

ANCIENT KNOWLEDGE

ALTERNATE CARDS



IF YOU WANT A GAME THAT IS LESS PUNISHING TO OTHER PLAYERS, BEFORE PLAYING, REPLACE THE 9 BUILDER AND 2 TECHNOLOGY CARDS FROM THE BASE GAME WITH THESE CORRESPONDING ALTERNATE CARDS.

You can identify alternate cards by the  symbol in the bottom-right corner, and the new effects they provide.

LIST OF CARDS: ARAMU MURU, THE FAIRIES' ROCK, MENHIR OF KERLOAS, BARABAR CAVES, TLALOC'S STATUE, GREAT SPHINX OF GIZA, MEGALITHS OF CAURIA, PYRAMID OF USERKAF, ORONCE FINÉ'S MAP, ANCIENT HEBREW, CRETAN HIEROGLYPHS.



ARAMU MURU
Peru

3  1  

If you have at least 5 monuments in your Timeline, **LEARN 2** Technologies if you fulfill the requirements.



THE FAIRIES' ROCK
France

1  1  

If you have more monuments in your Past than you have cards in your hand, discard 1 .



MENHIR OF KERLOAS
France

2  2  

Draw the top card of the discard.

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BARABAR CAVES
India

3

1

2 1

If you have at least 4 monuments in your Timeline, draw 2 cards.



TIALOC'S STATUE
Mexico

3

3 1

Take any 1 Level I Technology from the discard:

- ▶ apply its effects;
- ▶ add it to your collection if you fulfill the requirements.



GREAT SPHINX OF GIZA
Egypt

2

3 1

Reveal the top 7 cards from the deck:

- ▶ **CREATE** 1 of the drawn monuments;
- ▶ discard the remaining cards.



MEGALITHS OF GAURIA
France

1

2 0

Draw 1 card.

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5

PYRAMID OF USERKAF
Egypt

3 1

Each time you **CREATE** 1 , draw 1 card.



ORONCE FINÉ'S MAP
France

Each time you **CREATE** 2 monuments on the same turn:
 ▶ draw 1 card;
 ▶ and discard 1 .

CLASSICAL HEBREW



Move 2 monuments 1 space to the left (they do not go into **DECLINE**).

CRETAN HIEROGLYPHS



Draw the top card of the discard.

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