

## TERRAMARA

This Promo Pack consists of 2 Characters, 3 Artifact cards and 2 Starting Resources cards. The Characters and Starting Resources cards are mixed in before randomly revealing cards as part of 'Beginning the Game'. Add each Artifact card to the stack of its respective level (one per level) before creating the face-down Artifact deck as part of 'Game Board Setup' step 8.



Once per round during your turn, gain either 1 Travel, OR 1 Military, OR 1 Culture. At the same time, you may transform 1 raw resource to its corresponding refined resource.



Once per round during your turn, you may forego gaining 1 Travel, OR 1 Military, OR 1 Culture. You score 5 VP instead.



Once per round during your turn, receive any 1 raw resource and any 1 refined resource.



Once per round during your turn, exchange any 1 refined resource for 5 VP.

The 3 Artifact cards in this Promo Pack belong to any one of the four categories: **Tools**, **Weaponry**, **Pottery**, or **Clothing**. If you create one of these Artifacts while eligible to receive a discount on specific types of resource, the Artifact to be created acts as of ONE category of your choice. At the end of the game, you choose which category an Artifact of this Promo Pack belongs to, for the purpose of Outposts and Artifacts that score VP based on the category of an Artifact. This choice is not restricted to being the same as when you created the Artifact.



At the end of the game, score 2 VP for each Outpost on which you left a Flag.



At the end of the game, score 2 VP per level of all your Workers.

Example: Having two level-1 and one level-2 Worker scores 8 VP.



Immediately activate the instantaneous effect of one of your created Artifacts once more.





As part of 'Beginning the Game', it can happen that both the Character that gains your Clan an extra Explorer and the rightmost Starting Resources card are randomly revealed. It is then prohibited that the same player chooses both this Character and this Starting Resources card.