

**ROUND = PLAYER TURNS (1 at a time)**, then all Players (**simultaneously, mandatory**) resolve Solstice

**Ia) ACTIVATE:** Use 0-3 Actions („●“) & 0-5 Exhaustion („X“), in any order

**0-3 Actions** = remove Action token from State card, then play a card: Hand → Play area, resolve & discard

EXC: Can't play **Empire/Barbarian** card (top, below banner) if State **Barbarian/Empire**

EXC: Don't discard played Pinned card („∞“)

**0-5 Exhaust** = place Exhaust token (mx 1/Exhaust effect): State card → Exhaust ability & resolve it

May use Exhaust on **Barbarian** cards even if State **Empire**

**Abandon:** (Pinned card „∞“ top symbol only): place (with any Garrisons) → discard pile

**Acquire:** Designated card: Market → Hand (incl any resources & „Unrest“ cards)

Replace from matching deck (if empty > Main Deck); if non-Region stack with Unrest card

**Break through:**

a) Designated card: Market → Hand (incl any resources but not „Unrest“ cards)

b) Top card from a „Region“ (yellow) deck → Hand (incl any resources but not „Unrest“ cards)

c) Top card from a „Uncivilised“ (green) deck → Hand (incl any resources but not „Unrest“ cards)

d) Top card from a „Civilised“ (gray) deck → Hand (incl any resources but not „Unrest“ cards)

e) Nominate Suit: „Tributary“ (blue) / any Suit where matching deck empty → draw from Main Deck

i. Draw cards, 1 at a time, until revealed nominated Suit → Hand

ii. If all cards drawn & no nominated Suit = +2 Progress („>“)

iii. Re-shuffle the other cards drawn back into the Main Deck

Replace from matching deck (if empty > Main Deck); if non-Region stack with Unrest card

**Develop:** Pay Development cost for any 1 „Development“ card („+“ bottom left) → Place in Discard

**Draw:** # cards, per cleanup; if **Draw if Able:** only draw from deck, no reshuffle

**Exile:** place in Exile pile, next to „Unrest“ deck

If From Market: Replace from matching deck (if empty > Main Deck); if non-Region stack with Unrest card

**Free Play:** Play card without expending an action

**Gain:** specific # (without upper limit)

**Garrison:** card from Hand → tuck under „Garrison“ card (if that card later moved - so are all „Garrison“)

**History:** Place under Power card = out of play, only used for VP

**Passive:** Ability always in effect if the card is in play

**Pay:** Return to supply; may use 1 Progress („>“) → 1 Population („human“) / 2 Material („boxes“)

**Recall:** (Pinned card „∞“ top symbol only): place (with any Garrisons) → Hand

**Return:** Place # „Unrest“ (red „fire“ bottom): Hand → Unrest pile

**Solstice:** Resolve at the end of the Round

**Steal:** Targeted enemies lose # resources > current player gains; if unable = resolve as much as possible

**Take Unrest:** add „Unrest“ card(s) → Hand

**Ib) INNOVATE:** Discard Hand, then Breakthrough for 1 „Tributary“/„Uncivilised“/„Civilised“/„Region“ Market card

**Ic) REVOLT:** Return any # „Unrest“ (red bottom) cards → Market's Unrest pile

**II) CLEAN UP**

1) Place 1 Progress („>“) Supply → any Market card; NEXT PLAYER may start turn

EXC: **Carthaginians** add 1-2 Material („boxes“), **Qin** 1 Population („human“) instead

2) Remove all Action („●“) & Exhaustion („X“) from State, Power cards, cards in play, nation, development deck

3) Place 3 Action („●“), 5 Exhaustion („X“) → State card

4) Discard any # cards [good idea = speeding up acces to stronger cards]

5) Draw back up to 5 cards; if already more = draw none:

a. Deck empty & State **Barbarian:**

i. (skip if Exhaustion on Nation deck OR 5 Exhaustion tokens)

Place top Nation deck card → Discard pile; place Exhaustion („X“): State card → Nation deck

If „Accession“ card („●“ bottom left) flip State card: Barbarian → Empire

ii. Shuffle discard pile → draw pile

iii. Draw remaining cards as normal

b. Deck empty & State **Empire:**

i. (skip if Exhaustion on Nation deck OR 5 Exhaustion tokens)

May Develop once, see ACTIVATE

ii. Shuffle discard pile → draw pile

iii. Draw remaining cards as normal