

MILLENNIA

TRACKS OF TIME

Rulebook



Game Components

Wooden Tokens



Cardboard



Other



Cards



* in the 4 player colors

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Introduction

In **Millennia: Tracks of Time**, you will lead your civilization through over 5000 years of history by acquiring **technologies**, investing in **diplomacy** and **research**, and guiding the **progress** of 7 separate tracks of advancement. You'll construct buildings and wonders from **8 distinct ages**—from the Bronze Age to the Modern Age and into the Future—gaining unique advantages and end-game scoring bonuses.

Millennia: Tracks of Time is a competitive civilization game for **1 to 4 players**. You will score VP throughout the game and again after the final age. The civilization with the most final VP is declared the winner.

Game Setup

- Game board:** The game board has 2 sides (A1 and A2) for greater variety. Choose either side to place face up in the center of the table and place the gold next to it as a general supply.
- Book tokens:** Shuffle and place 1 random book token face up on each book icon on the advancement tracks. Return the rest to the box.
- Tech draft area:** In 2- or 3-player games, cover the 3-/4-player spots on the left side of the board with unused draft markers as reminders they are unavailable.
- Prosperity:** Shuffle and place the prosperity deck face down above the game board.
- Diplomacy:** Shuffle and place the diplomacy cards face down next to the diplomacy icon at the bottom of the game board.
- Research:** Shuffle the research cards and draw 4. Place them face up by the 4 research icons at the bottom of the game board. Return the rest to the box.
- Research points:** Place the research point cards next to the research cards (order doesn't matter, but sorting by value may help).
- Tech, Wonders, and Buildings:** Sort each type into 8 shuffled face-down decks based on card backs (1-8 for each age). Place tech decks **A** near the bottom-left of the board. Place wonder **B** and building **C** decks off to the right.
- Place the deck of joker techs next to the tech decks.

Player setup

- Each player picks a color. Take all **wooden tokens**, **VP tiles** and **sleep cards** of your color, as well as a **player aid**.
- Place your **7 track markers** on 0 of each advancement track **A**, and your **VP marker** on 0 of the VP track **B**.
- Randomly pick a starting player. That player takes **starter card 1**; others take cards 2, 3, and 4 (as needed) clockwise. Gain any benefits shown on your card.

Prepare Age 1

- Place the **age marker** on age 1 of the age track.
- Prosperity:** Draw a pair of prosperity cards per player. Place them at the top of the game board, left to right (rightmost icons are for 3-4 players).
- Wonders:** Place 2 random age 1 wonders face up in the **current wonder area A**, and 2 random age 2 wonders in the **future wonder area B**. Discard the rest.
- Buildings:** Place 2 buildings per player from the age 1 deck face up next to the building icons (bottommost icons are for 3-/4-player games). Discard the rest.
- Tech draft area:** Build the tech draft display. Shuffle 2 age 1 tech cards with 2 **blank techs** and deal them in a face up column next to the 4 draft rows **A**. Deal the remaining age 1 techs in 3 more columns, forming a 4x4 grid in total **B**.



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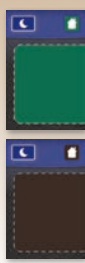
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Personal area

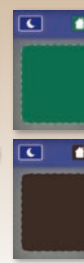
Player 1

Player 2



12

10 gold
The Leader token



12 gold
The Architect token

Prosperity area

Scoring track

Draft area



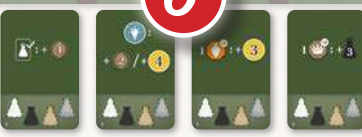
Draft area rows



Special action area



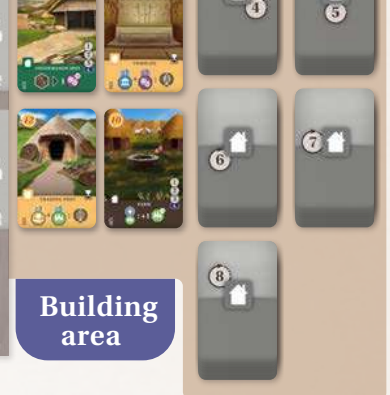
Research area



Diplomacy area



Building area



Future wonder area



Current wonder area

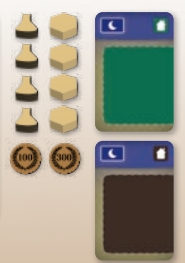


Building area



Player 4

Player 3



15 gold
1 joker tech



16 gold

Age Phases

Millennia: Tracks of Time is played over 8 rounds, called ages. Each age consists of 7 phases, except for the final age 8 which ends after the Action phase **E**. You will then move immediately to end-game scoring ⏰ and determine the winner.

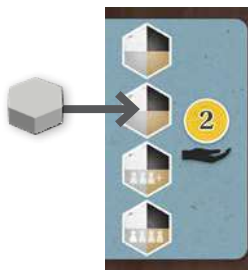
AGES	PHASES	
1 Bronze age	A Drafting: Draft tech cards and special actions	
2 Iron age	B Prosperity: Achieve prosperity	
3 Medieval age	C Income: Gain gold from the draft area and trade track	
4 Discovery age	D Construction: Construct buildings and wonders	
5 Industrial age	E Actions: Spend tech, building, research, and diplomacy cards to perform actions	
6 Modern age	F War: Reduce track marker positions on the war track	
7 Information age	G Upkeep: Discard outdated cards and prepare the next age	
8 Future age		

All phases must be completed sequentially. Your player aid card outlines all ages and phases on the front side along with helpful notes.

A Drafting Phase

Starting with the player with the **leader token** and continuing clockwise, **players take turns** placing one of their draft markers onto any of the available draft spots. The phase ends when all markers have been placed.

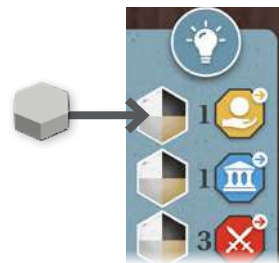
On your turn you may either:



Draft a tech card

Place your **marker** on any empty spot in the draft area. You immediately take a tech card of your choice from that **row** (blank tech cards cannot be taken). You are allowed to have more than one marker in the same row.

OR



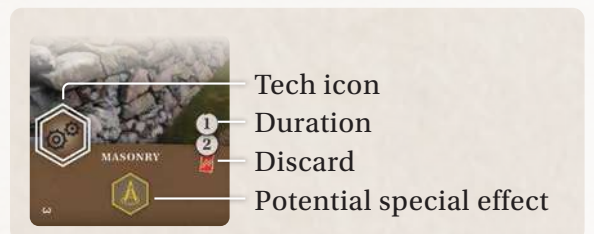
Choose a Special Action

Place your **marker** in any empty **special action** spot. You will gain that action later in the action phase (*see: Action Phase, Special Actions*). The spot to gain a joker tech can always be chosen even if there is already a marker there.



Tech Cards

You can use the **icons** on your tech cards to earn prosperity and power actions in the action phase. Each card also has a **duration** and sometimes a **special effect**. You are allowed to have multiple techs of the same type.



Tech types

There are **14 tech types** in the game. In every age, exactly **one card of each** of the 14 tech types is available to draft. They are represented by the following icons:



Duration

Tech cards have a lifespan of 1 to 3 ages, as shown by the small age numbers on the front of the card. You'll find durations for all of the techs on the back of your player aid. Expired tech cards get **discarded** in the upkeep phase.

Effects

4 of the tech cards have special effects that you gain when chosen:



Army (Drafting Phase): Gain the **leader token** . Then, in clockwise order, the next players immediately gain 0/2/4 gold respectively. You will draft first starting in the next age (current draft order does not change). In age 8, you instead get 1 VP.



Communication (Prosperity Phase): You'll earn an extra 3 gold if you achieve prosperity.



Energy (Income Phase): You unlock extra income if any of your draft markers occupy the 5-gold draft row.



Engineering (Construction Phase): Gain the **architect token** for first choice and a 3 gold discount when constructing a building.

Obtaining a tech icon of these types by any other means than drafting a tech card doesn't grant you these effects.

B Prosperity Phase

During this phase, you have a chance to advance on the prosperity track which will earn you end-game VP and possibly unlock extra income. Players carry out this phase **simultaneously**.

If any of the **icons on your tech cards** match any of the pairs of prosperity cards shown, you achieve prosperity—gain **1 prosperity track advancement**. Even if prosperity is achieved with two or more sets of cards, you receive only **1 prosperity track advancement**. You do not exhaust your tech cards; you are just checking for matching icons.

The double white outline around tech icons on techs and prosperity cards is a reminder that only tech cards can be used to check for prosperity, not buildings or joker tech cards.



Communication Tech Effect

If you achieve prosperity, immediately gain 3 gold for each communication tech you have.

Prosperity area

Personal area

1

+ 3

You gain 3 gold for each **communication tech card** you have.

C Income Phase

Players carry out this phase **simultaneously**.

Gain gold from:



Draft markers

For each of your draft markers, gain the amount shown in that marker's draft row.

In this example, you would earn 2 gold for your spot in the draft area.

AND



Trade track

Gain the amount shown below your current position on the trade track.

In this example, you would earn 1 gold.

Locked income

The 5-gold draft spots are locked—they give an income of 5 gold if you own a **blue unlock icon**, or zero if you don't. You'll get unlock icons from **energy techs** and some special cards.



Lock icon



Unlock icon



Starting card

In **age 1**, all players get the **income unlock icon** for free (shown on your starter card). After the first age, flip your starter card to the scoring-aid side, indicating you no longer have that free icon.

D Construction Phase

Starting with the player with the **architect token** and continuing clockwise, players take turns spending gold to construct buildings and wonders.

On your turn you may either:



Construct 1 wonder or 1 building

Pay the cost in gold for any current wonder—those in the lower wonder slot (future wonders will only become available in the next age)—or any available building. Place it face up in your personal area.

OR



Pass

If you pass, you can no longer construct wonders/buildings this phase. Once everyone has passed, the construction phase ends.



Architect Token

The player with the architect token may apply a discount of 3 gold when constructing **one building** (not wonder) per age. Flip the token to indicate that the discount has been used.

You keep the architect token until another player drafts the engineering tech card (awarding them the token) in a later drafting phase.



Buildings

Buildings come in 3 colors: brown , green , and yellow .

Brown and green buildings are essentially the same, granting you tech icons and/or unique effects that are used during the game. Their only difference is that the effects of some cards, book tokens, etc. will refer to specific building colors. (see *Appendix: Wonders and Buildings*)

Like techs, brown and green buildings have a duration showing which ages their effect can be used. When the last age shown on the card is over, it will go into your sleep pile (see Upkeep Phase)—they still count as yours for effects that refer to buildings.

Yellow buildings give you VP for end-game scoring if you meet all of the conditions shown on the card.



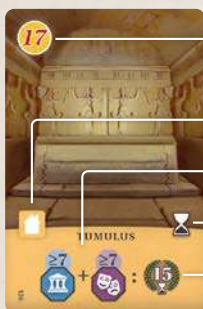
Cost

Building icon

Duration

Sleep

Effect



Cost

Building icon

Condition

End-game

VP Reward

Example:

If you have *Tumulus* at end-game scoring: if your politics and culture track markers are at 7 or higher (see *Action Phase: Track Actions*), you gain 15 VP. Otherwise, you gain nothing.

You may want to organize the buildings in your personal area by what they do. Many green and brown buildings have tech icons, so you may want to place them near your techs. Yellow buildings and wonders may be placed together as both are for end-game scoring.



Wonders

Wonders give large amounts of VP during **end-game scoring**. Like yellow buildings , they don't have a duration. When you construct a wonder, apply the single highest discount in gold you've activated on the **influence track** .



Cost

Wonder icon

End-game

End-game scoring

Example: Constructing wonders

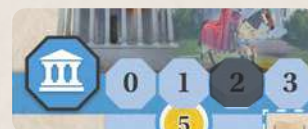
You want to construct the wonder *The Great Pyramid* for 21 gold. Because you have your marker on space 2 of the influence track you get a discount of 4 gold.



$$21 - 4 = 17$$

Example: End-game scoring

You have the wonder *The Great Pyramid* in your personal area. During end-game scoring, you multiply the number below your marker on the politics track  by 2 and gain that many VP.



$$2 \times 2 = 4$$

E Action Phase

Players carry out this phase **simultaneously**.

During this phase, you will spend techs , buildings , and special actions  you drafted to develop your civilization and advance on the 7 tracks in the center of the board. Research, diplomacy, and building cards may enhance or give you additional actions.

Once everyone declares that they have no more actions to take, the action phase ends.

For your first game, you may have players perform the action phase sequentially for the first 1–2 ages in order to make sure all players understand the rules correctly, and then play simultaneously in the following ages.

Spending and Activating Cards

Actions require you to spend tech cards, buildings for their tech icons, or simply gold. Tech icon requirements for each action are shown on the game board and on cards that provide actions.

Cards that provide bonuses simply depict the bonus you gain or use a “:” meaning that when you meet the condition shown on the left, you gain the bonus shown on the right. Unless specifically stated on the card, bonuses from the right side are in addition to (not “instead of”) any bonuses gained from triggering the condition on the left.

Example:



The condition on this card is *advance on the influence track*.

When you play it, you get **another** influence track advancement and 3 gold. This is in addition to the influence track advancement you got from the original action.



When you spend a tech  or use a building  for any reason, show that it's been used by rotating it 90 degrees. The card is now “exhausted” and can no longer be used during this age.



Buildings showing the icon to the left are not exhausted when used and can be used multiple times per age.
(see Appendix: Buildings)



Joker techs can be spent as if they were any tech but are returned to the deck immediately when you spend them.

Research , diplomacy , brown building , and green building  cards are always used during the Action Phase  unless you see a Phase icon ( - ) on the card, indicating when it must be used instead.

Game Board Actions

There are 18 different actions shown on the game board. You can perform them in any order you like and as often as you like:



6 Track actions



7 Special actions



Research action



Diplomacy action

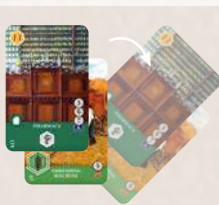


3 Auxiliary actions

Track Actions

To perform a track action, spend a specific combination of techs and gain a track advancement. Whenever you gain an advancement, move your track marker 1 spot to the right on the respective track.

Example:



Advance 1 spot on the population track



Trade: Spend 1 **economy** tech and either 1 **transportation** or 1 **energy** tech to gain either 1 **trade track advancement** or 6 **gold**. If you have reached the end of the track, you can still perform this action to gain 6 gold.

  You can only advance past the **lock** on this track after you have activated the **unlock** effect on the **prosperity** track.



Influence: Spend 1 **economy** and any 3 techs among **natural science**, **government**, **arts**, and **agriculture** (for example, spend 1 economy, 2 arts, and 1 agriculture). Gain 3 VP, 3 gold, and 1 **influence track advancement**.



Politics: Spend 1 **government** and 1 **social science** tech to gain 1 **politics track advancement**.

When advancing beyond spot 5 on this track, players must choose whether they will continue on the **upper democracy track section**  or on the **lower tyranny track section** .



Wherever you are on the **tyranny** section, your politics track position is **always 5**. This is relevant for effects and scoring that relate to your track position.



War: 2 options are available on this track:

- Spend 1 **army**, or **weaponry**, or **military** tech to gain 1 **war track advancement**.
- Spend 1 **weaponry** and 1 **military** tech to gain 3 **war track advancements**.



  You can only advance past the **lock** on this track after you have activated the **unlock** effect on the **population** track.

Population: Spend 1 **agriculture** and 1 **medicine** tech to gain 1 **population track advancement**.



Culture: Spend 1 **arts** and 1 **social science** tech to gain 1 **culture track advancement**.



Track Effects

Most track spots have an effect (shown either below or above the track) that is activated when your marker reaches that spot.

There are two kinds of effects:

- **Immediate effects** are shown inside a white disk outlined in its track color and on book tokens (book tokens remain in play for the entire game).
- **Passive effects** are not outlined in the track color. Instead, they have an icon showing when to gain the effect.



→ Some tracks can be maxed out. Once you have reached their final spot, activate the maxed out effect for every step you would advance further on that track. (see *Appendix: Track Bonuses*)

Order of Effects

If you gain more than 1 track advancement on a track, you must fully resolve any effects associated with a step before advancing to the next step.

As you gain various cards (research, diplomacy, and buildings), advancing on a track may trigger multiple effects at the same time. If so, resolve effects in the following order:

1. Any track penalties (see *Appendix: political track bonuses*)
2. All bonus effects may be resolved/forfeited in any order unless the rules for a card state otherwise. However, you must fully resolve/forfeit an effect before resolving another effect.



Special Actions

You may **retrieve your draft marker** from a special action spot to **perform** its action.

- 1 **Trade:** gain 1 trade track advancement
- 1 **Politics:** gain 1 politics track advancement
- 3 **War:** gain 3 war track advancements
- 1 **Population:** gain 1 population track advancement
- 1 **Culture:** gain 1 culture track advancement
- 1 **Research:** take a 3-value research point card
- 1 **Joker:** gain 1 joker tech

Buildings and diplomacy cards can enhance special actions.



Research Action

Once per age, you may buy **exactly 1** research effect with **research points (RP)** .

You gain **research point cards** when you activate something in the game that grants them—it might be a specific book token , building effect , diplomacy card , etc.

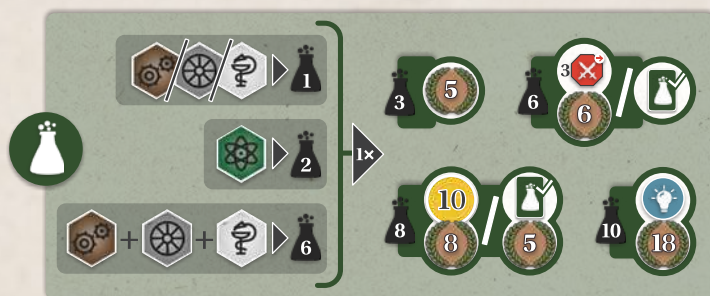
You may also spend techs to gain research points as often as you like:

- spend 1 engineering, transportation **OR** medicine tech: +1 RP
- spend 1 natural science: +2 RP
- spend 1 engineering, transportation **AND** medicine tech (all three): +6 RP

You may buy 1 research effect (but not more) for the costs shown below. After you buy, discard all your research point cards—all excess points are lost. Side A1 of the board grants the following effects (side A2 effects are slightly different, but can be understood from this example):

- 3 RP: gain 5 VP
- 6 RP: gain 3 war track advancements and 6 VP **OR** claim a research card
- 8 RP: gain 10 gold and 8 VP **OR** claim a research card and gain 5 VP
- 10 RP: gain any special action and 18 VP

To claim a research card, place your **research marker** on its matching colored spot on that card. For the rest of the game, you get the effect shown (see Appendix: Research cards).



Side A1



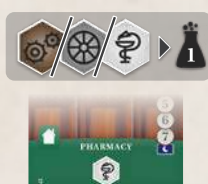
Individual effect

1 research marker spot for each player

Example



You already have **2 research points** from a research point card.



Pharmacy gives you **1 research point**, and the diplomacy card gives you an additional **5 research points** when using the research special action.



With the research special action that grants **3 research points**, you have a total of **11 research points**.



For **10 research points** you can perform any special action and gain 18 VP. The **1 research point remaining** cannot be used.

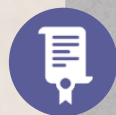


Diplomacy Action

Spend 1 **communication** and 1 **energy** tech to draw 2 **diplomacy cards**. Choose one to keep face down and discard the other.

Diplomacy cards have **unique, one-time** effects that, unless stated otherwise, can be used in the action phase only (see *Appendix: Diplomacy cards for the detailed list*). Diplomacy cards also have a **standard** effect shown on the bottom of the card (either gain 3 gold or 3 VP) that can be used during any phase instead of the unique effect.

When you use either effect or discard a diplomacy card, it goes to the discard pile face up. Whenever the diplomacy deck is empty, shuffle the discard pile to make a new deck.



Unique, one-time effect

Standard effect

Auxiliary Actions

Auxiliary actions offer you flexibility when you need it. They can be done as often as you like.



7



Espionage: Pay 7 gold to gain 1 joker tech.



2



Academics: Spend any 2 techs to gain 1 joker tech.



*



2

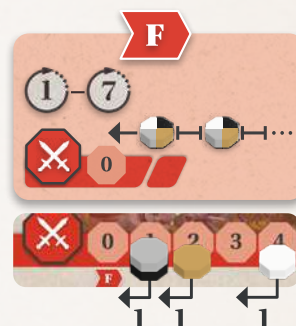
Industry: Spend any 1 tech to gain 2 gold.

F

War Phase

During this phase, all players move their war track markers back an equal number of steps until the lowest player's marker returns to 0.

Skip the war phase in age 8. The markers on the war track are not adjusted in the last age.



G Upkeep Phase

During this phase, you will remove all outdated cards from play and prepare for the next age.

Skip this phase in age 8.

Personal Area:

-  1. Discard all unused joker techs and unused research point cards.
2. Discard all tech cards that expire in the current age.
-  3. Place all buildings that expire in the current age on their corresponding sleep cards.
-  4. Refresh all other exhausted techs and buildings by rotating them back to a straight position.
-  5. Flip the architect token back to the unused side if the discount was used during this age.

Effects referring to your green or brown buildings refer to all buildings of that type in your personal area including those from the current age and those on your sleep cards.



Example: Upkeep your Personal Area after age 2







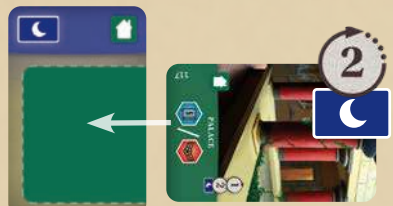
Animal Domestication (an agriculture tech) expires after age 2 and is discarded.



Philosophy (a social science tech) expires after age 3, so it is refreshed and stays in play.



Stonehenge is a wonder, so it never expires.



The Palace (a green building) expires after age 2, but buildings go to their matching sleep card instead of being discarded.

Shared Area:

-  6. Retrieve all of your draft markers from the draft area.
-  7. **Prosperity:**
 - a. Discard all prosperity cards from the prosperity area. Discards are kept face up and may be reviewed at any time.
 - b. Draw as many face-down prosperity cards as required to replace them (2 per player). If the deck becomes empty, shuffle the discards to form a new deck from which to draw the remaining cards.
 - c. Shuffle the drawn cards and place them as pairs face up in the prosperity area.
-  8. **Techs:**
 - a. Discard all undrafted tech cards.
 - b. Slide each of the 2 blank techs down one row. If a blank tech would slide below the 4th, place it back in the 1st row instead.
 - c. Refill the 4x4 grid from top to bottom with all 14 techs from the next age.
-  9. **Wonders:**
 - a. Discard all unconstructed wonders from the **current** age.
 - b. Slide the 2 wonders from the **future** wonder area down into the current wonder area.
 - c. Refill the future wonder area with 2 random wonders from the age after the next age (i.e. after age 1, future wonders will come from the age 3 deck). Skip this step at the end of age 7.
-  10. **Buildings:**
 - a. Discard all unconstructed buildings.
 - b. Refill the building area with 2 random buildings per player from the next age.
-  11. The current age is now over. **Advance the age marker** and begin the next age.

End-Game Scoring

During end-game scoring, you score VP from your position on tracks, wonders and yellow buildings, and diplomacy cards:

- **Prosperity, Population and Culture tracks:** For each of these tracks, gain VP equal to the highest number of VP you have activated on this track.
- **Influence and Politics tracks:** Gain VP equal to your position on the influence track multiplied by your position on the politics track.
- **War track:** Gain VP equal to your position multiplied by 2.
- **Wonders and Yellow Buildings:** Gain VP as shown on each of your wonders. Gain VP as shown on each yellow building for which you've met its conditions.
- **Diplomacy cards:** Gain 3 VP for each unused diplomacy card you have.



When you pass 0 on the VP track , use your color's appropriate value VP tile to continue tracking your score. The VP tiles are double-sided for higher values.



Victory



The player with the **most** VP has built the greatest civilization and wins the game. Tie breaker: The player latest in age 1 turn order wins (see starter cards).

Solo Variant

Play the solo variant as a 2-player game versus the Automa. You play the game normally. The gameplay of the Automa is described here.

The main differences for the Automa are:

- The Automa never has nor gains any gold (hence the Automa skips the income phase );
- The Automa does not perform any actions in the action phase ;
- The Automa only advances on the war track  and the VP track ;
- The Automa does not gain any VP except from the war track (by maxing out and by scoring at the end of the game).



Solo Helper App

Setup

Set up the game the same way as a 2-player game (# of buildings, wonders, prosperity cards, etc...).

Choose a player color for the Automa. The Automa only needs 1 VP marker , 1 track marker  and 4 drafting markers ; all other player tokens of the Automa can be put back into the box.

Put the track marker on the **war track** , and the VP marker on the **VP track** .

Shuffle the first and second player starter cards. Deal one to yourself and the other to the Automa.

Place the Automa player aid (1 card) face up in the Automa's personal area.

Separate the Automa cards into the following 4 face-down decks:



1.A: Automa drafting row (14 cards)



2.A: Automa drafting priority (8 cards)



D: Automa construction (6 cards)



F: Automa war (12 cards)

You can choose between 2 levels of difficulty:

Normal

Remove the 2 Automa war cards with 5 war track advancements before shuffling the deck.

Hard

Shuffle the whole war deck, including the cards with 5 war track advancements.

A Drafting Phase

The Automa does not keep tech cards . Instead, it uses each of its 4 drafting turns to **discard** a tech card from the tech draft area.

Each turn, the Automa determines its tech card choice by using its drafting cards:

1. Draw 1 card from deck 1.A (**drafting row**).
The Automa places its draft marker in the first row with an available spot based on the top-to-bottom order on the card.
2. Draw 1 card from deck 2.A (**drafting priority**).
From the available cards in its chosen row, the Automa discards the card that best matches the **leftmost criterion** on the priority card.

- a. If multiple cards match the criteria, choose from those cards the best match for the next criterion on the priority card, and so on.
- b. If there are still multiple options matching all 4 criteria, **flip the drafting row card** and use the tiebreaker shown on the back of it. Among the tied options, **discard** the card matching the leftmost position number on the tiebreaker card.

3. Discard the Automa's 2 drafting cards into separate discard piles.

If the Automa discards an army tech or engineering tech , it gains the respective immediate effect as if it had drafted it normally.

Example



Based on its drafting row card, the Automa places its draft marker in the 5-income row. Now, let's look at its priority card. There are 2 cards in the row that have the longest duration—a social science tech and a medicine tech (2 ages each). Neither are demanded by prosperity, so they are still tied. There is an army tech card in the row, but it's not one of the previously tied cards, so it's ignored. Neither tied card is an engineering tech, either.

The Automa flips its drafting row card to find its final tiebreaker. The tied cards are in positions 2 and 3 in the row, and since card position 2 is farther left than 3 on the tiebreaker card, the Automa discards the social science tech "Law."

B Prosperity Phase C Income Phase

The Automa skips these phases.

D Construction Phase

Draw 1 **Automa construction card**. Discard the **wonder** or **building** that is in the position outlined on the card. If there is none, continue drawing construction cards until it shows one that the Automa can discard.

Finally, discard **all** Automa construction cards drawn this turn.

When the solo player passes or when all wonders and buildings have been taken, the Automa passes.



E Action Phase

The Automa skips this phase.

F War Phase

Before resolving the war phase as normal, draw the top card of the Automa war deck. The Automa advances on the war track by as many steps as shown. Then, discard the war card.

As indicated on each Automa war card, the Automa has **unlocked** the 7th spot on the war track. If the Automa maxes out the war track, it gains 3 VP per step beyond 7 as normal.

The discard pile never gets shuffled back into the war deck.

In age 8, the Automa still draws and resolves its war card. However, neither the Automa nor the human player reduce their position on the war track.



G Upkeep Phase

Shuffle the discard piles of Automa drafting row cards, Automa drafting priority cards, and Automa construction cards **with their respective decks**. Do **not** shuffle the **discarded war cards** back into the war deck.

End-Game Scoring

The human player resolves their end-game scoring as usual. The Automa scores VP **only for the war track**.

Then **subtract the Automa's VP** from your score to get your final score. The Automa itself does not have a score — try to beat your own high score, or compare your score to this table:

Feel free to share your result with a photo of the layout on Boardgamegeek.



Solo challenge table

★	★★	★★★	★★★★	★★★★★	★★★★★★	★★★★★★★
150 VP	175 VP	200 VP	225 VP	250 VP	275 VP	300 VP

Appendix

Book Tokens



Reduce your position on the war track by 1 to gain 7 gold.



Score 2 VP per diplomacy card in your hand.



Spend any 1 tech to immediately take a 5-value research point card.



Draw 1 joker tech card.



Score ? VP per building you have.



Score VP equal to your position on the track.



Score 4 VP per research card you have claimed.



Draw 1 diplomacy card.



Spend any 1 tech to score 9 VP.



Spend any 1 tech to draw 2 joker tech cards.



Score 2 VP per wonder you have.



Score VP equal to your position on the influence track x2.

/ Wonders and Buildings

Yellow buildings (except for age 8) are not included in the appendix, but explained on page 7.



① Age 1: Bronze Age

- ▲ **113 The Great Pyramid:** Score your position on the politics track x2.
- ▲ **114 Hanging Gardens:** Score 3 VP per research card you have claimed.
- ▲ **115 Stonehenge:** Score 5 VP per triple set containing 1 green, 1 brown and 1 yellow building.
- 🏠 **116 Horse Camp:** Gain 1 war track advancement when you gain any number of steps on the war track.
- 🏠 **117 Palace:** Gain 1 government or 1 army tech.
- 🏠 **118 Smithy:** Gain 4 war track advancements if you spend 1 army and either 1 military or 1 weaponry tech.
- 🏠 **119 Stonemason Hut:** Spend 1 engineering tech to gain 1 culture track advancement.
- 🏠 **120 Farm:** Gain 1 population track advancement when you perform the population special action.
- 🏠 **121 Granary:** You only need one matching tech to achieve prosperity (phase B).
- 🏠 **122 Hunting Camp:** You have the income unlock (phase C).
- 🏠 **123 Ziggurat:** Gain 2 VP for each step you advance on the culture track. Do not exhaust this card.

② Age 2: Iron age

- ▲ **127 Colossus:** Score your positions on the prosperity and influence tracks.
- ▲ **128 The Great Library:** Score 3 VP for each of your green buildings.
- ▲ **129 Statue of Zeus:** Score 4 VP for each of your yellow buildings.
- 🏠 **130 Academy:** Gain either 1 government, 1 social science or 1 arts tech
- 🏠 **131 Barracks:** Gain either 1 weaponry or 1 military tech.
- 🏠 **132 City Walls:** Spend 1 army tech to gain 1 politics track advancement.
- 🏠 **133 Market:** Spend 1 agriculture tech to gain 1 trade track advancement.
- 🏠 **134 Aqueduct:** Score 2 VP for each step you advance on the prosperity track. Do not exhaust this card.
- 🏠 **135 School:** Score 2 VP when you perform the research action.
- 🏠 **136 Senate:** Gain 1 politics track advancement when you perform the politics special action.
- 🏠 **137 Theater:** Spend 1 social science and 1 arts tech to gain 2 culture track advancements.

③ Age 3: Medieval age

- ▲ **141 Angkor Wat:** Score 3 VP for each of your brown buildings.
- ▲ **142 The Great Wall:** Score your position on the war track x2.
- ▲ **143 Hagia Sophia:** Score your positions on the population and culture tracks.
- 🏠 **144 Castle:** Gain either 1 army, 1 weaponry, or 1 military tech.
- 🏠 **145 Shipyard:** Spend 1 transportation tech to gain 3 war track advancements.
- 🏠 **146 Stables:** Spend 1 weaponry and 1 military tech to gain 5 war track advancements.
- 🏠 **147 Workshop:** Gain 1 engineering tech.
- 🏠 **148 Fortification:** At the beginning of the war phase (before reducing), all of your opponents go back 1 step on the war track.
- 🏠 **149 Harbor:** Gain 1 trade track advancement when you gain any number of steps on the culture track, OR vice versa (not both during the same activation).
- 🏠 **150 Monastery:** Discard one non-exhausted tech card to perform any 1 special action.
- 🏠 **151 Throne Room:** Draw 1 diplomacy card.

④ Age 4: Discovery age

- ▲ **155 Machu Picchu:** Score your positions on the politics and population tracks.
- ▲ **156 Taj Mahal:** Score your position on the influence track multiplied by the number of your yellow buildings.
- ▲ **157 Sistine Chapel:** Score your position on the culture track x2.
- 🏠 **158 Bank:** You can construct either 1 additional building or wonder each time it is your turn in the building phase. Do not exhaust this card.

You can use this effect from the moment you have constructed this building.

- 🏠 **159 Opera House:** You may spend 1 arts tech as any 2 techs when you perform an influence action.
- 🏠 **160 Post Office:** Gain 1 communication tech.
- 🏠 **161 Town Hall:** Gain 1 diplomacy card when you gain any number of steps on the politics track.
- 🏠 **162 Library:** Claim 1 research card when you spend at least 8 research points in a research action.
- 🏠 **163 Museum:** Gain 1 culture track advancement when you perform the culture special action.
- 🏠 **164 Parliament:** Spend 1 social science and 1 government tech to gain 2 politics track advancements.
- 🏠 **165 University:** Spend any 1 tech to gain a 3-value research point card.

⑤ Age 5: Industrial age

- ▲ **169 Bell Rock Lighthouse:** Score your position on the trade track x3.
- ▲ **170 Brandenburg Gate:** Score your position on the war track multiplied by the number of your wonders.
- ▲ **171 The Louvre:** Score your positions on the culture and politics tracks.
- **172 Dam:** Gain 1 agriculture tech.
- **173 Music Hall:** Gain 1 culture track advancement when you activate 1 book token on the culture track. Do not exhaust this card.
- **174 Pharmacy:** Gain 1 medicine tech.
- **175 Train Station:** Gain 1 transportation tech.
- **176 Factory:** Ignore spending 1 economy tech when you perform the influence action.
- **177 Iron Works:** Draw 1 joker tech card.
- **178 Observatory:** Score 1 VP per 2 research points spent during a research action. Superfluous research points do not count as spent.
- **179 Warehouse:** Extend the duration of 1 tech from age 5 to age 6, or from age 6 to age 7. You can extend a duration only if the current age is depicted on the card.

⑥ Age 6: Modern age

- ▲ **183 Empire State Building:** Score your positions on the trade and influence tracks x2.
- ▲ **184 Panama Canal:** Score your positions on the prosperity and war tracks.
- ▲ **185 Statue of Liberty:** Score the number of book tokens you have activated x2.

In case you have claimed research card #232, the book token on the politics path counts as activated if you are positioned on the spot of the book token or further.

- **186 Hospital:** Spend 1 medicine tech to gain 1 politics track advancement.
- **187 Newspaper Agency:** Pay 5 gold to gain 1 influence track advancement.
- **188 Power Plant:** Gain 1 energy tech.
- **189 Stock Exchange:** Gain 1 economics tech.
- **190 Air Base:** Gain 3 war track advancements.
- **191 Embassy:** When you perform the diplomacy action, keep both diplomacy cards instead of discarding 1.
- **192 Laboratory:** Gain a 2-value research point card.
- **193 Recycling Center:** Spend 1 agriculture tech and 1 energy tech to gain 2 population track advancements.

⑦ Age 7: Information age

- ▲ **197 Channel Tunnel:** Score your position on the prosperity track x2.
- ▲ **198 United Nations:** Score your position on the influence track x4.
- ▲ **199 Zuiderzee Works:** Score your position on the population track x2.
- **200 E-Sports Arena:** Either gain 1 arts or 1 social science tech.
- **201 Media Tower:** Spend 1 communication tech to perform the diplomacy action (draw 2 diplomacy cards, keep 1, discard the other).
- **202 Particle Accelerator:** Gain a 3-value research point card when you perform the research special action.
- **203 Technology Park:** Gain 1 natural science tech.
- **204 Crypto Mine:** Perform any 1 special action.
- **205 Hackers Guild:** Spend any 1 tech to draw 2 joker tech cards.
- **206 Naval Base:** Gain 2 war track advancements when you perform the war special action.
- **207 Space Administration:** Score your position on the war track.

⑧ Age 8: Future age

- ▲ **211 Climate Neutral City:** Score 2 VP for each of your buildings.
- ▲ **212 Holo Earth Museum:** Score 3 VP for each of your wonders and claimed research cards.
- ▲ **213 O'Neill Cylinder:** Determine your lowest track position among trade, population, culture and politics. Score that track position x4.
- **214 Floating City:** Score your position on the politics track.
- **215 Space Port:** Spend 1 transportation tech to gain 5 war track advancements.
- **216 Vertical Farming:** Score your position on the population track.
- **217 Zero Gravity Arena:** Score your position on the culture track.
- **218 Drone Hive:** Score your position on the prosperity track.
- **219 Moon Base:** Gain either 1 population, 1 culture, or 1 politics track advancement.
- **220 Womb Robot Nursery:** Gain either 2 population, 2 culture, or 2 politics track advancements.
- **221 3D-Printed Housing:** Gain 1 influence track advancement.
- **222 Asteroid Crusher:** Score 17 VP if you have reached at least spot 3 on 7 tracks.
- **223 Dino Zoo:** Score 6 VP if you have reached at least spot 5 on 5 tracks.
- **224 Underwater Warehouse:** Score 10 VP if you have reached at least spot 4 on 6 tracks.



Research Cards

225: Gain 3 VP when you perform the diplomacy action.

226: Gain 3 VP when you perform a special action

227: Gain 2 gold for each step you advance on the prosperity track.

228: Gain 3 VP for each step you advance on the influence track.

229: Gain 4 VP when you claim a research card (including this one).

230: When you activate a book token, you can spend 4 gold to gain a 3-value research point card.

231: Go back 1 step on the war track to gain 4 gold (max. once per action phase).

232: Pay 15 gold to switch your track marker from the tyranny track to the corresponding spot on the democracy track. Gain the bonus/penalty from that democracy spot.

233: Spend 1 tech less when you perform the influence action.

234: When you activate a book token on the culture track, you may gain as many VP as your lowest track position among all tracks times 2.

235: When you activate a book token on the politics track, gain 5 VP if you have 15 Gold in your stock.

236: When you activate a book token on the population track, gain 5 gold if you have more buildings than your position on the population track.

237: Pay 4 gold less for yellow buildings.

238: Gain 4 VP for each step you advance beyond 10 on the population track.

239: Gain 1 VP when you construct a building or wonder.

240: Gain 2 gold when you perform a research action (including the research action to claim this card).

241: Spend 1 army, weaponry, or military tech to fulfill the requirement of any single prosperity card.

242: Gain 4 VP for each step you advance beyond 10 on the culture track.

243: Receive 1 gold per wonder as income (max. +3 gold per income phase).

244: Gain 4 VP when you perform the trade action to gain 6 gold.



Diplomacy Cards

245: Gain 9 gold when you perform the industry action.

246: Spend 3 research points to gain 14 VP.

247: Play this card at the end of the game to copy an opponent's wonder, paying 5 Gold less than its original cost to the supply. This does not stack with any wonder discount from the influence track. The copied wonder counts as your own for all other effects.

If you draw this card during solo play, discard it and draw another card.

248: When you gain a book token effect, resolve that effect again. This does not trigger other "When you activate a book token..." card effects a second time.

249–252: Gain 1 (population/politics/culture/prosperity) track advancement and 2 gold.

253: Gain 1 trade action.

254: If you achieve prosperity twice within a single prosperity phase, play this card to advance 2 steps instead of 1 step on the prosperity track and gain 5 gold.

255: Gain 4 war track advancements.

256: Spend any 3 different techs to advance 1 step on each of the culture, politics, and population tracks.

257: Gain a 3-value research point card and 2 gold.

258: Gain 9 gold when you perform the trade action.

259: Spend any 1 tech to gain 10 VP.

260: Gain 1 influence track advancement and 3 gold when you advance on the influence track.

261: Gain 1 influence track advancement.

262: Gain 1 joker tech and 3 gold.

263: Spend any 1 tech to gain 2 joker techs and 2 VP.

264–267: Get a discount of (8/8/8/9) gold when constructing a (green building/brown building/yellow building/wonder).

268: Gain 1 trade track advancement and 1 war track advancement.

269: Gain a 5-value research point card when you perform the research special action.

270–272: Gain 1 (politics/culture/population) track advancement and 1 joker tech when you perform the (politics/culture/population) special action.

273: Gain 1 trade track advancement and the trade unlock when you perform the trade special action.

274: Gain 4 war track advancements and the war unlock when you perform the war special action.

275: In the income phase, gain the income unlock and 5 gold.

276: Gain 10 gold when you perform the joker special action.

Tech icons

Economics	Transportation	Energy	Natural Science	Government	Arts	Agriculture	Social science
Army	Weaponry	Military	Medicine	Engineering	Communication	Any 1 tech	Any, relevant for prosperity

Track icons

Prosperity	Trade	Influence	Politics	War	Population	Culture	Any

Track action icons

Prosperity	Trade	Influence	Politics	War	Population	Culture	Any

Special action icon

Special action icon	Research action icon	Diplomacy action icon	Auxiliary action icons	Espionage	Industry	Academics

Construction phase icons

Yellow building	Green building	(Dark-) Brown building	Any building	Wonder

Leader token

Architect token

Ages

Age	Next Age	Previous Age	Discard after Age ?	Put on sleep card after Age ?	a only in Age ?

Referring to tracks

Immediate effect	Book token effect	Passive effect	Maxing out a track	Advance ? spots	Advance ? spots on one of the tracks positioned lowest	Reduce position by ? spots	Book token on track	Spot ? on track

Value of ?	a and/plus b	a or b	a times b	a equals b	If a then b	Greater/smaller or equal than a
Exhaust tech, receive b	Spend a, receive b	If a then also b	? out of a and/or b and/or c	? research points		
Keep the distance	ignore a	a is fulfilled/claimed	Special action a	move a back/forward		

Phase

Only once per phase

Phase during Age ?



Any
track
marker



Your
track
marker



Next spot on track
locked/unlocked



Democracy/Tyranny
track icon



End of
the game

Cards



Blank
tech



Tech



Joker
tech



Prosperity:
back, front



Discard



Exhaust the
card



Do not
exhaust



Wonder



Any
building



Research



Diplomacy



Sleep



Draw 1
Diplomacy
card



Draw 2 Diplomacy
cards: keep 1,
discard 1



Shuffle

In game scoring (immediately)



Score ? VP



Score ? VP per
a1

End-game scoring



Score ? VP

a1 × ? =



Score ? VP per a1

Gold



Receive ?
gold



Pay ?
gold



Ignore to pay
? gold for a



Receive ? gold
during income
phase



Locked
income



Unlock
income

Number
of players

?.
Player order

Any opponent
player

Track bonuses



Pay 5 gold. If you cannot pay it in full,
you cannot advance onto this spot.



If your position on the war track is
higher than 2, place your track marker
on 2.



You may perform the diplomacy
action at no cost. Draw 2 diplomacy
cards, keep 1, discard the other.



Score VP equal to your position on the
lower of your war or population track.



Discard 1 diplomacy card. If you
cannot discard 1 diplomacy card, you
cannot advance onto this spot.



Score VP equal to your position on the
war track x2.



You may perform any special action.



Score 1 VP per any 2 buildings you have
constructed.



Gain 1 track advancement on your
lowest position track (in case of a
tie, chose one). Perform this action
a second time, re-checking for your
lowest track.



Score 2 VP for each wonder you have
constructed.