This document contains detailed descriptions of just about everything that you might wonder about regarding interactions between cards and comments about effects in the board game Nations, published by Lautapelit.fi 2013. Important rules that might be missed when reading the rulebook are repeated. You do not need to read this document to play the game. However, if you are uncertain about a specific card you can look it up here.

Updates in the latest version are marked red, second latest are marked orange, and all updates after version 1.0 have a [note] showing the latest update.

References (Like “See Golden Age/Bonus”) are links, so in the pdf version you can click them.

**General**

**First game**

Try to not have any workers undeployed at the end of any round, especially at the end of the first round. Avoid building so much on wonders that you can not deploy all your workers.

It is important to not over-commit on Strength, Stability and Books. At the end of the first round you should (as a beginner) produce at least 3 Stone, 3 Gold and 2 Food. Try to improve your workers.

**Components**

If your boards are slightly concave you can lightly flex them the other way to make them flat.

**Production**

Resources are produced before they are consumed, so there is for example no need to have a buffer from last round to feed your military. Remember that square effects (Strength and Stability) are immediately taken into account, for example decrease Stability by 1 when you deploy a worker on Jaguar Warriors (Stability -1) and increase it by 1 when the worker is undeployed. During production Stability is not changed at all due to having a worker on Jaguar Warrior. You may not voluntarily spend more resources than you have and lose VP, this can only happen when you are forced to lose something. [1.2]

**Architects**

All architects are cleared from the architects space before placing new ones there at the start of a round. Architects never accumulate, so any that are not used during a round (private or public) are lost.

**Cards**

In this document the card pack of cards that are not in the basic card pack are shown by these symbols:

+ : Advanced card
x : Expert card
o : Promo card

during the Production phase you get 2 extra Stone. You get nothing if shared strongest.

“If X: remove” : If you at any moment, even during the brief moment when someone undeploys a worker to deploy in another building or military, condition X is fulfilled, you must remove the card and lose the effects of it.

**Resource loss**

Worst case example:

At the start of the production phase you have 2 food and 3 books. You produce no books. You must pay 3 food, but only have 2. You pay 2 food, lose 1 VP due to lack of food, and pay 1 book (because it was 1 food you could not pay). After production you have 6 stone.

A war was purchased this round and you are defeated, causing a loss of 1 VP and 3 food (your stability is 0, so not reducing the effects). You lose the 1 VP and, because you have no food, must lose 3 books instead, but you do not lose a point from lack of food as you have already lost a point from food this round. You lose 2 books, lose 1 VP due to lack of books, and pay 1 stone.

The famine is -2 food. Because you have no food, you must make up the difference in books. Because you have no books, you must make up the difference in any other resources. You do not lose a point for food or books, as you have already lost points for both of them this round. You lose 2 of any other resource (or combination of resources) to pay for the famine.

In total, you have lost 1 VP for lack of food, 1 VP for lack of books, and 1 VP for the war. You have 0 food, 0 books, and 3 stone. In the next round you may once again lose VP for food and books.

In the even more extreme case when you have paid all your resources, paid 1 VP penalty for not having enough of the resource and 1 VP penalty for not having enough books, paid all the rest of your resources and still should pay more. Then you get no further penalty, same as in the case of having 0 VP you cannot lose more VP. [1.3]
**B-sides**

**Greece**
Special effect: see Golden Age/Bonus.

**China**
Special effect: If you pass first you receive 1 Food extra. Technically you receive this during the Production phase, but to make it easier to remember you can normally take it just when you have passed. You can only receive a maximum of 1 Food for passing first. On 5 players you receive the bonus if you pass first or second.

**Rome**
The 2 Strength is always active, you cannot deploy a worker on it. This means you start the game with 2 Strength. [1.4]

**Advisor**
The large square or round values at the bottom of most advisors are permanent effect (square) or production effects (round) that you benefit from as long as you have the advisor and regardless of any other effect on the advisor.

**Antiquity**

**Augustus** – See Most and least.
**Hatshepsut** – You must have Hatshepsut at the moment your Wonder is ready to get 3 Books, you get no bonus for previously finished wonders when taking Hatshepsut.
When completing Titanic you get the bonus even if you lose Hatshepsut to it. [1.3]
**Qin Shi Huang** – See Most and least.
**Saint Augustine** – See Most and least.
+**Archimedes** – You can take an architect from the supply once per round and use it as a normal architect. You can use this effect in the round you buy Archimedes.
+**Boudica** – You may have Strength from other cards, but if you have at least 1 worker deployed on a military card you immediately lose Boudica, see Most and least.
+**Cyrus the Great** – You produce the bonus gold (remember, only in the production phase) if you bought at least one Colony during this round, no extra for buying more than one.
+**Buddha** – You must skip your first turn only if you had Buddha since the last round, not if you buy Buddha as your first action in a round. In the solo game you must roll after skipping your turn. [1.4]
+**Hannibal** – Your raid values count as 1 higher, so when you buy a battle you get 1 more resource than what you would have received normally. Other Nations have to pay 1 Gold more than the normal cost when they buy battles.
+**Sun Tzu** – You take one turn, and then another turn, instead of your first turn in a round. You must have Sun Tzu since the last round to benefit from the effect, buying Sun Tzu as your first action does not give you another immediate action.
If you have Sun Tzu at the beginning of your first action in a round you get both actions, even if you replace Sun Tzu with the first of your two actions.
In the solo game you always roll for the shadow after benefiting from the Sun Tzu effect even if you only deploy workers on buildings. [1.4]

**Medieval**

**Anna Komnene** – Treat all negative production and Stability per-worker effects on your military cards as if they do not exist.
**Harald Hardrada** – See Most and least.
**Sejong the Great** – When you buy a Golden Age you get 2 Stone. This is different from Golden Age/Bonus. [1.1]
**Thomas Aquino** – See Most and least.
+**Abu Bakr** – Regardless of what resource you choose when you buy a Battle, you get 2 books extra.
+**Eleanor of Aquitaine** – You get the bonus gold if you bought at least one Colony during this round, no extra for buying more than one.
+**Mansa Musa** – You must have Mansa Musa at the start of your action to benefit from the effects, spending your last Gold to buy him does not give you his effect. If you use your last gold to buy another advisor you get the effect. [1.1] You can get the bonus multiple times in a round if you go down to 0 gold and then generate more, then spend all again. [1.2] You must spend your gold as an action, not lose it, to get the effect. [1.4]
+**Alhazen** – Once per round you can use a full action to choose two cards on the Progress Board. These two cards switch places with each other. As normal you may not take any more action, notably you can not buy any card this turn. Next time it is your turn you may buy cards normally.
+**Genghis Khan** – All Nations, including you, have 3 Stability less as long as you have Genghis Khan.
+**Marco Polo** – You can trade with the supply, 2 Food or 2 Stone to get 4 Gold.

**Renaissance**

**Elizabeth** – The bonus Strength is only counted when checking if you are hit by the war, not for any other purpose.
**Galileo Galilei** – You only skip paying the normal gold cost to buy the card. If you buy a Golden Age and want to buy VP you must pay that cost normally.
**Isabella** – The bonus is for every colony from Renaissance (age 3) onwards. No bonus for colonies from age 1.2 or 4.
**Montezuma** – This is an immediate effect when buying a War or Battle.
+**Martin Luther** – Any Nation, including you, that is defeated by a War must pay 4 additional food. This 4 food is added to the resource loss incurred by the War. Choose what resources to mitigate with Stability in reverse player order. Effects of stability may be split to reduce part of the loss from Martin Luther and part of the normal resource loss from the War.
+**Pocahontas** – The increase in requirement to conquer colonies is in effect for you as well.
+**Tokugawa** – The bonus is per card from the current age, so during round 5 and 6 Renaissance cards are counted, during round 7 and 8 Industrial cards.
+**Niccolo Machiavelli** – You must show both historical event cards to all players.
+**Peter the Great** – Choose one of the 3 resource bonuses if your Strength is more than the Strength of the War.
+**Suleiman I** – As long as you are strongest (and have workers you can take) you may take a worker each time it is your turn.

**Industrial**

**Florence Nightingale** – You will still lose books if lacking resources (or other resources if lacking books). No effect on War.
**Frederick the Great** – Minimum cost to deploy is 1 stone.
**Lin Zexu**
**Marie Antoinette**
+**Abraham Lincoln** – As long as you have workers you can take you may take a worker each time it is
your turn.
+ **Benjamin Disraeli** - You get the bonus food if you bought at least one Colony during this round, no extra for buying more than one.
+ **Marie Curie** - You can take an architect from the supply twice per round and use it as a normal architect. You can use this effect in the round you buy Marie Curie.
⨯ **Alfred Nobel** - The two effects are separate. Even if you have no workers on Industrial (age 4) buildings, you may still not buy War. You only get the stone bonus during the production phase.
⨯ **Shaka Zulu** - Other Nations get the bonus when buying a colony, not you.
⨯ **Simon Bolivar**
○ **Nikola Tesla** - This action may be performed as many times as you want in a round, but only one time per turn. Use the die for the solo game.

### Battle

Remember that you only benefit from the best Raid value if you have at least 1 worker on that military card. Having more than 1 worker on a card makes no difference, you never get multiples of the Battle effects.

### Antiquity

- **Battle of Cannae**
- **Battle of Kadesh**
- **Siege of Alesia**
- **Siege of Troy**
 ^= **Battle of Thermopylae**
 ^= **Milvian Bridge**
⨯ **Battle of Issus**
⨯ **Crossing the Alps**

### Medieval

- **Battle of Agincourt**
- **Battle of Hastings**
- **Battle of Poitiers**
- **Battle of Tanneberg**
 ^= **Battle of Manzikert**
 ^= **The Horns of Hattin**
⨯ **Battle of Ain Jalut**
⨯ **Siege of Constantinople**

### Renaissance

- **Battle of Poltava**
- **Fall of Constantinople**
- **La Noche Triste**
- **Siege of Rhodes**
 ^= **Battle of Cajamarca**
 ^= **Battle of Noryang**
⨯ **Fall of Louisburg**
⨯ **Siege of Vienna**

### Industrial

- **Battle of Tsushima**
- **Battle of Waterloo**
- **Fashoda Incident**
- **Surrender at Yorktown**
 ^= **Battle of Austerlitz**
 ^= **Battle of Borodino**
⨯ **Battle of Trafalgar**
⨯ **Battle of Balaklava**

### Building

**Start**

- **Farm**
- **Quarry**
- **Caravan**
- **Temple**

### Antiquity

- **Aqueduct**
- **Brewery**
- **City Wall**
- **Forum**
- **Lighthouse**
- **Lyceum**
- **Synagogue**
- **Ziggurat**
 ^= **Granary**
 ^= **Mine**
 ^= **Pagoda**
⨯ **Confucian Academy**
⨯ **Forge**
⨯ **Library**

### Medieval

- **Cathedral**
- **Madrasa**
- **Market**
- **Monastery**
- **Mosque**
- **University**
- **Watermill**
- **Windmill**
 ^= **Ball Court**
 ^= **Castle**
 ^= **Guild hall**
⨯ **Hippodrome**
⨯ **Mint**
⨯ **Ocean Fishing**

### Renaissance

- **Colonial Trading**
- **Courthouse**
- **Dike**
- **Observatory**
- **Parliament**
- **Sawmill**
- **Terrace Farming**
- **Theatre**
 ^= **Bank**
 ^= **Sacrificial Altar**
 ^= **Shipyard**
⨯ **Chateau**
⨯ **Hammam**
⨯ **Printing Press**

### Colony

- **Hispania**
- **Israel**
- **Macedonia**
- **Nubia**
 ^= **BABYLONIA**
 ^= **Gaul**
⨯ **Armenia**
⨯ **Hindu Kush**

### Industrial

- **Factory**
- **Hospital**
- **Hydro Plant**
- ** Penal Colony**
- **Railroad**
- **Urban Center**
- **Voortrekker**
- **Zeppelin**
 ^= **Engineering School**
 ^= **Sewer System**
 ^= **Stock Exchange**
⨯ **Coal Mine**
⨯ **National Park**
⨯ **Radio**

### Grand Duchy of Finland

- This special action allows you to skip a turn without passing.
**Golden Age**

**Bonus**
Golden Age Bonus X means you get X more of the same resource you get from a Golden Age you buy, or if you pay resources to get the VP you pay X less. Minimum 0, you can not gain resources from buying VP. If you have several Golden Age bonus effects they all apply, so if you have both bonus 1 and bonus 2 you effectively have Golden Age bonus 3.

**Antiquity**
- Aeneid
- Iron Working
- Map Making
- The Bible
- Silk
- The Odyssey
- Coinage
- Mahabharata

**Medieval**
- Compass
- Divina Comedia
- Heavy Plough
- Magna Carta
- Spectacles
- Three Kingdoms
- Gunpowder
- The Quoran

**Renaissance**
- Clocks
- Gutenberg bible
- Microscope
- Romeo and Juliet
- Don Quixote
- Telescope
- Principia
- Thermometer

**Industrial**
- Das Kapital
- Dynamite
- Origin of Species
- Vaccine
- Candidate
- Electricity
- Kalevala
- Spinning Jenny

**Military**
- Axeman

**Antiquesty**
- Chariot
- Hoplite
- Immortal
- Legionary

**Medieval**
- Camel Archer
- Cho-Ko-Nu
- Horse Archer
- Longboats
- Knight
- Longbowman
- Cataphract
- Greek Fire Galley

**Wonder**
You can place a ready Wonder over an existing wonder, even if you have free wonder slots (exception: Mechanical Turk). A wonder effect that happens when a wonder is ready is performed even if the new wonder replaces the wonder with that effect. [1.4]

**Antiquity**
- Colosseum
  - You may complete this wonder even if you do not have 2 food to pay, but then you will have to pay 1 VP plus books for the food you could not pay. [1.3]
- Hanging Gardens
- Pyramids
- Stonehenge
  - +Great Lighthouse
  - Every time you pay 3 Gold for a card you buy (normally a card from row 3) you get 1 Book. If another Nation has Hannibal also Battles from row 2.
  - +Sphinx
  - For every Wonder you complete after Sphinx you get 5 Stone.
  - +The Oracle
  - ×Solomon's Temple
  - Score for this at the same time as you score for Books. This means you can get maximum 4 VP if you build Solomon's Temple in Antiquite and are not defeated by a War during the whole game.
  - ×Terracotta Army
  - All Nations with the least Stability when Terracotta Army is ready (even you) lose 4 Gold.
  - ×Petra
  - You can trade with the supply, 1 Food for 3 Books or 3 Gold or 3 Stone.

**Medieval**
- Alhambra
  - You can take an architect from the supply once per round and use it as a normal architect.
- Notre Dame
  - See Most and least
- Porcelain Tower
  - If you lose your advisor through any effect and you have two advisors, you lose both. If you lose the advisor placed on Porcelain Tower you can place a new one on it. An advisor on Porcelain Tower can be replaced by...
another advisor, or both advisor and Porcelain Tower can be replaced by ready Wonder.

**Sankore University**
+ *Ampkor Wat* - See Most and least.
+ *Chichen Itza* - You get the VP immediately, regardless of Strength or if any Nations (even you) will be defeated.
+ *Moai Statues*  
  × *Krat des Chevaliers*
+ *Great Wall* – If you pass first you are only protected against the 1 VP loss directly incurred by the war; it has no effect on resource loss or lack of resource VP loss.
+ *Piazza San Marco* - You can trade with the supply, 2 Gold for 5 Books or 5 Food or 5 Stone.
  *Hagia Sophia* - See Most and least.

**Renaissance**

*Machu Picchu*

*Sistine Chapel* – You get the books when you hire an architect normally to build on a wonder, you cannot hire architects without building on a wonder. [1.2]

**Taj Mahal**

**Versailles** – For the rest of the round when Versailles is finished you count as having the least Stability, same as nations in revolt. This holds for both events and other effects.

Your Stability marker is not moved, for both events and other effects. You may deploy one worker on this card even if it is you who builds Brandenburg Gate.

**British Museum** - The Nation with the least Stability loses 10 books, even if it is you who builds British Museum.

**MIT** – Just when you have bought and placed a new building card you may deploy one worker on this card without paying the normal stone cost. A worker may be undeployed to deploy it in this way.

**Statue of Liberty** – This happens only in the final scoring. You must have more workers than all others to get the bonus.

**Titanic** - Every Nation chooses to either pay 4 Gold or remove their advisor in reverse player order. If you do not have an advisor you must pay 4 gold (losing VP an books as normal if you are unable to pay). Remove both advisors if you have Porcelain Tower and do not pay the gold.

**Event**

Remember that to win positive effects you must be the best to get it, but for negative effects all will suffer.

Remember the rules for 5 players, see page 21.

Remember that choices all must do are performed in reverse player order.

Workers are never removed from the Player board.

Stability only reduces losses from defeat in war, it does not reduce losses from event effects. [1.3]

Effects only happen once, except if there is a special note. Note this especially for effects that start with “May”, you may only make that choice once. [1.4]

**Antiquity**

**Aryan Migration**

**Ashokas conversion** – Workers are undeployed, so will be available to deploy next round. Several may be undeployed. Done in reverse player order. [1.4]

**Assyrian deportations**

**Atilla**

**Bread and Games**

**Bronze Age Collapse** – The Nation with most Strength is safe, as well as the Nation with most Stability. If one Nation is both strongest and most stable it is safe. Others lose 1 VP.

**Christianity** – This is a choice, you do not have to do it even if you can.

**Code of Hammurabi**

**Exodus**

**Han dynasty** – Taking this is a choice, but you must take both or none.

**Hellenism** – If most Strength is shared all lose 2 Food.

**Ionian Colonisation**

**Jain Ascetism** – If you lost any VP due to being defeated by War or lost any VP when paying resources when defeated by War, get those VP back. Remember you must pay as much resources as you can before paying Books+1VP for not having enough. Most stability does NOT get VP others lost to war. [1.4]

**Olympic games** – This reordering comes after the new player order has been determined. On 5 players, the Nations with most Stability foes first, secondmost goes second. Ties are broken by player order.

**Pax Romana**

**Philosophy**

**Qin Unification** – All Nations with more Strength than the War Strength this round get 1 VP. If no War was bought then nothing happens.

**Spartacus revolt** – This reordering comes after the new player order has been determined.

**Rigveda** – To make tracking this easier you can in most situations take the Book immediately when you buy a War or Battle.

**Sea Peoples** – You may only remove an architect on a wonder under construction, not an architect that you have access to use (like the one provided by Archimedes).

**Shang Oracle Bones**

**Taoism**

**Yellow Turban Rebellion**

**Zoroastrian revival** – This is a
choice for the Nation with most Stability. Either you get 4 Stone or the others lose 3 Food. If shared most then nothing happens. On 5 players the Nations with most Stability makes the choice, player order breaks ties.

Medieval

Benedictine Rule
Black Death – Errata: "Remove" should be "Return". Worker is placed into the Population track, you choose where. If no worker has been taken you place it on top of either side and take it first when you grow.

Caste system
Chanson de Roland
Council of Clermont
Ecological Collapse - This reordering comes after the new player order has been determined. All choices before the player order is updated. All who paid will go before all who did not pay, but relative player order in those groups stay the same.

Feudal dues – Errata: "turn order" should be "player order". Skip the Player order phase this round.

Fourth Crusade - Nation with least Strength only loses books if Nation with most Strength paid the gold. If most Strength does not (or cannot) pay gold then nothing happens. In a 5-player game the Nation with the most Strength makes the choice (and if tied the player of those that is first in player order), the bonus then applies to both strongest Nations. The negative effect applies normally to the two Nations with the least Strength.

Hajj from Mali - If you have 2 or less Gold then nothing happens.

Hanseatic Salt Trade
Hunt for Prester John
Iconoclasm – You lose both 2 Food and 2 Gold.

Imperial Examination
Justinian Code
Martyrdom of Ali

Paper Money
Peace of God – If no War was bought then nothing happens.

Raid on Lindisfarne
Religious Schism
Sack of Baghdad
Scholasticism

Song Resistance – If you lost any resources or VP due to being defeated by War, get all that back including penalties for not having enough of a resource.

Stupor Mundi – To keep track of this you can temporarily keep Golden Age cards you buy this round next to your player board.

Zanj Revolt - This reordering comes after the new player order has been determined.

Renaissance

Absolute Monarchy - You cannot discard an advisor on its own, it must be replaced with a new advisor.

African Slave Trade
Blackbeard
City Upon a Hill

Columbian Exchange
Council of Trent
Crop Rotation
Dutch Revolt - This reordering comes after the new player order has been determined.

Expulsion of Jews
Glorious revolution – This is a choice, you either do both or nothing happens. On 5 players the Nation with the secondmost Stability the choice is done in reverse player order. If both make the choice then second most goes last and most stability goes second last.

Habeas Corpus Act
Janissaries – Taking this is a choice, but you must take both or none.

Kangxi Era – This reordering comes after the new player order has been determined.

Little Ice Age – This is a choice, done in reverse player order.

Magellan’s expedition – This is for every Colony bought this round, so you can get it multiple times. Note that not only only get the gold when the event happens.

Mercantilism – This is a choice, done in reverse player order. You can underdeploy multiple workers. The workers go to your available workers area.

Munster Revolt – This reordering comes after the new player order has been determined.

Papal Indulgence – The free architect comes from the supply, must be used immediately or be lost and does not cost any stone to use. If most Stability is shared all pay 2 gold.

Peace of Westphalia - This reordering comes after the new player order has been determined.

Pilgrims - Most Food must take the worker, there is no choice. If shared most then nothing happens.

Salem Witch Trials – Remove both advisors if you have Porcelain Tower.

Sinking of the Vasa – This is a choice. If several share least Stability the choice is done in reverse player order. You cannot have less than 0 Strength, even temporarily.

Spice Trade
Tulip Mania

Industrial

American revolution – This is not a choice, if you have a Colony you must remove it.

Anarchism – Remove both advisors if you have Porcelain Tower.

Californian Gold Rush

Dreyfus Affair

Emigration – Errata: “Remove” should be “Return”. Worker is placed into the Population track, you choose where. If no worker has been taken you place it on top of either side and take it first when you grow.

Entente Cordiale – The workers may be deployed to different military cards. You may underdeploy workers to be able to deploy them. If you have Porcelain Tower and two advisors you must remove both.

General strike

Great Exhibition - The free architects come from the supply, must be used immediately or be lost and does not cost any stone to use.

Industrial Revolution – To win this you must have more workers deployed in Industrial (age 4) buildings than all others, if shared nothing happens.

Irish Potato Blight

Krakatoa

March to Moscow – This is not a choice, if you have a Colony you must remove it.

Romanticism

Scramble for Africa – You only get 1 VP if you have at least 1 Industrial (age 4) Colony, not more if you have more than 1 and nothing if you only have older colonies.

Sepoy Mutiny – This reordering comes after the new player order has been determined.

Sick Man of Europe

Sokoto Caliphate – This is a choice, done in reverse player order.

Taiping Rebellion – This reordering comes after the new player order has been determined.

Tennis Court Oath

Tonghak movement – You both lose the books and gain the stone.

Weltpolitik – You get both 5 gold and 5 stone per Industrial (age 4) Colony, nothing for older colonies.

Women’s Suffrage
FAQ

Buildings and military
Q: Can you build the same building/military card several times? A: Yes. All buildings and military are unique, but when playing with the builds you can have 2 of the same card.
Q: Can you place many workers on a building/military? A: Yes, but only one per action. [1.3]
Q: Do you get VP for placing a worker on a building/military? A: No. VP for workers and military are only scored at the end of the game.

5 players
Q: In a 5-player game with 2 Nations having the most Strength, who gets the bonus from a strongest Nation event? A: Both.
Q: In a 5-player game with 3 Nations having the most Strength, who gets the bonus from a strongest Nation event? A: None.

Solo game
Q: What does the Books on the solo tiles mean? A: That is how many books the shadow opponent gains at the start of this round. Depending on the actions shown on a roll of 5 or 6 there might be further changes to the total amount of Books the shadow opponent has this round.
Q: Is the shadow opponent affected by war? A: No, it does not even lose books. [1.2]
Q: Should I roll the die after every action? A: Yes, except after deploying a worker to a building. [1.3]
Q: If I am second in player order and pass as my first action, will the shadow player roll at all? A: Yes, the shadow player rolls the die before you take an action. It does not matter for that roll if you pass or deploy a worker on a building (actions that are not followed by a roll) as your first action. [1.3]
Q: Are the strength and stability values for the shadow accumulated? A: No, they are reset every time you draw a new solo event tile. [1.3]
Q: If a war has been bought or rolled, what happens if I roll a column with a war again? A: It is discarded, like in the normal game only 1 war can be bought each round. The die roll of the shadow represents it buying cards. [1.4]
Q: Is the effect applied each time you roll a 5 or 6, or only the first? A: Every time. [1.4]

Other
Q: What happens when I take a worker? A: You either have to pay 3 food in every production phase or your stability decreases by 3. There is no other type of payment for taking a worker, except the lost opportunity to take your bonus.
Q: When does "Scoring" happen, like on Statue of Liberty? (Scoring: +2 VP if most workers) A: It is the end of game scoring. Any other scoring is listed differently, like "End of each age: +1 VP" on Solomon's Temple.
Q: How are "Used" markers placed? A: Only place "Used" markers on a card if the action has a limit on the number of turns it can be used in a round, for example "Action, 1 per round". If a card has "Action", but no limit, you can use it several times in a round.
Q: How many rounds is the game? A: 8. 4 ages and each age is 2 rounds. At the end of each age is a small scoring for Books, with a reminder in the form of a VP marker on the score board.
Q: If I move a worker from a Temple (Stability 1) to a Ziggurat (Stability 2), is my Stability reduced by 1 before being increased by 2? A: Yes, as the worker is first undeployed (not an action) and then deployed. You might risk losing an advisor that depends on not having the lowest Stability (for example Qin Shi Huang).
Q: How is player order determined for Nations in revolt? A: All players in revolt count as lowest and equal, so no change in turn order for those with equal strength that are also in revolt. This is true for a player that just completed Versailles as well. [1.1]
Q: How is negative Stability counted at the end of the game? A: It is summed up as normal, so negative Stability reduces your total for resources. [1.1]
Q: Is row 1 on the progress board different from row 2 and 3? A: No, you use the number of columns indicated depending on the number of players, same number of cards on all rows. [1.3]

Design
Q: Page 15, what is the o in "It is impossible for any nation to suffer any losses due to strength o war."? A: That o is a 0.
Q: Why is the 4th age indicated by "II II" instead of "IV" at the bottom? A: IV was indeed the logical choice, and that's what we had there originally. However, we changed it first to IIII cause the printer told us that a slight miss cutting of the cards would either take out the bottom of the V away, or the V would be too high. Later, IIII was sometimes mixed with III, so we decided to make them II II.