

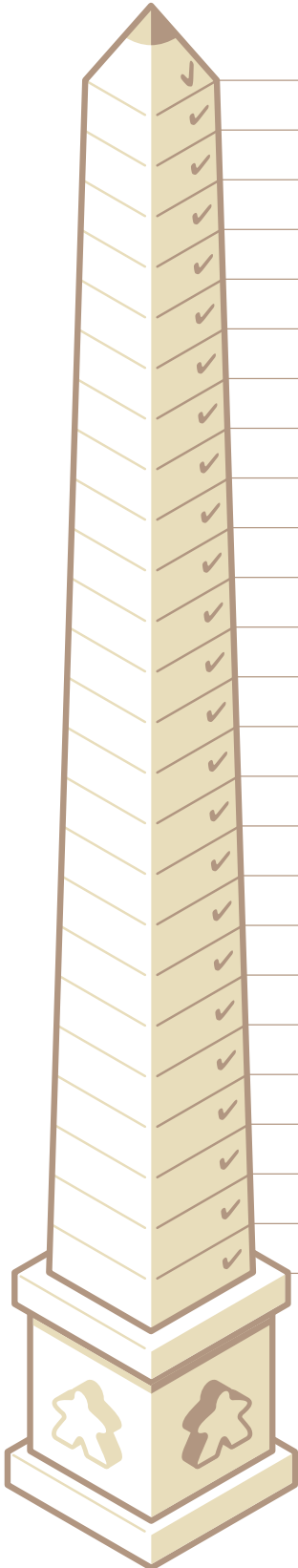


OBELISK ACHIEVEMENT SHEET



Here is a series of achievements players can pursue while they play Nova Era. Each list is slightly different, so challenge yourself and adopt different strategies to try and tick as many boxes as you can!

- Print out 1 Achievement sheet for each player.
- Achievements can be completed in any order.



You completed all other Achievements.

You damaged 2 Technology cards to all your opponents in a single turn.

You repaired 4 cards in 1 round.

Dark Age is triggered in a round where you are the last to choose the dice.

You have the majority in 3 Technology type during a scoring phase.

At the end of the game you have no multi-coloured Technology cards.

Have in play protection from all types of Disaster.

Send 3 or more cards in the past with a card effect.

You draft a triple 1.

At the end of the game you have no Welfare technology cards in your past.

Have 6 or more Knowledge technology cards in play.

Have 6 or more Economic technology cards in play.

Have 6 or more Military technology cards in play.

Have 6 or more Welfare technology cards in play.

At the end of the game you have 8 or more cards in your past.

At the end of the game you have exactly 0 resources left.

At the end of the game you have no Personalities cards.

At the end of the game you have no Territories cards.

At the end of the game you have no Knowledge technology cards.

At the end of the game you have no Economic technology cards.

At the end of the game you have no Military technology cards.

At the end of the game you have no Welfare technology cards.

Win a game with 4 players.

Win a game with 3 players.

Win a game with 2 players.

PLAYER NAME: _____





PAGODA ACHIEVEMENT SHEET



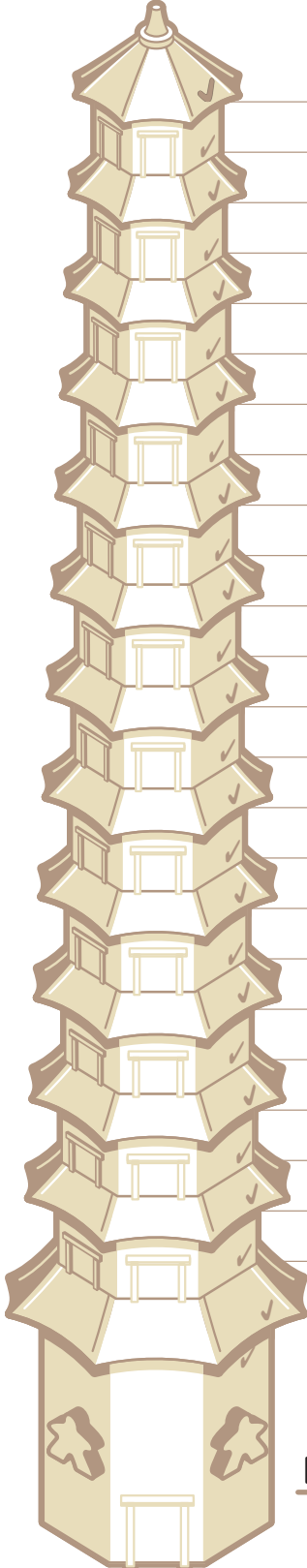
Here is a series of achievements players can pursue while they play Nova Era. Each list is slightly different, so challenge yourself and adopt different strategies to try and tick as many boxes as you can!

- Print out 1 Achievement sheet for each player.
- Achievements can be completed in any order.

You completed all other Achievements.

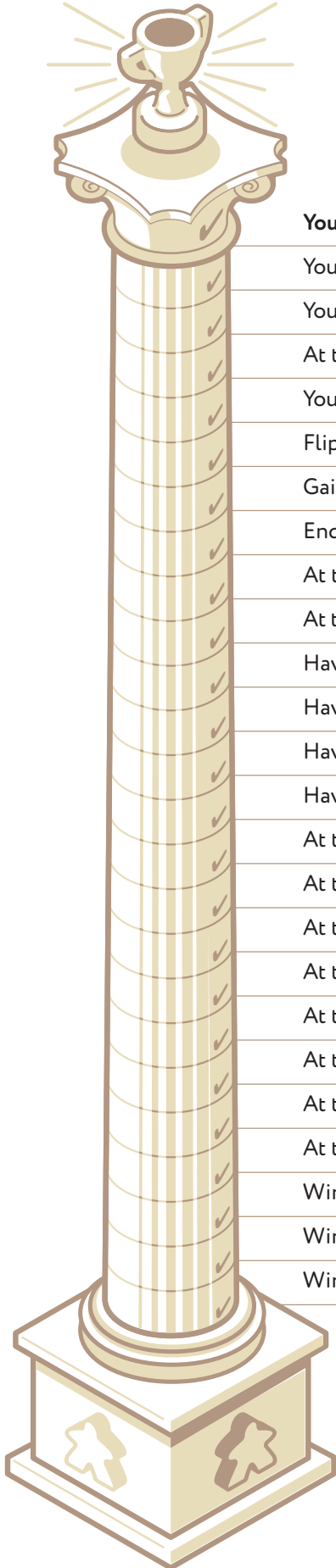
- Win the game with 3 or less Victory point margin from the second player.
- You have not developed Technologies with production effects for the whole game.
- Develop the last card in the display.
- End the game with no cards in hand.
- You have no Technology cards of the same type of a Disaster after the Disaster strikes.
- Have 10 cards in your hand.
- Play a card for free.
- You lose no Technology card when a Disaster strikes.
- At the end of the game you have no Military technology cards in your past.
- Have 6 or more Knowledge technology cards in play.
- Have 6 or more Economic technology cards in play.
- Have 6 or more Military technology cards in play.
- Have 6 or more Welfare technology cards in play.
- At the end of the game you have 8 or more cards in your past.
- At the end of the game you have exactly 0 resources left.
- At the end of the game you have no Personalities cards.
- At the end of the game you have no Territories cards.
- At the end of the game you have no Knowledge technology cards.
- At the end of the game you have no Economic technology cards.
- At the end of the game you have no Military technology cards.
- At the end of the game you have no Welfare technology cards.
- Win a game with 4 players.
- Win a game with 3 players.
- Win a game with 2 players.

PLAYER NAME: _____





CORINTHIAN ACHIEVEMENT SHEET



Here is a series of achievements players can pursue while they play Nova Era. Each list is slightly different, so challenge yourself and adopt different strategies to try and tick as many boxes as you can!

- Print out 1 Achievement sheet for each player.
- Achievements can be completed in any order.

You completed all other Achievements.

You scored more than 40 Victory Points.

You have not developed Technology with instant effect.

At the end of the game you expanded in 4 Territories.

You draft 3 dice of the same colour.

Flip all your 3 dice in a single turn.

Gain 6 or more resources during a single production phase.

End the game with 10 or more Victory points over the last player.

At the end of the game you have no Personality cards in your past.

At the end of the game you have no Economic technology cards in your past.

Have 6 or more Knowledge technology cards in play.

Have 6 or more Economic technology cards in play.

Have 6 or more Military technology cards in play.

Have 6 or more Welfare technology cards in play.

At the end of the game you have 8 or more cards in your past.

At the end of the game you have exactly 0 resources left.

At the end of the game you have no Personalities cards.

At the end of the game you have no Territories cards.

At the end of the game you have no Knowledge technology cards.

At the end of the game you have no Economic technology cards.

At the end of the game you have no Military technology cards.

At the end of the game you have no Welfare technology cards.

Win a game with 4 players.

Win a game with 3 players.

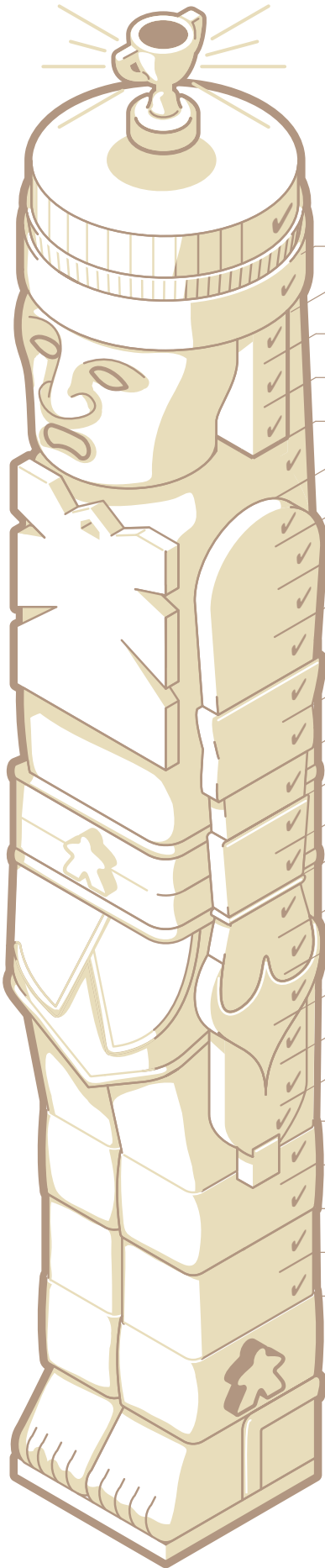
Win a game with 2 players.

PLAYER NAME: _____





TOLTEC ACHIEVEMENT SHEET



Here is a series of achievements players can pursue while they play Nova Era. Each list is slightly different, so challenge yourself and adopt different strategies to try and tick as many boxes as you can!

- Print out 1 Achievement sheet for each player.
- Achievements can be completed in any order.

You completed all other Achievements.

At the end of the game you have more cards in play than any other player.

At the end the game you have less resources left than any other player.

Win the game even if starting the III Era at the last place.

Have 20 or more resources stored at any point of the game.

Recruit 5 or more Personality cards during the game.

Draft 3 dice all in different colours but with the same number.

End the game with 5 or more cards in hand.

You scored more than 35 Victory Points and did not win the game.

At the end of the game you have no Knowledge technology cards in your past.

Have 6 or more Knowledge technology cards in play.

Have 6 or more Economic technology cards in play.

Have 6 or more Military technology cards in play.

Have 6 or more Welfare technology cards in play.

At the end of the game you have 8 or more cards in your past.

At the end of the game you have exactly 0 resources left.

At the end of the game you have no Personalities cards.

At the end of the game you have no Territories cards.

At the end of the game you have no Knowledge technology cards.

At the end of the game you have no Economic technology cards.

At the end of the game you have no Military technology cards.

At the end of the game you have no Welfare technology cards.

Win a game with 4 players.

Win a game with 3 players.

Win a game with 2 players.

PLAYER NAME: _____

