

Rise to Glory



3-5 players



Age 12+



2 hours
optionally: 6h+

Area Movement & Control
Auction/Bidding (*technology*)
Dice Rolling (*combat*)

Exploding Dice (*barbarians*)
Modular Board
Surprise Unit Deployment

Set Collection (*resources, art*)
Trading (*resources, favors*)
Variable Player Powers (*leaders*)



COMPONENTS

- 1 rule book
- 1 reference sheet
- 1 turn order sheet
- 1 pouch
- 5 player Civilization boards
- 5 player bid cards (dry erase)
- 5 player dry erase markers
- 5 player aids
- 25 trackers (5 colors)
- 20 dice (5d4, 6d8, 9d6)
- 24 map tiles
- 7 sliders for royalty cards
- 96 resource barrels (6 colors)
- 80 building cubes (5 colors)
- 84 commerce bills (currency)
- 80 gold coins
- 25 Glory tokens
- 20 City Conquest tokens
- 15 hit point tokens
- 105 map markers
- 7 world wonder cards
- 7 world wonder markers
- 45 event cards
- 45 technology cards
- 35 battle boost cards
- 30 aircraft cards (5 colors)
- 28 great work of art cards
- 20 bonus cards
- 20 unit level cards
- 12 leader cards
- 10 nuke cards (5 colors)
- 4 royalty cards and stand-ups
- 120 cities (6 colors)
- 180 player units (5 colors)
- 45 black units (barbarians/pirates)

Rise to Glory is a **civilization-building game** in which players explore a random map and compete to earn the most glory by researching **technologies**, building **wonders**, conquering **cities**, acquiring great **artworks**, and launching a **starship**. Players can play from 1 to all 5 eras.

Players **bid** for technologies, **trade** resources and favors, and **pay each other royalties** to recruit units. They can **wage war** and **join forces** against other players, barbarians, or pirates.

What makes *Rise to Glory* different and unique?

- **Epic feel** as players develop technologies and deploy big armies.
- **Random map** that players gradually unveil and explore.
- **Straightforward mechanics** (minimal fuss, maximum fun!).
- **Extensive player interactions** (bidding, trading, fighting!).
- **Balanced game system** that keeps all players engaged (no elimination).
- **Barbarians & pirates** to spice things up (hordes can be unleashed!).
- **Player differentiation** with leaders, wonders, unit levels...
- **Engaging combat system** with surprise attacks, boosts, and dice rolling.
- **Random events** that can be player-specific or affect all players.
- **Extensively play-tested** over many years.

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