

RECALL

Cultures rise and fall. But your time is now.
Embrace the wisdom of those who preceded you.
Explore, build and guide your tribe toward the future.
Yet all life is fleeting. Nothing lasts forever, and others
will inhabit these lands long after you have passed.
What legacy will you leave for your
successors to recall you by?

General components

1 main board
1 time board
6 path cards
10 objective cards
14 tribe cards
12 region tiles
8 monument tiles
6 light bonus chips
6 dark bonus chips

24 upgrade tiles
24 crate tiles
18 gadget tiles
42 key cards [15 yellow,
15 green, 12 gray]
1 hourglass token
28 relicubes [7 each of
white, gray, black and
brown]

27 ability stones [9
each of white, gray and
black]
40 crystals
1 cloth bag
0 quantum randomizers
[unfortunately]

Player components

4 dual layer player
boards
4 x 2 starting key cards
4 x 3 ability lock tiles
4 x 4 ability stones
4 x 6 green aid cubes
4 x 7 marker disks
4 x 14 followers
4 x 3 large followers

4 x 6 vaults
4 x 6 workshops
4 x 5 monuments

Tribe components

4 rafts [Finder]
9 islands [Enterin]
9 rings [Norther]
9 pig farms [Dorian]
10 pigs [Dorian]

COMPONENTS AND GENERAL SETUP

1

Place the **main board** in the middle of the table.

2



Shuffle the 6 **light bonus chips** and place one face up on each bonus space along the knowledge tracks.

3



Shuffle the 6 **dark bonus chips** and place one face up on each bonus space along the left side of the board.

4



Shuffle the 6 path cards and place them face up in a random order along the side of the main board, one card outside each of the six path slots.

For your first game, use only the A-sides. For subsequent games, you can use any combination of A- and B-sides.

5



Shuffle the 8 **monument tiles** and place 5 of them face up in the designated hexes. Return the remaining 3 tiles to the game box, they will not be used.

6



Shuffle the 24 **crate tiles** and place them in a face down stack on their designated space.

7



Sort the 24 **upgrade tiles** by letter and make one stack for each letter (A-F). Place the stacks in a random order below the main board, so that there are one stack next to each of the 6 **upgrade symbols** on the scoring track.

8



Sort the 42 **key cards** by color and form the **key card display** as follows:

Sort the 15 yellow key cards by type and place them in 3 faceup stacks. Shuffle the 15 green and 12 gray key cards separately into two facedown stacks. Then reveal 3 green and 3 gray key cards and place them face up in the display.

9



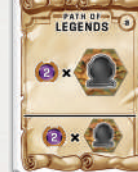
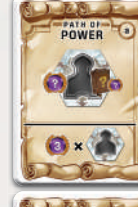
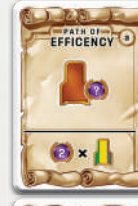
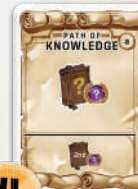
Place 4 **relicubes** [one of each color] in the lower right section.

10

Put the remaining 24 **relicubes** and the 27 white, gray and black **ability stones** into the **bag**.



4



11



Place the two **starting region tiles** [identified by the 'S' on the back side] face up and in a random orientation on the two designated spaces on the main board.

In a solo or 2-player game: Place the rightmost starting region tile face down!



Shuffle the remaining 10 **region tiles** and place them face down on the remaining region spaces on the main board.



12

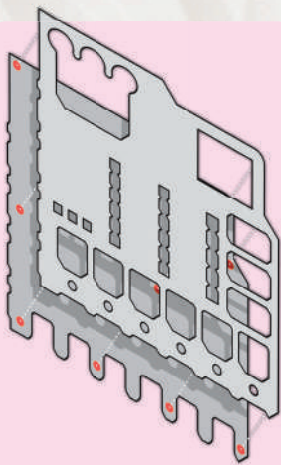
Fill the starting regions: Draw **relicubes** from the bag and place one on each **relicube** symbol on the starting region tiles. Draw and place 3 **ability stones** on each excavation site on the starting region tiles.



13

Put the 10 **pigs** and the 31 **tribe specific tiles** [9 pig farms, 9 islands, 4 rafts, 9 rings] aside for now. These will only be used if the corresponding tribe enters play.





Before your first game: Assemble the four player boards, using the included dual layer stickers. Put stickers on the 10 red circles on the bottom layer. Then add a top layer. Make sure all edges align, and remember to remove all white pieces from the top layer before assembling!



PLAYER SETUP

Each player takes a **player board** and the player components in their color.

A Take 4 **ability stones** in your color. Place 1 on your player board, and one beside each knowledge track on the main board.

B Place your 7 **marker discs** on the main board: 1 on the start of the **culture track**, 1 on each of the starting steps of the three **knowledge tracks**, and 1 in each of the 3 **path sections**.

C Place the 3 **ability lock tiles** in your color on your player board.

D Place your buildings on your player board

6 vaults

6 workshops

5 monuments



E Take 10 **crystals**, 2 white **starting key cards**, 6 green **aid cubes**, 14 **followers** and 3 **large followers**, and place them next to your player board as a supply.

F Place 3 of your **crystals** in your lowermost crystal storage.

G Shuffle the 10 **objective cards** and deal 2 cards to each player. *Keep your objective cards secret.*

H Use a quantum randomizer to pick a random player. If your future self has still not found a way to deliver such a device to you, determine the **starting player** in any other way you find appropriate. The starting player places the **time board** to their right. Place the **hourglass** on the first space.

I Each player places 3 **followers** on the main board, on the **starting space** corresponding to their number in the player order (clockwise from the starting player).

For changes in a solo game see page 13.

CHOOSE YOUR TRIBES

Shuffle the 14 **tribe** cards and the 18 **gadget** tiles separately. Place a number of tribe cards (one more than the number of players) face up on the table and then place one gadget tile face up next to each tribe card.

Beginning with the player seated to the *right* of the starting player, then continuing *counterclockwise*, each player chooses a tribe card and its attached gadget tile.



Place your chosen **tribe card** and **gadget tile** in the indicated slots to the left of your player board.

Return the unchosen tribe card and gadget tile to their respective stacks.

When playing with new players, you may instead just deal a random tribe card and a random gadget tile to each player.



Shuffle the remaining tribe cards and place 1 card face down on each tribe space on the main board.



Shuffle the remaining gadget tiles and place a stack of 4 face down tiles on each gadget space on the main board.

Return the remaining tribe cards and gadgets to the game box without looking at them.

You are now ready to begin.

You may want to try the digital companion. The companion lets you explore ancient tribes played by other players and archive your own tribes for others to find! Use the QR code or go to this website for further instructions:

recallcompanion.com



Register the players' own starting tribes, and you are ready to play. When using the digital companion, you do not need to set up the ancient tribes until they are discovered [see page 11].

GOAL OF THE GAME

Players compete to make their tribes the most cultured and knowledgeable. Exploring and settling the lands, you will gather knowledge of ancient tribes and make your own tribe prosper.

By advancing on the three knowledge tracks, you learn about three ancient civilizations and may gain access to their abilities and technologies. Three times during the game, players must choose to specialize in one of the **path cards** (the end game scorings). At the end of the game all players score culture points from the 6 path cards and their individual objective cards, and the player with the most culture points wins the game.

HOW TO PLAY

The game is played over 17 rounds (13 regular and 4 special rounds). Each round, the starting player takes the first turn, then the other players follow in a clockwise order. Each time the turn comes back to the starting player, they advance the hourglass token on the time board before they take their next turn (the starting player does not change).

ON YOUR TURN

On your turn you must either:

- **USE A KEYCARD**
to perform actions on the board

OR

- **RECALL**
to produce resources and regain your keycards

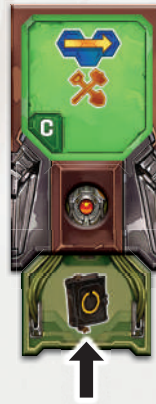
In addition, you may use any number of **FREE ACTIONS** during your turn.

USE A KEYCARD

Insert one of your available **keycards** in a vacant slot along the lower side of your player board. This activates both the **keycard** and the **action box** directly above the used slot.

Use all effects shown on the keycard and in the activated action box. Then your turn ends.

All effects are optional, and you may take them in any order you prefer. All effects are explained on pages 8-11. Note that your two starting keycards do not have any effects.



Tip: You may use the green aid cubes to keep track of which effects you have activated on your keycard and/or action box by placing cubes on each effect as they are completed. Remove the aid cubes at the end of your turn.

ACTION BOXES

Action boxes are activated when you use a **keycard**. Action boxes may be improved through the installation of **upgrade tiles** (see Culture points on page 10). At the beginning of the game, the following action box effects are available. *The concepts of **crystals**, **followers** and **movement** are described in detail on page 8 and 10.*



A : Gain 2 followers. You may pay crystals to gain up to 4 additional followers, as shown on your player board.

You may also remove any number of followers from the board to gain 1 white crystal for each removed follower.

Example: Anna places 2 new followers. She then pays 2 white and 1 red crystal to place 4 additional followers. She also removes 1 other follower from the board to gain 1 white crystal.



B : **Move** twice, or pay 1 crystal (white, red or purple) to move 3, 4 or 5 times. Note that you cannot pay more than one crystal to improve your movement. In addition, you may perform 1 **develop action** (see page 8).



C : You may perform 1 **water movement** and 1 **develop action**.



D : Either **move** 2 times, take 2 **develop actions**, or **move** 1 time and take 1 **develop action**.



E : You may **move** once, **reveal** one face down region tile (see below), and perform one **develop action**.



F : Pay 1 white crystal to copy the effect of an action box that has already been activated by a keycard. You must have used at least one other action box before you can use this one.

REVEAL



REVEAL: By activating Action box E, you may reveal one face-down region tile. To do this, you must have **presence** on any adjacent region tile. Reveal the chosen region tile and place it face up in any orientation you prefer. Then you score 1 point for each player (including yourself) that has **presence** on at least one region tile adjacent to the newly revealed tile. Advance your marker on the culture track accordingly.

Presence: A player is considered to have **presence** on a region tile if they have at least one follower and/or building anywhere on that tile.

After placing the tile, check if there are any **relicube symbols** or **excavation sites** on the new tile: From the bag, draw and place one random **relicube** on each relicube symbol, and 3 **ability stones** on each excavation site.



Example: Anna (red) activates the action box E. She reveals a region tile adjacent to a region tile with her follower, placing it face-up. Anna scores 3 points because 3 players (yellow, red and blue) have presence in regions adjacent to the revealed tile. After placing the tile, she draws 2 relicubes from the bag and places them on the relicube symbols, and 3 ability stones that are placed on the excavation site.

RECALL

Instead of using a keycard, you can decide to **Recall**: Take back all your used keycards from underneath your player board and place them next to your player board, ready to be used again. For each used keycard you removed, you may activate the effect of one visible **production space** (red rectangular space) on your player board.

At the beginning of the game, you have three available production spaces, but more are revealed as you construct buildings. Each production space may only be activated once during a single Recall action.

Finally, recharge all your ability stones by placing them back in the ability stone section on your player board.

Note: You may carry out any free actions during a recall action, including using ability stones. However, once you have recharged your ability stones, you cannot use them for the remainder of this turn.



3 used key cards lets you activate 3 production spaces.

TIP: You may use the green aid cubes to keep track of which production spaces you activate. Remove them at the end of your turn.



FREE ACTIONS

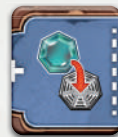
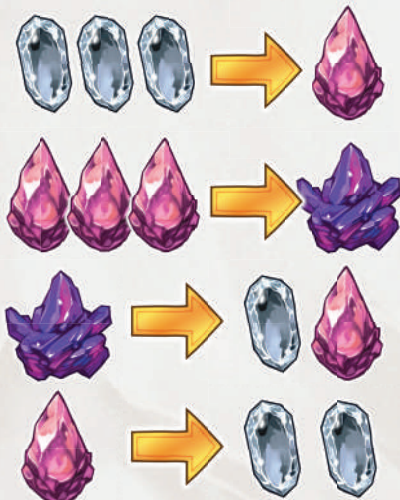
Free actions can be carried out at any time, and as often as you like, even when you recall or during special rounds (see page 11).



USE A CRATE: Reveal one of your crate tiles and take the shown effect. Put the used crate tile in a discard pile next to the stack of crate tiles.



CONVERT CRYSTALS: At any time, you may convert 3 crystals of one type into 1 crystal of the next higher order [e.g. turn in 3 red crystals to gain 1 purple crystal], or convert an upgraded crystal into crystals of lower orders (as shown on your player board).



USE ABILITY STONES: Ability stones are used to activate your **tribe ability**, your **gadgets**, and any **ancient tribe abilities** that you have unlocked. To activate your tribe ability or one of your gadgets, place one stone onto the card or tile. To activate an unlocked ancient tribe ability (see page 11), place a stone on the unlocked activation space on your player board. The color of the ability stones used does not matter.

You may activate the same ability more than once, but this costs 1 additional stone for each subsequent activation (i.e. you must use 2 stones to activate an ability a second time, then another 3 stones to activate it a third time and so on). When you Recall and take back your ability stones, these costs are reset.



Abilities with this symbol can always be activated at the cost of 1 ability stone. Their costs do not increase with additional activations.

The effect of gadgets and tribes are described on pages 14-16.

Important: All tribe and gadget abilities that are used with specific triggers (for example the **GOLIAT** tribe ability, which is used when you activate a bonus chip) can only be activated once for each such trigger. To activate the ability again, the trigger must occur again (for example if you activate a second bonus chip).

COMMON EFFECTS

CRYSTALS



CRYSTALS: Crystals are the main resource in the game and come in three types: white (*raw*), red (*refined*), or purple (*pure*). When you gain a crystal, take a crystal marker from your supply and place it in your storage corresponding to the crystal's type.



When you spend a crystal, remove it from your storage and return it to the supply.



Certain effects let you upgrade a crystal. When you do, move a crystal marker from the white to the red storage, or from the red to the purple storage.

At the end of your turn, you cannot store more than 6 of each type of crystal.

The crystal markers are not meant to be limited. If you run out, use any other piece as a replacement.

FOLLOWERS



FOLLOWERS: Followers are required to carry out different actions on the board. When you gain new followers, you must place them in hexes where you already have followers and/or buildings (or in your starting space).



To spend a follower, remove it from the main board and return it to your supply.

You can use the large follower figures to represent 3 followers. You can convert between small and large figures at any time (3 small = 1 large).

If you would ever gain a follower, but there are none left in your supply, you don't get to place a new follower. However, you are allowed to take followers back to your supply at any time.

DEVELOP ACTIONS



Develop actions are mainly gained from your activated **action box**. Each develop action lets you **build** or **excavate** once in a hex where you have followers. To do this, you must pay a follower cost and possibly a crystal cost.

If you want to build, the **terrain** in the hex determines what building can be built. You can never build more than one building in each hex, but several players may build in the same hex. If you build adjacent to a **camp**, gain its reward.



Important: Each develop action may instead be used to upgrade 1 crystal to the next higher order [as indicated on your player board].

FOLLOWER COST: To build or excavate in a hex, remove 1 follower from that hex and return it to your supply. When building, you must pay 1 additional follower for each other player that already has a building in that hex. These other player(s) then gain 1 follower into that hex.

Note: You only pay additional followers when building. You never pay more than 1 follower when excavating.



Example: Helge (yellow) wants to build a monument. Because two other players have already built in this hex, Helge must remove 3 followers to build. The red and blue players each gain 1 follower into that hex.

CAMPS: Whenever you build (vault, workshop or monument) on a hex that is adjacent to a **camp**, you immediately gain the reward shown on the camp.

Important: Each player can only gain the reward from each camp once. Multiple players can gain the reward from the same camp, but each player only gains the reward for their first building adjacent to each camp. You do not gain a camp reward by excavating. If a new camp is revealed (see page 6) adjacent to an existing building, its owner gain the reward immediately.

Note: You are allowed to move onto camp hexes, but you cannot build or excavate there.



Anna builds a vault adjacent to two camps. She has already gained the reward from the left camp (when she built her monument), so she now only gains the reward from the right camp.



VAULT



VAULT: Pay the usual follower cost. Then take any one of your **vault** buildings from your player board and place it on the main board, on the vault hex. Gain the reward shown to the right of your chosen building on your player board. Placing a vault does not cost crystals. Your vaults can be built in any order.



If you chose the **relicube reward** (the lowermost reward), take one of the available relicubes from the lower right region of the main board (you need not pay any additional followers to take this relicube). Place the relicube on your player board and gain its corresponding reward.



MONUMENT



MONUMENT: Pay the usual follower cost. Your monuments must be built in order, starting with the lowermost and with increasing crystal costs. Take the monument from your player board and place it on the main board, onto the monument hex.

There are two types of monument hexes:



If you build in a monument hex preprinted on the game board, you score points at the end of the game depending on how far you have advanced on the shown knowledge track (see page 10).



If you build in a monument hex on a region tile, you must place a **monument tile** to determine the reward. If you are the first to build on that monument hex, take one of the available monument tiles and place it in the monument hex. You, and everyone else who later builds in this hex, gain the reward shown on that monument tile.



WORKSHOP



WORKSHOP: Pay the usual follower cost. A **workshop** can be built on a field, forest or mountain. To build, take the lowermost workshop from the section on your player board corresponding to your chosen terrain. Pay the shown crystal cost and place the workshop on the main board. *Note that within each terrain type, the lower workshop must be built first.*

From the display, take a **keycard** that matches the terrain of the built workshop (field = yellow, forest = green, mountain = gray). Place the keycard next to your player board. If you took a green or gray keycard, reveal a new keycard from the corresponding stack.

Note: The selection of keycards is limited to what is available in the display, and the display may run out of certain keycards.



EXCAVATION



EXCAVATION SITE: Excavating lets you pay 1 follower and 1 crystal to pick up 1 **ability stone** and gain **knowledge**, as follows:

If there are 3 ability stones on the site (e.g. when you are the first player to excavate here), you must pay 1 white crystal and advance 2 steps on the knowledge track that corresponds to the color of the chosen ability stone.

If there are 2 ability stones on the site, instead pay 1 red crystal and advance 3 steps on the knowledge track.

If there is only 1 ability stone on the site, pay 1 purple crystal and advance 4 steps on the knowledge track.

Place the chosen ability stone in the designated storage space on your player board.

Note: You are allowed to spend several develop actions on the same excavation site, but you only pick up one ability stone with each develop action.

Example: Kjetil wants to excavate at a site with 2 remaining ability stones. He uses two develop actions to excavate twice: With his first action he removes 1 follower, pays a red crystal, and takes the gray ability stone. For this, he moves 3 steps on the gray knowledge track. With his second action he removes another follower and takes the remaining black ability stone. He pays a purple crystal and advances 4 steps on the black knowledge track.

MOVEMENT



MOVEMENT: Each **move** lets you move a group of your followers from one hex to an adjacent hex (you can move all or just some of the followers you have there). A movement action with a number provides multiple moves, which can be used for different groups or to move the same group multiple times (picking up or dropping off followers along the way as you wish).

Normally, you are not allowed to move onto **water**, **volcanoes** or unrevealed (face-down) region tiles.

Note that the whole movement effect must be carried out at once, and you cannot interrupt a movement effect with other effects. For example, if you get a triple movement, you cannot move twice, perform another action, and then carry out the third move.

If you move onto or through a hex with a **relicube**, you must leave behind enough followers to pick it up at the end of your movement (see below).



The water movement effect lets you move 1 group of followers across an area of connected water hexes. The followers must be moved together as a group from one single hex to another. *With a single water movement, you cannot move back and forth through the same water hex twice (this only matters if you are picking up a relicube on a water hex).*



Note: Upgrade tile C lets you make a unique **water movement**: Any number of followers in the moved group may spread out and end up in individual hexes adjacent to the water.

RELICUBES



RELICUBES: If you move onto or through a hex with a relicube, you must remove a number of followers from that hex to pick up the relicube. Place the relicube on your player board, in the leftmost vacant space matching the relicube's type. The follower cost is indicated above the column where you place the relicube. You must remove this number of followers from the relicube's hex on the main board. If you don't have enough followers to remove, you cannot move onto or through this hex!

Finally, gain the reward covered by the relicube on your player board.

Relicubes on water hexes must be picked up by using water movement, following the same rules.



Example: Kjetil wants to move through a hex with a black relicube. As this is his second black relicube, the cost is 2 followers. He removes 2 followers and places the relicube on his player board, advancing 2 hexes on the black knowledge track.

CULTURE POINTS AND UPGRADE TILES



Culture points, referred to as just **points**, are either purple or green. Purple points are scored at the end of the game, while green points are scored immediately during the game. Whenever you score green culture points, advance your marker on the culture track.



Whenever you reach or pass an **ability upgrade space** on the culture track, take one **upgrade tile** from the adjacent stack. Choose which side of the tile you want to use and place the tile on the action box with the matching letter on your player board. *Upgrade tiles permanently improve the effect of action boxes [see page 8].*



Example: You score 2 points and advance your marker on the culture track. As you move past the upgrade symbol, you gain an upgrade tile from the adjacent stack and place it on your player board.

What happens if I upgrade an action box that I have activated on the same turn? If you have already used some effects from the original action box this turn, you cannot use the upgraded effect until a later turn. If the action box is upgraded before you have used any effects of the original action box, you can use the upgraded effect on the same turn.

KNOWLEDGE



Advance 1 step on the corresponding knowledge track on the main board. Your position on the knowledge tracks indicates your knowledge about the **ancient tribes**. You gain knowledge by excavating, collecting relicubes, building adjacent to camps and through other effects.

Reaching (or passing) certain steps on a knowledge track will reward you with the following:



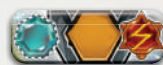
When the first player reaches the third step on a knowledge track, the corresponding ancient tribe is revealed. The first player to reach this step also gains 1 point.

Flip over and reveal the tribe card and the four gadgets above this track.



The player who revealed the tribe chooses one of the four gadgets and places it on the left side of their player board.

The remaining three gadgets are returned face-up to the gadget space. Each subsequent player who reaches the third step of this knowledge track can choose one of these gadgets.



When you reach the 5th step on a knowledge track, gain the adjacent ability stone in your player color. Also take the corresponding lock tile from your player board and place it onto the unlocked tribe card. This indicates that you now have access to all of this tribe's abilities as if the tribe was your own. You may activate its active ability by placing ability stones on the unlocked activation space on your player board. *Note that several players may gain access to the same tribe ability by advancing on the knowledge tracks.*



Gain the reward shown on the bonus chip. The chip remains in place, so other players can gain the same reward.

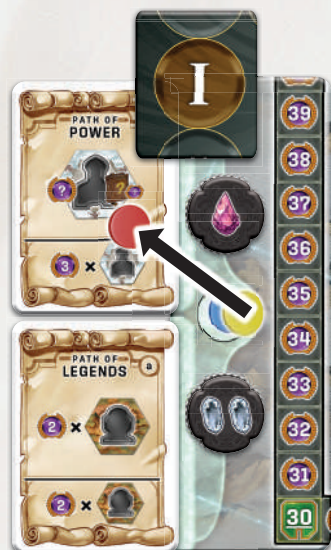
If you use the digital companion, click "Reveal" on the corresponding tribe to show what tribe and gadgets to place.

You cannot advance beyond the last step of a knowledge track. Any further gained knowledge of this type is forfeited.

END OF ROUND

After all players have taken a turn, the starting player must advance the **hourglass** before they take their next turn. *The starting player does not change during the game.*

When the **hourglass** reaches a space with a symbol, a special round takes place. The special rounds are carried out in the normal clockwise order. Players may use any free actions during the special rounds, but they cannot use keycards or recall.



When a **path space** is reached, each player, in clockwise order, must make a choice in the corresponding path section along the left side of the main board: Move your player marker onto one of the two path cards. Immediately gain the reward shown on the **bonus chip** linked to your chosen path card.

Your chosen path card also increases the points you gain from this scoring category during the end game scoring.



When this space is reached, each player, in clockwise order, must discard one of their two **objective cards**. You immediately receive the reward shown on the lower part of the card you discard.

Keep your other objective card secret. You should try to complete this objective as it will score points at the end of the game. *You do not gain the reward shown on the lower part of the objective card you keep!*

END OF GAME

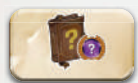


When the round tracker reaches the last space, the game ends, and you proceed with the *final* scoring. From now on, players do not gain upgrades from advancing on the culture point track.

FINAL SCORING

PATH CARD SCORING

Score the 6 path cards in order from bottom to the top. All players score points from all six cards, but for each card with your marker, you also score the specialization bonus (the lower part of the card).

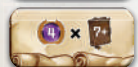


Path of Knowledge: For each knowledge track, you score the highest point symbol you have reached with your marker.



Specialization:

A-side: Score your second most valuable knowledge track again.



B-side: Score 4 additional points for each knowledge track where you have reached at least step 7.

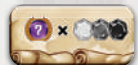


Path of Ancients: Score 2 points for each white, gray and black ability stone you have (do not score for stones of your own color).



Specialization:

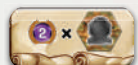
A-side: Score 2 additional points for each white, gray and black stone.



B-side: Score 7 additional points for each complete set of one white, gray and black stone.

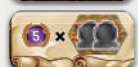


Path of Legends: Score 2 points for each vault you have built.

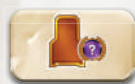


Specialization:

A-side: Score 2 additional points for each vault.



B-side: Score 5 additional points for each two vaults you have built (e.g. with 3 vaults you score 5 additional points).



Path of Efficiency: Score the points shown on all your keycards (remember to count any keycards in your slots).

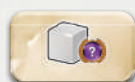


Specialization:

A-side: Score 2 additional points for each yellow, green and gray keycard.



B-side: Score 3 additional points for each gray keycard.



Path of Ambition: For each relicube color, score the points shown below your rightmost cube on your player board.



Specialization:

A-side: Score 6 additional points for each complete set of 1 white, gray, black and brown cube.



B-side: Score your best-scoring relicube color one additional time.



Path of Power: Score the points shown in each location where you have built a monument. The three monument hexes printed on the main board let you score the points you have reached on the corresponding knowledge track (similar to how you score Path of Knowledge).



Specialization:

A-side: Score 3 additional points for each monument.



B-side: Score points for your monuments on **monument tiles** again (monuments on locations with knowledge scoring are not scored again).

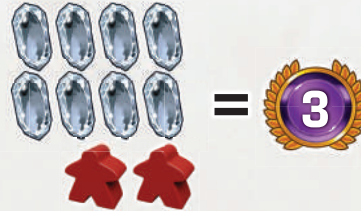


All your monuments are scored with Path of Power, but only those on monument tiles (the ones to the left) are scored again with the B-side specialization.

REMAINING RESOURCES

The players may convert all their crystals to white crystals using the normal free actions (red crystals = 2 white crystals, purple crystals = 3 white crystals). Players do not need to worry about storage capacity at this point. Each player adds the number of followers they have on the main board, and then scores 1 point for every 3 followers and/or white crystals (rounded down).

Example: Anna has 1 purple, 2 red and 1 white crystal. After conversions, she has 8 white crystals. With 2 followers on the board, she has a total of 10 crystals/followers, scoring 3 points.



OBJECTIVE CARD SCORING

All players reveal their **objective card** and score 15 points if they have met its requirements (objective card requirements are explained on page 14).

THE WINNER

The player with the most points wins. Ties are broken in favor of the player who has advanced furthest on the white knowledge track. If still tied, compare the gray knowledge track, and finally the black knowledge track. If players are tied on all knowledge tracks, the victory is shared.

If you play with the digital companion, you can compare your scores with those of the three ancient civilizations. You can also register your tribes in the historic archives so they can be discovered by other players!

CHANGES IN A SOLO GAME

During set-up, you may choose starting space 1 or 2.

Also, draw three **objective cards** instead of two. To win, you must meet the objective on two of these cards. But only count 15 points for these cards in total. If you do not meet the objective on both cards, you lose the game.

No element can count towards both your objective cards! If, for example, both cards require a set of 3 different relicubes, you must collect 2 such sets to meet the requirements. Also, it would not be possible to complete two cards that both require 4 vaults (since there are only 6 in the game).

If you use the digital companion, try to beat the scores of the three ancient civilizations.

VARIANTS

BOOMERANG DRAFT

Experienced players who want more control over their starting tribe/gadget combination can use the following variant:

During setup, after placing **tribe cards** and **gadget tiles** next to the main board, choose them in the following manner:

The player seated to the right of the starting player chooses one item (either a tribe card or a gadget card). Continue *counter-clockwise* until all players have chosen one item each. Then, beginning with the *starting player* and proceeding *clockwise*, each player takes a different item. In the end, all players should have chosen one tribe card and one gadget tile.

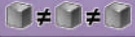
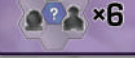
KNOWN ANCIENT TRIBES

If you prefer strategy over exploration, you can reveal the three ancient tribes and their gadgets before the first player takes their first turn. *The first player to reach the third step on each knowledge track still scores 1 point.*

FREE CHOICE OF UPGRADE TILES

Experienced players who want more control over the upgrade tiles can keep one set of upgrade tiles [A-F] in front of themselves. Whenever you reach an upgrade symbol on the scoring track, you can freely choose which upgrade tile to install.

OBJECTIVE CARD REQUIREMENTS

-  : Collect at least 2 relicubes of one type.
-  : Collect at least 3 relicubes of one type.
-  : Collect at least 3 different relicubes.
-  : Collect at least 1 relicube of each type.
-  : Collect at least 1 white, 1 gray and 1 black ability stone.
-  : Collect at least 5 ability stones that are white, gray or black.
-  : Collect at least the indicated number of upgrade tiles.
-  : Build at least the indicated number of vaults.
-  : Build at least the indicated number of monuments.
-  : Have at least 7 keycards (including your starting keycards).
-  : Unlock the tribe ability of all three tribes.
-  : Build adjacent to at least the indicated number of different camps.
-  : Build a vault, workshop or monument on at least 6 different region tiles.

RARE GADGET EFFECTS

ALEMBIC: Remove one of your followers from anywhere on the board to gain 1 red crystal.

BOOSTER: When you gain a relicube, also gain 1 red crystal.

DECRYPTOR: When you build a vault, gain 1 knowledge.

EXOSUIT: Ignore the entire follower cost for one develop action or when picking up a relicube. If you use this gadget while building on a hex with other players' buildings, they do not gain a follower.

GPR: When excavating, gain 1 additional knowledge in the type of the gained ability stone.

INTERPRETER: When gaining rewards from a camp (by building adjacent to it), gain one knowledge. If you build adjacent to several camps, you may activate this gadget once for each camp.

JOLTWELL: When you Recall and activate **production spaces**, activate to gain the reward of one production space twice. You may activate this gadget once for each production space each time you recall.

OMNITOOL: Treat this gadget as four separate gadgets. Each can be activated separately (with its own cost).

PORTAL: Place a new follower on a hex with one of your opponents' buildings, or you may place it as a normal follower instead (in a hex with your own followers and/or buildings).

TRIBES

All tribes have an ability that can be activated by using ability stones [see **Free actions** on page 7]. In addition, some tribes have a passive ability that is always active and free to use.

AYNIR: Activate to trade up to 4 times: You may trade followers, crystals and or/culture points in any combination. *If you move back on the culture track, you still keep any upgrade tiles that you have picked up.*

Always active: You may convert 2 white crystals to 1 red, and/or 2 red crystals to 1 purple.

BISHOP: Activate to gain one develop action.

COLTERON: Activate to move a group of followers from one **volcano hex** to another **volcano hex** on the board. Also gain 1 white crystal when you do this.

Always active: You may move onto volcanoes.



DORIAN: Activate to place a **pig farm** tile onto a field hex. You must be present in that hex, with either followers and/or buildings. Also place a number of **pig figures** equal to the number of pigs shown on the field hex. Each hex can have at most one pig farm.

Always active: When moving, you may bring pigs along with your followers. Pigs that are in the same hex as your followers may be spent instead of your own followers when performing develop actions or picking up relicubes. At the end of the game, you score 2 points for each pig farm where you have followers and/or buildings.

Important: If several players have activated Dorian's ability, they can both bring pigs along when moving. Also, you both score points at the end of the game for each pig farm where you have presence, no matter who built the pig farm. *Take care of your pigs, and make sure no one steals them!*



ENTERIN: Activate to place an **island tile** on a vacant water hex or terrain hex [field, forest or mountain] adjacent to one of your followers or buildings. The island hex now counts both as a water hex and as a forest hex, and any player can move onto this hex with both regular or water movement. Then gain rewards for each hex adjacent to the island that has at least one building belonging to any player: Gain 1 white crystal for each hex with a workshop, 1 follower [placed on the island] for vaults, and 1 point for monuments. The number of buildings in each hex does not matter.

A hex is «vacant» if it does not include any buildings, followers, relicubes or special tiles.



FINDER: Activate to place (or move) the **raft** in your color onto any vacant water hex. You do not need to be adjacent to the water hex. Also place 3 of your followers [from your supply] onto the raft. These followers are not yet considered in play.

Always active: Whenever any player [including you] spends one or more followers in a hex adjacent to a raft, bring one follower from the raft to that hex. When the raft is empty, remove it from the main board.

GOLIAT: When you gain the effect of a *bonus chip* [either along the knowledge tracks or when choosing a path], activate to gain its effect a second time.

HAYLA: Activate to perform one of the following special moves: Either let one group of followers "jump" over one hex [could be water, volcano, or a hex containing a relicube], or make an individual move with each follower in a single hex [each follower in the hex may move to different adjacent hexes, or several followers may move into the same hex].

ION: Activate to take back a used keycard from one of your slots and place it next to your player board, ready to be used again.

J'HE: When you use a keycard, activate to gain the effects of the keycard a second time.

K01: When building a vault, activate to gain the chosen vault reward a second time. **Important:** If you chose the *Relicube* reward [see page 10], you still only take 1 relicube, but you double the relicube's reward when you place it on your player board.

LEXANDER: Activate to upgrade one crystal.

Always active: Whenever you spend a purple crystal for an action, gain 1 white crystal and a point for each purple crystal spent. This effect does not trigger by converting a purple crystal to 1 red and 1 white crystal.

MAYFAIR: Activate and spend 1 white crystal to upgrade one of your keycards to the next level [white to yellow, yellow to green, or green to gray].



NORTHER: Activate to move one group once.

Always active: On a camp hex you may spend one follower to place a random **ring token**. Gain the reward shown on the token. Only one ring token may be placed in each camp [by any player].

COMMON SYMBOLS



: Perform one **develop action** [page 8].



: Place a new follower in a hex where you already have followers and/or buildings [page 8].



: Place a new follower in the hex where this effect was triggered [page 8]. *Example: Anna builds a monument that lets her place 4 followers onto that monument.*



: Gain a crystal of the shown type [page 8].



: Pay the shown follower/crystal.



: Move one crystal marker up to the next level [page 8].



: Perform the indicated number of moves [page 10].



: Perform one water movement [page 10].



: Perform an upgraded water movement [found on upgrade tile C, see page 10]. Any number of followers in the moved group may spread out and end up in individual hexes adjacent to the water.



: Gain culture points [page 10].



: Advance on the corresponding knowledge track [page 11].



: Advance on any one knowledge track of your choice.



: Take a keycard of the shown color from the display and place it adjacent to your player board.



: Upgrade one of your keycards. Discard one of your keycards and take one keycard that is one level higher: A white keycard is removed from the game and you take a yellow keycard. A yellow keycard is returned to its stack and you take a green keycard. A green keycard is returned to the bottom of its stack and you take a grey keycard.

You may upgrade a keycard that has been used in a slot. If you do, insert the new keycard into the same slot [without activating it].



: Take back one used keycard from one of your slots and place it next to your player board, ready to be used again (*this does not activate a production space*).



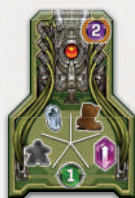
: Gain one crate tile. Look at it and keep it secret next to your player board. Using a crate [to activate its effects] is a free action [page 7].



: Activate the effect of any one gadget or tribe effect without using ability stones [page 7].



: This effect can be triggered when you build a vault. Take one of the available relicubes from the lower right region of the main board without paying a follower cost [page 10].



: On keycards with a "/" you must choose one of the shown effects. This particular keycard lets you choose one of its five shown effects.

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