INVENTIONS

Evolution of Ideas

Game Rules

INTRODUCTION

Since the dawn of time, humans have sought new ideas, forever developing them into even newer concepts. Their genius made them stand out from the other animals. Each invention is a veritable evolutionary step. Humans' use of tools surpasses all others, making *Homo sapiens* technologists since before historical records were invented.

Inventions follows humanity's most noteworthy innovations and places the power of these technological developments in your hands to evolve your societies over the ages.

In **Inventions,** cards simulate these new concepts. They are the ideas that eventually become inventions. Once they are invented, they can be shared with the world, and everyone involved in the process spreads the exciting news. You can even share with other societies, boosting the inventions' efficacy.

Inventions is a tactical game that revolves around long-term strategy. Each society's progress will be measured in Ingenuity Points (IP). The player with the most IP has the strongest society and wins the game.

EAGLE-GRYPHON
GAMES

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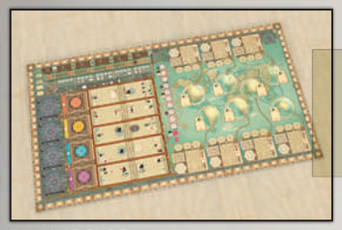
Components

ALL COMPONENTS ARE LIMITED IN QUANTITY TO WHAT IS INCLUDED IN THE GAME BOX


1 MAIN BOARD

1 SOCIETY BOARD × 4 COLORS

1 RULEBOOK AND 4 PLAYER AIDS

2 ACTION AID CARDS

1 CHRONOS MEEPLE

PILLARS OF TIME: 1 EPOCH (BIG) AND 2 SEASON (SMALL) × 4 PLAYER COLORS

30 CITIZEN MEEPLES × 4 PLAYER COLORS

3 CHAIN ACTION TOKENS × 4 PLAYER COLORS

1 INFLUENCE MARKER × 4 PLAYER COLORS

1 SCORING MARKER × 4 PLAYER COLORS

1 TURN ORDER MARKER × 4 PLAYER COLORS

1 ERA MARKER × 4 PLAYER COLORS

5 INFLUENCE TOKENS × 4 PLAYER COLORS

12 ECONOMY TOKENS

7 SAGE MEEPLES

7 KNOWLEDGE TILES

7 SPECIALIST TILES

21 MILESTONE TILES IN 6 DECKS

48 IDEA CARDS IN 6 DECKS

21 PRIVATE GOAL CARDS IN 3 DECKS

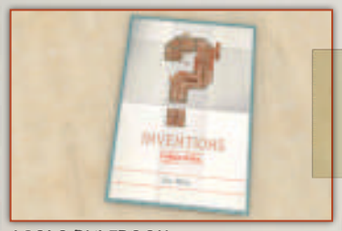
16 ASPIRATION TILES

21 TECHNOLOGY PROGRESS TILES 3 OF EACH FROM 1 TO 7

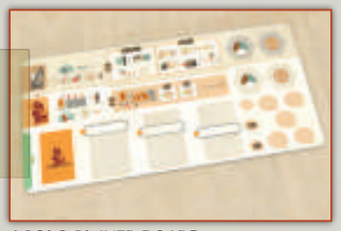
21 CULTURE PROGRESS TILES 3 OF EACH FROM 1 TO 7

21 ECONOMY PROGRESS TILES 3 OF EACH FROM 1 TO 7

25 WEALTH TILES – 4 WITH LETTERS A, B, C, D. 3 WITH LETTERS E, F, G


1 SOLO RULEBOOK

5 SOLO CARDS + 1 SCORING CARD


1 SOLO PLAYER BOARD

PLAYER COUNT DIFFERENCES

You will make minor adjustments to how you play the game for different player counts. These will be clearly marked as follows; you can ignore the tweaks that do not apply to your player count:

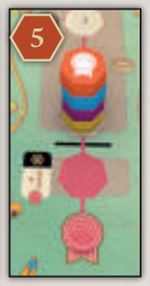
- **(4-Player games)**, which is the default player count for which the rules are written.
- **(3-Player games)**
- **(2-Player games)**

Also, the relies on an automated opponent. Details on this can be found at the end of the rulebook, along with a summary of changes for easy reference.

Setup

MAIN BOARD

1. Place the **main board** in the middle of the table.
2. Each player chooses a color and takes 1 Era marker, 1 Influence marker, 1 Scoring marker, and 1 Turn Order marker of that color. Place your scoring marker on **space 0** of the **Ingenuity Points** (IP) track.
3. The player who has invented something most recently goes first. The turn order is then clockwise, starting with this player. Place your Turn Order markers on the Turn Order track of the main board accordingly; the first player's marker is placed on the top space.
4. Place the **Era marker** for ***each player*** below the Era track on the first four spaces (in any order).
5. Place each player's **Influence marker** on space 1 of the Influence track.



6. Place the **Chronos meeple** on the leftmost space of the Era track (just below).
7. Place **1 Sage meeple** on the Sage space **in each region.**
8. Place **1 random Knowledge tile** face up (IP side down) on the Knowledge space **in each region.**

9. Separate the **Milestone tiles** by letter. Shuffle **Deck A** and place 1 tile from it face up on each space of the **Common Knowledge display.**
10. Shuffle **Milestone Deck B** and place 1 tile from it face up on each of the 4 Player displays on the board, **even if that player is not in the game.** This is called the **Private display**.
11. Place the 3 C Milestones face up next to the board, making the Eureka display. Place **Decks D, E,** and **F** above the Eureka display.
12. Place **1 random Specialist tile** face up in each Region display, to the left of the Idea space.
13. Separate **Idea/Invention cards** by Era (1, 2, 3, 4, 5, and 6), creating a deck for each. Set aside Eras 1 and 2.
14. Each Region display contains a Specialist tile, which depicts a benefit. From the Era-2 Idea cards, look for the 5 Idea cards with the **letter A**. Place a

random one of these in each region, **except the two regions with the Specialist tiles depicted in the lower-left illustration to the right**.

15. Separately shuffle the Idea Era 3, 4, 5, and 6 decks, then create a single face-up Idea stack by stacking the Era-6 ideas on the bottom, then atop those ideas, Era 5, then Era 4, and finally Era 3 on top. Do not shuffle the Idea stack. Place this stack next to the main board.

NOTE: ASIA AND NORTH AMERICA ARE CONNECTED BY FOLLOWING THE INDICATED ARROWS. AFTER ALL, THE EARTH IS ROUND.

WEALTH AND PROGRESS TILES

16. Separate the **Wealth** tiles by letter (3 or 4 of each letter), and randomly place them face up on the indicated space in each Region display to the left of the Idea space. For each of A – D, place a number of tiles equal to the player count. For each of E – G, place a number that depends on the player count:

- 👥👥👥👥 : Place all 3 for each of E – G.
- 👥👥👥 : Place any 2 for each of E – G.
- 👥👥 : Place any 2 for each of E – G.

17. Stack the **Economy**, **Culture**, and **Technology** Progress tiles separately. For each type of tile, create 7 stacks, one for each unique number (1 through 7). Place each stack face up on any display space for that type.

- 👥👥👥 :Stack only 2 of each number on each display.
- 👥👥 : Stack only 2 of each number on each display.

Each player takes a **Society board,** along with:

- 30 citizens
- 3 Pillars of Time: 1 Epoch and 2 Seasons
- 3 Chain Action tokens
- 5 Influence tokens
- 4 Aspiration tiles
- 3 Economy tokens

IDEA WITH THE NAME OF YOUR MILESTONE IN THE PRIVATE DISPLAY

SOCIETY BOARD SETUP

A. Place **2 citizens** in your **academy** as **scholars** and 1 in the Home (upper) space of each Specialty area (**economy**, **culture**, and **technology**) ***as specialists*** (**trader, artisan, and thinker**). The Specialty areas are in the upper-right portion of your Society board. Place 1 of your citizens as a diplomat on your private Milestone.

B. Sort the **Private Goal** cards into 3 decks by type. Take **3 Private Goal** cards: 1 random card of each type. Keep these cards secret from your opponents, but you may look at them at any time.

C. Set aside your **+1 Influence** **Influence token** for now. Place your other **4 Influence tokens** (Present an Idea, Invent, Innovate, Share), on the matching Influence spaces in the lower-right portion of your Society board.

D. Place 1 of your **Economy** tokens on its space in the lower-right corner of your Society board and the other 2 **Economy** tokens on the matching Progress hexes on the left half of your Society board.

E. Take the **idea** from the **Era-2 stack** of Idea cards that depicts your Milestone's name (**with a B below it**) in its upper-right corner. Place it to the right of your Society board.

F. In turn order, each player takes an **Era-3 Idea card** from the top of the Idea stack and places it to the right of their board. Now lay the top 3 cards face up to the right of the deck to create the Idea display next to the main board (see Setup illustration, p. 5, 15).

G. Take **2 random inventions** from the **Era-1 stack** of Prehistoric Invention cards (they do not have an idea on the other side). Place them to the left of your board.

H. Place your 3 **Chain Action tokens** on the upper-left space of your society board.

I. Place your 3 **Pillars of Time** (Epoch and the 2 Seasons) near your society board.

J. Keep the 4 **Aspiration tiles** and your remaining citizens near your society board as your citizen supply.

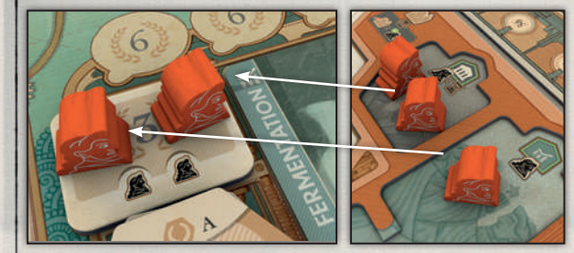
Stone Age (Setup Round)

In reverse turn order (starting with the player at the bottom of the Turn Order track), each player does the following on their turn:

i. Choose a region with an Idea card.

> **Tip:** If this is your first game, you may choose your region from your Private Goal card or just for the bonus on the Specialist tile. If you feel like you can't yet choose wisely, just choose randomly.

ii. Depending on the region, place 1 or 2* of your specialists matching the idea there on the Specialist tile to the left of it (**economy**: **trader**, **culture**: **artisan**, **technology**: **thinker**, and/or **scholars** who can do any of those things).
*As depicted on the Specialist tile to the left of the idea.



iii. Gain the benefit depicted on the Specialist tile.

iv. Place your +1 Influence Influence token on the leftmost influence space above/below the region you chose (but do not gain the IP you cover).

v. Place 1 citizen from your **supply** in that region on the map.

Once everyone has done this, discard all Idea cards with no specialists on their Specialist tile.

The Core of the Game

Your goal is to put your **ideas** out into the world so they can become **inventions** and then be **shared** with humankind. These are the three most crucial things that happen in the game because they allow you to gain IP (*Ingenuity Points*), increase your population, and advance your society.

> **Note:** These steps do not have to be done by the same player (more on that later)!

> **Tip:** Over the course of a game you should try to get at least one or more Progress/Wealth tiles each turn. These are key to quickly advance your society to success.

Key Concepts

The following concepts are important to understand before you start playing the game:

A. CHRONOS, ERA TRACK, AND MILESTONES:

On the Era track, Chronos' advance depicts the ever-constant march of time; however, the Era track also indicates each society's accumulation of technological advancement. If your society's Era marker becomes ahead of Chronos' era, it is because your society is ahead of the times. If your Era marker lags behind Chronos, your society is behind the times. The technological Milestones you reach will define your society's era, and thus whether you are ahead or behind the times.

SOCIETIES AHEAD AND BEHIND THE TIMES.

ORANGE IS BEHIND THE TIMES, PURPLE IS AHEAD OF THE TIMES.

B. ASSEMBLY, FORUMS, AND ACTION SPACES:

The **Assembly** on the left half of the main board provides a menu of actions for everyone to use. The Assembly is divided into 5 **forums**; each forum comprises 2 different **Action spaces.** To perform an action, you will place a pillar on an Action space.

A FORUM OF THE ASSEMBLY

<< Golden Rule >>
Each player can have **only 1 Pillar of Time** (whether epoch or season) **in each forum.**

- This means that once you choose an action in a forum, you are blocking yourself from **both** actions in that forum until the next era, when they will become available again.

Note: An **accessible forum** is a forum with none of your Pillars of Time in it.

C. MAIN ACTION:

During your turn, you must perform a **main action**. This involves either moving your Epoch pillar (big) to an Action space in a **different accessible forum**, or playing one of your Season pillars (small) on an Action space in **any accessible forum**. Chronos' position on the Era track will indicate whether you must play a Season pillar or move your Epoch pillar this round. If Chronos is standing on a wheel above the current era's space, you must play a Season pillar; if a pillar is depicted above the current era's space, move your Epoch pillar to a different forum.

Example

It's the 3rd round of the era; in this round, everyone must change epochs. Orange moves his Epoch pillar to 1 of the 2 accessible forums (his options are highlighted with blue) and chooses to take the Invent action. He couldn't leave the pillar in the same forum (not even moving to the other Action space there) because he already has a pillar of time on that forum (the Epoch pillar in this case). However, notice that other players' pillars of time do not affect which forums are accessible.

D. CHAIN ACTION:

Chain Actions are all the actions marked with a **Chain Action** icon and a pink background.

The number of **Chain Actions** you can take during your turn is limited by your influence, as indicated on the Influence track on the main board. Thus, the number of **Chain Actions** you can perform will change from turn to turn. At the beginning of each turn, you prepare a number of **Chain Action** tokens (1 to 3) that you can use for the turn.

PREPARE CHAIN ACTION TOKENS

Example

*It's Blue's turn. Looking at the Influence track, she sees that 2 **Chain Action** tokens are depicted beside her Influence marker on the Influence track. So, she will start her turn with 2 **Chain Action** tokens prepared.*

Certain actions you take may present you with an option to perform a **Chain Action**, as well; these will be clearly marked with the **Chain Action** icon. Every time you take a **Chain Action**, you will place a **Chain Action** token close to the icon, allowing you to track your **Chain Actions** as you perform them. You don't have to use all of your allotted **Chain Action** tokens, but once you run out of your allotment for the turn, you cannot perform any more **Chain Actions**. You will retrieve the used tokens after you finish the Perform Actions step (see p.10, Playing a Round), so you might as well use them if you can!

CHAIN ACTION

Key Concepts

E. INFLUENCE:

As mentioned earlier, your influence determines the number of **Chain Actions** you can take during your turn.

F. EXHAUSTED CITIZENS VS. AVAILABLE CITIZENS:

You will deploy your citizens to advance your society. Note that your Epoch and Season pillars are not citizens. Sometimes, an icon depicts a citizen lying down, which means they are exhausted. When that happens, you move your citizens to the Exhausted (lower) space of their Specialty area, lying down. When an icon depicts a citizen standing up, they are available to work, and you should move them to the Home (upper) space of their specialty area. You can only deploy citizens that are home!

Example

The citizens at home (upper part of the image) are available to work; the ones at the bottom are exhausted and cannot be used until the next era.

G. SPECIALISTS:

Citizens can specialize in certain skills, becoming **traders, artisans, or thinkers**. Citizens' specialties are related to the three types of Idea cards and Progress tiles: **economy**, **culture**, and **technology**, respectively. Once a citizen is assigned a specialty, that citizen is called a specialist.

The relationship between specialists, ideas, and progress is very strong:

Traders drive **economy**.

Artisans drive **culture**.

Thinkers drive **technology**.

ARTISAN, CULTURE INVENTION, AND CULTURE PROGRESS TILE

‹‹‹ From the Designer ›››

*Connecting each type of invention to a specialty in a logical way was a fun challenge. For example, the **Wheel** appears as a **technology** card, **Coins** appears as an **economy** card, and **Writing** appears as a **culture** card. So each invention is in a fitting specialty to indicate which type of specialist it requires, and how it will progress your society. Each invention is also set in the right era: You won't find yourself inventing fire in the 17th Century, and you won't devise electrical batteries in the Stone Age.*

H. THE ACADEMY/SCHOLARS:

Your **academy** hosts **scholars** who are resilient citizens who can work in any specialty. Your Milestone's era number is the maximum number of scholars you can have at your **academy**.

A scholar can act as any specialist; however, when you must exhaust the scholar, the scholar permanently commits to a specialty: Move the scholar to the Exhausted (lower) space of the chosen specialty's area. If you do not need to exhaust them, the scholar remains at the **academy**, still resilient and ready to take on any task.

I. PROGRESS TILES AND WEALTH TILES:

There are 3 types of Progress tiles — **economy**, **culture**, and **technology** — as well as **Wealth** tiles. Once you build these onto the Progress map on your Society board, you can use them.

Each **Economy** tile provides you with a benefit you can activate once per era by placing an **Economy** token on it. At the end of the era you get your **Economy** tokens back to use next era. You start the game with 1 **Economy** token, but can gain more by building progress or **Wealth** tiles over the spaces of your Progress map that have **Economy** tokens on them. You can only have 1 **Economy** tile of each number.

Each **Culture** tile provides you with a permanent improvement to the action depicted at the top of the tile. Every time you perform that action, you get the benefit depicted in the middle. You can only have 1 **Culture** tile of each number.

Each **Technology** tile provides you with a paired **Chain Action** that depicts 2 actions — let's call them A and B. If you perform Action A, you can chain Action B. If you perform Action B, you can chain Action A. So, you have some flexibility. You can only use 1 **Technology** tile per turn, it costs you 1 influence, and when you use it, you must flip it face down, never to be used again. You can only have 1 **Technology** tile of each number.

Each **Wealth** tile provides you with an endgame scoring goal regarding the tiles on your Progress map. You can only have 1 **Wealth** tile of each letter.

(See the player aid for a detailed explanation of each Progress tile).

How an Idea Shapes History

This is a detailed example of how an idea evolves in **Inventions**. This does not get into the minutiae of each action; rather, it is intended to help make the flow of actions meaningful before we get into the step-by-step instructions for **The Actions.**

Milestones determine how advanced your society is, they are the building blocks of your society's understanding. Some inventions require certain prior knowledge of technology (Milestones). *For example, you cannot bake bread if you do not yet know how to make fire.*

First, a society conceives and **Presents an Idea**. Eventually, someone will realize that mere idea by **Inventing** it, assuming they have knowledge of the appropriate Milestone already. Sometimes, another society will **Innovate** upon an invention, improving it forever. Ultimately, though, someone involved in that process **Shares the Invention** with the world, and that society strides forward in the race for wealth.

EVOLUTION OF IDEAS

Example

Yellow Presents an Idea for the Wheel in Asia. On a later turn, Blue Invents the Wheel there. Although it's not necessary, Orange then Innovates upon the Wheel (innovation is the one optional stage of the "idea life cycle"). Finally, Blue Shares the Invention with the world, developing his society's **wealth**. *Because Blue invented the idea, Blue ends up in possession of the invention itself. As the originator of the idea, Yellow gets credit for the Ingenuity Points (IP). Orange's population in Asia grows, thanks to the innovation effort. There are advantages to being involved in any stage of the process! All of this will be explained in detail later.*

How to Play

The game takes place over 6 eras:

1. **Stone Age** (3.2 million years ago)	1 Round
2. **Neolithic** (12 thousand years ago)	3 Rounds
3. **Metal Age** (3300 BCE)	3 Rounds
4. **Classical/Middle Age** (500 BCE)	3 Rounds
5. **Modern Age** (17th Century)	3 Rounds
6. **Computer Age** (21st Century)	Scoring Round

Each era consists of 3 rounds: playing your 2 Season pillars and then moving your Epoch pillar. The exceptions are the Stone Age (Era 1), which consists of only 1 round, in which you only move your Epoch pillar, and the Computer Age (Era 6), which is exclusively endgame scoring. At the end of each era (except Era 5), there is an era change procedure to mark the turning of the wheel of time. All of this is depicted in iconography along the Era track to help you remember (see p.22, Era Change).

ERAS

PLAYING A ROUND

At the beginning of each round (except in Era 1), Chronos advances 1 step on the Era track. Then, each player takes a turn that consists of a main action and, optionally, one or more **Chain Actions**.

Taking Your Turn

Your turn is divided into the following steps (these are depicted on your Society board, as a reminder):

1. Prepare Chain Action Tokens
2. Perform Actions
3. Aspirations Become Progress
4. Build Progress

Note: At the end of step 2, return all of your **Chain Action** tokens to the left space in the upper-left corner of your Society board.

Step 1: Prepare Chain Action Tokens

Move the number of **Chain Action** tokens (on your Society board) indicated by your space on the Influence track from the left space to the right space in the upper-left corner of your Society board. You will place these as you perform **Chain Actions,** and you cannot take more **Chain Actions** than the number of **Chain Action** tokens you prepared this turn. After you finish **Step 2: Perform Actions**, return them to the left space again (see next page, Perform Actions).

Example

Purple is starting his turn; his token is on 5 on the Influence track. This section of the Influence track depicts 2 **Chain Action** *tokens to the right. So he moves 2 of his* **Chain Action** *tokens to the right space of his society board. He can take 2* **Chain Actions** *this turn.*

Step 2: Perform Actions

Every time you place or move one of your Pillars of Time, you are making your mark on history, creating an essential stepping stone in the story of Inventions. Choose wisely.

In this step, you will either play a Season pillar from your Society board on an accessible Action space or move your Epoch pillar to an Action space in **another** accessible forum. Either way, the Action space must not be in a forum that has one of your Pillars of Time in it, making it accessible. Whether you play a Season pillar or move your Epoch pillar is indicated by the space of the Era track on which Chronos stands:

PLAY A SEASON PILLAR OR MOVE YOUR EPOCH PILLAR

If Chronos' space depicts the Epoch pillar, you must move it. Otherwise he will be on a wheel space, so you must play a Season pillar.

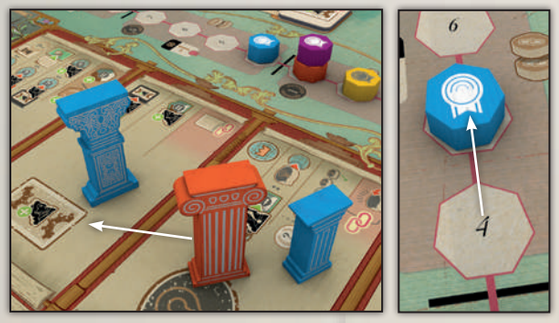
> **Reminder:** In Era 1, there is only 1 round, in which you place your Epoch pillar on the main board. In Era 6, you take no main actions. Otherwise, each era comprises 3 rounds. In rounds 1 – 2, play the Season pillars; in round 3, move your Epoch pillar to a different forum. All of this is indicated on the Era track.

Once you have played your Season pillar or moved your Epoch pillar, you will **influence other players' Epoch** pillars that are on the chosen Action space (see below), and then **perform the action**.

A. Influence Epoch pillars (👥: or Season pillars)

Each player with an Epoch pillar (👥: or Season pillars) on the Action space you chose gains 1 influence (advance 1 space on the Influence track). The maximum influence you may have is 10.

INFLUENCE EPOCH PILLARS



B. Perform the Action

Then, perform the chosen action (for what each action does and how it works, see **The Actions**, p.12). You may also perform any number of your prepared **Chain Actions** for the turn.

ASPIRATION TILES

Some actions will grant you an Aspiration tile for either **economy**, **culture**, or **technology**, or even one of your choice. Aspiration tiles are placeholders that you will replace with Progress tiles during **Step 3** of your turn (see p. 21).

When you gain an Aspiration tile, rotate it so the symbol matching the type awarded is at the top, then place it in the leftmost empty space of the tiles display at the bottom of your Society board. If you gain more Aspiration tiles than your tiles display has empty spaces, then at the end of your turn you must choose which of the new tiles to gain; the excess Aspiration tiles return to your supply.

Example

Blue's tiles display already has 3 tiles in it. On her turn, she gains an Aspiration tile set to ***technology*** *and an Aspiration tile set to* ***culture.*** *She only has room for 1. She chooses to keep the* ***culture*** *tile, and returns the other to her supply.*

‹‹‹ Performing a Chain Action ›››

Performing a **Chain Action** is almost identical to performing your main action; but instead of using a pillar, you place a **Chain Action** token close to the **Chain Action** icon you wish to use.

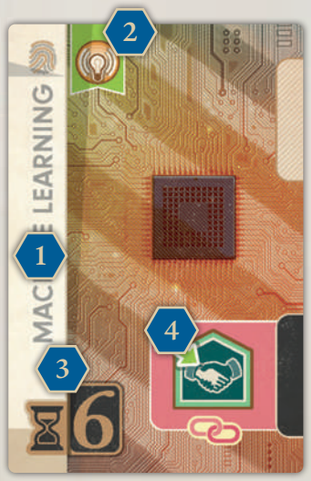
MILESTONE TILES

1. DIPLOMAT SPACES
2. NAME
3. MILESTONE ERA
4. DIPLOMAT ACTION
5. SOCIETY'S NEW ERA

IDEA/INVENTION CARDS

IDEA SIDE

1. NAME OF IDEA
2. SPECIALTY TYPE
3. SPECIALISTS TO BE EXHAUSTED
4. MILESTONE NEEDED TO INVENT
5. CHAIN ACTION FOR INNOVATING ON THE INVENTION SIDE
6. IP FOR INVENTING (ERA 6 CARDS ONLY)



INVENTION SIDE

1. NAME OF INVENTION
2. SHARE ACTION AVAILABLE
3. INVENTION ERA AND IP WHEN SHARED
4. CHAIN ACTION

The Actions

Each action can be performed as a main action or as a **Chain Action**.
The action involves the same steps, no matter whether you perform it as a main action or as a **Chain Action**.

‹‹‹ Important ›››

If (and only if) you cannot take any of the main actions, just play your Season pillar or move your Epoch pillar and gain 1 influence. Avoid this at all costs.

PRESENT AN IDEA

Present the ideas that may eventually become inventions. You will be known as the presenter. **This is one of the core actions in the game.**

1. Place one of your Idea cards from the right of your Society board in a Region display with no card in it.

2. The Specialist tile (to the left of the card you just played) indicates the number of specialists and/or scholars required to present your idea in this region. Move the required 1 or 2 available specialists of the same type as the card you played (and/or scholars) from your Society board to stand atop the Specialist tile. Gain the benefit depicted on the Specialist tile.

3. **At the end of Step 2: Perform Actions** (see p. 11), for each Idea you have presented, perform the following steps (you might be able to present multiple ideas during your turn; don't do the following until all of them are done):

   a. Select an Idea card from the Idea display (the 3 cards plus the top card of the deck next to the main board) and place it to the right of your Society board to fill the gap left by the idea you just placed.

   b. Slide the cards of the Idea display to the right (away from the stack) to fill any gaps, and place the next card from the stack on the newly empty space.

Example

Orange plays the ***Caravel*** *Idea card from Era 4 in Africa. The Specialist tile in Africa indicates that 2 specialists must cooperate to create that idea. Since Caravel is an* **Economy** *card, Orange places a* ***trader*** *and chooses a scholar to place to the left of the idea card. He gains the benefit on the Specialist tile (3 IP). At the end of step 2, he takes a new card from the Idea display, choosing the card on top of the idea deck. If he had taken a different card, he would slide the remaining cards to close the gap, and fill the display with a new card.*

INVENT

Inventing ideas advances your society's technology and allows the new invention to be shared with the world. **This is one of the core actions in the game.**

1. Choose any presented idea on the board to whose required Milestone you have access (see **Access to Milestones** below). The required Milestone is depicted on the upper-right corner of the card.

‹‹‹ Access to Milestones ›››

Having access to the Milestone required to invent an idea means **any** of the following is true:

Private display: The Milestone is in a player's Private display on the board, and one of the following is also true:

- It is in your own display.
- It is in an opponent's, and one of your citizens is on it.
- It is in an opponent's, and it is from an era earlier than Chronos' current era.

Common knowledge: The Milestone is on the board in the Common Knowledge display, or has been pushed off the board, and is in the discard.

2. Place an Aspiration tile on the leftmost empty space of the tiles display at the bottom of your Society board, rotated so **technology** is at the top (see p. 11).

3. Move an available specialist of the same specialty as the idea (or move a scholar) from your Society board to the Invent space to the right of the idea (same icon as this action). An idea may also require you to exhaust **additional specialists** (and/or scholars) for you to invent it. This requirement will be depicted to the left of the Invent space (on the card), next to the required Milestone. If so, exhaust specialists of the type indicated there (and/or scholars).

4. Flip the Idea card over to its Invention side.

‹‹‹ Exhausting Specialists ›››

Remember: To exhaust a specialist, simply move the citizen from the Home (upper) space of the specialty area to the Exhausted (lower) space, and lay it down. This specialist is no longer available until the specialist returns home.

Tip: You can tell that a card on the board is still an **idea** if it has no citizens standing to its right.

Example

Yellow *wants to invent the* ***Steamboat****, a radical Era-5 idea rumored to exist in Asia. To invent the* ***Steamboat****, she must already know about* ***Iron****.* ***Iron*** *has become common knowledge, so she will be able to run with the idea and invent the* ***Steamboat****. She sends 1* ***trader*** *to Asia to invent it, but as the* ***Steamboat*** *indicates, a second trader must be exhausted, as well. Both traders are required for the invention process. Inventing gives* ***Yellow's*** *society a boost in* ***technology****, so she takes an Aspiration tile set to* ***technology****. Finally,* ***Yellow*** *flips the card over. The* ***Steamboat*** *has been invented!*

INNOVATE

Innovating on someone else's invention brings new specialists to your society. **This action allows you to take a Chain Action .**

Note: You can only innovate on inventions; you cannot innovate on mere ideas. If it is not an invention yet (no citizen on the top space to the right of the card), or if **you** were the inventor, **you** cannot take this action. You will see a reminder about this on the board above the Innovate space.

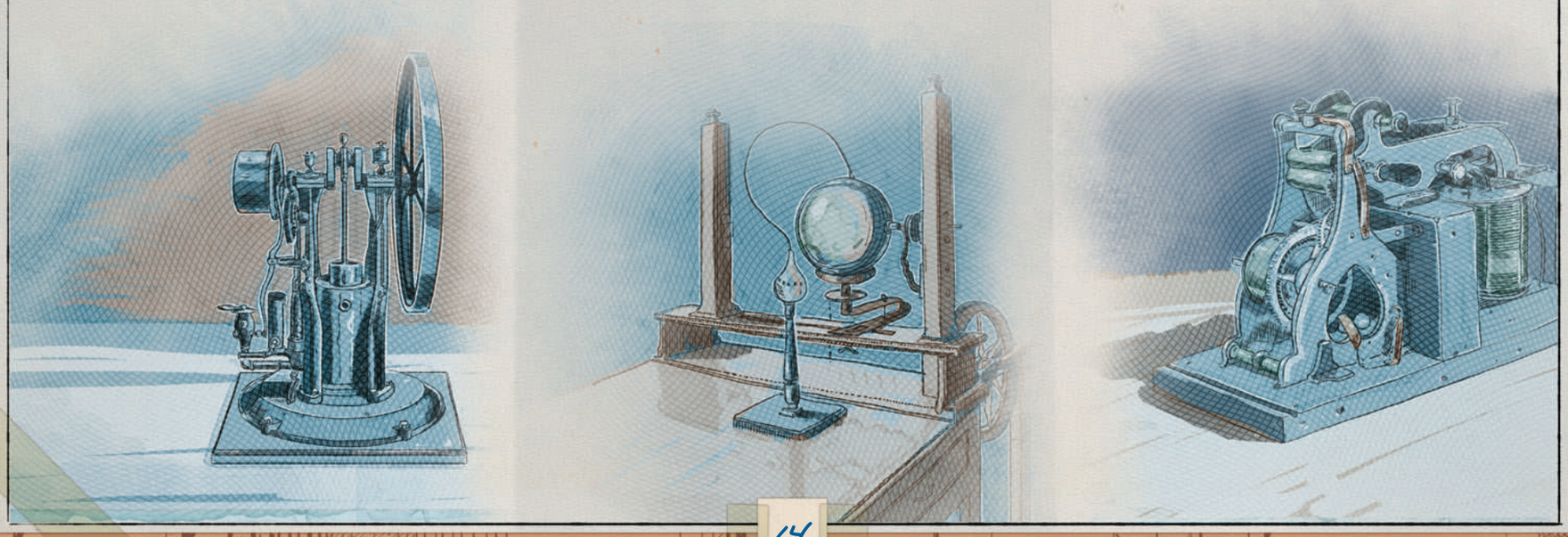
1. Move an available specialist of the same specialty as the invention you want to innovate (or a scholar) from your Society board to the Innovate space to the right of the invention (same icon as this action).

2. Gain 1 specialist of the same type as the invention (take a citizen from your supply).
Place the new specialist in the Home (upper) space of that Specialty area on your Society board.

3. If you still have a **Chain Action** token, you may perform the **Chain Action** depicted to the left of the Innovate space (on the card). If you do so, place a **Chain Action** token on the card.

Example

*Purple wants to innovate upon the **Seawall** that was invented in the Middle East, but he can't because he is the one who invented it. But African **Silk** is available to be innovated upon. **Silk** is an* ***economy*** *invention, so Purple sends a **trader** to innovate upon that invention. Because **Silk** is now improved through innovation, Purple attracts 1 new **Trader** specialist. Since he still has a* ***Chain Action*** *token to spend, he takes the "Share an Invention"* ***Chain Action*** *in the lower-right corner of **Silk** (beside the trader he just placed), sharing it with the world immediately. With this* ***Chain Action****, Purple could have shared any invention on the board he is part of; it didn't have to be Silk (see p. 15).*



SHARE AN INVENTION

Sharing an invention advances your societal wealth, increases the innovator's population, gives the invention card to the inventor, and earns IP for the idea's original presenter. Sharing a mere idea impresses no one; you must share an invention. **This is one of the core actions in the game.**

Note: If you do not have citizens beside any inventions, you cannot take this action. Remember that an invention will have its **Chain Action** at the bottom of the card, and at least 1 citizen to its right (if this is not the case, it is a mere idea, and you cannot take this action). You must have a citizen beside the invention in order to share it.

Choose an invented idea on any Region display where you have a citizen next to the card as either the presenter, the inventor, or the innovator.

1. The **presenter** (the player whose citizens are to the left of the invention) scores IP equal to the era of the invention, as indicated in the lower-left corner of the card, **for each of their citizens** to the left of the card.

2. The **inventor** moves the invention to the left of their Society board.

3. The **innovator** (if any) places a citizen from their supply in the same region on the map.

4. **You** (the player sharing the invention) take either any 1 **Wealth** tile from this region, or an Aspiration tile set to Wild (see right), and place it in the leftmost empty space of your tiles display. If your tiles display has no empty spaces for it, either replace any Aspiration tile in your tiles display, or do not take the tile at all.

All of the citizens that were beside the invention are moved into the matching region on the map.

Note: You can only ever have 1 **Wealth** tile of each letter, so if you already have a **Wealth** tile of the same letter as the one you wish to take, or there are no more **Wealth** tiles in the region, or you just don't want one, you may instead take an Aspiration tile set to wild: Place an Aspiration tile on the leftmost empty space of the tiles display at the bottom of your Society board, but rotate it so the question mark is standing upright (i.e. no single color is at the top). This is to remind you that you get to choose the type of Progress tile that replaces it (see p. 11).

Example

Blue decides to share his own Mariner's Compass Era-4 idea from Australia that has become an invention. He has 2 citizens that presented the idea, Yellow has 1 citizen who invented it, and Orange has 1 who innovated upon it. Blue earns 8 IP (4 per citizen). Orange, as the innovator, also adds a citizen from her supply to the map region. Because Yellow is the inventor, she moves the invention to the left of her Society board. Blue then chooses a Wealth tile beside the invention and adds it to his tiles display. Finally, all 4 of these citizens move to the matching region on the map.

Example

If instead, Yellow shared the ***Mariner's Compass*** *on her turn, the following happens. As in the scenario above, Blue has the 2 citizens that presented the idea, Yellow has 1 citizen who invented it, and Orange has 1 who innovated upon it. Blue earns 8 IP. Orange, as the innovator, also adds a citizen from her supply to the map region. Because Yellow is the inventor, she moves the invention to the left of her Society board. Yellow then chooses a Wealth tile beside the invention and adds it to her tiles display. Now all 4 of these citizens move to the matching region on the map.*

CALL SPECIALISTS

All societies need specialists to advance and progress. Independent of their time, societies always look for geniuses to help their growth and develop their economy. **This action allows you to take a Chain Action .**

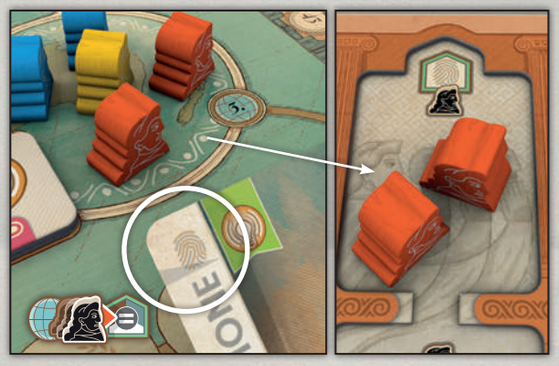
This action brings citizens from one region back home, available to work. This also advances your society's **economy**.

1. Place an Aspiration tile on the leftmost empty space of the tiles display at the bottom of your Society board, rotated so **economy** is at the top.

2. Choose 1 region and return 1 or more of your citizens from that map region (not the Region display) home to the specialty area matching the idea/invention in the region from which they returned. **If there isn't a card in the region, their specialty is determined by the rightmost card of the Idea display.** In the rare case that there also are no Idea cards in the display, you choose their specialty; however, they must all go to the same specialty. In any case, they go to the Home (upper) portion of the specialty area, so they are available.

3. If you have any **Chain Action** tokens remaining, you may perform a **Chain Action** from any one of the inventions to the left of your Society board. If you do so, place a **Chain Action** token on the card.

Note: If you perform more than one Call Specialists action in a single turn, you cannot chain the same invention's action twice.



Example

Orange just Innovated on the ***Microscope****. The* **Chain Action** *on that card is Call Specialists. He places 1 of his 2* **Chain Action** *tokens for the turn on the Chain icon and performs the Call Specialists action.*

First, he adds an Aspiration tile to his display, set to **economy***. Then he chooses a region, and decides to bring all of his citizens there home. Since the invention in that region is a* **Culture** *card, all of these citizens come home as artisans. Then, for the final step of Call Specialists, he uses his second and final* **Chain Action** *token to choose one of the inventions to the left of his board and performs the* **Chain Action** *near the bottom of that card. A good turn, with no waste!*

GAIN INFLUENCE

Throughout history, societies increased their power and influence by numerous means. From war, to diplomacy; from small communities assembling, to modern global conferences. This action represents those events. **This action allows you to take a Chain Action.**

This action allows you to gain influence and IP using your specialists' work in a region.

1. Choose a region where **you do not have an Influence token** (no player can have 2 Influence tokens on the same region), and where you have more citizens on that region than anyone else, and where you have at least as many citizens as the number depicted on your Society board above the Influence token you wish to place in the region (it can be any Influence token on your Society board).

2. The number of citizens depicted above the chosen Influence token return home from the map (not the Region display) to the specialty area matching the idea/invention in the region from which they returned. If there isn't a card in the region, their specialty is determined by the rightmost card of the Idea display. In the rare case that there also are no Idea cards in the display, you choose their specialty; however, they must all go to the same specialty. In any case, they go to the Home (upper) portion of the specialty area, so they are available.

3. Place the chosen Influence token on the leftmost empty Influence space in the region (above/below the card space) and gain the IP you cover. Gain influence equal to the number of face-up Influence tokens you have on the board.

4. If you have any **Chain Action** tokens remaining, you may perform the **Chain Action** on one of your face-up Influence tokens from any region. If you do so, permanently flip the used Influence token face down, and place a **Chain Action** token atop it.

Example

*In Africa, **Blue** wants to place the Influence token that allows her to Present an Idea as a **Chain Action**. She does not yet have an Influence token there, so this is allowed. Above the token on her Society board, it shows that she needs at least 2 citizens in the region. She has 3 citizens in Africa, and she has the plurality: she has more citizens there than anyone else. So, she can perform this action.*

Example continued

***Blue** must bring 2 of her citizens home from Africa on the map. Africa has no idea brewing, no invention under development, so she looks at the rightmost card of the Idea display: **culture**. So these 2 citizens come home as artisans, eager to work.*

***Blue** places the Influence token on the leftmost space of the region and scores 6 IP. Because she now has 2 Influence tokens face up on regions of the map, she gains 2 influence on the Influence track. Then she decides to use her available **Chain Action** token to flip the Influence token she just placed, and perform a Present Idea action. She could have flipped her other available Influence token as the **Chain Action**.*

TRAVEL

For millennia, there was no better way to share discoveries, inventions, culture, and knowledge between societies than traveling among the civilizations of the world. **This action allows you to take a Chain Action .**

Traveling improves your society's **culture** and allows you to learn from the sages you encounter.

1. Place an Aspiration tile on the leftmost empty space of the tiles display at the bottom of your Society board, rotated so **culture** is at the top.

2. Move 1 of your citizens on the map (not a Region display) to an adjacent region, following a blue rope.

Note: You can move from North America to Asia, and vice versa (i.e. between regions 4 and 6).

3. If a sage is in the new region and you still have a **Chain Action** token, you may place it near the Knowledge tile and do **one** of the following as a **Chain Action** :

- If the Knowledge tile shows a **Chain Action** , perform that action, then flip the Knowledge tile to the scoring side.

OR

- If the tile is showing its 2-IP side, gain the IP of each Knowledge tile on the map showing its 2-IP side. Then flip all Knowledge tiles to the non-IP side (not just those with sages above them).

Then, in either case, move the sage from that region to the **academy** on your Society board.

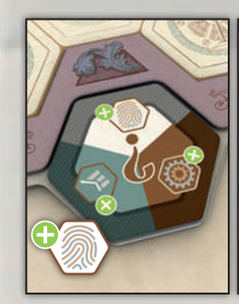
‹‹‹ Designer Note ›››

The regions on the map are numbered according to one popular understanding of prehistoric human migration. Although new findings constantly change our perspective on the spread of *Homo sapiens* around the globe, to design a game, many choices and abstractions must be made.

This particular choice works very well because, in a 2-player game, these region numbers also serve as your virtual opponent's path around Earth.

Example

Purple can move from South America to North America or Africa. Yellow can move from North America to Asia, Europe, or South America, following the ropes. Purple cannot move from South America to Europe, because there is no connection.



Example

*Purple travels from Europe to Africa, where a sage is waiting for him. After adding an Aspiration tile, with the **culture** side up, to his tiles display, he uses his available **Chain Action** token to flip the Knowledge tile and takes its benefit. If in a later turn, Blue moved to the same region while the sage is not there, she couldn't take the **Chain Action** from the Knowledge tile, but would still get the Aspiration tile (**culture** side up).*

*In a subsequent Era, the sage returns to Africa. Blue notices that and travels there, receives the Aspiration tile, and uses one of her **Chain Action** tokens to get the benefit of the Knowledge tile. Since the Knowledge tile is showing the IP side, she flips all 4 tiles (i.e., in every region) with the IP side up and gets 8 IP.*

EUREKA

Eureka moments are rare, but they can propel a society into a new era, acting as a gateway to numerous further inventions. With a shout of "Eureka!" a society gets ahead of the times.

You can **only** perform this action if the Milestones of the Eureka display are from a later era than your private Milestone.

1.

Move the bottommost card out of the Common Knowledge display, and splay it on the discard pile. Then, move your private Milestone to the Common Knowledge display along with any diplomats on it, inserting it above all Milestone tiles with the same or an earlier Deck letter on it (shift the earlier ones downward to make room).

Whenever a Milestone leaves the Common Knowledge display: All citizens that were on it are returned to their owners' Society boards as scholars.

Limit: Your Milestone's era number is the maximum number of scholars you can have at your academy. Any beyond that return to your supply; however, with Eureka, you use the new Milestone's era as your **academy** maximum.

If your old Milestone's letter is earlier than even the bottommost Milestone in the Common Knowledge display, splay it on the discard pile. Keep all discards' names still visible.

2.

Select a Milestone from the Eureka display, and move it to your private Milestone display on the board.
Place a citizen from your supply on the left side of the new Milestone, but **don't take the action on it.**

3.

Advance your Era marker to the new Milestone's era, as depicted in the bottom of the Milestone tile, in one of the unoccupied spaces there. Take the benefit on the chosen space (see p. 28) unless it is the turn order action, which occurs during Era Changes (see p. 22).

Example

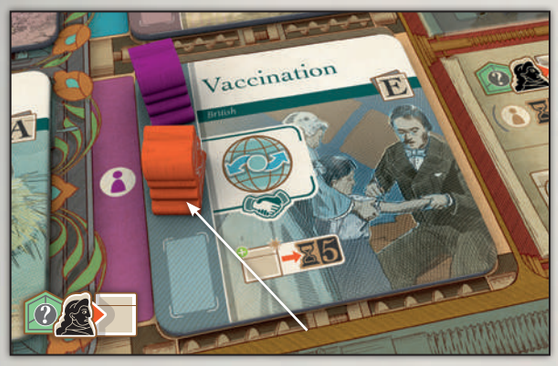
Orange moves his Cotton Milestone to the Common Knowledge display with the diplomat still on it. Cotton is from Era B, and the Common Knowledge display already has Sailing, a Milestone from Era C, so he slides down all Milestones from the previous eras to keep it organized by alphabet. Then he takes the Crane Milestone and places it on his personal display with a new citizen on top. Now the new Milestone pushes his Society to a new Era. He moves his Era marker token to the Era indicated by the new Milestone and chooses the Present an Idea benefit, which he takes immediately.

SEND DIPLOMAT

Send a diplomat to another society to learn about their new technology.

This action allows you to send any available citizen as a diplomat. The citizen can either be used to gain knowledge of a society's Milestone or a Common Knowledge Milestone. Regardless of the method used, you benefit from the milestone where your diplomat is placed.

1. Move **any** specialist or scholar from your Society board to a Milestone tile on the board (in a Private display or the Common Knowledge display) with at least one free space on its left side, and on which you don't already have a citizen.
   If the Milestone belongs to another player and is **from a more advanced era than yours**, that player gains 1 influence.
2. Take the benefit depicted above the handshake on the Milestone tile.



Example

*Orange sends one of his citizens as a diplomat to the **Vaccination** Milestone in Purple's Private display. Since this is a private Milestone from a more advanced society, Purple gains 1 Influence. **Vaccination** allows Orange to immediately perform the Travel action.*

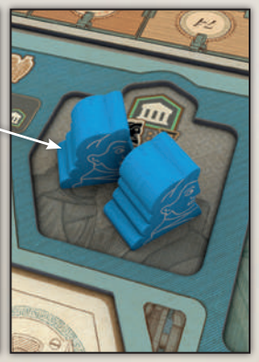
CALL DIPLOMAT

Bring a diplomat home. Having completed their assignment, the diplomat returns as an academic, eager to demonstrate what they learned about the new technology while away.

This allows you to use the action of the Milestone your diplomat is studying one last time.

1. Bring 1 of your citizens on a Milestone home as a scholar. **Your** Milestone's era number is the maximum number of scholars you can have at your **academy**; any beyond that return to your supply.
2. Take the benefit depicted above the handshake on the Milestone tile your diplomat just left.

Note: You never lose access to your private Milestone, but if the Milestone is from another player, you can no longer use it to Invent.



Example

*Blue calls her diplomat back from the **Computer** Milestone to her **academy**. This allows Blue to immediately perform the Invent action.*

Taking Your Turn

(continued from page 11)

‹‹‹ Designer Tip ›››

Once everyone is familiar with this procedure, you can complete Steps 3 and 4 (below) while the next player starts their turn; this speeds up the game play!

Step 3: Aspirations Become Progress

During your turn, you may have accumulated several Aspiration tiles, which serve as placeholders for specific types of Progress tiles. Now is the time to replace them with actual Progress tiles. (See the player aid for a detailed explanation of each Progress tile).

Replace each Aspiration tile in the tiles display at the bottom of your society board with any Progress tile of the same type from the display. You can replace wild Aspiration tiles with any Progress tile. Return the replaced Aspiration tiles to your personal supply.

Remember that you can only have 1 tile of each number/letter.

Note: This placeholder approach minimizes disruptions to your turn and train of thought because you do not need to stop what you are doing to choose among the 7 types of Progress tiles each time.

Step 4: Build Progress

During this step, you may use your available specialists to build any tiles from your tiles display onto your Progress map, developing your society.

1. If you wish to build any tiles this turn, first you have to pay a one-time cost of influence based on how many tiles are in your tiles display. This cost is unrelated to how many tiles you actually intend to build.
   a. **4 tiles** ➔ you do not have to pay any influence.
   b. **3 tiles** ➔ you must pay 1 influence.
   c. **2 tiles** ➔ you must pay 2 influence.
   d. **1 tile** ➔ you must pay 3 influence.

As a reminder, the influence cost is indicated on the leftmost empty space of your tiles display.

2. You can only build a number of tiles up to your Milestone's era minus 1.

Example

At the beginning of the game, everyone's Era marker and Milestones are Era 2, so at first, everyone can build 1 tile (Era 2 – 1 = 1).

3. For each tile you wish to build, perform these steps:
   a. Place the tile on any space on your Progress map that has no tile in it, and immediately gain the benefit from that space.

Note: Because you gain the benefit immediately, you may use it to pay for the following step.

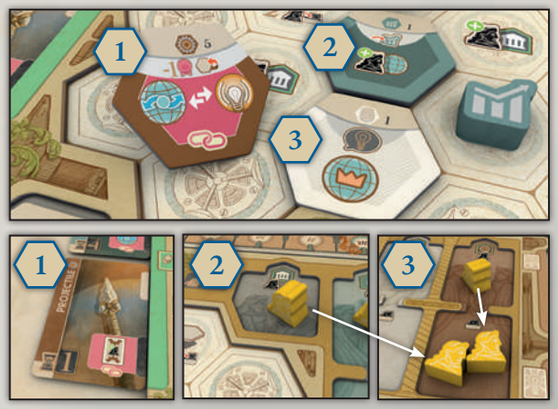
   b. Pay the placement cost in specialists/scholars:
      i. If this is an **Economy**, **Culture**, or **Technology** tile, you must exhaust specialists of the same type (or scholars). If this is a **Wealth** tile, you may exhaust specialists of any mix of types (or scholars).
      ii. As a base cost, you must exhaust 1 specialist. If you are placing a **Wealth** tile, you must instead exhaust 2 specialists.
      iii. Additionally, you must exhaust 1 more specialist for each previously placed tile directly adjacent to the new tile.
      iv. Reduce the total cost for this tile by 1 for each Invention card you have to the left of your Society board that is the same type as the tile.

Note: **Wealth** tiles get no such discount because they don't have a related invention!

Check your society board for a reminder of these steps.

Example

Purple decides to build his tiles. Since he has 3 tiles on his display, it will cost him 1 Influence to build. His position is on Era 3, so he is able to build up to 2 tiles (3 – 1 = 2).



Example

*Yellow decides to build 1 **Technology** tile. She places it adjacent to 2 other tiles. To do so, she would normally need to exhaust 3 thinkers. 1 thinker for the **Technology** tile she is building plus 2 more for the 2 tiles it's adjacent to (regardless of their types). However, at the left of her Society board, she has 1 **Technology** invention. Because the invention is the same type as the tile she's placing, she reduces the number of thinkers she needs by 1. Yellow exhausts 1 thinker and 1 scholar to build her society's progress this turn.*

Example

Blue is building a tile on a space with an economy token. She moves it to its space on her Society board. Now she can use a second economy token in this era and in every future era, as well.

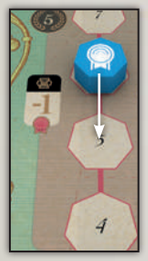
NEXT ROUND

After all players have taken 1 turn, advance Chronos to the next space of the Era track. If Chronos is still in the same era, continue with another round as explained above. If Chronos has just entered a new era, perform the Era Change procedure (see below) to transition into the new era.

: Era Change

At the end of the final round of Eras **2, 3, and 4** (i.e. after you've all moved your Epoch pillars), perform the following steps:

1. **Adjust turn order:** If at least one player's Era marker is on a Change Position in Turn Order space on the Era track, the player whose marker is on the furthest right Turn Order space moves their Turn Order marker to the space of their choice, and shifts the other Turn Order markers to fill the gap while maintaining their relative order. If no player is on a Turn Order space, skip this step.

2. 

   Adjust influence: Lose or gain influence as depicted to the left of your space of the Influence track:
   - At 0 influence, you gain 1.
   - At 1–3 influence, nothing happens.
   - At 4–7, you lose 1.
   - At 8–10, you lose 2.

Era 1 → 2: If you are changing from Era 1 to Era 2, skip the rest of the steps (this exception is depicted on the Era track as a reminder).

3.

   All exhausted specialists become available again: Move all exhausted specialists to their corresponding homes.

4. **Retrieve Season pillars.** Your Epoch pillar remains on the board.

   Sages inspire study: For each sage on your society board, place a citizen from your supply on your **academy** as a scholar. Remember, your Milestone's era number is the maximum number of scholars you can have. Return each sage to an empty sage space on the main board.

   Retrieve Economy tokens: Return any Economy tokens that you placed on Economy Progress tiles back to their spaces in the lower-right corner of your Society board.

5. **Milestones from the previous era become public:** Move all Milestone tiles remaining in the **Eureka display** (if any) into the **Common Knowledge display**. For each Milestone that is pushed out of the bottom, splay it on the discard pile so the names of the discarded Milestones are still visible. All citizens on it return to their owners' Society boards as scholars. Your Milestone's era number is the maximum number of scholars you can have at your **academy**; any beyond that return to your supply. Reveal the next set of Milestones from the next Era stack.

   : If there are any Milestone tiles remaining on the Eureka display, first, move the **non-player private Milestone** to the Common Knowledge display, then replace it with the rightmost Milestone of the Eureka display.

Example

In transitioning from Era 2 to Era 3, there is still 1 Era-3 Milestone remaining in the Eureka display. So, all Milestones in the Common Knowledge display shift 1 space downward to make room for it. The previous bottom tile of the Common Knowledge display leaves the board, and ends up splayed on the discard so all Milestone names are still visible. Then the 3 Milestones from Era 4 (Stack D) go face up to fill the Eureka display.

6. *Untended ideas get invented by some "lesser-known" societies:* Discard all Idea cards from the previous era that are in the Idea display. In turn order, check the Idea cards to the right of your Society board, and discard ideas from the previous era. For each card you discard, take a new one from the display. Discarded Idea cards can be removed from the game, they are no longer relevant.

End of the Game

ERA 6: FINAL SCORING

1. Score IP based on the level you reached on the Influence track: 1, 5, or 10 IP.
2. Score each **Wealth** tile on your Society board (see player aid).
3. Score any 2 of your Private Goal cards (see player aid).

The winner is the player with the most IP

- In case of a tie, the tied player with the most tiles on their Progress map wins the tie.
- If there is still a tie, the tied player with the most inventions to the left of their Society board wins.
- If there is still a tie, the tied player whose society's population is highest (fewest citizens left in their supply) wins the tie.

Example

*Blue scores 10 IP for being on the 8th space on the Influence track, 39 IP on Progress from her Society board (**A** - 6 IP in **economy** - tiles 1 and 4; **B** - 9 IP in **culture** - tiles 3, 5 and 6; **C** - 6 IP in **technology** - tiles 5 and 7; **D** - 9 IP in **Wealth** - tiles A, B and D; **F** - 9 IP in **economy** and **culture** pairs), 16 IP from her best 2 Private cards, and 45 IP scored during the game. She wins the game with a total of 110 IP.*

2-Player Rules

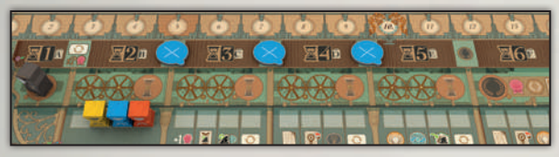
SETUP

You are playing a 👥 against Chronos. Set up accordingly with the following changes for Chronos:

1. Choose a color for Chronos, and create a supply of his citizens, Influence tokens, Era marker, Turn Order marker, and 1 Season pillar. Assign the players' and Chronos' starting turn order at random.
   - He does not use the Epoch pillar (he always performs 1 of 4 core actions per round), and he does not take any **Chain Actions**.
   - He does not use a society board, Aspiration tiles, Influence marker, or score marker.
   - Chronos will always take his ideas directly from the Idea display rather than having 2 that are his.
2. Place Chronos' Season pillar in Africa unless Africa is already occupied by another player or there isn't an Idea card from Era 2 there. In that case, place Chronos' Season pillar in the next available region after Africa, following the migration path numbers depicted on each region.
3. As usual, place the required 1 or 2 specialists to the left of his starting idea, put 1 citizen in that region on the map, and place any one of his Influence tokens face down on leftmost (highest-value) space above/below the card.

2-Player Rules

4. Place any 3 Chronos Influence tokens face down on the Era track between Eras 2–3, 3–4, and 4–5.



5. Separate the **Wealth** tiles by letter. For each of A–D, place 3 tiles (Chronos counts as a player). For each of E–G, place any 2.
6. For **Economy**, **Culture**, and **Technology** tiles: stack only 2 of each number on each display.

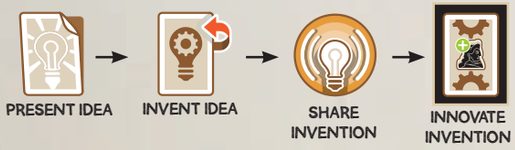
HOW TO PLAY

You have the same rules as in a 3- or 4-player game, except you also receive influence when an opponent performs a main action on the same Action space as your Season pillars (see **A. Influence Epoch pillars**, p. 11).

All of Chronos' citizens are scholars (with no **academy** limit), and he only ever needs to use 1 scholar when inventing, ignoring how many are printed on the card. He also has access to all private Milestones on the game board, common knowledge Milestones, and Milestones in the discard, not just his own.

On Chronos' turn, move his Season pillar to the next region in the migration path (*e.g. if it's in Region 4, move it to Region 5, from region 7 move it to region 1*) and try to perform one of these four actions, preferring:

Present an Idea > Invent > Share > Innovate :



PRESENT AN IDEA

- If this region already has an idea, skip this action (Chronos tries to Invent the idea).

Take the rightmost idea from the Idea display and place it in the region. Place the required 1 or 2 of his citizens on the Specialist tile to the left of the idea. Chronos does not receive the bonus from the Specialist tile. **Remember:** Chronos always has the matching specialist type because all of his citizens are scholars.

INVENT

- If this region already has an invention, skip this action (Chronos will try to Share the invention).

Chronos' citizens are all scholars, and he only needs 1 to invent (he ignores any additional exhaustion required). He takes a Progress tile from the display **matching the type of idea he invented and the region number.** This is different from the usual procedure.

However, he cannot invent the idea if the required Milestone has not yet made it onto the board. If this occurs, he moves his pillar to the next region and go through the actions list starting from the beginning again.

If no Progress tiles of that region number remain, or if he already has a tile with the same number, he looks for a tile matching the next region number, and then the next one until he can take one. Discard the Progress tile and place it next to his supply.

SHARE AN INVENTION

- If Chronos cannot Share an Invention in this region, skip this action (Chronos tries to Innovate).

As usual, Chronos can only share inventions that he either presented, invented, or innovated. He does not score IP. As usual, move all citizens from the invention to the connected region following the normal rules. Then he discards the topmost **Wealth** tile from the stack and places it next to his supply. If there are none left, he takes a Progress tile matching the type of invention he shared and the region number. If no Progress tiles of that region number remain, he looks for a tile matching the next region number, and next until he can take one.

- If he was the **inventor,** he simply discards the card.
- If he was the **innovator,** he places a new citizen in the map region.

INNOVATE

- If Chronos cannot Innovate, skip this action; move his pillar to the next region in the migration path, and once again go through the list of actions until you find one he can perform.

As usual, place a citizen from Chronos' supply on the Innovate space. Chronos never performs the **Chain Action** from an Innovate action.

Once Chronos takes one of the above actions, his turn ends.

ALTERATIONS TO ERA CHANGE

Before doing any of the Era Change steps, first do the following:

1. Chronos places one of his Influence tokens on the main board.

   To determine where to place it, check where his Season pillar is on the map. Without moving his Season pillar, if Chronos doesn't have an Influence token in the next region in the migration path, place one of Chronos' Influence tokens in the leftmost space in that region. If Chronos already has an Influence token in that region or no spaces are empty, check the next region, and so on, until Chronos can place an Influence token. Move the Season pillar to that region.

2. In each era change except after Era 1 and before Era 6, Chronos will take a new Milestone, and advance his Era marker on the Era track. Take Chronos' current Milestone and place it in the Common Knowledge display, sliding the others down as usual. Take the rightmost Milestone of the Eureka display and place it on Chronos' private Milestone space. Move Chronos' marker on the Era track to the era matching his Milestone, placing it in the rightmost available space. (If Chronos' marker ends up on the rightmost Turn Order space with an Era marker on it, he will adjust turn order to put himself first if possible during the Era Change steps.) Follow the usual Era Change steps (see p. 22); when moving Milestones in Step 5, use the rules for a 👥.

A GLIMPSE OF TIME

MILESTONES

Technology milestones determine how advanced your society is, they are the building blocks of your society's understanding; but milestones also serve as stepping stones. Some inventions require certain prior knowledge (milestones). For example, you cannot bake bread if you do not yet know how to make fire. Here you can learn a bit more about the milestones we selected to include in this game.

A: Stone Age (began 3.2 million years ago)

The Australopithecus, the earliest human species, learned to create stone and bone tools, while Homo *erectus* discovered how to control fire, and Homo *habilis* used their backs for transportation. Homo *sapiens*, our own species, invented language by creating recognizable sounds. These milestones represent the evolution of human ingenuity and invention over time.

C: Metal Age (began 3300 BCE)

Iron was utilized by the Hittites, while the Babylonians and Egyptians applied arithmetic, geometry, and algebra for taxation and other financial purposes. By 5500 BCE, the Egyptians were already sailing, establishing the groundwork for the numerous inventions of the Bronze and Iron ages that followed.

E: Modern Age (began 17th Century)

The modern era brought forth a multitude of inventions and advanced technologies, including electricity discovered by Benjamin Franklin in 1752 and further developed by scientists like Michael Faraday, Alexandro Volta, Thomas Edison, and Nikola Tesla. Communication breakthroughs include the telegraph invented by Claude Chappe in 1792 and later replaced by Samuel Morse's electric telegraph in 1837. Edward Jenner's vaccination against smallpox in 1798 is considered a milestone in medicine. Finally, Nikolaus Otto's internal combustion engine, created in 1876, was the first alternative to the steam engine.

B: Neolithic (began 12 thousand years ago)

Players begin the game with these milestones. Agriculture was in use by the Sumerians between 12 to 11 thousand years ago. The Indus planted cotton in Mehrgarh, located in modern-day Pakistan, around 5000 BCE, and the Anatolians were smelting copper at the same time in modern-day Serbia. The Egyptians began actively mining for ores and stone before 3500 BCE. These were the discoveries we chose to carry the game from Ancient Times into the Metal Age.

D: Classical/Middle Age (began 500 BCE)

During the Classical Age, significant progress was made in various fields, including science, philosophy, and mathematics. The Middle Ages saw a decline in advancement but picked up again during the Renaissance, with notable breakthroughs in art and science. The Chinese created paper around 200 BCE, and the Byzantines used explosives known as "Greek fire" in the 7th century. The Greeks pioneered the use of cranes, and the Romans built upon that innovation.

F: Computer Age (21st Century)

With the advent of advanced technologies such as the Internet, solar panels, artificial intelligence, multi-use rockets, and quantum computers, the pace of technological progress has accelerated significantly. While some may find it daunting, others are thrilled by the possibilities it presents. Inventions and technological advancements have always played a critical role in shaping our societies, determining the course of our present, and setting the stage for our near future.

INVENTIONS

Inventions set the pace of the game. In the list below, you can find some information about the inventions you will create in the game.

ERA 1: STONE AGE (BEGAN 3.2 MILLION YEARS AGO)

Boats
Boats have been used since prehistoric times, with evidence of their use found in settlements in Australia dating back over 40,000 years and in Flores dating back to 900,000 years ago.

Cloth
Archaeological evidence suggests that humans have been wearing clothing for hundreds of thousands of years, with some estimates dating back as far as 500,000 years ago.

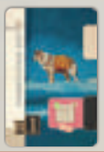
Projectile
The oldest known stone-tipped projectiles (javelins) have been discovered in Ethiopia, from around 280,000 years ago.

Star Map
The oldest known star chart, drawn by early people from Asia, is a 32,5000 year old artifact, and has a carving that resembles the constellation Orion.

Flute
The discovery of a five-holed flute with a V-shaped mouthpiece made from a vulture wing bone in Hohle Fels cave, Germany, is considered the oldest known musical instrument, dating back from 40,000 years ago.

Bread
The world's oldest evidence of bread-making has been found in a Natufian site in Jordan's northeastern desert, dating from 14,500 year ago.

Trade
Trade and long distance transportation of resources took place as early as the Paleolithic Era, around 320,000 ago.



Domestication: Dog
The first domestic animal was the dog, domesticated from a wolf ancestor at least 20,000 years ago.

Ceramics & Pottery
The oldest known ceramics were made from clay and silica, intensely heated to fuse and form ceramic materials. These date from at least 26,000 years ago.

2: NEOLITHIC (BEGAN 12 THOUSAND YEARS AGO)

Domestication: Horse - A: Transport

How and when horses became domesticated has been disputed. Evidence has began to support the hypothesis that horses were domesticated in the Eurasian Steppes approximately 3500 BCE.

Seawall - A: Stone & Bone Tools

The oldest known coastal defense is believed to be a 100-meter row of boulders in the Mediterranean Sea off the coast of Israel, to protect a coastal settlement from the sea rise around 5000 BCE.

Wheel - A: Transport

The solid wooden-disc wheel was invented during the late Neolithic period around 4000 BCE. This invention was a significant technological advancement that contributed to the rise of the early Bronze Age. However, the exact location and time of the invention of the wheel are still unclear.

Fermentation - A: Control of Fire

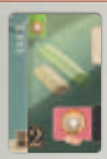
Discovered at Jiahu in the Yellow River Valley of China between 7000 and 6600 BCE. It was an extreme fermented beverage made of wild grapes, hawthorn, rice, and honey.

Tanned Leather - A: Stone & Bone Tools

Tanning is the process of treating skins and hides of animals to produce leather. Tanning was being carried out by the inhabitants of Mehrgarh in modern-day Pakistan between 7000 and 3300 BCE.

Irrigation - B: Agriculture

Some of the earliest known use of the technology was in Khuzestan in the southwest of present-day Iran. The site of Choga Mami, in Iraq, is believed to be the earliest to show canal irrigation in operation at about 6000 BCE.



Silk - B: Cotton

Sericulture, or silk farming, is the cultivation of silkworms to produce silk. Silk was believed to have first been produced in China around 3600 BCE.

Proto-City - B: Mining

A proto-city is a large, dense Neolithic settlement built early as the Ninth Millennium BCE, with estimates of the settlement's population ranging from a few hundred to a few thousand.

Plumbing - B: Copper Smelting

Plumbing originated during ancient civilizations, as they developed public baths and needed to provide potable water for larger numbers of people. The Mesopotamians introduced the world to clay sewer pipes around 4000 BCE.

3: METAL AGE (BEGAN 3300 BCE)

Coins - B: Copper Smelting

Coins were an evolution of currency systems of the Late Bronze Age, in which standard-sized ingots were used to store and transfer value. The earliest inscribed coinage was the Electrum coin of Phanes from Ephesus, 625–600 BCE.

Writing - A: Origin of Language

The Kish tablet found at the site of the ancient Sumerian city of Kish, in modern-day Iraq, may be the earliest known writing. It has not yet been deciphered and was dated to the Uruk period, 3500–3200 BCE.

Glass - A: Control of Fire

Archaeological evidence suggests that the first synthetic glass was made in Lebanon, however, red-orange glass beads excavated from the Indus Valley civilization predate sustained glass production: 1600 BCE in Mesopotamia; 1500 BCE in Egypt

Lighthouse - C: Sailing

According to Homeric legend, Palamedes of Nafplio invented the first lighthouse. However, Themistocles had earlier established a lighthouse at the harbor of Piraeus connected to Athens around 500 BCE, essentially a small stone column with a fire beacon.

Musical Notation - A: Origin of Language

The earliest form of musical notation can be found in a cuneiform tablet that was created at Nippur, in Babylonia (today's Iraq), dating from about 1400 BCE.

Steel - C: Iron

The earliest known production of steel is seen in pieces of ironware excavated from an archaeological site in Anatolia dating from 1800 BCE. Steel was produced in bloomeries and crucibles.

4: CLASSICAL/MIDDLE AGE (BEGAN 500 BCE)

Mariner's Compass - C: Mathematics

The first mention of the use of a compass for navigational purposes is found in Tamil nautical texts referred to as a "fish machine". This can be traced to Southern India in the 4th Century.

Catapult - D: Crane

Early uses were attributed to Ajatashatru of Magadha in 5th century BCE, in a war against the Licchavis. Greek catapults were invented in the 4th century BCE, and attested by Diodorus Siculus as part of the Greek army.

Eyeglasses - C: Mathematics

The development of the first eyeglasses took place in northern Italy in 1286. There are claims that single-lens magnifying glasses were used in China during the Northern Song Dynasty (960–1127).

Caravel - C: Sailing

The earliest caravels originated in the 13th century on the coasts of Galicia and Portugal. They may have been derived from similar Muslim craft that were used elsewhere along the Iberian Peninsula.

Printing Press - D: Paper

The printing press was invented in Mainz, Germany, by Johannes Gutenberg before 1440. Modeled on the design of existing screw presses, a single Renaissance movable-type printing press could produce up to 3,600 pages per workday.

Windmill - D: Crane

One of the earliest recorded working windmill designs found was invented sometime around 650 CE in Persia. It was first built to pump water, and subsequently modified to grind grain as well.

5: MODERN AGE (BEGAN 17TH CENTURY)

Steamboat - C: Iron

The Pyroscaphe, built in France in 1783 by Marquis Claude de Jouffroy, was the first steam-powered ship. It was a paddle steamer that used a Thomas Newcomen steam engine, marking a significant advancement in the field of maritime transportation.

Dynamite - D: Greek Fire

Swedish chemist Alfred Nobel invented dynamite in the 1860s, which was the first controllable explosive stronger than black powder. He developed the detonator to safely detonate nitroglycerin and make it more manageable.

Calculator - C: Mathematics

Blaise Pascal devised a gear-based calculator with a carry system in 1642. He demonstrated the machine's ability to conduct calculations once believed to be only within human capability.

Automobile - E: Internal Combustion

Carl Benz applied for a patent for his "vehicle powered by a gas engine" on January 29, 1886, which is considered the birth certificate of the automobile. In July of that same year, the first public outing of the three-wheeled Benz Patent Motor Car, model no. 1, was reported in newspapers.

Telephone - E: Telegraph

Bell's patent for the electric telephone, which was awarded by the United States Patent and Trademark Office in March 1876, is considered the first of its kind. However, there were several pioneers who worked on the development of the telephone before Bell.

Light Bulb - E: Electricity

Edison demonstrated light bulbs with a carbon filament in October 1879 and they became commercially available that same year. He filed his first patent for "Improvement in Electric Lights" on October 14, 1878.

Aircraft - E: Internal Combustion

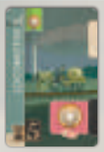
In 1903, Orville and Wilbur Wright flew the first successful powered flight in a heavier-than-air airplane. The flight took place in Kitty Hawk, North Carolina and was recognized by the Fédération Aéronautique Internationale as the first sustained and controlled flight of its kind.

Television - E: Telegraph

Georges Rignoux and A. Fournier achieved the first television broadcast in 1909, transmitting images instantly. The demonstration used an 8x8 pixel resolution which allowed clear transmission of individual letters of the alphabet.

Microscope - E: Vaccination

Around 1620, the first compound microscopes emerged in Europe, including one displayed by Cornelis Drebbel in London (circa 1621) and another showcased in Rome in 1624. Despite numerous claims over the years, the true inventor of the compound microscope remains unknown.

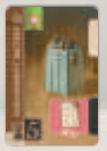


Locomotive - E: Internal Combustion

Richard Trevithick unveiled the first operational steam locomotive in Merthyr Tydfil, Wales on February 21, 1804. Nearly a century later, the Maudslay Motor Company built the first profitable internal combustion locomotive, a petrol-mechanical design, for the Deptford Cattle Market in London in 1902. These locomotives played a crucial role in the development of modern transportation.

Penicillin - E: Vaccination

Alexander Fleming, a Scottish physician, discovered the antibacterial properties of Penicillium rubens while working at St. Mary's Hospital in London. In September 1928, he demonstrated that the fungus could kill bacteria in a contaminated culture. A year later, in 1929, he published his findings and named the antibacterial substance "penicillin," which revolutionized medicine and saved countless lives.



High-Density Battery - E: Electricity

Alessandro Volta invented the first electric battery in 1800, which stored and released charges via a chemical reaction known as the voltaic pile. This stable current was based on earlier research by Luigi Galvani but was able to produce a continuous flow of electricity. Although early versions could not generate strong enough voltage for sparks, the voltaic pile lost little charge over time when not in use.

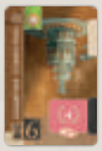
6: COMPUTER AGE (BEGAN 21ST CENTURY)

Satellite - F: Solar Cell

On October 4, 1957, the Soviet Union launched the first artificial satellite, Sputnik 1, as part of their Sputnik program. This success sparked the Space Race within the Cold War. The United States' first artificial satellite, Explorer 1, followed on January 31, 1958. The development of artificial satellites has since revolutionized communication, weather forecasting, and remote sensing, among other applications.

Machine Learning - F: Computer

Machine learning involves training computers to perform tasks without explicit programming. This is accomplished by feeding data into the computer so that it can learn how to carry out specific tasks. By continually refining and improving its algorithms, machine learning can help organizations automate complex processes and make more informed decisions.



Quantum Computing - F: AI

Quantum computing harnesses quantum mechanics for advanced computation. IBM's IBM Q System One, launched in 2019, commercialized this technology. Integration with AI and machine learning could transform finance, healthcare, and other industries. As quantum computing advances, it promises to unlock new possibilities for innovation and discovery.

Solar Sail - F: Solar Cell

Solar sails provide a unique method of spacecraft propulsion that involves the use of large mirrors to harness radiation pressure from sunlight. The first successful demonstration of this technology in interplanetary space was carried out by the Japan Aerospace Exploration Agency's IKAROS mission. On December 8, 2010, IKAROS flew past Venus at a distance of 80,800 km, thereby achieving its mission objectives.

Internet - F: Computer

The Internet is a global network of computer systems linked through telecommunications and optical networking. In the 1960s, the US Department of Defense's ARPA supported research into computer time-sharing. J. C. R. Licklider proposed a universal network, and packet switching research began in the early 1960s - a core technology of the Internet.

Reusable Rocket - F: AI

Three firms are presently in development to accomplish fully-reusable launch vehicles. SpaceX, with their SpaceX Starship, aims to make an initial test flight by 2023. Relativity Space, with their Terran R, plans to achieve an initial orbital launch test by 2024. Blue Origin began development work on Project Jarvis in early 2021 but has not yet announced a testing date.

SPECIALIST TILES

- Present an idea.
- Invent an idea.
- Share an Invention.
- Gain 3 IP.
- Increase influence by 1.
- Gain a scholar, but don't exceed your **academy** limit.
- Place a new citizen in any map region of the world.

ERA CHANGE

- **1:** Adjust turn order.
- **2:** Adjust influence based on your position on the Influence track.
- **3:** Exhausted citizens become available.
- **4:** Return Season pillars, sages, and **Economy** tokens.
- **5:** Cycle Milestones. First move any non-player Private Milestones, then the remaining display Milestones.
- **6:** Discard uninvented ideas from previous eras next to your Society board and the display.

KNOWLEDGE TILES

- Present an idea. Requires an available **Chain Action** token.
- Invent an idea. Requires an available **Chain Action** token.
- Share an Invention. Requires an available **Chain Action** token.
- Innovate. Requires an available **Chain Action** token.
- Call Specialists. Requires an available **Chain Action** token.
- Gain Influence. Requires an available **Chain Action** token.
- Place a new citizen in any map region of the world. Requires an available **Chain Action** token.
- Gain 2 IP for each tile flipped. Requires an available **Chain Action** token.

OTHER ICONS

- Build a number of Progress tiles equal to your era – 1.
- Build a number of Progress tiles = to your era – 1 with a cost of 2 influence.
- Build this Progress tile with a discount of 2 citizens.
- Gain an Economy token.
- Increase influence by 1 (max 10).
- Bring citizens home from a region as specialists (traders/artisans/thinkers).
- Gain a new specialist of the shown type.
- Place a new Citizen in any map region of the world.
- Gain a Scholar.
- **Chain Action**.

FINAL SCORING (IP)

At the beginning of Era 6, perform final scoring. To the (?) on the score track, add:

1: (?) from position in Influence track

2: (?) from your **Wealth** tiles

3: (?) from 2 of your Private Goal cards

TIEBREAKERS:

1: Most tiles on Progress map

2: Most inventions to the left of your board

3: Most total citizens

THE PLAYER WITH THE MOST (?) WINS.