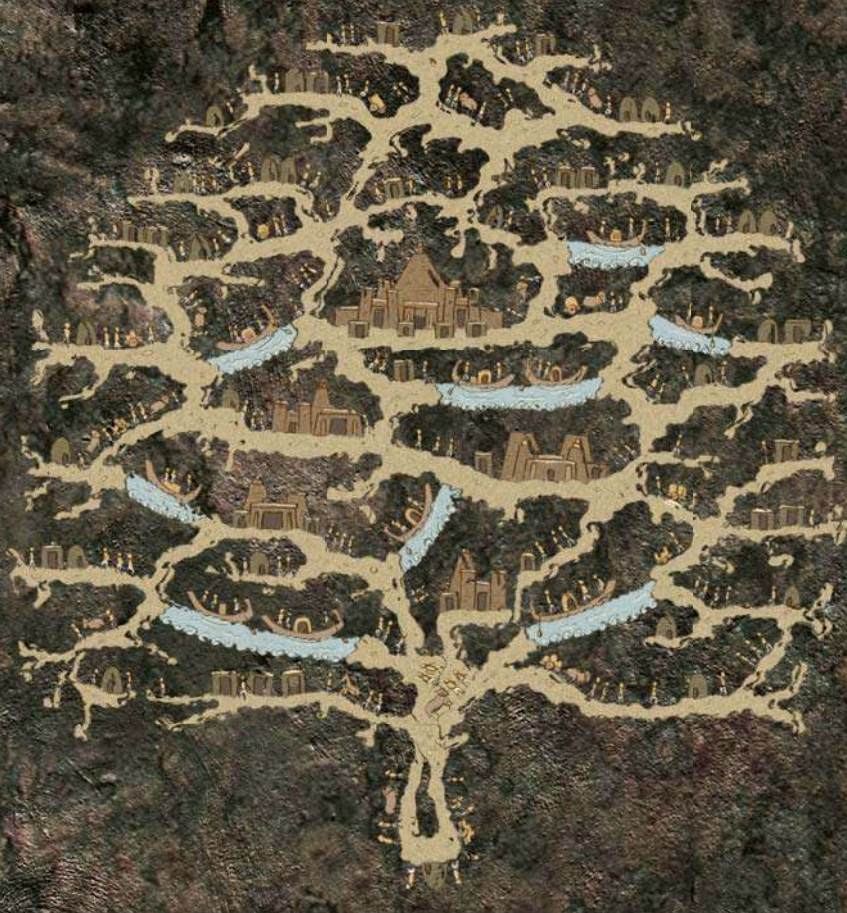
A GAME BY STEFAN RISTHAUS
FOR 2-4 PLAYERS

GENTES



RULEBOOK

SPIELWORXX

A GAME BY STEFAN RISTHAUS
FOR 2-4 PLAYERS

GENTES

CONTENTS

1.0 INTRODUCTION 2
2.0 GAME COMPONENTS 2
3.0 PREPARATION 4
4.0 HOW TO PLAY 6
5.0 END OF THE GAME AND FINAL SCORING . . 11

1.0 INTRODUCTION

In the first millennium BC city-states and ethnic groups, sometimes spanning large areas, rose in the Eastern Mediterranean. Through conquest and commerce new states, kingdoms, and peoples rose and had their respective "heyday".

In ***Gentes*** the players guide their people through the ups and downs of history, trying to obtain a permanent place in the annals of history. You train priests, soldiers, merchants, artisans, noblemen and scholars, in order to establish significant cities and to build magnificent monuments.

A clever timing mechanism requires a multitude of different tactical decisions from the players.

2.0 GAME COMPONENTS

Each copy of ***Gentes*** includes:

- 1 game board
- 4 player mats
- 54 civilization cards (plus 1 promo card, not used)
- 4 victory point markers (1 each in the 4 player colors)
- 1 purple turn marker
- 24 cities (6 in each of the 4 player colors)
- 64 brown wooden cubes
- 1 starting player token
- 40 time tiles
- 28 action tiles
- 6 training cost tiles
- 12 bonus point tiles
- 89 coins (36 x "1" 32 x "5", 21 x "10")
- 4 "+50/+100" victory point tokens (1 each in the 4 player colors)
- 8 play aids (4 each in German & English)
- 2 rules booklets (German/English)
- 2 glossaries (German/English)

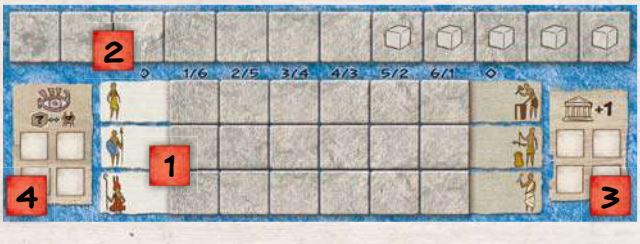
2.1 GAME BOARD

The game board shows a part of the Mediterranean basin with 24 cities in 3 regions (1). In addition the game board contains various areas of action for the *philosopher* (2), *navigator* (including the area of the 9 hometowns) (3), *tax collector* (4), the *starting player* (5), *chronicler* (6) and *scribe* (7). The civilization cards of the scribe are placed at the bottom edge of the game board. (8). Slightly above them to the left is the game turn track (9). In the lower right are the boxes for bonus point tiles (10). The victory point track is located along the edge of the game board (11).



2.2 PLAYER MATS

The players keep track of their trained people on their population chart (1). They place their chosen actions and corresponding time tiles on the time track (2). They place wooden cubes required for various additional actions on the spaces of the temple (3) and the oracle (4).



2.3 CIVILIZATION CARDS

The civilization cards are divided in three eras, marked I, II, and III. There are four different areas on a card. The era, the name of the card, and an illustration (1) are



located on the top left. In the top right there are four spaces for different symbols (2) representing different achievements. In the lower left corner are the criteria which the player must meet in order to play the card (3). In the lower right corner are the rewards and disadvantages the player receives or suffers (4).

2.4 ACTION TILES

The various action tiles show the costs of the action (1), as well as the time that the player needs to spend when executing this action (2). A tile's reverse indicates whether the tile is used in all games or only with certain numbers of players.





For 2 or 4 players



For 3 and 4 player



For 4 players



For all player numbers

2.5 TIME TILES

The time tiles show an hourglass on the front and two hourglasses on the back. Depending on the actions chosen by the players, the players place these tiles on their time track.



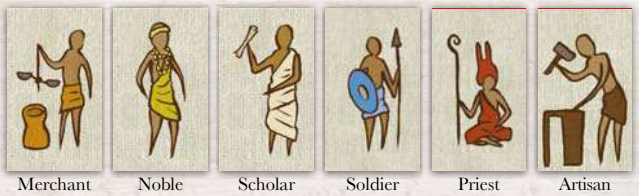
2.6 BONUS POINT TILES

There are three categories of bonus point tiles, which grant players additional victory points if they fulfill the respective conditions.



TRAINING COST TILES

The six training cost tiles (which are placed in the areas of action for philosophers - see (2) on the game board) indicate which costs are occurred in the training of nobles, soldiers, priests, artisans, merchants and scholars.



Merchant | Noble | Scholar | Soldier | Priest | Artisan

2.8 WOODEN PARTS

The players receive 6 cities and 1 victory point token in their player colors. The purple turn marker indicates the current game turn. There are also a starting player token and various neutral wooden cubes; various things are indicated by these wooden cubes during the course of the game.



2.9 "+50/+100" VICTORY POINT TILES

Once a player has reached 50 or 100 victory points, he indicates this with the help of these victory point tiles.



2.10 COINS

In ***Gentes*** the means of payment are coins with values 1, 5, and 10. Whenever the instructions mention coins, a value of 1 is implied. The players may change coins with those in the general stock at any time during the game.

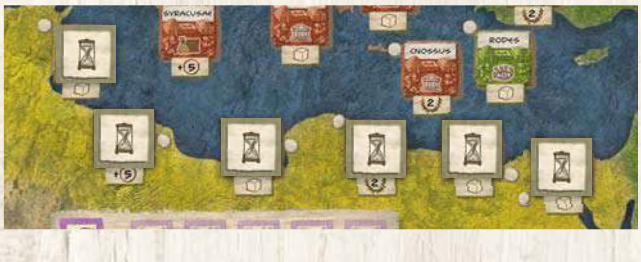


2.11 RULES BOOKLETS, GLOSSARIES, AND PLAY AIDS

Gentes includes rules booklets, glossaries, and play aids in German and English.

3.0 PREPARATION

A The players place the **game board** in the center of the playing area. In a two-player-game the players cover the cities of the yellow region with hourglasses. This region is not used in a two-player-game.



B The players place the **action tiles** on the corresponding action spaces.

The reverse of the tiles indicates for which number of players the tiles are used. If there are four players, all tiles will be used. If there are fewer than four players, the players place the unused tiles face down on the corresponding action spaces, indicating that this action tile and action space are not used in this game.

Experienced players can agree on covering the *tax collectors* action space giving them 4 coins with an hourglass in order to remove it from play.

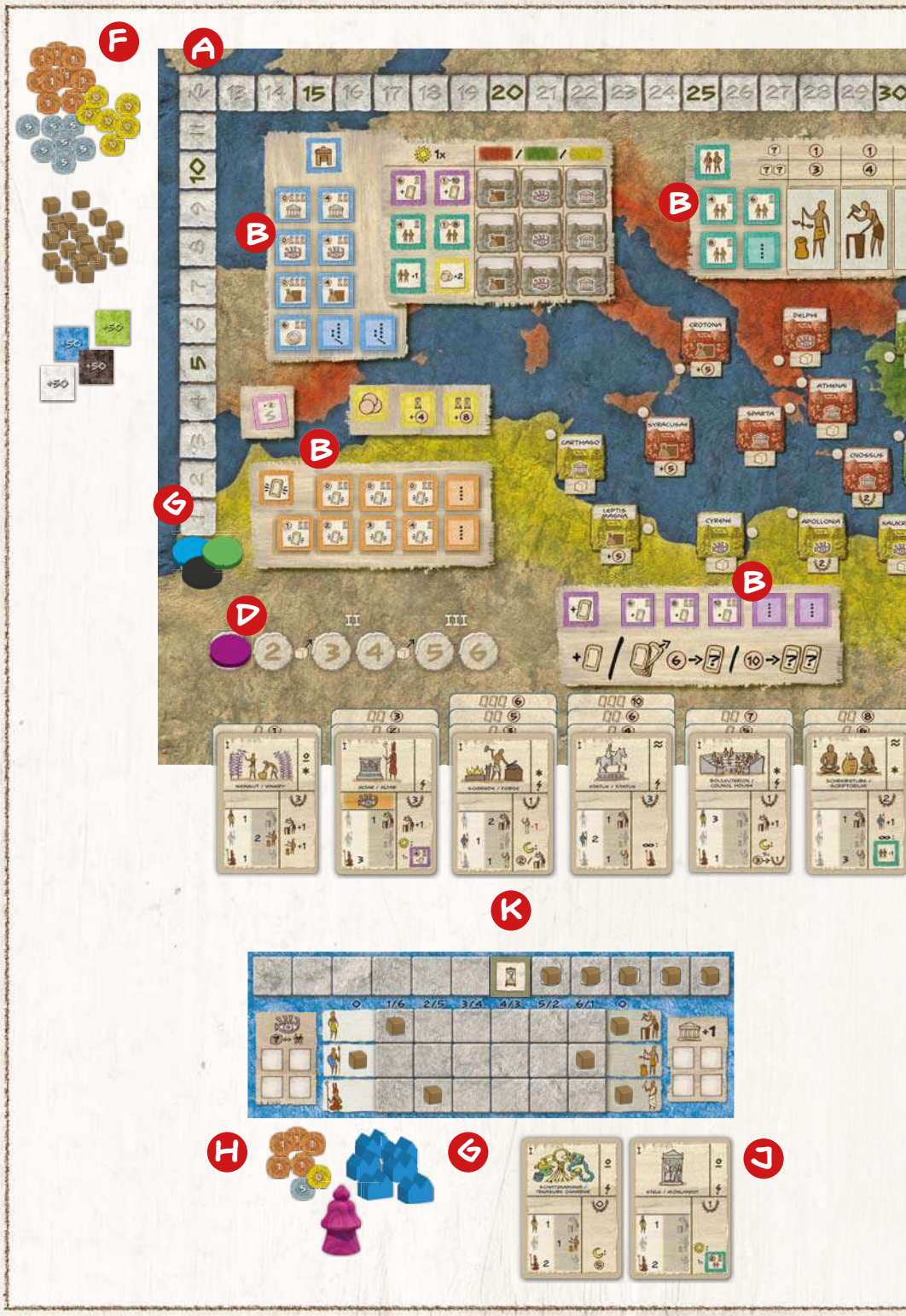


C The players place the **bonus point tiles** on the appropriate spaces. The tile giving 8 victory points is put on top of each stack. The remainder of each stack consists of tiles giving 4 victory points each. If there are fewer than four players, one or two tiles with 4 victory points per stack are returned to the box.

D The players place the purple **turn marker** on the first space of the game turn track.

E The players shuffle the 6 **training cost tiles** and place them on the spaces of the table of costs (in the area of action for *philosophers*).

F The players place the **time tiles**, the **coins**, the **"+50/+100" victory point** tiles and the brown **wooden cubes** as a general stock next to the game board. All materials in the general stock are available without limitation. If you should run out of one, you may use a substitute.



G Each player takes a **play aid**, a **player mat**, the matching wooden parts, 11 brown **wooden cubes**, and 1 **time tile**.

The players place six wooden cubes on the "0" spaces to the left and right of the population chart. Thus they indicate that they have "0" people from each group.

They also place five wooden cubes and a time tile with a single hourglass on the six rightmost spaces of their time track.

Players place their victory point marker on the 0 space of the victory point track. The players place the 6 cities next to their player mats; these form their own stock and are used to mark built cities during the course of the game.



H Each player takes 20 **coins**. Throughout the game the coins in a player's possession should be visible to all other players, so that everyone can see how much many coins each player has.

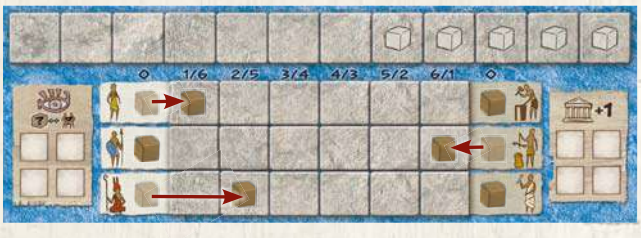
I The players choose a starting player in any way they like. The starting player receives the **starting player token**.

J The starting player sorts the civilization cards according to the three eras (I, II, III) and shuffles the cards separately according to era. He places the stacks of eras II and III next to the game board.

Now the starting player reveals three civilization cards from the stack of era I for every player participating in the game, e.g. in a three player game he reveals nine cards. Starting to the right of the start player and continuing in counterclockwise direction, each player selects a card and takes it into his hand until each player has two cards. Again, the starting player shuffles the remaining civilization cards into the stack of era I.

Then, each player selects exactly four people as his starting population (in any combination of roles as long as he does not take more than 4) by marking them on his population chart.

Example: *Heike decides to start with one noble, one merchant and two priests.*



Only in the first game: Each player begins with two civilization cards from era I in his hand and four persons on his population chart:

	Civilization cards	Persons
Starting player	Treasure Chamber, Monument	1 noble; 2 priests; 1 merchant
2nd player	Tenement, Training Ground	1 noble; 3 soldiers
3rd player	Marketplace, Shipyard	1 artisan; 3 merchants
4th player	Scriptorium, Road	1 artisan; 3 scholars

K Finally, the starting player draws the top 8 **civilization cards** from the stack of era I and places them in a row at the lower edge of the game board so that each space contains a card. He puts the remainder of the stack of era I to the right of this row.

NOW YOU CAN START PLAYING GENTES!

4.0 HOW TO PLAY

A game of ***Gentes*** lasts for 6 rounds. An era consists of 2 rounds, which is indicated on the turn track and the civilization cards (as I, II, and III).

Each round consists of two phases:

4.1 Heyday Phase:
Perform actions

4.2 Decline Phase:
End of the round and clean up

The players always complete a phase entirely before starting the next phase.

The following rules describe the general procedures in ***Gentes***. Different civilization cards or hometowns grant players capabilities, which contradict these procedures or modify them. Special capabilities granted by civilization cards and hometowns have precedence over these general procedures.

4.1 HEYDAY PHASE: PERFORMING ACTIONS

This phase is the heart of the game, during which each player, beginning with the starting player, will take turns on multiple occasions.

During his turn the player must perform a main action, as long as he has at least one free space on his time track. The player may not voluntarily pass! He may conduct various additional actions. Only after the player has placed an action or time tile on the last space of his time track, he sits out the rest of the heyday phase. *In this way the players may conduct a different number of actions during the heyday phase.*

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A) THE MAIN ACTIONS

A player conducts a main action during his turn. He must usually take an action tile for every main action and places it together with a corresponding number of time tiles on his time track. Alternatively he may conduct main actions indicated on civilization cards placed in front of him or hometowns in his possession, for which he places only time tiles on his time track.

In order to use the actions of civilization cards the player must have played the respective card previously and hence it must be placed in front of him. During his turn, the player can use one of the card`s main actions instead of taking an action tile. As he can use these actions only once during a game turn, he marks the respective cards with a brown cube from the general stock – the cubes are removed during the decline phase.

The player may use the card actions as often and at any time during his turn. These actions can change the main actions of certain action tiles.

The active player performs the following three steps:
1) Choosing and paying for an action
(2) Placing Time Tiles and Action Tiles on the time track
(3) Conducting the action

1) Choosing and Paying for an Action

The player selects an action, takes the action tile and pays the cost indicated on the tile. If a player chooses the *tax collector* action or becomes the *new starting player*, he receives coins instead.

Example: *Heike selects the action philosopher with a cost of 8 and pays 8 coins into the stock.*



A player may choose a main action only if he can pay the costs and if there are enough spaces for the required tiles on his time track (see b). He must also conduct the main action at least partly (see c).

The costs of the various actions are often lower than those the player would have to pay for the respectively most affordable action tile. Some civilization cards and hometowns allow the player to set the costs as they want to. In this way, the player may pay exactly the costs of the desired action.

A player can usually conduct a main action only if he can take a corresponding action tile from the game board. He may always choose the *tax collector* actions, since there are no action tiles.

If a player has empty spaces remaining on his time track and does not want to or cannot take any action tile from the game board, he must perform the *tax collector* action or become the *new starting player*, until he has filled his entire time track with action and time tiles. *A player may not voluntarily pass.*

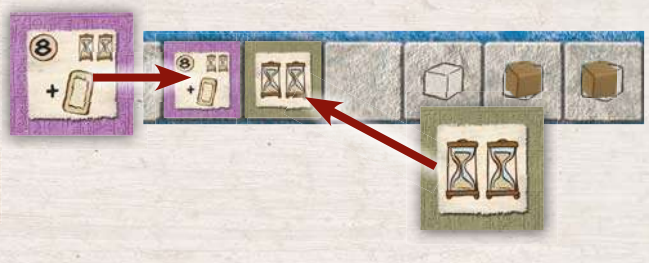
Some civilization cards and hometowns allow the player to choose a main action without taking an action tile during his turn. In this case, he pays only the corresponding costs.

2) Placing Time Tiles and Action Tiles on the Time Track

A player places the action tile he has chosen on the leftmost empty space of his time track. He also places time tiles (from the general stock) showing the required number of hourglasses on additional free spaces of the time track. If a player must take several hourglasses at once, he must choose whether he places time tiles with a single hourglass or uses the back of the time tiles with two hourglasses. It is not possible to change a time tile (i.e. turning it over or exchanging it for a tile from the general stock) once it has been placed on the time track.

If a player selects the *tax collector* action, he places only time tiles on his time track. If a player chooses the *new starting player* action, he places only the action tile on his time track.

Example: *Heike places the scribe action tile with a cost of 8 on her time track and additionally places a time tile with 2 hourglasses. She could have placed two time tiles showing single hourglasses, but then she would have been left with just a single free space for her next action.*



3) Conducting the Action

Now, the player performs the selected action.



TAX COLLECTOR

Choosing this action, players get coins.

There are always two different actions available. The players take no action tile!

If a player takes an hourglass, he receives 4 coins from the bank. If he takes two hourglasses, he receives 8 coins.

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NEW STARTING PLAYER

Choosing this action, a player becomes the starting player of the next game turn.

This action can be chosen by only *one* player per turn. The player takes the action tile, but **no** hourglasses.

The player receives 2 coins immediately. In the decline phase following this turn, he will be the new starting player



PHILOSOPHER

Choosing this action, players train new people to increase their population.

Depending on the number of players, this action can be chosen two to four times. The player pays 4 to 8 coins and takes 1 hourglass.

He trains one or two persons and adds them to his own population on his player mat.

Whom the player may train, depends on the amount he paid. The chart gives the costs of training one person in the upper row and the costs of training two persons in the lower row.

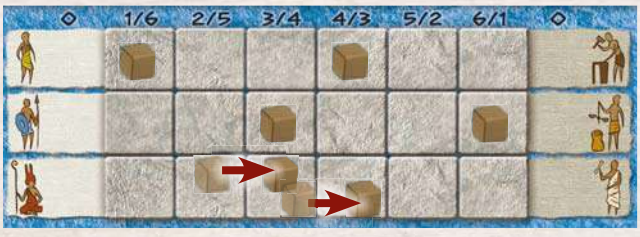
Example: *If Heike chooses the philosopher tile with a cost of 4, she may train any individual person. If she wants to train two people at once, Heike may only choose them from the two currently cheapest groups with the lowest training costs. She has no access to the groups of persons in the four columns to the right, because she would have to pay 5 to 8 coins for those.*



If a player trains two persons, he may choose the same group of persons twice, or two different groups of persons. For every trained person, he moves the corresponding cube one space on his population chart.

Two groups of people are in the same row of the population chart. The wooden cubes in the same row may not be on the same space and may also not "move past each other". If the wooden cubes in a row are on adjacent spaces and the player receives another person of one of the two groups, he needs to reset the other wooden cube. A player may not have more than 6 people in a group; a wooden cube, may never be moved further than the "0" space.

Example: *Heike trains a new priest. She already has two priests and 4 scholars. She loses one scholar and resets the cube for scholars to add the new priest on her population chart.*



Finally, the player places the training cost tiles of the trained persons at the right end of the table and closes the gaps by moving the other tiles to the left. If he has trained two people from different groups of people, he moves the tile that was further to the right before his action back first.

Example: *Heike selects the action tile philosopher with a cost of 4 and pays 4 coins. She educates a priest and a soldier, and moves their wooden cubes accordingly on her population chart. First she places the training cost tile for soldiers on the last place in the table, then she pushes the others to the left, then she places the tile for priests.*



Some civilization cards and one hometown allow a player to train more than two persons. In such a case, first he moves the most expensive training cost tile always to the right end, then the others in descending order.

If a player has a total of 18 people on **his population chart**, he takes the top bonus point tile from the respective stack. Additional persons on civilization cards do not count for this bonus. See also page 10 for how to handle additional actions.



NAVIGATOR

Choosing this action, players build cities.

Depending on the number of players, this action can be selected between four to nine times. The players pay 0 to 6 coins for these actions and take 2 or 3 hourglasses.

The player builds a city on a free **site** on the game board. He has the choice between a city site in one of the three color-coded regions on the game board and a hometown site.



City sites



Hometown sites

The action tile specifies which spaces the player may choose:


The player may build a temple city


The player may build a trade city


The player may build an oracle city


The player may build any city.

If a player has no more cities in his personal stock, he may take back any city from the game board and relocate it immediately. The vacated site on the game board is once again available to all players and may immediately be filled again by a player.

Building a City: If a player chooses a city, he places one of his houses on a free site, which shows the same icon as the selected action tile. Then he activates *all of his* cities in *this region*, including the newly built city. He will receive the following rewards for these cities:

- **Temple:** The player takes a wooden cube and places it on his player mat in the temple area. He can store a maximum of four wooden cubes there at the same time. If he receives more, they will forfeit without substitution.
- **Oracle:** The player takes a wooden cube and places it on his player mat in the oracle area. He can store a maximum of four wooden cubes there at the same time. If he receives more, they will forfeit without substitution.
- **Trade:** The player takes 5 coins.
- **Victory Points:** The player receives 2 victory points. He advances his victory point marker as many spaces on the victory point track.



Example: *Heike selects the action tile navigator (temple) with a cost of 0 and builds a city in Athenai. The Athenai site shows a temple and is located in the red region. Thus, Heike immediately receives a wooden cube; she places it in her temple area. She activates all of her other cities in the red region, Syracusae and Cnossus, and receives 2 victory points and 5 coins.*



Building a Hometown: If a player chooses a hometown, he places one of his houses on a free site, which shows the same icon as the selected action tile. He activates all of his cities *in an area of his choice* and he receives the rewards of these cities.

Hometowns offer additional options for actions to a player. He may use these in the heyday phase, but only during his turn, and only once per game turn!

The Hometown of Scribes:



The player performs a scribe action, without taking an action tile. He pays 6 coins and places an hourglass on his time track.



If a player chooses a regular *scribe* action, either by taking an available action tile from the game board, by using an action of his civilization cards or by the other action of the hometown of scribes, he may decide how much he wants to pay (between 1 and 10 coins). *In this way, the player may pay the exact costs of the action.*

The Hometown of Philosophers:



The player performs a *philosopher* action, without taking an action tile. He pays 4 coins and places an hourglass on his time track.



If a player chooses a regular *philosopher* action, either by taking an available action tile from the game board, by using an action of his civilization cards or by the other action of the hometown of philosophers, he may decide how much he wants to pay (between 1 and 8 coins). *In this way, the player may pay the exact costs of the action.*

The Hometown of Inventors:



If the player chooses a regular *philosopher* action, either by taking an available action tile from the game board, by using an action of his civilization cards or by the other action of the hometown of philosophers, he can train an *additional* person within the permitted range.



If the player chooses a regular *tax collector* action, he receives the same amount of coins a second. This action can be combined with the same action of the civilization cards *Tenement* and *Well*.

Example: *Heike chooses the tax collector action and takes 1 hourglass. She uses her hometown of inventors and receives 4 + 4 = 8 coins.*

The player may use only one of the two action options per hometown. If he has multiple hometowns, he may combine several of these action options during the same turn.

Example: *Heike has two hometowns of philosophers. She uses the first, to use the action philosopher with an hourglass. Then she uses the second, to adjust the costs according to her desire.*

After using a hometown, a player places a wooden cube from the general stock on its space. Thus he indicates that he may not use this hometown again during this round.

If a player has built all six of his cities for the first time, both as cities or hometowns, he takes the corresponding top bonus point tile. See also page 10 for the handling of additional actions.



SCRIBE

Choosing this action, the players take civilization cards into their hand.

Depending on the number of players, this action can be selected between three to five times. The players pay 6 to 10 coins for it and take 1 or 2 hourglasses.

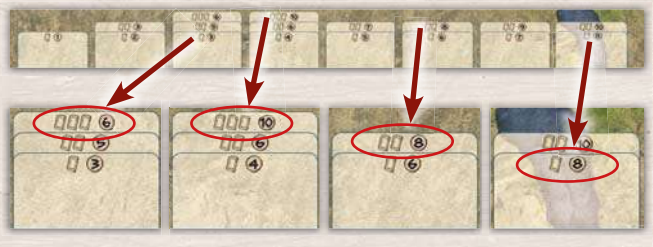
The player may either take new civilization cards from the display or from the discard pile into his hand. He has to decide which of the two options he wants to take. He **cannot** combine the two options.

How many civilization cards a player may take depends on the paid costs. A player may take fewer cards than the action tile allows for.

During the *heyday* phase, a player may hold as many civilization cards in his hand as he wants to. However, he must oblige with the three civilization cards hand limit during the *decline* phase - for each additional card in his hand he must place an hourglass on his time track.

Choosing from the display: The player chooses 1, 2 or 3 cards from the display of face up cards. He may choose different cards according to the costs indicated above the card display.

Example: *Heike selects the action tile scribe with a cost of 8 and now has the following choices: 1. She can take any card from the entire display of cards. 2. She may choose two cards from the first six cards. 3. If Heike wants to take three cards, she must choose the first three cards of the display; To choose among the first four cards, Heike would have to take the action tile with a cost of 10 coins.*



At the end of the turn, the players refill the display of civilization cards. They move the cards in the display to the left in order to close any gaps. Then, they reveal new civilization cards of the corresponding era and place them on the free rightmost spaces. They do so until all spaces in the display contain cards or the stack of the current era does not contain any more cards. If all the cards in a stack have been drawn, the remaining free spaces in the display remain unused.

Choosing from the discard pile: A player may look at all civilization cards in the discard pile. Depending on the costs he paid, he may take 1 or 2 cards from the discard pile to his hand. During the 2nd or 3rd era, players can thus choose civilization cards from past eras.

Example: *Heike selects the action tile scribe with a cost of 10. She may take up to 2 cards from the discard pile.*

Gentes is not a "memory game". Players are allowed to look through any stack (discard pile, the stack of the current era, stacks of future eras). After examining a stack like this, the corresponding stack has to be reshuffled..



CHRONICLER

Choosing this action, players play civilization cards from their hand.

Depending on the number of players, this action can be selected between five to nine times. The players pay 0 to 5 coins for these actions and take 1 or 2 hour glasses.

Playing a civilization card: A player may play *one* civilization card from his hand whose requirements he meets, and receives the rewards or suffers the disadvantages pictured on the card.

First, the player shows the other players that he meets the *prerequisites* listed on the civilization card. He requires all persons depicted on the card in his population chart and if necessary must also have the right number of cities or hometowns with the required icons (trade, oracle or temple) on the game board. Only the icons of the cities or hometowns are important so that both cities and hometowns are eligible

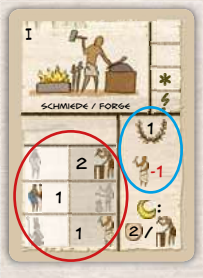


If a player has not enough people on his population chart, he may take wooden cubes from his temple. For every missing person, he returns a wooden cube to the general stock. He does not record these "virtual" persons in his population chart!

Afterwards, the player receives all rewards and suffers all disadvantages indicated on the just played card. All rewards and disadvantages apply automatically; the player may not pass on certain parts.

NOTE: An overview of all civilization cards can be found in the glossary.

Example: *Heike plays the civilization card Forge. It requires at least 2 artisans, 1 soldier and 1 scholar. In addition to the soldier, she even has 3 artisans and 2 scholars in her population chart. She thus meets all the requirements and receives the rewards and disadvantages of this civilization card. Heike immediately gets 1 victory point, so that she advances her victory point marker one space and she looses a scholar.*



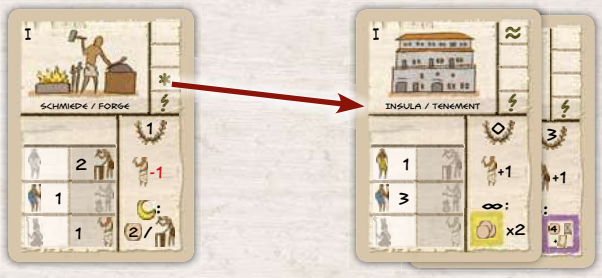


Scoring icons: After that the player places the just-played civilization card in his display, overlapping previously played cards. Thus he can continue to see the permanent action options granted by these cards.

He also receives additional victory points for *one* of the symbols in the top right corner of the *just-played* civilization card. The player chooses one of the symbols and receives as many victory points as he has symbols of this kind in his display. If the symbol shows up on one of his cards for the first time, he receives only 1 victory point (for the just-played card). If he already has two cards with this symbol in his display, the player gets 3 points for the third symbol of this kind.

The cards of era III do not have these symbols anymore and can therefore provide no more victory points in this way.

Example: *Heike puts the civilization card Forge to her already played civilization cards and receives 1 victory point. She would receive only 1 victory point for the symbol in the third row. Since she has now a total of three symbols in the fourth row, she receives an additional 3 victory points and advances her victory point marker a total of 4 spaces.*



If a player has placed a total of eight civilization cards in his display, he takes the corresponding top bonus point tile. See also below for how to handle additional actions.

During a *chronicler* action the player can also receive the bonus point tile for 18 people when he receives another person as a reward and has then a total of 18 persons. However, the condition must be fulfilled at the end of the action. Should a player lose a person because of the just-played civilization card and the total number of persons drops below 18, the player does not meet the condition for the bonus point tile anymore.

B) ADDITIONAL ACTIONS

A player may carry out the following additional actions during his turn as often as he wants to before or after the main action.

Training a Person

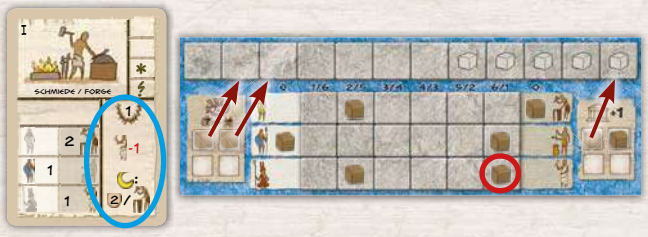
A player takes three wooden cubes from the *temple* and/or the *oracle* on his player mat and returns them to the general stock to train any person. He advances the corresponding wooden cube one space on his population chart for every trained person. *The group of persons facing each other in a row continue to limit each other in their maximum number.*

Example: *Heike returns two wooden cubes from the oracle and a wooden cube from the temple to the general stock and trains another noble. She marks this on her population chart and has now 2 nobles.*



If a player looses a person as disadvantage of a played civilization card, he may return instead three wooden cubes from the temple and/or the oracle to the general stock. The player cannot stop this loss by returning a single wooden cube from the oracle (a "virtual" person is not enough).

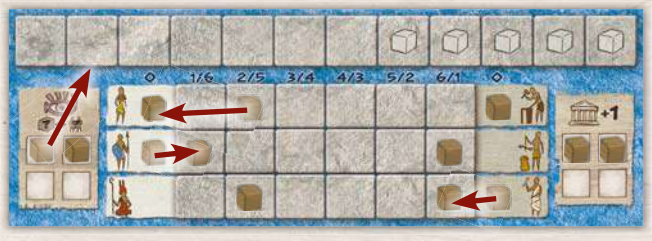
Example: *After Heike has played the civilization card Forge, she must loose a scholar. She wants to keep everyone on her population chart and removes 3 wooden cubes from her player mat instead; one from the temple space and two from the oracle space.*



Exchanging two Persons

A player may return a wooden cube from the *oracle* to the general stock in order to exchange one person against another. He may do so two times per wooden cube returned in this fashion. To do so he moves the wooden cube of a person one space back on his population chart and advances the cube of another person one space.

Example: *Heike returns a wooden cube from the oracle to the general supply and moves the wooden cube for nobles two spaces back. She advances the wooden cube for scholars and the wooden cube for soldiers one space each.*



Taking Bonus Point Tiles



A player may take a bonus point tile if he meets the conditions of this tile.

The *first* player to have built 6 cities, played 8 cards, or has 18 persons, takes a tile with 8 victory points. If a player meets the requirements of the categories after another player has already met them, he takes a corresponding tile with 4 victory points. The player immediately advances his victory point marker on the victory point track an according number of spaces.

A player receives only one bonus point tile per category!

The heyday phase ends as soon as all spaces on the time tracks of all players are occupied.

4.2 DECLINE PHASE: END OF THE ROUND AND CLEAN UP

In this phase players go through some steps to end the round. Basically all players can go through these steps of the decline phase at the same time. In the first game, however, it makes sense to cover these individual steps jointly in order of play.

The decline phase also has to be completed in the sixth and final round of the game!

During the decline phase players may also conduct additional actions, see above.

A) DETERMINING THE NEW STARTING PLAYER



The player whose time track contains the action tile *new starting player* takes the starting player token. If none of the players took this tile, the starting player token remains with the previous starting player.

B) REMOVING WOODEN CUBES FROM HOMETOWNS AND CIVILIZATION CARDS, CLEANING UP THE TIME TRACKS

The players return the wooden cubes they used to mark one-time actions of their civilization cards to the general stock. They may use these actions again during the next heyday phase. Equally they return all wooden cubes placed next to hometowns to the general stock.

Players return all action tiles on their time track to the corresponding spaces of the game board. Then they return all time tiles with *single* hourglasses to the general stock. They turn time tiles with two hourglasses over to the side with one hourglass, leaving them in place on their time track. Because of these time tiles and different numbers of removed wooden cubes, players may have varying numbers of free spaces on their time tracks in subsequent turns.

Example: *Heike cleans up her time track and after doing so there is only one time tile with a single hourglass left on her time track.*



C) ADVANCING THE TURN MARKER AND CHECKING FOR ERA CHANGE

The starting player advances the turn marker one space.



If the turn marker has advanced to a space indicating a new era (after the second and fourth round), the starting player places all civilization cards of the old era into the discard pile, i.e. the cards below the game board and the remaining stack of cards from the old era. He takes the stack of civilization cards of the next era, draws cards from this stack and places them onto the display below the game board. The players keep their cards and can play also civilization cards of previous eras in the subsequent turns.

During an era change each player returns a wooden cube from his time track to the general stock; an additional space on the time track is available from now on. If a player already removed all these wooden cubes, he takes 1 wooden cube of his choice for the oracle or temple area and places it on his player mat.

Example: *During the era change from era I to era II, Heike removes one of the wooden cubes on her time track.*



D) ACTIVATING CITIES AND CIVILIZATION CARDS

In the new player order, the players activate *one* of their cities in *each* of the three regions and take the respective rewards.

They also activate all civilization cards with the C-icon in their own display. See the glossary for each civilization card.

Each player can choose the order in which he activates his cities and cards.

Example: *Heike decides to receive 2 victory points for Apollonia in the yellow region and to take 5 coins for Syracusae in the red region. She has the Trading Post in her display, so she changes 3 of the coins she received in Syracusae into 1 victory point.*



E) CHECKING THE CARD LIMIT

If players have more than three cards in their hand, they must place a time tile with an hourglass for each additional card on their time track. If a player has to take several hourglasses in this manner, he may also take a time tile with two hourglasses instead of individual hourglasses.

The game continues with the next round, starting a new heyday phase. If the turn marker already reached the sixth space, the game ends and players continue with the final scoring.

5.0 END OF THE GAME AND FINAL SCORING

After the players have concluded the decline phase at the end of the sixth round, the game ends with the final scoring. Players return unclaimed bonus point tiles to the box.

A) SCORING CARDS IN THE HANDS

Each player can score all of the cards in his hand whose requirements he meets. He receives only half of the points specified in the rewards for each of these cards (rounded up). All other rewards or symbols will not be scored; likewise a player cannot receive any bonus point tiles at this stage.

The player can freely determine the order of civilization cards he wants play. He may still use additional actions with the wooden cubes in his temple and oracle areas.

For remaining cards in his hand whose requirements the player **cannot** meet, he has to **reduce** his victory points by half (rounded up) of the victory points the cards would have granted as rewards.

B) VICTORY POINTS FOR COINS

Each player gets 1 victory point each for 10 coins. The players hand over their coins.

C) VICTORY POINTS FOR REMAINING WOODEN CUBES IN THE TEMPLE OR ORACLE AREAS.

Each player gets 1 victory point each for 2 wooden cubes in his temple and/or oracle area. The total amount of wooden cubes is taken into account, regardless of where they come from.

D) PENALTY FOR HOURGLASSES

Each player loses victory points for hourglasses which are still on his time track.

Number of hourglasses	1	2	3	4+
Deducted points	-2 victory points	-4 victory points	-8 victory points	-16 victory points

The player with the most victory points wins ***Gentes***. In case of a tie, the tied player who has more civilization cards in his display wins. If there is another tie, the tied player with the most coins wins.



GENTES

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