Carta Impera Victoria

The CIVilization Game in CIV Cards

Carta Impera Victoria *is a game of CIVilization and diplomacy in which you develop your own nation. Be the first to reach hegemony in one domain to make history, but keep an eye on your opponents. Forming a temporary alliance might be the best way to prevent a player to triumph... and remember that offense is sometimes the best defense!*

Components

4 Reference Boards

1 Culture Coin

104 Cards, spread across 3 Ages and 6 Domains:

	Age I	Age II	Age III	
Military	8	8	4	20
Religion	8	8	0	16
Economy	4	4	8	16
Science	4	8	8	20
Culture	4	4	8	16
Utopia	0	0	16	16
	28	32	44	104

Goal of the Game

If you have **7 cards in a single Domain** at the end of your turn (or **8 cards** in a 2-player game), you immediately win the game.

If the deck runs out of cards before a player can win that way, the player who has the majority in the most Domains wins.

Setup

Sort the cards by Age (three different backs).

In a 2- or 3-player game, return 3 cards from each Age to the box, without looking at them. Those cards are not used for the rest of the game.

Place the three decks on top of each other—with "Age III" at the bottom and "Age I" on top—to create the Age deck.



Randomly determine the First Player and place the Culture coin near the deck.



Give a Reference board to each player. The different Reference board is used to show the First Player.



Choose one of the two card distribution variants: Basic **or** Draft.

Basic Variant

Each player draws **3 cards** from the top of the Age deck and adds them to their hand.

Draft Variant

Each player draws 4 cards, chooses 1 that they place facedown in front of them, and passes the other 3 cards to the player on their left.

Then, each player chooses 1 of the 3 cards they received, places it facedown in front of them, and passes the rest to the player on their left.

Finally, each player chooses 1 of the 2 cards they received and places the other one faceup in the center of the table.

Starting with the player on the First Player's right and going counter-clockwise, each player chooses 1 of the faceup cards in the center of the table and places it in front of them in their play area.

At the end of the Draft, each player has 3 cards in hand and 1 card in their play area.

Playing the Game

Starting with the First Player, players take turns in clockwise order.

On your turn, proceed as follows:

1. Play a Card (Mandatory)

Choose a card from your hand and place it in your play area. For ease of reference, place the cards of the same Domain in a single column or in a 3x3 grid.



Note: *It is possible yet unlikely for you to have only cards that you cannot play. In this case—and only then—must you skip this step.*

2. Apply Effects (Optional)

Depending on the cards in your play area, you may apply any effects available **in the order of your choice**. Card effects often change the rules and always take precedence over the basic rules.

There are two types of effects:

1. Permanent Effects
2. Discard Effects

See pages 5–10 for more details about card effects.

Note: *The card illustrations of each Domain changes with each Age. However, this does not affect gameplay.*

3. Draw Cards (Mandatory)



Draw up to your hand size.

At the start of the game, each player has a default hand size of 3 cards. Over the course of the game, you can have more cards than your hand size. Card effects can also increase your hand size.

If you have cards in your hand equal to or greater than your hand size during this step, do not draw cards **and do not discard any cards.**

Card Effects

On your turn, you may apply **one** permanent effect and **one** discard effect **for each Domain.** You cannot apply another effect until the previous one is completely resolved.

1. Permanent Effects

Each turn, if you have **the required number of cards in a Domain** (see below), you may apply that Domain's level-1 or level-2 permanent effect.

Note: *Level-1 or level-2 permanent effects of the same Domain cannot be combined.*

	Required Number of Cards	
	Level 1	Level 2
2–3 Players	3 Cards	5 Cards
4 Players	2 Cards	4 Cards

You can apply a permanent effect at any time during step 2 of your turn, as long as you have the required number of cards **at that moment**—just before applying the effect.

You may apply a Domain's level-1 permanent effect even if you have enough cards to apply that Domain's level-2 permanent effect.

Culture's effect follows different rules.
See page 10 for more information.

2. Discard Effects

Each turn, you may discard 1 card from your play area—**up to once for each Domain (except for Culture)**—to apply that Domain's discard effect.

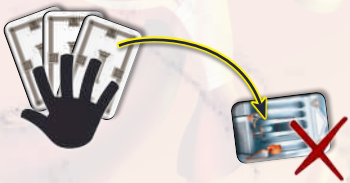


The discard pile is open information. You can look at the discarded cards at any time.

Military

Assassination

Discard 1 card from your hand.



Purge

Discard 2 cards from your hand.



Attack

Discard 1 Military card from your play area.

Choose a Domain. You must discard 1 card from that Domain from your play area to force each other player to discard a card of the same Domain from their play area, if able.



Religion

Holy Book

Increase your hand size by 2. You now have a hand size of 5 cards.



Divine Right

Increase your hand size by 4. You now have a hand size of 7 cards.

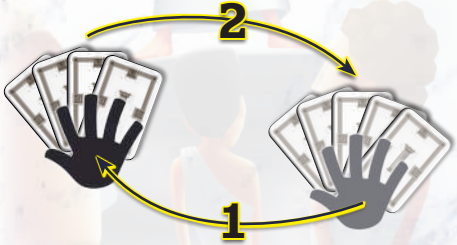




Inquisition

Discard 1 Religion card from your play area.

Choose a player. Take all cards from their hand into your hand. Choose the cards you want to keep and give them back the same number of cards you took from them.



Economy

Development

Discard 1 card from your play area. Then, immediately play 1 card from your hand.



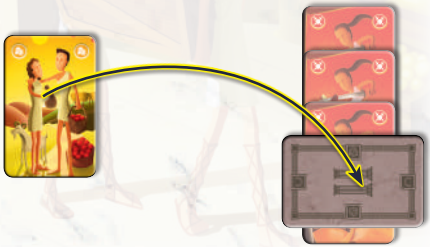
Monopoly

Discard any 2 cards from your play area. Then, immediately play 2 cards from your hand.

Embargo

Place 1 Economy card from your play area **facedown and sideways** on any card in any player's play area to act as a reminder.

That player cannot play a card in that Domain on their next turn. At the end of their next turn, discard the facedown Economy card from their play area.



Science

Experiment

Take 1 card from your play area into your hand. Then, immediately play 1 card from your hand.



Research

Take any 2 cards from your play area into your hand. Then, immediately play 2 cards from your hand.

Breakthrough

Discard 1 Science card from your play area.

Draw the top 5 cards of the Age deck and discard 5 cards from your hand. If you cannot draw 5 cards because the Age deck has 4 or less cards left, draw as many card as possible and discard an equal number of cards from your hand.



Utopia

Oligarchy

Take 1 card of your choice from the discard pile and add it to your hand.



Republic

Take 2 cards of your choice from the discard pile and add them to your hand.

Democracy

Place 1 Utopia card from your play area facedown in any player's Domain (provided there is at least 1 card in this Domain).

Your facedown Utopia card remains in the player's play area until the end of the game. For each facedown Utopia card in that Domain, the player needs **an additional card to win the game through Hegemony.** Multiple facedown Utopia card can be placed in the same Domain to increase the number of cards needed.



Culture

Inspiration

Copy a level-1 or level-2 permanent effect from any player's play area.

This effect works differently than other effects. You can apply this effect **only if you have more Culture cards in your play area than any other player.**

You cannot copy more than one effect each turn. You cannot copy more than one effect each turn. You cannot combine a copied effect with the same effect in your play area.



Unlike permanent effects, there is no minimum number of cards required to apply this effect. You simply must have the most Culture cards among all players.

When you apply this effect, take the Culture coin and place it in front of the Domain you want to copy. The coin remains in the player's play area until your next turn (during which you may move it to copy another effect) or until another player has as many or more Culture cards than you.





There is no discard effect for Culture.

End of Game

The game ends one of two ways:

A. Hegemony Victory

If a player has the required number of cards of a single Domain in their play area at the end of their turn, the game ends immediately. That player wins the game.

Hegemony Victory Condition	2 Players	8 Cards
	3-4 Players	7 Cards

Note: *The number of cards required to win this way increases by one for each Utopia card placed facedown in that Domain.*



B. Majority Victory

The game ends after a player draws the last card of the Age deck. Then, players complete the round by taking one last turn, without drawing cards, until all players have played the same number of turns. (Stop playing when the First Player would take a turn.)

If no player wins through Hegemony, each player counts the number of Domains in which they have more cards than any other player. Each player scores 1 point for each Domain in which they have the majority. If players are tied in a Domain, each tied player scores 1 point.

The player with the most points wins.

If players are tied, the tied player with the most Utopia cards in their play area wins.

If there is still a tie, compare each Domain in this order: Culture, Science, Economy, Religion and Military.



Team Game

It is possible for four players to play in teams of two. Teammates must sit across from each other at the table. If a player wins through Hegemony, their team wins. If the game ends after the Age deck runs out, each team counts the number of Domains in which at least **one of the teammates** has the majority. In case of a tie between teammates, the team scores only 1 point. The team with the most points wins.

Reference Boards

Meaning of the icons:

- Card from your hand
- Card from the top of the deck
- Card from your play area
- Card from the discard pile

Credits

Game Design: Rémi Amy
Development: Cédric Lefebvre
Art: Christopher Matt



A		✓	✓	✓		✓	4
B	✓			✓	✓		3

Team A wins the game.



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