

A lab  
Philosophy

A temple  
Religion

A farm  
Agriculture

A mine  
Bronze

A infantry  
Warriors

**End-of-Turn Sequence:**

**Production Phase (skip during uprising)**

Discard Excess Military Cards

Score Science and Culture    Corruption    Food Production    Food Consumption (-4 cultuer per missing food)    Resource Production

Draw Military Card, (max. 3)

Reset Actions

**Blue Blank**  
Resources and Food

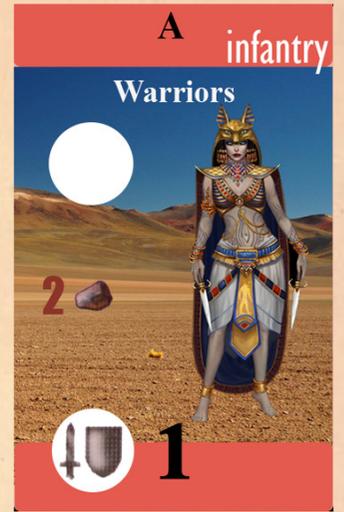
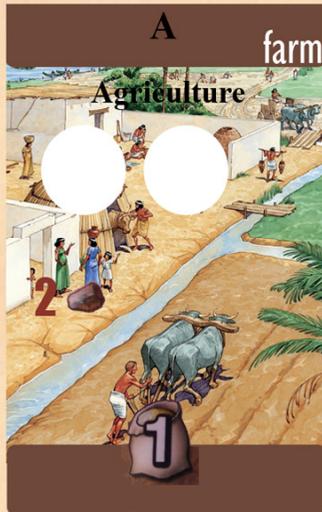
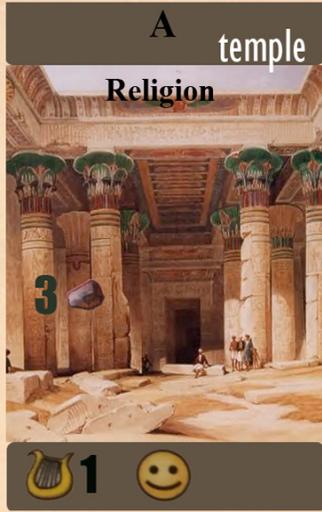
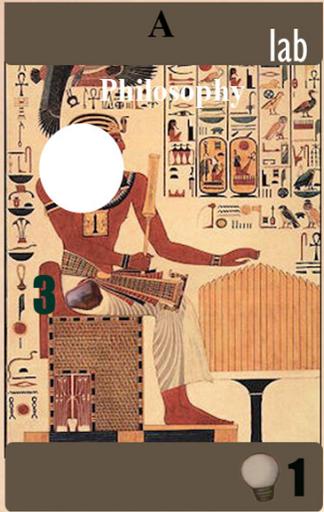
**Worker Pool**

New workers, destroyed buildings and disbanded units

A govt.  
Despotism

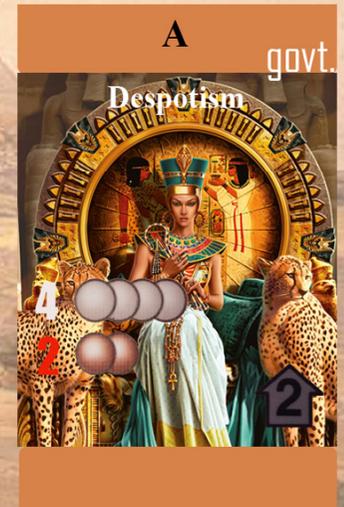
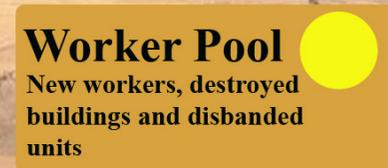
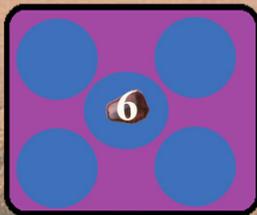
8 7 6 5 4 3 2 1 0 **Happiness**

**Yellow Bank**  
Population



**End-of-Turn Sequence:**

**Production Phase (skip during uprising)**



**Yellow Bank Population**

8 🤔 | 7 🤔 | 6 🤔 | 5 🤔 | 4 🤔 | 3 🤔 | 2 🤔 | 1 🤔 | 0 🤔 ← **Happiness**

6 | 4 | 3 | 2 | 1

7 | 5 | 4 | 3 | 2

A lab  
Philosophy

3

1

A temple  
Religion

3

1

A farm  
Agriculture

2

1

A mine  
Bronze

2

1

A infantry  
Warriors

2

1

End-of-Turn Sequence:

Production Phase (skip during uprising)

Discard Excess Military Cards

Score Science and Culture    Corruption    Food Production    Food Consumption (-4 culture per missing food)    Resource Production

Draw Military Card, (max. 3)

Reset Actions

A govt.  
Despotism

4

2

6

4

2

Blue Blank  
Resources and Food

Worker Pool  
New workers, destroyed buildings and disbanded units

8 7 6 5 4 3 2 1 0

Yellow Bank  
Population

Happiness

**A lab**

Philosophy

3

1

**A temple**

Religion

3

1

**A farm**

Agriculture

2

1

**A mine**

Bronze

2

1

**A infantry**

Warriors

2

1

**End-of-Turn Sequence:**

**Production Phase (skip during uprising)**

**Discard Excess Military Cards**

**Score Science and Culture**   **Corruption**   **Food Production**   **Food Consumption (-4 culture per missing food)**   **Resource Production**

**Draw Military Card, (max. 3)**

**Reset Actions**

6

4

**Blue Blank**  
Resources and Food

2

**Worker Pool**  
New workers, destroyed buildings and disbanded units

**A govt.**

Despotism

4

2

2

**8** **7** **6** **5** **4** **3** **2** **1** **0** **← Happiness**

**6** **4** **3** **2** **1** **Yellow Bank**  
Population

**7** **5** **4** **3** **2**