# Setup

* Select map (Avenia for new players)
* Select 3 objective cards from that map’s deck
* Shuffle Era I card into Explorer Cards
* Place remaining Era cards placed onto the board

# Turn Structure

1. Reveal an Explorer Card
   1. Terrain: place cubes onto that terrain type, that is also adjacent to the capitol, an existing cube, or a village.
      1. You can place fewer explorers than card grants
      2. Village can be claimed (only once per region) when a terrain region is filled. Place on an empty hex.
      3. Trade routes between covered cities: multiply their values. Cover one of the cities (i.e., it cannot be used to create any more trade routes).
      4. Tower spaces match all terrain types
      5. Take terrain bonus, village bonus, tower bonus, or trade route bonus as applicable
   2. Era card: Draw 2 and keep 1 investigate card
      1. Unselected card goes to bottom of investigate deck
      2. Place the selected card next to Era marker on your player board and then use its ability
   3. Claim fulfilled objectives (ties in same turn share award)
   4. Repeat until Explorer Card deck is empty
2. Era ends
   1. Remove cubes only (not villages or other tokens)
   2. Shuffle the current and lower Era cards with the Explorer cards to form a new Explorer cards deck.

# End Game

* Trigger: last Explorer card resolved at the end of fourth era
* Tiebreakers: Most towers, then most villages