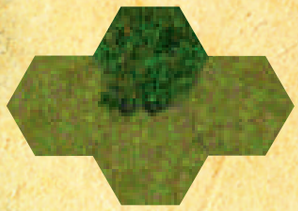


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Component Overview



Regions

4 Starting regions
16 Regular regions



8 Dice



Player Board

4 Player Boards



Player Aids

4 Player Aids



Turn Track



Turn Marker

Tokens

20 Resource Indicators



4 Food



4 Ore



4 Wood



40 Culture tokens



40 Mood tokens



4 Exhausted tokens



4 Ideas



4 Gold



4 Culture indicators



4 Happiness indicators



1 First Player token

City-Pieces



35 Settlements
(7 Red, 7 Green, 7 Blue, 7 Yellow, 7 Brown)



28 Temples
(7 Red, 7 Green, 7 Blue, 7 Yellow)



28 Fortresses
(7 Red, 7 Green, 7 Blue, 7 Yellow)



28 Academies
(7 Red, 7 Green, 7 Blue, 7 Yellow)



28 Ports
(7 Red, 7 Green, 7 Blue, 7 Yellow)

Wonders



7 different Wonder pieces

Units



80 Army units
(16 Red, 16 Green, 16 Blue, 16 Yellow, 16 Brown)



16 Settlers
(4 Red, 4 Yellow, 4 Green, 4 Blue)



16 Ships
(4 Red, 4 Yellow, 4 Green, 4 Blue)

Cards



38 Event cards



42 Action cards



32 Objective cards



7 Wonder cards

Component Limits:

All players are limited to the number of components in the game. This means that, for instance, one player cannot build more than 16 Army units or 7 cities.

Cubes

192 plastic cubes
(48 Red, 48 Green, 48 Blue, 48 Yellow)

Game Setup

1. Set up the game board in accordance to the setups shown below. All regions are randomly placed face-down except for each player's starting region which is placed face up (pay attention to which side the Mountain space is on). Regions placed face down are known as "unrevealed" regions.
2. In 4-player games: Determine randomly who sits where.
3. Players get a Player Board, a Player Aid, cubes, city-pieces and units in a matching color. Each player places the resource tokens, and the Happiness and Culture indicators, on "0" on The Scale (see page 5) of his Player Board — *except for the Food resource which starts on space "2".*
4. Each player places a cube on the "Farming"(Agriculture) advance and "Mining"(Construction) advance. Every player starts the game with these two advances.
5. Each player places a Settlement piece and a Settler on the Fertile space of their starting region (see illustration right).



6. Shuffle all card decks thoroughly and place them near the board. Each player receives 1 Action card and 1 Objective card (both hidden to other players).



7. Place the Turn token on the first space of the Turn Track.
8. Randomly determine a first player (for example, highest roll on a die) and give that player the First Player token.





2-Player Setup



3-Player Setup



4-Player Setup



Basic Game Concepts

Important Terms

AAA: "**A**s **A**n **A**ction." This abbreviation is used on cards and advances and means that you can perform some special action.

Army: Any single Army unit or group of Army units in the same space. This includes Barbarian units.

Battle: Whenever an Army enters a space with a foreign unit (including Settlers) or a city (including undefended cities). If there is any opposition, the battle is resolved through combat rounds.

Capture: A city is captured when an attacking player Army is alone in the same space as a foreign city. The city now belongs to the invading player.

City: Any settlement (consisting of at least a Settlement city-piece) belonging to a player or Barbarians.

Land Unit: Any unit (Army or Settler) that moves on Land spaces (all types of spaces excluding Sea spaces).

Region: The game board is made up of regions. Regions can be either revealed (showing terrain) or unrevealed meaning that it is unexplored and the players do not know what the region contains.

Spaces: Revealed regions are divided into four spaces. Each space has a terrain type which produces a resource. Sometimes you may be asked to count spaces between units or cities. When doing so you may count through enemy cities, armies, and Sea spaces, but you may not count across unrevealed regions.

Winning the Game

The game ends after 6 Rounds, or before that if one of the players has no cities left when entering the Status Phase. The winner is the player with the most Victory Points (VP).

Each player counts his VP (including half points):

- **1 VP** per city-piece of yours on the board
- **½ VP** for each Advance you have
- **5 VP** per Wonder
- **2 VP** per Objective
- Event cards (only a select few offer VP)

If players are tied for points, then whoever built the Great Pyramids Wonder wins. Otherwise, they go through the above list one by one starting from the top. The winner is the player with the most points from city-pieces, then if tied, you move on to most points from Advances and so on. If still tied, it is regarded as a joint victory.

Note: On page 23 is the Variable End Game variant where the game can end earlier or later than Round 6.

Resources

There are 5 types of resources in the game. **Food**, **Ore** and **Wood** are collected by working the land close to your cities while **Ideas** and **Gold** come through advances and buildings.

Natural Resources **Special Resources**



Food **Ore** **Wood** **Idea** **Gold**

The Idea resources can substitute Food when buying Advances and the Gold resource is a "joker" resource which can be used as any other resource.

Units

The game features three types of units.

- **Settlers:** Can found cities but cannot fight.
- **Army units:** Can fight and capture cities.
- **Ships:** Can transport Land units and fight other Ships.

Culture & Happiness Level

The Culture and Happiness indicators mark the maximum number of Culture and Mood tokens you can have.



Some advances have a blue (culture) or yellow (happiness) outline. Whenever you buy such an advance, you move the respective indicator up along The Scale on your Player Board. Once you reach 8 (the highest number on The Scale) the indicator simply remains there even when getting additional advances.

Culture & Mood Tokens

Additionally, whenever you buy such an advance (blue or yellow outline), you get a matching token (Culture token for advances with the blue outline, and Mood token for those with a yellow outline). If your Culture/Happiness Level is 8, you still get a token even if the indicator stays where it is (although you still cannot have more than 8 tokens of any one type).



The Mood tokens are used for the "Civic Improvement" action and Culture tokens are spent on the "Cultural Influence" action and when building Wonders. The back side of the Mood tokens are red and feature an angry face used to indicate "angry" cites.

Player Board & Player Aid





The Scale

Each player has a Player Board. The top part is called "The Scale" and consists of boxes with numbers ranging from 0-8. At the beginning of the game, you place your Culture and Happiness indicators on space "0" along with each Resource token (except for Food which starts on space "2"). When you get more resources, you move the tokens up The Scale, and you move them down The Scale when you spend your resources.

The Culture and Happiness indicators move up The Scale when you buy advances with either of their color corresponding colors (blue for Culture and yellow for Happiness).

Important: On box 2 (II), it says "Food limit until the "Storage" advance is acquired". This means that until you have the "Storage" advance you cannot have more than 2 Food. Boxes 3 (III), 5 (V) and 7 (VII) have the word "Event!". This means that you must draw an Event card whenever your Culture Level or Happiness Level reaches this number! (See Event Cards on page 13). Both indicators will activate an event, meaning that you can potentially draw as many as 6 Event cards during one game.

Resources and Culture/Happiness Level can never exceed 8 or go lower than 0.

Advances

The second part of the Player Board contains the Advances. There are 12 Advancement categories, each with 4 advances (pages 20-22 show more details on specific advances).

Some advances and cards use the abbreviation "AAA". This stands for "As An Action" and means that it costs an action to do what the text says.

Next to top advance in each of the "Maritime", "Education", "Warfare" and "Spirituality" categories is the name of a specific city-piece. This indicates that the advance is required to be able to build that piece.

The red text next to some advances are pre-requisites required in order to select those advances.

The three advance categories with the gray background are Government types.

All of this is explained in detail on page 7.

Player Aid

The Player Aid is used for storing Mood and Culture tokens and contains important reference information. Once you are familiar with the game, you can play without it and instead store your tokens on the last space of The Scale (VIII).

Regions

The board in Clash of Cultures is made out of several regions placed face-down. These are revealed throughout the game making a unique landscape with each play. The only regions revealed at the beginning are each player's starting region.

All regions are separated into four spaces — each with one terrain type providing a specific natural resource.

Fertile	Food
Mountain	Ore
Forest	Wood
Sea	Food (Requires "Fishing")
Barren	Food (Requires "Irrigation")



A Starting Region

Note: Starting regions are two sided. The difference between the two sides is the placement of the Mountain and the Forest space. Which side is used depends on the map setup.

Cities

Founding Cities

Settlers can found cities as an action. For details, see page 8.

City Size

Cities can be increased to size 5 (the basic Settlement piece plus one of each of the four types of city-pieces). The size of a city is equal to the number of city-pieces it has. For instance a city with a Settlement, a Temple, and a Fortress piece would be size 3.

The size of a city affects:

- How many resources the city can "Collect"
- How many units the city can "Build"
- How strong its "Cultural Influence" is (page 10)

Size Limit

To build large cities, you need a large civilization. *A city cannot **increase** to a size larger than the number of cities you have.* For instance, if you have three cities, none of your cities can grow to more than size three. However, once a city has become a certain size, it stays that size even if you lose a number of cities.

City-Pieces



Settlement
The Settlement piece is the foundation of all cities and marks who owns the city.

As one of your actions you can increase the size of a city. This growth is represented by one of four different city-pieces (see Activate City: Increase City Size page 8). Each has a unique benefit, but also requires you to have a certain advance before you can build it. **Fortresses and Ports only grant their advantages to the city where they are built**.



Fortress (requires the "Tactics" advance)
During the first combat roll of a battle:
· +1 die for combat (no army required)
· Cancel one "hit"



Academy (requires the "Writing" advance)
Generate 2 Idea resources when built.



Temple (requires the "Myths" advance)
Generate 1 Mood token or 1 Culture token when built.



Port* (requires the "Fishing" advance)
· City may "Build" Ships
· "Fishing" advance: City may "Collect" one Gold or one Mood token from a single adjacent Sea space instead of Food.

** Ports can only be built in cities adjacent to a Sea space. The Port city-piece must be placed so that it extends into a Sea space. This specific Sea space is the one where you place the Ships built by the city.*

City Moods

Cities can have three different mood states: "neutral" (which is how all cities start out), "angry" and "happy". A "happy" city is indicated by placing a Mood token with the yellow side up on the settlement piece while the red side is placed face up if the city is "angry". Cities without Mood tokens are "neutral".

- **"Happy" cities** count as being one size larger when "Collecting" resources and "Building" units. For instance, a "happy" size 2 city could, when activated, "Collect" 3 resources rather than just 2.
- **"Angry" cities** are regarded as size 1 for the above purposes ("Build" and "Collect"). Additionally, they cannot grow in size, and can only be activated once per turn.

The mood of a city is increased using the "Civic Improvement" action (see page 10).

A city's mood can decrease in the following ways:

- **Multiple Activations:** If you activate a city more than once per turn, the mood of the city is reduced by one step each time at the end of each additional activation. Thus, if you activate a "happy" city a second time it becomes "neutral". If you activate it a third time, it be comes "angry". A reduction in mood due to multiple activations takes place as the last thing during an activation.

Example: Phil has a "happy" size 3 city and he activates it to "Collect" resources. This allows him to collect 4 resources (3 for the size of the city, and 1 for being "happy"). He then activates it again and gets another 4 resources.

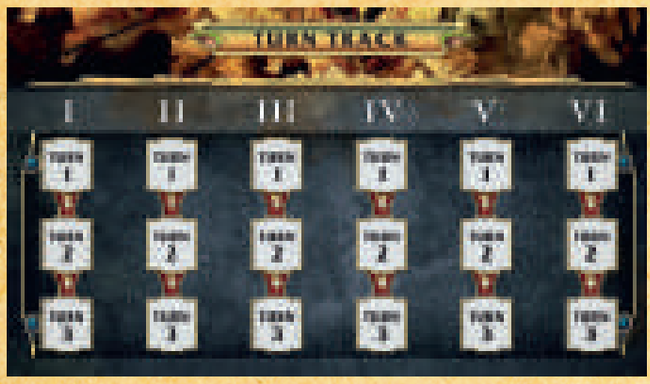
However, after getting his resources the mood of the city is now reduced to "neutral". Activating it a third time would give him 3 resources (3 based on the size of the city). The city would then become "angry". It would only provide 1 resource on further activations until its mood is improved.

- **Event cards:** Natural and cultural disasters such as earthquakes, famine and civil wars can reduce the mood of cities.
- **Being conquered:** If a city is captured by another player the city becomes "angry".
- **Barbarian attack:** If Barbarians manage to inflict one or more "hits" on a city, the city's mood is reduced (see Barbarians on page 13).

Playing the Game

A Game Round

The Game is divided into Rounds and Turns. Every *Round* players have three *Turns*.



During a turn, a player may perform three actions, after which the player to his left gets to perform his actions. When each player has had three turns, each with three actions, the round ends with a Status Phase. After the Status Phase, the next round begins. The Turn marker is used to keep track of rounds and turns.

A 3 player game with Adele, Bill and Chris would go like this:

Round 1

Adele's 1st turn: 3 actions
Bill's 1st turn: 3 actions
Chris' 1st turn: 3 actions
Adele's 2nd turn: 3 actions
...
Bill's 3rd turn: 3 actions
Chris' 3rd turn: 3 actions

Status Phase — then on to Round 2

Actions

Each turn a player can perform 3 actions. Actions can be performed in any order the player wishes and multiple times (although "Cultural Influence" may only succeed once per turn). The six possible actions are:

1 - Advance
2 - Found City
3 - Activate City (select one)
- "Build" units
- "Collect" resources
- "Increase City Size"

4 - Move Units (max. 3 units/groups)
5 - Civic Improvement
6 - Cultural Influence

1 - Advance

Select the Advance action to buy an advance. The standard cost for buying an advance is **2 Food (or Ideas which can substitute Food 1:1 when buying an advance)**. Place a cube on the Player Board next to any advance you buy. If it has either a blue border (culture) or yellow border (happiness), you move the corresponding indicator up one step on *The Scale* and get 1 matching token.

Whenever you get an advance in a new category, you *must pick the top advance of the category — there are no exceptions.* Once you have the top advance you can freely buy any one of the remaining advances in the category except for advances with a pre-requisite.

Why Food?

All advances cost 2 Food. This is because, historically, a surplus of food was essential to technological and cultural development. It meant that fewer people had to devote all their time to produce the food needed to survive, and could instead pursue other ways of life such as being craftsmen, clergymen, teachers, artists, thinkers or soldiers.

Pre-requisites

Five of the advances have red text next to them, listing a pre-requisite advance within the same category. An example is "Roads" which requires you to have "Engineering" first.

Government Types

The three categories with a gray background are Government categories.



Specific advances are required to access and buy the top advance in a Government category. An example is "Draft" which can lead to "Nationalism" (indicated by the arrow leading there). Once you have bought the top advance of a Government category, you can freely buy new advances within the same category, just like regular advances.

Note: You can only have advances from one Government type. If you buy an advance in a second Government category, transfer the cubes from the old category to advances of your choice in the new category.

Any advances that grant abilities or effects lasting the whole turn cease to have effect when removed.

Example: Adele has three "Autocracy" advances. Later in the game, she buys the "Voting" advance ("Democracy" category). Rather than placing a new cube there, she simply moves her three "Autocracy" advances and places them within the "Democracy" category (one of them obviously placed on "Voting").

Access to City-Pieces

Note how the "Fishing", "Writing", "Tactics" and "Myths" advances each have the name of one of the city-pieces next to them. This means that the advance is required in order to increase the size of a city using that city-piece. (See Activate City: Increase City Size, page 8).

2 - Found City

When you have a Settler on a space where you want a city, you can spend an action to found one. Replace the Settler with a Settlement piece. Founding multiple cities must be done through multiple actions (and multiple Settlers).

Settlers can found cities on non-Barren Land spaces with:

- No cities
- No foreign units

3 - Activate City

You can use an action to activate a city and do one of the following in that city: "Collect" resources, "Build" units, or "Increase City Size".

If you activate the same city a second or third time during the same turn, your citizens react negatively and you must reduce the city's mood by 1 step each time (see City Moods page 6).

Build Units

You can "Build" a number of units equal to the size of the city *(+1 if "happy" and only 1 if "angry")*. You can "Build" any combination of units, though Ships can only be built in a city that has a Port. Below are resources cost for each unit.



Settler



2 Food



Army



1 Food, 1 Ore



Ship



2 Wood

New Land units are placed in the city while Ships are placed in the Sea space of the Port. If there is an enemy Ship there, a Naval battle occurs immediately.

Army Stacking Limit

You may never have more than 4 Army units in the same space (Army units on Ships don't count). Ships and Settlers have no stacking limits.

Increase City Size

To increase the size of a city, you must pay 1 Food, 1 Ore and 1 Wood. Select the city-piece you wish to represent the city's growth and add it to the city. Each city-piece has a special ability, and requires a specific advance in order to add it to your city (see Cities page 6)

Relevant Advances

Sanitation (Construction)

- When "Increasing City Size" pay 1 Food to get a Settler
- Ignore the "Plague" and "Epidemic" events

Collect Resources

You can "Collect" a number of resources equal to the size of the city *(+1 if "happy" and only 1 if "angry")*.

You can "Collect" from the space that the city is located on and spaces adjacent to that. You can only "Collect" resources from a given space once per activation. Thus, a size 4 city can "Collect" 4 resources, but only 1 Ore if it only has access to one Mountain space. The type of resource you can collect from a space depends on the terrain type:



Food



Ore



Wood



Food (Requires "Fishing")



Food (Requires "Irrigation")

You can never "Collect" resources from spaces:

- With another city, regardless of the owner
- With foreign units

Relevant Advances

Storage (Agriculture): You are no longer limited to two Food.

Irrigation (Agriculture): • Your cities may "Collect" Food from Barren spaces • Ignore "Famine" Events

Husbandry (Agriculture): Pay 1 Food (0 if "Roads") to "Collect" from Land spaces up to 2 spaces away (once per turn).

*Fishing (Maritime): Your cities may "Collect" Food from **one** adjacent Sea space.*

Economic Liberty (Democracy):

- *Your first "Collect" action each turn has no action cost*
- *Further "Collect" actions cost 2 Mood tokens*

Limits

There are limitations to which cities can grow in size:

- "Angry" cities cannot increase in size.
- A city can't grow to a size larger than the total number of cities you have.
- Cities can only have one of each type of city-piece.

State Religion (Spirituality)

"Increase City Size" with a Temple without paying any Food (once per turn).

4 - Move Units

The "Move" action allows you to move up to **three** units or groups of units. A group is defined as a number of units moving from the same space to the same space (at the same time). You move units/groups in any order you wish. Units in the same space do not have to move to the same destination (or at the same time), but are regarded as two (or more) different groups if they don't. A battle occurs if your units move into a space with enemy units or cities. Battles are resolved as they occur and must be completed before moving further units/groups (see Combat page 12).

Land units are moved one Land space per "Move" action, while Ships can move between any connected Sea spaces (see Ship Movement below).

Important: You may not move your Army units until you have the "Tactics" advance (but you can still "Build" Armies and fight if attacked).

Army Stacking Limit

You may never have more than 4 Army units in the same Land space (Army units on Ships do not have a stacking limit but are limited to two per Ship).

Land Movement

Each unit or group may be moved one space per "Move" action. However, you can move many spaces during a turn by selecting the "Move" action several times, although there are a few limits:

- **Battles:** Units that have participated in a battle (including capturing a city) cannot be moved again the same turn.
- **Mountains:** Units that move into a Mountain space cannot be moved again the same turn.
- **Forests:** Units that move into a Forest space can be moved again. **However,** they cannot be moved into a battle for the remainder of the turn.

Settlers

Settlers cannot move into the same space as foreign units or cities unless they are part of an Army.

Relevant Advances

Tactics (Warfare):
- *You may "Move" Armies*
- *You may use combat effects on Action cards*

Roads (Engineering):
When you "Move" a unit/group to/from your city
- *Move 2 spaces (pay 1 Food)*
- *Ignore terrain (pay 1 Ore)*

Ship Movement

Rather than moving one space at a time, Ships can move between any connected Sea spaces. For instance, if the Ship is on one of 6 connected Sea spaces, it can move to any of the other connected spaces with a single "Move" action. You must still trace the route you are sailing as you are forced to stop and battle if you move into a Sea space with a foreign Ship. Ships that battle other Ships cannot be moved again during the same turn.

The "Navigation" Advance

Once you have the "Navigation" advance, your Ships can move around the board from one group of Sea spaces to the first available Sea space or group of Sea spaces in the sailed direction.

Note that you cannot move past unrevealed regions, but you can move into them as a method of exploring. See Exploring with Ships on page 19.

Example: The player with the red Ship has the "Navigation" advance. He can move counter clockwise to any of the Sea spaces to the north or move clockwise into the unexplored region (but not past it).



Cannot use "Navigation" to move past unexplored regions

Transporting Units

Every Ship may transport two Land units. Instead of moving on Land, you may move Land units onto a Ship in an adjacent Sea space, or, if they are already on a Ship, have them disembark to an adjacent Land space. You may also during the same "Move" action move both Land units and Ships, as long as you move no more than three units/groups, and that each unit/group only moves once per action.

Example: Bill wants to move an Army onto a Ship, move the Ship, and then have the Army disembark.

1st "Move" action: He moves the Army onto the Ship in an adjacent Sea space. Then he moves the Ship (with the Army) to its destination. Having only moved two units/groups (the Army and the Ship), he could still move a third unit/group somewhere else on the board.

2nd "Move" action: Since the Army has already moved once to enter the Ship, a second "Move" action is required to have the Army leave the Ship. After the Army disembarks, Bill could still move two more units/groups (including the Ship which he could send back to pick up more men).

Land units may still leave or enter Ships that have participated in a battle. Of course, Land units that have participated in a battle may not move onto Ships.

Rule Explanation Tip: *Consider holding back the details of Ship movement until parts of the board with Sea spaces are revealed. Simply state that Ships are part of the game and that they can transport two Land units. Mention that they can move along any connected Sea spaces and with "Navigation" they can move around the board. Then, when enough of the board has been revealed, you can show in more detail how Ships move.*

5 - Civic Improvement

RULE SUMMARY

- Increase the mood of a city one step by paying a number of Mood tokens equal to the city's size.
- As long as you have enough Mood tokens you may, during one action, increase the mood of as many cities as you want, by as many steps as you want.

The "Civic Improvement" action allows you to increase the mood of cities. When you select this action you can increase the mood of one or more cities, by as many steps you want, as long as you have enough Mood tokens.

To increase the mood of a city by one step you must pay a number of Mood tokens equal to the size of the city. If you pay enough Mood tokens, you can increase the mood of the city by two steps (i.e. from "angry" to "happy").

Example: A size 2 city is "angry". To increase its mood to "neutral" would require 2 Mood tokens. To make it "happy" directly from an "angry" state would cost a total of 4 Mood tokens (2 to make it "neutral" and 2 more to make it "happy"). This could be done in one action.

Relevant Advances

Voting (Democracy): *Pay 1 Mood token to take a "Civic Improvement" action at no action cost.*

Rituals (Spirituality): *Resources (excluding Ideas) can be used as Mood tokens for "Civic Improvement" at a 1:1 rate.*

Circus & Sports (Culture): *"Civic Improvement": Your cities are considered one size smaller than than they are (minimum size 1).*

6 - Cultural Influence

RULE SUMMARY

1. Target a city (at least size 2) within range of one of your cities (range = your city's size).
2. Roll a die — success on a 5 or 6
3. If successful: Exchange a city-piece in the target city with a matching city-piece in your color

Boosting your Cultural Influence:

- Add +1 range for every Culture token you spend.
- Add +1 to the result you rolled for each Culture token you spend after rolling.

Use one of your cities to exert "Cultural Influence" over another city. The target city must be at least size 2 and within range of your city. A city's Cultural Influence range is equal to its size (actual size — not modified by mood). For instance, a size 4 city can influence cities up to 4 spaces away.

Declare a target city and roll a die. A roll of 5 or 6 is a success:

- **Success:** Exchange one of the city's non-Settlement city-pieces into your color — effectively gaining a VP at the expense of the city's owner (or another player who had the piece under his influence).

It does not matter which city-piece you exchange, as it only affects scoring. To the owner of the city, the piece itself still functions as normal in all respects, unless specifically stated otherwise (e.g. on an Objective card).

Boosting your Cultural Influence

Your Cultural Influence attempts can be boosted by spending Culture tokens.

- Increase range: +1 space per Culture token spent.
- Add to die result: +1 per Culture token spent (may be spent after rolling).

Example: You have a size 3 city within 4 spaces of a foreign city. The target city is a size 2 city, and may therefore be targeted. However, to be able to "reach" the city with "Cultural Influence" you must pay 1 Culture token to extend your city's "Cultural Influence" range by 1 (since your city is size 3). You then roll a die and roll a 3 (5 or 6 needed). By spending 2 additional Culture tokens, you add +2 to your result, giving you a total of 5— a success! You now exchange one of the city-pieces in the target city into a matching city-piece of your color.

What is Cultural Influence?

Cultural Influence is a representation of how a culture's customs, language, philosophy, religion, clothing, and architectural styles can spread to neighboring cultures, and be detected only centuries later.



Note:

- **Only one success:** You can only make one successful "Cultural Influence" action per turn (but if you wish, you may use several actions to get that one success).
- A city under "Cultural Influence" (meaning a city with a foreign piece) may not be used to make a "Cultural Influence" attempt.
- You may target your own cities to remove foreign "Cultural Influence".
- "Cultural Influence" may cross Sea spaces, but not unrevealed regions.

Relevant Advances

Art & Sculptures (Culture): *Pay 1 Culture token to take a "Cultural Influence" action at no action cost (once per turn)*

Separation of Power (Democracy): *Opponents cannot boost "Cultural Influence" range/rolls vs. your "happy" cities*

Totalitarianism (Autocracy): *Opponents cannot boost "Cultural Influence" range/rolls vs. your cities with Armies*

Devotion (Theocracy): *Opponents cannot boost "Cultural Influence" range/rolls vs. your cities with Temples*

Conversion (Theocracy): *"Cultural Influence":*
- *Success on a roll of 4+*
- *Success = Get 1 Culture token*

Status Phase

After three Turns, the Round ends with a Status Phase. There are 5 stages in the Status Phase. All players (in turn order, beginning with the current starting player) complete the first stage (Completed Objectives?), before moving on to the second stage, and so on.

1. Completed Objectives?
   Game ends here after 6th Round or if one player has no cities.
2. Receive a Free Advance
3. Draw cards *(1 Action card + 1 Objective card)*
4. Raze size 1 city?
5. Determine First Player

Completed Objectives?

Players declare if they have completed any objectives. Completed objectives are placed in front of the player. While there is no limit to how many Objective cards can be fulfilled, only one of a card's two objectives can be completed. *After the 6th Round or if a player has no cities, the game ends after this step of the Status Phase.*

Receive a Free Advance

Each player receives one free advance. As always, if the new advance results in an Event, then resolve it immediately. Note that Action cards meant to be played upon getting an advance may also be used at this point (but after an Event, if any).

Draw cards

All players draw one Action card and one Objective card. There is no hand size limit to how many cards you may have.

Raze Size 1 City

Players may raze one of their size 1 cities. This means removing it from the board, and getting a 1 Gold compensation.

This can make sense if a city is blocking a larger city's access to resources or if the player does not expect to be able to defend it militarily or has no desire to do so.

Determine First Player

Every player adds his Culture Level to his Happiness Level. The player with the highest combined Culture and Happiness Levels decides who will be the starting player in the following round.

In case of a tie: If the first player is among the tied players, the order stays the same. Otherwise, the first tied player to the left of the current first player gets to decide.

Status Phase Tip: *Try keep the pace and be systematic about getting through the Status Phase. Remind players to consider which Objective cards they have completed and how, what free advance to get prior to their turn, etc.*

Combat

Land Combat

Battles typically occur during a "Move" action when an Army moves into a space with one or more foreign units or a foreign city *(an Army is any number of Army units in the same space)*. Battles are resolved as they occur during movement.

Combat Roll and Combat Value

Battles are resolved through combat rounds. Each round, players make a **combat roll** by rolling an amount of dice equal to the number of Army units they have in the battle. The sum of that roll is called the **Combat Value (CV)**. Divide the CV by 5 to get the number of *"hits"* inflicted (rounded down). For instance, rolling 19 would cause 3 hits. Both players remove one Army unit per "hit" they receive. If one side loses all his units, he has lost the battle. If both sides lose all their units, combat ends with no winner or loser. If both sides still have units, a new combat round takes place unless the attacker chooses to cease the attack.

Ceasing to Attack

The attacker may cease the attack after each combat round. If the attacker chooses to do so, combat ends (with no winner or loser) and the attacking units return to where they came from. All units in the battle must retreat from the battle together.

Action cards - Combat effects

Players with the "Tactics" (Warfare) advance may play **one** Action card each round for its combat effect. The attacker **declares** first if he wishes to play a card, after which the defender does the same. **A Combat card only affects the combat round it is played in.**

Each combat effect has a title and one or more of the following: Army, Fortress or Ship. This indicates which type of unit (or Fortress) that can benefit from the card.

For instance, if it says (Army/Fortress), it means you must have either an Army and/or a Fortress to use the card.

Capturing Cities

A city is captured if your Army units are alone in a foreign city:

1. Exchange the owner's city-pieces with matching pieces in your color. *City-pieces under "Cultural Influence" by other players are not replaced!*
2. *If the city was "happy" or "neutral" when attacked:*
   - **Spoils of War:** You receive X Gold where X is equal to the size of the city.
   - **Refugees:** Previous owner gets a Settler in a city of his choice. (If he has no cities left, he gets no Settler.)
3. *The city becomes "angry".*

Rare circumstantial rules when capturing cities

- If you do not have the pre-requisite advance for a city-piece in a captured city, then you cannot use that city-piece's special power, nor does it count toward the completion of objectives that require these city-pieces. They do, however, still count toward city-size and VP at the end of the game.
- If you capture a city containing city-pieces that you have run out of (i.e. have all 7 on the board) then these are removed from the captured city. If it is the Settlement city-piece you are missing, then the entire city is removed. Every city-piece removed in this manner gives you a 1 Gold compensation.

Combat Sequence

1. Play Action card? Attacker decides first, then defender.
2. Action card effects? Carry out the effects of Action cards if they take place prior to the combat roll.
3. Combat Roll: Both players roll a number of dice equal to the number of units they have. Each player adds up his dice to find his CV (Combat Value). Divide this total by 5 to find the number of "hits" inflicted.
4. Remove Casualties
5. End of Battle? If both players have units left, the attacker decides if he wishes to continue attacking. If he does, then repeat this sequence.

Settlers in Combat

Settlers cannot fight. If Settlers end up in a space alone with a foreign Army unit, a battle occurs in which any Settlers are defeated automatically (no cards are played or dice rolled). Settlers together with friendly Armies are eliminated if the Army is eliminated. Likewise a Settler moving with an Army also moves back to where it came from if the Army ceases to attack.

Relevant Advances

Tactics (Warfare):
- *You may "Move" Armies*
- *You may use the combat effects on Action cards*

Siegecraft (Warfare): Cancel a Fortress' ability:
- *to attack (pay 2 Wood)*
- *to cancel a "hit" (pay 2 Ore)*

Steel Weapons (Warfare): [Pay +2 Ore to acquire] Your Armies do +1 "hit" the first combat roll vs. Armies without "Steel Weapons".

Fanaticism (Theocracy): Battles in cities with Temples=
- *+2 CV on the first combat roll*
- *Lost battle= Get a free Army unit in one of your cities*

Naval Combat

A Naval battle occurs if you "Move" or "Build" Ships into a Sea space with an enemy Ship. Combat is handled as above and Ships may also cease to attack and move back to the space from which they started their movement.

Land units transported by Ships play no role during Naval combat. However, when a Ship takes a hit and is eliminated, any Land units on the Ship are also eliminated.

While a Ship cannot be moved again after it has been in a battle, units on board may still enter or leave the Ships during a "Move" action. If the units disembark onto a space containing enemy units, a Land battle occurs (as per normal rules).

Advances relevant to Naval Combat

Warships (Maritime): Naval battles + Land battles where your Armies leave Ships: Cancel 1 "hit" in first round

Further Game Concepts

Event Cards

Event cards present events that can affect a civilization and captivate historians and storytellers alike. When your *Culture Level or Happiness Level* reaches 3, 5 or 7, you draw an Event card and *resolve it immediately*. Most Event cards only affect the player who draws it, but some also affect other players. If an Event card forces all players to do something, then this is done in Turn Order, starting with the first player.

Event Icons

Some Event cards feature a little icon in the top right corner. These are special effects which are resolved just after drawing the card. Note that Event card icons are always and only resolved when the card is drawn, even if the main effect of the card does not occur until later in the game (such as the "Great Scientist" Event card). Event icons only affect the player who drew the card.

Gold Mine!



Receive **2 Gold** immediately.

Exhausted!



Place an Exhausted Resource token on an empty (no units/cities), non-Barren Land space adjacent to one of your cities.

No resources may be "Collected" from that space, and no cities may be founded there (including Barbarians).

The "Irrigation" advance has no effect on a space with this token.

Barbarians Spawn



Do the following in this order:

1. If possible, place a Barbarian settlement and a Barbarian together on an empty (no units/cities), non-Barren Land space within 2 spaces of one of your cities.
2. Place a Barbarian unit in a Barbarian settlement of your choice (including the new settlement).

Barbarian Attack



1. Find the Barbarian settlements within 2 spaces of your cities, even across Sea spaces (no crossing unrevealed regions).
2. Of these, the settlement with the most Barbarians attacks the closest of your cities.

If tied for size or range, then you decide which of the tied settlements attacks which of your tied cities.

Note: Barbarians are also subject to the army stacking limit of 4 units.

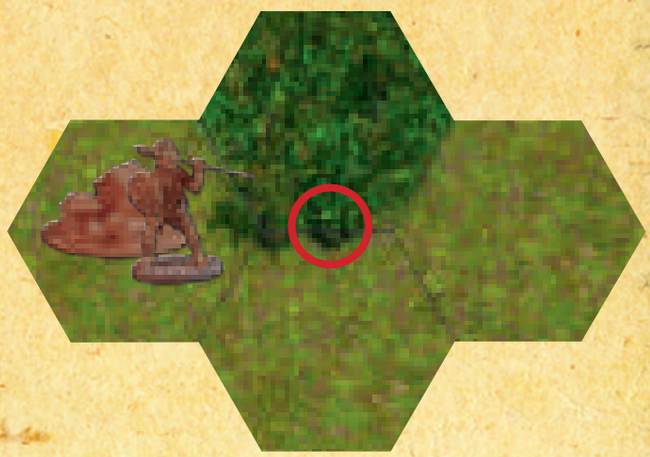
Victory Points for a Destroyed City?

Some Event cards such as "Earthquake" and "Volcano" can destroy cities. Players get VP when this occurs. While this may seem strange at first, it serves both a balancing and thematic purpose. Imagine how such a cataclysmic event will be discussed by historians, researched by archeologists and continually capture the imagination of countless generations.

Barbarians

Barbarians are small independent cities that limit your movement, your access to resources, and can potentially attack you. Barbarians can enter the game in two ways.

- Event cards: As explained to the left and,
- Exploration: When exploring (see page 16), if you reveal a region with a Barbarian icon in the middle **(all regions with two or more Fertile spaces have this icon, circled in red below)**, place a Barbarian settlement and a Barbarian unit on one of the Fertile spaces of that region — exploring player's choice (although never the space that the Settler entered).



Barbarians Attack!

Barbarians mostly attack due to Event cards, but can also attack through the "Mercenaries" Action card. A barbarian attack follows normal combat rules except:

- The battle lasts only 1 combat round.
- "Hits" are applied to units in the city if any (Settlers or Armies—target's choice). Once there are no more units to absorb hits, each hit reduces the size of the city by one step (by removing a city-piece). If reduced below size 1, the city is destroyed. (A Fortress still cancels a hit/attacks the first round.)
- If the city is reduced by one or more sizes, it becomes "angry".
- Any surviving Barbarians end up in their settlement after the first round of combat.

Attacking a Barbarian Settlement

If you move your units into a Barbarian settlement, combat begins. Combat against Barbarians is resolved like regular combat. One of the other players rolls the dice for the Barbarians, but cannot play Action cards for them.

If you move Army units into an undefended Barbarian settlement or defeat all the opposition, you capture that settlement.

Capturing a Barbarian Settlement

If you capture a Barbarian settlement, you earn 1 Gold for every Barbarian defeated in the battle. Then either:

1. Keep the city (change it into your color) and make it "angry", or
2. Raze the city (remove it from the board) and earn an additional 1 Gold.

Objective Cards



Each player starts the game with one Objective card and receives further objectives during the Status Phase. Objective cards are kept hidden from the other players.

All Objective cards have two objectives on them. The top one is often concerned with development, while the bottom objective is more oriented towards military goals. Only one of the two objectives on a single card can be completed.

Some objectives are completed during the first step of the Status Phase, while others are completed immediately after some specific criteria are fulfilled. Multiples of the same objective (objectives with the same name) can never be completed at the same time with the same trigger. So capturing one city would not allow you to complete two "Conqueror" objectives, but capturing two different cities would. You may, however, still complete two differently named objectives by capturing a single city, provided you fulfill the criteria on both.

When you complete an objective, you place it in front of you.

Action Cards



Action cards give you extra options or actions to perform and are hidden from the other players. You start the game with one Action card and get new ones mainly during the Status Phase.

On the Action card itself is listed the effect and when you can play it. After playing an Action card you discard it.

There is no limit to how many Action cards you can play for their non-combat effect (aside from the limits presented on the cards). However, you may not play two of the same cards during the same trigger (such as two "Inspiration" cards after capturing one city).

If you have the "Tactics" (Warfare) advance, you may play Action cards for their combat effect. Combat effect can be found on the lower half of the Action cards. See Combat on page 12.

Player Trades

Before or after an action during your turn, you may trade with other players. You may also trade with a player during that player's turn. You may trade (at whatever cost you can agree on):

- Resources
- Action cards
- Objective cards
- Mood tokens
- Culture tokens

Trade deals with an immediate transaction of the above items must be fulfilled. Verbal agreements of a diplomatic/political kind, as well as loans and transactions to happen at a later time, are not enforced by the game. Only the players' conscience and goals determine the validity of such agreements.

Wonders

There are 7 Wonders in the game, each represented by a card and a vertical token.



Wonders are revealed by the "Engineering" and "Monuments" advances. Revealing a Wonder means taking the top Wonder card and placing it face up on the table for all to see. Any player may build a revealed Wonder on their turn by fulfilling the requirements and paying the cost (which includes both resources and Culture tokens.) Any specific Wonder can only be built by one player. Once built, the respective Wonder card is placed next to their Player Board, and the corresponding vertical token is placed in one of their cities.

The Wonder itself does not add to the size of the city, or affect it in any way unless stated on the specific Wonder card. A city can only have one Wonder.

If the city is destroyed, you lose the Wonder (and its VP) and the Wonder card is removed from the game.

If you lose the city to another player, the conqueror gets the Wonder and its points.



Great Gardens - 5VP

Requirements:

• Engineering • Irrigation

Power:

• After using the city with this Wonder to "Collect", get 1 Food.

• **AAA:** Pay 1 Mood token to increase the mood of one of your cities by one step.



Great Library - 5VP

Requirements:

• Engineering • Philosophy

Power:

• Get 2 Idea resources when building this Wonder.

• Get 1 Idea resource when the player to your left, on his turn, gets at least one advance that you do not have.



Great Lighthouse - 5VP

Requirements:

• Must be built in a city with a Port

• Engineering • Cartography

Power:

• Get a free Ship after building this Wonder (in the city where it is built).

• You may "Move" a Ship after activating the city with this Wonder.



Great Mausoleum - 5VP

Requirements:

• Engineering • Priesthood

Power:

• Attacking players must pay 1 Mood or Culture token for each of their Army units that attacks the city with this Wonder.

• When you "Increase City Size" with Temples, your cities do not activate.



Great Pyramids - 5VP

Requirements:

• Engineering • Rituals

Power:

• By owning this Wonder, you win any ties for VP at the end of the game.

• When this Wonder is built, its city may make two "Cultural Influence" attempts at no further action cost.



Great Statue - 5VP

Requirements:

• Engineering • Monuments

Power:

• This Wonder adds +1 to the city's "Cultural Influence" range.

• The city with this Wonder, along with all of your cities within 2 spaces of it, cannot be the target of foreign "Cultural Influence".



Great Wall - 5VP

Requirements:

• Engineering • Siegecraft

Power:

• Barbarians cannot attack any of your cities.

• Players cannot attack your cities with Fortresses unless they have "Siegecraft" (but they do not have to pay to use its power).

Exploration

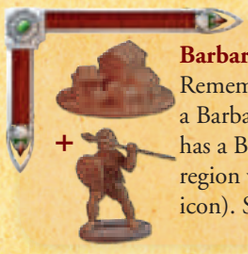
At the start of the game, only the starting tiles are revealed. You reveal the other regions by moving units into them. While both Armies and Settlers can be used to explore a region, only a Settler can "Found" a city. Ships too can explore unrevealed regions, but with slightly different rules. See page 19.

Exploring with Land units

Regions are revealed as you move your units into them. It does not matter how you flip over a region once you explore it, as it is placed in accordance with three rules. The only important thing is which space the unit moved into. This is important because the region must be rotated so that the space which the unit was moved into is not a Sea space. Place the region in accordance to the following rules:

1. The space which was moved into may not be a Sea space.
2. The region must be placed so that a Sea space is placed adjacent to another Sea space (unless this conflicts with rule 1).
3. If Sea spaces cannot be placed adjacent to other Sea spaces, and the region is on the edge of the board, place the region so that a Sea space, if any, touches the edge of the board.

If after following these rules there remains two ways to rotate the region, you may rotate it as you see fit, as long as you maintain the general outline of the map (as dictated by the board setup found on page 3).



Barbarians!
Remember to add a Barbarian settlement and a Barbarian unit whenever a revealed region has a Barbarian icon in the middle (every region with two or more Fertile spaces has this icon). See Barbarians on page 13.

1 This is what your immediate surrounding could look like at the start of a game. On the next few pages regions will be revealed and it will be explained how the revealed region should be placed. The cloudy regions are unexplored. The tile that is relevant to the example is the one with the red border.

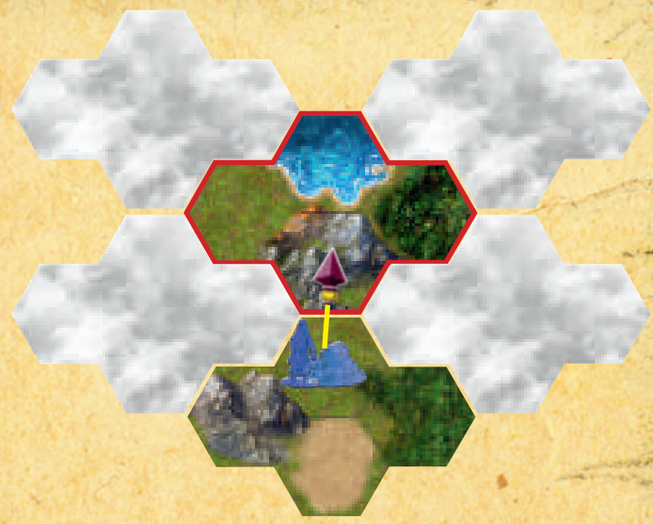


2

Moving from the starting region we reveal the first region. The only possible way to place this region would be as shown to the right, since rotating it differently would leave the Sea space at the bottom where the unit just entered. This is in violation of the first rule. The Land unit may not move into a Sea space.

In this case, the Settler could not be moved again this turn since it has moved onto a Mountain space. The Settler could however found a city if the player desired.

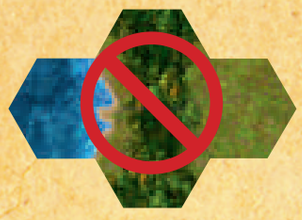




3

A few turns later, the Settler is now on the Fertile space of the previously revealed region, and is moved into a new region.

This region must be placed as shown to the right, since as long as it does not violate the first rule, **a region with a Sea space must be placed so the Sea space connects with adjacent Sea spaces if possible.**

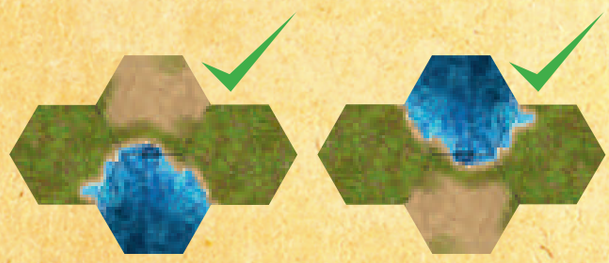




4

Later, a new Settler moves from the original Settlement towards the region to the left. This region could be turned either way. No matter how it is placed, the Settler does not walk into a Sea space.

As there are no Sea spaces to connect to, the only rule left is that the Sea space must then touch the edge of the map, which it will regardless of how it is rotated. In this case, the player may decide how to rotate the region.



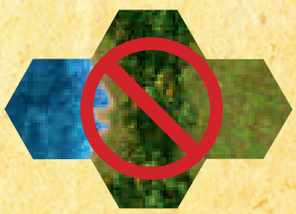


5 Here, only one option is available. If the region was rotated like below, the unit would have walked into a Sea space.





6 Here, the only rule that applies is that the Sea space must touch the edge of the map. So the only option is to place it as shown to the right.





7 Here is what this small map would look like.

If the Settlers had entered from other regions, or into other spaces, the map could have been very different, even with the exact same initial placement of these regions.

In summary, it is important to note which space a unit moves into. Then, simply reveal the region and apply the three rules.

1. A Land unit may not move into a Sea space.
2. Connect Sea spaces if it does not violate rule #1.
3. Place Sea spaces so they touch the edge of the map if possible, and rules #1 and #2 aren't violated.



Exploring with Ships

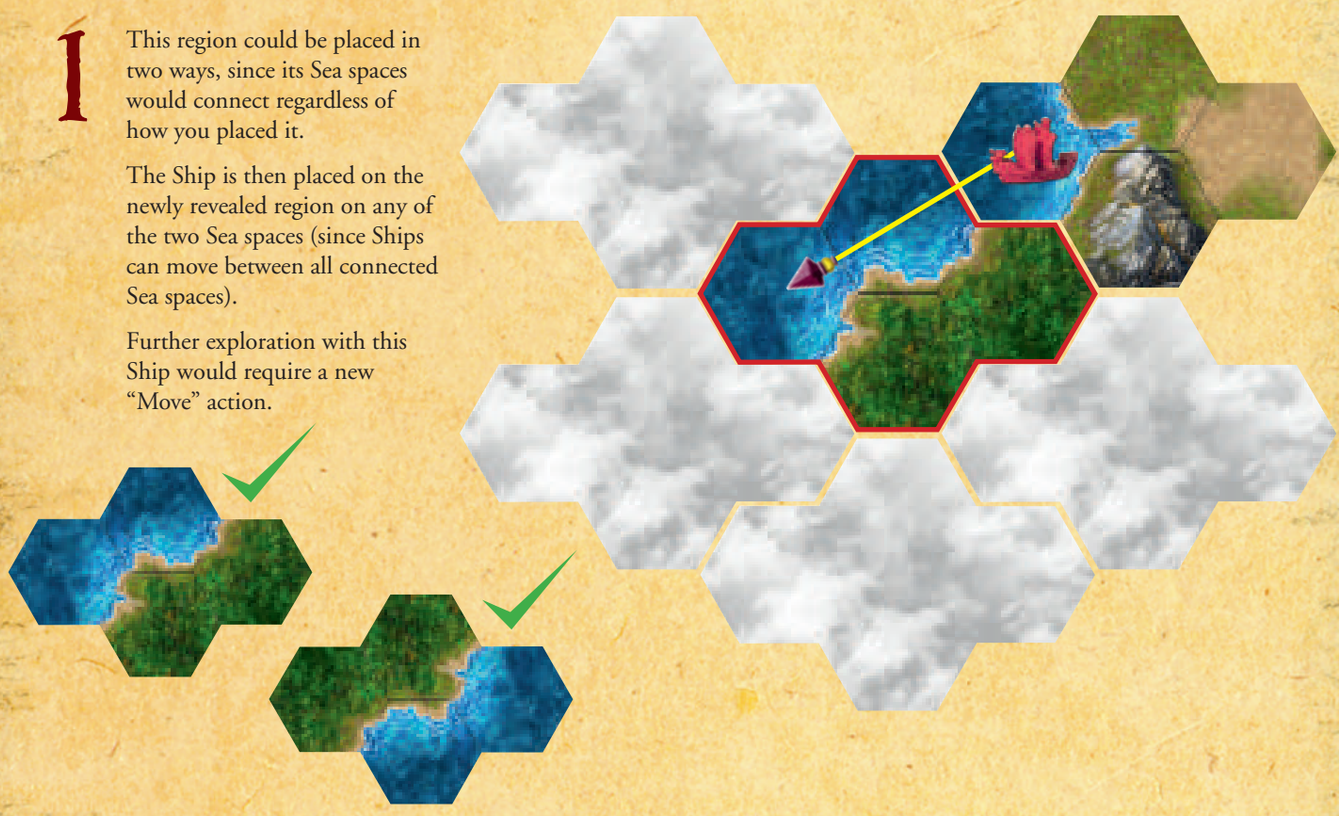
Ships may also be used to explore unrevealed regions. Unlike land exploration, it does not matter what space you move a Ship into. Simply reveal a region that a Ship can reach. If possible, place the region so that its Sea spaces can be reached by the Ship without entering any other regions. If that is not possible (for instance, if the region has no Sea spaces), then place it in accordance with the normal rules for region placement, and move the Ship back to the Sea space it started from. The same rules apply when you use the "Navigation" advance to move around the edge of the board.

1

This region could be placed in two ways, since its Sea spaces would connect regardless of how you placed it.

The Ship is then placed on the newly revealed region on any of the two Sea spaces (since Ships can move between all connected Sea spaces).

Further exploration with this Ship would require a new "Move" action.



2

On his next "Move" action, the player moves the Ship to the adjacent region.

This region has no Sea space. The player then decides how he wishes to place the region, and moves the Ship back to the Sea space it came from.



Advances Details

AGRICULTURE

Irrigation

• You may "Collect" Food from Barren spaces
• Ignore "Famine" Event cards

You can "Collect" Food from Barren spaces. However, for all other intents and purposes, these spaces continue to be Barren (no Founding cities, no placement of Barbarians, etc.)

Husbandry

Pay 1 Food (0 if you have "Roads") to "Collect" from Land spaces up to 2 spaces away (once per turn).

By paying 1 Food you may "Collect" resources from Land spaces up to 2 spaces away from the city you are "Collecting" with (if you have the "Roads" advance there is no Food cost). The 1 Food must be paid prior to taking the "Collect" action — i.e. you pay the Food cost first, and then you use this ability to "Collect" resources. This advance is good for giving you more flexibility when collecting resources if you have limited access to a resource.

CONSTRUCTION

Engineering

• Reveal the top Wonder
• AAA: Activate a "non-angry" city and build a Wonder

When you get this advance, you reveal the top Wonder of the Wonder deck and place it on the table. Furthermore, you use this advance to build Wonders. Activate a "non-angry" city (with no Wonder already) to build any revealed Wonder (except a Wonder claimed by a player using the "Monuments" advance). See Wonders page 14.

Sanitation

• When "Increasing City Size" pay 1 Food to get a Settler
• Ignore "Plague" and "Epidemic" Event cards

When you increase the size of a city you may at the same time place a Settler there (by paying the 1 Food). Secondly, you can ignore the effects from the "Plague" and "Epidemic" Event cards.

Roads

When you "Move" a unit/group to/from your city:
• Move 2 spaces (pay 1 Food)
• Ignore terrain (pay 1 Ore)

When moving Land units to or from your cities, you may pay resources to let them move 2 spaces (costs 1 Food) and/or ignore terrain movement penalties (costs 1 Ore). You pay for each group (or a single unit) that takes advantage of the powers.

Example:
You have two Settlers and two Armies in the same city. You take the "Move" action and move 1 Settler two spaces in one direction (paying 1 Food) and 1 Settler and 2 Armies together two spaces in another direction (paying another Food). In addition to paying 1 Food, 1 Ore must also be paid since this group moves across a Mountain space and ends in a Forest space. By paying 1 Ore, none of the penalties from either terrain type apply to this group for this move. The unit could therefore both move again and battle as part of a new "Move" action.

You cannot explore unrevealed regions using "Roads", nor can you move across Sea spaces. You may attack cities using roads, but roads cannot be used to let you move units that have been part of a battle.

MARITIME

Cartography

AAA: Get 1 Culture token and 1 Idea for every region with at least one of your Ships (once per turn).

As an action you can get 1 Culture token and 1 Idea for each region containing at least one of your Ships.



Note that the region with two Ships (with the red border) still only generates 1 Idea and 1 Culture token.

Warships

Naval battles + Land battles where your Armies leave Ships: Cancel 1 "hit" on 1st combat round

Cancel a "hit" on the first combat roll in Naval battles and in Land battles where your Armies move directly from your Ships into a battle on an adjacent space.

Navigation

Ships may "Move" around the board to the nearest Sea spaces in the direction moved.

For a visual example of Ship movement done with Navigation, see page 9 under The "Navigation" Advance.

EDUCATION

Writing

Draw 1 Action card and 1 Objective card if you have any Government advance or upon getting your first Government advance.

This advance allows you to draw one Action card and one Objective card either when getting your first Government advance or if you already have any Government advances when you get "Writing".

Philosophy

Get 1 Idea when you get a "Science" advance and upon getting this advance.

This advance allows you to get 1 Idea when you get the "Philosophy" advance and when you get any "Science" advances. Note that you do not receive Ideas for previously acquired "Science" advances.

WARFARE

Siegecraft

Cancel a Fortress' s ability:
• to attack (pay 2 wood)
• to cancel a hit (pay 2 Ore)

Upon attacking a city with a Fortress, you declare if you wish to use the "Siegecraft" advance. This takes place prior to any cards or rolling of dice. If you wish to use the advance, you pay 2 Wood to cancel the Fortress' ability to attack and/or 2 Ore to cancel its ability to cancel a hit.

Steel Weapons

[Pay +2 Ore to acquire]
Your Armies do +1 "hit" during the first round vs. Armies without "Steel Weapons".

You inflict an additional "hit" against an enemy without the "Steel Weapons" advance. This includes Barbarians! After rolling your combat roll and calculating your "hits", simply add another hit. This advance does not affect rolls made prior to combat (due to Combat cards) or Naval battles.

To get this advance, you must pay an additional 2 Ore (or Gold as per normal rules). The only exception to this is if you have the "Metallurgy" advance (see page 22). **Action cards, Event cards and the free advance in Status Phase still require you to pay the 2 Ore if you select "Steel Weapons" (without having "Metallurgy").**

Draft

Each "Build" unit action: A single Army may be paid for with 1 Mood token.

When "Building" Army units, you may spend 1 Mood token to pay for 1 Army unit. You can do this in addition to buying other units using resources, or you can use "Draft" to buy only that one Army unit using the Mood token. You cannot buy multiple Army units with multiple Mood tokens during the same "Build" action—only one.

SPIRITUALITY

Myths

You may pay 1 Mood token to avoid reducing a city's mood due to an Event card.

Some Event cards force you to reduce the mood of one or more cities (such as the "Famine", "Flood" and "Earthquake" Event cards). With the "Myths" advance, you may pay 1 Mood token to avoid reducing its mood (or several Mood tokens if you wish to avoid reducing the mood of several cities). This advance affects both Event cards that ask you to reduce mood by one step, and those cards that reduce mood directly to "angry" (1 Mood token per city too).

The power only works on Event cards that directly prompt you to reduce mood. For instance it does not work on cards that make the Barbarians attack and as a consequence have you reduce the mood due to that attack.

Rituals

Resources (excluding Ideas) can be spent as Mood tokens for "Civic Improvement" at a 1:1 rate.

When you perform the "Civic Improvement" action you may spend any resources (except for Ideas) as a substitute for Mood tokens. This is done at a 1:1 ratio.

For instance, if you have a size 3 city, you can increase its mood with either 3 Mood tokens, or spend 1-3 resources instead of Mood tokens. Thus, you could pay with 1 Mood token, 1 Food and 1 Wood resource.

ECONOMICS

Trade Routes

Start of turn: Get 1 Food per Settler/Ship within 2 spaces of a unique foreign "non-angry" player city (maximum of 4).

At the beginning of **your** turn you earn 1 Food for every "non-angry" foreign player city you can pair with a Settler or Ship within 2 spaces (without counting through unrevealed regions).

Each Settler or Ship can only be paired with one foreign city. Likewise, each foreign city must be paired with a different Settler or Ship. In other words, to get 3 Food you must have at least 3 units (Settlers or Ships), each paired with 3 different player cities. **You are limited to a maximum of 4 trade routes.**



This illustration shows red Ships and Settlers paired with blue Settlements (A with A, B with B, C with C). Note that it is fine that one of the Settlers is on a Ship and that the Settler to the far left has no (unpaired) Settlement within 2 spaces that it can pair up with.

Taxation

AAA: Pay 1 Mood token and get 1 Gold for each city you have (once per turn).

As an action you can spend a Mood token to get a number of Gold equal to the amount of cities you have. You can do this once per turn, and none of the cities activate.

CULTURE

Circus & Sports

"Civic Improvement": Your cities are considered one size smaller than than they are (minimum size 1).

Example: A size 3 city would normally require 3 Mood tokens to increase its mood by one step. With "Circus & Sports", this cost is reduced to 2. The minimum size a city can be regarded as is size 1.

Monuments

***1)** Reveal the top Wonder.* ***2)** Pick a Wonder: only you may build it and you do so at no action cost.*

When you get the "Monuments" advance, you first reveal a Wonder. Then you choose one of the available Wonders and place it by your Player Board. Until the end of the game, only you may build this Wonder and you do not need an action to do so.

Drama & Music

Exchange a Mood token for a Culture token or vice versa (once per turn).

At any point during your turn (not Status Phase), you may exchange a Mood token into a Culture token or vice versa. You may do this once every turn.

SCIENCE

Metallurgy

"Steel Weapons" costs neither Food nor Ore. Get 2 Ore if you already have "Steel Weapons".

You can get the "Steel Weapons" advance at no resource cost. This means that you do not have to pay the 2 Food normally required to buy an advance or the extra 2 Ore that "Steel Weapons" requires.

If you already have "Steel Weapons" when acquiring "Metallurgy" then you receive 2 Ore.

DEMOCRACY

Civil Liberties

- *AAA: Get 3 Mood tokens*
- *"Draft" advance: 1 Army unit costs 2 Mood tokens*

As an action you can generate 3 Mood tokens. Furthermore, the "Draft" advance normally lets you pay 1 Mood token to buy 1 Army unit. However, if you have the "Civil Liberties" advance, it costs you 2 Mood tokens per Army unit instead of one Token.

Economic Liberty

- *Your first "Collect" action each turn has no action cost*
- *Further "Collect" actions cost 2 Mood tokens*

After getting this advance, your first "Collect" action each turn does not use one of your 3 actions. However, if you wish to "Collect" more than once in a turn, then you must pay 2 Mood tokens for each subsequent "Collect" action. It does not matter if you use different cities to collect resources.

If you buy the advance during a turn where you have already spent a "Collect" action, its power (and penalty) does not take effect until your next turn.

AUTOCRACY

Forced Labor

Pay 1 Mood token to have your "angry" cities act as "neutral" this turn when activated ("angry" cities can still only be activated once).

You may pay 1 Mood token to have all your "angry" cities act as "neutral" when activated. By doing so you can "Collect" resources, "Build" units, and "Increase City Size" as if the city is "neutral". You can even build Wonders there.

THEOCRACY

Dogma

- *New Temple= Get a free "Theocracy" advance*
- *2 Idea resource limit*

Whenever you get a new Temple (either by using "Increasing City Size" or through playing of cards), you immediately get a "Theocracy" advance for free. You are, however, limited to 2 Idea resources. If you have more than 2 Idea resources when getting the "Dogma" advance, you must immediately discard down to 2.

Note: This does not apply when you conquer a city with a Temple.

Conversion

"Cultural Influence":
- *Success on a roll of 4+*
- *Success = Get 1 Culture token*

You now roll "Cultural Influence" successes on 4s, 5s, and 6s. Additionally, any successful "Cultural Influence" attempt gives you one Culture token.

Fanaticism

Battles in cities with Temples=
- *+2 CV on the first combat roll*
- *Lost battle = Get a free Army unit in one of your cities*

For every battle in a city with a Temple (no matter if you attack or defend the city), you add +2 CV to your first combat roll. Secondly, if the battle is lost, you get a free Army unit after the battle and place it in one of your cities. (You do not get a unit if you have no cities.)

Variants

Events

Not everyone appreciates the random nature of events and how they strike. Here are two different variants that can be used.

- **No Events:** Draw events, but only for the effect of the Event icons (such as Barbarians).
- **Optional Events:** Rather than being forced to draw an Event card, players can decide to draw if they want to push their luck. If they decline, a card is still drawn, but only for the effect of the Event icons.

Four-Round Game

For a shorter, four-round game, you can do the following:

- Start with two Settlers and one "happy" city.
- During the "Free Advance" part of the Status Phase, players get two advances instead of one. Each player gets his first advance in turn order, then continue to the second advance, also in turn order.

Variable End Game

To introduce some uncertainty about when the game ends, you can play with the Variable End Game variant. On the back side of the Turn Track is an alternative Turn Track that goes up to 7 Rounds.



Roll to End

On the spaces used to mark the last 5 Turns you will see a number range. The first player about to start such a turn rolls a die and if the die result is within the depicted range, the game ends immediately and points are counted.

A Wonderful Ending

Alternatively, rather than rolling, the game ends if a player builds a Wonder during one of the last 5 Turns (those with red numbers). Once the Wonder is built, players finish this turn and points are counted immediately after the turn where the Wonder was built (before the Status Phase).

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Z-MAN games

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