

RISE TO GLORY

A CIVILIZATION-BUILDING GAME

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SETUP	2
OBJECTIVE & OVERVIEW	6
STAGE I: MOVEMENT	6
1. Determine Turn Order	6
2. Barbarian & Pirate Movement	6
3. Player Movement	7
STAGE II: WARFARE	9
4. Cavalry Bonus Movement + Assign Aircraft	9
5. Generate Barbarians	9
6. Combat	9
STAGE III: REVENUE	13
7. Gold Revenue	13
8. Trade	13
9. Commerce Generation	13
STAGE IV: EVENTS	14
10. Wonders of the World	14
11. Event Card and Nuclear Attacks	15
12. Regime and Revolution!	15
STAGE V: ACQUISITION	16
13. Bid for Technology	16
14. Create Great Artworks	18
15. Purchase	19
WINNING THE GAME	22
GAME CONTENTS	23
SYMBOLS & GLOSSARY	24

SETUP

How to play video @ video.risetoglory.us

General Setup

Expect 2-3 hours of play per era.

For a shorter game, play only 1 or 2 eras. You can start in the **Era 2, Ancient (1), Medieval (2), Industrial (3), or Modern era (4).** If you start in era 2, 3, or 4, use the rules in the orange boxes. **Era 2, 3, or 4 start**

Players can end the game early (before the end of their current era) but they should only count their total Glory at the end of a **full round** (so after all players have made their final purchases). Players can jointly decide when the game will end, and can do so even after the game has started. See "Victory in Shorter Games" on page 22 for more details.

If starting the game in the Medieval, Industrial, or Modern era, remove all the technologies and Wonders from previous eras from the game.

Ex: Players starting in the Industrial era should remove all Ancient (Era 1) and Medieval (Era 2) technologies and Wonders.

Prepare the royalty cards as follows (do not assign them to players yet):

	Medieval Start (Era 2)	Industrial Start (Era 3)	Modern Start (Era 4)
ROYALTIES II	Max level: 1	Max level: 2	Max level: 3
ROYALTIES II	Max level: 1 Req. resource:	Max level: 2 Req. resource:	Max level: 3 Req. resource:
ROYALTIES II	Max level: 1 Req. resource:	Max level: 2 Req. resource:	Max level: 3 Req. resource:
ROYALTIES II	Max level: 1 Req. resource:	Max level: 2 Req. resource:	Max level: 3 Req. resource:

2 – Player Starting Items

Bid card & dry-erase marker

Player Aid

- 16 resource barrels
- 5 trackers (population x2, resource variety, government, and turn order)

To place on the map:

- 2 cities
- 2 infantry
- 2 scouts

10 commerce boosts, 2 battle boosts, 1 d4

Player Civilization (Civ) Board

Players start with 4 population, so place 1 tracker on the 4 space, and one on the 0 space. Place a tracker at "0-2" resources and one next to "Despotism."

Unit level cards (4)

The infantry card starts with "Level 1" on top. The other 3 level cards are face down (not available).

- 18 cities
- 2 scouts
- 10 infantry
- 6 cavalry
- 6 artillery
- 8 ships
- 6 aircraft cards
- 2 nuke cards

1 – Prepare Map

Map tiles are placed randomly, face down, with the fleur-de-lis pointing in the same direction.

3 players: Remove all 8 tiles marked 4+ and 5 (or any 8 tiles with 30 spaces).

4 players: Remove the 4 tiles marked 5 (or any 4 tiles with 15 spaces).

5 players: Use all 24 map tiles (75 spaces).

Player supply (excluding the 2 cities, 2 infantry, and 2 scouts players start with). These units can only be used when they have been bought.

If starting after the Ancient era	Medieval Start (Era 2)	Industrial Start (Era 3)	Modern Start (Era 4)
Population	14	22	30
Raised buildings	4	8	12
Commerce	15	20	20
Cities	4	3	4
Infantry	4	3	4
Scouts	2	2	2
Battle Boosts	3	4	5
Ships in reserve (trading fleet)	2	4	6
Unit levels	All units at level 1	All units at level 2	All units at level 3
Great Artworks		1 Ancient (random color)	1 Ancient 1 Medieval (same random color)

3 – Remove Unneeded Map Markers



Huts
(25)

For 3 players, keep 15 hut markers (remove 10)

For 4 players, keep 20 hut markers (remove 5)

For 5 players, keep all 25 hut markers

Removed hut markers are returned to the box. They will not be needed during the game.

Hut bonuses are only obtained when seizing or founding cities.

25 Huts total	Medieval Start (Era 2)	Industrial Start (Era 3)	Modern Start (Era 4)
3 players	Keep 12 Remove 13	Remove 10 Keep 15	Remove 10 Keep 15
4 players	Remove 9 Keep 16	Remove 5 Keep 20	Remove 5 Keep 20
5 players	Remove 5 Keep 20	Use all 25	Use all 25

Keep 1 of each resource map marker per player. For example, for 4 players, keep 4 cacao, 4 coal, 4 coffee, 4 copper, etc... Return leftover markers to the box; they will not be used.



4 – Determine Turn Order and Start Locations

Each player rolls one 8-sided die. The player with the highest total (re-roll ties) plays first, then play proceeds **clockwise**.

The First Player receives the Turn Order Sheet, and places 1 tracker from each player in its proper space. **No bonuses are given.**



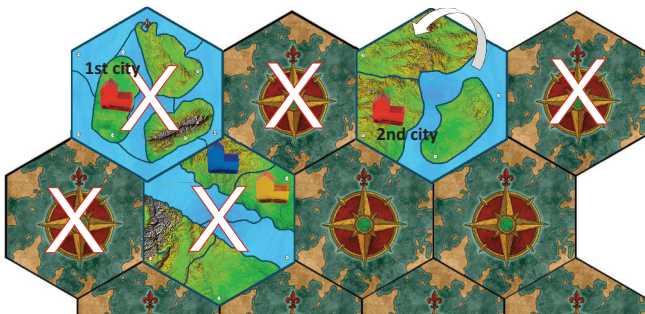
The First Player chooses a map tile, flips it over, and **MUST** choose a land space on it for her first city.

The next player can place her first city on the revealed map tile, or flip a new one (if she does, she must place her city on the new tile).

Once each player has placed 1 city, players take turns placing their second cities, in turn order (they can flip a new map tile).

A player's first 2 starting cities **MUST** be separated by at least 1 entire map tile (the map wraps around east-west).

Variante: the 2 starting cities must be separated by 2 map tiles.



Ama (red) cannot place her second city in any of the tiles marked with a red "X." She flips a new map tile, and places her city on it (pictured).

Each player starts with 4 cities in eras 2 and 4, and 3 cities in era 3.

One of a player's starting cities (or a side-by-side pair of them) **MUST** be separated by at least 1 entire map tile from the player's other starting cities.

Each player can only reveal 2 map tiles in all, unless a starting city cannot be placed because no empty land spaces remain on any revealed map tile.

5 – Roll for Barbarians

Each player can designate 2 safe spaces (using hit point tokens) that will be free of barbarians AND city-states. Players can use one or both of their safe-space tokens later in the game, but must designate a space as safe **before** rolling for barbarians on it or revealing its map token. Remove the safe-space token once a player city has been founded on the space. If a city-state is revealed on a safe space, it should be placed back in the marker supply bag, and replaced by another, random map marker.

Roll 1d4 for each unoccupied land space that hasn't been designated safe by a player. If a 4 is rolled, place a barbarian city on that space. **Barbarian cities cannot be next to each other on the same map tile (hexagon).**



Cat rolls a 4 on a four-sided die for space 1: a black barbarian city is placed on that space. That means no barbarian city can appear on space 2, so Cat doesn't roll for it. However, a barbarian city could appear on space 3: it is next to space 1, but on a different map tile. The yellow player has designated space 4 a "safe space," so no barbarian city can appear there.

6 – Designate the Banker, Scientist, and General

Three players must volunteer to handle certain duties and items on behalf of the BANK. Each role must be assigned to a different player. Naturally, these players should not mix their items with the BANK's items. To encourage players to volunteer, each role comes with an incentive (in Era 1 only).

When starting in Era 2, 3, or 4, no incentives are granted to the Banker, General, or Scientist.

Banker

The Banker makes sure the BANK receives all gold payments from players and pays out royalties to players as required.

Incentive (Era 1 only)

The Banker can choose between 4 leaders at the beginning of the game, instead of 2.



Gold coins (80)



Leader cards (12)



Bonus cards (20)
Shuffle and keep facedown



Event cards (45)
Shuffle and keep facedown

General

The General must make sure that players do not buy units for which they do not have the required resource (see section 15.7, page 20).

Incentive (Era 1 only)

The General starts with the Bronze-Working technology (granting her infantry royalties).



Hit point tokens (15)



Battle boosts



Royalty cards (4)



Combat Dice (15)



(15)

City Conquest tokens



(5)



Black units & cities (barbarians & pirates)

Black resource barrels (16)

Scientist

The Scientist runs technology auctions (see sections 13.1 and 13.2, page 16), and Wonder assignments. She announces the availability of new units, buildings, Wonders, resources, and unit levels from techs.

Incentive (Era 1 only)

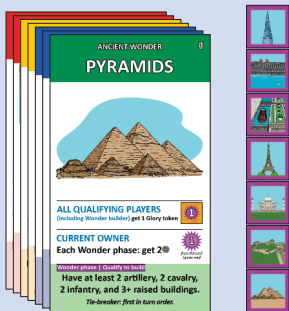
The Scientist picks her starting technology (but cannot pick Bronze-Working).



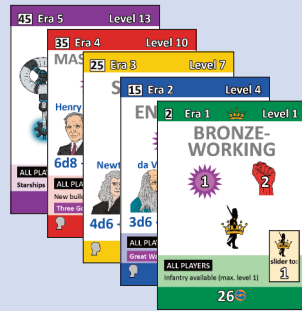
Commerce currency (84)



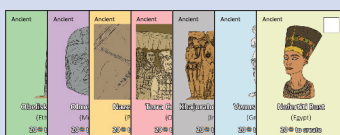
Building cubes (16 per player)



Wonder cards (7) & markers (7)



Technology cards (45)



Great Artworks (28)



(20)



(5)

Glory tokens

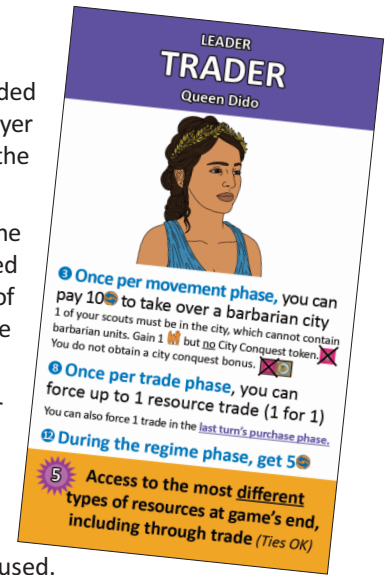
7 – Assign Leaders

All players are simultaneously handed 2 randomly picked leaders. Each player chooses 1 of the two, returning the other to the BANK's supply.

Only if starting in the Ancient Era, the Banker is handed 4 randomly picked leaders instead of 2. She chooses 1 of them, and returns the other 3 to the BANK's supply.

The players should describe their leaders to each other. A leader's abilities and goal are not secret. The numbers on the left side of the card refer to the game phases when the leader's abilities can be used.

Players will be able to change their leaders during the game by doing a Revolution (see "Peaceful and Violent Revolutions" on page 15).



8 – Assign Starting Technologies

The General starts with Bronze-Working.

The Scientist can pick one level 1 technology of her choice (apart from Bronze-Working).

Each other player randomly receives one level 1 technology.

The technologies' effects are applied immediately.

Place the current era card (pictured to the right for players starting in the Ancient Era) in its corresponding space on the Turn Order Sheet. This is an easy way for players to remember what the current era is.

When starting in the Medieval (2), Industrial (3), or Modern (4) era, no starting technologies are assigned to any of the players.



9 – Set Aside Map Markers for Future Eras

Set aside all the markers for resources that will appear in future eras. These resources will only appear once certain technologies are developed.



Iron Coffee Coal Oil Uranium

Era 1: set aside these markers. **Reminder:** there should be as many markers of each type as there are players (any extras will not be used in the game).

	Medieval Start (Era 2)	Industrial Start (Era 3)	Modern Start (Era 4)
Set Aside			

10 – Allocate Starting Resources to Players



Each player can choose 1 strategic resource (cotton, horses, or rare metals). Players can choose the same resource.

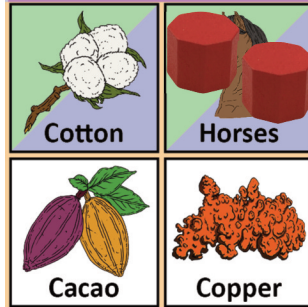
For example, if a player chooses to start with cotton, one or more of the other players could do the same. When picking a resource, consider whether you will want to build artillery, cavalry, or ships.

Each player takes 1 map marker matching the resource they chose.

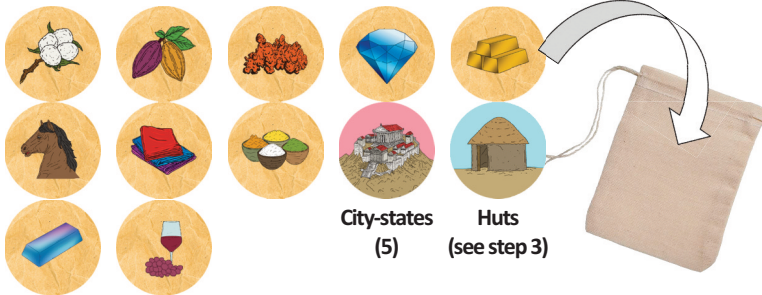
Each player then randomly picks another strategic resource marker.

Each player will therefore start with 2 strategic resources (represented by 2 map markers), one they picked and one they got randomly. It is possible some players will have two of the same resource. They will be able to trade during the “Trade” phase (see “Trade” on page 13).

Each player places resource barrels of their color on the resource spaces of their Civ Board corresponding to their starting resources. For example, if the red player started with 2 horses, she would place 2 red barrels on the horse space of her Civ Board (pictured, right).



Mix all the remaining ancient-era resource map markers into the supply bag (there are 10 types), as well as the **city-state** and **hut** markers. **Mix well!**



When starting in the Medieval (2), Industrial (3), or Modern (4) era, each player picks 2 different strategic resources, and gets a certain number of other resources randomly.

Players starting in the Medieval era (2) start with 4 total resources, including 2 different strategic resources of their choice.

Players starting in the Industrial era (3) start with 6 total resources, including 2 different strategic resources of their choice.

Players starting in the Modern era (4) start with 8 total resources, including 2 different strategic resources of their choice.

It is possible some players will have two or more of the same resource.

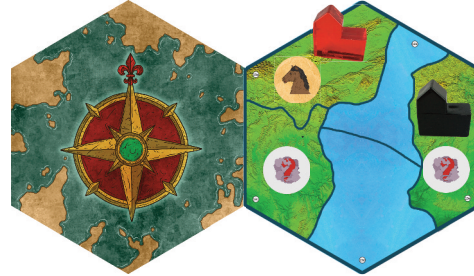
Medieval Start (Era 2)	Industrial Start (Era 3)	Modern Start (Era 4)
Pick 2 different:	Pick 2 different:	Pick 2 different:
Get 2 (random):	Get 4 (random):	Get 6 (random):

11 – Place Map Markers on Map

Players place one of their starting strategic resources (map markers) on each of their starting cities. Place them face up.

If starting in the Industrial or Modern eras, players will place 2 of their starting resources on each of their 3 or 4 starting cities.

Players should randomly place 1 hidden map marker (face down) from the supply bag onto each unoccupied and barbarian space.

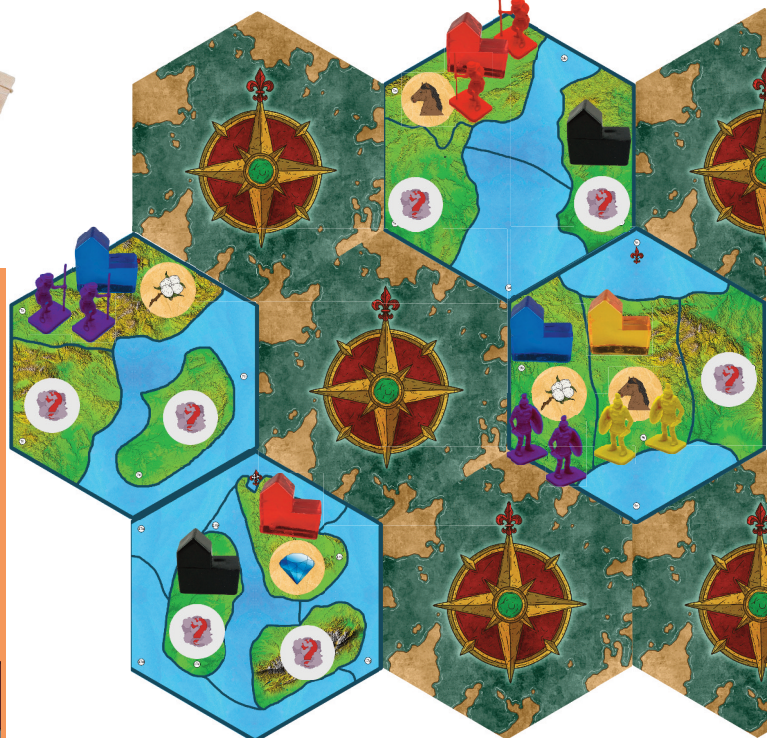


12 – Place Starting Units on Map

Players place their starting units (2 infantry and 2 scouts in the Ancient Era) on their starting cities (up to 2 units per city).

Though there is a limit to how many units can be placed in a city during a turn, there is no limit to how many units can be in a city or any other map space during the game. Players can keep one or more of their starting units in their reserves instead (at no cost).

Players can change their unit placements until are all satisfied.




Ama (red) feels confident she's safe from her rivals. She doesn't want to risk losing her scouts by sending them out to sea, so she places both on her horse city, where it looks like she'll be able to expand more easily. She keeps her two infantry in reserve. Bob (blue) initially put 1 infantry and 1 scout on both of his cities, but then Cat (yellow) placed two infantry on her horse city... (her other city cannot be seen in this example, it's off the page). Suspicious, Bob changes his mind and places his two infantry on his easternmost city.


Decide whether to use the **unit purchase rule variant** (page 20).

Play can then begin, with the First Player starting!

OBJECTIVE & OVERVIEW

In **Rise to Glory**, players are competing to rule the most glorious empire of all time. To earn Glory, players research technologies, create Great Artworks, conquer cities, build Wonders, and launch Starships. The player aids detail how Glory is earned.

 Players need **gold** to found cities, increase their population, and buy units. Gold is obtained from a player's population.

 Players need **commerce** to research technologies, create Great Artworks, and build a starship. Commerce is generated from resources found on the map, as well as trading fleets.

No player can be eliminated from the game (see bottom of page 21).

STAGE I – MOVEMENT

1. Determine Turn Order *(skipped in the first round)*

A full game round consists of 5 stages (movement, warfare, revenue, events, and acquisition), and each stage has 3 phases. Once all the players have completed a phase in turn order, they proceed to the next phase. When the last, fifteenth phase (Purchase) is completed, a new full round begins, and a new turn order is determined.

Being first is good for breaking ties (including—possibly—when determining the winner at the end of the game!) and being last is good for launching surprise attacks and picking where events take place. You'll want a player to move before you if you are planning to attack them. If you want to seize a barbarian city, you'll want a player with low unit levels to be the First Player (see [section 6.3, page 10](#)).

On the Turn Order Sheet, slide the player trackers from the "Current Round" track to the "Previous Round" track, preserving their order. **Going from the player with the most battle boosts (👤) to the one with the fewest, each player must move 1 tracker (any tracker, including a rival's!) to a "Current Round" position (any position). The player represented by that tracker immediately gets the bonus associated to the position.**

If several players have the same number of battle boosts, the tied player who played first during the previous round can move a tracker first.

2. Barbarian & Pirate Movement

Barbarians and pirates must be moved as aggressively as possible.

Barbarians and pirates move with the same movement rates and restrictions as player units (see [section 3, page 7](#)). Barbarians and pirates can pin player units (see [section 3.7, page 8](#)).

Battles involving barbarians or pirates are resolved during the Combat phase, giving players a chance to move units to shore up defenses.

2.1 – Barbarians

Barbarians on their sides do not move.



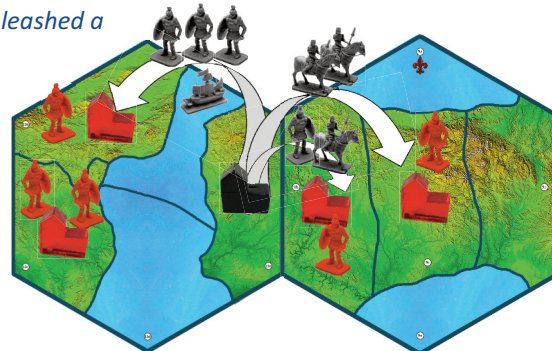
Barbarians will attack the player(s) who generated them. They will attack as many of his/her cities as possible, so long as:

- Barbarian units outnumber player units in those cities.
- The barbarians can reach those cities during the current turn.

If they can't outnumber the player units in a nearby city, they will *all* attack the least defended city that they can reach this turn.

If the player(s) can only be attacked by sea, generate as many barbarian ships (use pirate ships) as needed to carry all the barbarians (even if ships aren't available to players yet). The barbarians do not start on the ships: they must be embarked. A ship no longer carrying barbarians becomes a pirate ship and will behave like one in future turns.

Ama (red) unleashed a horde of barbarians, and 7 survived the battle with her during the previous round. In this round, they can



move... Two barbarians attack Ama's nearest city, and two barbarian cavalry move two spaces to attack her easternmost city. They cannot be pinned by Ama's single infantry unit.

The barbarians can attack one more red city by generating a ship. They can't attack both western cities (they must outnumber Ama's troops), so they focus on the least defended one. Ama, who moves after the barbarians, will be able to send reinforcements.

If the player who generated the barbarians cannot be reached during the current turn, the barbarians will begin moving as a single group towards his/her nearest city (by sea if necessary).

The barbarians will not attack other player cities, but may try to move over them. Players can declare combat to pin those barbarians and fight them.

If an alliance of players generated the barbarians, the latter will try to attack all those players, starting with the Captain ([section 6.5, page 11](#)).

A player can pay tribute to a group of barbarians on the same map space to prevent them from moving. The player pays the BANK 2 (ancient era), 4 (medieval era), 6 (industrial era), 8 (modern era), or 10 (future era) per group of barbarians on the same map space. For example, a player in the medieval era who wants to block 5 barbarians on one space and 7 barbarians on another space would need to pay 4 twice (for a total of 8).

Barbarians can move over barbarian cities, and do not generate barbarians.

The players who did not generate the barbarians move them by consensus, respecting the above rules. If no consensus can be found, the First Player in turn order (excluding the target player(s)) moves them.

2.2 — Pirates



Pirates have the same movement rate as the ships of the First Player in turn order ([section 3, page 7](#)).

Pirates attack as many player ships as possible, but must outnumber the player ships in each space they target.

If there are no easy pickings within range, pirates will move as a single group away from large player fleets, toward smaller player fleets, and try to join forces with other pirates.

Pirates never attack other pirate ships. Pirates ignore barbarians: they will not attack barbarian ships, nor will they embark barbarians.

Players move the pirates by consensus, respecting the above rules. If no consensus can be found, the First Player in turn order moves them.

3. Player Movement

Players take turns moving their units in whatever order they choose. A player whose movement turn has ended can no longer move units, even if some of her units haven't used up their moves. Allies cannot move each other's units. **Combat only takes place after all players have finished their moves (see section 6, page 9).**

Ama moves 2 infantry, embarks them on a ship, and moves the ship. She then moves a cavalry, embarks it on the same ship, and moves the ship again. She disembarks the units from the ship on a new space. When she has finished all of her moves, it is Bob's turn to move. He attacks one of Ama's cities! Sadly, she can no longer move reinforcements to that city.

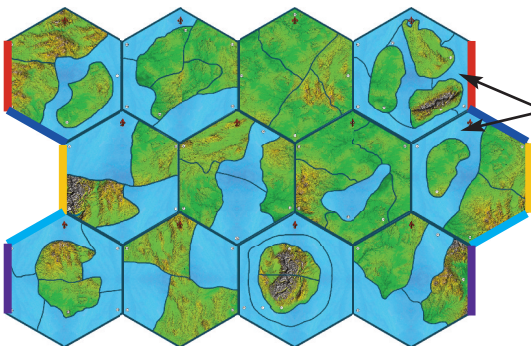
Infantry and artillery can move 1 space.

Scouts and cavalry can move up to 2 spaces.

Ship movement rates depend on the player's ship level (see below).



The map wraps around on the east and west.



Tile borders separate map spaces. So these are two different sea spaces.

The sides sharing a color on this map connect to each other.

3.1 – Exploring with Scouts

Only scouts can view hidden markers on the map. When a scout ends its movement in a space, its player can immediately reveal the hidden marker located on that space (i.e., explore it), even if it contains rival units (such as barbarians) or a barbarian city. Scouts can explore barbarian cities, as well as move in or over them, without being pinned and without generating barbarians. **Scouts can only explore one space per turn.** A scout's movement ends when it explores a space.

Explored map markers are permanently revealed; flip them face up on the map. **Hut bonuses are only obtained when founding or seizing cities.**

Scouts can move in sea spaces if ships are not yet available. When a scout enters a sea space, it must immediately roll 1d4. Rolling a 4 means the scout is lost at sea and discarded. If the scout survives, it may pursue its movement but it will need to roll 1d4 again whenever it enters another sea space! **When ships become available,** scouts already out at sea can pursue their sea trip, but no other scouts can go out to sea. Scouts at sea (even Colonizer ones) are automatically lost in naval combat.

3.2 – Founding Cities

A scout in an unoccupied land space can be discarded to found a city during the Player Movement phase. A city cannot be built if there are rival units (including scouts) on the land space, unless the rival grants permission. **A map space can only contain 1 city.**

CITY CREATION STEPS

- Reveal any hidden map marker in the new city's map space. If the marker is a city-state, the player cannot found a city (see 3.4 below).
- The player discards the scout, places a city, and gets +1 population.
- For every resource in the new city's space, the player places a resource barrel on the corresponding space of their Civ Board.



• If there is a hut marker, the player gets a bonus. Draw a random bonus card, and receive the **one-off bonus** listed on top (in the brown section). In the example pictured, the player would receive 3 free population.



Back



Front

Cities cannot be moved or razed (except by a nuke) once built. Cities can, however, be traded, sold, or conquered.

3.3 – Surprise Moves

Units held in reserve (including ships in trading fleets) can be placed in cities during the Player Movement phase and immediately moved! A player can only place units in her own cities. Moving them is optional. Ships are placed in sea spaces next to her cities (not in them). **Up to 2 reserve units can be placed in each city (this includes ships placed next to the city).**

Reserve units cannot be placed in newly-founded cities or in land or sea spaces containing rival units (including in cities under attack!).

3.4 – City-States

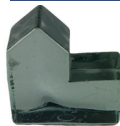


As soon as a city-state marker is revealed, players roll to see who gets a free city in that space. If the city-state is in a space with a barbarian city, simply remove the barbarian city.

All players roll 1d4 and add the total number of cities they have. The player with the **lowest total** (re-roll and add cities again in case of a tie) receives a free city and 2 free infantry (placed on the city). Place a new, randomly chosen, map marker on the space (if another city-state is picked, try again. Be sure to put the drawn city-state back in the supply bag). If the marker is a hut, the player can immediately draw a bonus card.

No combat is allowed in the new city this round! No reserve units can be placed in the city and the 2 free infantry cannot move until the next round.

3.5 – Barbarian Cities



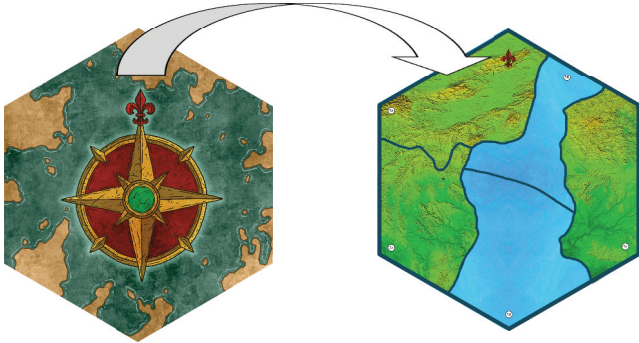
Player combat units moving into a barbarian city are all pinned (even if no barbarians are in it) and must fight. Scouts (including the Colonizer's) can move freely through barbarian cities and explore their map markers.

Barbarian units are generated if there is at least one player combat unit in a barbarian city that doesn't already contain barbarian units (unless they were placed there because of an event card). Barbarians will be generated during the Generate Barbarians phase (see section 5, page 9). Scouts (except, optionally, the Colonizer's) and other barbarians do not generate barbarians. Barbarians are only generated once all players have finished their moves, bonus moves, and aircraft assignments (see section 4, page 9).

3.6 – Exploring Hidden Map Tiles (Hexes)

Any player unit can attempt to move onto a hidden map tile. The player peeks at the tile to determine whether her unit will be able to move onto it (for example, if her unit is a ship, it would need access to a sea space). If her unit can move onto the new tile, then it MUST do so (note that a scout is never forced to go out to sea). The unit uses 1 move, and the tile is revealed to all players.

All map tiles must have the same orientation, with the fleur-de-lis pointing in the same direction.



NEW MAP TILE REVEALED

- The player first chooses which space her unit has moved into (if several adjacent spaces are possible).
- Place 1 hidden map marker on each new land space. Pick them randomly from the supply bag of available map markers.
- Roll 1d4 for each land space. If a 4 is rolled, place a barbarian city on that space (do not reveal the map marker). Barbarian cities cannot be adjacent to each other on the same map tile. But they can be adjacent to each other if they are on separate map tiles. Combat units that find themselves in a barbarian city are pinned: barbarians will be generated and combat will take place!

If the unit cannot move onto the new tile, the player may show the tile to some players, permanently reveal it to all players, or keep it hidden (facedown). In any case, the unit does not use a move and can move onto another space or try to reveal a different hidden map tile.

3.7 – Pinning (Blocking Rival Movements)

Player units can pin rival units in the same map space by declaring combat. Pinned units are blocked: they must fight and cannot move to another space.

Barbarian cities pin ALL player combat units, even if the city contains no barbarian units.

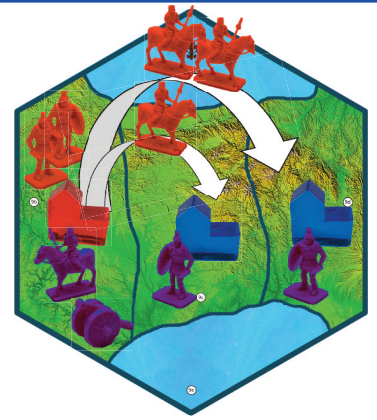
A player can declare combat at any point during the Movement or Warfare stages, even if it is not her turn. For example, a player can declare combat if a rival moves into a map space that is already occupied by her military units, or tries to move out of such a space.

Each of the pinning player's units can pin one rival unit in the shared map space. The player whose units are being pinned can decide which ones are pinned. Any non-pinned units are allowed to move normally, even into enemy territory containing enemy troops or cities.

Pinning applies to all land and sea combat units (aircraft and nukes cannot pin or be pinned). Barbarians and pirates can pin player units, and be pinned by player units. Scouts, being non-combat units, cannot pin rival units, but they can be pinned (exception: the Colonizer's scouts can pin barbarians).

PINNING

Bob (blue), moving before Ama (red), rashly attacked her. It's now Ama's turn to move. Two of her units are pinned by Bob's invasion force, but she can move the others. She sends her cavalry to attack Bob's cities. One of her cavalry units is pinned by Bob's infantry, but the two others can move past it.



3.8 – Sea Movement

Ships can move into sea spaces but not land spaces, even if they contain a friendly city. Exception: the Panama Canal Wonder allows a ship to enter the land space on which it is placed (count it as 1 sea space).

Land units can only move into a sea space if they are being carried by a ship. Exception: scouts can enter sea spaces if ships are not available for purchase yet (see section 3.1, page 7).

3.9 – Embarking / Disembarking Land Units

Ships can carry up to 5 land units.

Ships expend 1 move to embark one or more land units from a land space.

Ships expend 1 move to disembark one or more land units onto a land space.

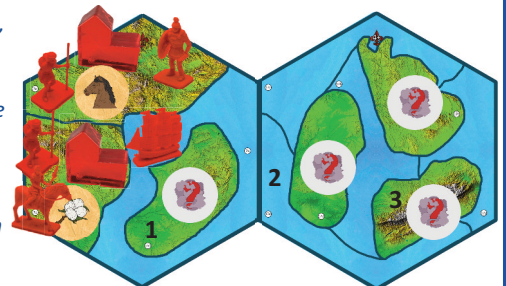
For both embarkations and disembarkations, the ship expends 1 move per land space, not per unit. Ships with enough moves can embark and disembark units on different land spaces during the same turn.

Land units do not use any moves to embark or disembark, but cannot move or embark right after being disembarked. They can fight, however!

If no rival ships are present, disembarkation is immediate. But if rival ships are present and declare combat, the disembarkation can only take place after the sea combat is resolved during the Combat phase. Note that this combat will only take place after cavalry have had an opportunity to use their bonus moves. Once the naval battle has been resolved, any remaining land units can immediately disembark and engage in land combat, which will be resolved during the same Combat phase.

EMBARKING/DISEMBARKING

Ama has level 2 ships, which have a movement rate of 4. She could use 1 ship move to embark both units from the horse city, and another ship move to embark both units from the cotton city. But it would be more efficient to move the horse city units to the cotton city, and then embark all 4 units using a single ship move. She could then use 1 ship move to disembark 1 scout on the nearest island (space 1), move the ship (and all the units it is still carrying) to sea space 2, and use the ship's last move to disembark all three units on the southeastern island (space 3).



STAGE II – WARFARE

4. Cavalry Bonus Movement + Assign Aircraft

Cavalry can move up to 2 spaces during the Cavalry Bonus Movement phase, even if they've already moved during the Player Movement phase. **Barbarian cavalry do not move during this phase.**

Cavalry in reserve can also be placed on the map (up to 2 units per city) and then moved during the Cavalry Bonus Movement phase.

All movement rules apply (including pinning and not being able to place units in cities that are under attack). Cavalry cannot disembark from a ship during this phase (since disembarkations require ship movement).

Players with aircraft cards can assign as many as desired to any battles involving their troops or allied troops. Aircraft can participate in land and sea battles, but cannot initiate battles on their own. Like all units, aircraft can fight in multiple battles in the *same* map space during a combat phase (see section 6.6, page 11).

5. Generate Barbarians

If player combat units are in a barbarian city that doesn't already contain barbarians, that city generates barbarians. This will be the case even if the barbarian city has already generated barbarians in past turns. If the city already contains barbarians, no new units are generated, unless the existing units were placed by an event card.

Scouts on their own do not generate barbarians (the Colonizer's scouts can).

Barbarians start with 1 unit for every 3 player combat units on their city + 1d4 units. If you roll a 4, add 3 barbarians and roll again. Do this for every 4 rolled! Barbarians placed by events are added to the resulting total.

Half of the barbarians are infantry (rounded up), and half cavalry (rounded down). Track barbarian units in writing if their supply runs out.

When counting player units, include aircraft but not scouts (unless the player is the Colonizer, whose scouts can fight barbarians). If two or more players (allied or non-allied!) attack the same barbarian city on the same round, add all their combat units together when generating barbarians.

BARBARIAN GENERATION

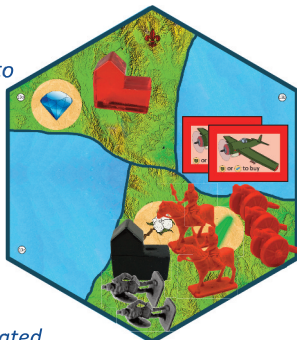
Ama sends 7 units, including 2 aircraft, to seize a barbarian city, which already contains 2 barbarians placed by an event (pictured). On top of those two existing units, it generates 2 barbarians (1 for every 3 player units) and then Ama rolls a 4-sided die:

Scenario 1: Ama rolls a 1, so 1 extra barbarian appears. Altogether, 3 (2 + 1) new barbarians have been generated.

Two are infantry units and 1 is a cavalry unit. In all, Ama will have to fight 5 barbarians (since the city already contained 2 from an event).

Scenario 2: Ama rolls a 4, then a 4, then another 4, and finally a 3, so 3 + 3 + 3 + 3 = 12 extra barbarians appear. Altogether, 14 (2 + 12) new barbarians have been generated. Seven are infantry and 7 are cavalry.

In all, Ama is up against 16 barbarians (including the 2 from the event)! Not good. Ama must engage at least 1 unit in combat, but her other units can retreat (see page 11). She can also pay a tribute (see page 6) during the next round to prevent the barbarians from moving to attack her city.



6. Combat

A battle occurs when rival units are on the same map space, and at least one of the players present has declared combat. Barbarians and pirates always declare combat against players in their spaces.

Generally, the player who was in the space first is the defender, and the other player is the attacker. A player defending one of her cities is always the defender (even if her troops arrived after the attacker's).

Players can launch joint attacks by moving their troops (during the Player Movement phase) to the same space occupied by enemy units.

Rivals can mutually agree to cease combat at any time (engaged units stop fighting and can join a retreat). Barbarians/pirates never stop fighting.

6.1 – Scouts in Battle

Scouts cannot fight (unless they belong to the Colonizer). **Undefended scouts attacked by rivals are destroyed** during the Combat phase.

Scouts escorted by military units will be destroyed if their defending units are defeated (but a successful retreat includes scouts).

Barbarians do not attack (or pin) unescorted scouts (they're not savages!). But barbarians will defend themselves against scouts belonging to the Colonizer if those scouts attack them.

6.2 – Battling Barbarians and Pirates

Barbarians/pirates are controlled by a player who volunteers and is not involved in the battle herself. If all players are involved in the battle, the barbarians are controlled by player consensus or by the First Player.

Barbarian/pirate units have the same levels as the player who is currently the First Player in turn order. Be sure to include the First Player's artillery level, even though barbarians do not have artillery units.

Barbarians/pirates can use 2 battle boosts during each of their battles, which they receive from the BANK.

Barbarians/pirates MUST fight intelligently and aggressively:

- They will engage both cavalry and infantry whenever possible.
- They will assign hits to their infantry units whenever possible.

Barbarians/pirates never retreat during a battle.

Barbarians/pirates can ally themselves with other barbarians/pirates, and they do not fight other barbarians/pirates.

Any barbarians/pirates who survive a battle stay on the map until they are destroyed in a future battle. They will move during the next round (see section 2, page 6), to attack player cities or ships if possible.

Attacking a barbarian city

See "City Capture" (page 11) for rules on capturing cities. Barbarians defending a city benefit from the homeland bonus for infantry units, but do not get 4 battle boosts (only 2, as usual). A player seizing a barbarian city earns a Conquest token and a bonus card, but cannot seize a building cube.

Barbarians attacking a player city

A player can pay tribute to barbarians on her city to stop them from attacking. The player pays the BANK 2 (ancient era), 4 (medieval era), 6 (industrial era), 8 (modern era), or 10 (future era).

Barbarians who conquer a player's city will take it over: it becomes a barbarian city. When a player's city is conquered by barbarians, she loses 1 City Conquest token (if she has any) but not a building cube.

6.3 – Combat Setup

Determine Army Ranks (Compare Unit Levels)

Players with more advanced armies can roll 1, 2, or 3 yellow bonus dice (six-sided) during **every round** of combat, including bombardment.

In land battles, each side adds up its artillery, cavalry, and infantry levels to determine its Army Rank. It does not matter which types of units are actually present in the battle, always total the levels of all three land unit types (note that players in the Ancient Era will all have the same Army Rank). **In sea battles**, compare ship levels only.

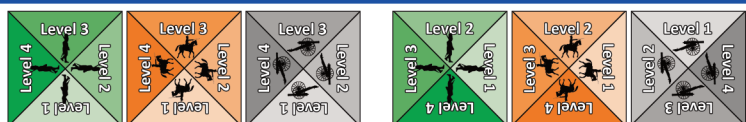
Subtract the lowest Rank from the highest Rank. The difference shows how many yellow bonus dice (d6) the more advanced player can use. If the two sides' Army Ranks are equal, neither side gets bonus dice.



A player can never roll more than 3 yellow bonus dice per combat round, and **a player cannot roll any bonus dice if none of her land or sea units are engaged** (i.e., if they've all retreated or been destroyed).

Barbarians and pirates have the same Army Rank or ship level as the current First Player (on the Turn Order Sheet).

Allied troops have the same Rank or ship level as their Captain.



Ama sent three cavalry units to attack Bob's single infantry unit. All of her land units are at level 3 (left), so her Army Rank is 9. Bob's infantry and cavalry units are at level 2, and his artillery units are at a lousy level 1. His Army Rank is 5. The difference between the two ranks is 4 (9 – 5), but the bonus cannot exceed three. Ama will be able to roll all three yellow bonus dice during every round of this battle.



Determine Battle Boosts per Side

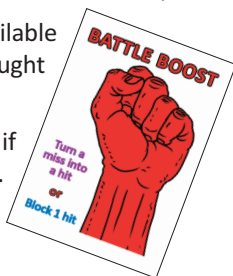
Each side can use up to **2 battle boosts per battle**.

A player who is defending a city can use 2 extra battle boosts. For example, if Ama is attacking one of Bob's cities, Ama could use 2 boosts, whereas Bob could use 4 (since he's defending his city).

Barbarians/pirates can also use 2 battle boosts per battle, which they obtain from the BANK as needed. Barbarians defending a city do not get extra boosts (in other words, they can only use 2 boosts, not 4).

Naturally, a player must have battle boosts available in order to use them. Battle boosts cannot be bought during the Combat phase.

Players should check their leader cards to see if they are entitled to use additional battle boosts.



Homeland Bonus

Infantry units defending a city each get one extra hit point.

Place an orange hit point token below each such infantry.



Barbarian infantry units defending a city also get one extra hit point.

Infantry hit point levels are reset at the beginning of each new battle. Ignore any damage incurred during previous battles, even if they took place during the current Combat phase.

6.4 – Land Combat

Artillery Bombardment (Bonus Attacks)

At the beginning of a battle, each artillery unit gets **1 bonus attack**.

During the bombardment phase, **artillery units roll 1d6**, and score a hit on a 5 or 6. Players **roll all their dice simultaneously**.



The side with the highest Army Rank can roll its **bonus dice**.



The targeted player chooses which of her units are hit.

Battle boosts can be used by either side (see "Using Battle Boosts" below for details).

Engaging Units

Each side engages at least 1 unit, and up to 3, in the first round. A unit damaged by artillery bombardment does not have to be engaged.

The attacker engages units first, followed by the defender. Once a unit is engaged, it cannot retreat. Units that are not engaged are in the rear: they cannot fight during the current round, but they cannot be hit either.

At the start of each new round, players can engage more units into combat. Each side can only have a **maximum of three units engaged in battle**, and each side must engage **at least 1 unit** (except if retreating).

Combat Rounds

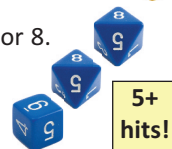
Players roll 1 die per unit engaged in battle (so 1–3 dice per round). The side with the highest Army Rank can roll its **bonus dice** every round, for an extra 1–3 dice per round.



Artillery units roll 1d8, and score a hit on a 5, 6, 7, or 8.

Cavalry units roll 1d8, and score a hit on a 5, 6, 7, or 8.

Infantry units roll 1d6, and score a hit on a 5 or 6.



The attacker and defender **roll all their dice simultaneously**.

The targeted player chooses which of her units are hit. All units have a single hit point, except infantry defending a city, which have 2.

Battle boosts can be used by either side (see below).

Destroyed units are returned to the player's supply of units available for purchase (not the player's reserves!).

Combat rounds continue until one side is defeated or retreats.

Using Battle Boosts

Players can use a battle boost to turn a miss into a hit: 1 battle boost can change 1 die, and cannot be used if there isn't a die left to change.

Players can use a battle boost to block 1 hit. Hits that have not been blocked must be assigned to units.

First, the attacker decides whether to use her available battle boosts to turn her misses into hits. The defender then does the same.

Second, the attacker decides whether to use her remaining battle boosts to block hits. The defender then does the same. **A miss converted into a hit by a battle boost can be blocked by another battle boost.**

Each side can use up to 1 boost per die every round (if it has any boosts remaining). **A blocked hit cannot be turned back into a hit.**

Once used, battle boosts are returned to the BANK (General). Unused battle boosts are kept by players for future battles.

Retreat



A player can allow her rival to retreat unopposed at any time, and direct him to retreat to a specific, adjacent land space.

At the END of a combat round, a player can retreat all the units that haven't been engaged into battle. ALL of the retreating player's unengaged units must retreat. Players continue to fight with engaged units.

Retreating units can only move 1 space.

All land units must retreat to the same adjacent map space. That map space must be empty of all enemy units (scouts included) and enemy cities (even undefended ones). A retreating attacker must retreat to a map space that at least one of her units came from. A retreating defender cannot retreat to any map space that an attacking unit came from. If no space fulfilling ALL of the above conditions exists, the player must continue fighting to the bitter end.

It is possible to retreat onto a transport ship, but only if there are no enemy ships in the same sea space. A retreating transport ship cannot use its single move to disembark troops it is carrying.

Retreating aircraft return to a player's reserves, and cannot be used in another battle during this combat phase.

Allies can retreat independently: they do not need to retreat to the same space, or at the same time (one or more allies can keep fighting).





City Capture

This section applies to cities seized through combat (not cities that have been bought, traded, or given).

After all battles in a city's space have been resolved, the city changes hands if its previous owner has no military units in the space and the conqueror has at least one combat unit in the space. If EVERY unit is killed during the battle(s), the city's defender keeps the city by default.

Aircraft and ships cannot seize cities (ships cannot attack cities at all).




The victor:

- if the city has one or more resources, places resource barrel(s) of her color on the corresponding space(s) of her Civ Board.
- draws a bonus card and gets the one-off red bonus from the BANK. 
- if the city has a hut marker, also gets the one-off brown bonus. 
- can take 1 spare building cube of her choice from the defeated player (if any are available), NOT from the BANK. 
- earns 1 City Conquest token from the BANK (players seizing a barbarian city also earn a City Conquest token). 

When allies seize a city, only one ally gets each item listed above (ex: Ama gets the city and its resources, Bob gets the cube and the City Conquest token). In case of disagreement, the Captain decides how the items are distributed.

The defeated player:

Neither player gains nor loses population.

- for each resource in the city, removes a resource barrel of her color from the corresponding space on her Civ Board or on the Civ Board of a trading partner. Example: Ama (red) has traded her horses to Bob. She loses her horse city, and removes her red barrel from the horse space on Bob's Civ Board. If several players have barrels of her color for the resource in question, she picks which barrel to remove. 
- returns 1 City Conquest token to the BANK (if she has any). 
- gets 1 battle boost + 1 battle boost per unit lost. 

6.5 – Alliances

When two or more allies are fighting together, the player with the most troops involved in the battle is the Captain. In case of a tie, the allied players pick the Captain (pick randomly in case of disagreement).

Only the Captain's modifiers and bonuses are taken into account during the battle. If the Captain is defending one of her cities, all the infantry under her command (including those belonging to allied players) receive the homeland defense bonus (+1 hit point). A Captain's unit levels apply to all the units under her control.

Allied players can pool their battle boosts but can still only use 2 battle boosts during the battle (4 if they're defending a city). The Captain benefits from her leader's battle boost bonus, if applicable.

The Captain has the final say on which troops under her command are engaged, which suffer hits, and how the battle boosts are used.

Players can ally themselves to fight barbarians or pirates (but players cannot ally themselves with barbarians or pirates).

Allies can retreat independently (see "Retreat" on this page).

6.6 – Three or More Players Battling in 1 Space


If three or more players are on the same space, none are allied and all want to fight, several successive battles take place.

The first two players to have moved on the space fight each other first. If one of the players has a city in the space, she participates in the first battle (to defend her city). The survivor then faces the next player to have moved onto the space, and so on until all battles are resolved.


Surviving infantry that are defending a city start with 2 hit points, even if they lost a hit point in a previous battle during this Combat phase.

A player seizing a city will only benefit from its homeland and battle boost bonuses in future rounds, not during this series of battles.

6.7 – Naval Combat

Naval combat proceeds like land combat, but with some specific rules. Players compare their ship (not land unit) levels, and the most advanced side can roll 1–3 yellow bonus d6 during each round. 

Ships carrying units roll 1d6, and score a hit on a 5, or 6. 


Ships not carrying units roll 1d8, and score a hit on a 5, 6, 7, or 8. 

A ship carrying units (including scouts) can use these units as extra hit points, sacrificing a land unit to protect itself.

Ama scores 2 hits against Bob, who has 1 ship carrying 5 units. Bob sacrifices two of the carried units to protect his ship.

Land units should be placed next to the ship carrying them. Land units cannot attack ships or rival land units being carried by a ship and do not count toward the engagement limit of three units per side.

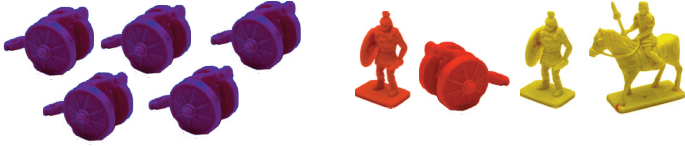
When a ship carrying units is sunk, all the units it is still carrying are lost.

Pirates who have defeated a player can try to convert defeated player ships into pirate ships. Roll 1d4 for every player ship destroyed. On a 4, the defeated player ship becomes a pirate ship and is placed on the map. 

It is possible that scouts will be out at sea when ships appear on the map. If such scouts are involved in a naval combat, they will automatically be destroyed, unless defended by a friendly ship (this also applies to Colonizer scouts out at sea).

COMBAT EXAMPLE

Ama (red) has left one of her cities undefended. Bob (blue) moves first and attacks it with 5 artillery units. Cat (yellow) moves next. She decides to help her neighbor Ama, and sends in a nearby infantry unit. Finally, it's Ama's turn. She has 1 infantry and 1 artillery unit in reserve, which she places in an adjacent city and immediately moves to defend the city that is under attack. During the Cavalry Bonus Movement phase (see section 4, page 9), Cat decides to send in a cavalry unit as well.



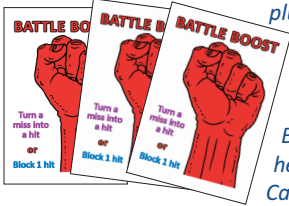
Ama and Cat have an equal number of units in the battle, so they can pick a Captain. They pick Ama. Her modifiers and bonuses will be used, and she will have the last say in all battle-related decisions.

Bob has an Army Rank of 5 (pictured). Cat's Army Rank is also 5, but Ama is the Captain and so they use her Army Rank, which is only 4.



Thanks to his superior technology, Bob can roll 1 bonus yellow d6 during every combat round, including the initial bombardment.

Bob can use 2 battle boosts. Ama can use up to 4 (the usual 2 per side, plus 2 extra ones because she's defending her city). She only has 1 boost, however. Cat agrees to let her use two of hers, for a total of 3 (pictured).



Because Ama is defending her city and she's the Captain, all the infantry units under her control also get 1 extra hit point.

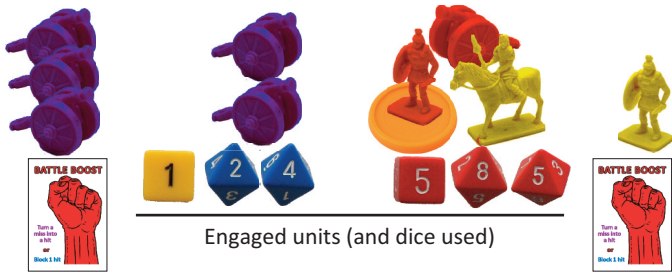


First, artillery bombardment takes place. Each artillery unit can roll 1d6, and Bob can roll his bonus die. Ama and Bob roll simultaneously: Ama gets 1 hit and Bob gets 3.



Bob declines to use any of his two battle boosts to turn one or two of his three misses into hits. Ama cannot convert a miss into a hit: she only rolled one die and it has already scored a hit. Bob does use one of his two battle boosts to block Ama's hit. Ama uses two of her boosts to block two of Bob's hits, and assigns the remaining hit to Cat's infantry unit (not her own...), which loses its extra hit point (the orange hit point token is discarded).

Bob then engages units for the first round of combat, followed by Ama.



Engaged units (and dice used)

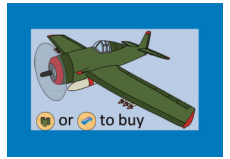
Bob, surprised by Cat's intervention, isn't feeling it... He only engages 2 artillery units. Ama engages three units, the most possible: her artillery and infantry, and Cat's cavalry. Both sides have 1 battle boost remaining.

Bob's 2 artillery can roll 1d8 each (they roll 1d6 during bombardment, but 1d8 thereafter), and he can roll his bonus d6. Ama rolls 1d6 for her infantry, and 1d8 each for her artillery and cavalry. They roll all their dice simultaneously: 0 hits for Bob and 3 for Ama! Bob was right...

Bob can only block 1 of Ama's 3 hits with his remaining boost, so he cannot save either of his artillery. He could turn one of his misses into a hit, but Ama would likely assign it to her infantry unit, reducing its hit points by one but not destroying it. Bob decides to cut his losses. He keeps his remaining battle boost for another time, and his three unengaged units retreat.

6.8 – Air Combat

Aircraft units are represented by cards, and each player can have up to 6 aircraft cards at any one time (they are color-coded).



Aircraft are assigned to battles during the Cavalry Bonus Movement + Assign Aircraft phase (see section 4, page 9). During the current combat phase, aircraft will only be able to participate in battles in the map space to which they were assigned. They can fight in multiple battles in the same map space during a combat phase (see section 6.6, page 11).

It is all out war. Ama is trying to seize one of Bob's cities by land, and she is trying to stop Bob's invasion fleet. Ama plays before Bob, and during the Cavalry Bonus Movement phase, she assigns 3 of her aircraft to the city battle, and the remaining 3 aircraft to the sea battle. During his turn, Bob assigns his entire airforce (4 aircraft) to defend his city, which has uranium.

Aircraft are subject to the same combat rules as other units. Aircraft that have been assigned to a battle can be engaged in combat, and when they are, they are vulnerable to hits scored by all other units! Aircraft have 1 hit point.

Unengaged aircraft can retreat. They return to a player's reserves, but cannot be assigned to another battle during this combat phase.

Engaged aircraft roll 1d8, and score a hit on a 5, 6, 7, or 8.



Aircraft on their own cannot conquer a city. If the land units that were part of an attack against a city were destroyed during the battle, any surviving, victorious aircraft CANNOT take over the city.

Surviving aircraft are always returned to their player's reserves (at no cost).

Barbarians and pirates do not have aircraft.

6.9 – Nuclear Warfare

Nukes can be used to attack any space on the map at the end of the "Event Card" phase, after the event (or City-State marker) has been fully resolved. Ignore turn order: any player can launch the first nuke, and any player can retaliate. Each player can launch up to 2 nukes, if available.

Nukes cannot be blocked or pinned.

Nukes are represented by cards. Each player can have up to 2 nuke cards at any one time (they are color-coded). To attack a map space, the player must discard a nuke card (it is returned to her supply and can be bought again during a Purchase phase, if the player has access to uranium).

The attack's effects are immediate. **All manmade items on the space are destroyed (cities, units, and Wonders). Note that the victim will lose access to the city's resources** (this can affect their ability to buy certain units!). Barbarian cities and units, and any item(s) placed on a barbarian city by an event, are also destroyed.

Attackers lose 2 Glory for every Wonder they destroy. Take the Wonder token from the map and flip it as a reminder.

A player who has lost a city to a nuke can launch a Violent Revolution for free during the following Regime and Revolution phase. A player cannot use a nuke against one of her own cities.

The player nuking a city does not earn a City Conquest token or draw a City Conquest bonus card. The victim does not lose any population.

Units in reserve (off the map) cannot be nuked.

A player's last city, and any units and Wonders in it, cannot be nuked.

NUKE

Need to buy.

Use at the end of the Event Card phase (ignore turn order).

Unlimited range. Destroys everything manmade in 1 space (city, units, Wonders, and barbarian items).

Lose / Wonder nuked

Victim can launch a free Violent Revolution.






STAGE III – REVENUE

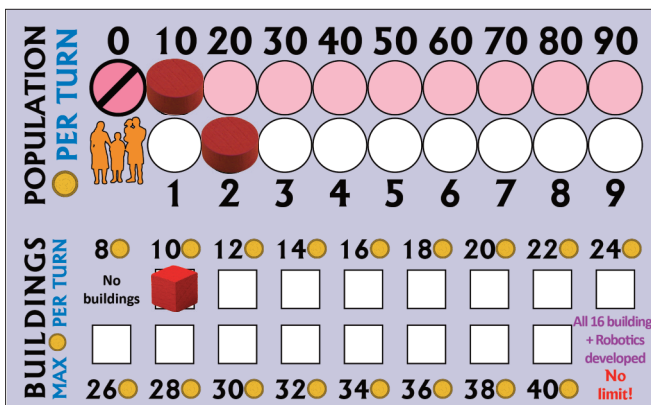
7. Gold Revenue

Players collect 1 gold  for every population they have. 

But, the **maximum amount of gold** they can collect during this phase is **limited by the number of buildings they have raised**. Players place building cubes of their color on their Civ Boards to track how many buildings they have raised (buildings are obtained through technology, trade, or city conquest. See **“Buildings” on page 16** and **section 15.4 on page 19**).

Ama (red) has 12 population (see below). She could normally collect 12 , 1  per population, but she has only raised 1 red building (pictured below), so she can only collect 10 .

Once the **Robotics** technology has been researched, gold revenue is no longer limited for players with **all** 16 buildings.



8. Trade

8.1 – Trade Between Players

Players **CAN** trade resources, spare building cubes, gold, commerce, Artworks, units, nukes, cities, royalty rights, goodwill, kept event cards, and favors. They can make treaties and other agreements, and can negotiate in secret. Player agreements or trades that cannot be immediately fulfilled are not binding. **Resource trades are binding for 1 round.**

Players **CANNOT** sell, trade, or give technologies, raised buildings (as opposed to spare building cubes), population, unit levels, City Conquest tokens, Icons, Wonders (unless the city in which the Wonder is located is traded), leaders, battle boosts, their turn order, or Glory tokens.

Players can make most trades at any time. But **resource trades must take place during the Trade phase**. In addition, **units and cities cannot be traded, sold, or given during the Movement and Warfare stages.**

Players can trade resources to gain access to the ones needed to buy certain units, or to generate more commerce. **Resource trades last one full round and cannot be unilaterally ended before the next Trade phase** (unless the city with the resource changes hands or is razed!). Resource trades from previous rounds are automatically renewed unless either trade partner ends the trade. A player may trade a resource she has obtained from a barbarian city or another player (but the resource’s actual owner can end the trade).

To trade a resource, a player hands a barrel from the corresponding resource space of her Civ Board to the other player, who places it on the same resource space of his Civ Board. Players can therefore have barrels of multiple colors on their Civ Boards. A player can trade a resource for other tradable items or favors, not necessarily another resource.

8.2 – Trade with Barbarians







Players cannot trade with the **BANK** directly, but can trade with **barbarian cities in which they have a scout**, even if those cities contain barbarian units. The scout **can only trade for resources present in the barbarian city and must remain in the city as long as the trade is in effect.**

For each barbarian resource she wants, the player must place a scout on its map marker (in the barbarian city) and provide a resource of her choice. The player removes a resource barrel of **her color** from her Civ Board and places it on the corresponding space of the Turn Order Sheet. **In exchange, the player receives a gray resource barrel from the General**, and places it on the appropriate space of her Civ Board.

If **two or more players have scouts on a barbarian city and want access to the same resource**, all existing trades with the barbarian city are automatically ended and an auction takes place. Only players with scouts on the barbarian city can participate in the auction. **Bids must be in gold and/or commerce, and the winning bid is paid to the BANK** (follow the technology bidding rules described in **section 13.2, page 16**). **The winning player must also provide a resource to the barbarian city.**

Trade with a barbarian city is automatically reinstated every round unless any player with a scout on the city objects. A trade is ended if the player’s scout leaves the barbarian city, is destroyed, or if the city is seized. If a trade is ended, the player retrieves one of her resource barrels from the Turn Order Sheet and returns the gray resource barrel on her Civ Board to the General.

9. Commerce Generation



Players generate commerce from two sources: their different resources and their trading fleets. Both are tracked on players’ Civilization Boards. In both cases, **players only generate the commerce indicated in the highest space they qualify for**. For example, a player with 2 ships in her trading fleet would generate 4  total, not 6  (2  and 4 ).


If there are any **pirates on the map**, ALL players make 50% less commerce from their resources and fleets.

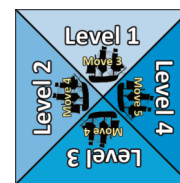





Trading Fleet






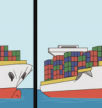





Players generate commerce from the total number of ships they have **in reserve**. The maximum number of ships that can be part of a trading fleet varies based on the player’s ship level.

Players do not count ships on the map. But ships can be removed from the map and **placed in reserve during this phase for 1  (or 1  per ship.**

Ama has five level 1 ships, three of which are in reserve (pictured below). Because her ships are at level 1, she cannot have more than 2 ships in her trading fleet. With two ships, her fleet generates 4 . During the next round, level 2 ships are unlocked, and Ama upgrades her ships.



Her third ship in reserve can now be added to her trading fleet, which would generate 8  in all. Ama can pay 1  to place a fourth ship from the map into her reserves, thereby generating a total of 12  (the maximum possible for level 2 ships).

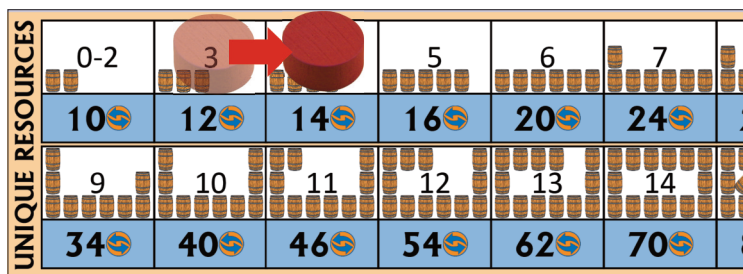
	1	2	3	4	5	6
		Level 1 max		Level 2 max		Level 3 max
TRADING FLEET						
	2 	4 	8 	12 	18 	24 

Resource Variety

Players generate commerce from the total number of **unique resources they have**. Count resource barrels obtained through trade but not those traded away. **Ignore duplicates of the same resource.**

Ama has 5 resource barrels: two gems, one rare metals, and two cotton. She has 3 **different** resources (she can only count the gems and cotton once each), so she places a tracker on the “3” space of the unique resources table and should normally generate 12 from her resources (pictured, right and below).

But during the Trade phase, Ama traded one of her gems for one of Bob’s horses. That brings her up to 4 different resources, worth 14. Cat would like Ama’s spare cotton (to generate more commerce but also to build ships). She doesn’t have a spare resource for Ama, so she offers Ama 3 per round instead.



Converting Gold to Commerce

Players can convert 1 gold into 1 commerce but cannot convert commerce into gold.

There is no limit to how much gold can be converted into commerce, and the conversion can take place **at any time**. Commerce is the only currency accepted in technology auctions, and when buying Great Artworks, starships, and Glory tokens.

Players cannot sell commerce to the BANK. Players are free to trade commerce for gold or other items among themselves.

MEDIEVAL WONDER 2

GREAT WALL

ALL QUALIFYING PLAYERS (Including Wonder builder) get 1 Glory token 1

CURRENT OWNER Each Wonder phase: get 2 1

Wonder phase | Qualify to build

Have infantry at level 2 **AND EITHER** at least 1 Great Artwork **OR** at least 1 City Conquest. 1

Tie-breaker: fewest total units, then 1st in turn order.

MODERN WONDER 7

BURJ KHALIFA

ALL QUALIFYING PLAYERS (Including Wonder builder) get 1 Glory token 1

CURRENT OWNER Get 25 (only once per player). Each Wonder phase: get 10 1

Wonder phase | Qualify to build

Have 15+ raised buildings and at least 4 aircraft. 1

Tie-breaker: first in turn order.

STAGE IV – EVENTS

10. Wonders of the World

Assign Wonders

Remind players which Wonders are in play (Wonders are put into play by technologies, see section 13.5, page 18) and determine whether any players qualify for them. Wonders of the World are ONLY assigned during the Wonders of the World (or Wonders) phase.

All players who first meet the criteria listed at the bottom of a Wonder card qualify for it (they are “Qualifying Players”). If several players qualify, the **Wonder’s builder (and first owner) is the tied player who is first in turn order, unless the card specifies a different tie-breaker**. All players who qualify for the Wonder (including the player who builds the Wonder) earn 1 Glory token, as listed under “All Qualifying Players.” The Wonder’s owner gets 1 additional Glory at the end of the game. It is tracked on the Wonder card itself in case the Wonder changes hands (e.g., if its city is seized).

WONDER TIE-BREAKER

If several players qualify for a Wonder during the same round, and unless specified otherwise on the card:

The Wonder builder (and first owner) is the tied player who is first in turn order.



Ama (2nd in turn order), Cat (3rd), and Dev (5th) have all qualified for the Pyramids. Of the three, Ama is first in turn order, so she builds the Pyramids. She gets the Pyramids card and marker and places the marker on one of her cities. Cat and Dev get one Glory token each for qualifying, as does Ama. Bob (1st in turn order) and Eva (4th) did not qualify and so do not receive a Glory token.

The Wonder’s owner must place its marker in one of her cities (of her choice). Once placed on the map, a Wonder cannot be moved or razed (except with a nuke). A Wonder’s ownership changes if the city in which it is located is conquered, sold, or traded. The new owner gets the Wonder card. The new owner will benefit from the “Current Owner” Glory and the Wonder’s special abilities instead of the old owner. “Qualifying Player” Glory tokens are never lost or transferred.

Benefit from Wonders

Most Wonder effects take place during the Wonders phase. **Players immediately benefit from any Wonders they build**. The two modern wonders, Three Gorges Dam and Burj Khalifa, have benefits that are only obtained once per player: when first built or when seized by another player.

Ama develops Engineering, so the Great Wall wonder (pictured, left) is now in play. Bob develops Civil Service, upgrading his infantry to level 2 (Ama does so as well). He already has a City Conquest token, so he qualifies for the Great Wall. But it will only be assigned during the next “Wonders” phase.

During the next round, Ama seizes a barbarian city. So, during the Wonders phase, both Ama and Bob qualify for the Great Wall. Ama is before Bob in turn order, so she gets the Wonder. She immediately benefits from its special ability and gets 2. She also earns 1 Glory token as a Qualifying Player. Bob, also a Qualifying Player, earns 1 Glory token too. Next round, Dev buys a Great Artwork and upgrades his infantry to level 2. He now also qualifies for the Wonder, but it is too late: it has already been assigned to Ama. He receives nothing.

11. Event Card and Nuclear Attacks

Shuffle the event cards into a facedown draw pile at the game's beginning.

During the Event Cards phase, the last player in turn order **MUST** draw an event card. Follow the blue steps below. The **card-holder** is the player who drew the card or bid the most for the card (when there is bidding).

DRAWING AN EVENT CARD

- **Select a barbarian city.** The last player in turn order selects a barbarian city on the map that doesn't contain any barbarian units. If there is no such barbarian city on the map, no event takes place. Some—but not all—events will take place in the selected city.
- **Reveal the barbarian city's map token if applicable.** The barbarian city's map token is flipped and permanently revealed. **If a city-state marker is revealed**, the barbarian city is removed from the map. No event card will be drawn this round; instead, the players will roll to see who obtains the city-state (see page 7), skipping the next step.
- **Draw and resolve a random event card.** The last player in turn order draws a random event card and reads it. It is resolved publicly.

If an event card involves an auction, use the technology auction rules (see section 13.2, page 16) but use the currency specified on the card. A player can bid less than the amount listed on the card (for example, she can bid nothing), but a player must bid at least the minimum to win the auction. **Turn order is the tie breaker.** Winning bids are paid to the BANK.

When comparing **Glory totals**, count only Glory from technologies, Wonders, and Glory tokens. Do not count Glory from Artworks, City Conquests, prizes, leaders, riches, or any other sources.

Resolve any combat immediately (do not wait for the Combat phase). Aircraft, if available, can be assigned to a battle triggered by an event.

Events labeled **"bad"** (33% of events) can be blocked from taking place by **any player** who has earned **Goodwill** from another event (for example, from the pictured "Refugees" card). A blocked event card will not affect any player. A player can wait to see who the victim(s) of the event will be before deciding to use Goodwill, but once the event has started affecting players, it can no longer be blocked or reversed. When a "bad" event is blocked, do not draw another event card that round.

Goodwill and other event cards that are being held by a player (for example the "Assassin" card) can be traded between players.

Once an event has been resolved, place its card face up in a discard pile. If there are no more event cards left in the draw pile, re-shuffle the discard pile and create a new draw pile. **Players with nukes can use them after the event (or City-State marker) is fully resolved** (see section 6.9, page 12).

12. Regime and Revolution

12.1 – Government

Players can change their governments during the Regime and Revolution phase. All players start the game as Despotisms (pictured above). Each government has a one-off cost associated to it (listed on the Civ Board), which can depend on the player's current government. For example, switching from a Republic to a Democracy costs 16 instead of 20.

Every round, during this phase, players gain their government bonus. A player can only gain 1 bonus per round. If she changes her government, she can choose either the old or the new bonus.

Ama's monarchy is falling behind in the technology race. She pays 20 to become a Democracy (switching to Despotism would be free, but she wouldn't receive any bonus).

After paying the 20 one-off cost, Ama moves her token to the democracy space. This round, she can either get 3 (from the monarchy) or 10 (from the democracy) but not both! In future rounds, as long as she remains a democracy, Ama will receive 10 every round during the Regime and Revolution phase.

Democracy	10 / turn
	Cost: 20
Republic	4 / turn
	Cost: 8
Despotism	Starting Government
	No cost
Monarchy	3 / turn
	Cost: 12
Communism	6 / turn
	Cost: 24

12.2 – Peaceful and Violent Revolutions

A player wishing to change leaders can launch a revolution. The player must pay 50% of the commerce earned during the Commerce Generation phase from her resources and trading fleet (use the total generated before any losses caused by pirates—pirates don't make revolutions cheaper!). A player changing leaders only gets the regime-phase bonuses, if any, from one leader (the old one or the new one, her choice).

Peaceful Revolutions

The player pays no additional penalty, but **MUST** change her leader. She is randomly assigned two leaders from the BANK. She chooses one of the two, and returns the other to the BANK, as well as her previous, deposed leader (a player—except the Dreamer—can only ever have 1 leader).

Violent Revolutions

The player loses gold, but can choose her new leader from the BANK (or keep her current one). The player loses 50% of the gold she collected from her population during the Gold Revenue phase (round up). A player can decide to switch from a peaceful to a violent revolution in the same turn, without re-paying the 50% commerce penalty.

Ama generated 36 from her resources and trading fleet. Even though she lost half of that to pirates, she must still pay 18 to launch a revolution. She doesn't like the two random leaders she must pick from, so she makes her revolution violent: she doesn't pay any additional commerce, but she does pay half of the gold she made this round. In exchange, she can pick any leader held by the BANK.



If two or more players launch a revolution in the same round, the players pick their new leaders in turn order.

12.3 – Re-becoming Eligible for the Gandhi Peace Prize

After having undergone a revolution, a player can choose to re-become eligible for the Gandhi Peace Prize. This applies both to peaceful and violent revolutions. The player's past aggression is forgotten, swept away by revolutionary fervor.

The player must renounce all of her City Conquest tokens to re-become eligible for the Gandhi Peace Prize (return them to the BANK). Remember, each City Conquest token is worth 1 Glory, and the Gandhi Peace Prize is worth 3 Glory. The player does not relinquish the cities she conquered, just the City Conquest tokens she was awarded for their conquest.



STAGE V – ACQUISITION

13. Bid for Technology

13.1 – Technologies Available for Purchase

One technology per player, minus one, is available for purchase during the Bid for Technology phase. Any technologies that were not bought during previous rounds are made available once again (and count towards the 1 per player minus 1 limit). No additional technologies will become available during the round.

The technologies with the lowest top-left numbers are made available first (note that the numbers may not be consecutive). **Technologies from a new era only become available during the next Bid for Technology phase.**

There are 5 players, so 4 technologies should be available. But there is only 1 medieval era technology left before the industrial era begins. That medieval technology is the only one available this round.

Technologies from two different levels (indicated on the top right of the cards) can be available for purchase during the same round. In those cases, **players must first purchase the lowest-level technologies before they can purchase the higher-level technologies** (see the example below).

13.2 – Technology Auction

Each player can only buy (develop) 1 technology per Bid for Technology phase. Players bid against each other to buy each technology.

Bidding proceeds 1 technology at a time, beginning with the technology with the lowest top-left number. Give players enough time to read all available technologies before bidding begins. Players can look at which technologies will become available in future rounds.

The players make secret bids using their erasable cards. **All bids must be in commerce**, but gold can be used as commerce (each 1● is worth 1●). Only players who have not bought a technology this round can bid. **All bids are revealed simultaneously and cannot be changed once revealed.** Players declare their bids in turn order. Players cannot combine their bids to jointly buy a technology (but a player can give ●/● to another player...).

The minimum bid is listed at the bottom of the technology card. Players can bid less than the minimum (including nothing at all). Such bids are ignored. If all players bid less than the minimum, proceed to the next technology. Any player can call for an unsold technology to be auctioned again. If the auction fails again, the technology cannot be bought this round but will be available again next round.

The auction's winner is the player whose bid is the highest and at least equal to the minimum bid. The winner must buy the technology, and pay for it immediately. If the winner can't pay, the second-highest bid that is at least equal to the minimum wins. **In case of a tie, the winner is the first in turn order.**

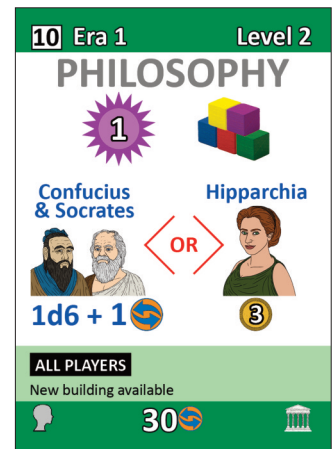
There are 4 players so 3 technologies are available: Pottery (level 1), Currency, and Horseback Riding (both level 2). Pottery, with the lowest level, is put up for auction first. All the players secretly bid... nothing! Pottery must be bought to unlock level 2 technologies, so Dev calls for a second auction. Ama and Dev bid nothing again. Bob and Cat both bid the minimum, 26●. Bob is ahead of Cat in turn order, so he gets Pottery. Ama, Cat, and Dev all bid nothing on Currency, and none ask for a second auction (it will be available again next round). The three bid on the last technology available, Horseback Riding.

The technology auction phase ends once no technology is available for purchase this round (they have all been sold or failed to sell twice).

13.3 – Technology Benefits

The items listed in the white section of the technology card are immediately awarded to the player who purchased the technology. These items are one-off awards: they are not granted every round.

Some technology cards unlock game items or effects that affect ALL players, not just the purchaser. These items or effects are listed in the "All Players" section. Technology cards should be read aloud by the purchaser when bought, so that all players are aware of its effects.



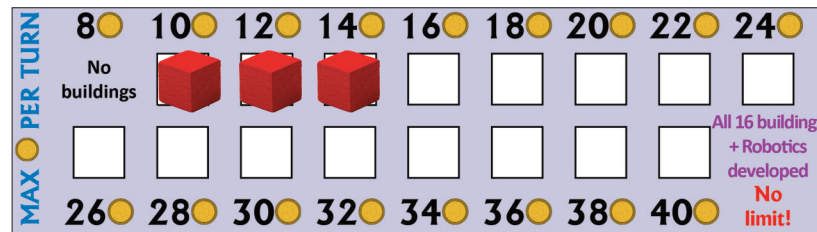
Buildings



Technologies that grant buildings are labeled with an ancient building icon (bottom right).

A player unlocking a new building (for example, by buying Philosophy) receives 1 colored building cube per player (including herself!) from the BANK. Each cube should be of a different player color, and there should be as many cubes as there are players. All buildings are interchangeable in the game (so a building obtained from Agriculture is the same as one obtained from Philosophy).

Place (raise) building cubes of your color on your Civilization Board, to increase the maximum amount of gold you can collect every round.



Players can only raise building cubes of their color (these are called raised buildings). Players can trade or sell the other cubes they receive.

Ama (red) buys Philosophy, and there are 4 players in all (including herself). She gets 4 building cubes from the BANK: a purple, blue, green, and red one (no one is playing yellow). She raises her red building cube (i.e., places it on her Civilization Board), and she can sell or trade the other cubes. Bob (blue) would like her blue cube, and he happens to have a red one which he obtained earlier from the Currency technology. Ama and Bob trade cubes (a blue for a red).

Icons



Technologies that grant Icons are labeled with a human profile icon (bottom left).

The technology's buyer picks either the Visionary (left) or the Voice (right). For Visionaries, roll the dice indicated on the card to get extra commerce. For Voices, gain the gold and commerce indicated. **When 2 icons are depicted on a side, players still only gain the benefit once.**

*Ama buys Philosophy. She can pick the visionaries (Socrates and Confucius) and roll one six-sided die **once**, adding 1 to the result (the 1d6+1 on the card), to gain a commerce bonus from the BANK. Or she can pick Hipparchia and get 3●. She cannot do both.*

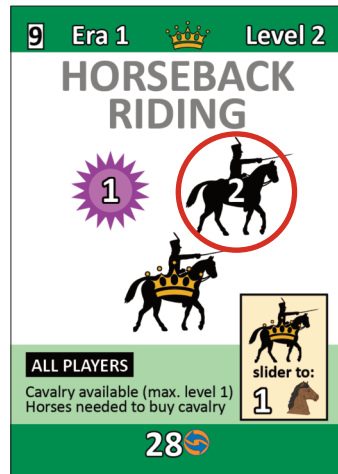
The player with the most Icon cards (at least 2) gets the Catherine II Prize at the end of the game, which is worth 2 Glory. The player with the second-most Icon cards (at least 1) receives the Suleiman Prize, worth 1 Glory. Count the number of Icon cards, not the number of Icons displayed on each card.

Units

Several technologies give free units to the players who buy them. Players do not pay royalties for free military units, and do not need access to the unit's required resource to obtain them. **They should be placed in a player's reserves.**

Ama buys Horseback Riding. She receives 2 free cavalry even though she doesn't have a barrel on the horse resource space of her Civilization Board.

If a player has no suitable units of her color remaining, she can get the battle boost value of the units instead.



13.4 – New Resources Revealed

Some technologies reveal new resources on the map. Iron is revealed when Iron-Working is discovered (late ancient era). Coffee is revealed when Astronomy is discovered (early medieval era). Coal is revealed when Steel-Working is discovered (mid-medieval era). Oil is revealed when Chemistry/Medicine is discovered (late industrial era). Finally, uranium is revealed when Flight is discovered (early modern era).

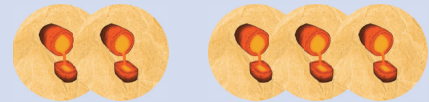
The color of a resource's border on the Civ Board indicates the era it appears in (green: ancient; blue: medieval; yellow: industrial; red: modern).

As many resources as there are players appear in the game. For example, if there are 5 players, 5 iron resources would appear.

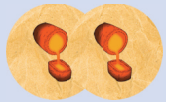
DISTRIBUTING NEW RESOURCES

- Create two piles of resources, as evenly divided as possible.

Example for 5 players



- Distribute the new resources from the smallest pile directly to player cities. For each new resource in the pile, all the players roll 1d4 and add the **total** number of resource barrels of their color across all Civilization boards (they should count barrels of their color on their Civilization Board but also those they've traded to other players or to barbarians on the Turn Order sheet). If a player just obtained a newly revealed resource, she should include that barrel in her total.



The player with the **lowest total** receives the resource. Players who tie for lowest re-roll to break their tie (adding the total number of barrels of their color again). The player with the second-lowest total decides in which of the winner's cities the resource appears. Players who tied for second lowest can decide by consensus. Otherwise, re-roll to break their tie.

Reminder: the winner places a resource barrel of her color on the corresponding resource space of her Civ Board.



- Distribute the remaining new resources to barbarian cities. For each new resource remaining, all the players roll 1d4 and add the **total** number of resource barrels of their color across all Civilization Boards (they should count barrels of their color on their Civilization Board but also those they've traded to other players or barbarians).



The player with the **lowest total** chooses on which barbarian city the resource appears. Players who tie for lowest re-roll to break their tie (adding the total number of barrels of their color again). If there are no barbarian cities on the map, the player can pick a space without a city instead. If there are no spaces without cities on the map either, the players continue to distribute the new resources to player cities using the above rules.

Always place the new resources face up on the map. They should be visible to all, even if they are on a space without a city.

Players can place multiple resources on the same map space, if they so desire. The space receiving a new resource does not lose its current resource(s), if any. If a player city on the map ends up with 2 resources, for example, the city's owner will have 2 resource barrels for that single city. The same map space can end up with 2, 3, 4, 5, or even more resources at the end of the game.

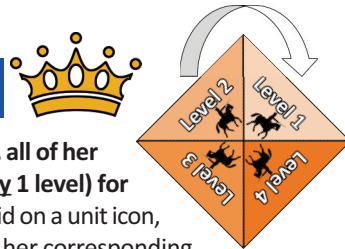
Resources are never placed on sea spaces.

Level Upgrades and Royalties

When a player unlocks a new unit level, all of her units of that type go up 1 level (and only 1 level) for free (the card will show "+1 Level" overlaid on a unit icon, as in Chivalry below). The player rotates her corresponding unit level card so that the new level is on top. The player does not need access to the required resource for that type of unit to do the upgrade. When a new type of unit is unlocked, its level card should be on Level 1.

The player also receives royalties whenever another player buys units of that type (see section 15.7, page 20). The player receives the matching royalty card (pictured for cavalry), which is on a stand. Move the sliders on the royalty card so they point to the maximum unit level currently available, and to the resource that is currently required to buy that type of unit (as indicated on the technology card).

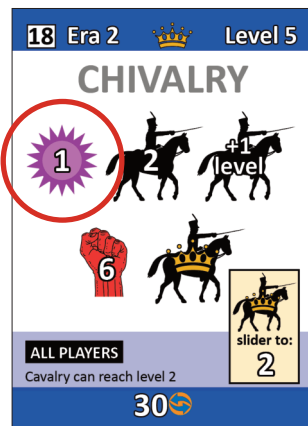
Ama buys Horseback Riding (pictured, above). All players with barrels on the horse resource space of their Civ Boards can now buy level 1 cavalry. If they do, Ama will receive royalties from the Bank (1 per cavalry bought by a rival). Later, Bob buys Chivalry (pictured, below). His cavalry units are all upgraded to level 2 for free, and he is now the royalty-owner for cavalry units. Ama gives him the cavalry royalty card. Bob moves the slider to level 2, to show that all players can now upgrade their cavalry units to level 2. The slider stays on the horse resource, since horses are still required to buy cavalry units. Bob, not Ama, will now receive 1 per cavalry bought by other players.



Glory

Technology is a very cost-effective way to earn Glory, and the player with the most Glory wins the game! Glory from technology is tracked on the tech cards themselves (do not take Glory tokens).

Glory tokens can be bought (page 19) or earned by qualifying for a Wonder (see "Assign Wonders," page 14) or from events (see section 11, page 15).



NEW RESOURCE DISTRIBUTION EXAMPLE

Ama buys iron-working, and there are 4 players, so 4 iron resources appear in the game. The players create 2 equal piles.

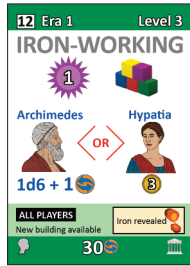


Two iron resources will be attributed directly to player cities. Ama has a total of 6 resource barrels of her color (including one that she traded to Dev, and one that she traded to a barbarian city). Bob has 5, Cat has 7, and Dev has 8 (including two that he traded to other players).

Ama rolls a 3, Bob rolls a 4, Cat rolls a 1, and Dev a 2. Ama's total is 9 (including her 6 resource barrels), Bob's is also 9, Cat's is 8, and Dev's is 10. Cat's total is the lowest, so she wins the first iron. But Ama and Bob (who tied for second) decide on which of Cat's cities the iron appears. They agree on a vulnerable, isolated city and place the iron map token on it. Cat places a barrel of her color on the iron space of her Civilization Board.

All the players roll again for the second iron resource, but Cat now has a total of 8 barrels of her color, since she just got a new one. Ama rolls a 1, Bob a 2, Cat a 2, and Dev a 4. Ama's total is 7, Bob's is also 7, Cat's is 10, and Dev's is 12. Ama and Bob are tied, so they re-roll and add their total resource barrels again. This time, Bob's total is lower, so he gets the iron resource, but Ama chooses which of his cities it appears in. She places the iron map token on it, and Bob places a barrel of his color on the iron space of his Civ Board.

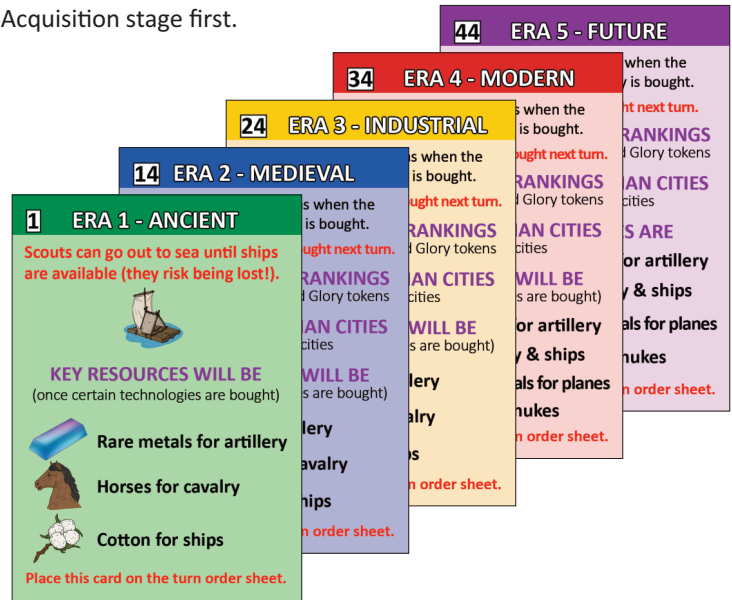
The players now assign 2 iron to barbarian cities. Normally, they would roll again, and add the total number of resource barrels of their color (note that Bob now has 6). The player with the lowest total would pick a barbarian city to place the iron in. They would then do this again for the second iron. But there is only one barbarian city on the map, so both iron resources are placed on it. The players will be able to trade with that barbarian city, or they can try to conquer it.



Technologies from the new era will only become available during the next round (see section 13.1, page 16).

The current era is the era of the next technology available for purchase.

For time-constrained players, the round during which an era ends is a good round to end the game, but players should finish the entire Acquisition stage first.



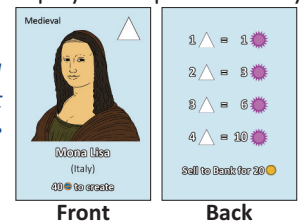
14. Create Great Artworks

Players can spend commerce to create up to 1 Great Artwork per round.

Players take turns creating Artworks, following the current turn order. Players choose which Artwork they want to create, and pay its price in commerce (listed on the card) to the BANK.

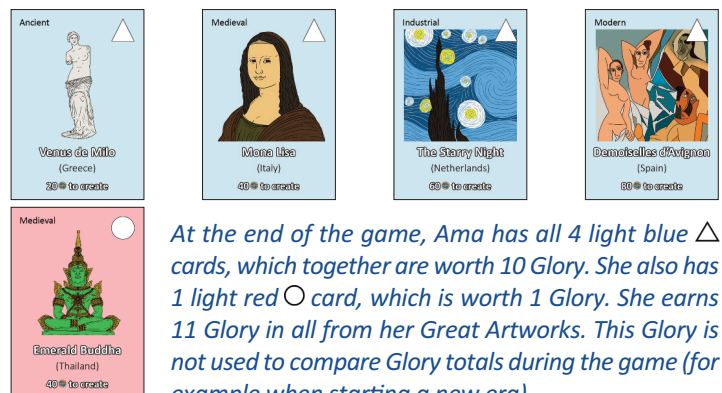
Players can sell Great Artworks back to the BANK at any time for the gold amount listed on the card's back. Selling art is *always* optional. For example, players can immediately sell a Great Artwork they've just created (this is one of the few ways to convert commerce into gold). If an Artwork is sold back to the BANK, another player can purchase it by paying its price in commerce to the BANK.

Ama creates the Mona Lisa by paying 40 to the BANK and immediately sells it to the BANK for 20. During that same round, Bob purchases the Mona Lisa, paying the BANK 40. He keeps it.



Players can give, trade or sell Great Artworks to each other at a price of their choosing (gold, commerce, favors, or any other means of exchange) anytime during the Acquisition stage.

At the end of the game, players earn Glory for their Artworks, based on how many they own of each suit/color (see the backs of the cards).



At the end of the game, Ama has all 4 light blue \triangle cards, which together are worth 10 Glory. She also has 1 light red \circ card, which is worth 1 Glory. She earns 11 Glory in all from her Great Artworks. This Glory is not used to compare Glory totals during the game (for example when starting a new era).

13.5 – Wonders of the World

There are 7 Wonders in the game. Each one gives a Glory bonus, as well as special abilities to its owner. Announce new Wonders to all players and explain how they can be built (see the bottom of the Wonder card). Players can also refer to the backs of their purchase cards. A Wonder is only built during the Wonders phase, NOT as soon as a player qualifies for it.

13.6 – New Era

There are five eras in the game: Ancient (1, green), Medieval (2, blue), Industrial (3, yellow), Modern (4, red), and Future (5, purple).

A new era begins as soon as a player purchases the last technology from the current era. Era cards in the technology card deck serve as placeholders to remind players that a new era is beginning.

NEW ERA

- **Proclaim Glory totals.** Count Glory from technology, Wonders, and Glory tokens only; do not count Artworks, City Conquests, etc...
- **Roll 1d4 to see if barbarian cities appear in land spaces with no cities.** On a 4, a barbarian city appears. Remember that barbarian cities cannot appear next to an existing barbarian city on the same tile. If a player has military units in a space where a barbarian city appears, those units are pinned and barbarians will be generated!
- **Declare which resources will be needed to buy units in the new era.** Those **strategic resources** will only be needed to build units once specific technologies are developed in the new era, not immediately!

15. Purchase

Players can acquire units (including aircraft and nukes), unit upgrades, building cubes, population, battle boosts, Glory tokens, and starships during the Purchase phase. Purchased units are taken from a player's supply and placed into a player's reserves; they are not placed immediately on the map (see "Reserve Units" on page 20). Units on the map can be moved from the map to a player's reserves for 1 gold/1 unit. **Gold can be converted to commerce at any time** (see page 14).

A separate player round takes place for each type of purchase. Start with the items in the left, purple column, going from top to bottom, then do those in the right, blue column, from top to bottom (players can buy units of different types during the same purchase round).

When the players have gone through a full round of purchases, any player can initiate a second round of purchases. This enables players to spend royalties they've just earned, if they want to.

Purchase rounds continue until all the players are unable to pay for anything, or no player wants to make another purchase. **Units are only placed on the map at the end of the Purchase phase.**

A Purchase phase starts. Fusion hasn't been developed yet, so no one can buy a starship. None of the players can afford a Glory token. Next is scouts. Ama (first in turn order) buys 1. Bob buys 2, and Cat none. The players can then trade buildings. Bob (blue) really wants Ama's blue building cube, but doesn't have a red one to offer in exchange. He offers her 4 gold instead, and she agrees.

The players then buy population, battle boosts, and unit upgrades. Cat pays to move some of her units from the map to her reserves.

It's time to buy military units. Ships, aircraft, and nukes aren't available yet. Ama has no gold or battle boosts left to spend. Bob buys 2 cavalry units, for which Ama receives royalties, and 2 infantry units. Cat also buys 2 cavalry units, as well as 3 infantry units (whose royalties go to Bob).

Ama starts a new purchase round, to spend the 4 gold she has just earned from cavalry royalties. During this new round, Bob will be able to spend the 3 gold he earned from infantry royalties. He buys an artillery unit, which gives Cat 1 gold from royalties. She starts a third purchase round, and buys 1 battle boost. The Purchase phase then ends, so the players can place their new and reserve units on the map, if so desired (up to 2 units per city).

15.1 – Starships

Buying a starship triggers the game's end (see "Winning the Game," page 22), but the game only ends once the Purchase phase is complete. So multiple players can buy starships during the last Purchase phase.

All players can buy colony starships during the Purchase phase once Fusion technology has been developed by a player. The total cost of a colony starship is 180 gold (gold can be used). The player who developed Fusion can build a starship for 50 gold instead of 180 gold (a 72% discount).

A starship is worth 6 Glory (i.e., 30 gold per Glory). All players who buy a starship during the last Purchase phase will receive 6 Glory tokens. Players who cannot afford to buy a starship can buy Art or Glory tokens instead.

15.2 – Glory Tokens

Players can buy 1 Glory token for 50 gold. Players can also convert gold into commerce to buy Glory (1 gold = 1 gold).



15.3 – Scouts

Scouts cost 3 gold. Battle boosts **cannot** be used to purchase scouts. Each player has 4 scouts available for purchase.



Scouts can explore map spaces (i.e., flip map markers. See section 3.1 on page 7), found cities (see section 3.2 on page 7), and trade with barbarians (see section 8.2 on page 13).

Scouts can be converted into population, with 1 scout = 1 population.

15.4 – Buildings



Buildings cannot be bought from the BANK: they can only be obtained through technology (see "Buildings" on page 16), by trading with rivals, or by seizing rival cities (see "City Capture" on page 11).

A player can only raise buildings of her color, but can sell/trade/give buildings of any other color to other players at any time.

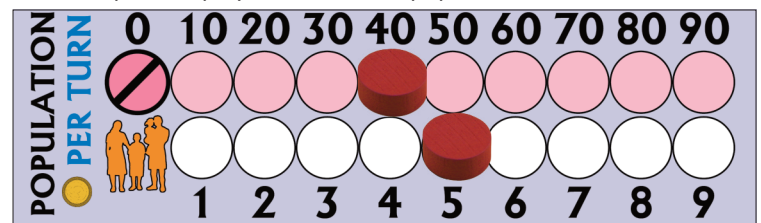
Ama (red) buys Philosophy, and receives 4 colored cubes, one of each player color. Bob (blue) immediately offers to pay her 4 gold for the blue cube, and Ama accepts. During the Purchase phase, Cat (green) offers Ama a red cube (which Cat obtained when she bought Currency), 4 gold, and a resource for 2 rounds in exchange for both the green and yellow cubes, because she is at war with Dev (yellow). Ama accepts Cat's deal despite Dev's pleas.

When a player raises a building, the total amount of gold she can collect per Gold Revenue phase increases by 2. But the amount of gold a player actually collects depends on her population (see section 7, page 13).

Once Robotics are developed, players who've raised all 16 of their buildings are no longer limited in how much gold they can earn during Gold Revenue!

15.5 – Population

1 population costs 2 gold (or 1 scout, which must be discarded) for education, training, infrastructure, and family-friendly policies. Simply move the trackers on your Civilization Board. Use one tracker for tens and one for digits. When a tracker isn't needed, place it on the 0 space. For example, the player below has a population of 45.



15.6 – Battle Boosts

1 battle boost costs 1 gold. Battle Boosts cannot be sold back to the BANK.

Battle Boosts are used in combat to turn a miss into a hit, or to block a hit (see "Using Battle Boosts" on page 10). Each side can use 2 boosts per battle (4 if defending a city). **Battle Boosts are expended when used.** Return them to the BANK (they can be purchased again).

Battle Boosts can be used to buy military units (**not** scouts). Boosts can also be used to upgrade units or to move them from the map to a player's reserves. In all these cases, 1 battle boost = 1 gold.

Ama uses 1 gold and 2 units to buy an infantry unit.

Boosts **cannot** be used to buy technology, Artworks, Glory, or starships.

The player with the most battle boosts is the first to pick a turn order position (see section 1, page 6).

15.7 – Military Units

Artillery, Cavalry, Infantry, and Ships cost 3● each. Aircraft cost 5●. Nukes cost 12●. Battle boosts can be used to purchase military units (each battle boost 🗡️ can be converted into 1●).

Players can build 6 types of military units during the game. All but infantry only become available when unlocked by a technology. A player can only purchase units of her color, and they are in limited supply. Each player has 12 infantry, 6 cavalry, 6 artillery, 8 ships, 6 aircraft, and 2 nukes available for purchase.

Required (Strategic) Resources

Most units can only be bought if a player has access to the required resource for that type of unit (the General enforces this rule). Players keep track of the resources they have access to on their Civilization Boards (pictured, right). The box colors indicate the era(s) when a resource is strategic. Players can only trade for resources during the Trade phase, and trades must last at least one full round (see section 8.1, page 13).

Cotton	Horses	Rare metals
Cacao	Copper	Gems
Gold	Silk	Sugar & Spice
Wine	Iron	Coffee
Coal	Oil	Uranium

Ama (red) doesn't have a city with horses, but she obtained horses by trading with Bob (blue) during the Trade phase. She can buy cavalry (as many units as she wants) during the Purchase phase. Bob would also like to buy cavalry, but he cannot: even though one of his cities has horses, he traded that horse resource to Ama.

Variant rule: a player can buy a unit even if she does not have its required resource by paying twice its cost. For example, a player without cotton in the medieval era could buy a ship for 6●. The Explorer in that same situation would pay 4● (thanks to her 33% discount). The royalty, if applicable, does not change (it remains 1● per unit).

Indicate which resource is currently required to buy a type of unit on that unit's royalty card. The resource required to build a type of unit changes as technology advances. Once a new resource is revealed on the map, it will soon become required to build certain units (usually).

Ama buys Steel Working, which reveals coal on the map. Three rounds later, Cat buys Steam Power, which makes coal necessary to purchase cavalry and ships. Ama and Bob have level 3 cavalry, whereas Cat is at level 2 and Dev is still at level 1. But now they **all** need access to coal (instead of horses) to buy new cavalry units.



Unit levels can be upgraded even if a player does not have access to the required resource to buy that type of unit (see "Unit Levels," page 21).

Required Resources	Ancient Era	Medieval Era	Industrial Era	Modern & Future Eras
Artillery ¹	Rare metals	Iron	Iron	Rare metals
Cavalry ²	Horses	Horses	Coal	Oil
Ships	Cotton	Cotton	Coal	Oil
Aircraft ¹			Rare metals	or Oil
Nukes	Uranium			

1. All metals are rare in the Ancient era. In the modern and future eras, artillery and some planes need special alloys.

2. In the industrial era, coal is needed for the railroads that are critical for a fast-moving war effort.

Royalties

The player who unlocked the most advanced level currently available for a type of unit is entitled to royalties whenever new units of any level of that type are purchased. Players entitled to royalties should display their royalty cards (pictured, for cavalry) prominently.



Ama buys the Chivalry technology, unlocking level 2 cavalry. She'll now receive 1● from the BANK every time another player purchases 1 cavalry unit.

The unit's cost does not change, and the royalty is paid by the BANK. Even if the purchase was made using battle boosts, the royalty is still paid in ●. When the royalty-holder buys a unit, she pays the full price to the BANK and receives no royalty payment.

Ama is entitled to cavalry royalties. Bob buys 2 cavalry for a total of 6●. The BANK pays 2● to Ama. Ama also purchases 2 cavalry: she pays a total of 6● to the BANK and receives no royalties.

Royalties are not paid for units received from technology or events, or purchased from another player. Royalties are not paid for aircraft and nukes.

Reserve Units

Units in reserve have been obtained but not placed on the map. Units in supply have **not** been obtained.

When first bought or obtained (for example through technology), units are placed in reserve for free (instead of placed on the map).

Units already on the map can be placed in reserve for 1● (or 1🗡️) per unit. These units can be placed back on the map for free at the end of the Purchase phase, allowing for long distance movement in the same turn! Ships can also be placed in reserve during the Commerce Generation phase.

Ama has 6 ships in reserve. She places 4 of them on the map for free during the Player Movement phase, so as to attack marauding pirate ships. She defeats the pirates, and 3 of her ships survive the battle. During the Commerce Generation phase, she pays 2● and 1🗡️ to put those 3 ships back in reserve, in her trading fleet. They immediately increase the amount of commerce she generates.

Units that are pinned by rival units cannot be placed back in reserve.

Units in reserve can be placed on the map at the end of the current Purchase phase or in future Purchase or Player Movement phases. See "Surprise moves" (section 3.3, page 7) for details.

Units kept in reserve must be displayed for all to see.

Placing Units on the Map

Units in reserve can be placed on the map during 3 specific phases, or kept in reserve. Units must be placed in cities—except ships, which must be placed on a sea space adjacent to one of their player's cities. A player's land and sea units cannot appear in another player's cities (even if they are allies).

Up to 6 land/sea units in reserve can be placed on each city in a full round: 2 during the Player Movement phase, 2 cavalry during the Cavalry Bonus Movement phase, and 2 units during the Purchase phase. Ships are assigned to a coastal city when placed and count towards its 2-unit limit. There is no limit on how many total units can be in a city space, or any other map space.

During the Bid for Technology phase, Ama develops Maps/Optics and gets 2 free ships, which must be placed in reserve. She buys 2 cavalry in the Purchase phase, and places them in reserve as well. At the end of the Purchase phase, she places the 2 ships from her reserve near a coastal city (it already contains 5 units). She can place her 2 cavalry in reserve in that same city during the next Player Movement phase.

Unit Levels

Infantry, cavalry, artillery, and ships have a level.

When first unlocked, these units start at level 1. They can increase by 1 level every era (up to a maximum of 4). Players have cards indicating the level of their different units (pictured, for cavalry). Simply rotate the card to show the current level of that unit on top.



A player's unit level applies to all of her units of that type, including those bought from another player or obtained from technology.

New levels are unlocked when certain technologies are bought (see **"Level Upgrades and Royalties"** on page 17). The technology's buyer upgrades her units of the type in question by 1 level for free. When a new type of unit is unlocked (for example, ships at the end of the Ancient era), all players start at level 1 of that type for free.

Players pay 1 (or 1) per unit to upgrade units by 1 level past level 1. It costs at least 3 (and/or battle boosts) to upgrade by 1 level. All units of one type must be upgraded at the same time, including units on the map, units in reserve, and units that were obtained from technology, events, or rivals. Unit levels can be upgraded even if a player does not have access to the current required resource to buy that type of unit. Units can be upgraded several times during the same turn (the minimum cost must be paid for each upgrade). Units can only be upgraded during the Purchase phase.

Ama buys the Robotics technology, which lets her upgrade her infantry level once for free. Her infantry are at level 2, so she upgrades them to level 3. She also receives the card for infantry royalties (pictured). She moves its maximum level tracker to 4, to show players that four is now the highest possible level for infantry units.



Ama wants to upgrade her infantry all the way to level 4. She has 12 infantry units in all (10 on the map and 2 in reserve). She pays 7 and 5 (12 total) to upgrade them during the Purchase phase.

Players with more advanced military forces than their rivals will be able to score hits more easily in combat. See "Determine Army Ranks (Compare Unit Levels)" in **section 6.3 (page 10)** for more details.

A player's unit levels must be displayed for all to see.

Selling Units to Other Players

Units cannot be sold back to the BANK.

Scouts can be converted into population, with 1 scout = 1 population.

Players can sell/give units to each other (including aircraft and nukes) at any price of their choosing, but the units must be available in the new owner's color. The units will have the same level as those of the new owner.

Units cannot be sold or given during the Movement and Warfare stages.

Sold/given units already on the map stay at their current location on the map (their new owner will be able to move them during her turn). **Units in reserve are transferred to the new owner's reserves.**

Ama (red) needs cavalry but does not have access to horses. She asks Bob to buy 2 cavalry for her, and offers to pay 4 for each one. Bob agrees. He gets her 8 and buys 2 red cavalry, which he hands to her (she places them in her reserves). Bob's cavalry units are at level 3, but Ama's are only at level 2. The two new red cavalry will be at level 2, even though Bob bought them.

Disbanding Units

Artillery, cavalry, infantry, and ships can be disbanded to help pay for unit level upgrades. Disbanded units are not counted when determining the total cost of a level upgrade, but they must be of the same type as the units being upgraded. Disbanded units are returned to a player's supply (not her reserves!) and can be re-purchased later. A player does not receive any compensation from the BANK when disbanding units.

Ama really wants to upgrade her infantry units to level 2, but she has 8 infantry units and only 6 (and no battle boosts). She decides to disband 2 of her infantry units: she removes one of them from the map and one from her reserves, then places both of them in her supply. She will be able to purchase them again in the future. In the meantime, with only 6 infantry remaining, she can afford to upgrade them all to level 2.

15.8 – Hiding Items from Rivals

The only three things players can conceal from other players are:

- The amount of **commerce** they have.
- The amount of **gold** they have.
- The amount of **battle boosts** they have, **except when determining turn order in phase 1.**



Everything else must be visible to all, either at all times (leaders, raised buildings, spare building cubes, unit levels, units in reserve, royalty cards, Wonders) or **on request** (glory tokens, city conquest tokens, artworks, technologies, kept event cards like those granting goodwill, aircraft cards, and nuke cards...). For example, a player could ask her rivals how many icon cards they have, to determine whether she has a chance of earning the Catherine II Prize. If asked such a question, the other players must answer honestly.

Event cards are read and resolved publicly (see **section 11, page 15**).

Players can reveal the amount of commerce, gold, and battle boosts they have to one or more other players, at their discretion.

All transactions with the BANK must be made openly (buying items, upgrading unit levels, developing technologies, etc...) so that all players can verify that the full amount owed by the player is paid.

Players must be able to demonstrate they qualify for Wonders.

15.9 – Item Quantities

The following game items are not limited: commerce, gold, battle boosts, resource barrels, hit point tokens, glory tokens, city conquest tokens, barbarian cities, and barbarian and pirate units.

If you run out of the above items, track the extras in writing or using other items (e.g., coins, paper clips, items from unused colors).

All other items, including player cities and units as well as aircraft and nuke cards, are limited (unless all the players decide otherwise).

NO PLAYER ELIMINATION.

No player can be totally eliminated from the game. A player's last city and all the units in it cannot be attacked by players or barbarians, or nuked by players. Any event that would result in a player losing her last city does not affect that city.

WINNING THE GAME

The players can decide to end the game at the end of any **full** round (so after all players have made their final purchases). See “Victory in Shorter Games” opposite for details. The end of an era (see [section 13.6, page 18](#)) is a good round to end the game in.




Otherwise, buying a starship always triggers the game’s end (see [section 15.1, page 19](#)). But the game only ends once all the players have finished their purchases, so several players can buy a starship (and other items) during the last Purchase phase.

Once all the players can no longer make purchases, or decline to do so, the game ends. At this point, no gifts, trades, or sales between players are allowed. Players count their total Glory (they should refer to their player aids) and Prizes are assigned.

The player with the most Glory wins. In case of a tie, all tied players share the victory. If at least 1 player insists on crowning a single victor, the tied player with the **most commerce and gold** (add the two) wins. If there is still a tie, **the tied player who is first in turn order wins.**

Allies cannot pool their Glory at the end of the game.

Glory

Do not use Glory tokens  to track the total Glory each player has earned.

Reminder: Glory and City Conquest tokens are not limited ([section 15.9](#)).

Glory tokens 	Obtained from Glory purchases, events, starships and by qualifying for Wonders .
Technology 	Tracked on the back of technology cards .
Wonders 	Ownership tracked on the back of Wonder cards . Qualification tracked with Glory tokens.
Starship 	6 Glory tokens. 
City Conquests 	Each City Conquest token is worth 1 Glory. Tracked with City Conquest tokens .
Great Artworks 	Players count the Glory earned for each suit represented in their cards . 1 card of the same suit = 1 Glory 2 cards of the same suit = 3 Glory 3 cards of the same suit = 6 Glory 4 cards of the same suit = 10 Glory <i>Ex: Ama earns a total of 5 Glory from her four Artworks (pictured).</i>
Commerce 	50 commerce are worth 1 Glory (1  = 1 ).
Prizes	See “Prizes” on this page for details.
Leader Bonuses 	If a player has met her leader’s goal (see the orange bottom of the card) at the game’s end, she earns 5 Glory. <i>Ama is the Warrior. At the end of the game, she has 3 City Conquests (worth 1 Glory each), and no other player has more than 3. Ama earns the Genghis Khan Prize (2 Glory) as well as her leader’s goal bonus (5 Glory), for a total of 10 Glory.</i>

Victory in Shorter Games

Players should decide whether a round will be the last one of the game at the beginning of that round, before determining turn order.

Players may want to consider prohibiting player combat during the last round (conflict in the last round can give a significant advantage to the last player to move).

Players must play at least 1 full era to count any Glory granted by Prizes and leader goals.

Prizes

Prizes are assigned once the game has ended. The players can, at the game’s beginning, all agree to change the values of the different Prizes. For example, for a combat-heavy game, make the Genghis Khan Prize worth 10 Glory or the Gandhi Peace Prize worth zero (or both!).

Gandhi Peace Prize

All players who have zero City Conquest tokens earn 3 Glory. This is a simplification of peaceful conduct for gameplay purposes.

Note that players who have only seized **barbarian cities** (and no player cities) still do **not** qualify for the Gandhi Peace Prize, since players also earn City Conquest tokens when seizing barbarian cities.

For game mechanic purposes, **using a nuke does not disqualify** a player from the Gandhi Peace Prize (but it’s still very reprehensible!).

Players can re-become eligible for the Gandhi Peace Prize by triggering a Revolution and then relinquishing all of their City Conquest tokens (but not the conquered cities themselves). See [section 12.3, page 15](#), for details.

Genghis Khan & Joan of Arc Prizes

Genghis Khan Prize

The player with the most City Conquest tokens (at least 2) gets 2 Glory. In case of a tie, all the tied players receive 2 Glory.

Joan of Arc Prize

The player with the second-most City Conquest tokens (at least 1) gets 1 Glory. In case of a tie, all the tied players receive 1 Glory.

If the players with the most City Conquest tokens are tied with 1 City Conquest token each, they would each receive 1 Glory.

Reminder: each City Conquest token is also worth 1 Glory.

Catherine the Great & Suleiman the Magnificent Prizes

Catherine the Great (Catherine II) Prize

The player with the most Icon cards (at least 2) gets 2 Glory. In case of a tie, all the tied players receive 2 Glory.

Suleiman the Magnificent Prize

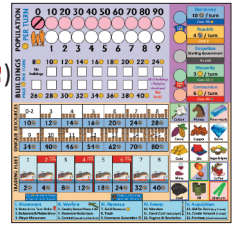
The player with the second-most Icon cards (at least 1) gets 1 Glory. In case of a tie, all the tied players receive 1 Glory.

If the players with the most Icon cards are tied with 1 card each, they would each receive 1 Glory.

Count the Icon cards (with a  symbol), not the Icons on the cards.

Game Contents

- 1 rule book
- 1 pouch 
- 1 reference sheet
- 1 turn order sheet 
- 25 Glory tokens (20 1s, 5 5s) 
- 20 City Conquest tokens (15 1s, 5 5s) 
- 12 leader cards 
- 45 event cards
- 20 bonus cards
- 84 commerce bills (20 1€, 14 2€, 10 5€, 10 10€, 10 20€, 20 40€)
- 80 gold coins (20 1€, 20 2€, 20 5€, 10 10€, 10 20€)
- 80 building cubes (16 per color) 
- 96 resource barrels (16 per color + 16 black) 
- 4 royalty cards (infantry, cavalry, artillery, ships).
- 7 triangle trackers for royalty cards 
- 45 technology cards (6 lvl 1, 3 lvls 2-12, 1 lvl 13, and 5 "New Era" cards)
- 20 unit level cards (5 infantry, 5 cavalry, 5 artillery, and 5 ship) 
- 28 Great Work of Art cards
- 7 World Wonder cards 
- 7 World Wonder markers
- 20 dice (5d4, 3d6 blue, 3d6 red, 3d8 blue, 3d8 red, 3d6 yellow)
- 15 hit point tokens 
- 35 battle boosts (20 1€, 10 5€, 5 10€)
- 5 player Civ Boards (1 per player)
- 5 player bid cards (1 per player)
- 5 dry-erase markers (1 per player)
- 5 Player Aids (1 per player)
- 25 trackers (5 per player) 
- 24 map tiles
- 105 map markers
- 5  5  25 
- 30 aircraft cards (6 per player) 
- 10 nuke cards (2 per player) 
- 100 cities (20 per player) 
- 180 player units
 - 20 scouts (4 per player)
 - 60 infantry (12 per player)
 - 30 cavalry (6 per player)
 - 30 artillery (6 per player)
 - 40 ships (8 per player)
- 65 black units
 - 15 pirate ships
 - 20 barbarian cities
 - 15 barbarian infantry
 - 15 barbarian cavalry



Civilization (Civ) Board



Bid card & dry-erase marker



Player Aid

Credits

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This game was inspired by "Sid Meier's Civilization: The Boardgame" (designed by Glenn Drover, published in 2002 by Eagle Games) and by the Civilization® series of computer games (originally designed by Sid Meier).

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


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SYMBOLS & GLOSSARY


Era. The current era is the era of the lowest-level technology available for purchase (indicated at the top left of the card).


Era 1 = Ancient Era **Era 2** = Medieval Era **Era 3** = Industrial Era
Era 4 = Modern Era **Era 5** = Future Era


 **Gold** (representing tax revenue). Gold can be used to purchase any item in the game (it can be converted into commerce, with 1  = 1 ). Each population generates 1 .
Earning p. 13, via Regime p. 15, via Selling Artwork p. 18




 **Commerce** (representing economic activity). Commerce can be used to purchase some items (such as artworks and technologies). It cannot be converted into gold.
Earning p. 13, via Regime p. 15, Converting from gold p. 14



 **Battle boost** (representing morale and patriotism). Boosts can be used in combat to turn a miss into a hit or to block a hit. They can be used to purchase military items.
Using p. 10, Buying p. 19, Determining Turn Order p. 6

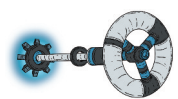
 **Building** (obtained through technology, trade, or conquest). Buildings of a player's color on their Civilization Board (known as raised buildings) allow more tax revenue to be generated.
Using p. 13, Obtaining through tech p. 16, Seizing p. 11


 **Population.** Unless accompanied by a number, this symbol represents 1 population point. The more population players have, the more tax revenue they generate.
Gold Revenue from p. 13, Increasing p. 19


 **Glory.** The player with the most Glory wins the game! On the back of technology and Wonder cards, this symbol represents 1 Glory obtained at the end of the game.
Buying Glory Tokens p. 19, Victory p. 22


  **Glory tokens.** These tokens represent Glory obtained by qualifying for Wonders, from events, or by directly purchasing Glory for 50 .

  **City Conquest tokens.** These tokens represent the conquest of cities from rival players or from barbarians. If a player loses a city, she must give up a City Conquest token if she has one.
Earning/losing through city capture p. 11

 **Starship.** Can be bought once fusion is developed. The game ends when at least 1 player buys a Starship.
Buying p. 19, End Game p. 22

 **Building technology card.** These technologies unlock a new building and can be bought more cheaply by the Builder.
Details p. 16

 **Icon technology card.** These technologies unlock Icons and can be bought more cheaply by the Benefactor. Endgame: players with the most Icon cards receive Prizes.
Details p. 16, Prizes p. 22

 **Royalty-granting technology card.** These technologies grant royalties and can be bought more cheaply by the Modernizer.
Details p. 17

Resources **Preparing p. 3, Allocating p. 5, Exploring/Obtaining p. 7**



Cacao



Coal



Coffee



Copper



Cotton



Gems



Gold



Horses



Iron



Oil



Rare metals



Silk



Sugar & Spice



Uranium



Wine



Barrel. Represent resources on player Civilization boards.



Unique resource. Players generate commerce from the total number of unique resources they have (see above). Example: 2 coal and 3 gems count as 2 unique resources.
Resource Variety Details p. 14



Hut. When a player finds or seizes a city on a hut space, she can draw a bonus card and receive the top (brown) one-off bonus. Units obtained from a card CANNOT move during the current turn.

Preparing p. 3, Exploring/Obtaining p. 7, Seizing p. 11




City-state. As soon as a city-state is discovered, **all the players immediately roll 1d4**, and add the number of cities they have. The player with the **lowest total** (re-roll ties, adding cities) gets a **free city and 2 free infantry** (which cannot move for 1 round). Add a random map marker to the space. **No combat can take place in the new city this round.** Remove a barbarian city that is in the same space as a city-state (the city-state supersedes the barbarian city).
Blocking City Creation p. 7, Revealing p. 7, during Event p. 15



Unknown. Map markers are placed with this symbol on top (visible to the players). Players gradually flip the markers (and discover resources) as they explore the map.
Exploring/Flipping with Scouts p. 7, through Events p. 15



Royalties. The crown is superimposed on top of a unit symbol (see below). The royalty-holder will receive 1  from the BANK whenever another player buys a unit of that type.
Receiving p. 17, Paying p. 20



Scout. They can flip map markers, found cities, and trade with barbarians. They can also be converted into 1 population.
Moving p. 7, Exploring p. 7, Founding cities p. 7, Buying p. 19, Fighting p. 9, Trading p. 13, Converting to population p. 19



Hit Point token. Tracks infantry hit points and safe map spaces.
Safe spaces p. 3, Homeland Bonus for Infantry p. 10



Infantry
Moving p. 7, Fighting p. 10, Buying p. 20



Ship
Moving/Embarking p. 7/8, Fighting p. 11, Trading p. 13, Buying p. 20



Cavalry
Moving p. 7, via Bonus p. 9, Fighting p. 10, Buying p. 20



Aircraft
Fighting p. 12, Buying p. 20



Artillery
Moving p. 7, Bombarding p. 10, Fighting p. 10, Buying p. 20



Nuke
Nuking p. 12, Buying p. 20