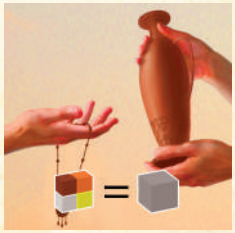
The following tiles can be added simultaneously or independently at the beginning of the game.

New Discoveries

Use: The new discoveries are added to the old ones. Shuffle the different 6 red-backed Discovery tiles and place 5 discoveries on the first 5 spaces of the first line of the board. The sixth discovery is discarded. Complete the stacks of tiles according to the number of players. Proceed in the same way for the other 4 discovery lines.



Barter: The player may use his resource cubes as ***jokers***. For instance, a wood cube can be used as a wood, stone, grain or gold cube.

A 

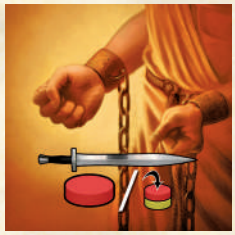
B 

Drama: A) Each time the player earns Prestige (1 point or more) during the game (cards, bonus, objectives, but excluding the points of the end of the game), he takes 1 more Prestige token.
B) Each time the player earns Hourglass tokens (1 token or more) during the game (cards, bonus, Chronos, Cavalry, but excluding hourglasses granted for conquests), he takes 1 Prestige token.

NB: The player who first acquires this discovery chooses between A and B.



Battlements: When attacked, the player gets 3 hourglasses instead of 1.



Slavery: This discovery grants 1 Sword. When the player takes a territory away from someone else, he takes a new settler from the general stock and puts it in his personal stock.



Orichalcum: The player scores 2 points for each settler he has in Atlantis (including his conquered settlers).

New Wonders

Use: The new wonders are shuffled with the old ones. Then, place 5 wonders randomly. The new wonders cost 7 action points and require specific combinations of resources and stars to be built. The stars may have been granted by a technology, a territory or a card. However, placing a token in the same column as the wonder doesn't grant stars (but this rule is still valid for the wonders of the basic game). The new wonders grant 8 points at the end of the game. What is more, as soon as a player acquires them, they grant him a bonus.

A B C D



A) Temple of Ares: The player adds 1 Sword to his total.

B) Temple of Hera: The player adds 1 Zeus symbol to his total.

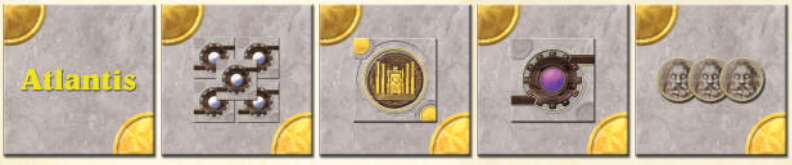
C) Temple of Apollo: The player picks 2 Destiny cards (the Oracle works for each card).

D) Temple of Chronos: The player earns 3 Hourglass tokens.

Objectives

Use: Shuffle the 5 Objective tiles at the beginning of the game. Pick ***2 tiles*** randomly and place them face-up next to the game board. The remaining tiles are discarded. During the game, as soon as a player meets one of the two objectives, he takes the corresponding tile and places it in his play area. The tile grants him 3 more points at the end of the game.

A B C D E



A) Be the first to reach Atlantis.

B) Be the first to get 5 discoveries.

C) Be the first to build a Marvel.

D) Be the first to build a purple discovery.

E) Be the first to acquire 3 Zeus symbols (including Destiny cards).