

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
 - a. Terrain: place cubes onto that terrain type, that is also adjacent to the capitol, an existing cube, or a village.
 - i. You can place fewer explorers than card grants
 - ii. Village can be claimed (only once per region) when a terrain region is filled. Place on an empty hex.
 - iii. 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).
 - iv. Tower spaces match all terrain types
 - v. Take terrain bonus, village bonus, tower bonus, or trade route bonus as applicable
 - b. Era card: Draw 2 and keep 1 investigate card
 - i. Unselected card goes to bottom of investigate deck
 - ii. Place the selected card next to Era marker on your player board and then use its ability
 - c. Claim fulfilled objectives (ties in same turn share award)
 - d. Repeat until Explorer Card deck is empty
2. Era ends
 - a. Remove cubes only (not villages or other tokens)
 - b. 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