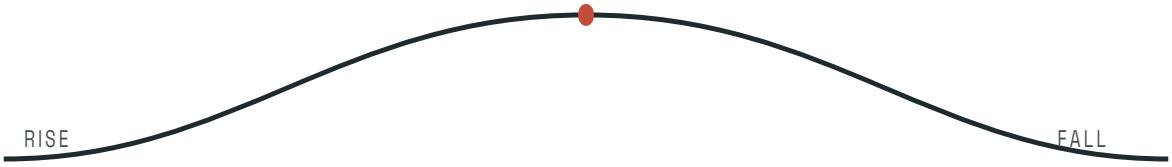
A CIVILIZATION GAME FOR 2–4 PLAYERS · 60–120 MIN · AGE 10+

Blink.

Climbing the Ladder of Civilization



Designed by Toby Siko · Base game rulebook · v0.14

2–4 players **Trick-taking-inspired** + map building **Goal:** most Victory Points

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Begin with a small tribe in unknown lands. Grow your population, sail and march into uncharted terrain, and develop new technologies — all while your rivals reach for the same horizon. Even the greatest civilizations may rise and fall within the blink of an eye.

Blink alternates between two phases each round. In the card phase you play melds in a trick to win *initiative*. In the map phase those same cards become *actions*: populate tiles, explore new land, move armies, and fight. Card suits match terrain types, so what you can do on the map depends on the hand you build. Over the game you upgrade your deck, balance your population to unlock larger melds, and bank the right cards for scoring.

This rulebook covers the base game only. The *Wasteland & Disaster* expansion and the experimental *Trade* module are described in their own booklets.

START HERE · THE GAME IN 90 SECONDS

YOUR GOAL

Score the most Victory Points — by holding land on the map at the end, and by banking strong cards into your VP row along the way.

EACH ROUND: TWO PHASES, ONE SET OF CARDS

1. **Card phase. Everyone plays a *meld* — a poker-like card combo. Highest score wins *initiative*.**
2. **Map phase. Spend those same cards as *actions*: populate, move, explore, fight. A card's suit decides which terrain it can act on.**

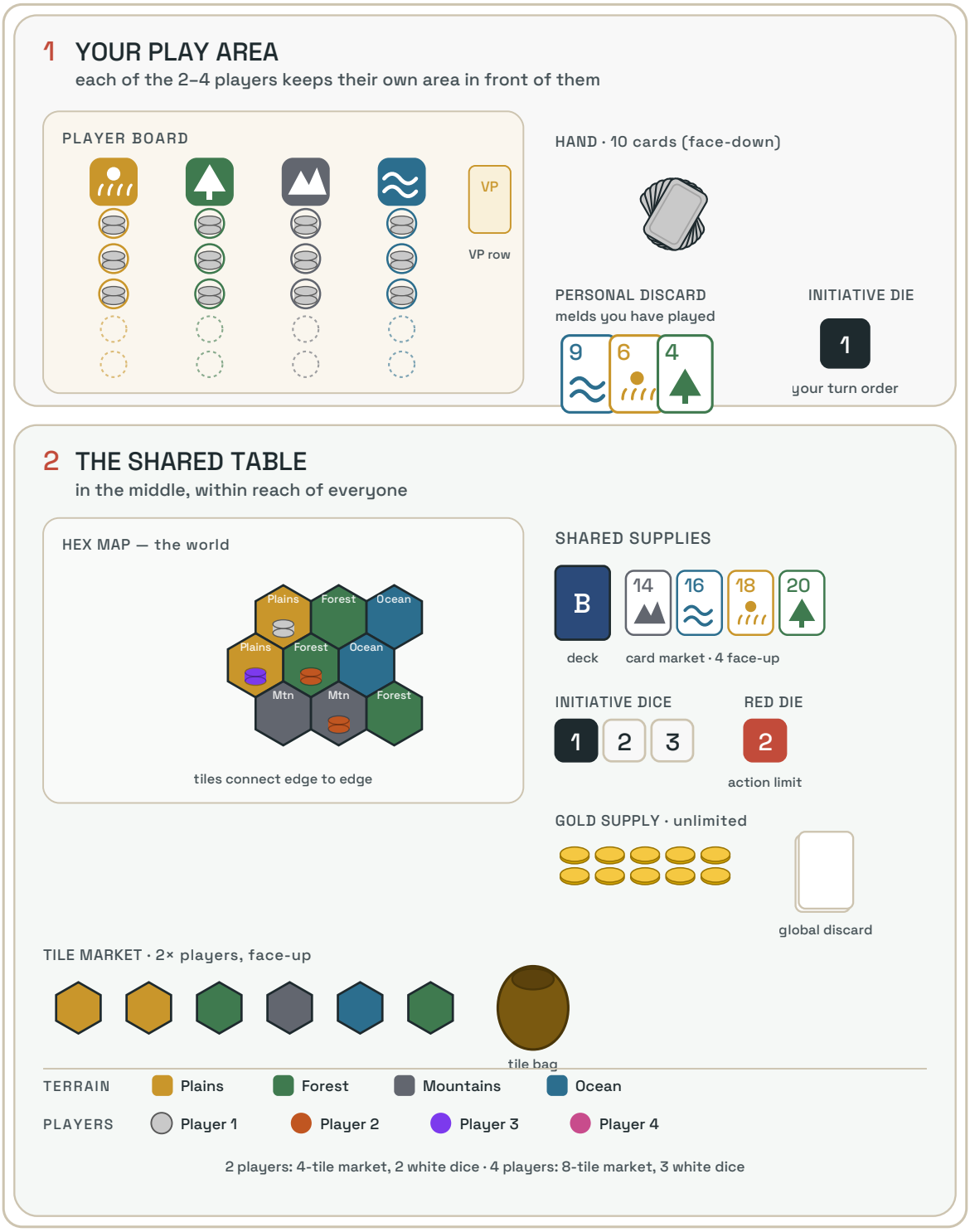
Winning initiative lets you act first and use *all* your cards; rivals earn gold for the cards they can't play. Over the game you upgrade your deck, unlock bigger melds, and bank cards for scoring — until someone is down to their last units on the board or the advanced deck runs out, triggering the end. New here? Read §01–06, set up with the standard map (§03), and keep the Quick reference (§14) at hand.

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01 Components

- **80 civilization cards in four suits — Plains, Forest, Mountains, Ocean — ranked 1–20.**
- **60 hexagonal terrain tiles in the four terrain types.**

- **5 indicator dice — 1 black, 3 white (initiative), 1 red (action limit).**
- **4 player boards.**
- **80 population units — 20 in each of 4 player colours.**
- **40 gold coins (or 20 with higher denominations — treat the supply as unlimited).**



How the table is set up. Every player has their own play area — a player board, a face-down hand of 10 cards, a personal discard of played melds, and an initiative die. The hex map, markets, dice and supplies sit in the middle, shared by all. On the board, units clear from the bottom up: an empty slot means that unit is on the map. Player counts scale the tile market and dice as shown.

02 Object of the game

Score the most Victory Points (VP). You earn them by keeping units on the map and by retiring strong cards into your personal VP row as you upgrade your deck.

The game ends soon after a player has 2 or fewer units left on their board, or the advanced deck runs out. Then everyone plays one final round and scores.

03 Setup

1 · SPLIT THE CARDS

Separate the 80 cards into a starting deck and an advanced deck:

PLAYERS	STARTING DECK	ADVANCED DECK
2	Ranks 6–10	Ranks 11–15
3	Ranks 3–10 †	Ranks 11–18 †
4	Ranks 1–10	Ranks 11–20

3-PLAYER SUIT BALANCE

Draw two rank-3 cards at random and include them; remove the other two permanently. Note which two suits are *missing* **from your drawn rank-3 cards, then remove the rank-18 cards of those same two suits from the advanced deck.** *Example: you draw rank-3 Plains and rank-3 Forest → remove rank-18 Mountains and rank-18 Ocean.* **No suit is now overrepresented across either deck.**

2 · DRAFT YOUR STARTING HAND

Deal 10 random starting-deck cards to each player. Draft simultaneously over four rounds — you may freely change your mind and pass on cards you kept in an earlier round:

ROUND	RECEIVE	KEEP	PASS CLOCKWISE
1	10 (dealt)	4	6
2	6	6	4
3	4	8	2
4	2	All 10	—

You always hold exactly 10 cards throughout the game \u2014 at any moment they are split between your hand, your personal discard (melds already played this cycle), and the meld currently on the table. Cards retired to your VP row through upgrades are no longer part of this 10.

3 · PLAYER BOARDS & UNITS

Each player places all 20 units on their board — 5 units per terrain track (Plains, Forest, Mountains, Ocean). Starting meld-size limit is 3.

4 · STARTING MAP

For your first game, use the standard layout: each player takes the bottom unit from their Plains track and places it on a Plains starting tile. Arrange the Plains tiles around a cluster of central Mountain tiles so that no two Plains tiles are directly adjacent.

PLAYERS	CENTRAL MOUNTAIN TILES
2	1 Mountain tile between the two Plains starting tiles
3	1 Mountain tile; each Plains tile touches it, none touch each other
4	2 Mountain tiles in the centre; Plains tiles alternate around them

The central Mountains prevent early combat, giving new players time to learn expansion before fighting begins. For experienced players, use a predefined asymmetric map or draft starting tiles randomly.



Standard first-game maps. Plains tiles are each player's starting tile; the central Mountains keep early combat at bay while everyone finds their feet. No two Plains start tiles ever touch.

4B · HOMELAND TILE (3–4 PLAYERS)

After drafting, in seat order: take one tile of your choice from the bag, place it adjacent to your starting tile, then take the bottom unit from its matching terrain track and place it on the new tile. Every player begins with 2 units on the map. *(Skip this step at 2 players.)* **Choose freely — this tile anchors your early expansion where your drafted hand is strongest.**

5 · TILE MARKET

Put remaining tiles in a bag. Draw twice the player count face-up as the open tile market.

6 · CARD MARKET

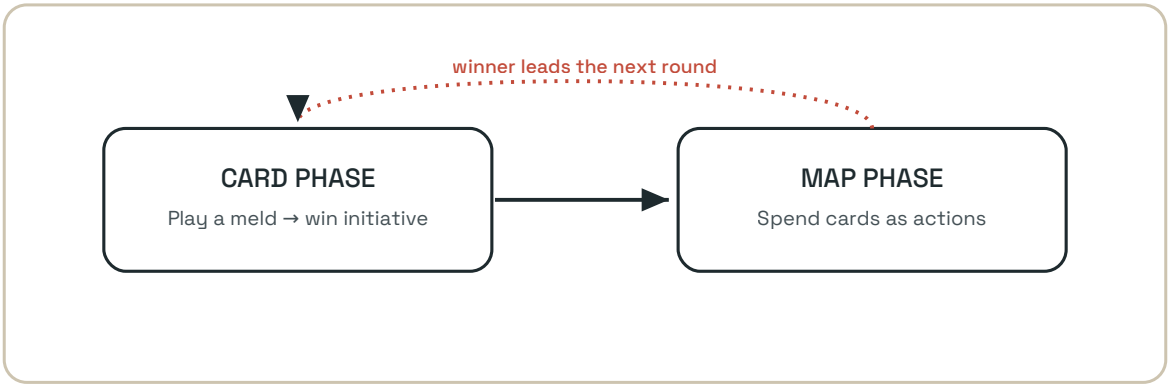
Sort the advanced deck face-down by rank, highest at the bottom (equal ranks in random suit order). Turn the top 4 cards face up beside it.

7 · DICE & FIRST PLAYER

Place white initiative dice showing 1 through player count within reach. The black die always shows 1 and belongs to the trick winner. Place the red die nearby. Choose a starting player and give them the black die — they lead the first round.

04 The round

1. **Card phase — everyone plays one meld. Compare scores to set initiative and the action limit.**
2. **Map phase — in initiative order, spend your played cards as actions on the map; sync your board; earn and spend gold; upgrade cards.**
3. **End of round — check end-game trigger, refill the tile market to twice the player count, winner leads next round.**



Each round: two phases, one set of cards. A card-phase trick decides initiative; the same cards are then spent on the map. The trick winner leads the next round.

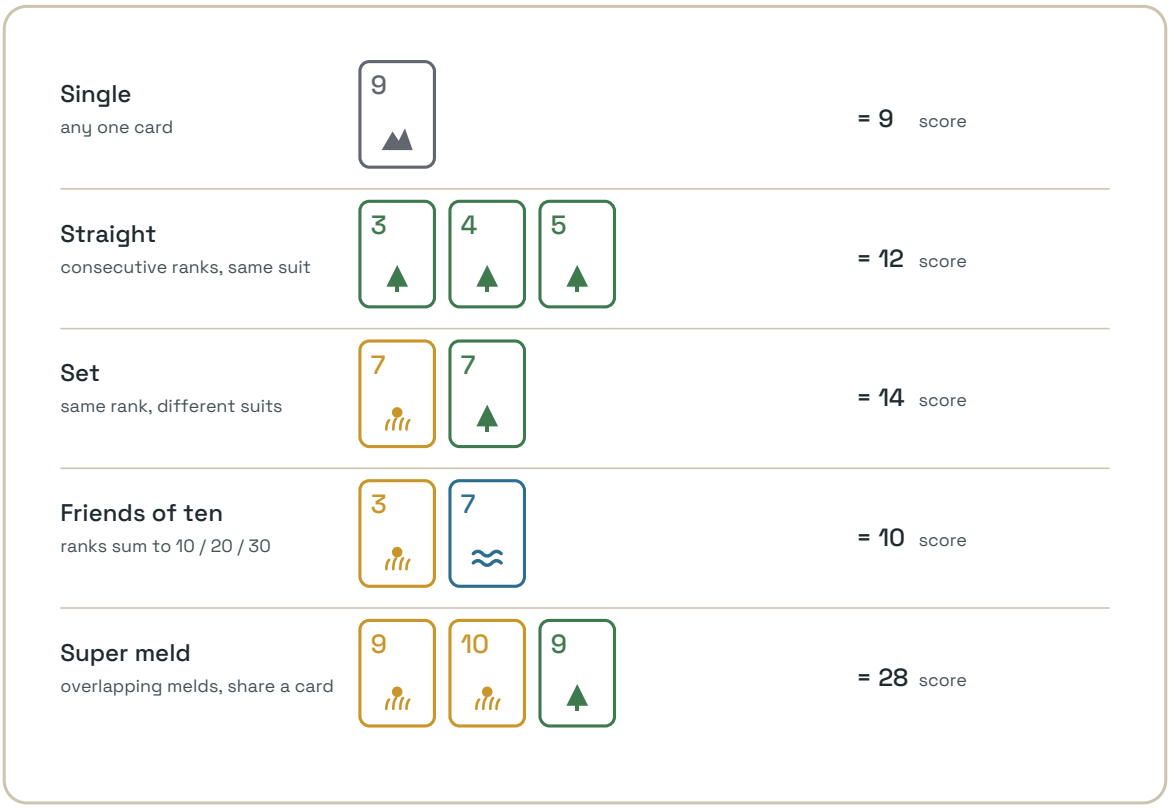
05 Card phase & melds

Your cards represent the ideas and plans your leaders use to win political influence — and so, initiative on the map. The card phase is a single trick: no one ever takes anyone's cards, you always keep your own, and there is no must-follow suit rule.

1. **The leader plays a valid meld. Clockwise, each player plays a meld of 1 to their meld-size limit. You must play; you may not pass.**
2. **Each player's score = sum of ranks played. Highest wins; ties go to the earlier player.**
3. **Set initiative dice: winner takes the black "1", next player "2", etc. Winner leads next round.**
4. **Set the red die to the winner's meld size. Non-winners may use one fewer card than this for map actions (minimum 1). Cards blocked by this rule each earn 1 gold.**

Valid melds

MELD	DEFINITION	EXAMPLE
Single	**Any one card.**	**9 Mountain**
Straight	**Two or more consecutive ranks of the same suit.**	**3·4·5 Forest**
Set	**Two or more cards of the same rank, any suits.**	**7 Plains + 7 Forest**
Friends of ten	**Two cards whose ranks sum to exactly 10, 20, or 30. Any suits.**	**3+7, 8+12, 11+19**
Super meld	**Overlapping combination of the above. A card may satisfy multiple types simultaneously.**	**9P + 10P + 9F (set of 9s overlapping a Plains straight)**



The five valid melds. Score = sum of ranks. A meld may not exceed your current meld-size limit (start: 3).

AT THE TABLE

3-player round, everyone at meld limit 3. Ada leads with a 5·6 Plains straight — score 11. Ben plays 9 Plains + 9 Forest — a valid *set* (same rank, different suits) — score 18. Cleo plays a single 12 Mountain — score 12. Ben wins (18). The red die is set to 2 (Ben played 2 cards). Ben may use both cards as map actions. Ada may use 1 of her 2 cards — the blocked card earns her 1 gold. Cleo played only 1 card, so she simply uses it and earns no gold.

Playing through your hand

Each meld goes face-up to your personal discard. Once your hand is empty, pick up the full discard at the end of your map phase — not mid-trick. This lets you see your full 10 cards before committing to upgrades. Then pick up and continue.

06 Map phase

1. **Players act in initiative order (die "1" first, then "2", etc.).**
2. **On your turn, spend your played cards as actions. Each card's suit must match the terrain it acts on.**

3. **Action limit: only the trick winner may use all their meld cards. Everyone else may use one fewer card than the winner played, minimum 1. Each card blocked by this rule earns 1 gold.**
4. **You may also voluntarily skip any card for 1 gold instead.**
5. **After your actions, sync your board: rearrange your units on the tracks so each terrain track matches your actual population on the map for that terrain type. This keeps terrain bonuses honest — a bonus only applies if the track still shows it as unlocked.**

After all players have acted: check end-game trigger, refill tile market to twice the player count, winner leads.

07 Terrain

The four terrain types match the four card suits. Each has a distinct strategic character:

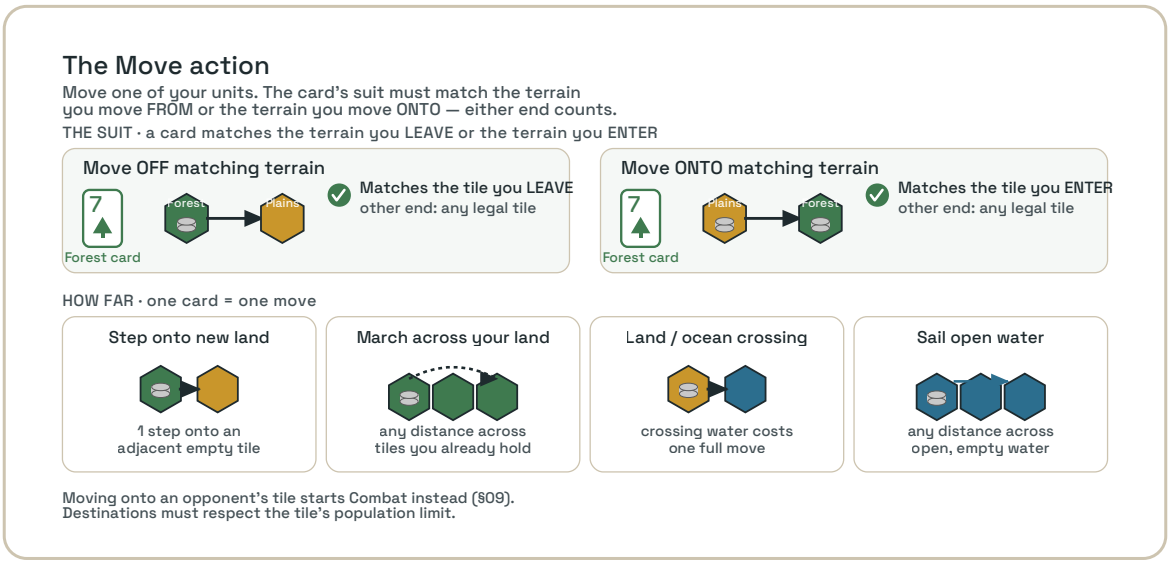
TERRAIN	CHARACTER	DEFENCE BONUS
Plains	**Highest population capacity. No defensive value — but the easiest terrain to grow and the fastest path to a higher meld-size limit.**	**none**
Forest	**Moderate capacity. The defensive bonus makes it worth holding under pressure.**	**+1**
Mountains	**Low capacity, strong defence. Can attack and be attacked normally. A powerful defensive anchor once established.**	**+2**
Ocean	**Low capacity but uniquely powerful for expansion: exploring from Ocean reveals two connected tiles instead of one, and units move freely across open water in a single action.**	**none**

Population limits, populate costs, and permanent terrain bonuses are all shown on your player board — see the **§10 terrain effects table**.

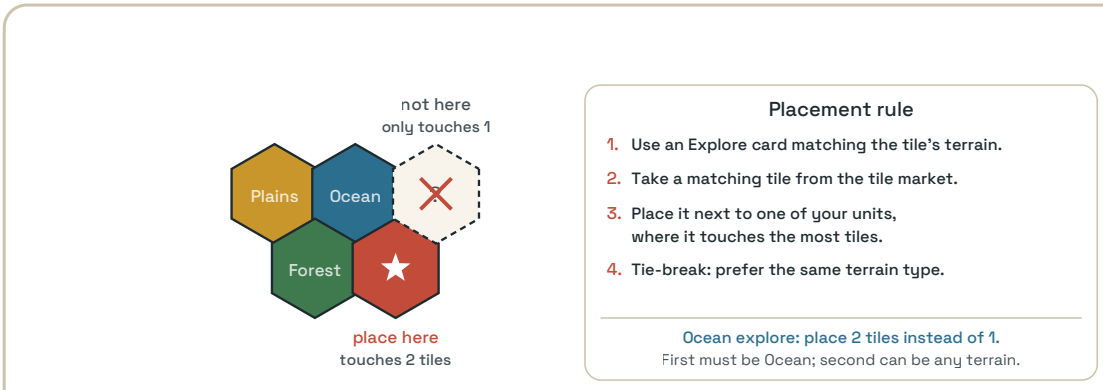
08 Map actions

Each played card acts on a tile of its matching terrain that holds or is adjacent to one of your units.

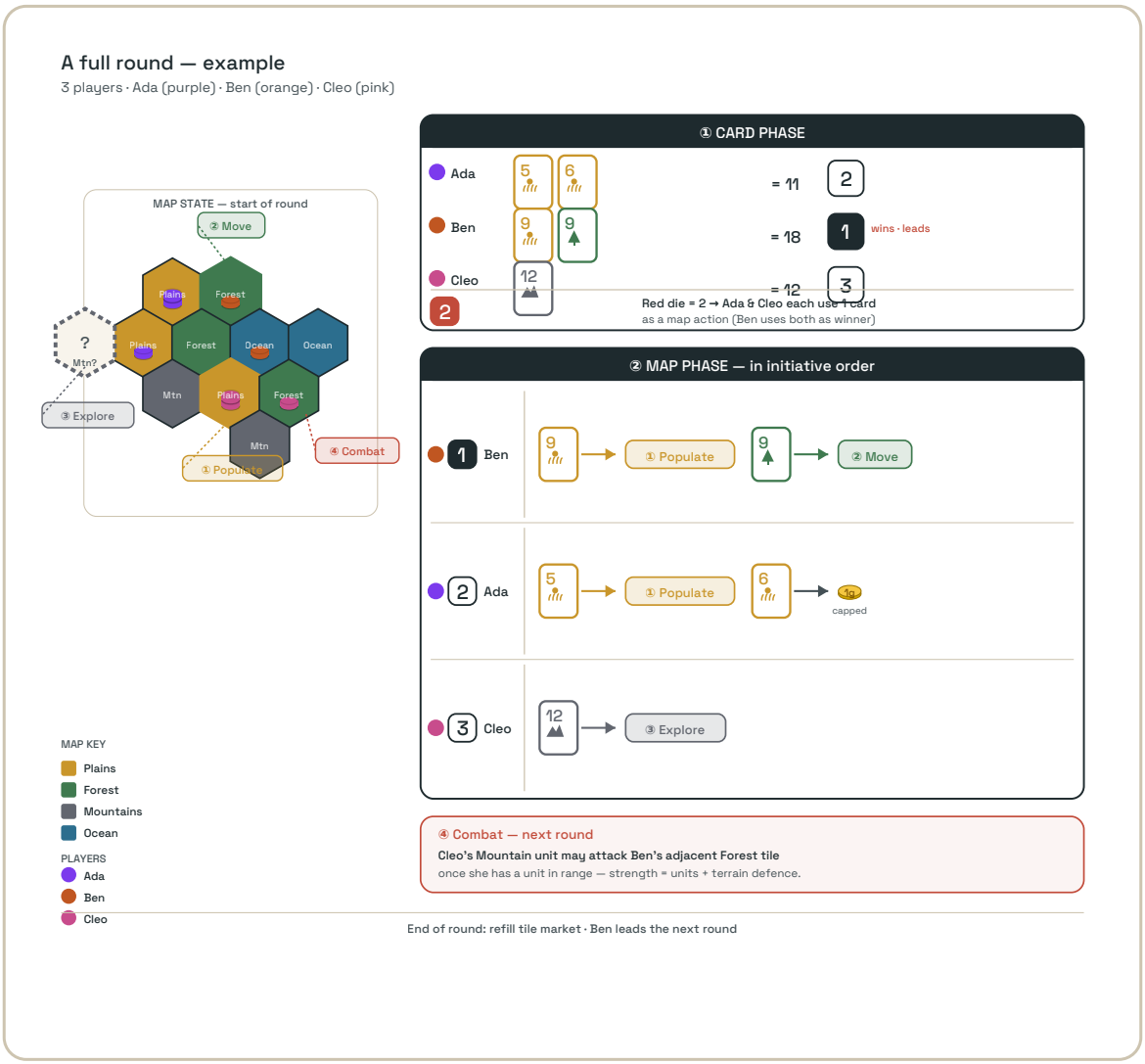
ACTION	EFFECT
Populate	**Take the bottom unit from the matching terrain track and place it on a tile you occupy or are adjacent to, within the population limit. Cost: 1 card for Plains and Forest; 2 same-suit cards for Mountains and Ocean until row 3 of that track is unlocked, then 1 card. Re-entry: if you have *no units on the map* at the start of your map phase, Populate ignores the adjacency requirement this turn — place the unit on any unoccupied tile matching the card's suit.**
Move	**Move one of your units from or onto a tile of the matching terrain — the card's suit can match either the tile you leave or the tile you enter. On land: one step onto an unoccupied tile, or any distance across tiles you already occupy (destination within its population limit). Land ↔ ocean crossing costs one full move. On ocean: any distance across open, unoccupied water in a single action. Population cap: you may never have more than 5 units on one terrain type — if a track's 5 units are all on the map, you cannot move or advance another unit onto that terrain.**
Explore	**Take a tile from the market whose terrain matches your card's suit. Place it adjacent to one of your units following the placement rule: (1) the tile must touch one of your units; (2) among those positions, maximise the number of existing tiles it touches; (3) tie-break by preferring the same terrain type. Optionally move one unit one step onto the newly placed tile.** **Ocean explore: place *two* connected tiles instead of one. The first must be an Ocean tile — if the market has none, draw one directly from the bag. The second can be any terrain from the market.**
Combat	**Triggered when a unit moves onto an opponent's tile. See §09.**



The Move action. One played card moves one of your units. The card's suit must match the terrain you move **from** or the terrain you move **onto** — either end counts. Moving onto an opponent's tile begins **combat** instead (§09).



Tile placement. The starred tile correctly goes where it borders the most existing hexes (2 tiles). The dashed position touches only 1 and is not valid. From **Ocean** you place two tiles — the first must be ocean.



A full round, fully worked. Ben wins the trick (18) with a set of two 9s. The red die is set to 2, so Ada and Cleo may each use only 1 card. In the map phase, each card maps to its outcome — and the map on the left shows exactly where each action lands: ① Ben and Ada both populate Plains tiles, ② Ben moves into Forest, ③ Cleo explores toward a new Mountain tile, and ④ a Combat opportunity opens for next round once Cleo is in range of Ben's Forest tile.

09 Combat

When a unit would move onto a tile held by another player, combat is resolved instead of movement.

- **Attacker commits any number of units from a single adjacent tile — one Move card launches the attack, no matter how many units join it. Defender uses all units on the target tile.**
- **Each side totals strength: units + terrain defence bonus (+1 Forest, +2 Mountains) + 1 if spending 1 gold (once per side — the attacker declares first, then the defender).**
- **Higher total wins. Loser removes all committed units. Winner keeps units equal to the difference. Tie: all units removed.**

- **If the attacker wins, surviving units may be distributed between the new tile and the original tile, up to each tile's population limit. Units lost in combat return to the player board and may be redeployed.**

AT THE TABLE

Cleo (3 units, attacking from Plains) moves against Ben's Forest tile (2 units, +1 defence = strength 3). Cleo spends 1 gold for +1 = strength 4. Ben declines. Cleo wins 4–3; difference is 1, so 1 unit advances onto the forest. Ben's 2 units return to the Forest track on his player board, ready to be redeployed. Cleo's surviving unit may go onto the Forest tile or stay on her original Plains tile — whichever fits within the population limits.



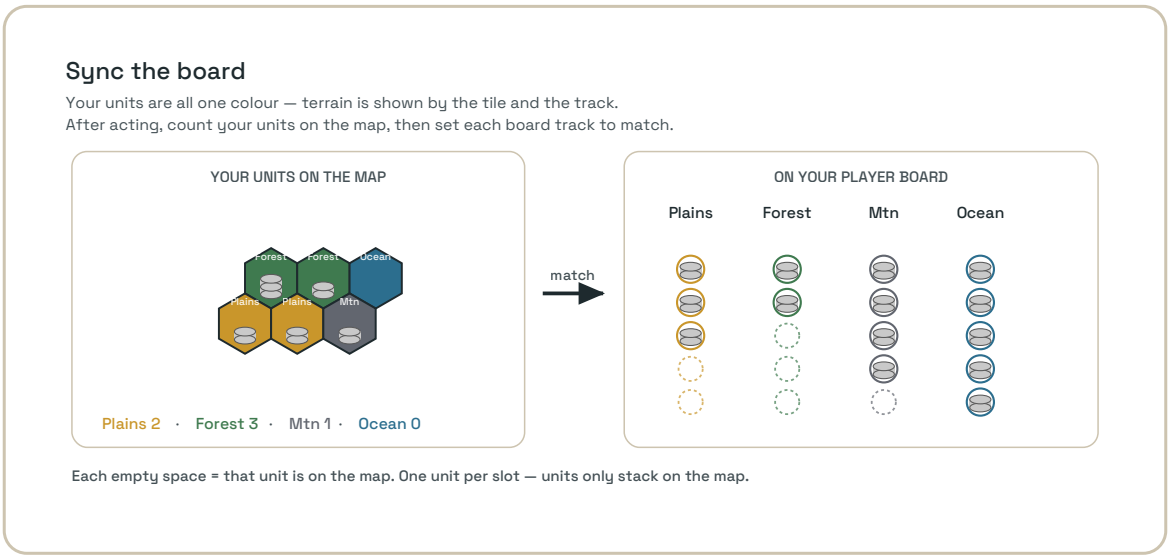
Combat. Strength = units + terrain defence + optional gold boost. Survivors equal the difference and may be split between the new tile and the original tile. Defeated units return to the player board and are redeployed from there.

10 Your player board

Your board holds 5 units per terrain track, read bottom to top. When you populate, remove the bottom unit and place it on the map, revealing the bonus on that slot. Units lost in combat return to the board and are placed back from the bottom.

After movement or combat, sync the board: rearrange units so each track matches your current population on the map by terrain type. Use the minimum rearrangement needed. You may wait until the end of your turn.

Your board is a census: each track accounts for all 5 units of its terrain, so you may never have more than 5 units on any one terrain type on the map. A Move or combat advance onto a terrain whose track is already empty is not allowed. (Populate can never break this rule — it always draws from the matching track.)



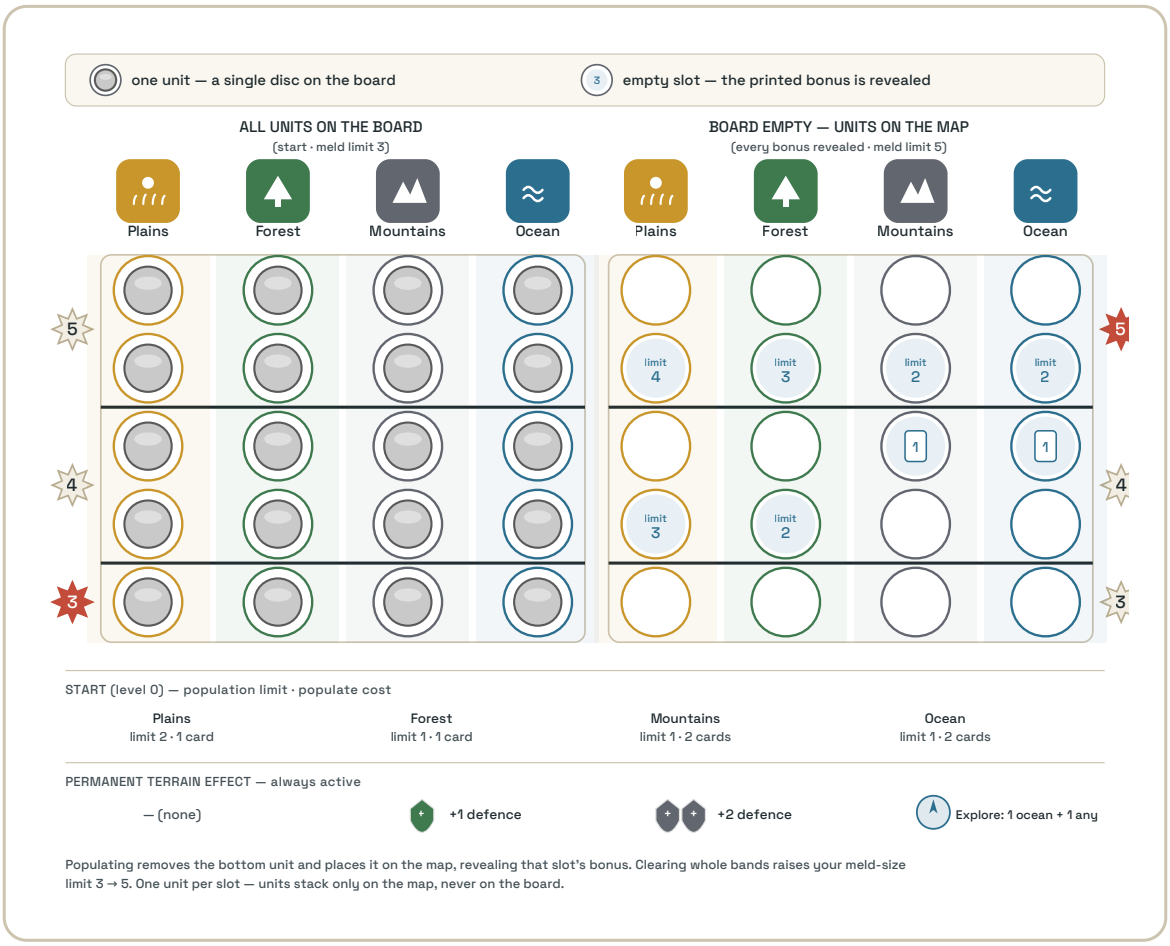
Sync the board. Your units are a single colour — terrain is shown by the tile (on the map) and by the track (on your board). Count your units on each terrain, then empty that many slots from the **bottom** of the track; emptying slots reveals that track's bonuses, and returning units refill from the bottom.

Meld-size limit

Your meld limit starts at 3. The board has two thick horizontal lines. When all four tracks have cleared the same line, the limit rises:

MILESTONE	CONDITION	MELD LIMIT
Game start	**All units on board**	**3**
First increase	**All units below the first line placed on the map across all four tracks**	**4**
Second increase	**All units below the second line placed on the map across all four tracks**	**5 (max)**

The meld limit is personal — each player tracks their own. Spreading evenly across all four terrains is the fastest path to a higher limit.



Your player board. Each terrain has its own five-slot track, shown by the column tint and slot-ring colour. **Left:** the board at game start — all 20 units placed, one disc per slot (units stack only on the map, never on the board). **Right:** the same board fully emptied onto the map — each empty slot now shows the bonus printed beneath it: higher population limits, and a cheaper populate cost on Mountains and Ocean. The star scale is your personal meld-size limit — clearing all four tracks past a line raises it 3 → 4 → 5. Start values and permanent terrain effects are listed below the boards; the full progression is in the table.

Terrain effects by row

TRACK LEVEL (MELD LIMIT)	PLAINS	FOREST	MOUNTAINS	OCEAN
5 · limit 5	—	—	—	—
4 · limit 5	**Pop. limit 4**	**Pop. limit 3**	**Pop. limit 2**	**Pop. limit 2**
3 · limit 4	—	—	**Populate: now 1 card**	**Populate: now 1 card**
2 · limit 4	**Pop. limit 3**	**Pop. limit 2**	—	—

TRACK LEVEL (MELD LIMIT)	PLAINS	FOREST	MOUNTAINS	OCEAN
1 · limit 3	—	—	—	—
Start · limit 3	**Limit 2 · 1 card**	**Limit 1 · 1 card**	**Limit 1 · 2 cards**	**Limit 1 · 2 cards**
Permanent	—	**+1 defence**	**+2 defence**	**Explore: 1 ocean + 1 any**

Read each track from the bottom (Start) up: removing a unit reveals the next level. Population limits rise as a track is cleared, and Mountains and Ocean drop to a 1-card populate cost at level 3. The permanent bonus (bottom row) is always active.

BOARD AREAS

Your board also holds your personal discard (melds played), your gold, and your VP row: five card slots where retired cards are placed in ascending order of rank, packed from the left — slide cards to make room. Cards are placed face up, or face down (at most 2 face-down cards; you may look at your own face-down cards at any time).

11 Gold & upgrading

You earn 1 gold for every meld card you don't spend as a map action — whether blocked by the action limit or voluntarily skipped. Gold persists between rounds.

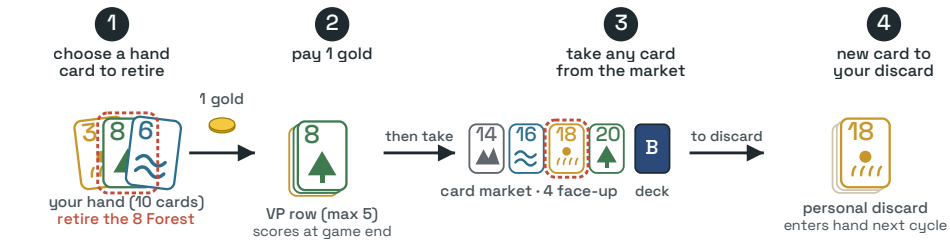
- **Upgrade a card — 1 gold each (see below).**
- **Boost combat — +1 strength, once per side per combat.**
- **Redraw tile market — return any tiles to the bag, redraw a full set of twice the player count.**

Upgrading your deck

After your map actions (or when picking up your discard at the end of your map phase), pay 1 gold to retire one card to your VP row and take any card from the card market into your personal discard. Repeat any number of times. When the effect of a card says "upgrade goes directly to hand," the new card skips the discard and enters your hand immediately. Refill the card market from the advanced deck after each take.

AT THE TABLE

Ada just played her last hand card. At the end of her map phase she picks up her 10-card discard. She has 3 gold and retires her 2 Plains (into VP row) for a 14 Ocean from the market, then retires her 3 Forest for a 15 Mountain. Her 10 cards are now the 8 left in hand plus the two market cards waiting in her personal discard — they join her hand the next time she picks up. Those retired cards still score at the end — unless she burns them for their effects.

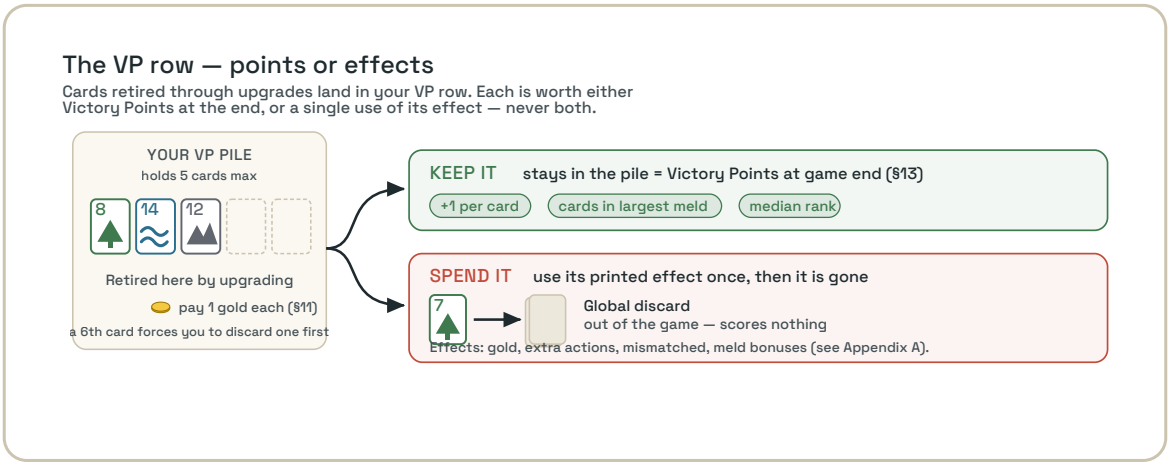


You can also upgrade when you pick up your full discard as a new hand — pay gold for as many cards as you can afford.

Upgrading. Retire a hand card to your VP row, pay 1 gold, and take any card from the face-up market. The new card lands in your personal discard and enters your hand on the next cycle. Refill the market from the advanced deck after each take.

12 Card effects, mismatched cards & VP row

Every card has a printed secondary effect. Cards reach your VP row through upgrades. A VP row card may be used once for its effect, then is permanently removed to the global discard — that card no longer scores.



The VP row: points or effects. Every card you retire through an upgrade waits in your VP row (max 5). Leave it there and it scores at the end; use its printed effect once and it goes to the global discard, scoring nothing. That choice is the heart of the upgrade game.

Using a secondary effect

Take the card from your VP row — revealing it if face down — and trigger its effect during the appropriate phase (card phase or map phase, as the effect text indicates). Then place it on the shared global discard pile — it is permanently out of the game. This frees one VP row slot and provides a powerful benefit, but costs you end-game points.

Mismatched cards

Many cards carry the effect "Allow N mismatched." Trigger it from your VP row during the card phase, before scores are compared. It lets you treat up to N cards in your current meld as *mismatched*, where each mismatch is one of two changes:

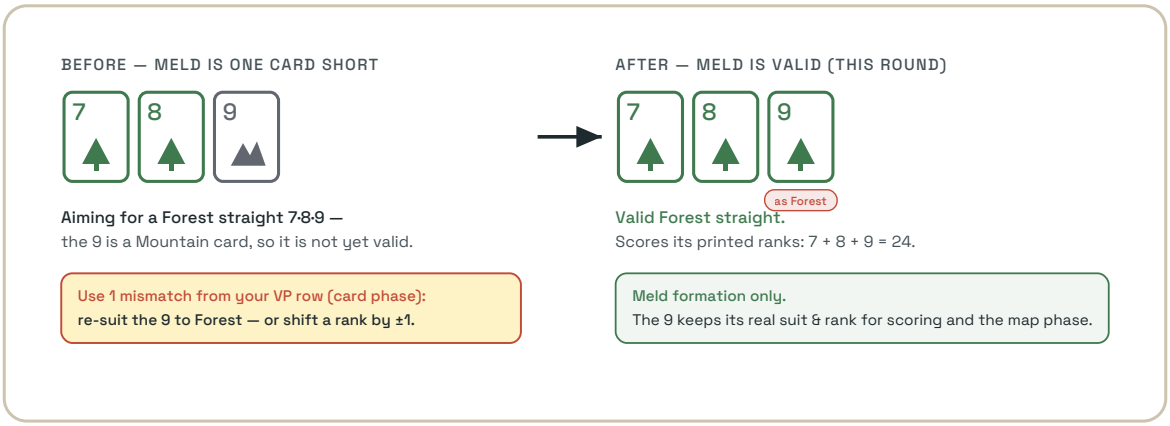
- **Change a rank — shift one card's rank by a single step, +1 or −1, so it fits the meld;** *or*
- **Alter a suit — treat one card as a different suit of your choice.**

Each mismatch applies to a different card of your meld — you may not change both the rank and the suit of the same card. "Allow 2 mismatched," for instance, lets you adjust two separate cards (re-rank one and re-suit another, re-rank both, and so on).

A mismatch counts only for forming the meld. It never changes a card's value: every card still scores its printed rank, and in the map phase still acts on its printed suit. The effect simply lets an almost-complete meld count as valid.

- **If you hold several mismatched-effect cards in your VP row, you may trigger each separately.**

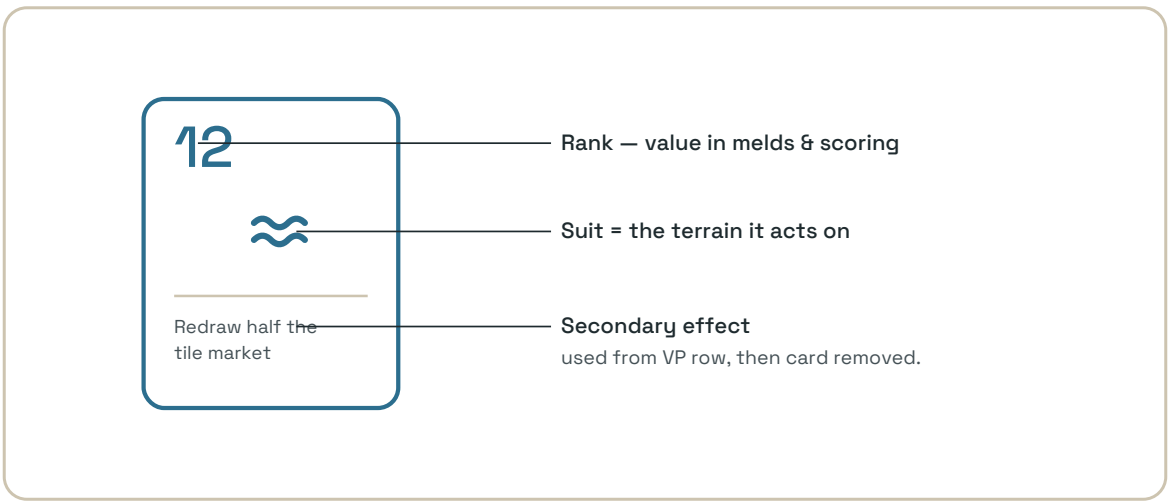
- **Typical use: finishing a meld that is one card short — e.g. treat a 10 Forest as a 9 (−1) to complete a 7·8·9 straight, or re-suit an off-suit card to join a set.**



A mismatch completes a meld. Triggered from the VP row in the card phase (before scores), a mismatch re-suits one card — or shifts a rank by ±1 — so an almost-complete meld counts as valid. It is purely for meld formation: cards keep their printed rank, suit and score, and still act on their printed terrain in the map phase.

VP row limit & the global discard

Your VP row holds at most 5 cards. When a sixth would arrive, you must first remove one to the global discard (permanently out of the game). Any card that leaves your row — used, discarded, or scored — is always revealed. The global discard is a shared face-up pile near the card market — nothing can retrieve cards from it.



Anatomy of a card. Rank, suit, and secondary effect. The same card is a trick play, a map action, and potential Victory Points — until you spend its effect.

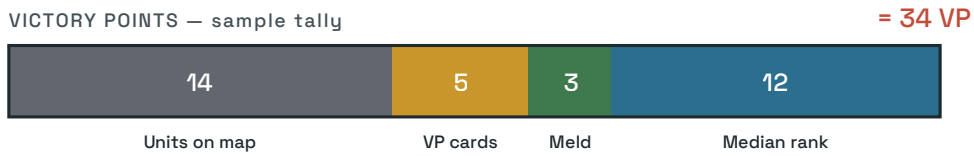
13 End game & scoring

Triggered when: a player ends their map phase with 2 or fewer units on their board, *or* the advanced deck is exhausted (the card market can no longer refill). Complete the current round, then play one complete final round — every player gets at least one full turn to catch up. Combat is the sharpest tool: units knocked off the map stop scoring. Then score.

Scoring

SOURCE	HOW TO COUNT	MAX
Units on the map	**Count your units currently on the map at game end.**	**20**
VP cards	**Cards currently in your VP row.**	**5**
Largest valid meld	**Find the largest valid meld you can form from your VP cards. Count the cards in it.**	**5**
Median rank	**Reveal any face-down cards — your VP row is already in rank order. Score the rank of the middle card of your row; with an even count, the higher of the two middle cards.** *e.g. cards 6·9·14·16·20 → median 14; cards 5·8·13·17 → high half is 13 & 17 → median 13.*	**20**

Most VP wins. Gold breaks ties.



Caps: units on map 20 · VP cards 5 · largest meld in VP row 5 · median rank 20. Gold breaks ties.

End-game scoring. Add up your units on the map, your VP-pile cards, the cards in your largest VP meld, and your median VP rank — gold breaks ties.

14 Quick reference

ROUND AT A GLANCE

1. Card phase. Leader plays meld; clockwise everyone plays (1 to limit, no pass). Score = sum of ranks; ties → earlier player. Winner: black die, leads next round. Red die = winner's meld size.

2. Map phase. Initiative order (1 first). Non-winners use one fewer card than winner (min 1); blocked/skipped cards = 1 gold each. Suit must match terrain. Sync board after.

3. End of round. Check trigger · refill tile market to 2× players · winner leads.

ACTIONS · SUIT MUST MATCH THE TERRAIN (MOVE: THE TILE YOU LEAVE OR ENTER) · NO UNITS ON THE MAP? POPULATE ANYWHERE (MATCHING SUIT)

Populate Move Explore Combat

ANYTIME ON YOUR TURN

Skip a card for 1 gold · upgrade a card (1 gold) · boost combat +1 (once/side) · redraw tile market · use a VP row effect then discard that card.

MISMATCHED (CARD-PHASE EFFECT FROM VP ROW)

Before scores are compared: apply N mismatches to your meld — each shifts a different card's rank by ±1 *or* re-suits it, for meld formation only (printed scores and map actions unchanged). Card is then removed from the game.

A Card effects index

Effects are used from the VP row during your turn; the card is then removed permanently. If two players trigger *Auto-win trick* in the same trick, the effects cancel: the trick is scored normally (both cards are still spent).

RANKS 1–5

RANK	PLAINS	FOREST	MOUNTAINS	OCEAN
1	Gain 1 gold	Move (matching)	+1 combat	Move (matching)
2	Populate (matching)	Populate (matching)	+2 combat	Explore from market (matching)
3	Gain 2 gold	Move (any)	+3 meld score	Move (any)
4	Populate (matching)	Gain 1 gold	+6 meld score	Explore from market (matching)
5	Gain 3 gold	Populate (matching)	Auto-win trick	Explore from market (matching)

RANKS 6–10

RANK	PLAINS	FOREST	MOUNTAINS	OCEAN
6	Populate (any)	Move & Populate (matching)	+9 meld score	Explore from bag (matching)
7	Gain 3 gold & Populate (matching)	Allow 1 mismatched	Auto-win trick	Move (any)
8	Meld limit +1 this round	Move (any) & Populate (matching)	+6 meld score OR +2 combat	Explore from bag (matching)
9	Populate (any)	Allow 1 mismatched; gain 1 gold	All meld cards usable as actions this round	Explore from market (any) & Move
10	Gain 3 gold OR Populate (matching)	Allow 1 mismatched	Auto-win trick	Explore from bag; gain 1 gold

RANKS 11–15

RANK	PLAINS	FOREST	MOUNTAINS	OCEAN
11	Populate (any); gain 1 gold	Allow 1 mismatched	All meld cards usable this round	Explore from bag & Move (any)
12	Upgrade 1 card (→ hand directly); gain 2 gold	Allow 2 mismatched OR gain 3 gold	+9 meld score	Redraw half the tile market
13	Free upgrade (no gold cost; → discard)	Allow 2 mismatched	Meld limit +1 this round	Redraw half the tile market; choose which to keep
14	Allow 2 mismatched; gain 1 gold	Meld limit +2 this round	Explore (any) from bag	Populate ×2 (matching)
15	Allow 2 mismatched	Meld limit +2 this round; gain 1 gold	Explore from bag & Populate (matching)	Populate ×2 (any)

RANKS 16–20

RANK	PLAINS	FOREST	MOUNTAINS	OCEAN
16	Allow 2 mismatched; gain 2 gold	Meld limit +2 this round	Explore (any) & Move (any)	Populate ×2 (any); gain 1 gold
17	Allow 2 mismatched	Meld limit +2 this round; +6 meld score	Explore (any) & Populate (matching)	Populate ×3 (matching)
18	Allow 2 mismatched; gain 3 gold	Meld limit +2 this round; +9 meld score	Explore ×2 from bag (matching)	Populate ×3 (any)

RANK	PLAINS	FOREST	MOUNTAINS	OCEAN
19	Allow 2 mismatched	Meld limit +2 this round	Explore ×2 & Move (any)	Populate ×3 (any); gain 1 gold
20	Allow 2 mismatched; gain 3 gold	Meld limit +2 this round; allow 2 mismatched	Explore ×2 & Populate (matching)	Populate ×3 (any); Explore from bag

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