

1 7 6 A 

1 TRIBAL WAR

2 EPIDEMIC 

3 FAMINE

4 UPRISING

6 VISITATION: FLOREN 

8 CORRUPTION 

2 4 7 B

 

1 VOLCANO

2 TRIBAL WAR

3 CORRUPTION 

5 CIVIL WAR 

6 VISITATION: GILDA  

7 EARTHQUAKE  

8 VISITATION: ATLANTEA  

3 5 8 A



2 BANDITS  

4 EPIDEMIC   

5 VISITATION: ATLANTEA  

7 VISITATION: GILDA   

8 CIVIL WAR 

4 6 7 B

 

1 EARTHQUAKE 

3 VISITATION: FLOREN  

4 SUPERSTITION 

6 FAMINE

7 UPRISING

8 VISITATION: NORDIC  

5 3 9 A 



3 EPIDEMIC 

4 VISITATION: GILDA  

5 CORRUPTION 

6 TRIBAL WAR

7 CORRUPTION 

8 FLOOD  

6 4 6 B 

1 FLOOD 

3 VISITATION: ATLANTEA  

4 CIVIL WAR 

5 SANDSTORM

6 EPIDEMIC  

8 EARTHQUAKE  

7 5 7 A



2 VISITATION: NORDIC  

3 ANARCHY

4 VISITATION: FLOREN  

5 UPRISING

6 ANARCHY

7 BANDITS  

8 6 8 B

1 SANDSTORM

2 TRIBAL WAR

3 VISITATION: FLOREN  

4 FLOOD  

7 VISITATION: ATLANTEA  

8 UPRISING

1 7 9 B 

2 VOLCANO

4 VISITATION: GILDA  

5 VOLCANO

6 CORRUPTION 

7 SUPERSTITION 

8 SUPERSTITION 



2 4 10 A  10

|   |                      |   |
|---|----------------------|---|
| 1 | FAMINE               |   |
| 2 | FAMINE               |   |
| 3 | SANDSTORM            |   |
| 5 | VISITATION: ATLANTEA |    |
| 6 | UPRISING             |   |
| 8 | BANDITS              |   |

3 5 7 B  11

|   |                    |   |
|---|--------------------|---|
| 2 | VISITATION: NORDIC |   |
| 4 | BANDITS            |    |
| 5 | EARTHQUAKE         |   |
| 6 | BANDITS            |   |
| 7 | CIVIL WAR          |    |
| 8 | CORRUPTION         |    |

4 6 8 A    12

|   |                      |   |
|---|----------------------|---|
| 1 | VISITATION: GILDA    |    |
| 3 | VOLCANO              |   |
| 4 | ANARCHY              |   |
| 5 | FLOOD                |   |
| 6 | VISITATION: ATLANTEA |   |
| 7 | VOLCANO              |   |

5 3 9 B     13

|   |                    |   |
|---|--------------------|---|
| 2 | EARTHQUAKE         |       |
| 3 | TRIBAL WAR         |   |
| 5 | BANDITS            |    |
| 6 | CIVIL WAR          |    |
| 7 | VISITATION: NORDIC |   |
| 8 | SUPERSTITION       |    |

6 4 7 A 14

|   |                    |   |
|---|--------------------|---|
| 1 | VISITATION: NORDIC |    |
| 3 | EARTHQUAKE         |      |
| 4 | VISITATION: FLOREN |   |
| 6 | VOLCANO            |   |
| 7 | FAMINE             |   |
| 8 | ANARCHY            |   |

7 5 8 B   15

|   |                    |   |
|---|--------------------|---|
| 2 | SANDSTORM          |   |
| 3 | FLOOD              |      |
| 4 | SANDSTORM          |   |
| 5 | ANARCHY            |   |
| 6 | VISITATION: GILDA  |   |
| 7 | VISITATION: FLOREN |   |

8 6 6 A   16

|   |                      |   |
|---|----------------------|---|
| 1 | EPIDEMIC             |    |
| 2 | FLOOD                |    |
| 4 | SUPERSTITION         |    |
| 5 | VISITATION: NORDIC   |   |
| 7 | ANARCHY              |   |
| 8 | VISITATION: ATLANTEA |   |

#### Basic Round Order:

- 1) Population Growth and Movement
  - A) Create new Tribes
  - B) Move Tribes
- 2) Draw an Event Card
  - A) Draw Event card, and play out an Event, if instructed.
  - B) Perform End of Era checks if Event deck is completely drawn out.
- 3) Advance (in any order)
  - A) Build Farms or Wonders
  - B) Build Cities, or increase City AVs
  - C) Acquire Advances
  - 4) Send Tribes on Expeditions
- 4) Upkeep
  - A) Reduce AVs of Cities that are not supported by Farms
  - B) Reduce unsupported Tribes
  - C) Decimate all Gold

(As Advances are Acquired, additional Rules will be added, and the above rules may change.)