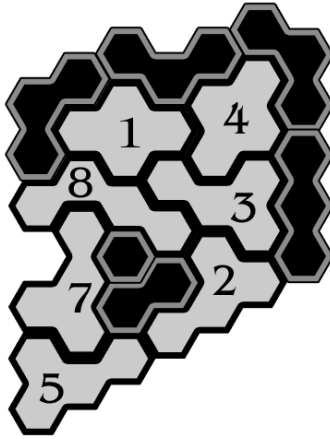# SCENARIO 1
A New World.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas will not be used. There will be no Region 6. There are multiple shapes for each numbered Region; make sure you use the correct shapes.

Place the following Resource Tokens in the Region as indicated below, these indicate what kind of Natural Resources each Region has:

Region 1: 1 Forest
Region 2: 1 Desert
Region 3: 1 Desert
Region 4: 1 Desert
Region 5: 1 Mountain
Region 7: 1 Forest
Region 8: 1 Mountain, 1 Forest

Place 1 Tribe in Region 5.

GOAL:
Build a City in Region 4 before the end of Era 1. The City must be standing at the end of a Round (after Upkeep).

***ADDITIONAL RULES:***
There are no additional rules.

This scenario is a simple layout, with a simple goal that can be played in a short amount of time to get the hang of how the game works. Many of the more advanced techniques, such as expeditions, and acquiring gold, are not needed.

SCENARIO 2
The Gilded Land.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas, and Regions 1,2, and 7 will not be used.
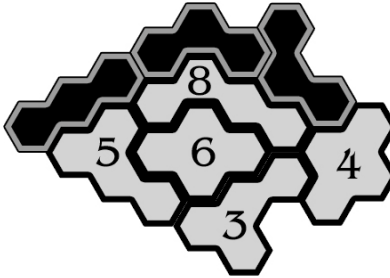
Place the following Resource Tokens in the Region as indicated below:

Region 3: Farm
Region 4: Mountain, Forest, Farm
Region 5: Mountain, Forest
Region 6: Forest
Region 8: Desert

Place 1 Tribe in Region 3, 4, 5, 6.

GOAL:
Acquire Architecture before the end of Era 3.

***ADDITIONAL RULES:***
There are additional rules.

This is another simple scenario. You will be required now to create some gold at some point, in order to acquire Architecture. This can be done through various ways, through other Advances (such as Mining and Black Market) or through Expeditions.

SCENARIO 3
A Dedication to the Island Gods.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas, and Regions 6 and 8, will not be used.
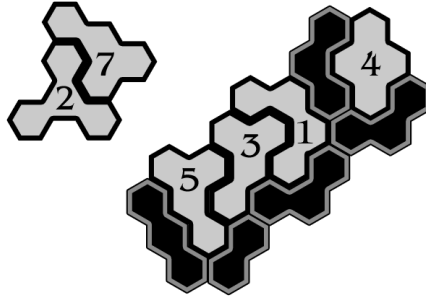
Place the following Resource Tokens in the Region as indicated below:

Region 1: Desert
Region 2: Desert, Forest
Region 3: Mountain, Forest
Region 4: Desert
Region 5: Forest
Region 7: Farm, Mountain, Forest

Place a City (AV of 1) in Region 7.
Place 4 Tribes in Region 7.
Place 1 Tribe in Region 2.

GOAL:
In Region 4, build a Huge Monolith of Impressiveness before the end of Era 5.

ADDITIONAL RULES:
There are no additional rules.
You will need to go on Sea Expeditions now. Also, due to the Desert in Region 4, you will need to build up enough Tribes to sail to Region 4 and build the Monolith before upkeep occurs.

SCENARIO 4
From the Mountains to the Sea.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas and Region 5 will not be used.
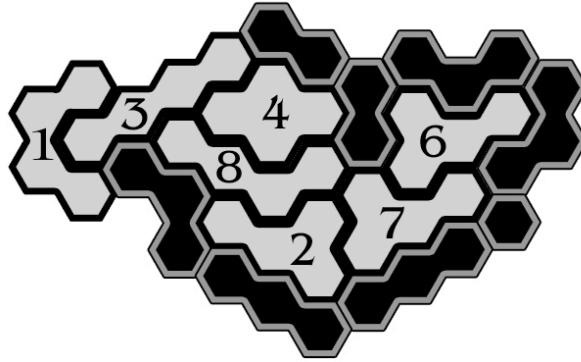
Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest
Region 2: Mountain
Region 3: Desert
Region 4: Volcano
Region 6: Mountain, Farm
Region 7: Mountain, Forest
Region 8: Mountain, Forest

Place 1 Tribe in Region 6.
Place 1 Tribe in Region 7.

GOAL:
Build a City in Region 1 before the end of Era 4. The City must be standing at the end of a Round (after Upkeep).
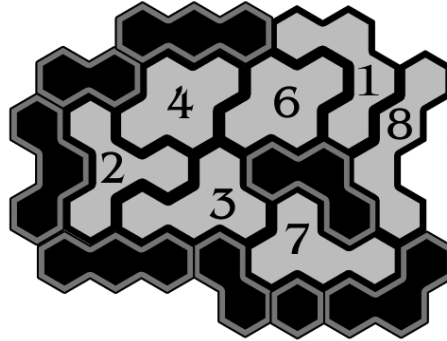
ADDITIONAL RULES:
There are no additional rules.

SCENARIO 5
Invaders From the Divide.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas and Region 5 will not be used.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest
Region 2: Mountain, Desert
Region 3: Mountain, Forest
Region 4: Mountain
Region 6: Mountain, Forest
Region 7: Forest
Region 8: Forest

Place 1 Tribe in Region 8.
Place 1 Tribe in Region 7.
Place 1 Tribe in Region 1.

GOAL:
Survive the Invasion.
At the end of the Round when the 4th End of Era check has occurred, an Attacking Force of 50 invades Region 2 from the Mountains. If you have at least 1 Tribe or 1 City remain after the attack, you have completed your Goal.
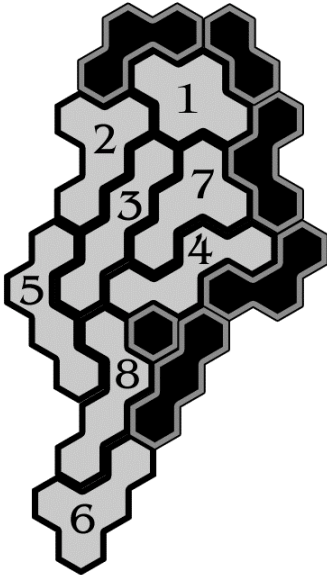
ADDITIONAL RULES:
There are no additional rules.

SCENARIO 6
In the Shadow of the Twin Peaks.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas will not be used.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Farm, Forest, Mountain
Region 2: Forest
Region 3: Forest, Fault Line
Region 4: Volcano, Fault Line
Region 5: Forest, Volcano
Region 6: Forest
Region 7: Desert, Mountain
Region 8: Desert

Place 1 City with an AV of 1 in Region 1.
Place 1 City with an AV of 1 in Region 7.
Place 3 Tribes in Region 1.
Place 1 Tribe in Region 2.
Place 2 Tribes in Region 7.

GOAL:
Have at least 6 Cities at the end of the 6th Era. The 6 Cities must be standing when you "enter" the 7th Era.
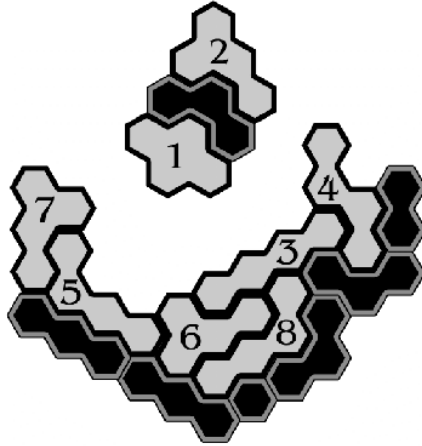
ADDITIONAL RULES:
You start in the 3rd Era, using Era 3 Events on the Event cards.

SCENARIO 7
Bay of Plenty.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below. Some Frontier areas will not be used.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest, Volcano
Region 2: Forest, Mountain
Region 3: Mountain
Region 4: Forest
Region 5: Desert
Region 6: Forest
Region 7: Forest
Region 8: Desert, Mountain

Place 3 Tribes in Region 8.

GOAL:
Attain 250 Total Glory.

ADDITIONAL RULES:
If a Tsunami Event happens, the Bay of Plenty turns into the Bay of Brine, which leads to the following changes of Advances:
You may not use Fishing ability to provide City Support during Upkeep anymore.
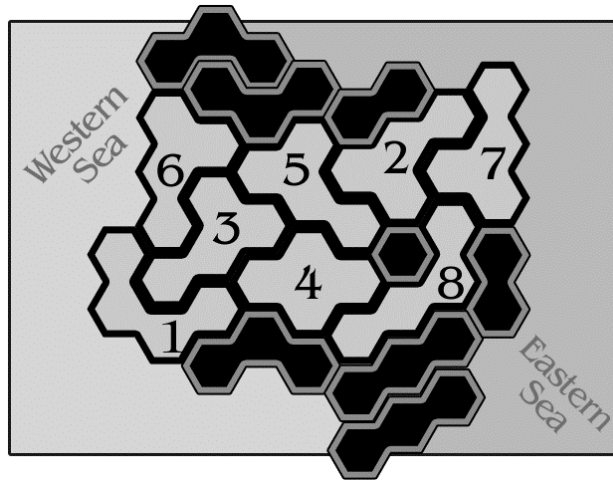You may not use Navigation to go on Sea Expeditions.
When using Navigation to move Tribes that border the same Sea, you must Decimate 2 Tribes per group (instead of 1) after the trip.

SCENARIO 8
Go West.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Desert
Region 2: Forest, Mountain
Region 3: Desert
Region 4: Desert, Mountain
Region 5: Desert, Mountain
Region 6: Forest, Mountain
Region 7: Farm, Forest
Region 8: Forest

Place 1 Tribe in each of the following Regions: 2, 7, and 8.
Place a City with an AV of 1 in Region 7.

GOAL:
Build a City in Region 1 and Region 6 before the end of the 8th Era. Both of these Cities must have a City AV of 3 or greater (at the end of a round after Upkeep) to win.

ADDITIONAL RULES:
You may only move Tribes by Sea (with Fishing or Navigation), from one Region to another Region that Neighbors the same Sea. Tribes may not move from the Western Sea to the Eastern Sea, and vice versa.

Tsunamis can only affect Regions that neighbor the same Sea that the Active Region neighbors. For example, a Tsunami that was "started" in Region 6, can only affect Regions 6 and 1.
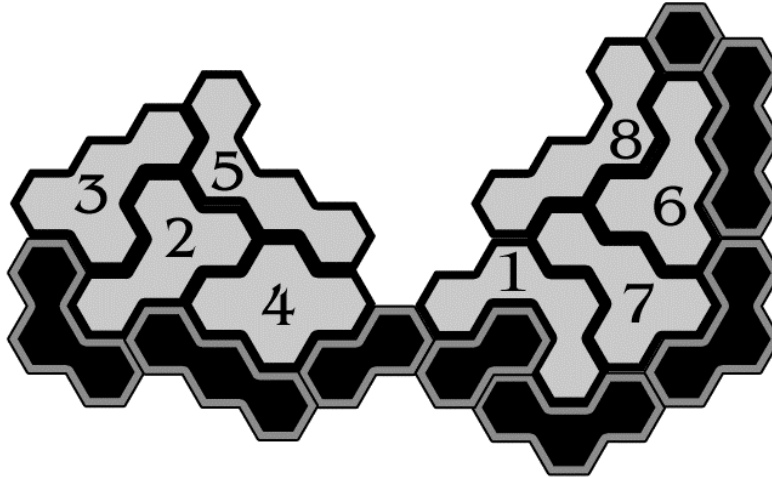
SCENARIO 9
Sister Lands of the North.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest, Mountain
Region 2: Desert
Region 3: Forest, Volcano
Region 4: Forest, Mountain
Region 5: Forest
Region 6: Forest
Region 7: Forest, Fault Line
Region 8: Forest

Place 1 Tribe in each of the following Regions: 1, 6, 7, and 8.
Place a City with an AV of 2 in Region 6.

GOAL:
Acquire Law before the end of the 8th Era.
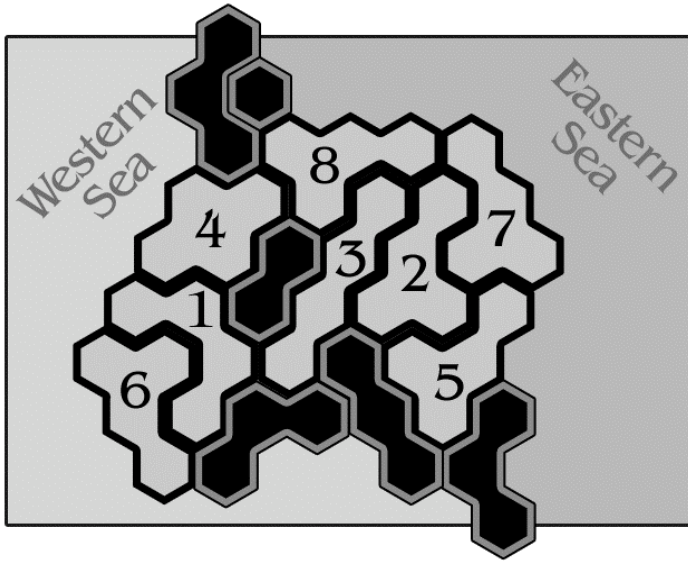Start the game as if you were in Era 2.

ADDITIONAL RULES:
If you have Roadbuilding or Equestrian, you can move Tribes between Regions 4 and Region 1 as if they share a common border.

SCENARIO 10
The Enemy Outpost.

BUILD:

Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Farm, Fault Line
Region 2: Forest, Mountain
Region 3: Desert
Region 4: Forest
Region 5: Forest
Region 6: Forest
Region 7: Forest
Region 8: Mountain

Place 1 Tribe in each of the following Regions: 2, 5, and 7.

Use the unused color of City AV's to represent the Enemy Outpost. Place 1 Outpost in Region 6.

GOAL:

Destroy the Enemy Outpost before the end of the 8th Era.

ADDITIONAL RULES:

You win when you have destroyed the Enemy Outpost by removing all Outpost counters from Region 6.

At the end of an Era, if an Outpost counter is still in Region 6, add one more Outpost counter.

To remove 1 Enemy Outpost counter:
You must Decimate 10 Tribes from Region 6.
If you have Military OR Metal Working, Decimate 6 Tribes from Region 6.
If you have Military AND Metal Working, Decimate 3 Tribes from Region 6.

You may only move Tribes by Sea (with Fishing or Navigation), from one Region to another Region that Neighbors the same Sea. Tribes may not move from the Western Sea to the Eastern Sea, and vice versa.

Tsunamis can only affect Regions that neighbor the same Sea that the Active Region neighbors. For example, a Tsunami that was "started" in Region 6, can only affect Regions 6,1, and 4. Floods, Tsunamis, Earthquakes, and Volcanoes can reduce the Enemy Outpost AV, however, the Enemy Outpost can never be reduce lower than 1 in this way. Otherwise, no other Events can affect the Enemy Outpost.
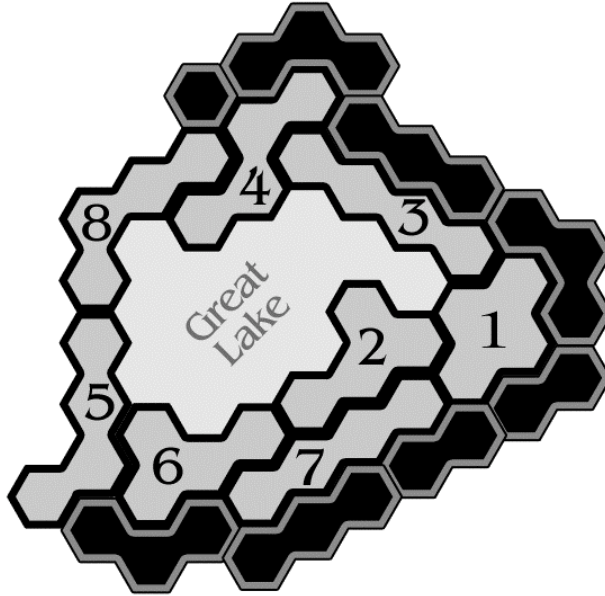
The Enemy Outpost requires no City Support, and does not support player Tribes.

SCENARIO 11
The Great Lake of 1,000 Depths.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest, Desert, Mountain
Region 2: Forest
Region 3: Mountain
Region 4: Mountain
Region 5: Forest, Farm
Region 6: Farm
Region 7: Forest
Region 8: Forest, Farm

Place 3 Tribes in Region 7.

GOAL:
Attain 300 Glory.

ADDITIONAL RULES:
If Region 8 or 5 becomes the Active Region for a Tsunami, then that Region is removed from the game (along with any Tribes, Cities, and Wonders on it), and the Great Lake then becomes a bay to the Sea.

You can not perform Sea Expeditions on the Great Lake. However, if the Lake becomes a Bay, then you can perform Sea Expeditions are normal.

You may use Fishing and Navigation to move Tribes across the Great Lake as if it was a Sea.
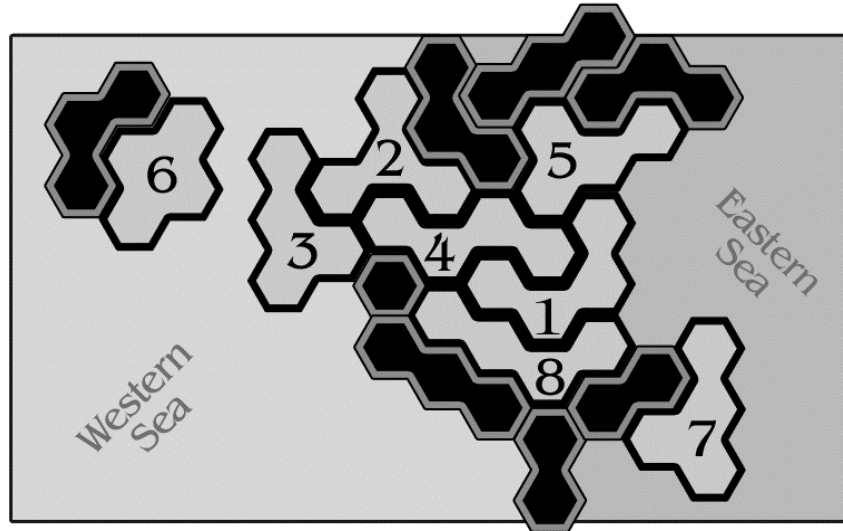
Regions 1,2,3,4,6, and 7 are not considered to be Neighboring the Sea unless Region 5 or 8 is Decimated by a Tsunami.

SCENARIO 12
To Honor the Fallen.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest
Region 2: Forest, Mountain
Region 3: Forest
Region 4: Desert
Region 5: Forest, Mountain
Region 6: Forest, Mountain
Region 7: Forest
Region 8: Forest, Volcano

Place 2 Tribes in Region 5, and 2 Tribes in Region 1.

GOAL:
Build a Coliseum of Death and an Amphitheater before the end of the 8th Era.

ADDITIONAL RULES:
You start the game automatically with Coinage.

If you have Roadbuilding or Equestrian, you can move Tribes between Regions 8 and Region 7 as if they share a common border.
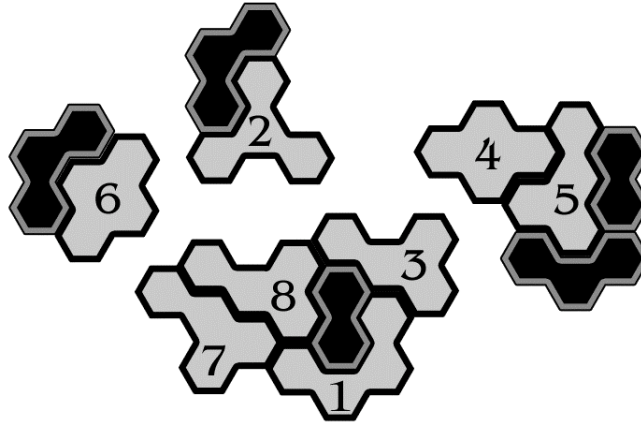
You may only move Tribes by Sea (with Fishing or Navigation), from one Region to another Region that Neighbors the same Sea. Tribes may not move from the Western Sea to the Eastern Sea, and vice versa.

SCENARIO 13
Watchers of the Sea.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest
Region 2: Mountain
Region 3: Forest
Region 4: Forest, Mountain
Region 5: Desert, Mountain
Region 6: Mountain
Region 7: Mountain, Forest
Region 8: Forest

Place 1 Tribe in each of the following Regions: 1, 7, and 8.

GOAL:
Build 3 Huge Monoliths of Impressiveness, one each in Regions 2, 5, and 6, before the end of the 8th Era.
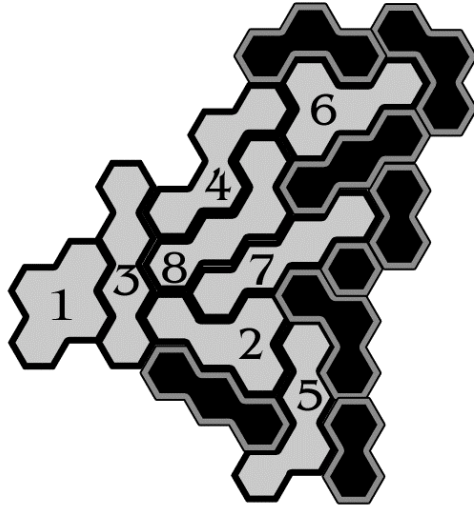
ADDITIONAL RULES:
You start the game automatically with Navigation.

SCENARIO 14
Three Canyons.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Forest, Farm
Region 2: Desert, Volcano
Region 3: Forest, Farm
Region 4: Forest
Region 5: Mountain
Region 6: Mountain
Region 7: Forest, Mountain
Region 8: Desert, Fault Line

Place 1 Tribe in Region 1.
Place 1 Tribe in Region 3.

Place a City with an AV of 1 in Region 1.
Place a City with an AV of 1 in Region 3.

GOAL:
Build 8 Cites, one in each Region, before the end of the 8th Era. All cities must be standing at the end of the round after Upkeep.
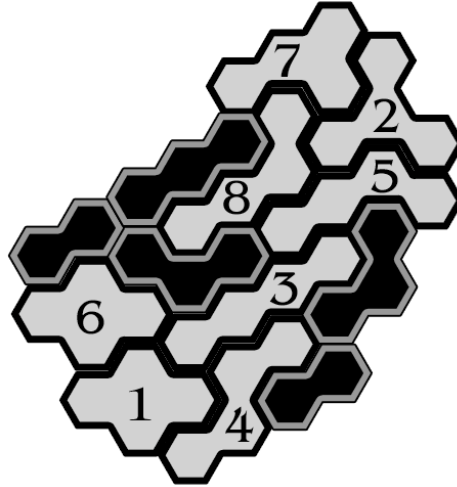
ADDITIONAL RULES:
If a Flood occurs in Region 6, a Flood also occurs in Regions 4 and 8.
If a Flood occurs in Region 7, a Flood also occurs in Regions 2 and 8.
If a Flood occurs in Region 5, a Flood also occurs in Regions 2 and 3.

SCENARIO 15
The Den of Thieves.

BUILD:
Using the numbered Region areas and Frontier areas (shown in black below), build the map as shown below.

Place the following Resource Tokens in the Region as indicated below:

Region 1: Desert
Region 2: Forest
Region 3: Mountain, Fault Line
Region 4: Forest
Region 5: Mountain, Forest
Region 6: Desert
Region 7: Forest
Region 8: Mountain, Forest

Place 1 Tribe in Region 1.
Place 1 Tribe in Region 3.
Place 1 Tribe in Region 4.

GOAL:
Acquire Civil Service in order to remove Culture of Thievery.

ADDITIONAL RULES:
You start with Culture of Thievery.