Time of Empires

In Time of Empires, take charge of a civilization and lead it through the ages, from Antiquity, through the Middle Ages, to modern times. Each age lasts for centuries in reality but only 9 minutes in this game! Other players have accepted the same task you have, and will be grappling with life through the Action phase simultaneously with you, in real time. Your sand timers will trigger your actions while a soundtrack keeps the tempo of history. Live a great adventure through time!

COMPONENTS



1 Wonder board



1 Leader board



2 Technology boards



4 Players boards in player colors



12 Terrain tiles



8 Sand timers



12 Wonder cards (4 cards per age)



18 Leader cards (6 cards per age)



72 Technology cards (24 cards per age)



24 green Idea and 24 orange Brick tokens



80 Buildings in player colors



16 Sand timers caps in player colors



4 double-sided Leader effect tiles



16 starting Technology cards in player colors



12 Construction bonus tokens



80 Population tokens in player colors



This game also requires downloading the Time of Empires app. This is available for free in the App Store and the Google Play store. It will manage the companion soundtrack that paces the game, and it includes various utilities that can be used during the game as well as an aid for the Age of Initiation variant.

If you do not wish to download the app, the soundtrack is also available for free from the Pearl Games website: www.pearlgames.be.

COMMON COMPONENTS SET UP

Setup the components as depicted. This setup is for a 2-player game; for a 3- or 4-player game, follow the additional instructions in the text.

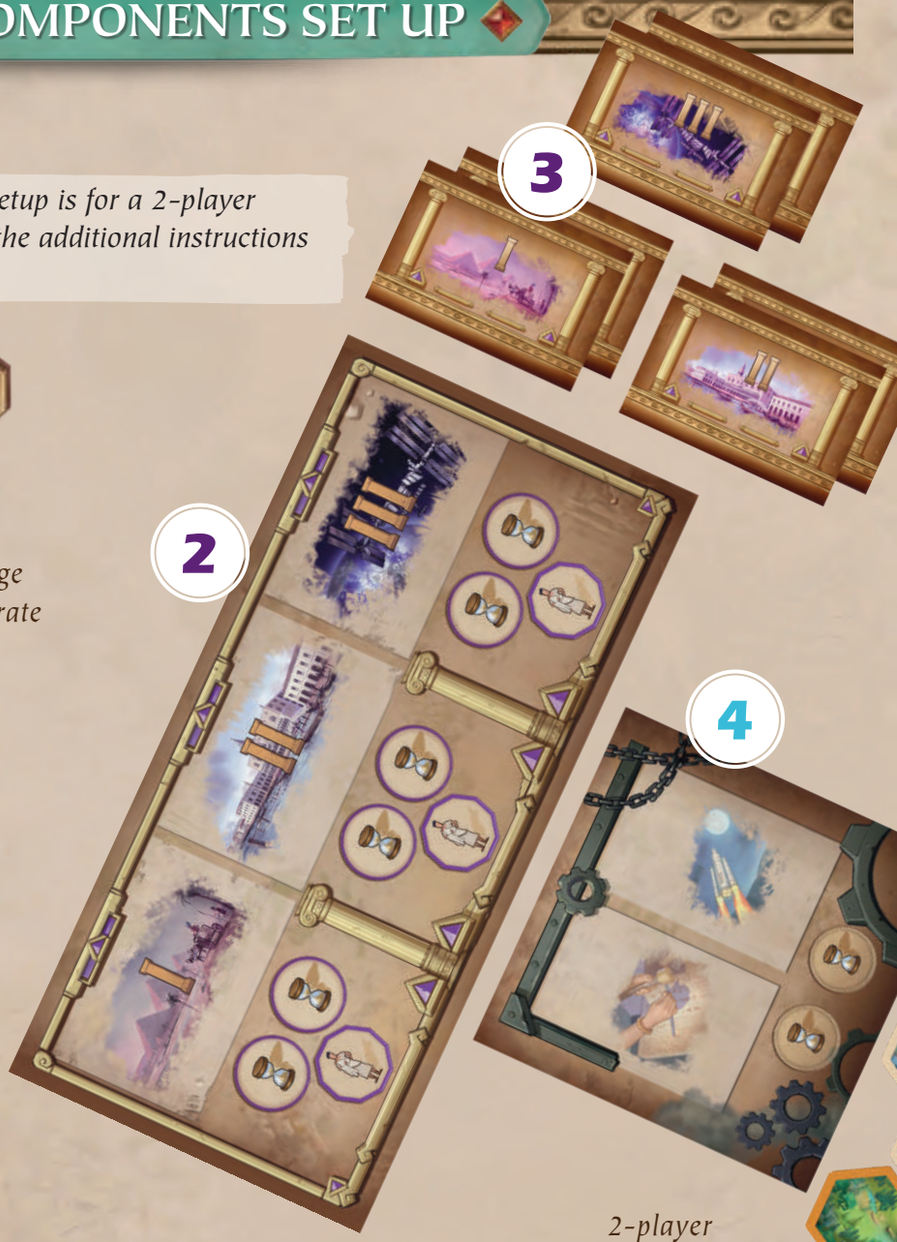
WONDERS

2 *Wonder board*

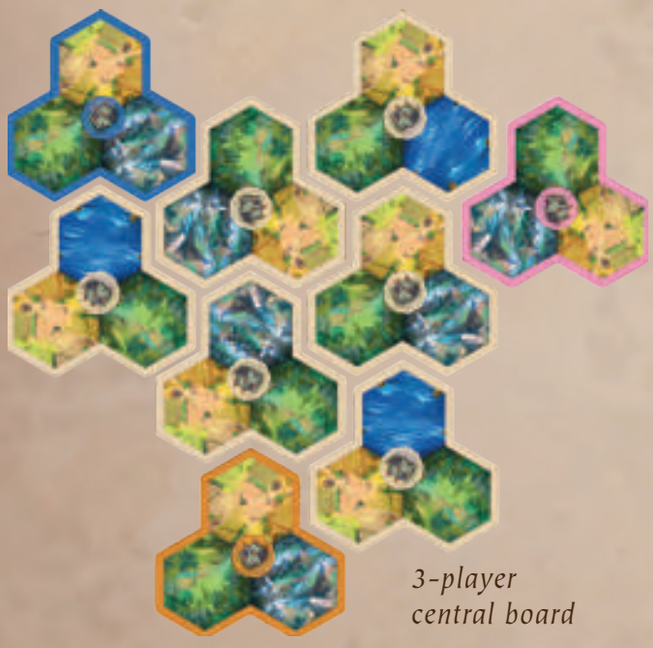
3 *Sort the 12 Wonder cards by age an shuffle them to form 3 separate decks (I,II, and III).*

CENTRAL BOARD

1 *Each player chooses a color and takes the 3 terrain tiles with the back in that color. Place all the tiles taken face up as indicated, randomly oriented (for a 3- or a 4-player game, see the corresponding placements below).*



2-player central board



3-player central board

4-player central board



Technology

4 *Two Technology boards*

5 *Sort the 72 Technology cards by age, and shuffle them to form 3 separate decks of 24 cards each.*







Leaders

6 *Leader board*

7 *Sort the 18 Leader cards by age to form 3 separate decks of 6 cards each, don't shuffle them.*

8 *Place the 3 Leader effect tiles below the leader board in the column matching their color.*

9 *For a 4-player game only, place the corresponding Leader effect tile below the last column.*





4-player game only

TIME OF EMPIRES IS A REAL TIME GAME. MAKE SURE EVERYONE HAS EASY ACCESS TO ALL OF THE COMPONENTS!



PLAYER SET UP

Take, in the color you chose, the **Player board**, **5 buildings** of each type, the **20 population tokens**, **2 assembled sand timers**, and **4 Starting Technology cards** in that color. Each player takes **resources (6 Ideas + 6 Bricks)** and **3 construction bonus tokens**.

1. PLAYER BOARD

Place your player board in front of you



2. BUILDING

Place your 20 buildings on the appropriate spaces of your Player board.

3. POPULATION TOKENS

Place them in a personal reserve near your Player board.

x20



4. SAND TIMERS

Assemble your sand timers, by placing 2 caps in your player color atop of a sand tube. Sand timers all have a 30 seconds duration.



5. STARTING CARDS

Take the 4 Starting technology cards in your player color to form your hand. Keep your hand hidden from other players (players don't have the same starting hand).



6. RESOURCES

Take your 6 Bricks and 6 Ideas tokens and place :

1 of each type in the correspondent stock space.

5 of each type in 2 separated reserves, just below your board.



7. BONUS TOKENS

Place the 3 Construction bonus tokens (worth 1, 2, and 3 victory points) near your Player board.



THE BIRTH OF AN EMPIRE

This is the start of a new era, the world just doesn't know it yet. A few men gather around your leadership, the first city is build... Your people are now waiting for your ruling. It's your turn to make the history!

You take your **first decision** of the game before the real time game begins by placing the first inhabitants.

Each player chooses one territory on their Capital tile (the tile circled in your color) and places one population token on of its its clan spaces.



Anatomy of the Terrain tiles



POPULATION TOKENS

CLAN

Each Population token placed on the central board is called a clan.



Clans

Your population tokens can stack. Each clan space can contain up to 2 clans stacked.

SCHOLARS

Population tokens placed on other boards (Wonder board, Leader board, and Player board) are called Scholars.



PLAYING THE GAME

GOAL OF THE GAME

A game of Time of Empires will last exactly 3 ages. Through these ages, you will attempt to lead your empire to eternal glory. Many paths lead you to victory: territorial domination, scientific superiority, remarkable infrastructures, or cultural influence on Wonders and Leaders of your time.

You will earn Victory Points (VP) as a reward for your achievements: acquiring Leaders, constructing Wonders and buildings, destructing enemy infrastructures...

GAME PLAY

An age of Time of Empires consists of 3 phases:

Preparation phase : during this phase, prepare for the coming age and set up the new components.

Action phase : this phase is played in real time and lasts exactly 9 minutes (if you do not wish to play in real time, see the 'Age of Initiation' variant on page 22). A soundtrack punctuates this phase :

- The Action phase starts at the first gong and ends at the second. During those 9 minutes, players place their sand timers on various board spaces to trigger actions.
- At minute 3 and 6, the soundtrack will be interrupted by a baby crying, indicating that a Scholar creation has been triggered.

Scoring phase : players evaluate their achievements, earning victory points and Leaders, and acquiring new cities.

Play Fair

Time of Empires is an intense game; playing in real time while managing sand timers brings plenty of tension! Play fair: if you knock over an opponent's sand timer, stand it up. If you are disputing the same Action space, remember that a formidable player must be courteous. There is no shortage of opportunities in Time of Empires, and all strategies can lead to victory.



AGE PREPARATION (1/2)

During the Preparation phase, you will setup the new age: you will remove components from the previous age while adding new Wonders, Leaders and Technology cards for the new age.

Important: if you do not wish to play with the real-time constraint, see the 'Age of Initiation' variant page 22. We strongly advise you to play at least one age of your first game with this variant rules.

TECHNOLOGY BOARDS

1. Remove all previous age Technology cards (ignore this step in Age I).
2. Take the Technology cards for the new age (I,II or III), and divide them into 4 decks of 6 cards each; place these decks face down on the 2 Technology boards, 2 decks per board.



WONDER BOARD

Take 1 Wonder card of the corresponding age at random. Place it on the corresponding space on the Wonder board, then return all unused cards for that age to the box.



LEADER BOARD

1. Remove the remaining cards from the previous age on the Leader board, and return them to the box (ignore this step in Age I).
2. Sort the Leader cards for the new age by specialty (technological leaders are green/brown, control leaders are yellow, cultural leaders are blue). For each speciality, choose one card at random and place it face up on the corresponding space on the Leader board.
3. In a 4-player game, randomly select one of the 3 remaining Leaders and place it on the Bonus Leader space (far right).



AGE PREPARATION (2/2)

SAND TIMERS



Collect your sand timers. The duration of a sand timer is not always perfectly precise. You can disassemble your sand timers, exchange their tubes between players and reassemble them with your own sand timers caps to respect fairness between players.

SCHOLAR CREATION



Create a number of Scholars equal to the number of Scholar symbols visible on the culture (blue) portion of your board. Place your Scholars on the created Scholar space of your Player board (identically to the Scholar creation, see page 18).

Strategy tip: Scholars will have precise purpose in Time of Empires games: influencing leaders and constructing wonders. Thus, having scholars is always helpful!

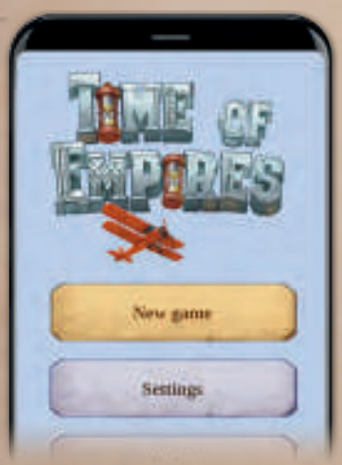
CONSTRUCTION BONUS TOKEN

Important: This is a decision you have to take before the beginning of the Action phase.



Take the Construction bonus token corresponding to the new age (they are worth 1 VP for Age I; 2 VP for Age II; 3 VP for Age III), and place it in one of the 4 dedicated slots on your Player board. You cannot place the token in a slot already containing a Construction bonus token. Once these tokens are placed, they can be neither moved nor removed.

Construction bonus tokens allow players to score for each corresponding constructed building during the Scoring phase of each age. Place them accordingly to your construction plans!



APPLICATION

For Age I, tap the “New Game” button. Follow the instructions given by the app. For Age II and Age III, you will tap the “Start Next Age” button when everyone is ready.

The app allows you to play any age with the "Age of initiation" variant, without sand timers. We strongly advise you to play at least the first age of your first game with this variant.

PERFORMING AN ACTION

Once the Action phase begins, players place their sand timers at any time on the various boards to perform actions, until the end of the phase.
Each Action phase lasts exactly 9 minutes.

To perform an action, you must carry out the 2 following steps:

1. Take one of your **exhausted Sand timers** and flip it over onto the dedicated slot on an unoccupied Action space.
2. **Immediately resolve the corresponding action.** When resolving an action you can choose to resolve it partially.



Where are Action spaces ?

Placing an empty sand timer on an empty slot of an Action space immediately triggers the corresponding action. You'll find Actions spaces on both the COMMON BOARDS *and your* PLAYER BOARD*:*



Action spaces have all a sand timer icon differing only by their color.

If you choose an action on a Common board (Leader, Wonder or Technology board), follow those 2 rules :

1. Each Action space has 2 dedicated Action slots. **A player cannot occupy both Action slots at the same time by placing both their sand timers.**
2. **Immediately after one of your sand timers** placed on a Common board **runs out, you must move it to another Action space with at least one Action slot free,** either on a Common board or your Player board.



Important:
- If a player doesn't notice their sand timer ran out on a Common board, another player can remove it (without flipping it) to free up that Action slot
- When you resolve an action, you must resolve it before placing your second sand timer on a different Action slot

AVAILABLE ACTIONS



PRODUCE ACTION

To be able to advance your civilization, you must discover technologies and construct buildings in the four domains of the game: scientific, construction, control, and cultural. Discoveries require ideas, while constructing buildings requires bricks.

These Action spaces are located on your **PLAYER BOARD.**

PRODUCE IDEAS

PRODUCE BRICKS

If you choose this action, place one of your exhausted sand timers on the appropriate Action slot.

IMMEDIATELY GAIN THE CORRESPONDING RESOURCES.

The quantity of resources gained is equal to the number of corresponding symbols visible on your Player-board.



PRODUCE IDEAS

SCIENTIFIC column of your Player board

In this example, you gain 1 Idea because only one Idea symbol is visible.

PRODUCE BRICKS

CONSTRUCTION column of your Player board

In this example, you gain 3 Bricks because three Brick symbols are visible.



Gain resources

When you gain resources, move the corresponding tokens from your reserve to your stock.

Spend resources

When an action requires **to spend any number of resources,** return that number of resources **from your stock to your reserve.** If you can't spend the required number of resources, you cannot perform that action.

Ressource limit

Resource tokens are supply limited. A player cannot have more than 6 resource tokens of each type.



DEPLOY CLANS

Between finding new territories to build your infrastructures and defending your borders, Clans will have a lot on their hands! If Mills are stocking enough provision, you will be able to recruit more and more Clans.

DEPLOY CLANS



This Action space is located on your **PLAYER BOARD**.
You can deploy on the Central board up to as many Clans as the number of Clan symbols visible on your board. You must deploy them one at a time either on your Capital or a City where you already have a Clan.

In this example, the red player has 4 Clans symbols visible on their Player board. They then choose to deploy 1 Clan on their capital and the remaining 3 on a city where they already have a Clan.



Groups of Clans



You can stack Clans on your capital, a city or a Clan space.
You can stack up to **2 Clans on each territory** (Clans placed on a Clan space are considered on a territory) and up to **4 Clans on a city or on your capital.**



Presence and control



A territory that you occupy is a territory where you have at least either one Clan on its Clan space or one Building. Multiple players can occupy the same territory at the same time by having a Building belonging to a player and a Clan belonging to another one.
Buildings: a player cannot build 2 Buildings of the same type in the same territory.

MOVE CLANS

Granting a good territorial control while being able to discover new lands requires to move Clans efficiently. If you don't want them to starve in the wild, you must construct mills to supply your men on the field.

MOVE CLANS





This Action space is located on your **Player board**. You may make **as many Moves as the number of Move symbols visible** on your board. In the example below, you can make up to 2 Moves because of the **2 Moves symbols** visible.

Resolve all movements in your action one at a time. When you resolve one Move, select any number of Clans within the same group of Clans on the Central board and move them all together.



Move the selected Clans following one of those three options:

- from a city / capital to an adjacent territory;
- from your current territory to an adjacent territory;
- from your current territory to an adjacent city that is either empty or occupied by you.

In this example, the orange player has 2 Move symbols visible on their Player board. They then choose to move 1 of their Clans on the forest to the nearby field and all the other Clans on the mountain to the adjacent city they already occupy.

You can't move on a city where another player has Clans.

You can move into a territory where another player has Clans, even if its Clan space already has 2 Clans on it. You can't move into a territory with more than 2 Clans, even if this move would trigger a combat.

If you move into a territory where there are Clans belonging to another player, the resolution of the Move action is halted, and combat is immediately triggered.

ADJACENCY

adjacent *not adjacent*



COMBAT RESOLUTION

When a combat is to be resolved, the resolution of the attacking player's Move action is paused. Then:

The attacking player remove one Clan from the defending player's group for each of their attacking Clan, or until the defending player has no more Clans in that group. Then, the attacking player removes from their group a number of Clans equal to the number of Clans, belonging to the defensive player, that were destroyed in the current combat. Destroyed Clans are returned to the population reserve of the corresponding player. if at least one clan of the attacking player survives, they are placed on the now-empty clan space of that territory.



DISCOVER A TECHNOLOGY

Scientific discoveries will bring new technologies to your civilization. With those technologies, you will be able to surprise your opponents while revolutionizing the course of the world.

Anatomy of a TECHNOLOGY CARD



DISCOVERING A TECHNOLOGY CARD

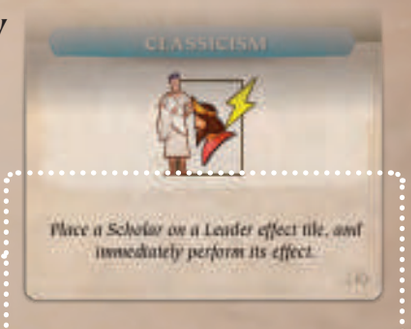


This Action space is located on your **PLAYER BOARD.**



To discover a Technology card, follow these steps:

1. Choose a **Technology card** from your hand
2. Pay that card's **Discovery cost** (in Idea tokens).
3. Place that **card face up on the Discovery space of your Player board.** If this space is already occupied by a Technology card, put the new card on top of the old one, covering it entirely.
4. **Immediately resolve that Technology card's effect.** Effects not resolved immediately are lost.



CONSTRUCT A BUILDING

Developing better infrastructures will boost the 4 domains of your empire. Choose wisely wich buildings to construct, they will have a large impact on your development!

CONSTRUCT A BUILDING

THIS ACTION SPACE IS LOCATED ON YOUR PLAYER BOARD.

When a player wants to Construct a building, they need to have at least one discovered Technology card in the Discovery space of their Player board. That card will indicate the type of building that will be constructed. If there is no discovered Technology card on that player's Discovery space, they cannot perform this action.



To Construct a Building, follow these steps:

1. **Pay the construction cost** of the topmost Technology card on your Discovery space (in Bricks tokens).
2. **Take a building of the type depicted** (when taking the depicted Buildings from your Player board, take them always in reading order, from left to right, from top to bottom) from your Player board.
3. **Place that building on an unoccupied construction site in a territory you occupy** (you can't place buildings on Unavailable construction site, unless specified otherwise).
4. **Discard the used Technology card** in your Technology cards discard pile.





Technology cards discard pile and Discovery space

Form a Technology cards discard pile nearby your Player board with all the Technology cards you discard. At any time, you can discard the topmost discovered Technology card from your player board in your Technology cards discard pile.



Technology cards discard pile



Discovery space

Important: In the rare case in which you have no construction sites available when you construct a Building, leave that Technology card on the Discovery space, and place the Constructed Building on it. Immediately after you take control of an available construction site, move the Building from your Discovery space to taht site, and discard that Technology card onto your Technology cards discard pile. You cannot perform the Discover a Technology card action, as long as a Building is placed on your Discovery space. You cannot discard a Technology card with a building on it.

DRAW TECHNOLOGIES

The progress of science will never stop, take advantage of it!

DRAW A TECHNOLOGY CARD



This Action space is located on the **TECHNOLOGY BOARDS.**

Immediately draw a card from one of the Technology decks on the board where you placed your sand timer (each sand timer slots give acces to either Technology on that board).

If an effect allows you to draw more than one Technology card, draw each of those cards independently, choosing each time from which deck to draw.

TECHNOLOGY CARD BACK



You will find the type of each technology card on their back. This information indicates what type of Building you will be able to construct, as well as the type of effect the card has:

CULTURAL TECHNOLOGIES
allows you to recruit new Scholars and grants you acces to Leaders and Wonders.

CONSTRUCTION TECHNOLOGIES
will boost your construction process and resource production.

SCIENTIFIC TECHNOLOGIES
will give you further acces to technologies and discoveries.

EXPANSION TECHNOLOGIES
will mainly give you deployement boosts or bonus moves.



INFLUENCE A LEADER

Through centuries, you will encounter the great minds and personalities of your times.
They might help you, but only if you ask!

INFLUENCE A LEADER

This Action space is located on the **LEADER BOARD**.

Place one of your created Scholars from your Player board **on the dedicated space on the Leader effect tile,** atop any scholar already there.

Resolve the immediate effect corresponding to that Leader effect tile. In this example, the red player gains 2 moves.



LEADER TILES EFFECTS

- *Draw a Technology card.*
- *Perform up to 2 Moves.*
- *Place a Scholar on a Wonder*
- *Copy the effect of a different Leader effect tile.*
- *Gain 2 Resources of your choice. They can be of different types.*
- *Deploy 2 Clans.*
- *Immediately resolve the action where your other sand timer is.*
- *Place another Scholar on another Leader effect tile (do not resolve its immediate effect).*

LEADERS

Leaders belong to 3 different influence areas:

TECHNOLOGICAL *leaders help with science and construction aspects,* CONTROL *leaders and* CULTURAL *leaders.*

During the Scoring phase, each Leader card will be given to a player enabling them a permanent bonus for the rest of the game!



CONSTRUCT WONDERS

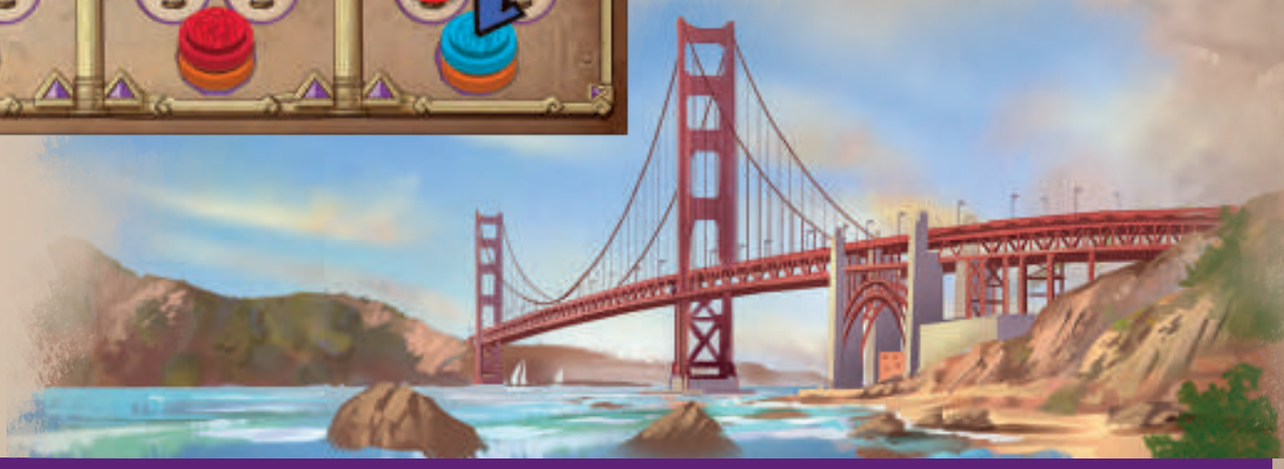
Great wonders will be remembered for centuries. Gather your most valiant workers and send them to participate to the construction of a new wonder!
Your empire will be remembered for these acts until the end of time.

PARTICIPATE IN THE CONSTRUCTION OF A WONDER

This Action space is located on the **WONDER BOARD.**

Place one of your created scholars from your Player board on the dedicated space of the Wonder board, atop any Scholar already there.





WONDERS

A new Wonder is added to the game at the start of each new age, meaning that there will be in play 1 Wonder at the start of age I, 2 at the start of Age II, and 3 at the start of Age III

When constructing a Wonder, you will never gain anything immediately. Instead, during the Scoring phase, each player who participated in the construction of that Wonder scores according to that Wonder's effect.



SCHOLAR CREATION

Brilliant minds and creative hands may not be the best at defending borders and gathering wood, but they will be needed to balance your empire. They will need time to study and learn. Eventually, they will come and rally to your cause!

Twice during each age, the soundtrack is interrupted by a baby cry, triggering a Scholar creation. The Scholar creation takes priority over player actions, and is resolved by everyone simultaneously and immediately.

When you hear the baby cry on the soundtrack, each player may immediately create a number of Scholars up to the number of Scholar symbols visible on the Culture section of their Player board.

The newly created Scholars are taken from the population reserve and stacked on the Created Scholars space on the culture portion of your Player board.





Scholars

Scholars cannot be created through any action (except through some cards effects). Newly created Scholars are taken from you population reserve.

Once created, Scholars can be used to construct Wonders or influence Leaders.

SCORING PHASE

When the gong sounds for a second time, the current age comes to an end and the Scoring phase begins. Your civilization scores points according to their participation in constructing different Wonders, their military success, their constructions achievements, and their cultural influence. They will also gain support of leaders for the rest of the game.

Carry out the following steps in this order :

1. DESTRUCTION



In each territory that contains Buildings of one player but Clans of another, **the Clans destroy all of the other player's Buildings.** Destroyed buildings are removed from the board and placed on the Destroyed Buildings section of the Player board of the player who destroyed the buildings.





Count the number of opponent's Buildings you have on the Destroyed Buildings section of your Player board; gain 3 VP for each.

2. CONSTRUCTION BONUS

For each section of your Player board with a Construction bonus token in it, multiply the VP value of the token by the number of Buildings constructed from that section.

Construction bonus tokens are neither moved nor removed between the ages. Thus, the 1VP token placed during the Preparation phase of Age I, will earn you VPs during each of the 3 Scoring phases.





SCORING PHASE



3. ALLOCATION OF LEADERS CARDS

Each Leader card with at least one Scholar on its corresponding Leader effect tile **is given to the player with the most Scholars on that tile;** that player places this Leader card above their player board and gains its permanent effect until the end of the game.

If two or more players are tied for the most Scholars on a Leader effect tile, **the tied player whose scholar is lower in the stack (placed earlier) breaks the tie.**



4. SCORING WONDER CARDS

The player who placed the most Scholars on the corresponding Scholar space of a Wonder card **earns 2 VP for each time they fulfil the condition** indicated on the card. If two or more players are tied for the most Scholars, the tied player whose Scholar is lower in the stack (placed earlier) breaks the tie.

Each other player with at least 1 Scholar on this Wonder card earns 1 VP for each time they fulfil the condition indicated on the card.





Return now all Scholars on the Wonder board and Leader effect tiles to the corresponding player's population reserve.



SCORING PHASE



5. CULTURAL INFLUENCE

Each player immediately earns the number of Victory Points corresponding to the combined value of the visible Victory Point symbols on the Cultural section of their Player board.



6. SIEGE OF CITIES

Whoever occupies the most territories around a city may place a Clan of their color into that city. This Clan is taken from their population reserve.

If two players occupy the same number of territories around a city, the tied player with the most total Buildings in those territories breaks the tie. If still tied, the number of Clans the tied players have in these territories and in the city breaks the tie. If it is still a tie, no one takes control of the city.

If you lose control of a city on which you have Clans, simply retrieve them, returning them to your population reserve.



THE GAME ENDS AFTER THE SCORING PHASE OF AGE III. Sum the VPs earned during the 3 different Ages. The player with the most VP wins. If two or more players are tied, the tied player with the most Buildings on the Central board wins. If it is still a tie, the tied players share the victory!

AGE OF INITIATION

Variant

You can play any Age of Time of Empires without the real-time constraint. In this variant, you will take turns choosing your actions, having thus time to think as much as you want. You will still use your Sand timers to indicate your actions and occupy Action spaces, but you do not need to flip them over and let the sand run. Instead of the soundtrack measuring the duration of an Age, you will count the number of rounds you play. We suggest that you play at least one Age of your first game using these rules.

SETUP / III. SCORING PHASE

There are no changes to setup and scoring phase.

I. PREPARATION PHASE

SAND TIMERS:
Each player collects their 2 sand timers and places them near their Player board.

APP:
Launch the app and choose "New Age of Initiation". The app will help you counting the rounds of an Age of initiation. For the following Ages, you can always choose between "New Age of Initiation" or "New Age". If you choose the first option, time will still not be a factor. If you choose the second option, you will play the new age with the real-time constraints.

DETERMINE THE FIRST PLAYER:
For Age I, the oldest player takes the device with the app. For Age II and Age III, skip this step. The player controlling the app is the First player. The first player will change during the game according to the Scholar creation rules for this variant (see below).

II. ACTION PHASE

The First player places both of their sand timers (without flipping them over) on two unoccupied Action slots and immediately resolves both actions. Then, the game moves clockwise to the next player, who places their sand timers as well, and so on. Your sand timers stay on their slots until your next turn, blocking those Action slots for everyone else.

Important: Starting with the second round of each age, if you have performed an action on a common board (Technology, Leader, or Wonder board), you cannot place a sand timer on the same Action space this round; however, if another Action space on the same board has a free slot, you can use that one.

When the First player's turn comes around, they must press "Next Round" in the app before taking their turn. If, when they do this, the app displays "Scholar creation", all players immediately resolve a Scholar creation.

The rules for resolving each action are identical to the rules for real-time Time of Empires.

SCHOLAR CREATION

After the 5th and 10th rounds of an Age, the app will instruct players to resolve a Scholar creation. Immediately pause the game to do this. Everyone simultaneously creates Scholars according to the usual rules for Time of Empires. Once everyone has fully resolved their Scholar creation, the First player passes the device with the app to the player on their left. The player controlling the app is the new First player. He then taps "Resume the Game" in the app, and the game continues where you left off, starting with the new First player.

Technology cards

SCIENCE CARDS



Draw the top card of one of the 4 Technology decks. If an effect allows you to draw more than one Technology card at the same time, draw each of those cards independently, choosing each time from which deck to draw.



Place a Technology card from your hand on the Discovery space of your Player board without paying its discovery cost in Ideas, and without using a sand timer.

CONSTRUCTION CARDS



Gain up to X Ideas and/or X Bricks, by moving the corresponding tokens from your reserve to your stock



Take the corresponding Building from your Player board and place it on an available Construction space on a territory you occupy.

CONTROL CARDS



Deploy up to X Clans on your Capital or on a City you occupy (if not specified otherwise).



Perform up to X Moves. If you move into a territory where there are Clans belonging to another player, the resolution of the Technoloy card effect is halted, and combat is immediately triggered.



Choose a territory adjacent to a City you occupy. Destroy all tokens on that territory. If you destroy an opponent's Building, place it on the Destroyed buildings section of your Player board. If you destroy one of your own Building, remove it from the game. If you destroy Clans, return them to their owner's Population reserve.

CULTURE CARDS



Take up to X population tokens from your population reserve and place them on the Created scholars space of your Player board.



Take a Scholar from the Created scholars space on your Player board and place it on the corresponding Scholar space of any Wonder in play.



Take a Scholar from the Created scholars space on your Player board and place it on the corresponding Scholar space of any Leader tile in play.

202: Draw the top card of any Technology deck of your choosing until you have 4 Technology cards in your hand

203: Choose one of your sand timers, and move it to another Action slot(on a Common board or your Player board) without flipping it. Immediately resolve the action on which you just placed your sand timer.

205: Count the territories in which you have 2 Buildings; multiply that number by 2, and gain that many Bricks.

306: Discard the top Technology card on your Discovery space and immediately construct its corresponding Building. You can resolve this effect a second time with the next card on your Discovery space.

209: Choose one of your group of Clans and move it to an adjacent territory. If there are opponent's Clans in this territory, destroy them immediately without losing any of your Clans.

309: Take up to 4 population tokens from your reserve and deploy 2 of them in a territory of your choosing, and the other 2 in a different territory. If you deployed Clans to a territory occupied by opponent's Clans, immediately resolve combat there.

111: Count the number of created Scholars on your Player board. Take up to that number of population tokens from your population reserve and place them on the Created scholars space of your Player board.

CREDIT AND THANKS

DESIGNERS: Pierre Voyé and David Simiand

ILLUSTRATOR: Gaël Lannurien

GRAPHIC ARTIST: Pauline Masquelier

DEVELOPMENT AND EDITING OF THE RULES: Paul Grognan form Gaming Rules!, Andrea Dell'Agnese, Julia Faeta, Martin Saint-Amand, Sébastien Dujardin

TRANSLATION FOR THE ENGLISH RULES: Nathan Morse

DEVELOPMENT: Sébastien Dujardin and Martin Saint-Amand

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