

REFERENCE GUIDE

SE ARTS

CAVE PAINTINGS



Gain 1 tapestry card.

FLUTES



Gain 5 VP.
You may then pay any 1 resource to gain an income building of your choice.

DANCE



Create: Gain a masterpiece card (always choose from 1 of the 3 face-up cards or the top card of the deck).

EPIC POETRY



Gain 1 VP per territory tile in your supply and gain 1 VP per tech card in your supply.

SYMPHONY



Inspire: Place an inspiration tile on your income mat, covering the relevant income track.

You may then pay any 1 resource to gain a masterpiece card.

CARVED MARBLE SCULPTURE



Broadcast:

- Gain the benefit of 1 of your masterpiece cards.
- Gain an income building of your choice.

SE ARTS

ROCK OPERA



You may discard all revealed cards next to the masterpiece deck, then replace them from the deck. Lastly, gain 1 masterpiece card.

CGI ANIMATION



Inspire: Place an inspiration tile on your income mat, covering the relevant income track.
You may then pay any 1 resource to gain an income building of your choice.

FLASH MOB



Advance on 1 of these tracks, then gain the benefit & pay to gain the bonus (if any).

VIRTUAL REALITY HOLOCENTER



Gain any 1 income building, then gain 1 VP for every income building in your capital city.

INFINITE SPECTRUM PHOTOGRAPHY



Advance on 1 of these tracks, then gain the benefit & pay to gain the bonus (if any).

You may then pay any 1 resource to gain 1 masterpiece card.

STREAMING IMPLANTS



Gain the benefit of up to 3 different masterpiece cards (yours or your neighbors').



- Advance on the exploration track. Gain the benefit & pay to gain the bonus (if any).
- Gain 1 food.



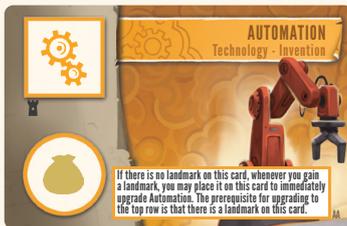
- Upgrade 1 tech card twice or 2 tech cards once each, ignoring prerequisites.
- Gain 1 culture.



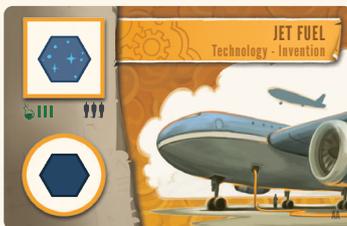
- Gain 1 masterpiece card.
- Gain any 1 resource.



- Gain an income building of your choice.
- Gain 4 VP.



- Advance on the technology track. Gain the benefit & pay to gain the bonus (if any).
- Gain 1 coin.



- Explore a space tile from your supply.
- Gain 1 space tile.



- Gain 1 VP per arts track space you've advanced.
- Advance on the arts track (no benefit/bonus).



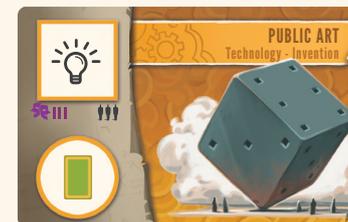
- Advance on the military track. Gain the benefit & pay to gain the bonus (if any).
- Gain 1 culture.



- Advance on the science track. Gain the benefit & pay to gain the bonus (if any).
- Gain 1 worker.



- Advance on the arts track. Gain the benefit & pay to gain the bonus (if any).
- Gain any 1 resource.



- Gain 1 inspiration tile.
- Gain 1 tapestry card.