









YOUR TURN





On your turn, perform one **main action**:

- **Dig at a site.** Use its effect.
- **Discover a new site.** Take idols, use site's effect, add guardian.
- **Overcome a guardian** on a site with your .
- **Buy an item** . Put it on the bottom of your deck.
- **Buy an artifact** . Put it into your play area.
Use its effect, ignoring the  cost.
- **Play a card.** (But this is a free action if it has the )
- **Research.** Don't forget to resolve the row's  or  effect.
- **Pass.** You will take no more turns this round.

 You may also perform any number of **free actions**.

SETUP FOR NEXT ROUND

Reset your board:

- Return   (gain  for ).
- Shuffle all cards in your play area; put them at the bottom of your deck.
- Refresh your assistants.

Advance the card row:

- Exile the 2 cards next to the moon staff.
- Move the moon staff.
- Refill the card row.

Start the new round:

- Pass starting player marker to the left.
- Draw up to 5 cards.

HIRE A PILOT



TRAVEL HIERARCHY



EFFECTS



Gain the indicated resource tokens.



You may make one of these trades:



OR



You may **draw a card**. If your deck is empty, then this has no effect.



You may **exile a card** from your **hand or play area**. Exiled cards go to the top of the main board. (They don't return to your deck.)



Use up a card. It goes from your hand to your play area, but you ignore its travel value and effect.



Gain fear. You must take a *Fear* card from the board and place it face up in your play area.



You may immediately **buy an item or artifact** from the card row, with the indicated **discount**.



Gain an item. Perform the Buy an Item action, skipping the step where you pay its cost. It goes on the bottom of your deck.



Gain an artifact. Perform the Buy an Artifact action, skipping the step where you pay its cost, but include the step where you resolve its effect.



You may **overcome a guardian** for free on a site where you have an archaeologist.



Take the **Dig at a Site** action or the **Discover a New Site** action.



Take an **assistant** from the supply board.



Upgrade one of your assistants and **refresh it**.



You may **refresh** one of your assistants.