Handbook – Your First Game

Vlaada Chvátil

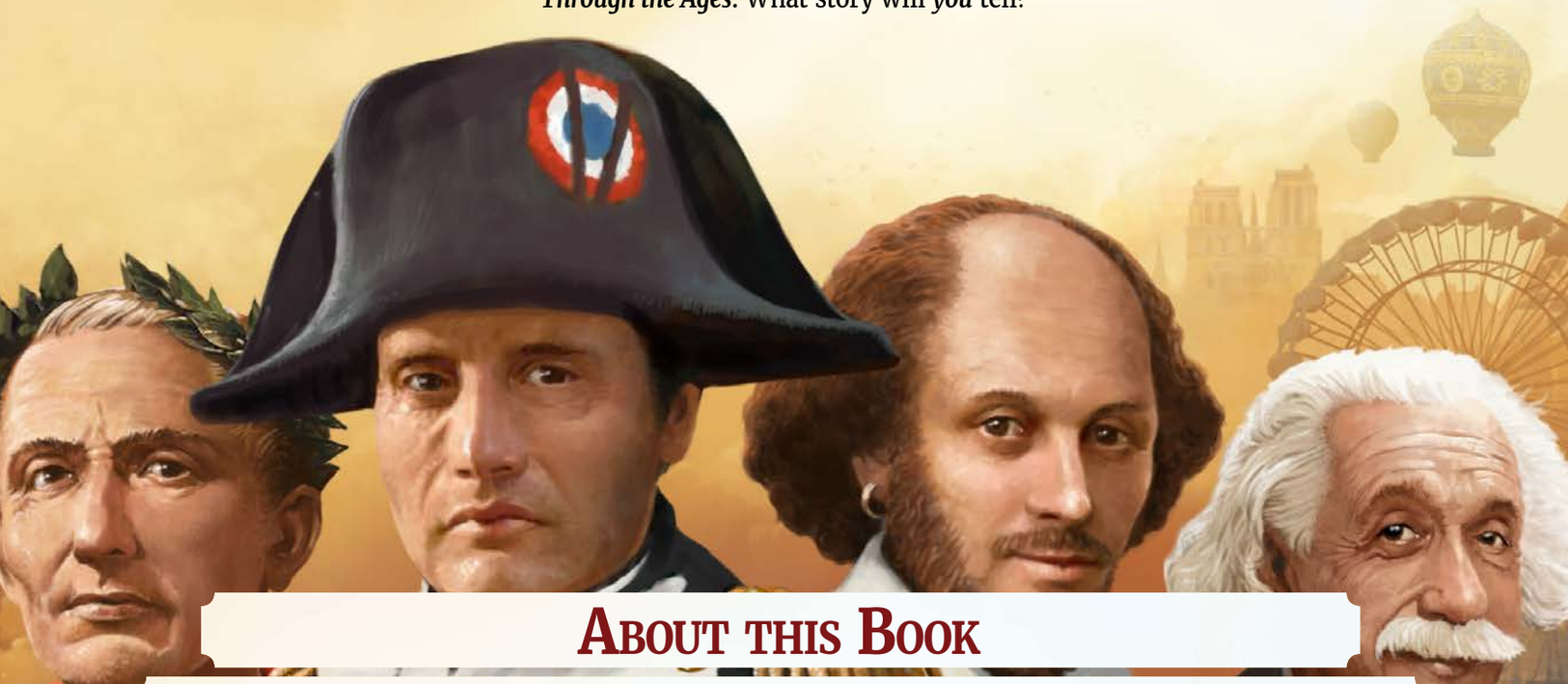
Through the Ages

A New Story of Civilization

Get ready to build a civilization that will thrive through the ages.

In this game, each player develops a civilization from Antiquity to the present, striving to leave a lasting impression on history. Your civilization scores culture points for its influence on world affairs through literature, drama, religion, wondrous constructions, and great leaders. Initially, all civilizations are the same, but the choices you make will swiftly differentiate yours from the others. It is up to you to decide if you will make your mark by encouraging the arts, by plundering weaker rivals, or by building fast food franchises. At the end of the game, the player with the most culture points wins.

Through the Ages: What story will ***you*** tell?



About this Book

The purpose of this ***Handbook*** is to teach the game to new players. In addition to presenting the rules, it lays out a path for learning the game. All the concepts are explained in the order in which you will encounter them as you play. You will also find many helpful examples.

Most of this ***Handbook*** describes a shortened and simplified version of the game designed for people learning to play. This makes the explanation simpler and allows you to play your first game faster. Also, players do not attack each other, which allows everyone to focus on grasping the mechanics and enjoying their first civilization. But it is certainly not a soft game. It will still last several hours, providing a very complex and competitive experience.

The full game includes additional mechanics and concepts, which are introduced on pages 22 and 23. For players who have already played their first game, moving to the full game is an easy step. Your second game can be played according to the full rules.

Code of Laws

The ***Code of Laws*** is the companion rulebook to this one. It presents the complete rules of the full game in a logical order. If you understand the basic principles of the game, you should be able to quickly find an answer to any rules question in the ***Code of Laws***. It also has an ***Appendix*** that provides additional explanations of some cards.

The ***Code of Laws*** can be helpful even as you are reading this book. You should consult it if you feel you do not fully understand a rule or a card. Just remember that it describes only the full version of the game.

The Original Story

If you have played a previous version of this game (***Through the Ages: A Story of Civilization***) you do not need to read this book. Most of the concepts remain the same, so you should have no trouble following the ***Code of Laws***. For your convenience, the back page of this ***Handbook*** explains the differences between the two versions.

Set Up – Player Areas

In Through the Ages, there is no map. You build your civilization on the table in the space in front of you. This space is called your player area.

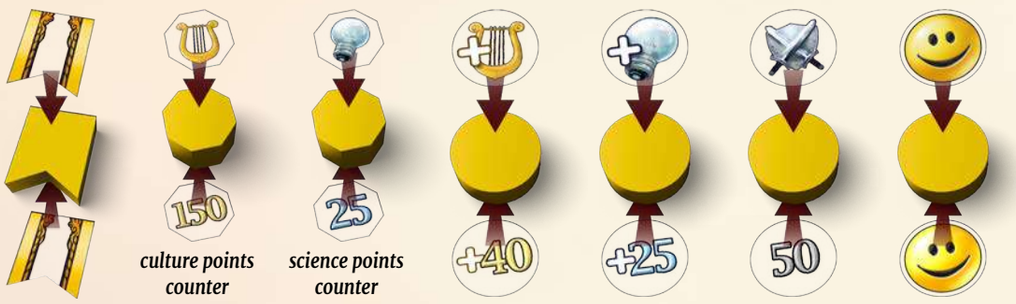
Player Board

Your player board is the main part of your player area. To set it up:

- Choose a color.
- Put the player board in that color on the table in front of you. Around it, leave plenty of space into which your civilization can grow.

Player Pieces

Each player takes a set of 7 wooden pieces in his or her color. Before the first game, you may decorate them with the stickers provided.



tactics standard | *culture points counter* | *science points counter* | *culture rating marker* | *science rating marker* | *strength rating marker* | *happiness rating marker*

Tactics Standard

This piece marks the current tactic being used by a civilization's military forces.

Points Counters

The octagonal counters are used to track accumulated culture points and science points.

Rating Markers

The round markers are used to indicate four ratings of each player's civilization: culture production, science production, military strength, and happiness.

Put your happiness rating marker on space 0 of the happiness indicator on your player board.

Tokens

The transparent cubes are blue, yellow, white, and red tokens. You will need a number of these in your play area:

- Take 16 blue tokens and put them on the squares of your blue bank.
- Take 25 yellow tokens and put them on the remaining squares on your player board: 18 in your yellow bank, 1 in your worker pool, and 6 on technologies.
- Take 4 white tokens and 2 red tokens and put them next to the right edge of your player board.

Once everyone has set up their player boards, return the remaining tokens to the box, or keep them somewhere else out of reach. Usually, you will move tokens within your player area. Only rarely do you need to get new tokens from the box or return tokens to the box.

Workers

The seven yellow tokens that are not in your yellow bank are called workers. They represent the initial population of your civilization.

Six of them begin the game on various cards. These workers represent one military unit, two farms, two mines, and one lab..

The seventh worker is in your worker pool. It is called an unused worker. It does nothing useful now, but it is available to be put to work.

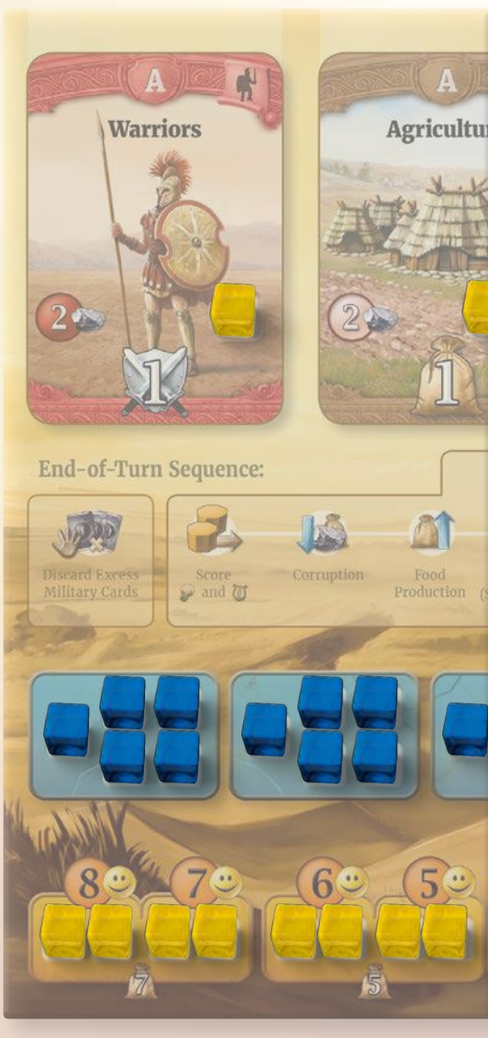
Initial Technologies

The six cards printed on your player board are your initial technologies. We refer to them as cards, even though they are printed on the board. They represent what your civilization knows and what it can build.

Military Unit Technology (red)

The *Warriors* technology allows you to build warriors, which are military units. The 1 worker on the card represents 1 warrior unit. The symbol at the bottom depicts each unit's strength. Your one warrior gives your civilization a strength rating of 1.

The icon in the upper right corner means that units on the *Warriors* card are infantry. Later, you may invent more advanced infantry units, as well as cavalry and artillery.



Blue Bank

Blue tokens represent food and resources. On a farm technology, they are food. On a mine technology, they are resources. You keep the blue tokens in your blue bank until they are needed.

When your workers produce food and resources, you move blue tokens from your blue bank to the cards. Always move the rightmost tokens first.

When you use the food and resources, you return the tokens to your blue bank. Fill empty spaces from left to right.

If a section of your blue bank is empty, it means your civilization is storing a lot of food and resources. This is not a problem if you spend them during your turn, but if you still have empty sections at the end of your turn, you will face corruption.

Yellow Bank

The yellow tokens in your yellow bank do not represent workers. You may think of them as unused land in your territory.

Whenever your population increases, you take the rightmost yellow token from the yellow bank and put it in your worker pool. You gain a worker, but having fewer tokens in your yellow bank means less available land in your territory. As your population density increases, so do your people's demands. This is represented by the sections and subsections of your yellow bank.

At the beginning of the game, your people do not consume stored food. They can hunt or grow it for themselves. You use up stored food only when you want your population to grow. The cost of increasing your population is depicted under each section.

As your population grows, the yellow bank empties. You will need some food to maintain your population, and increasing the population will cost you more food.

Farm and Mine Technologies (brown)

Agriculture is a farm technology, which allows you to build farms. *Bronze* is a mine technology, which allows you to build mines. The card itself does not represent an actual farm or mine. It is just the knowledge required to build them. Farms and mines are represented by your workers on the cards. You start the game with two farms and two mines.

The symbols at the bottom of these technology cards say how much food or resources each farm or mine produces. Food is important for increasing and maintaining your population. Resources are used to build farms, mines, urban buildings, wonders, and military units.

Urban Building Technologies (gray)

Philosophy allows you to build labs and *Religion* allows you to build temples. As with farms and mines, actual buildings are represented by workers on the cards. The card itself just means you know how to build them. At the beginning of the game, you have 1 lab, but you have no temples yet – there is no worker on the *Religion* card.

The icons at the bottom of each urban building technology depict what is produced by each building on the card. Your one lab produces a total of 1 science. Your temples would produce 1 culture and 1 happy face each, but you have no temples yet.

The icon in the upper right corner (,) defines the type of the card and the type of the buildings that are on it. Later, you may invent more advanced labs and temples or even completely new types of buildings.

Ages and Levels

The A symbol at the top of each initial technology means that these cards belong to Age A – Antiquity. Any card in the game belongs to one of four ages:

- Age A: Antiquity (BC and the first few centuries AD)
- Age I: Medieval Times (up to the 16th century)
- Age II: The Age of Exploration (up to the 19th century)
- Age III: The Modern Era (the 20th century)

In your first game, you will not use Age III cards. The game will end when you reach the Modern Era.

Sometimes, the rules or a card will refer to the level of a card. This is simply the card's age represented as a number: Cards of Age A have level 0. Age I is level 1. Age II is level 2. Age III is level 3.

The level or age of a farm, mine, urban building, or military unit is the same as the level or age of the card that it is on.



Government (orange)

The orange card represents your civilization's system of government. It specifies the number of civil actions and military actions available each turn. These actions represent the effectiveness of your government. They determine how many different things you can do.

Every civilization begins with *Despotism*. The 4 white cubes and 2 red cubes printed on the card indicate that you have 4 civil actions and 2 military actions at your disposal. These are represented by the white and red tokens you have next to your board.

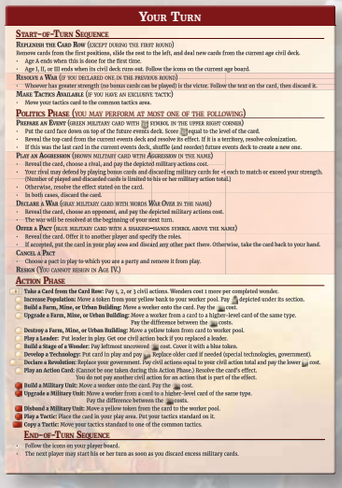
Later, you may switch to a more advanced form of government, which will give you more civil and military actions.



Quick Reference Sheet

Each player may take a quick reference sheet. One side summarizes the course of one player's turn. (For your first game, you will ignore the parts shaded red.)

The other side defines common terms and actions. If you are not sure what the text on a card means, refer to that list.



Happiness Indicator

Various urban buildings, wonders, and leaders provide happy faces – a symbolic representation of things that keep your people happy, such as art, religion, or entertainment.

Your total number of happy faces is indicated by your happiness marker above your yellow bank. At the beginning of the game, the only technology that provides happy faces is *Religion*. Because you have no workers on that card, you have no temples, so your happiness rating marker begins on space 0.

Happiness becomes more important as your yellow bank empties. As your population rises, your people will require some entertainment. Each subsection of your yellow bank has a number above it. When that subsection is empty, you will need at least that many happy faces. Otherwise, you will have discontent workers, which could lead to an uprising.

Set Up – Common Areas

Set up the game boards in the center of the table in any configuration that makes it easy for everyone to see them.

Decks

There are two types of cards – civil cards and military cards. We already know some civil cards: All the initial technologies printed on your player board are Age A civil cards. The military cards will enter the game later.

- Separate the cards into eight decks according to their backs.

Straight Out of the Box

If your game is new, the cards are already sorted into 8 decks, except for the cards that are used only in 3- or 4-player games.

Your first game will be shorter and not very militant. To ensure that, you need to adjust the decks:

- Return both Age III decks to the box. Your first game will have one age less than the full game.
- From the Age I and II military decks use only these cards:
  - Events and territories (green cards, with the symbol in the upper right corner)
  - Tactics (red, with military unit icons in the bottom half)
  - Military bonus cards (half brown / half green)



The civil decks need to be smaller when you play with fewer than 4 players. For a 2- or 3-player game, remove certain cards from the Age I and Age II civil decks.

Cards to be removed are marked in the upper right corner:

- For a 3-player game, remove the 3 cards marked 4 from each deck.
- For a 2-player game, remove the 6 cards marked 3+ and the 3 cards marked 4 from each deck.



So now you should have the six decks you will need for the game.

- Shuffle each deck separately.

During setup, you need only the Age A decks. Keep the Age I and Age II decks nearby. They will be used later in the game.

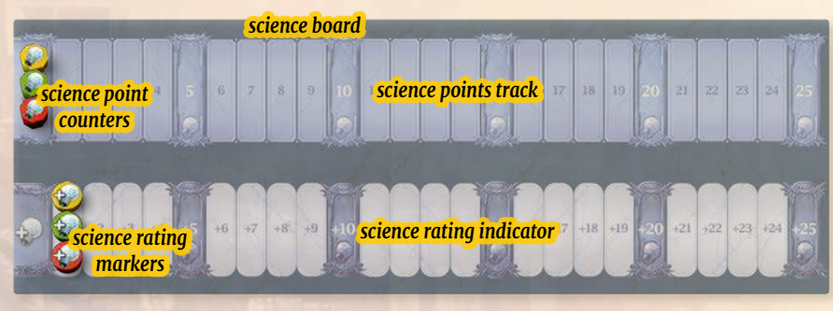


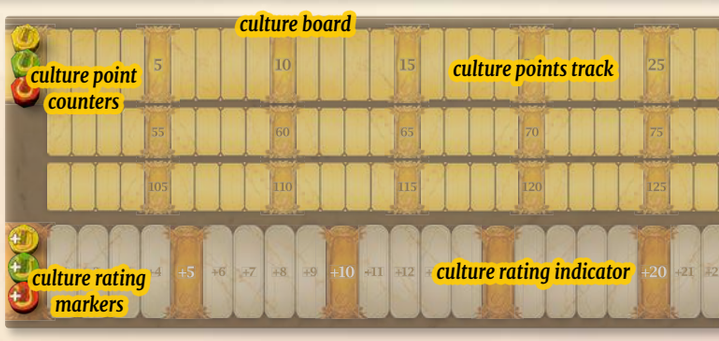
Card Row

The card row displays civil cards that players may choose from. It is the central element of the game. Players' civilizations will be defined by the cards they take from the card row. Place it so that everyone can reach it and read the cards easily.

Deal 13 cards from the Age A civil deck face up to the spaces of the card row.







Science Board

Science represents a civilization's knowledge and its ability to discover and adopt new ideas and inventions.

Science Rating Indicator

A civilization's science rating is how many science points it produces each turn. The rating changes whenever the player builds or destroys something that produces science.

- All players' science rating markers (the round ones) start on space 1 of the science rating indicator.

Check your player board. You begin with one Age A lab, as represented by the worker on the *Philosophy* technology. The 1 symbol at the bottom of the card means that each lab on the card produces 1 science. This is why your science rating is 1.

Science Points Track

Civilizations score science points () during the game, usually based on their science rating. They spend science points to develop technologies.

- All players' science point counters (the octagonal ones) start on space 0 of the science point track.

You start the game with no science points. Because your science rating is 1, you will get your first point of science at the end of your first turn.

Culture Board

Culture represents the impact and influence a civilization has on the entire world. Whether through art, religion, wonders, or even aggressions and wars, a civilization needs to spread its culture. At the end of the game, the civilization with the most culture points wins!

Culture Rating Indicator

A civilization's culture rating is how many culture points it produces each turn. The rating changes whenever the player builds or destroys something that produces culture.

- All players' culture rating markers (the round ones) start on space 0 of the culture rating indicator.

On your player board, you see that *Religion* is the only card that could allow you to produce culture. Because you have no workers on the card, you have no temples, and so your civilization produces no culture.

Culture Points Track

A civilization scores culture points () during the game, usually based on its culture rating, but also for other deeds. Sometimes, a civilization may also lose culture points.

- All player's culture point counters (the octagonal ones) start on space 0 of the culture points track.

Current Age Board

This small board holds the civil and military decks for the current age.

Current Age Civil Deck

The current age civil deck holds the cards that are dealt to the card row.

- After dealing cards to the card row, put the rest of the Age A civil deck on the current age board.

Current Age Military Deck

The current age military deck holds cards that can be drawn at the end of a turn. In Age A, however, this space remains empty. Players will never draw Age A military cards.



Military Board

Strength Indicator

Strength represents the might of a civilization's military units, its knowledge of warfare, and other military advantages. In your first game, it will be less crucial than in the full game because there will be no direct conflicts. However, strength is still relevant because stronger civilizations often benefit from events that happen during the game, while weaker civilizations may suffer.

- All players' strength rating markers start on space 1 of the strength rating indicator.



On your player board, you have 1 worker on your *Warriors* card. This represents a warrior unit, which has strength 1. Because this is the only contribution to your strength, you have a strength rating of 1.

Common Tactics Area

The common tactics area is a space in the middle of the military board. Military tactics cards will be placed here during the game to represent that they have become known to all civilizations.

- Put the tactics standards of all civilizations in the common tactics area.

These standards mark the current tactic of each player. At the start of the game, they are on no card – each player begins with no current tactic.

Events Decks

Two spaces on the military board are for events decks, which hold events that will happen during the game. The first few events are randomly chosen from the Age A military deck and placed on the current events space to make the current events deck. They are mostly positive.

During the game, players will choose events from their hands and place them on the future events space. Each time a future event is prepared, a current event will be revealed. When all the Age A events are gone, the future events will become the new current events deck.

- Depending on the number of players, take the top 4, 5, or 6 cards from the Age A military deck and set them face down on the board as the current events deck. The number of cards is the number of players plus two.
- Return the rest of the Age A military deck to the box without looking at the cards.

The space for the future events deck is empty at the start of the game.

Past Events Pile

Events that are evaluated during the game are discarded to the past events pile face up. These events will not enter the game again.

Starting Player

Randomly determine the starting player. The starting player does not change during the game and has no special role. However, to ensure that everyone gets the same number of turns, it is important to remember who the starting player was. If you like, you can mark the starting player by sliding one of the unused Age A military cards partially under that player's board.

Actions for the First Round

On their first turn, players do not have all their actions available. The white and red tokens next to the player board represent actions that are not available. Available actions are indicated with white and red tokens on a player's government card.

- The starting player puts 1 of his or her white tokens on his or her *Despotism* card.
- The next player (in clockwise order) puts 2 white tokens on his or her *Despotism* card.
- The third player puts 3 white tokens on his or her card.
- The fourth player puts 4 white tokens on his or her card.

Thus for their first turns, the players will have 1, 2, 3, or 4 civil actions available and no military actions.



Game Overview

Now you are set up for your first game. This is what will happen:

Round One

The game begins in Antiquity, which serves as a preparatory round for the rest of the game. In the first round, players have just a few civil actions. They take cards from the card row to shape the way their civilizations will initially grow. Each player's turn ends with production of science, food, and resources.

Round Two

From the second round on, a few new civil cards appear in the card row at the beginning of each player's turn. The Middle Ages begin in the second round, and Age I cards appear in the card row.

On their second turn, players may begin building and developing their civilizations. They may use all their civil and military actions, and they may do more than just take cards. They will also have an opportunity to draw military cards after production.

The Rest of the Game

From the third round on, players will have military cards. These allow players to plot political maneuvers and improve their military forces with tactics. Of course, players continue to work on increasing their population, developing new technologies, and expanding their production of food, resources, science, and culture. They will take steps to ensure their people remain happy, and they may also need to deal with corruption.

Advancing through the Ages

When the Age I civil cards run out, Age II, the Age of Exploration, begins. Certain antiquated cards are discarded, and populations become more demanding, but otherwise, the game continues under the same rules. Age II civil and military cards enter the game, bringing advanced technologies, industrial wonders, and enlightened leaders.

The End

Your first game is shortened. When the Age II civil deck runs out, the game is near its end. Again, certain antiquated cards are discarded and the demands of your population increase. Age III, The Modern Era, begins, but you do not use Age III cards. Each player is granted at least one more turn to put the finishing touches on a glorious civilization. The player to the right of the starting player will take the final turn, so that everyone will finish with the same number of turns. The player with the most culture points wins.

Learn as You Play

You can play the game as you read this book. Set up the game as described. Then read ***The First Round***, and play the first round of the game. Read ***The Second Round***, and play the second round of the game. Read ***Subsequent Rounds***, and continue playing. After the Age I civil deck runs out, read ***End of an Age***. At that time, you should also read ***End of the Game*** so you know what to concentrate on during Age II.

The First Round

The first round is the simplest, but it lays the foundation for all the others.

The game starts in Antiquity, a preparatory round in which players take a few cards from the card row. This defines your civilization's ancient heritage.

Each player takes one turn according to the first-round rules.

Your first turn has only 2 phases:

- In the Action Phase, you may take one or more cards from the card row.
- During the End-of-Turn Sequence, your civilization produces some food, resources, and science. You end your turn by making all your actions available for the next turn.

Action Phase

In the first round, you have a limited number of actions and limited options for using them.

Available Actions

Each player begins with a different number of white tokens on his or her ***Despotism*** card. Each white token on a card represents an available civil action.

The remaining white tokens, as well as both red tokens, are beside the government card. In the first round, these are not available.

For the first round, you have only 1, 2, 3, or 4 civil actions available, depending on your place in the order of play. These may only be used to take cards from the card row.

In later rounds, you begin your turn with all actions available.

Taking Cards

The card row begins with 13 civil cards from Age A. It costs a certain number of civil actions to take a card. The cost is depicted below the card's space in the card row: 1 civil action to take one of the first five cards, 2 for one of the next four, 3 for one of the four rightmost cards.

To take a card from the card row, you must pay the number of civil actions depicted under it.

Paying Civil Actions

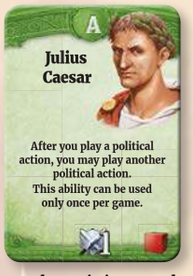
To pay civil actions, you take the corresponding number of white tokens off your government card and place them beside your board. These are spent actions. They are no longer available to be used this turn.

The starting player has only one civil action, so he or she can only take one of the 5 cards in the first section of the card row. The second player can take up to 2 cards from that section, or 1 card from the middle section. Players do not have to use all their actions if they do not want to.

Age A Cards

There are 3 types of cards in Antiquity: leaders (green), wonders (purple), and action cards (yellow).

Leaders



A leader is a great historical figure whom you choose to be the spiritual guide of your civilization. The leader's legacy gives you special abilities and benefits. These may be described in the text of the card or depicted symbolically at the bottom.

When you take a leader card, you keep it in your hand. It has no effect until you put it into play. In the first round, you are not allowed to put leaders into play, so keep it in your hand for now.

In all rounds, you are subject to the following limitation:

You may not take 2 leaders from the same age.

Once you have taken an Age A leader, you may never take another one. This limitation applies regardless of whether the card enters or leaves play. But you are not prevented from taking one of the Age I leaders.

Wonders



Wonders are the most epic constructions in the game. They provide significant benefits, but they take time and resources to build.

Wonders are the only cards that you put directly into play as soon as you take them. You never put a wonder in your hand. When you take a wonder from the card row, place it next to your player board. Turn it sideways to indicate that it is under construction. We call it an unfinished wonder.

You are only allowed to have 1 unfinished wonder in play. You cannot take a new wonder card if you currently have an unfinished wonder.

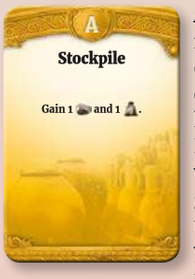
When you complete the wonder, you will turn it right side up to indicate that it is now completed. At that time, its effects will begin to apply. Completed wonders do not prevent you from taking a new wonder, but they do make it more expensive:

The cost to take a wonder card is increased by 1 civil action for every wonder you already have built.

So the first wonder you take costs the usual amount of civil actions. Once you complete it, taking the next one costs you 1 extra civil action. Taking a third wonder costs 2 extra civil actions, etc.

Tip: Before you take a wonder card, make sure you can build it and make sure you want it. There is no easy way to get rid of an unfinished wonder, and it can keep you from getting a wonder you need more.

Action Cards



An action card represents good fortune or an exceptional effort. Unlike the other civil cards, an action card will not have a permanent effect. It gives you a one-time benefit when you play it, and then it goes to the discard pile. If you take an action card, keep it in your hand. You may play it on a later turn.

Example of Taking Cards in the First Round



Three players are choosing from these cards:

The starting player has only 1 civil action. He uses it to take the leader ***Moses*** into his hand. Then he performs his End-of-Turn Sequence as explained below.

The second player has 2 civil actions. She takes the ***Colossus*** and places it sideways on the table to show that it is not finished. She decides to use her second civil action to take the ***Engineering Genius*** card, which will allow her to build the ***Colossus*** more quickly. That card goes into her hand. She performs her End-of-Turn Sequence.

The third player has 3 civil actions. He would like to spend 2 civil actions to take ***Hammurabi***, but what could he do with his third action? ***Homer*** and ***Aristotle*** are the only cards available for 1 action, and no player may take more than one Age A leader. He could take ***Hammurabi*** anyway and end his turn with 1 civil action unused. If he prefers to take two cards, he could, for example, take ***Aristotle*** into his hand and put the ***Library of Alexandria*** into play as an unfinished wonder. Or he could take one of the cards that costs 3 actions if he saw one he liked more than ***Hammurabi***. In any case, he ends his turn with the End-of-Turn Sequence, and then it is time for round two.

Open Civil Cards

All civil cards are taken from the card row and played face up. So each player's civil cards are known to any player who can keep track of that information.

If you do not want to have this memory aspect in the game, you may agree that any player must reveal his or her civil cards on request, or even agree to play with civil cards face up on the table (possibly turned sideways so that it is clear that they are cards in hand and not cards in play). Even if the cards are public, they are still considered to be cards in hand until they are played or discarded.

End-of-Turn Sequence

Your player board depicts the steps at the end of your turn, but in the first round, only certain steps are relevant.



Discard Excess Military Cards

You have no military cards in round one, so you ignore this step.

Production Phase

There is no risk of an uprising yet, so you will perform the steps of your Production Phase.

Score Science and Culture

Move your science points counter ahead by a number of spaces equal to your science rating.

Move your culture points counter ahead by a number of spaces equal to your culture rating.

Because players can do nothing but take cards in the first round, they all end their turns with the same ratings: 1 science and 0 culture. Move your science points counter ahead 1 space. Your culture points counter remains on the 0 space.

Note: Your science rating marker (the round one) does not move. It indicates how many spaces you should move your science points counter (the octagonal one).

Corruption

There is no risk of corruption in the first round. Ignore this step.

Food Production

Now each farm will produce food.

For each worker on a farm technology, move a blue token from your blue bank to that card.

You have two Age A farms (two yellow tokens on ***Agriculture***) so you take two blue tokens from your blue bank and put them on your ***Agriculture*** card. The symbol at the bottom of the ***Agriculture*** card indicates that each blue token on this card is worth 1 food. Congratulations! Your civilization is now storing 2 food.

Food Consumption

Your land is only sparsely populated, so your people do not eat any of the stored food. Ignore this step in round one.

Resource Production

This is analogous to food production:

For each worker on a mine technology, move a blue token from your blue bank to that card.

You move two blue tokens to your ***Bronze*** card, which means you are storing 2 resources. These can be spent on later turns.

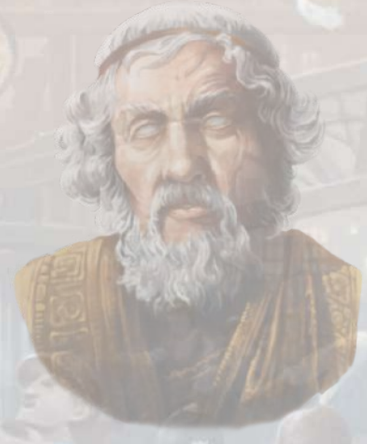
Draw Military Cards

You can draw one military card for each available military action. In round one, you have no available military actions, so you can draw no cards. Ignore this step.

Reset Actions

Put all your white and red tokens on your ***Despotism*** card.

On your next turn, you will have 4 civil actions and 2 military actions available.



The Second Round

In the second round, you have many choices to make.

The rules for your second turn are the same as for all your later turns. However, because you have no military cards, some options are not yet available to you.

On your second turn:
- Replenish the card row.
- Play your civil and military actions (your Action Phase).
- Perform the End-of-Turn Sequence.

Replenishing The Card Row

No one replenishes the card row in the first round. But for the rest of the game, this is the way each player will start his or her turn.

Except during the first round, each player begins his or her turn by replenishing the card row:
- Remove the indicated cards at the front of the card row.
- Slide the remaining cards to the left.
- Deal new civil cards to the empty spaces.

Remove Cards

The number of cards to remove depends on the number of players, as indicated by the notation above the three leftmost spaces.

- In a 2-player game, remove the cards in the first 3 spaces.
- In a 3-player game, remove the cards in the first 2 spaces.
- In a 4-player game, remove the card in the first space only.





Of course, sometimes one or more of these spaces will already be empty because the previous player took the card. In that case, the card has already been removed for you; you don't remove a different card instead.

The cards removed do not come back into the game. You can keep the civil card discard pile in the box so that they do not accidentally get mixed back in.

Slide Cards

The card row now has one or more empty spaces. Slide each card through the empty spaces to the left. When you are done, all the empty spaces will be together on the far right. The order of the cards will not change. Thus cards move from more expensive spaces to less expensive spaces.



Deal New Cards

The card row now has several empty spaces, all of them on the right. Deal one card from the current civil deck to each empty space. When you are done, each space of the card row will have one card.



End of Age A

When replenishing the card row for the first time, the cards come from the Age A civil deck. (In the unlikely event that you run out of Age A civil cards, fill any remaining empty spaces by dealing from the Age I civil deck.)

When the card row is replenished for the first time, Age A ends and Age I begins.

Put the rest of the Age A civil deck in the box. Shuffle the Age I civil deck and place it on the lighter half of the current age board. From now on, the card row will be replenished with Age I civil cards.

Shuffle the Age I military deck and place it on the darker half of the current age board. Players will be able to draw from it during their End-of-Turn Sequences.

Placing Age I decks on the current age board is the only thing that happens at the end of Age A. Ages I and II end with additional steps, which will be discussed later.

Note: The starting player is the one who makes the transition from Age A to Age I, but for the rest of the game, there will be nothing special about the starting player's turn. You always begin your turn by replenishing the card row, even if you are not the starting player.



Action Phase

On your second turn, you have all your actions at your disposal: 4 civil actions (white) and 2 military actions (red). Whenever you spend an action, move a token of the corresponding color off your government card.

You can use these actions to do various things, listed here. You may perform your actions in any order, possibly alternating between civil and military actions if you wish. Unless otherwise specified, you may perform the same action as many times as you can pay for it. You do not have to use all your actions.

Tip: On your second turn, we recommend using only civil actions. You do not need to build military units early in this peaceful variant of the game. By leaving your military actions unused, you will be able to draw military cards at the end of your turn.

The civil actions you may play are:
- take a card from the card row
- increase population
- build a farm or mine
- build an urban building
- upgrade a farm, mine, or urban building *
- destroy a farm, mine, or urban building *
- play a leader
- build a stage of a wonder
- develop a technology *
- declare a revolution *
- play an action card

Potential military actions:
- build a military unit
- upgrade a military unit *
- disband a military unit *
- play a tactics card **
- copy a tactic **

* It is unlikely that you will perform these actions on your second turn, but we will describe them here anyway, in their proper context.

** These actions require military cards, which you do not have yet. They will be described in the next chapter.

Note: This list of all possible actions is also on the quick reference sheet.

Taking a Card

You may take a card from the card row. The rules are the same as in the first round. In addition to leaders, wonders, and action cards, you may have an opportunity to take technology cards.

Technology Cards



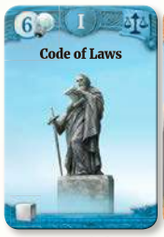
farm or mine technologies



urban building technologies



military unit technologies



special technologies



governments

Technology cards come in various colors. Each has a blue number in the upper left corner representing its science cost.

You may take any technology card by paying the number of civil actions specified by the card row. There is one minor limitation:

You may never take a technology card with the same name as a technology you already have in your hand or in play.

When you take the technology, you put it in your hand. It has no effect until you put it into play, as explained later.

Civil Cards Hand Limit

The number of civil cards in your hand is limited by your civil action total – the number of white tokens you have, whether on or off your government card. If you are already holding that many civil cards, you may not put any more in your hand.

Note: This does not prevent you from taking a wonder. Wonders go directly into play without entering your hand.

You begin the game with 4 white tokens. So you have a hand limit of 4 civil cards, regardless of whether your civil actions are available or spent. You will not be able to hold more than 4 civil cards until you increase your number of civil actions.

Tip: Take only cards that you intend to play. There is no easy way to discard civil cards.



Increasing Your Population

You may choose to increase your population. This gets you more workers.

To increase your population:

- Pay 1 civil action.
- Pick up the rightmost yellow token in your yellow bank.
- Pay the amount of food specified by the white number under that section of the yellow bank.
- Put the yellow token in your worker pool. It is now an unused worker.

Paying Food

When you increase your population for the first time, it costs you 2 food, as depicted under the rightmost section of your yellow bank.

To pay food, move blue tokens representing the specified amount from your farm technologies to your blue bank.

This is illustrated below.

You should have 2 blue tokens on your *Agriculture* card after the first round. The symbol at the bottom of the card means that each of those is worth 1 food. To pay 2 food, move 2 blue tokens from *Agriculture* to the blue bank. You cannot pay with the blue tokens on your *Bronze* card because they represent resources, not food.

If you don't have enough food, you can't increase your population. On your second turn, you usually don't have enough food to increase your population more than once.

Do not forget: when paying, you never give up the blue tokens; you just return them to your blue bank.

Your New Worker

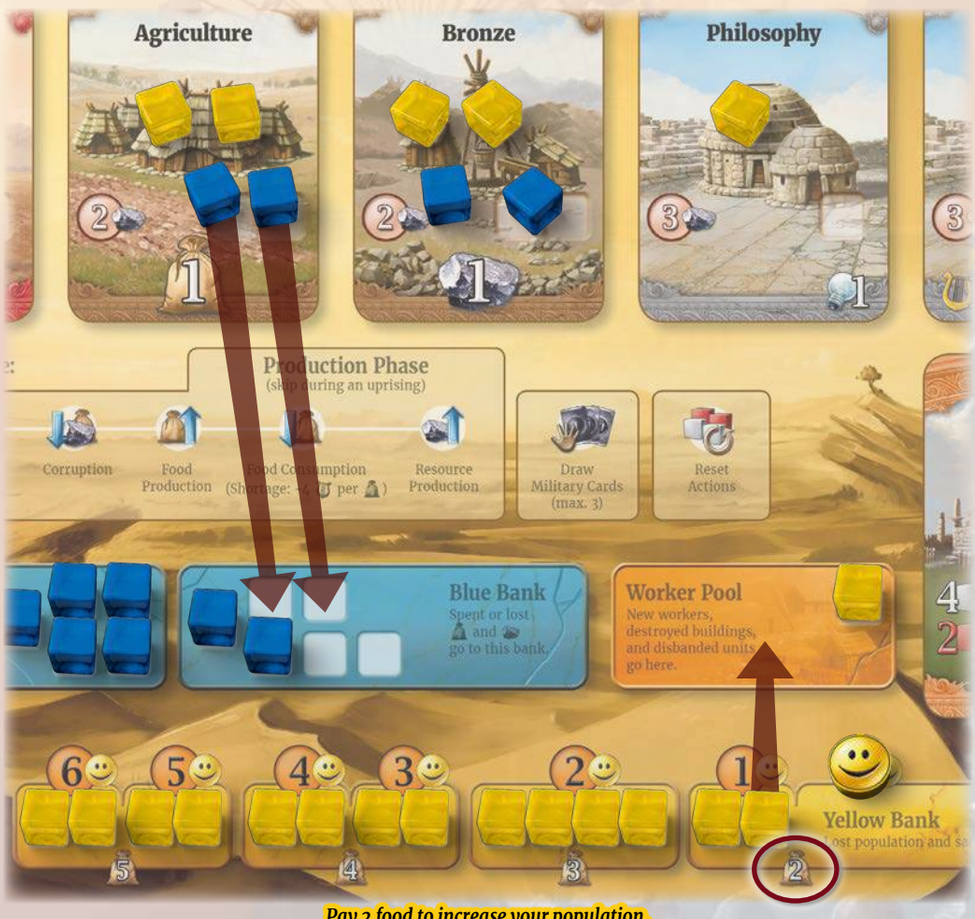
You have moved the rightmost yellow token from your yellow bank to your worker pool. Now, the token represents an unused worker. However, you have one less token in your yellow bank. That means the population density of your civilization is a bit higher.

You still have one more token in that section of your yellow bank. So the next population increase will again cost only 2 food. Once that section is empty, however, increasing population will cost you 3 food. Also, removing the last yellow token from that section will reveal the symbol, which means your civilization will consume 1 food at the end of your turn.



As your number of workers increases, your yellow bank empties. This represents that less land is available for expansion. It costs more food to maintain and increase your population. If you ever empty your yellow bank completely, you will be unable to increase your population any more. You will have reached maximum population density.

Another effect of increasing population is represented by your happiness indicator. There is a reason this is joined to your yellow bank. Each empty subsection requires you to produce an additional happy face if you want to keep your population happy. See the *Happiness and Discontent Workers* section on page 19.



Pay 2 food to increase your population.

Building a New Farm or Mine

Unused workers can be put to work. Building a new farm or mine may be a good idea. This increases your food or resource production.

To build a new farm or mine, do the following:

- Pay 1 Civil Action.
- Pay the resource cost depicted on one of the farm or mine (brown) technology cards you have in play.
- Move one of your unused workers to that farm or mine technology card.

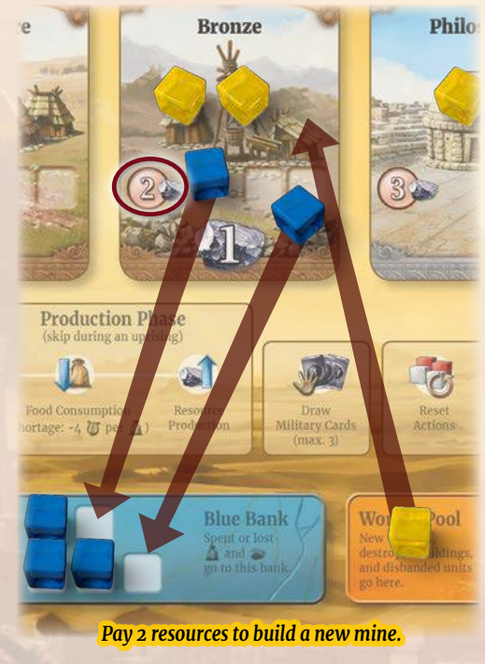
Paying Resources

Paying resources works the same way as paying food.

To pay resources, move blue tokens representing the specified amount from your mine technologies to your blue bank.

An Age A farm or mine costs 2 resources, as specified by the *Agriculture* or *Bronze* card. Your *Bronze* card has 2 blue tokens from your first turn's production. Each is worth 1 resource, as specified by the symbol at the bottom of the card. You can afford to build either a farm or a mine. The tokens go to your blue bank.

If you can't pay the cost, you can't do the action.



Pay 2 resources to build a new mine.

Your New Farm or Mine

When the worker is placed on *Agriculture* or *Bronze*, the worker becomes an Age A farm or mine. This has no immediate effect, but at the end of your turn, the card will get one more blue token than it would have otherwise. Your production will be higher.

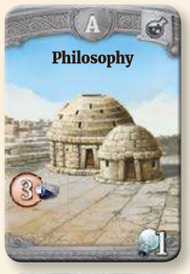
Once you develop better farm or mine technologies, you may build better farms or mines. But you may continue to build Age A farms and mines, if you wish.

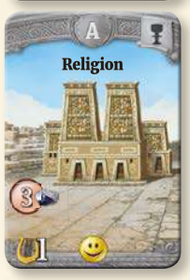


Building an Urban Building

Urban buildings are built the same way farms and mines are:

- Pay 1 civil action.
- Pay the resource cost depicted on one of the urban building (gray) technology cards you have in play.
- Move an unused worker to that urban building technology card.
- Update your ratings. (See the *Updating Your Statistics* box on the facing page.)





Urban buildings on *Philosophy* or *Religion* have a resource cost of 3. You have only 2 resources, so you will probably not be able to build an urban building on your second turn, unless you have help from an action card. (Action cards are explained later.)

Your New Urban Building

Each worker on an urban building technology card represents one building of the corresponding type and level. At the start of the game, you have only two such technologies – you may build level 0 labs and level 0 temples. Later, you may develop higher level labs and temples, as well as other types of urban buildings such as libraries, theaters, and arenas. All are built according to the same rules.

The symbols at the bottom of the urban building technology card depict the contribution of each building – that is, of each worker on the card. As soon as you build an urban building, you need to update your ratings, as explained in the *Updating Your Statistics* box.

Example: If you build a second lab, then it will also produce 1 per turn. Move your science rating marker to the +2 space. Your science rating is now 2.

If you build a temple, your culture rating and happiness rating increase to 1. If you build a second temple, both ratings increase to 2.

Urban Building Limit



The number in the bottom right corner of your government card is your urban building limit. It specifies how many cities your civilization can support, which is represented by how many buildings of each type you have.

The urban building limit printed on your government card specifies the maximum number of buildings you may have of one type.

An urban building's type is specified by the icon in the upper right corner of the card it is on. The urban building limit applies to all buildings of the same type regardless of level.

You may build one more lab, but then you are at your limit – *Despotism* has an urban building limit of 2. You cannot build a third lab (even if you develop a better lab technology) until you change to a government with a higher limit. However, you may build up to two temples regardless of how many labs you have.

You may build any number of farms or mines. The urban building limit does not apply to them.

Building a Military Unit

Because your first game is less militaristic, you probably don't want to build a military unit on your second turn. But you can if you want to. Building a military unit works the same as building an urban building except you pay a military action instead of a civil action.

- Pay 1 military action.
- Pay the resource cost depicted on one of the military unit (red) technology cards you have in play.
- Move an unused worker to that military unit technology card.
- Update your strength rating. (See the *Updating Your Statistics* box on the facing page.)



Note: The resource cost is printed on a red background to remind you that building a military unit is a military action, not a civil action.

Your Military Units

Each military unit contributes to your strength rating by the value depicted on the card. Thus if you build another unit on your *Warriors* card, your strength rating increases by 1.

There is no limit to the number of military units of each type you may have.

Playing a Leader

A leader in your hand has no effect until you put it in play.

To play a leader when you have no leader in play:

- Pay 1 civil action.
- Put the leader on the table next to your player board.
- Update your statistics, if necessary. (See the *Updating Your Statistics* box on the facing page.)

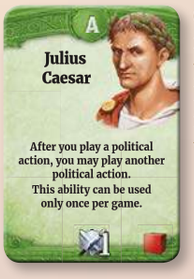
You may take a leader and put it into play on the same turn. Just remember to pay the actions for taking it and the action for putting it into play.

Your Leader's Effect

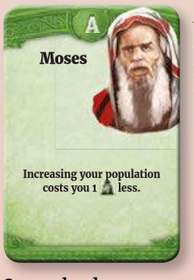
Once the leader enters play, his or her effect immediately begins to apply. Some leaders have symbols on the bottom of the card that affect your statistics.

The text on the card describes effects that may give you special options and privileges.

Examples:



Caesar gives you an extra military action and increases your strength rating by 1. He also gives you a new option in the Politics Phase, which we will explain later.



Moses does not change your statistics, but he adjusts the rules for how you increase your population.

Some leaders are explained in more detail in the *Appendix* on the back page of the *Code of Laws*.

Replacing a Leader

If you already have a leader, he or she automatically retires and leaves play when you play a new one. The old leader's effect ceases to apply. The new leader's effect applies instead. As a sign of support from the retiring leader, you gain one civil action back.

To replace your leader:

- Pay 1 civil action.
- Remove the previous leader from play.
- Put the new leader in play.
- Update your statistics, if necessary. (Do not forget to subtract the effect of the previous leader.)
- Gain 1 civil action back (move it back onto your government card).

You are allowed to use the benefit of a leader and then replace him or her on the same turn.

Note: Paying the action then gaining it back does not mean you can replace your leader for free. If you have no available civil actions, you cannot replace your leader.

Example: You have *Moses* as your leader. On your turn, you increase your population for one civil action (with the discount *Moses* provides), then take an Age I leader from the middle section of the card row for two actions, and then play that leader for your last civil action. *Moses* leaves play and you get one civil action back, for whatever you want to do next.

If you had increased your population twice before taking the Age I leader, you would be unable to replace *Moses* this turn because you would have no civil actions left.

Summary – Leaders

- Once you have taken a leader from the card row, you may never take another leader from that age.
- Playing the leader costs 1 civil action. If you already have a leader in play, the old leader is automatically removed from play and you get 1 civil action back.
- A leader's effect applies while it is in play.

Building a Wonder

A wonder enters play turned sideways to indicate it is unfinished. Each wonder card has a row of numbers at the bottom of the illustration. Each numeral represents one stage of the wonder, and the value is the resource cost of that stage.



Example: The pyramids are built in three stages. The first stage costs 3 resources, the second stage costs 2 resources, and the final stage costs 1 resource.

To build a stage of an unfinished wonder:

- Pay 1 civil action.
- Pay the resource cost of the leftmost uncovered stage.
- Take a blue token from your blue bank and use it to cover up that numeral to indicate you have built that stage.

You may build multiple stages of a wonder on the same turn, if you have enough resources and civil actions. You may build stages even if you took the wonder from the card row this turn.

The blue tokens on your wonder do not represent food or resources. They just mark the progress of construction.

Updating Your Statistics

Your civilization's statistics depend on the cards you have in play and the locations of your workers. Cards that affect your statistics usually have symbols at the bottom. There are two types:

- Urban building technologies and military unit technologies have no effect when they first enter play. They require workers. Each worker contributes the amount depicted at the bottom of the card. If there is one worker on the card, the effect is applied once. If there are two workers, it is applied twice, etc. If the card has no workers, it has no effect on your statistics.
- Other cards (special technologies, governments, leaders, completed wonders, etc.) do not need and cannot have workers on them. The depicted effect applies as soon as they enter play (or as soon as they are completed, in the case of wonders). The effect always applies exactly once.

Note: An effect may be depicted with numerals (2) or with a repeated symbol ( ). The meaning is the same (a contribution of 2 to the corresponding rating).

Ratings

Your ratings are the 4 statistics tracked by your rating indicators. Your ratings are completely determined by the cards and workers you have in play. The rating indicators simply keep track of your totals so you do not have to recalculate every time you want to know how much you have.


science rating


culture rating


strength rating


happiness rating

If a card requires workers, your ratings can change when you move a worker on or off the card. If a card does not require workers, your ratings can change when the card enters or leaves play. Whenever your ratings change, update your indicators immediately.

Note: Some cards, especially leaders, contribute to your ratings based on other cards in play. And some cards alter the way other cards contribute to your ratings.

Limits on Ratings

None of your ratings can ever go below zero. If the total contribution of your cards and workers is negative (not likely, but theoretically possible) then your rating is 0.

Your happiness rating cannot go above 8. If your cards and workers produce more than this, your civilization has 8 happy faces.



Your science, culture, and strength ratings have no maximum. If your rating exceeds the maximum depicted by the indicator, flip your marker over to the other side and start counting again from zero. For example, a flipped-over science rating marker on space 5 represents a science rating of 30.

Colonization Modifier

Some cards in play may give your civilization a colonization modifier. This symbol is on very few cards and it applies only during colonization, which is explained later. It has no indicator because it is easy to calculate when you need it.

Action Totals

Your civil action total is represented by the number of white tokens you have. Your military action total is represented by your red tokens. Your government card makes the biggest contribution to your action totals, but other cards may have or symbols at the bottom to indicate that they contribute as well.

When such a card enters play, leaves play, or is replaced by a new card, your action totals may change:

- If an action total increases, take the corresponding number of white or red tokens from the box and put them on your government card. They are available.
- If an action total decreases, return the corresponding number of white or red tokens to the box. Return spent actions first.

Completing a Wonder

If your build the last stage of a wonder, the wonder is completed:

- Return all blue tokens from the card to your blue bank.
- Straighten the card to indicate that it is completed.
- Update your statistics, if necessary. (See the *Updating Your Statistics* box.)

When a wonder is completed, any effect printed on it begins to apply, and you adjust your statistics according to the symbols printed at the bottom of the card.

Note: Unlike farms, mines, urban buildings, and military units, a wonder does not need and cannot have a worker on it.

Example: You spend your last civil action to build the final stage of the *Pyramids*. The *Pyramids*' effect is to give you an additional civil action. Take a white token from the box and put it on your government card. You may spend it this turn and in all future turns.

Some wonders are explained in more detail in the *Appendix* on the back page of the *Code of Laws*.

Summary – Wonders

- A wonder enters play unfinished as soon as you take it from the card row. Its effects do not apply while it is unfinished.
- You may not take a wonder from the card row if you already have an unfinished wonder in play.
- Wonders are built in stages. Each stage requires a civil action and resources.
- A wonder's effects apply once it is completed.
- When you take a new wonder from the card row, you must pay 1 additional civil action for each wonder you have already completed.



Developing a Technology

Technology cards you take from the card row have no effect until you put them into play.

To develop a technology:

- Pay 1 civil action.
- Pay the science cost depicted in the upper left corner of the technology card.
- Put the technology into play.

The effect of putting a technology into play, if any, depends on the card, as will be explained later.

When the rules and cards refer to your technologies, they are referring only to those technology cards you have in play.

Paying Science Points

To pay the science cost, move your octagonal science points counter that many spaces back on the science points track. If you do not have enough science points, you cannot develop the technology.

On your second turn, you will probably be unable to develop any technology because you have only 1 science point.

Farm or Mine Technologies (Brown)

When you develop a new farm or mine technology, put it above your existing technology of the same type. The cards may overlap, but don't cover the resource cost of the lower level card.



The newly developed technology does not represent a farm or mine, just your knowledge of advanced techniques. It does not produce anything until you put workers on it. You can build a new farm or mine on this card if you pay the corresponding resource cost. You still have the ability to build lower level farms and mines.

It is also possible to upgrade lower level farms and mines to a higher level, as will be explained later.

Urban Building Technologies (Gray)

When you develop a new urban building technology, check its type, as represented by the icon in the upper right corner. If you already have a technology of this type, put the higher level one above the lower level one. If it is a new type, place it in its own column next to your other urban building technologies.



The new urban building technology has no effect until you put a worker on it. You can do this by building a new building or by upgrading an existing building, as explained later.

Military Unit Technologies (Red)

When you develop a new military unit technology, check its type. If you already have a technology of this type, put the higher level one above the lower level one. If it is a new type of military unit technology, place it in its own column next to the others.



The new military unit technology has no effect until you put a worker on it. You can do this by building or upgrading a military unit.

Note: The science cost is printed on a white background to remind you that developing the technology requires a civil action. The resource cost is on a red background to remind you that building, upgrading, or disbanding a military unit costs one military action.

Special Technologies (Blue)

Special technologies represent specialized knowledge that benefits your civilization without requiring you to build anything. They follow special rules:

- A special technology's effect applies as soon as it is developed. It does not require (and cannot have) workers.
- You cannot have two special technologies of the same type. If you develop a new technology with the same icon in the upper right corner, the higher level technology stays in play and the one with the lower level is removed.



Some special technologies increase your strength rating and colonization bonus. Some give you extra civil and military actions, or even blue tokens. When you develop one of these, you update your statistics. (See the ***Updating Your Statistics*** box on the previous page.)



Construction technologies do not adjust your statistics, but they make your urban buildings less expensive. If you are building an urban building, its resource cost is lower by the amount specified on the construction technology card. (The cost adjustment depends on the age of that building's technology card.)

Construction technologies also allow you to build multiple stages of a wonder for one civil action, if you have enough resources to do so. You pay the sum of the costs all at once, then move the corresponding number of blue tokens from your blue bank to the wonder card.

Governments (Orange)

There are two ways to develop a government technology. We explain them both in the next section.

Changing Governments



Your civilization always has exactly one government in play, represented by an orange technology card. You begin with ***Despotism***, the government printed on your player board. Later, you may replace it with better governments. Advanced governments give you more civil and/or military actions and increase your urban building limit. Some governments also affect your ratings.

There are two ways to change your government: peaceful change or revolution. Both ways count as "developing a technology" and both have a science point cost. However, their costs are different. That is why governments have two science point costs in the upper left corner.

Peaceful Change of Government

You may change your government through natural evolution. As a society grows and becomes more enlightened, their government can change to reflect the new social consciousness. Peaceful change costs more science points, but your citizens barely notice what is happening. A peaceful change of government works like developing any other technology.



To change your government peacefully:

- Pay 1 civil action.
- Pay the higher science cost depicted in the upper left corner of the technology card.
- Put your government in play, replacing the previous government.
- Update your statistics (especially your number of civil and military actions).

Cover the previous government with the new card. The previous government is thus removed from play (although in the case of ***Despotism***, it is still physically part of your player board). Any unspent actions that were on the previous government are moved onto the new government.

If your new government offers more civil or military actions than the old one, you take new white or red tokens from the box to reflect your new total, as explained in the ***Updating Your Statistics*** box on page 11. These new actions are available for use this turn.



Example: When developing ***Theocracy***, you pay 1 civil action and 6 science points. You cover your ***Despotism*** card with ***Theocracy***, moving any available actions onto the new card. You get no extra white token (***Theocracy*** provides the same amount of civil actions as ***Despotism***) but you get 1 new red token and put it on the ***Theocracy*** card. It is available. Also, you increase your ratings by 1 culture, 1 strength, and 1 happy face.

Declaring a Revolution

Changing your government through revolution costs less science, but it paralyzes your civilization for one turn. You spend all your civil actions in the revolution.

To declare a revolution:



- Pay all your civil actions. You cannot declare a revolution if any of your civil actions is spent.
- Pay the lower science cost.
- Put the government in play, replacing the previous government.
- Update your statistics (especially the number of civil and military actions).
- If you gain any new civil actions, spend them without effect.

You must use up all your civil actions for a turn to declare a revolution. You cannot spend any civil actions before the revolution (unless you spend an action and get it back – say, by replacing a leader). This means you won't be able to take a government technology from the card row and declare a revolution on the same turn.

The middle steps are the same as a peaceful change of government. The big difference is that you will end with all your civil actions spent, including any that you gained from the revolution.

Your military actions are not affected. You may spend any of them before or after the revolution, and any that you gain from the new government will be available to spend.



Example: To declare a revolution to *Monarchy*, you spend all four civil actions (so it will probably be the only civil action you do this turn) and pay 2 science. You take 1 new white and 1 new red token. The red token goes on the *Monarchy* card, as do any unspent military actions you had before the revolution. The white token ends up beside the government card. It is spent as part of the revolution.

Summary – Technologies

- Technologies are cards. Six of these cards are preprinted on your player board. The others must be developed.
- When you take a technology from the card row it goes into your hand, where it has no effect.
- You are not allowed to take a technology with the same name as one you have in play or in your hand.
- You put a technology into play with a "develop" action. This costs one civil action and a certain number of science points.
- Most technology cards do nothing until they have workers. See *Summary – Workers* on page 14. You may have multiple levels of such technologies, even if they are the same type.
- Special technologies, the blue ones, cannot have workers. They take effect as soon as they enter play.
- Each special technology has a type icon in the upper right corner. You never have two of the same type in play. The lower level one is automatically removed from play.
- A new government always replaces the old government in play, regardless of their levels.
- Declaring a revolution is also developing a technology, but the rules are somewhat more complex.

Upgrading a Farm or Mine

You will not get a chance to upgrade your farms or mines on your second turn, but the action is theoretically available to you on all turns after the first. As was stated earlier, if you have a higher level farm or mine technology you can either build a farm or mine on it directly, or you can upgrade one that you already have.

To upgrade one of your existing farms (or mines) to a higher level:

- Pay 1 civil action.
- Choose a farm (or mine) and a farm (or mine) technology card of a higher level.
- Pay resources equal to the difference between the resource costs.
- Move the worker from the lower level card to the higher level card.

Example:



Later in the game, your technologies may look like this. For 1 civil action, you may:

- upgrade one Age A farm to an Age II farm for 4 resources;
- upgrade your Age A mine to an Age I mine for 3 resources;
- upgrade one Age I mine to an Age II mine for 3 resources;
- or upgrade your Age A mine to an Age II mine for 6 resources. (You can skip over the card in between.)

If you have an unused worker, you may also build a new farm or mine of any level. (Except for an Age II mine – as we will see, you do not have 8 resources.)

Higher Level Farms and Mines

Higher level farm and mine technology cards follow the same rules as those from Age A. The difference is that a blue token on a higher level card is worth more.

During the Production Phase, each worker on the card produces only 1 blue token, but the token is worth the value printed at the bottom of the card. For example, 1 blue token on *Coal* counts as 3 resources.

In the illustration above, you have 6 resources. During your Production Phase, you will produce 5 more resources – two blue tokens on your Age I card and one on your Age A card.

Paying Food and Resources

When you pay food or resources, returning a blue token to the bank counts as paying the amount depicted at the bottom of the card.

Example: In the previous example, if you need to pay 2, you may do so either by returning one blue token from the Age I card, or by returning two blue tokens from the Age A card.

When paying, you may (and sometimes must) exchange a blue token of higher value for one or more tokens of the same or lesser total value.

Example:



Suppose you need to pay 1 food. You have no token worth 1, but you do have tokens worth 2. You may move one of these to your blue bank, then move 2 blue tokens from your blue bank to your Age A card. Now it is possible to pay exactly 1.

Of course, you do not need to move so many tokens around. You can move one blue token from *Irrigation* to your Age A card. Your civilization's stored food has dropped from 4 to 3. Thus you have paid 1.

Note: It is possible to have blue tokens on a farm or mine technology card even if the card has no workers.

Now suppose you need to pay 1 resource. You can remove 1 blue token from *Coal* and put 3 on *Bronze*, then pay with one of those. In practice, you pay the cost by moving 1 blue token from *Coal* to *Bronze* (paying 2) and then moving 1 blue token from your blue bank to *Bronze* (getting back 1 resource in change). Either way, 1 token on *Coal* becomes 2 on *Bronze* for a net payment of 1.

To pay 4 resources, you may pay 3 with one token and then use the above exchange to pay 1 more, or you can slide both tokens from *Coal* to *Bronze*, paying 2 plus 2. Either way, the result is the same: no tokens on *Coal* and 2 on *Bronze*, representing a total payment of 4.

Exchanging only works in one direction – from a higher value to a lower value.

You may never exchange tokens of a lower value for tokens of a higher value.

For example, you cannot move 2 blue tokens from *Agriculture* to your blue bank and put 1 on *Irrigation*.

Upgrading an Urban Building

If you have two urban building technologies of the same type (defined by the icon in the upper right corner) you may upgrade a lower level building to one of higher level by paying the difference between the costs:

To upgrade one of your urban buildings:

- Pay 1 civil action.
- Choose an urban building and an urban building technology card of the same type and higher level.
- Pay resources equal to the difference between the resource costs.
- Move the worker from the lower level card to the higher level card.
- Update your ratings.

Example:



For 1 civil action, you may:

- upgrade your Age A lab to an Age I lab (for 3 resources) and increase your science rating by 1;
- upgrade your Age A lab to an Age II lab (for 5 resources) and increase your science rating by 2;
- upgrade your Age I lab to an Age II lab (for 2 resources) and increase your science rating by 1;
- or upgrade your Age I arena to an Age II arena (for 2 resources) and increase your strength rating and happiness rating by 1.

If you have an unused worker and enough resources, you may also build a new temple or arena of any level. But don't forget: if you still have *Despotism* as your government, you are limited to 2 buildings of each type. In that case, you can upgrade labs, but you can't build new ones.

Construction Technologies and Upgrading Urban Buildings

Special (blue) technologies with this icon modify the cost of urban buildings when you are building or upgrading. Sometimes this makes upgrading cheaper, but not always. When calculating the difference between resource costs, apply the card's modifiers to both costs:



Example: If you have *Masonry* in play, buildings of Ages I and II cost 1 less. An Age I lab costs 5, but an Age A lab still costs 3. So you pay only 2 to upgrade from Age A to Age I. In this case, the card makes upgrading cheaper. However, upgrading from Age I to Age II costs the same as it would without *Masonry*. Both levels have the same discount.

Upgrading a Military Unit

This is analogous to upgrading an urban building, except that it costs 1 military action instead of a civil action.

To upgrade one of your military units:

- Pay 1 military action.
- Choose a military unit and a military unit technology card of the same type and higher level.
- Pay resources equal to the difference between the resource costs.
- Move the worker from the lower level card to the higher level card.
- Update your strength rating.

Note: As with farms, mines, and urban buildings, the type depicted in the upper right corner is important. You can upgrade warriors to higher level infantry units, but not to cavalry or artillery.

Destroying a Farm, Mine, or Urban Building

This is usually not a good idea, but in some circumstances, it might be your only way to get an unused worker.

To destroy a farm, mine, or urban building:

- Pay 1 civil action.
- Move one of your workers from the chosen brown or gray technology card to the worker pool.

That's it. You do not get any resources back.

Disbanding a Military unit

This is like destroying a farm, mine, or urban building, except you pay a military action instead of a civil action:

To disband one of your military units:

- Pay 1 military action.
- Move one worker from the chosen military unit technology card to the worker pool.

Summary – Workers

- A worker is a yellow token in your play area, but not in your yellow bank.
- A worker that is not on a card is an unused worker.
- A worker on a technology card is a farm or mine, an urban building, or a military unit. It has the same level and type as the card.
- You can move an unused worker to a card with a "build" action. You pay a resource cost.
- You can move a worker from a lower level card to a higher level card with an "upgrade" action. You pay the difference between the two resource costs.
- You can remove a worker from a card with a "destroy" or "disband" action. It becomes an unused worker.
- Farms, mines, and urban buildings are built, upgraded, or destroyed for 1 civil action, military units for 1 military action.
- The number of urban buildings of one type is limited by the urban building limit of your government card. Farms, mines, and military units are not limited in this way.

Playing an Action Card

Unlike the other cards we have discussed so far, action cards do not enter play. You play them, and they have a one-time effect.

An action card cannot be played during the same Action Phase in which it was taken.

Thematically, the action cards represent your civilization's preparation for future tasks. From a game-flow standpoint, this delay between taking an action card and using it makes it easier to plan your next turn. While others are playing, you already know what food and resources you will have and you know which action cards you will be able to use. Your next turn will not be heavily influenced by whether a certain action card is available in the card row.

To play an action card:

- Pay 1 civil action.
- Follow the text. If the effect requires you to perform an action, you do so without paying an additional civil action.
- Discard the action card. It will not enter the game again.

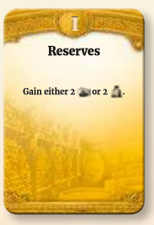
Let's take a look at the effects a card can have:

Scoring Science and/or Culture



Move your octagonal counters ahead the corresponding number of spaces. (You are scoring points. This does not affect your ratings indicators.)

Gaining Food and/or Resources



When you gain food, move blue tokens from your blue bank to your farm technology cards to represent the amount gained. For example, you can gain 2 food by moving 1 token to *Irrigation* or 2 tokens to *Agriculture*. You may move blue tokens even onto cards that have no workers.

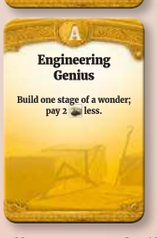
Gaining resources is analogous.

When gaining food or resources, you are not allowed to move tokens off cards. For example, if you have *Bronze* (tokens are worth 1) and *Coal* (tokens are worth 3), you gain 2 resources by moving 2 tokens from your blue bank to *Bronze*. You can't move a token from *Bronze* to *Coal*. You can't put a new token on *Coal* and then take back one from *Bronze*.

Performing an Action with a Discount



If the card specifies that you perform one of the actions normally available to you in your Action Phase, you perform it according to the usual rules, except you do not pay its civil action cost. You already paid for it when you played the action card.



You still pay the resource cost, but these cards specify a discount, which is cumulative with any other discounts you may have from cards in play. If this discount would reduce your cost below 0, your resource cost is 0.

Note: *Engineering Genius* only allows you to build one stage of a wonder, even if you have a technology that would allow you to build more for one civil action.

If for any reason you cannot perform the specified action, then you cannot play the action card.

Performing an Action, then Gaining a Benefit



These cards also specify that you perform an action. You perform the action according to the usual rules, except you do not pay the civil action cost. The card offers no discount, so you must pay the entire food cost or science point cost. Once you have completed the action, you gain the reward.

If you cannot perform the action, then you cannot play the card.

Special Case: ***Breakthrough*** can be also used to declare a revolution. In that case, you pay all your civil actions for the revolution instead of paying 1 for ***Breakthrough***. You may do this only when all your civil actions are available.

Resources for Military Units and a Military Action



This card's effect lasts until the end of your turn. You do not get the resources physically. Just remember how many you have. When you pay a resource cost for building or upgrading a military unit, use these temporary resources first. If they are more than you need to cover the cost, then you may save the remainder for building or upgrading other units this turn. Temporary resources that are still unused at the end of the turn are lost.

Similarly, the temporary extra military action is not represented by a red token. You just remember you have it. It is used instead of a red token the first time you spend a military action. If you do not use it during your Action Phase, it may be used to draw a military card at the end of your turn (which will be explained soon). In any case, it cannot be carried over to a later turn.

Recommended Player Area Layout



Taking Back Actions

Through the Ages is a complex game. It is not easy to plan your actions perfectly in your head. You may need to try a few actions before you can tell whether your Action Phase will end well. If it looks like your Action Phase is going badly, you should be allowed to take back your actions and try a different approach. Of course you don't want to overdo it. Taking back too many actions slows down the game, and it can be difficult to undo things once you have moved a lot of tokens around.

Tracking Actions

Instead of placing spent action tokens next to your government card, you can place them at the location where you performed that action. If you increase your population, you can denote this with a white token in your worker pool. If you build or upgrade something, put the token next to the worker you moved so you can remember which one it was. When you take a card from the card row, you can put the tokens you spent on that space. And if you play a technology, you can put a white token on it ... unless it's a government, of course.

This bookkeeping trick makes it easy to see what you have done this turn, which makes it easier to take back actions if you need to.

When you reset your actions at the end of your turn, collect all your white and red tokens and return them to your government card.

End-of-Turn Sequence

Your End-of-Turn Sequence on your second turn will probably be similar to your first turn, except you will now have a chance to draw military cards. Just follow the steps in the order shown on your player board.

You will not discard military cards, and you will not have an uprising. Corruption and consumption are unlikely, so we will explain them in the next chapter.

You will score 1 science point for your lab, or perhaps 2 if you built a second lab. If you built a temple, you will score 1 culture point.

You will produce food and resources. This will be more than last turn if you built a farm or mine.

Drawing Military Cards

After your Production Phase, draw 1 military card from the current military deck for each of your remaining available military actions.

You had 2 military actions. If you did not spend any of them on building or disbanding units, you will draw 2 military cards from the Age I military deck. Keep them in your hand and do not show them to anyone. Military cards are kept secret.

Subsequent Rounds

You started your second turn with no military cards, but you probably drew some at the end. Now it's time to find out what you can do with them.

Military Cards

In your first game, the military cards you draw will fall into three categories.



Cards marked with a crown in the upper left corner are played as a political action. They allow you to influence global affairs. In your first game, you will have only events and territories. In the full game, you may also use your political action to play aggressions, wars, or pacts.



The red cards depicting sets of military unit icons are tactics cards. They can be played during your Action Phase.



Military bonus cards can help you when you are colonizing new territories. In the full game, the upper part of the card can be used to defend against aggressions.

Your Full Turn

Your full turn follows these steps in order:

- Replenish the card row.
- Make your exclusive tactic available, if you have one.
- Politics Phase: Play at most one political action.
- Action Phase: Play your civil and military actions.
- End-of-Turn Sequence: Follow the sequence printed on your player board. This includes your Production Phase.

Politics Phase

Your political action is played after you have replenished the card row, but before your Action Phase. You do not have to play a political action.

In your Politics Phase, you may play at most one political action.

Political actions include playing aggressions, pacts, and wars. None of these are in the decks for your first game. Your only possible political action is to prepare an event, which you can do only if you have an event or territory card.

Preparing an Event

Event and territory cards are not played directly from your hand. Instead, they are placed face down on the future events deck. The event is known only to the player who prepared it.

As the game progresses, the future events deck becomes the current events deck. A current event takes effect when it is revealed.

To prepare an event:

- Choose a green military card with the symbol in the upper right corner from your hand.
- Place that card on the future events space, face down, without showing it to anyone.
- Score culture equal to the level of the card.
- Reveal the top card of the current events deck and evaluate it.



The first player who prepares an event will put the card on the empty future events space. It thus becomes the future events deck. The player scores 1 culture point (assuming it is an Age I card). Then the player reveals the top current event, which is one of the Age A events placed there during setup.

The second player who prepares an event will put it atop the card on the future events space, score culture, and reveal the next current event.

When the last card of the current events deck is revealed and evaluated, the future events deck is shuffled and put on the current events space, thus becoming the new current events deck.

After that, the next player to prepare an event places it on the now-empty space and reveals the top current event. This time it is one of the events that a player prepared on an earlier turn. If you prepare events, then you can plan your strategy to take advantage of them, although you cannot be certain exactly when they will be revealed.

As the game progresses, events from different ages may be put in the same future events deck.

When the future events deck becomes the current events deck, it should also be sorted so that cards from earlier ages will be revealed before those from later ages. Shuffle it as usual, then sort the deck face down.

Revealing a Current Event

A current event is revealed whenever a player uses his or her political action to prepare a future event. The current event is evaluated immediately, before that player continues his or her turn.

Events with "Territory" in the name are territories that can be colonized, as explained on the facing page. Otherwise, follow the text.

To evaluate a non-territory event:

- Follow the text on the card.
- Then put the card face up on the past events space.

Cards in the past events pile will not enter the game again.

Age A Events



The first several events were prepared during setup. These are all positive, and all players may benefit from them. If the event requires players to make a decision, they do so in order, starting with the one who is currently playing his or her turn.

If the event specifies an action that you would normally perform during your Action Phase, you perform that action according to the usual rules, except that you pay no actions for it. If it allows you to build something for free, then you also pay no resource cost.

Tip: Some events are beneficial only if you have an unused worker. It is a good idea to have an unused worker at the start of round three.

If an event says you may "increase" your population, that means you must follow the rules for the action and pay the food cost. If an event says you simply "gain 1 population" then you just move a yellow token from your yellow bank to your worker pool without paying any costs.

Age I and II Events

Once all the Age A events are evaluated, the events prepared by players start to appear. These may be positive, negative, or both. Some of these events may affect only certain players.

Comparing Statistics

If an event talks about the strongest, the two strongest, the weakest, or the two weakest civilizations, you compare their strength ratings.

In case of a tie, the player whose turn it is, or the player who is closer to that player in turn order, is considered to have more.

To help you remember this rule, consider this: The player currently taking a turn is in position to increase his or her strength first. So that player has the strongest position. The player whose turn just ended could have increased strength, but didn't, so that player is weakest.

Tip: Many events help the strongest players, punish the weakest players, or both. It is not a bad idea to end your turn with higher strength than the other players. This may lead to a cold war even in a game with no direct attacks.

The same tie-breaker applies when deciding who has the most culture points. However, having the most culture points is sometimes a disadvantage.

Also, there is a special rule for a two-player game:

If a card refers to the two strongest or two weakest players, read it as "the stronger player" or "the weaker player" in a two-player game.

Not all comparisons require tie-breakers:

If an effect applies to "all civilizations" with the most of something, then all civilizations tied for the most are affected. You do not break ties.

Other Effects

As with Age A events, you do not pay actions when resolving a card's effect unless the effect says otherwise.

Some effects are explained on your quick reference sheet. Certain cards are explained in the *Appendix* at the back of the *Code of Laws*.

Colonization



When a territory is revealed as the current event, all players may compete to see who colonizes it. Players bid to see who is willing to send the strongest colonization force. The player who wins the auction sends colonists and takes the colony.

The Auction

Bidding begins with the player who is currently resolving his or her Politics Phase and proceeds clockwise around the table. In turn, each player may bid or drop out.

To make a bid, you need to say a whole number higher than 0 and higher than any previous bid. You cannot bid more than the maximum colonization force you can send. (This will be explained later.)

If you do not bid, then you must pass and drop out of the bidding.

The possible outcomes of the auction are:

- If no one bids, the territory card goes to the past events pile. The current event has been resolved.
- Otherwise, bidding continues around the table as many times as necessary until all but one player has dropped out. That player wins the auction and must form a colonization force equal to or greater than his or her last bid (the highest bid).

Sending a Colonization Force

If you win the auction, you must colonize the territory. It is too late to change your mind.

To colonize a territory, you must send one or more military units.



The strength of these units forms the basis of your colonization force. You might also have cards in play that give you a colonization modifier, represented by the ⛵ symbol. You can augment your force by playing military bonus cards. The colonization value in the bottom half of the card is added to your total.

To calculate your colonization force:

- Count the strength of all the units you have sent.
- If some of these units can be formed into armies, add the armies' tactical strength. (Explained later.)
- Add any ⛵ modifiers you have from cards in play.
- You may play any number of military bonus cards and add their colonization value to the total.

Effects that modify your strength rating do not apply to your colonization force. For example, ***Alexander the Great***, the ***Great Wall***, and the ***Warfare*** technology have no effect on colonization.

You must always send at least one unit, even if the modifiers and bonuses alone would be enough to cover your bid.

Note: Arenas are urban buildings, not military units. Even though they are workers that contribute to your strength rating, they cannot be sent with your colonization force.

Units sent as part of a colonization force are sacrificed – that is, their yellow tokens are removed from their cards and returned to your yellow bank.

Any military bonus cards you play are discarded.

Example:



You won the auction with a bid of 4. You must send a colonization force of 4 or more. ***Cartography*** gives your civilization a +2 colonization modifier, so you only need to come up with 2 more. The two bonus cards would give you 2 more, but you are required to send at least one unit.

You could keep both bonus cards and get to 4 by sending either two warriors or one knight. But military units are hard to come by.

You decide the best course of action is to send 1 warrior and play one +1 bonus card. With the +2 modifier from ***Cartography***, this adds up to a force that matches your bid. You remove a yellow token from your ***Warriors*** card and return it to your yellow bank. You reveal and discard one bonus card. The territory becomes your new colony.

Gaining a Colony

You put the territory card you won in your play area. From now on, it is referred to as your colony. Each territory card has two effects.

The symbols printed at the bottom of the card are the colony's permanent effects. They may affect your statistics as explained in the ***Updating Your Statistics*** box on page 11. If yellow or blue tokens are depicted, see the ***Gaining and Losing Yellow and Blue Tokens*** box on this page.

The effect depicted below the card's name is an immediate benefit for the player who colonizes the new territory. When you win the territory, apply the permanent effect first, and then take this immediate benefit. It may give you food, resources, science, culture, or military cards. It may even let you gain population for free.

In rare circumstances, you might lose your colony. If you do, you lose its permanent effect, but you do not undo the immediate benefit. That part of the card applies only when the territory is first colonized.



Example: When you win this territory, you add three yellow tokens from the box to your yellow bank. Then, you immediately move two of those tokens to your worker pool. This does not cost food or actions.

Later, an event says your colony declared independence and you lose it. You remove the card from play and move three yellow tokens from your yellow bank to the box, but you do not lose population.



Gaining And Losing Yellow and Blue Tokens

You have 25 yellow tokens and 16 blue tokens at the start of the game. Whenever you put a card with 🟨 or 🟦 symbols into play, you gain the depicted number of yellow or blue tokens. Take them from the box and put them in the appropriate bank on your player board. If the card leaves play, you must return the depicted tokens from your bank to the box.

The 🟦 symbol works the opposite way. You move a blue token from your blue bank to the box when you put the card in play. You gain a blue token from the box if the card leaves play.

There are also some effects and rules that require you to gain or lose yellow or blue tokens. Unlike white and red tokens, your number of yellow and blue tokens cannot be calculated just by looking at the cards you have in play.

- When you gain a yellow or blue token, take it from the box and put it in the corresponding bank on your player board.
- When you lose yellow tokens, return them from your yellow bank to the box. If you do not have enough, return all those in your yellow bank but no more.
- When you lose blue tokens, return them from your blue bank to the box. If you do not have enough, you must also return some from your technology cards to make up the shortfall.

Tactics Cards

Tactics cards allow you to group your units into armies, which give your civilization additional strength.

Current Tactic

Each player may only have one current tactic. If you have one, it is marked by your tactics standard. At the start of the game, everyone's tactics standards are in the common tactics area of the military board and no one has a current tactic.

You choose your current tactic by playing a tactic or copying a tactic during your Action Phase. You may perform at most one of these actions per Action Phase.

Once you have chosen a current tactic, it will remain your current tactic until you choose a different one.

Playing a Tactic

You may play a tactics card from your hand during your Action Phase.

To play a tactics card:

- Pay 1 military action. (This is depicted in the upper left corner of the card.)
- Put the card in your play area.
- Put your tactics standard on it to mark it as your current tactic.
- Update your strength rating.

If you already had a current tactic, it stops applying to you. Your armies are reorganized according to your new current tactic.

Making Tactics Available

While your tactics card is in your play area, no one else can use it. But every civilization has shrewd generals, and it doesn't take long before everyone knows about your new trick.

After you replenish the card row and before your Politics Phase, you must move any tactics card in your play area to the common tactics area of the military board.

In other words, the tactic remains exclusive to you for only one round.

Your tactics standard remains on the card, so it is still your current tactic and its contribution to your strength rating does not change. The only difference is that now anyone can copy it.

There is no limit to the number of tactics cards that may be in the common tactics area. Organize them in any suitable way.

Copying a Tactic



Once a tactics card is in the common tactics area, it becomes possible to copy it during your Action Phase.

To copy a tactic:

- Choose any tactic in the common tactics area.
- Pay 2 military actions (as depicted on the military board).
- Move your tactics standard to the chosen card. It becomes your current tactic.
- Update your strength rating.

It does not matter how a tactic became your current tactic. Copied tactics have the same effect as tactics you played yourself.

In the common tactics area, multiple players can have their standards on the same tactics card. They all use it without limitations.

Some tactics cards in the common tactics area may have no tactics standards if all players abandon them. They remain on the board, available to be copied.

Note: Copying a tactic costs you 2 military actions, even if it is one you originally played.

Effect of Your Current Tactic

Armies



If you have a current tactic, your military units organize themselves into armies. Each set of units makes one army. If you can make multiple sets, you make multiple armies. The tactics card specifies how many of each type are required to make one set.

Each army consists of a set of units depicted on your current tactics card. A unit can only be part of one army.

Each army has a tactical strength that is added to your strength rating. This is in addition to the contributions of the individual units.

Example: These five units give your civilization a strength of 6. If you have no current tactic, that is your strength rating.



If your current tactic is *Fighting Band*, your four warriors form 2 armies. Your knight unit would not be in any army. The 2 armies each have a tactical strength of +1, thus your strength rating is 8.

If your current tactic is *Phalanx*, you form only one army, but it has a tactical strength of +3. Your strength rating is 9.

You don't spend actions or move any physical pieces to group your units into armies. They group themselves automatically. Just do the calculation and update your strength rating.

Outdated Armies



Age II and Age III tactics cards depict 2 tactical strengths. The greater value is for normal armies and the lesser value is for outdated armies.

An army is outdated if any unit in the army is 2 or more levels lower than the tactics card.

For example, if you are using an Age II tactic, any army with an Age A unit is outdated.

An outdated army has the lesser tactical strength depicted on the tactics card.

Your armies automatically form sets in the way that provides maximum tactical strength.

Note: When determining whether your army is outdated or not, you consider the age printed on the tactics card, not the current age.

Example:



If your current tactic is *Defensive Army*, you can form only one army. You cannot form it without including an Age A infantry unit, so it will be outdated. It contributes +3 to your strength rating.

If your current tactic is *Mobile Artillery*, you can form two armies. The Age I cavalry units are not outdated when used with an Age II tactic, so each army contributes the larger amount printed on the card. Their total contribution is +10.

If your current tactic is *Conquistadors*, you can from two armies. One of these has an Age A infantry unit, so it is outdated. The other is not outdated. The outdated army has tactical strength of +3, and the other has tactical strength of +5. The total contribution is +8.

In each case, the armies' contribution is in addition to the base strength of 18 that you get from the units.

Armies During Colonization

The units sent to colonize a territory may form armies, too. The tactical strength of these armies contributes to the colonization force.

Example:



You have the *Conquistadors* current tactic and these units available to send. If you send enough units, they may form an army and increase your colonization force.

If you send both knights and the swordsman, your colonization force will be 11: the units contribute 6, and the army has a tactical strength of +5.

If you send both knights and the warrior, the colonization force will form one outdated army. The total will be 8: the units contribute 5, and the army has tactical strength +3. Note that the warrior unit automatically joins the army, even though it was not part of an army when you calculated your civilization's strength rating.

Sending all your units would give you a colonization force of 12.

Happiness and Discontent Workers

If you want your population to happily work for you, you also need to think about them.

During the game, you will be able to increase your happiness rating in various ways, usually by building specific urban buildings or by completing certain wonders. As you do so, your happiness rating marker will move along the top of your yellow bank. Below each circle of your happiness indicator is a specific subsection of your yellow bank. When a subsection is emptied, that means you need more happiness to keep everyone happy.

If you don't have enough happy faces, you will have discontent workers.

Your number of discontent workers is equal to the number of empty subsections to the left of your happiness marker.

If discontent workers outnumber unused workers, you have a problem. Unless you fix it, you will face an uprising that causes you to skip your Production Phase.

Examples are given below:

A Need for Happy Faces



After you increase your population for the second time, subsection 1 of your yellow bank is empty. You need at least 1 happy face to keep your people happy.

You can either increase your happiness rating (usually by building something) or accept the fact that one of your workers will be discontent.

Enough Happy Faces



If you manage to increase your happiness by one or more, everything is okay for now. Your happiness marker is above the empty subsection, and everyone is happy.

A Discontent Worker

On the other hand, if you do not give your people some happy faces, you will have a discontent worker. You can represent this by taking one of your unused workers and putting it on the circle above the empty subsection.



This worker still counts as an unused worker, and it can be used just as if it were in the worker pool. However, it is not in the worker pool for a good reason – to remind you that you have a discontent worker. If you do not have enough unused workers to cover each missing happy face, you will face an uprising at the end of your turn, which means that your civilization will not produce anything.

A Possible Uprising

Later in the game, you face a situation like this:



You have two discontent workers. However, you have only one unused worker. That means one of your discontent workers must work. This will lead to an uprising if you do not correct the situation.

What are your options?

- You may upgrade your temple. This will increase your happiness rating to 2, and you will have only one discontent worker. Your unused worker is enough to cover the missing happy face, so you will face no uprising.
- You may build a new Age I temple. The worker on the happiness indicator is an unused worker, so it can be used for this. This will increase your happiness rating to 3, which is just enough to keep everyone happy. You will have no discontent workers.
- You may increase your population. That will give you one more worker, without emptying subsection 4. You still have two discontent workers, but now you have a second unused worker. You put it on the second missing happy face to show that discontent workers do not outnumber unused workers. There will be no uprising this turn, but you should find a more permanent solution. If you increase population again, you empty another subsection and the new worker goes right on the missing happy face space.
- You could also get an unused worker by destroying a farm, mine or urban building, or by disbanding a military unit. That's not a very good option.
- Letting it go and accepting the uprising is the worst option, and you are forced to do so only rarely.



End-of-Turn Sequence

As your civilization grows, all steps of your End-of-Turn Sequence become relevant.

Discard Excess Military Cards



Your number of red tokens defines the maximum number of military cards you are allowed to have after this step.

If necessary, you must discard military cards so that your total is not greater than the number of red tokens you have. They are discarded face down

Streamlining the Game

Once you have decided which military cards to discard, the rest of your turn is automatic. That is, it requires no more decisions. The next player may start his or her turn as soon as you finish discarding.

Of course, if anything happens on that player's turn that interacts with your civilization, that turn will need to pause until you finish your End-of-Turn Sequence.

Production Phase

Uprising



If you have more discontent workers than unused workers, you face an uprising and skip the Production Phase.

Uprisings are explained on the previous page. Essentially, if your civilization is forcing unhappy people to work, they get so mad that they stop producing for you. Skipping your Production Phase is the only consequence of an uprising, but it is definitely a consequence you want to avoid. A lot of good things happen in your Production Phase.

Score Science and Culture



As always, advance your points counters according to your science and culture ratings.

If, through brilliant play, your points exceed the amount that can be depicted on the scoring track, flip the counter over to represent that you have that many points and start counting again from zero. For example, a flipped-over culture points counter on space 10 represents 160 culture points.

Corruption



Corruption happens if you try to stockpile too much food and resources. An unfinished wonder can also contribute to corruption. When there are extra food and resources lying around, someone always finds a way to make them disappear.

If one or more negative numbers in your blue bank are uncovered, the leftmost uncovered number is the amount of corruption you face. If they are all covered, there is no corruption.

You face no corruption if you have at least 11 blue tokens in your blue bank.

Example:



In this case, you face corruption of -4.

During this step, you lose resources equal to your corruption. If you do not have that many resources, you lose all your resources and make up the difference by losing food.

In other words, you move blue tokens representing that many resources from your mine technology cards to the bank. And if you don't have enough, you move blue tokens from farm technology cards. Don't forget that one blue token can represent more than 1 if it is on a higher level technology card.

Tip: You can avoid corruption by good planning, by gaining cards that give you more blue tokens, and especially by developing advanced farm and mine technologies. Higher level technology cards can store more food and resources while using fewer blue tokens.

Food Production



As always, for each worker on a farm technology, move one blue token from your blue bank to that card. A worker on a higher level card still produces only one blue token, but the token is worth more food.

Consumption



Consumption increases as your yellow bank gets emptied.

If one or more negative numbers in your yellow bank are uncovered, the leftmost uncovered number is the amount of stored food your civilization consumes. If they are all covered, there is no consumption.

Example:



In this case, you consume 3 food during the Production Phase.

You must pay that much food. If you do not have enough, pay all that you can and lose 4 culture points for each you did not pay.

Note: It is unlikely that you will face a food shortage early in the game. Consumption happens after food production, thus you should have enough, unless you did something unwise like destroying all your farms. Later, however, consumption increases. If it outgrows your food production, you should try to fix the problem.

Resource Production



As always, for each worker on a mine technology, move one blue token from your blue bank to that card. A worker on a higher level card still produces only one blue token, but the token is worth more resources.

Summary – Blue Bank

- Your blue bank holds blue tokens.
- Some cards and effects may alter your number of blue tokens. You take blue tokens from the box or return them to the box only in these special cases.
- During your Production Phase, you move blue tokens from the blue bank to your farm and mine technology cards, one blue token for each yellow token on the card.
- A blue token on a farm or mine technology card represents the amount of food or resources shown on the bottom of the card.
- Blue tokens can represent food or resources even if the card has no workers.
- You pay food or resources by moving blue tokens back to the blue bank.
- When paying, you are allowed to make change by moving a token to a lower value card or by exchanging a token on a higher value card for multiple tokens of lower values.
- You never make change by moving tokens from lower value cards to higher values.
- Blue tokens are also placed on unfinished wonders to represent completion of each stage.
- The blue bank is always filled from left to right. If a red negative number is uncovered, it is your civilization's corruption.
- Corruption has no effect until your Production Phase. During the corruption step, you must pay that many resources. If you fall short, you must make up the difference by paying food.

Draw Military Cards



Draw 1 military card from the current military deck for each unused military action. Your draw them even if the resulting number of cards exceeds your hand limit.

You may never draw more than 3 cards this way.

If you have more than 3 unused military actions, you draw only 3 military cards.

If the current military deck runs out, shuffle the discarded military cards of the corresponding age to form the new military deck.

In your first game we do not use Age III cards; thus in Age III, you draw no cards.

Summary – Cards in Hand

- Your hand limit for civil cards is your number of white tokens.
- You are not allowed to take a civil card into your hand if you are already at your hand limit.
- However, even if you are at your hand limit you can still take a wonder. Wonders go directly into play without entering your hand.
- Your hand limit for military cards is your number of red tokens.
- Unlike the limit for civil cards, your military cards hand limit never prevents you from drawing military cards.
- You only check your hand limit for military cards during the first step of your End-of-Turn sequence. If you exceed the limit at that time, you must discard down to the limit.
- Later in the sequence, when you draw new military cards, you may exceed the limit again.

Reset Actions



The last step of your turn is to move all spent actions back to your government card.

End of an Age

The old age comes to an end and the new age begins, bringing new opportunities for your glorious civilization.

End of Age A

Age A ended immediately when the starting player replenished the card row for the first time, as described on page 8.

New Current Decks

You placed the Age I civil deck and the Age I military deck on the current age board. They became the current decks. Nothing more happened at the end of Age A.

End of Age I

When the Age I civil deck runs out, Age I ends. This can happen on any player's turn, while he or she is replenishing the card row.



When the civil deck runs out, the illustration on the board is revealed. It reminds you of the steps at the end of an age. The steps apply to all players.



This means that if the Age I deck runs out, Age A cards become antiquated.

Discarding Antiquated Cards



Players discard all antiquated cards from their hands.

Removing Antiquated Leaders and Unfinished Wonders



Anyone who still has an Age A leader must remove the leader from play. Anyone with an unfinished Age A wonder must remove it from play. (Any blue tokens on it are returned to that player's blue bank.)

The illustration also reminds you to remove antiquated pacts, but you do not have pacts in your first game.

All other cards, including completed wonders, remain in play, regardless of their age.

Losing Yellow Tokens



Finally, all players return two yellow tokens from their yellow banks to the box. This represents the fact that your population becomes more demanding as you advance through the ages. Advanced civilizations expect more bread and circuses.

Tip: Plan ahead for the end of the age. Civilizations that ignore food production or happy faces will be in serious trouble.

New Current Decks

Age I has now ended and Age II begins. Shuffle the Age II civil deck and put it on the current age board. It is now the current age civil deck. If the card row was not fully replenished when the old deck ran out, fill in the empty spaces with Age II cards.

Remove the Age I military deck from the current age board. Shuffle the Age II military deck and put it in place. It is now the current age military deck.

Note: Cards in the current and future events decks are not affected by the end of an age.

End of Age II



Age II ends when the Age II civil deck runs out. This works like the end of Age I, except now Age I cards become antiquated:

- Players discard all Age I cards from their hands.
- Remove Age I leaders and Age I unfinished wonders from play.
- Each player loses 2 yellow tokens.

No Current Decks

Age II ends and Age III begins. In your first game, there are no Age III cards, so you remove the Age II military deck and leave the current age board empty.

From now on, no new cards will be dealt to the card row. Players still remove cards and slide the remaining cards to the left, but the spaces on the right will stay empty. No one may draw any more military cards.

The Last Round

After Age II ends, each player should have at least one more turn. It depends on who was the first player at the beginning of the game.

- If Age II ends during the first player's turn, this round is the last round of the game.
- Otherwise, you finish this round and the next round will be the last round of the game.

In either case, the player to the right of the starting player will play the last turn of the game, so everyone will finish after the same number of turns.

Summary – Yellow Bank

- Your yellow bank holds yellow tokens.
- Some cards and effects may alter your number of yellow tokens. You take yellow tokens from the box or return them to the box in these special cases.
- You also return two yellow tokens to the box at the ends of Ages I and II (and Age III in the full game).
- A yellow token outside your yellow bank is a worker. See *Summary – Workers* on page 14.
- To turn a token in your yellow bank into a worker, you perform the "increase population" action. The food cost is given by the white number underneath the section from which you take the worker. It goes to your worker pool.
- Workers return to your yellow bank only when you sacrifice units for colonization, or when an effect requires you to decrease your population.
- Yellow tokens in your yellow bank are not workers. They are part of a bookkeeping system. The yellow bank is emptied from the right. When a section is emptied, a red negative number is revealed. This is your civilization's consumption.
- Consumption has no effect until your Production Phase. During the consumption step, you must pay that much food. If you fall short, you must pay 4 for each missing .
- Above each subsection is a number with a happy face. If a subsection is empty, your civilization needs that many happy faces. If you have fewer, the number of empty subsections to the left of the happiness marker is your number of discontent workers. See the *Happiness and Discontent Workers* section on page 19.

Summary – Discarding cards

- Civil cards are discarded face up.
- Civil cards that are discarded or removed from play will never enter the game again. You can return them to the box.
- Military cards are discarded face down.
- Played and discarded military cards are sorted by their backs. If the military deck for the current age runs out, the discarded cards of that age are shuffled to form a new deck.
- Non-territory events are put on the past events pile after they are evaluated. They will not enter the game again.

End of Your First Game

The game ends when the last player (the player to the right of the starting player) finishes his or her last turn. Then it is time for final scoring.

Final Scoring

At the end of your first game, each player scores extra culture points for civilization achievements:

- Score 1 culture for each of your Age I technologies and 2 culture for each of your Age II technologies. Your government counts twice.
- Score culture equal to your science rating.
- Score culture equal to your strength rating.
- Score culture equal to your happiness rating.
- Score culture equal to your food and resource production. (Count up how much food and resources your workers produce during your production phase. Ignore corruption and consumption.)
- Score 3 culture for each of your colonies.
- Score 6 culture for each of your completed Age II wonders.

Go through the scoring list step by step, giving each player a chance to count up the corresponding number of points.

Note: This list applies only to your first game. The full game has a different end-of-game scoring system.

The Winner

The player with the most culture points wins.

In case of a tie, all tied players share the victory.

But what's most important is that you finished your first game of *Through the Ages*. Next time, you will be ready to play the full game.

The Full Game

The full game will be like your first game, but with new cards to discover in Age III and more opportunities to interact with rival civilizations.

Age III

In the full game, Age III is a full age like Ages I and II.

After resolving the end of Age II, shuffle the Age III civil and military decks and place them on the current age board as the new current age decks. The game continues for another age.

Age IV is the game-ending age. This works like the game-ending age in your first game:

- When the Age III civil deck runs out, Age II cards in hand are discarded, Age II leaders, unfinished wonders, and pacts are removed from play. Each player loses 2 yellow tokens. Age IV begins. It has no current age decks.
- If Age IV begins during the first player's turn, it is the last round. Otherwise, the following round is the last round.

Age III Wonders



Age III wonders have a one-time effect that is resolved as soon as they are completed. You score a certain number of culture points based on your other cards and workers in play. Some of these have notes in the *Appendix* on the back page of the *Code of Laws*.

Air Force Units

Air forces are a new type of military unit that appear only in age III.

An air force unit contributes its strength to your strength rating, like any other military unit. No tactic requires air forces, but an air force unit can join any army to double its tactical strength. Each air force unit can be assigned to at most one army.

Example:



All these units contribute to your strength rating. In addition, your tactic allows you to form three armies. Normally, an army's tactical strength is +2, but two of them also get air force units, which doubles their strength to +4. All together, the armies contribute a tactical strength of +10.



The *Conquistadors* tactic is even better. You form two armies. One of these has a warrior unit, so it is outdated. Each army gets an air force, which doubles its tactical strength. The outdated one gives you +6. The other one gives you +10. Together they contribute +16 to your strength rating, in addition to the total strength of your individual units.



If you switch to *Shock Troops*, it would not be better than *Conquistadors*. You now have only one army. It has an Age I unit, so it is outdated. Even with an air force unit to double its strength, it has tactical strength of only +12. The other air force unit will be not in any army (but it still contributes 5 to your strength rating, just like the one in an army). On the other hand, if you upgraded one of those knights, the army would no longer be outdated. You would get +22 from one army!

Politics Phase

You play the full game with all the military cards. The decks now include aggressions, wars, and pacts. These give you new options in your Politics Phase. You also have the option to resign if you are losing badly.

The full rules for playing these cards can be found on page 4 of the *Code of Laws*. Wars are resolved one round after they are played, as explained on page 3 of the *Code of Laws*. Now that you understand the rest of the game, you should have no trouble understanding those rules.

Here, we will give you only a brief overview.

Military Part of the Game

Military is an important part of the game. It is difficult to win the game purely through military strength, but it is very possible to lose the game if you ignore it.

Events



Even if the players are not very aggressive, the strongest civilizations will benefit and the weakest will suffer from strength-related events. To come out ahead, it is enough to make your civilization slightly stronger than the others each turn.

Aggressions



If another player becomes significantly stronger than you, he or she may play an aggression against you. Aggressions are played as political actions. The attacker must also spend some military actions.



To defend, you must match or exceed the attacker's strength by playing temporary bonuses from your hand. A military bonus card will add its defense value (depicted in the upper half of the card) to your strength. You may also discard any military card face down for an additional +1 bonus. The number of cards played or discarded this way cannot exceed the total number of red tokens you have.

If you can't match or exceed the attacker's strength (of if you decide not to) then the aggression is successful. Usually, the attacker steals or destroys something that belongs to your civilization.

Try not to fall too far behind in strength, especially if you don't have bonus cards to defend against aggressions. And conversely, if you get far ahead of an opponent, it might be a good idea to attack.

Tip: Civilizations are especially vulnerable after they colonize a territory, as they have just sacrificed military units and possibly spent bonus cards.

Wars



Maybe you get tired of continuing the arms race. You fall so far behind that not even bonus cards can save you, and you decide that being vulnerable to aggressions is the price you have to pay for focusing on more civilized pursuits. Maybe this is a good strategy, or maybe you are just inviting a declaration of war.

A player declares war during his or her Politics Phase, but it is not resolved immediately. Both players have one turn to increase their strength, although the player who declared war has already spent military actions on the declaration and might not have many left. The war will be resolved at the beginning of the attacker's next turn.

Unlike aggressions:

- Neither player gets a strength bonus from playing bonus cards or discarding military cards. Only the cards already on the table count.
- In a war, either side can be the victor and inflict the penalties on the defeated civilization. (In an aggression, if the attacker does not win, the card has no effect.)
- The severity of the penalties depends on the difference between the two sides' strengths. (It doesn't matter whether you lose an aggression by 5 or by 20. In a war, it really matters.)

Thus, ignoring your military completely may not pay off because other players may declare wars against you.

Conversely, if you see other players falling far behind in strength, you might consider declaring war. But be cautious. A civilization with a strong economy may be able to significantly improve its strength rating in one turn. You don't want to lose the war you declared.

Pacts

Pacts are used only in a 3- or 4-player game. In a 2-player game, remove them from the military decks before the game starts.

Pacts add a little diplomacy and cooperation to the game. As your political action, you may offer a pact to another player. That player may accept or refuse it. If the player accepts, the pact takes effect and remains in play. If the player refuses, the pact is returned to your hand. This ends your Politics Phase, but you can try again later.

Note: You should not circumvent this rule by discussing the pact before you offer it.

You can be a party to more than one pact, but you can have only one pact in your play area. If you offer a new pact and the player accepts, any pact in your play area is automatically cancelled. You can also use your political action to cancel any pact to which you are a party. Pacts also leave play automatically if they become antiquated at the end of an age (just as leaders and unfinished wonders do).



Some pacts are symmetric, and both players benefit. But this benefit may be double-edged. It's nice to have an open border with another civilization until they decide to attack you. It's nice to cooperate on scientific research until the other civilization spends all your science points.



Some pacts may be slightly asymmetric, but complementary. You just need to find a partner who is lacking what you have to offer.



Other pacts are strongly asymmetric, where one player offers something to another in exchange for peace or protection. If you are weak, you may offer such a pact to encourage a stronger civilization to leave you alone. On the other hand, if you are strong, you might be able to use such a pact to extort a benefit from a weaker civilization. When you offer an asymmetric pact, you state who will be which side. The other player can take the offer or leave it.

Note: Unless a pact specifically says so, it does not prevent the parties from attacking each other. And unless it says otherwise, the pact remains in effect after the attack.

Remembering Extra Production

You can mark the extra production from certain pacts by placing a red token from the box on an Age A farm or mine. You can use this trick to mark extra production from other cards, too, such as *Transcontinental Railroad*.

Resigning

Hopefully this won't happen to you, but sometimes everything just goes wrong. If everyone else is stronger and your economy is not good enough to catch up, you may find yourself falling further behind every turn, an easy target for every aggression, war, and negative event until the end of the game.

Of course, the game can still be fun even when you are losing. You will not be forced to quit. But it is possible to honorably resign. You admit you lost the game and you let the others compare their strength against each other, rather than compete to see who can harvest more from your weakness.

You resign as your political action. Any wars declared against you are cancelled (but they bring some culture points to the players who declared them, as history will remember who made you resign). Your civilization and all its cards are removed from play. If there are two or three players remaining, the game continues as a two- or three-player game. If only one player remains, that player has won.

But most of the time, the game should end with everyone still in it, ready for the final scoring.

End of the Full Game

As with your first game, the full game ends when the player to the right of the starting player finishes his or her last turn.

The final scoring list from the first game does not apply here. Instead, only some aspects of your civilization will be scored. Players decide the final scoring during play by preparing Age III events.

Final Scoring

At the end of the game, take all Age III events remaining in the current and future events decks and evaluate them one by one. Order is not important.

Note: Events from older ages have no effect on final scoring.

Age III events

Each Age III event describes a way for civilizations to score culture points. Age III events may be revealed and resolved during play. Any still remaining in the current or future events decks are evaluated at the end of the game. When you prepare an Age III event, you are guaranteed that it will be evaluated.



Most Age III events award each civilization a certain number of culture points based on the cards and workers it has in play.



Some Age III events give players points based on their relative order in a certain statistic. On *Impact of Science*, for example, the notation "14/7/0" means that the player with the highest science rating scores 14 and the player with the second highest scores 7. The third player scores nothing. The usual tie-breaker applies: The player whose turn it is, or the player closer to that player in play order, wins the tie.

During final scoring, break these ties as though it were the starting player's turn.

This is an advantage, but a player who plays later has the advantage of knowing the final statistics of those who finished the game earlier.

The Winner

After evaluating all the Age III events that were prepared, the scores are final.

Whoever has the most culture points wins the game. In case of a tie, the tied players share the victory.

But what's most important is that every player got a chance to tell the unique story of his or her civilization.

How to Store the Components



Cards, pieces, and tokens can be stored in the box as shown. You can sort the cards into civil and military decks for each age. If you expect to be playing mostly two- or three-player games, the cards you remove from the decks can be kept separate, making it easy to set up the game next time you play.

The game boards can sit on top as shown, beginning with the current age board and finishing with the culture and science boards, which can fit next to each other. Atop these will be room for the player boards, the rulebooks, and the quick reference sheets.

During play, the white, red, yellow, and blue tokens not used during setup can be left in the box, from which they can easily be retrieved when needed.

If you prefer to keep your cards in sleeves, we recommend storing them sideways as shown below.



What's New in the New Story

Through the Ages has been in print since 2006. *A New Story of Civilization* is a new edition – a rebalancing based on nine years of feedback from players who love the original game. We have made many improvements, but the essence of the game remains the same. Players who know *Through the Ages: A Story of Civilization* will be able to play this new version after reading this summary of changes.

The references in this section are to pages in the *Code of Laws*, which is the complete rulebook for the game. It is designed to make it easy to look up the details of a particular rule quickly.

Changed cards

Many cards have changed, and not just the artwork. Read them carefully when you play your first game with this new edition. Some have more detailed explanations in the *Code of Laws* (*Appendix* p 12).



End-of-Turn Sequence

The new End-of-Turn Sequence includes several changes. The complete sequence is printed on your player board, so you will quickly learn the new order without needing to consult a rulebook.

Corruption

Corruption is now evaluated before food and resource production. This makes it easier to tell if you are in danger of facing corruption and easier to plan an efficient Action Phase. You no longer need to imagine what your blue bank will look like after production and consumption.

Three squares in your blue bank have a red negative number. If one or more of these squares are empty during your corruption step, the leftmost uncovered negative number is your corruption. You lose resources equal to this amount. If you do not have enough, lose all you have and lose food to cover the difference. (*Production Phase* p 6.)

To maintain the proper amount of tension between production and corruption, the number of blue tokens has been lowered to 16. (*Player Board* p 2.)

Discarding Excess Military Cards

Excess military cards are discarded after the Action Phase instead of before. This allows you to play a tactics card before it is time to discard. Also, if you increase your military actions, you immediately take advantage of your increased hand limit.

However, the main reason for this change is to streamline the game. It is easier to decide which cards to keep after you have played your turn. (*Discard Excess Military Cards* p 6.)

Drawing Military Cards

Drawing military cards is not part of production anymore, so it is not skipped during an uprising. (*Draw Military Cards* p 6.)

Resetting Actions

Resetting actions is now officially part of the End-of-Turn Sequence. (*Reset Your Actions* p 6.)

Leaders

Replacing a Leader

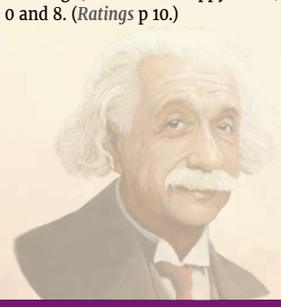
As before, if you have a leader in play when you play a new leader, the old leader must leave play. But now you also get 1 civil action back. This applies only when you already have a leader in play. (*Play a Leader* p 5.)

Civilization Ratings

No limits

Your culture, science, and strength ratings have no upper limit. There is also no limit to how many science and culture points you may have. You can track the overflow any way you like. The counters and markers are designed to be flipped over to indicate you are on your second trip through a particular track.

Your ratings and points still cannot go below 0. And your happiness rating (number of happy faces) is still always between 0 and 8. (*Ratings* p 10.)



Tactics

Tactics Standard

Each player has a tactics standard to mark his or her current tactic. (*Player Components* p 2.)

Playing Tactics

Tactics may be played as in the original version – for 1 military action during your Action Phase. The card goes to your play area and is marked by your tactics standard. We call this an exclusive tactic. (*Play a Tactic* p 6.)

Making Tactics Available

Your tactic does not stay exclusive for long. At the beginning of your turn, before your Politics Phase, move any exclusive tactics card from your play area to the common tactics area in the center of the military board. For the rest of the game, any player will be able to copy it. (*Make Tactics Available* p 3.)

Copying Tactics

During your Action Phase, you may pay 2 military actions to copy any tactic in the common tactics area. Put your tactics standard on it to indicate it is now your current tactic. One card may have multiple standards. You may play or copy a tactic only once per turn. (*Copy a Tactic* p 6.)

Aggressions

No Sacrificing

Neither the attacker nor the defender is allowed to sacrifice units during an aggression. Instead, we have created a new way to defend that does not harm the defender's position so much.

Defending

The defender can play defense bonus cards, as before. In addition, the defender can discard any military card face down for a one-time +1 strength bonus. The total number of cards played or discarded in defense cannot exceed the defender's military action total. (*Play an Aggression* p 4.)

Wars

No Sacrificing

Neither side is allowed to sacrifice units in a war. In the original game, sacrificing often led to huge conflicts where both sides sacrificed their entire military might at the end of the game, leaving themselves vulnerable to random attacks from other players. (*Resolve a War* p 3.)

Variants

If the full game is too long or too aggressive for your group, you might try one of these variants. They are designed to ensure the game is still engaging. However, because the cards are balanced for the full game, certain cards or combinations may be weaker or stronger than normal.

Shorter Game

To enjoy the full experience in a shorter amount of time, try this variant. You play only two ages, but otherwise use the full rules, including aggressions, wars, and pacts.

Setup

Set up as for the full game. In addition:

- Take all events from the Age III military deck to make an end-of-game events deck. Shuffle the deck and deal two events to each player. Players keep them next to their player boards, face down. They cannot look at them until the end of Age I.
- Deal three more Age III events face up. Place them where everyone can read them.
- Take one *War over Culture* card from the Age III deck and put it face up on the table next to the three events.
- The remaining Age III military cards and the Age III civil cards are not used.

Wars

When you declare a war, you must play a war card from your hand, as usual, but you can decide whether you are declaring the war printed on your card or the war printed on the *War over Culture* card. If you declare the Age III war, you pay its military action cost instead. When the war is resolved, your card is discarded. The option to replace a war with the Age III war is always available, even when it is currently being used in a not-yet-resolved war.

End of Age I

At the end of Age I, all players look at their Age III event cards. Each player discards one face down and keeps the other. No one is allowed to look at cards that other players kept or discarded.

Final Scoring

At the end of the game:

- Each player scores 6 for each Age II wonder he or she completed.
- Score the three publicly revealed Age III events.
- Shuffle the Age III events chosen by the players and evaluate them one by one.

Peaceful Game

If you want to enjoy a game without wars and aggressions, try a peaceful variant.

To play a peaceful game, simply remove all aggressions, wars, and pacts from the military decks. (If you really like the pacts, you may keep those four which do not refer to attacks.)

The military part of the game is still relevant for colonization and strength-based events. If you want it to be more relevant, try the following:

Global Conflicts Variant

When Age I, Age II, or Age III ends, a global conflict occurs. Each civilization scores culture equal to the difference between its strength and the strength of the weakest civilization. Thus, the weakest civilization will score nothing.

More Variants

There were more variants in the rulebook of the original game, and others have been developed by players over the years. However, they were used only rarely. In developing this edition, we concentrated on balancing and playtesting the full game without modifications.

Of course, if there was a variant you liked, you can still use it with this version of the game.

The changes we made to this new version were based on what we and our testers liked most. But if you preferred some aspects of the old rules (for example, sacrificing in wars) you can include them in your house rules. Having fun playing the game is more important than a perfect balance.

You might also want to check ThroughTheAges.com. If a good variant emerges and becomes proven by the players, we may make it official and publish it there.

www.throughtheages.com