

# ARCHITECT

(Known Era)

Play in silence.

Put an Intervention on a newly played Sign to flip that Sign or move it elsewhere in its row. Two Interventions may be used to do both. Or signify no Intervention by touching the Dig Site of a newly played Sign.

After four Interventions or eight Signs are played, win if a SPADE correctly identifies Dig Sites.

| Site I

| Site II |

# SPADE

(10,000 CE)

Play in silence.

Draw two Signs and choose one to play in a Dig Site in the next row down. Discard the other.

Once per game you may select one Sign to play out of all the discarded Signs.

After four Interventions or eight Signs are played, win with ARCHITECT by correctly identifying Dig Sites.