

THE FIRST SPARKS

THE PROMOTION CARD

Oracle



- Thanks to the Oracle a single player gets informations about the topmost card in the technology draw stack.
- Do NOT shuffle the Oracle card into the draw stack of technologies. Instead, place the card face up next to the technology market.
- When determining the player order in phase 2 of the second game round, the last player gets the Oracle without paying for it. This card never leaves the game and only changes ownership between players. The player owning the card is called Sage.
- As often as he wishes and at any time the Sage can look at the top card of the draw stack. He knows one more technology and can use this information for himself during the auctions for technologies. He must not give any direct information to the other players (neither the type of technology, nor the harvest numbers or knowledge). The other players only get an idea watching the Sage during the auctions.
- Directly after buying a technology, the Sage must give the Oracle to the next best player in player order. If the Sage is first player (the »best« player), he gives the card to the last player.

Example: The Sage is fourth in the player order. After buying a technology, he gives the Oracle to the third player in player order.

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