

UTOPIANS JOURNEY TABLE

TRIGGER	EFFECT
<i>Vision of Shangri-La</i>	If 5+ , spend all , flip <i>Vision of Shangri-La</i> , and acquire a ; if unable, place a in the bot discard pile after shuffling the bot deck.
<i>Path to Shangri-La</i>	If 5+ , spend all , replace with <i>Gates of Shangri-La</i> , and gain the top card; if unable, place a in the bot discard pile after shuffling the bot deck.
<i>Gates of Shangri-La</i>	If 5+ , spend all , flip <i>Gates of Shangri-La</i> , and gain the top card; if unable, gain 1 and place a in the bot discard pile after shuffling the bot deck.
<i>Shangri-La</i>	If 24+ , gain the top card and TRIGGER GAME END; if unable, gain 2 , place a in the bot discard pile after shuffling the bot deck, and you gain 1 .

— These cards do not flip. —

MINOANS

TRIGGER	EFFECT
	Return this card to the unrest pile.
	Play this and trigger it.
<i>Advance</i>	Spend 1 to acquire a ; if unable, acquire a .
<i>Conquer</i>	Spend 1 to acquire a ; if unable, break through for a .
<i>Glory</i>	Abandon 3 to gain the top card; if unable, break through for a .
	Resolve the top card of the bot deck. Then discard the top card of the bot deck. Put this card into history.
	Play this . Exile a card from the market.
	Gain 2 . Put this card into history.
	Gain 1 . Discard the top card of the bot deck. Return a from bot discard. Put this card into history.
Other	Discard the top card of the bot deck. Acquire a ; if unable, gain 1 . Put this card into history.

CULTISTS CEREMONIAL GATHERING

TRIGGER	EFFECT
	Return this card to the unrest pile. Move 1 to this state card; if unable, gain 1 .
	Play this and trigger it.
<i>Cursed Library</i>	Gain all tokens from the card in the market with the most tokens. Gain 1 .
	Return a from bot discard to place 1 on this state card; if unable, acquire a / / and discard the top 2 cards of the bot deck.
	Take a and place it in bot discard. Put this card into history.
	Gain 1 . Put this card into history.
	Move 1 to this state card; if unable, gain 1 . You gain 2 and take a .
	Play this . Move 1 to this state card; if unable, gain 1 .
Other	Discard the top card of the bot deck. Return a from bot discard. Gain 1 . Put this card into history.

After shuffling bot discard, take a and place it in bot discard.
Place 1 on this state card. You take 1 Chaos.

END OF BOT CLEAN-UP: If 15+ on this state card, move all cards in history into bot discard, then remove all from here to flip this state card; if unable, move 2 here; if still unable, place 1 here and take a .

CULTISTS RESEARCH THE CEREMONY

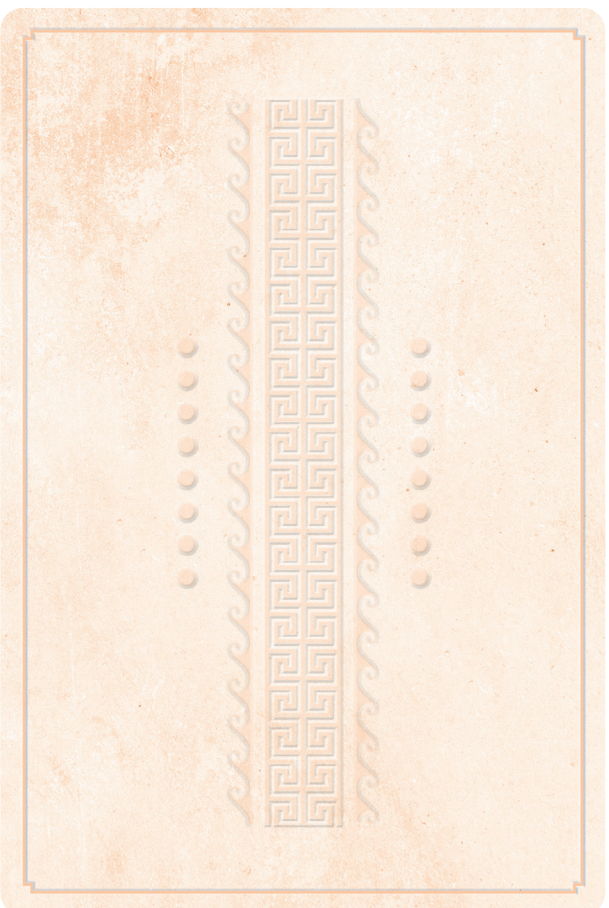
TRIGGER	EFFECT
	Return this card to the unrest pile. Gain 1 .
	Play this and trigger it.
	Gain 1 . Put this card into history.
	Spend 2 to place 1 on this state card; if unable, gain 1 .
	Exile a card from the market. Acquire a / / / . Move any gained to this state card.
	Exile a card from the market. Reveal the top card of the bot deck. If it is a , gain 2 and discard it; if the card is not a , resolve it.
Other	Return a from bot discard; if unable, discard the top 2 cards of the bot deck. Gain 1 . Put this card into history.

After shuffling bot discard, take a and place it in bot discard.
Place 1 on this state card. You take 1 Chaos.

END OF BOT CLEAN-UP: If 5+ on this state card, exile the market card(s) with the most tokens (return tokens to the supply), then remove all from here to flip this state card; if unable, move 1 here; if still unable, place 1 here and take a .

MINOANS	
TRIGGER	EFFECT
	Return this card to the unrest pile.
	Play this and trigger it.
	Abandon 3 to gain the top card; if unable, gain 2 .
	Acquire a / / . You abandon a .
	Resolve the top card of bot deck. Put this card into history.
	Discard the top card of the bot deck. Put this card into history.
	Play this . Exile a card from the market.
	Discard the top card of the bot deck. Put this card into history.
	Gain 1 per the bot has in play. If it gained none, return a from bot discard. Put this card into history. You gain 2 .
Other	Return a from bot discard; if unable, discard the top 2 cards of the bot deck. Put this card into history.

CULTISTS PREPARE THE CEREMONY	
TRIGGER	EFFECT
	Return this card to the unrest pile. Gain 1 .
	Play this and trigger it.
	Gain 1 . Put this card into history.
	Gain 1 and place 1 on this state card. You gain 2 and take a .
	Return from bot discard to place 1 on this state card; if unable, gain 1 and acquire a / / ; moving any gained to this state card, and discard the top card of the bot deck.
	Play this . Exile a card from the market. Place 1 on this state card.
	Acquire a (including from exile); if unable, discard the top 2 cards of the bot deck.
	Gain all tokens from the card in the market with the most tokens. Exile a card from the market.
Other	Discard the top card of the bot deck. Place 1 on this state card. Put this card into history. After shuffling bot discard, take a and place it in bot discard. Place 1 on this state card. You take 1 Chaos. END OF BOT CLEAN-UP: If 5+ on this state card, break through for a / / from exile, then remove all from here to replace this state card with ; if unable, move 1 here; if still unable, place 1 here and take a .



CULTISTS CEREMONY OF THE KEY	
TRIGGER	EFFECT
	Put this card into history. Gain 2 . Place a on this state card.
	Put this card into history. Place a on this state card. You gain 1 .
<i>Corruption</i>	Gain 1 . You take a .
<i>Strange Signs</i>	Break through for a / / from exile and put it into history. Take a and place it in bot discard.
	Put a from play into history to place a on this state card. You abandon a .
	Spend 4 to gain the top card; if unable, gain 2 and place a on this state card.
	Play this . Exile a card from the market. Gain 1 .
Other	Gain 1 and 1 . Place a on this state card. Put this card into history. If this card has a grey banner, you MAY draw a card. After shuffling bot discard, you take 1 Chaos. END OF BOT CLEAN-UP: If 13+ on this state card, TRIGGER GAME END: if unable, break through for a / / from exile and put it into history to place a here.

MAYANS

TRIGGER	EFFECT
	Return this card to the unrest pile.
	Play this and trigger it.
<i>Paroli</i>	Reveal the top card of the main deck. If a is revealed, exile it and gain ; if the card is not a , put the revealed card and a in bot discard.
<i>Stone Mask</i>	Discard the top card of the bot deck.
	Discard the top 2 cards of the bot deck. Return a from bot discard. Gain 1 .
/	Gain 1 .
	Exile a card from the market. Gain 1 . Put this card into history.
	Put a set aside <i>Headpiece</i> on top of the bot deck and put a <i>Stone Mask</i> from bot discard into history; if unable, resolve the top card of the bot deck. Put this card into history.
	Return a from bot discard to the top of the bot deck to acquire a / / ; if unable, discard the top card of the bot deck. Put this card into history.
Other	Acquire a / / ; if unable, discard the top card of the bot deck and return a from bot discard. Put this card into history.

GUPTAS

TRIGGER	EFFECT
	Return this card to the unrest pile. Add 1 to the leftmost card in the market that doesn't yet have .
	Play this and trigger it.
	Play this . Exile a card from the market. Discard the top card of the bot deck.
	Trade.
	Spend 1 to acquire a / ; if unable, spend 3 to acquire a / ; if still unable, break through for a and gain 1 . Put this card into history. You MAY draw a card.
	Acquire a card from the market with on it; if unable, gain 2 and add 1 to the market card in the slot. Put this card into history.
Other	Discard the top card of the bot deck. Gain 1 per the bot has in play. Put this card into history. You MAY draw a card.

Place 1 instead of 1 during bot clean-up.

WAGADOU

TRIGGER	EFFECT
	Return this card to the unrest pile. Add 1 to the leftmost card in the market that doesn't yet have .
	Play this and trigger it.
<i>Pride</i>	Spend 2 and put a from play into history to gain the top card; if unable, gain 1 .
<i>Pact with Bida</i>	Abandon a . Discard the top card of the dynasty deck. Resolve the top card of the bot deck. If there are 2 or more cards remaining in the bot deck, put this card on the bottom of the bot deck.
	Play this . Exile a card from the market. Discard the top card of the bot deck. Gain 1 .
	Break through for a . Put this card into history.
	Acquire a card from the market with on it and discard the top card of the bot deck; if unable, break through for a . Put this card into history.
	Add 1 to the market card in the slot. Spend 2 to trade. Put this card into history.
Other	Acquire a card from the market with 2 or more tokens on it and put this card into history; if unable, take a , trade, and spend 1 to gain 1 .

Place 1 instead of 1 during bot clean-up.

GUPTAS

TRIGGER	EFFECT
	Return this card to the unrest pile.
	Play this and trigger it.
	Abandon 3 to gain the top card; if unable, trade.
	Acquire a card with 1 or more on it; if unable, trade. Put this card into history.
	Spend all to get the same number of ; if it gained none, resolve the top card of the bot deck. Put this card into history.
	Play this . Exile a card from the market. Discard the top card of the bot deck.
	Return a from bot discard; if unable, discard the top card of the bot deck. Put this card into history. You MAY return a .
	Acquire a / ; if unable, break through for a . Put this card into history.
Other	Discard the top card of the bot deck. Spend all and to gain the same number of . Gain 1 per the bot has in play. You MAY draw a card.

Place 1 instead of 1 during bot clean-up.

WAGADOU

TRIGGER	EFFECT
	Return this card to the unrest pile. Add 1 to the leftmost card in the market that doesn't yet have . Spend 2 to gain 1 .
	Play this and trigger it.
	Spend 2 and put a from play into history to gain the top card; if unable, break through for a .
	Pride. Spend 2 to gain 1 ; if unable, gain 1 .
	Trade. Spend 2 to gain 1 ; if unable, gain 1 .
	Play this . Exile a card from the market. Discard the top card of the bot deck. Gain 1 .
	Gain 1 . Resolve the top card of the bot deck. Put this card into history.
	Discard the top card of the bot deck. Return a from bot discard; if unable, spend all to gain the same number of . Put this card into history.
Other	Acquire a card from the market with 1 or more tokens on it; if unable, gain 1 . Put this card into history. You MAY draw a card.

Place 1 instead of 1 during bot clean-up.

MAYANS

TRIGGER	EFFECT
	Return this card to the unrest pile.
	Play this and trigger it.
<i>Paroli!</i>	Reveal the top of the main deck. If a is revealed, exile it and gain a ; if the card is not a put the revealed card and a in bot discard.
	Put a from bot discard into history to resolve the top card of the dynasty deck; if unable, discard the top card of the dynasty deck and put this card into history.
	Put a set aside <i>Headpiece</i> on top of the bot deck and put this card into history; if unable, discard the top 2 cards of the bot deck.
	Discard the top card of the bot deck. Put this card into history.
	Gain 1 . You take a .
	Discard the top card of the bot deck. Put this card and a from bot discard into history to gain the top card; if unable, return a from bot discard.
Other	Acquire a / / / . Put this card into history.