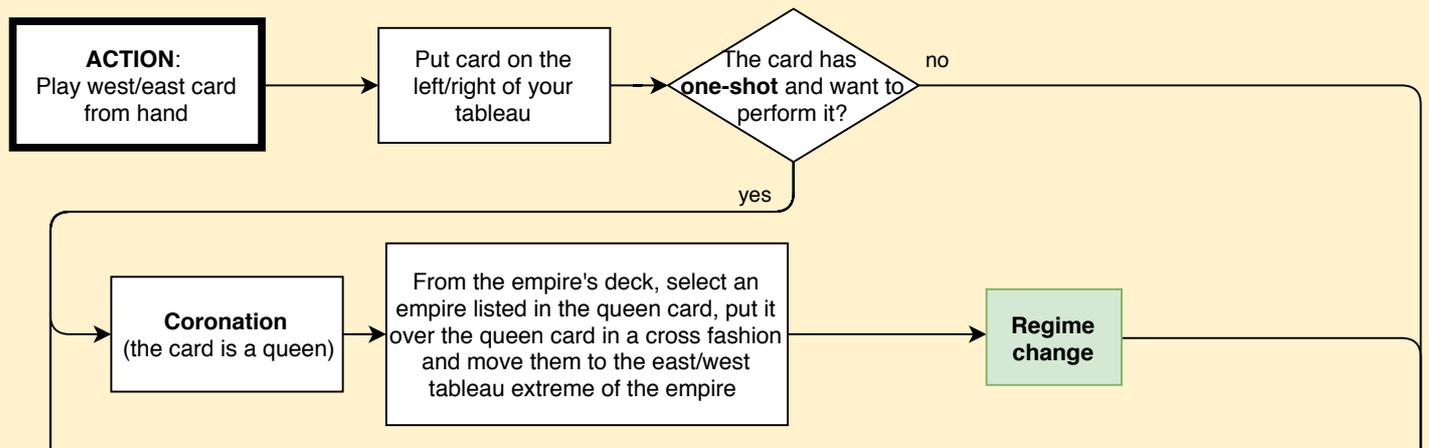
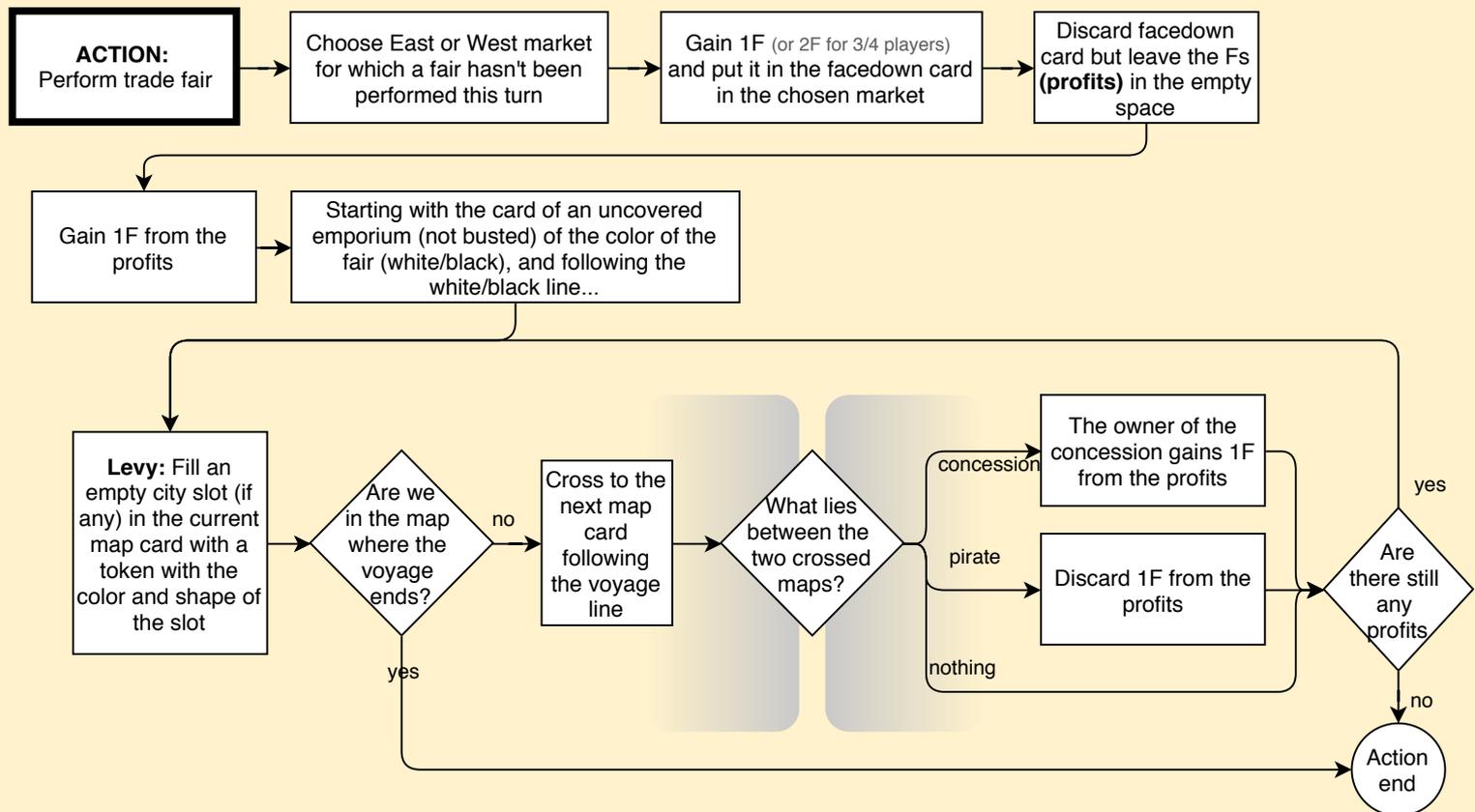
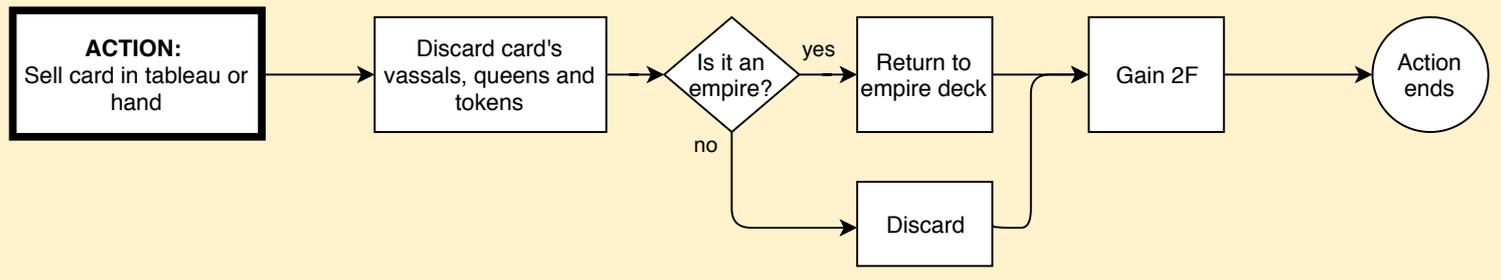
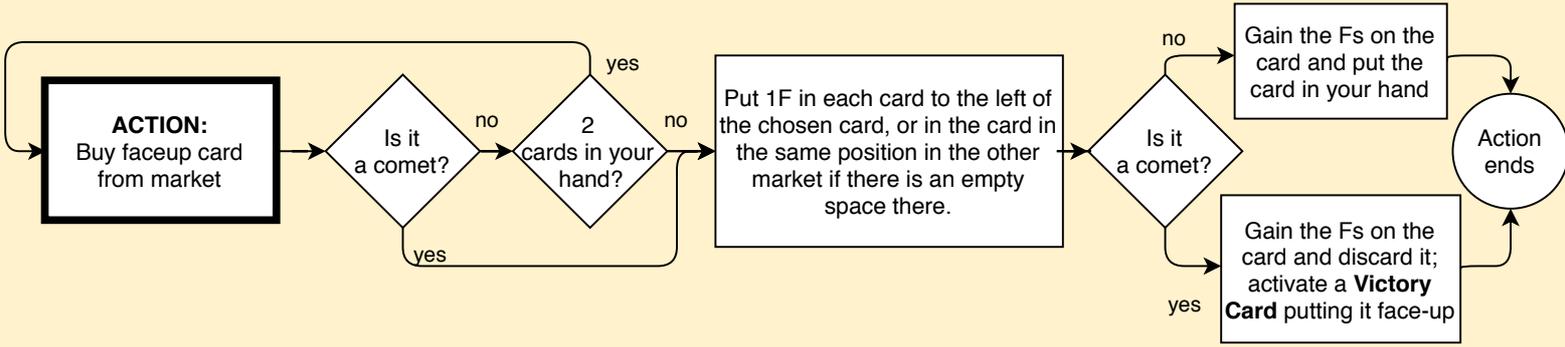
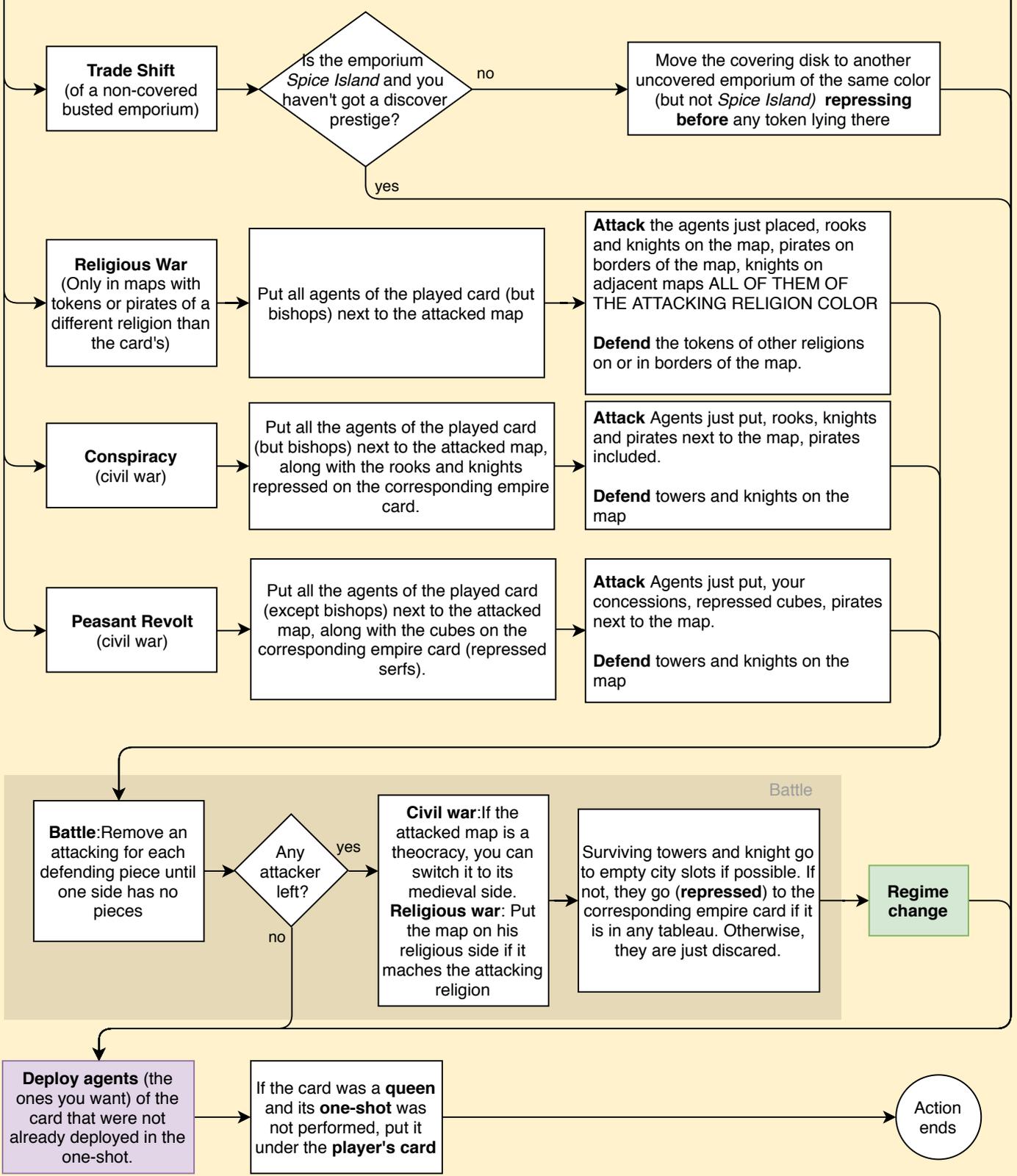


ACTION PHASE: Perform two actions (you can repeat the same)





ACTION:
Declare victory in a
faceup victory card

Holy Victory: to be the one with more prestige in the religion that has:

- 1.- more bishops in play than all the other religions together
- 2.- more tokens of that religion on maps of its theocracy than the rest of religions together

Imperial Victory : having at least 2 more empires than any other player
(3 empires in 3 or 4 players games)

Globalization Victory: having

- 1.- at least 2 **Concessions** more than any other player
- 2.- More **Discovery Prestige** than any other player

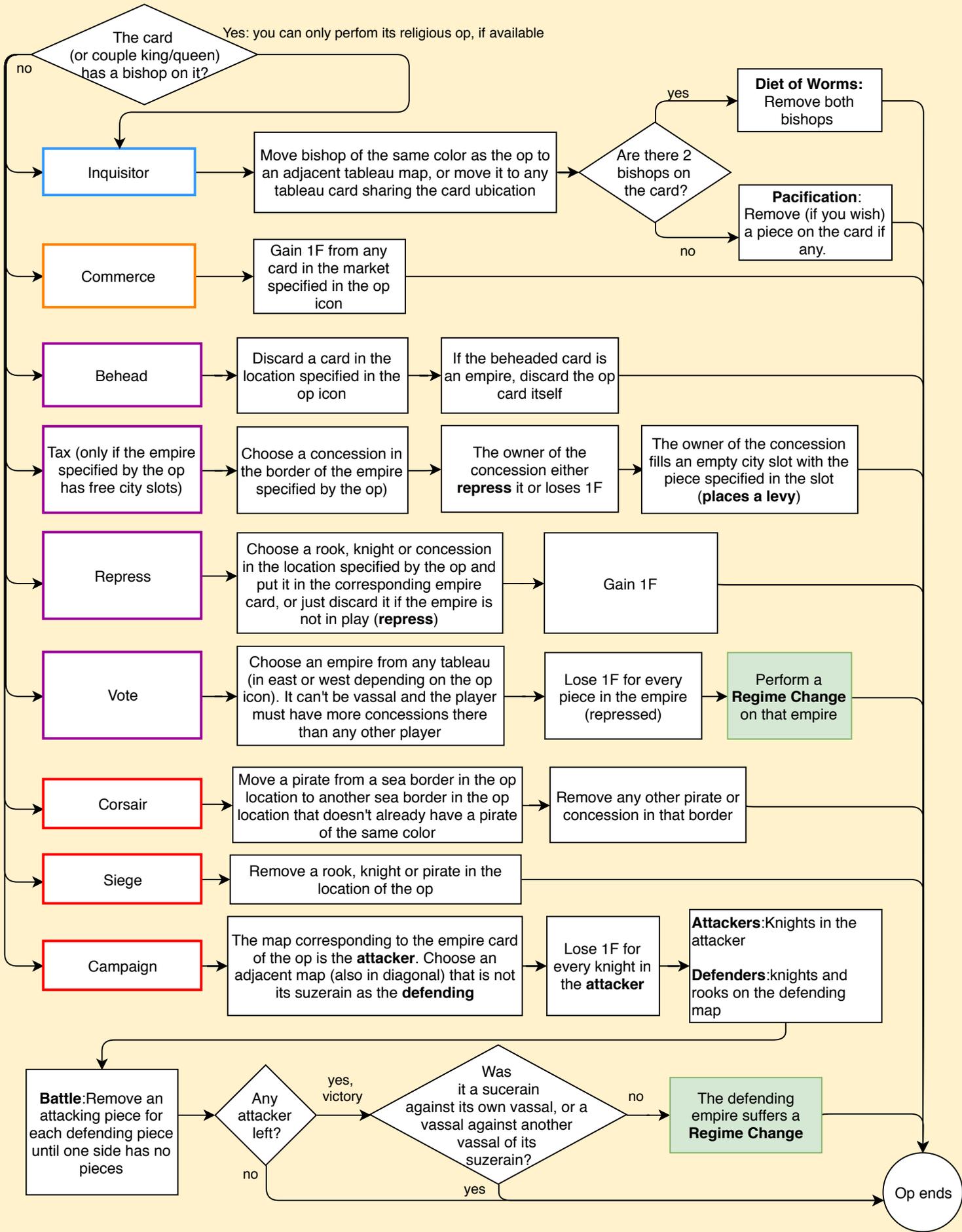
Renaissance Victory: having

- 1.- More **Republics** than any other player
- 2.- At least 2 more **Law Prestige** than any other player

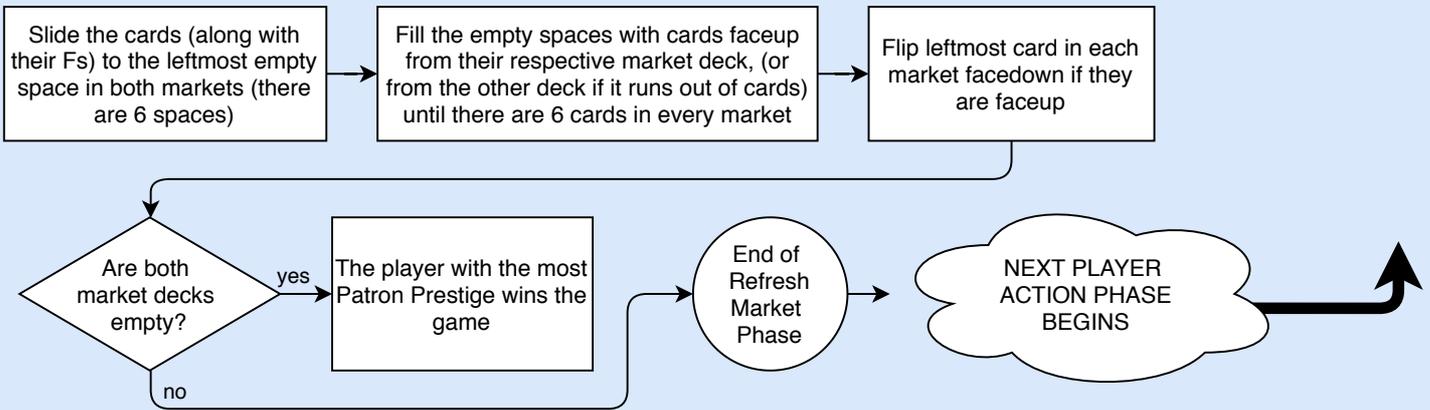
ACTION:
Perform ops

Choose East or West tableau whose ops have not been performed

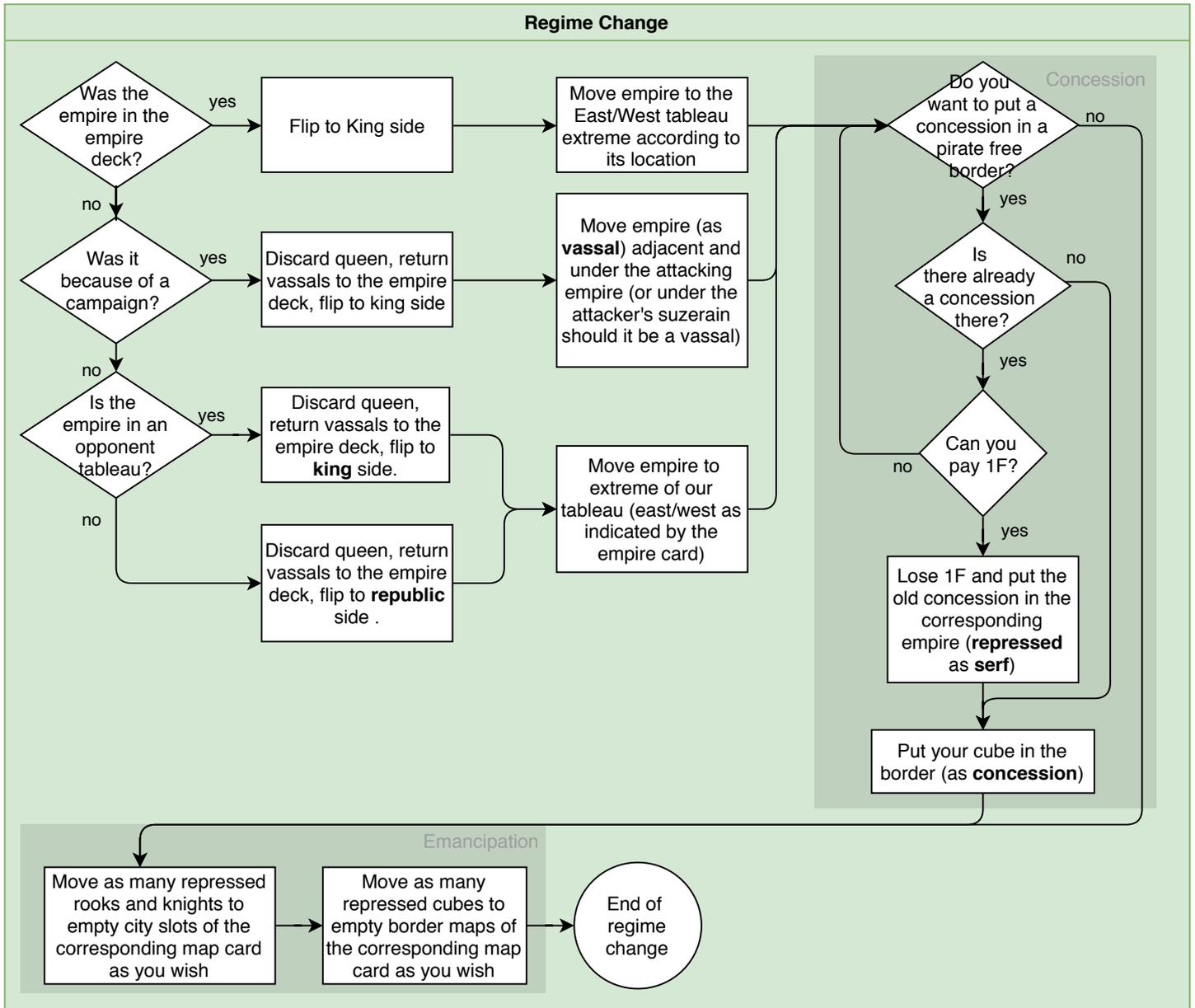
Execute ONE OR NEITHER op for each card [in the chosen tableau], in any order. Queens under King are considered different cards



REFRESH MARKET PHASE



Regime Change



Deploying card agents

