PROGRESS

EVOLUTION OF TECHNOLOGY

RULES OF PLAY

Technologies emerged in the very early stages of human history as an expression of the development of the human mind. Starting with basic tools such as the wheel and the plow, humanity has developed more and more sophisticated tools leading to the building of machines and the Industrial Revolutions.

Mankind has made a tremendous effort to understand its own history, the way we evolved from nomads, hunters and gatherers to the modern society we live in today. Sir Arthur C. Clarke once said that "any sufficiently advanced technology is indistinguishable from magic" and yet here we stand, a civilization built on the knowledge and technologies of our predecessors.

We are now ready to acknowledge our own past and examine what we have learned. In Progress: Evolution of Technology, players are immersed in the universe of science and magic, recreating humanity's technological path until the first Industrial Revolution.

GAME OVERVIEW

Progress: Evolution of Technology is a card driven civilization game about the development of technologies throughout history.

In **Progress: Evolution of Technology**, players compete to develop the most technologically advanced nation in history.

Each player guides her nation's research efforts through a maze of technologies from the earliest signs of human development, moving progressively through the Antiquity, the Middle Ages and the Renaissance until the first sparks of the Industrial Revolution.

The goal of each player is to accumulate the most Victory Points by researching technologies. With each technology, a player will gain benefits which will enhance her game board. She will advance her position on one or more of the Power Tracks and gain Victory Points which will be added towards her grand total at the end of the game.

Note from the designers: *For the past tens of thousands of years, humanity has developed an almost infinite number of technologies. After careful research, we have chosen to represent in the game those technological advancements which had the most meaningful impact on the evolution of our society. We developed **Progress: Evolution of Technology** around three major areas of technological progress, Science, Engineering and Culture, leaving Government and Military for future expansions. Some technologies in the game were particularly difficult to categorize into a specific age and area due to their major impact on several aspects of human life. In such cases, we chose to enhance the game play over depicting every technology with maximum historical accuracy.*
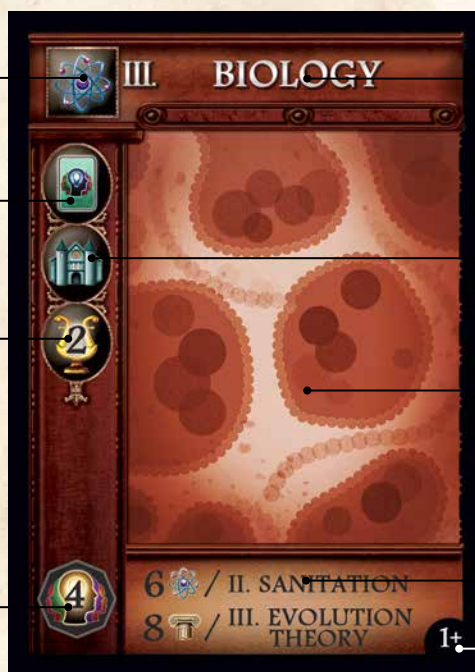
184 TECHNOLOGY CARDS

The type of Technology
⚛ Science, ⚙ Engineering or 🏛 Culture.

The Skill (☀, 🔼, 📗, 📚, 📖, 🔽, 📘)
or the Knowledge token (⚛, ⚙, 🏛, 💡)
provided by this Technology

🎵 Victory Points
at the end of the game.

Knowledge value for discarding
this Technology card.

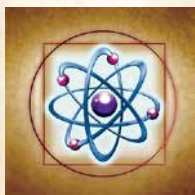**III   BIOLOGY**

The age (I, II or III) and
the name of the Technology.

Advancement on one or more Power Tracks
👑 Prestige, 🏰 Population or 🎖 Army.

Illustration
(flavor)

6 ⚛ / II. SANITATION
8 🏛 / III. EVOLUTION THEORY   1+

The discovery cost(s) and/or the
prerequisites of this Technology.

Number of players

56 KNOWLEDGE TOKENS

The type of Knowledge provided
by the token.

5 PLAYER BOARDS

Players will keep track of their Skills and the associated Victory Points they will receive at the end of the game on their own Player Boards.

1 POWER BOARD (DOUBLE SIDED)

The Power Board depicts the three Power Tracks (👑 Prestige, 🏰 Population and 🎖 Army). At the end of the game, players will receive Victory Points according to their positions on these three tracks. The back side is only used in the solo game.

11 AGE TOKENS

11 markers depicting end of Age symbols. Use them to mark the number of symbols necessary to end each Age, depending on the number of players.

5 SUMMARY SHEETS (TECH TREE)

5 INFO CARDS

ACTIONS

100 WOODEN MARKERS

14 markers in each of the 5 player colors (red, green, blue, yellow and white) and 30 common black markers.

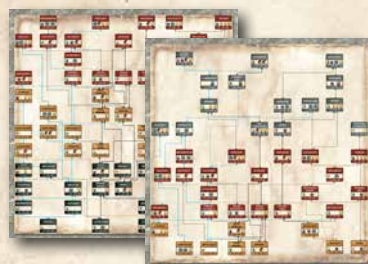**NOTE**: All the components in the box with the exception of the Technology cards are considered unlimited.

THIS RULE BOOK

GAME SETUP

Select the Technology Cards according to the number of players. For a solitaire game use only the Technology Cards marked 1+, for a 2-player game use only the Technology Cards marked 1+ and 2+ and so on. Place the rest of the Technology Cards back in the box, they will not be used in the game.

Separate the Technology cards according to their age (I, II and III) and create three separate decks. Shuffle each deck.

Take a Player Board and place it in front of you. Choose a color and take all the markers in that color. Place one marker on the starting position of each Skill Track on your Player Board.

Place the Power Board in the middle of the gaming table. Each player places one marker of their color on the starting position of each Power Track (Prestige, Population and Army). Place the Knowledge tokens and the black makers next to the Power Board within easy reach of all players.

Place the Age I deck next to the Power Board and leave enough space for a discard pile. Set aside the Age II deck and the Age III deck, they will enter the game at a later stage. However, leave enough space on the gaming table for these two decks and their corresponding discard piles.

Leave enough space in front of you to create your own Player Area.

Decide on the starting player. If you cannot find common ground within one minute, allow the youngest player to become the starting player.

From the starting player and going clockwise around the table, each player draws a number of cards from the Age I deck as follows:
- solitaire game: 6 cards
- 2-player game: 5 / 6 cards
- 3-player game: 5 / 6 / 7 cards
- 4-player game: 5 / 6 / 6 / 7 cards
- 5-player game: 5 / 6 / 6 / 7 / 7 cards

Please take a look at the right hand side of this page for a complete setup for two players.

Check the Tech Tree on the Summary Sheets for a sound strategy during the game.

The Age
(on the back of each
Technology card)

RED PLAYER AREA

Knowledge tokens

Culture Technologies

Engineering Technologies

Science Technologies

Technologies under Development

Age I discard

Age II deck

Age II discard

Age III deck

Age III discard

BLUE PLAYER AREA

Technologies under Development

Science Technologies

Engineering Technologies

Culture Technologies

Knowledge tokens

GAME CONCEPTS

SKILLS

Skills reflect a player's efficiency to perform various actions throughout the game.

Each player has 7 Skill Tracks depicted on her player board. The position of the marker on each Skill Track defines the current level of the Skill.

1. Action Skill – represents the number of actions a player may take each turn. The starting value is 2 (a player may take up to 2 actions during their turn).
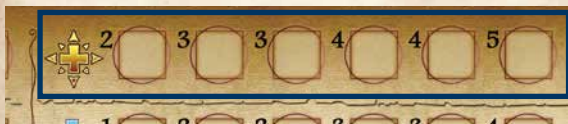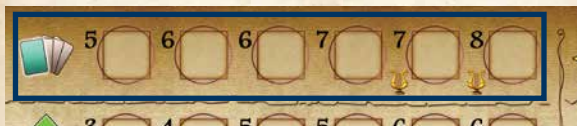
Action Skill Track on the player board

2. Draw Skill – represents the number of cards a player may draw with the Draw action. No further actions may be taken after this on a player's turn. The starting value is 3 (a player may draw up to 3 cards from any decks and must then end her turn).
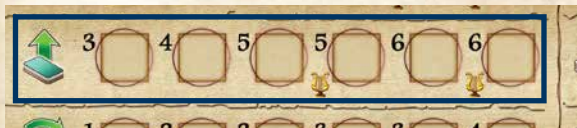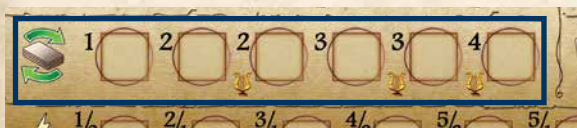
Draw Skill Track on the player board

3. Hand Size Skill – represents the maximum number of cards a player may keep in hand at the end of her turn. The starting value is 5 (a player may have more than 5 cards in her hand during her turn, but no more than 5 at the end of her turn).
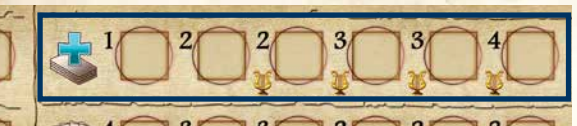
Hand Size Skill Track on the player board

4. Shuffle Skill – represents the number of cards a player may draw after shuffling the same number of discard piles into their respective decks. The starting value is 1 (a player may shuffle 1 discard pile into its respective deck and then draw 1 card from that deck).
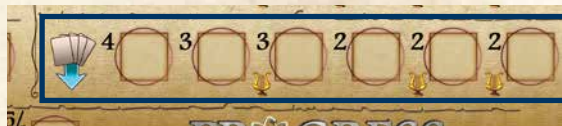
Shuffle Skill Track on the player board

5. Development Skill – represents the number of Technologies a player may have under Development at any given point during the game. The starting value is 1 (a player may have 1 Technology card under Development).

Development Skill Track on the player board

6. Research Skill – represents the number of markers a player must place on a Technology card when taking the Research action. The starting value is 4.

Research Skill Track on the player board

7. Quick Draw Skill – the two numbers represent: the number of cards a player may draw and add to their hand, and the number of cards the player then must discard from their hand. The starting value is 1/0 (a player may draw 1 card and does not have to discard any cards).

Quick Draw Skill Track on the player board

TECHNOLOGY CARDS AND KNOWLEDGE

The Technology cards have a double role in the game, serving both as means and purpose. A Technology card may:
- become an Active Technology as a result of a Discovery action, or a Technology under Development as a result of a Research action.
- be discarded for the purpose of paying the Knowledge cost of discovering another Technology.

Knowledge acts as a currency in the game and it is used to pay the discovery cost of Technologies. There are three types of Knowledge:
- Science - represented by ⚛,
- Engineering - represented by ⚙,
- Culture - represented by ⛫.

There is also General Knowledge represented by 👑 which may be freely substituted for any Knowledge type at any point during the game.

Knowledge may be generated by discarding cards from your hand or by spending Knowledge tokens. When you discard a card from your hand, you generate the amount of General Knowledge depicted in the lower left corner of the card. When you spend a Knowledge token by flipping it on its gray side, you generate 1 Knowledge of that specific type.

Example (left): *discarding this card generates 2 General Knowledge.* **Example (right):** *spending (flipping) this token generates 1 Culture Knowledge.*
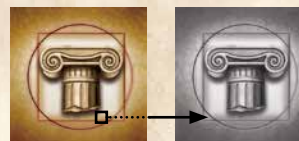
OPEN DECKS

An open deck and its discard pile refers to a deck of Technology cards and its corresponding discard pile which players are allowed to draw cards from.

The Age I deck is considered an open deck from the beginning of the game. The Age II and Age III decks are added to play and thus become open decks at a later point in the game (check the *New Age* section for details).

Note from the designers: *Age I represents the late prehistoric era and Antiquity and it covers the period of time between roughly 10,000 BCE and 500 CE. Age II represents the Middle Ages, from the collapse of the Western Roman Empire in 476 CE to the birth of the Renaissance around 1450 CE. Age III represents the Renaissance, an era of great discoveries which ends with the First Industrial Revolution around 1740 CE. This base game ends at this specific point, but when we created the game we had several expansions in mind, covering the Age of Industry, the Modern Period and the Near Future.*

PLAYING THE GAME

In clockwise order players take turns until the game ends. The active player is the player currently taking her turn. Each turn consists of three phases and the active player performs them in the following order:

1. Development Phase
2. Action Phase
3. Upkeep Phase

After the active player has completed her Upkeep Phase, the next player in clockwise order becomes the active player and starts her turn. Optionally, experienced players may save time by performing their Upkeep Phase while the next player has already started her turn.

DEVELOPMENT PHASE

In the Development Phase, the active player must remove one marker from each of her Technologies under Development.

NOTE: The term *Technologies under Development* will be explained in the Action Phase section of these rules.

If, as a consequence of removing markers, any Technology under Development has no more markers on it, it becomes an Active Technology immediately. The active player gains the benefits of this Technology. Please check the following sections of the rules for more details: *Benefits*, *New Age* and *The End of the Game*.

At the end of the Development Phase, the active player may take back in her hand any or all of her Technologies under Development.

ACTION PHASE

During the Action Phase the active player will take a number of actions equal to her Action Skill.

NOTE: Taking actions is not mandatory. You may forego any number of actions, but doing so will reduce your chances of winning the game.

The active player must perform each action completely before starting her next action.

The possible actions are:
- Discover
- Research
- Draw
- Quick Draw
- Shuffle & Draw

DISCOVER

The purpose of a Discover action is to place a Technology card from your hand into your player area as an Active Technology.

To perform a Discover action, select a Technology card from your hand, making sure first that you can pay its cost, and place it in your player area.

NOTE: We suggest that you group your Active Technologies by type, covering the illustration and cost areas and leaving only the name and benefits visible. You will save space while having access to all the relevant information. Please take a look at the following example.
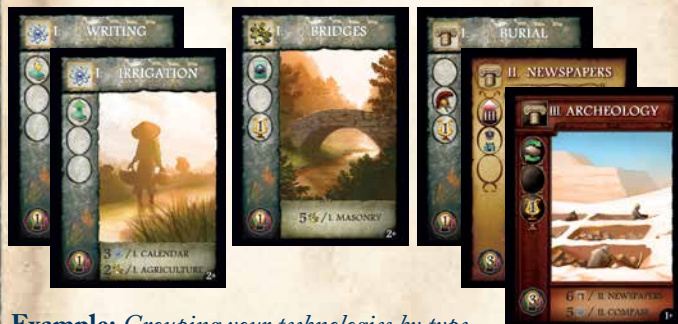
Example: *Grouping your technologies by type.*

A technology may have one or two discovery costs and/or prerequisites, each depicted in a separate line.

Each cost is represented as a number followed by a type (🧠, ⚙ or 🏛) and it may also be followed by one prerequisite Technology. If you:

- have the prerequisite Technology in your player area, you do not have to pay the associated cost.
- do NOT have the prerequisite technology in your player area, you must pay the cost with Knowledge of that specific type. Generate and spend an amount of Knowledge equal to or exceeding the depicted cost. The Knowledge you generate must be of the correct type. Remember that General Knowledge replaces any Knowledge type.

Each line of cost and prerequisite must be fulfilled separately.

If you have generated more Knowledge than you have spent for the current Discover action, you may use the remaining Knowledge for other Discover actions during the same turn. Any spare Knowledge is lost at the end of your current turn. After placing the new Active Technology in your player area, you will gain its specific benefits and you may trigger the changing of the Age or the end of the game. Please check the following sections of the rules for more details: *Benefits*, *New Age* and *The End of the Game*.

Example: *Jane decides to discover Irrigation. She has in her player area the following Active Technologies: Alphabet, Bridges and Pottery. Jane also has three Knowledge tokens: 1 Engineering, 1 Science and 1 General Knowledge.*
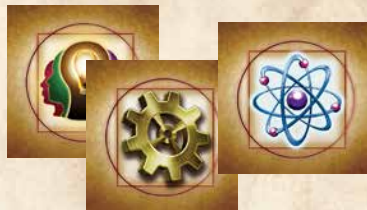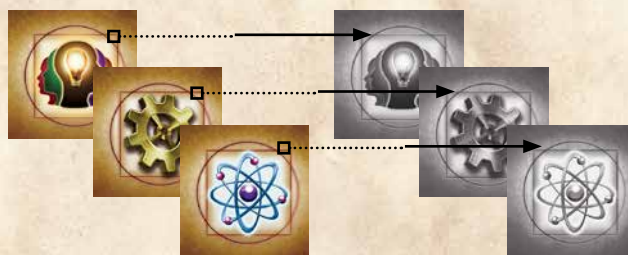

Irrigation has two cost lines:
- *3 🧠 OR Calendar as a prerequisite*
- *2 ⚙ OR Agriculture as a prerequisite*

Jane realizes that she does not have any of the prerequisites, but she decides to proceed. She spends all her Knowledge tokens by flipping them over, thus generating 1 🧠, 1 ⚙ and 1 ⚛ and she discards from her hand Calendar for 1 🧠 and Poetry for 1 🧠.
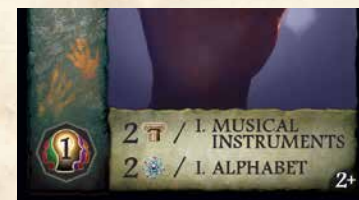

Jane adds Irrigation to her player area as an Active Technology and gains the benefits depicted on the card.

Example: *With another action, Jane decides to discover Philosophy. She has in her player area the following Active Technologies: Alphabet, Bridges, Pottery and Irrigation. She also has Knowledge tokens, but they are already spent.*
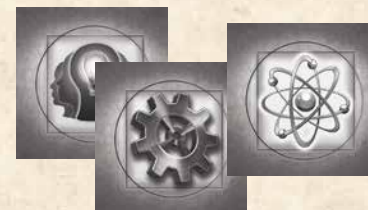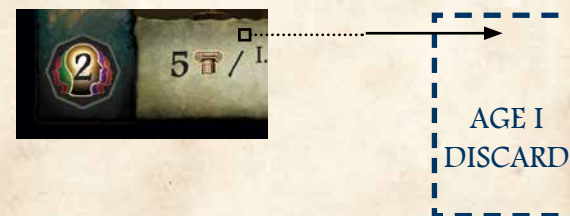

Philosophy has two cost lines:
- *2 🏛 OR Musical Instruments as a prerequisite*
- *2 🧠 OR Alphabet as a prerequisite*

Jane discards Monotheism for 2 🏛 covering the first cost line. She has Alphabet in her player area, hence the second cost line is covered by this prerequisite.

Jane adds Philosophy to her player area as an Active Technology and gains the benefits depicted on this card.

RESEARCH

The purpose of a Research action is to place a Technology card from your hand into your player area as a Technology under Development which will later become an Active Technology.

The advantage of Research is that no costs or prerequisites have to be met, but the new Technology will only become active a few turns later.

To perform a Research action, place the desired Technology card from your hand into your player area away from your Active Technologies to avoid confusion. Place a number of black markers equal to your Research Skill (🔽) on this card. A card that has been played this way immediately becomes a Technology under Development.

You may only perform a Research action if your total number of Technologies under Development does not exceed your Development Skill (🔼).

Your Technologies under Development are not Active Technologies. They serve as prerequisites for further Discover actions, but they bring no other benefits.

Example: *Jane wants to discover Crop Rotation, but she realizes that she won't be able to meet the costs. She chooses to Research this Technology instead.*

Her Development Skill value is 2. She already has one Technology under Development, so she can add another one without breaking the rules.

She has a Research Skill value of 4. She places Crop Rotation in her player area, away from her Active Technologies and places 4 black markers on this card.

Crop Rotation is now Jane's Technology under Development. She gains no immediate benefits, but she may use Crop Rotation as a prerequisite for Discover actions. A few turns later, Crop Rotation will become an Active Technology.

NOTE: A player may **never** have more than one copy of any Technology in her player area, either as an Active Technology or a Technology under Development.

DRAW

With a Draw action you will draw a number of cards equal to your Draw Skill (⛏) and forego your remaining actions, thus moving to your Upkeep Phase.

To perform a Draw action, you will draw cards one by one. You may examine each card drawn before deciding where to draw the next card from. Every time you draw a card, you may do so from any open deck or discard pile. You must always draw the top card of the chosen deck or discard pile.

QUICK DRAW (X/Y)

With a Quick Draw action you will first draw X cards and then discard Y cards, where X and Y are numbers indicated by your Quick Draw Skill (🔨).

You will draw X cards one by one. Every time you draw a card, you may do so from any open deck or discard pile. You must always draw the top card of the chosen deck or discard pile. Then you will discard Y cards. You may choose any cards from your hand to be discarded. Please note that discarding cards as a part of a Quick Draw action is a requirement and thus generates no Knowledge.

NOTE: Every time you discard a card, you must place it in the correct discard pile according to its Age.

SHUFFLE & DRAW

The purpose of the Shuffle & Draw action is to shuffle a number a discard piles into their respective decks and then draw a number of cards from those decks.

To perform a Shuffle & Draw action, you will take the following steps a number of times equal to your Shuffle Skill (♻):
- Shuffle a discard pile into its corresponding Age deck.
- Draw the top card of that deck.

You may choose the same deck more than once. If that deck has already been shuffled (and thus has no discard pile), to save time you may skip the first step (shuffle) and simply draw the top card of that deck.

⚛ UPKEEP PHASE

During the Upkeep Phase, the active player prepares for her next turn. While doing this, she may allow the next player to start her turn (recommended only for experienced players).

The active player performs the following steps:
- discards cards from her hand down to her Hand Size Skill (🃏) value.
- refreshes all her Knowledge tokens by turning them over to the colored side up and

⚛ BENEFITS

Every time you add an Active Technology to your player area you gain specific benefits. They are depicted in the area on the left hand side of each Technology card.

In the top section you will find Skill upgrades and Knowledge tokens which you gain immediately:
- ✴ increases your Action Skill by 1
- 🟢 increases your Hand Size Skill by 1
- ⛏ increases your Draw Skill by 1
- 🔨 increases your Quick Draw Skill by 1
- ♻ increases your Shuffle Skill by 1
- 🔼 increases your Development Skill by 1

- 🔽 increases your Research Skill by 1
- 🟢, 🟩, 🟥 or 🔳 provide a Knowledge token of the depicted type.

In the middle section you will find symbols corresponding to the three Power Tracks (👤, 🏛 and 🛡). Update your position on the Power Tracks accordingly.

In the bottom section you will find Victory Points which you will score at the end of the game.

NOTE: All benefits apply immediately. For example, if you gain another action due to a Discovery action, you may take that extra action immediately.

⚛ NEW AGE

Some Technology cards feature a new age symbol (⬆, ⬆, IV). When a specific number of these symbols are depicted on Active Technologies in players' areas, a new age starts and the corresponding Age deck is added to the game as an open deck.

To progress into Age II, the required number of Age II symbols (⬆) is:
- 1, with 1,2 or 3 players
- 2, with 4 or 5 players

To move into Age III, the required number of Age III symbols (⬆) is:
- 1, with 1or 2 players
- 2, with 3 or 4 players
- 3, with 5 players

As soon as enough Age II symbols (⬆) are present in the player areas, Age I ends and Age II begins. The game is paused and the Age II deck is added as an open deck into the game.

As soon as enough Age III symbols (⬆) are present in the player areas, Age II ends and Age III begins. The game is paused and the Age III deck is added as an open deck into the game. Also, all players must discard all their Age I cards from their hands. All Age I cards except Active Technologies are immediately removed from the game, including Technologies under Development.

⚛ THE END OF THE GAME

The number of IV symbols necessary to end the game is:
- 1, with 1 player
- 2, with 2 or 3 players
- 3, with 4 or 5 players

As soon as enough Age IV symbols are present in the player areas, Age III ends and the game ends immediately. All the Technologies under Development are removed from the game and players count their Victory Points to determine the winner. This will be described in detail in the next section of the rules.

NOTE: With the Age IV expansion, the IV symbol will no longer end the game, but start a new age instead.

If the current Age deck and discard are both simultaneously empty, the Age ends automatically. If the current Age is Age III, then the game ends.

⚛ FINAL SCORING & VICTORY

To determine the winner, players will count their Victory Points as follows:

1. Power Tracks

Players will be awarded Victory Points depending on their positions on each of the three Power Tracks.

- On the Prestige Track the most advanced player is awarded 10 VP, the second player gets 6 VP, the third player gets 3 VP and the fourth player gets 1 VP.

- On the Population Track the most advanced player is awarded 11 VP, the second player 7 VP, the third player 4 VP and the fourth player gets 2 VP.

- On the Army Track the most advanced player is awarded 12 VP, the second player 7 VP, the third player 3 VP and the fourth player gets 1 VP.

If there is a tie, compute an average between the tied players. All tied players score Victory Points equal to the average, rounded down.

Example: On the Prestige Track Jane and John are both on position no. 6, Mary and David are both on position 5 and Dan on position 3.

Jane and John will score 8 VP each, Mary and David will score 2 VP each and Dan will not score any VP.

On the Population Track Dan is on position no. 8, Mary, David and John are all on position 5 and Jane is on position 4.

Dan will score 11 VP, Mary, David and John will score 4 VP each and Jane will not score any VP.

On the Army Track Jane is on position no. 5, David is on position 4 and Mary, Dan and John are all on position 3.

Jane will score 12 VP, David will score 7 VP, Mary, Dan and John will score 1 VP each.

2. Victory Points on your player board

On each of the Skill Tracks on your player board, count the number of Victory Point symbols (🏆) situated on the left side of the marker. Add these VP to your grand total.

3. Victory Points on your Technology cards

Add all the VP on the Technology cards in your player area.

Compute the total. The player with the most Victory Points is the winner of the game. In case of final ties, use the following tie breakers (in order):
- number of General Knowledge tokens
- number of Culture Knowledge tokens
- number of Science Knowledge tokens
- number of Engineering Knowledge tokens

If there is still a tie, the tied players share the victory.

⚛ SOLO VERSION

To play the solo version of **Progress: Evolution of Technology**, follow the same setup and game play rules with the changes listed below.

For the solitaire game, you will use the back side of the Power Board, placing your markers on the first position on each Power Track.

NOTE: When you prepare the game, use only the Technology cards marked 1+.

To play the game, you will take turns one after another. At the end of each turn, reveal the top card of the current Age deck (if the deck is exhausted, shuffle the corresponding discard pile to recreate a draw pile). If that card depicts a new age symbol (🏛 , 🏛 , Ⅳ) place that card in the correct discard pile and reveal the next card until such a symbol is not present on that card. Place that card aside in a separate pile called the Time deck. If there is no such card, your game ends in defeat.

In a solitaire game, in addition to your actions, every turn you may take a free action to exchange a Technology card from your hand with a Technology card from the Time deck.

To determine your final score:
- add the number of Victory Points for each of the three tracks on the Power Board
- add the number of VP on your player board and the Technology cards in your player area
- subtract 1 VP for each of the first 7 cards in the Time deck, 2 VP for each of the next 7 cards in the Time deck, 3 VP for each of the next 7 cards in the Time deck and so on
- compute your grand total

Finally, find your place in the hall of fame:
- up to 20 VP - Novice
- 21 to 40 VP - Leader
- 41 to 65 VP - Mastermind
- 66 VP or more - Demigod

⚛ VARIANTS

⚛ QUICK MULTI-PLAYER GAME

During setup, each player places the marker for the Action Skill track on the second position, thereby having at least 3 actions per turn from the beginning of the game. All the other rules remain unchanged.

⚛ QUICKER MULTI-PLAYER GAME

Use the Quick Multiplayer Game rules. Additionally, regardless of the number of players, the number of necessary new age symbols to start a new age or to end the game is exactly 1.

KICKSTARTER EXCLUSIVE ITEMS

THE COMMON BOARD is used to organize your Technology cards decks and discard piles and to store various tokens.

THE VICTORY POINTS TOKENS are used during the final scoring. Alternatively, players may also use them during the game to mark the VP obtained from the technology cards.

THE ACTION TOKENS are used by each player to keep track of actions spent during their turn.

EXPANSIONS

The **Personalities**, the **Milestones** and **Progress: Industrial Revolution** are expansions for the base game. You may add any or all of them to the base game, in any combination.

The designers recommend that you add expansions to the base game one by one and only after all the players are familiar with all the game concepts of **Progress: Evolution of Technology**.

PERSONALITIES

Personalities is a mini-expansion for the base game of **Progress: Evolution of Technology**. It consists of 15 cards:
- 5 Ancient Philosophers
- 5 Medieval Scientists
- 5 Renaissance Artists

Before the game begins, deal one random Ancient Philosopher to each player. Each player places her Philosopher in her player area. At first, they are used for establishing the turn order. Then, each player gains the specific benefit of her Philosopher. Keep the Scientists and the Artists within easy reach of players.

As soon as the game progresses into Age II, when your turn comes, as a free action, you may replace your Philosopher with a Medieval Scientist of your choice. As you do that, flip the Philosopher on the back side and remember that you are losing the benefit of the Ancient Philosopher and gaining the benefit of the new Medieval Scientist.

When the game progresses into Age III, all the Ancient Philosophers still in play are flipped on the back side. If your civilization was still under the guidance of a Philosopher, you may immediately choose a Medieval Scientist. On your turn, as a free action, you may exchange your Scientist with a Renaissance Artist of your choice. As you do that, flip the Scientist to the back side and remember to update the benefit from your guiding Personality.

If you are using the **Progress: Industrial Revolution** expansion, when the game enters Age IV, all the Scientists are flipped on their back sides. If your civilization was still under the guidance of a Scientist, you may immediately choose a Renaissance Artist.

The Scientists and the Artists feature a special ability called **Heritage**. On your turn, as a free action, you may flip your guiding Personality on their back side and give up their inherent benefit for the one time larger benefit listed under Heritage. The Scientists may only be used for their Heritage value before the start of Age III and the Artists before the start of Age IV.

During the final scoring, add to your score all the VP listed on your guiding Personalities during history.

MILESTONES

Milestones is a mini-expansion for the base game of **Progress: Evolution of Technology**. It consists of 16 cards:
- 7 Ancient Milestones
- 5 Medieval Milestones
- 4 Renaissance Milestones

Before the game begins, shuffle the Ancient Milestones and create a face-up deck. The top card becomes the current Milestone.

Each Milestone card has 2-4 cost sections (the bottom of the card) and one or more benefits (the left section of the card).

On her turn, each player may take one free action to pay exactly one cost of the current Milestone (the cost is paid in the exact same way as a the costs for Technologies), then she places a marker in her color on the current Milestone card covering that cost.

Additionally, each player may spend regular actions to cover the costs of the current Milestone (with one action you may cover one single cost).

A Milestone is completed as soon as all the costs are covered. Each player who has contributed to that Milestone immediately receives any benefit from that Milestone, other than the Victory Points. If one player has the most cubes on that Milestone (not tied) she gets to keep the Milestone card in her player area, (otherwise the card is removed from the game) and, at the end of the game, she will gain the benefits again as well as any VP depicted on the Milestone.

When the game progresses into Age II, all the Ancient Milestones except the current Milestone are removed from the game. Shuffle all the Medieval Milestones and create a face up deck, than place the current Milestone on top of that deck.

When the game progresses into Age III, all the Medieval Milestones except the current Milestone are removed from the game. Shuffle all the Renaissance Milestones and create a face up deck, than place the current Milestone on top of that deck.

If you are using the **Progress: Industrial Revolution** expansion, when the game enters Age IV, remove from the game all the Milestones except the current.

During the final scoring, you gain the benefits of all the Milestones in your player area and you add to your score all the Victory Point depicted on your Milestones.

PROGRESS: INDUSTRIAL REVOLUTION

Progress: Industrial Revolution is an expansion for the base game of **Progress: Evolution of Technology**. It consists of 55 Age IV cards.

At the end of Age III, instead of finishing the game, the game progresses to Age IV.

To move into Age IV, the required number of Age IV symbols (IV) is:
- 1, with 1or 2 players
- 2, with 3 or 4 players
- 3, with 5 players

As soon as Age IV begins, the game is paused and the Age IV deck is added as an open deck into the game. Also, all players must discard all their Age II cards from their hands. All Age II cards except Active Technologies are immediately removed from the game, including Technologies under Development.

The number of Age V(V) symbols necessary to end the game is:
- 1, with 1 player
- 2, with 2 or 3 players
- 3, with 4 or 5 players

There are three new symbols depicting benefits on the Age IV Technology cards:
- - at the end of the game, you gain 1 VP for every 5 Science Technologies in your player area
- - at the end of the game, you gain 1 VP for every 5 Engineering Technologies in your player area
- - at the end of the game, you gain 1 VP for every 5 Culture Technologies in your player area