

ACTIONS: You must take two actions on your turn. You may perform the same action twice.

MELD

Place a card from your hand onto your board, on top of a matching color pile if present. If the pile is splayed, continue it.

DRAW

Take a card from a deck into your hand, of value matching your highest top card. If empty, instead take one from the next available higher deck.

ACHIEVE

Claim an achievement if you have 5x its value in points, and a top card of equal or higher value. Points are not spent.

DOGMA

Choose a top card on your board and execute each of its effects, one by one in order. Players are vulnerable if they have fewer of the featured icon than you, or eligible to share if they have at least as many.

- An **I DEMAND** effect is read out loud to each vulnerable player, going clockwise. They must perform the effect.
- A non-demand effect is performed by each other player eligible to share, going clockwise, and then you. They must perform the effect.
- If any opponent shared any non-demand effect and that caused something to happen to a card, take one free Draw action after the Dogma action ends.

TUCK

Place the card on the bottom of the pile of its color. If none exists, start a new one.

RETURN

Place the card face-down on the bottom of its deck. If you return multiple cards, choose the order.

DRAW AND X

First draw a card into your hand, then do X, using the drawn card.

SPLAY

To splay a pile, spread it out to show extra icons. Every card in the pile is splayed in that direction, and new tucked/melded cards continue the splay.



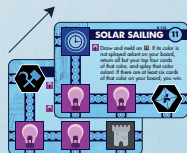
Splayed left



Splayed right



Splayed up



Splayed aslant

EMPTY PILES

If you would draw a card from a deck and it is empty, instead draw from the next available higher deck.

COLORS AND ICONS



Red



Yellow



Green



Purple



Blue



1-3

4-11

7-11

10-11

1-11

1-11

1-11


FORECAST

Expansion Draw Rules

If multiple expansion draw rules would apply, use only the higher entry on this list.

If a Base deck is empty, go up to a non-empty age before drawing an expansion card. If an expansion deck is empty, draw a Base card instead and ignore other expansion draw rules.



ARTIFACTS: If you take a Meld action and cover a card with a lower or equal card, or cover a card with a card having identical  position, trigger a dig event or seize an Artifact.



CITIES: If you take a Meld action and add a color to your board, draw a City. If you splay a color (on any board), draw a City. In either case, draw equal to your highest top card. If you have a City in your hand, ignore these triggers.



FIGURES: During a free Draw action for sharing a dogma, draw a Figures card instead of a base card. When you take an Achieve action, each opponent draws a Figure equal to their highest top card.



ECHOES: Any time you would draw a card, if the highest top card on your board is your only top card of that value, draw an Echoes card instead of a base card.



UNSEEN: The first card you would draw on any turn is an Unseen card instead of a base card.

SAFE

FORECAST

Special Achievements

SCORE



Base

ACHIEVEMENT

Monument
Empire
World
Wonder
Universe

REQUIREMENT

4+ Top Demands
3x
12x
5 Splays (Right or better)
5 Top Cards \geq Age 8

ALTERNATE CLAIM via

- 1** *Masonry*
- 2** *Construction*
- 3** *Translation*
- 4** *Invention*
- 5** *Astronomy*



Echoes

Supremacy
Destiny
Wealth
Heritage
History

3x Same Icon in 4 Colors
5x Forecast cards
8+ Bonuses
8+ in a Color
4+ Echo Effect in a Color

- 3** *Novel*
- 4** *Barometer*
- 5** *Palampore*
- 6** *Loom*
- 7** *Photography*

Unseen

Confidence
Zen
Anonymity
Folklore
Mystery

Age 5+, 4+ Secrets
Age 6+, No odd Top Card
Age 7+, No Std. Achievements
Age 8+, No
Age 9+, <5 Colors

- 1** *Assassination*
- 2** *Meteorology*
- 3** *Masquerade*
- 4** *April Fool's Day*
- 5** *Secret History*



Cities

Tradition
Repute
Fame
Glory
Victory

Meld on Left Splay
Meld on Right Splay
Meld on Up Splay
Junk a City with from hand
Junk a City with from hand

ACHIEVEMENTS TO WIN

8 - Players + Expansions (Min 3)

FORECAST/SAFE LIMIT

Best Splay: None-5, Left-4,
Right-3, Up-2, Aslant-1

ACHIEVEMENTS

SAFE