## Arthurians

- Setup:
  - Place *King Arthur's Court* faceup below your *Power Card*.
  - The ● card is your **Nadir card**.
- Reshuffling:
  - The ● card is your **Nadir card**. Instead of placing it in your discard pile, immediately place it in your *Play Area*. Do not flip your *State Card*.
- Game end:
  - The player plays their *Graal* ● card.

## Atlanteans

- Setup:
  - Do not have a ● card.
  - Do not have a *Nation Deck*.
  - Place your *State Card* with the empire side up.
  - Add any *Supply Cards* to the *Common Cards* in the market.

## Carthaginians

- Clean up:
  - Add 1 or 2 *Material Token* to any card in the market, as indicated on your *Power Card*, instead of 1 *Progress Token*

## Celts

- Setup:
  - Add any *Supply Cards* to the *Common Cards* in the market.

## Olmecs

- Setup:
  - Add any *Supply Cards* to the *Common Cards* in the market.

## Quin

- Setup:
  - Add any *Supply Cards* to the *Common Cards* in the market.
- Clean up:
  - Add 1 *Population Token* to any card in the market, as indicated on your *Power Card*, instead of 1 *Progress Token*

## Utopians

- Setup:
  - Put *Visions of Shangri-La* on top of *Gates of Shangri-La* and place them below your *Power Card*. The top card in this pile is your **Journey Card**.
  - Do not have a ● card.
  - Do not have a *Nation Deck*.
  - Do not have *Development Cards*.
  - Add any *Supply Cards* to the *Common Cards* in the market.
- Clean up:
  - Remove all *Action* and *Exhaust Tokens*. Place 3 *Exhaust Tokens* on your *State Card* instead of 5.
- Reshuffling:
  - You have no *Nation Deck* so you must skip step 1.
  - You have no *Development Area* so you must skip step 1.
- Game end:
  - The player has at least 24 *Population Tokens* and triggers the *Solstice* keyword on their *Shangri-La* **Journey Card**.

## Vikings

- Setup:
  - The ● card is your **Zenith Card**.
  - Add any *Supply Cards* to the *Common Cards* in the market.
- Reshuffling:
  - When you place your ● card in your discard pile, it will trigger the end of the game. Do not flip your *State Card*.
- Game end:
  - The player places their *Harald Hardrada* ● card into their discard pile.

## Standard civilizations

- Egyptians
- Greeks
- Macedonians
- Maurians
- Minoans
- Persians
- Romans
- Scythians