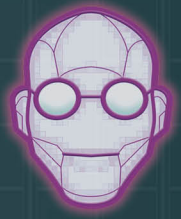
# CIVOLUTION

## ACCEPTANCE LETTER



Dear student beings,

We are pleased to inform you that you have been admitted to the next level. This achievement is due to your outstanding performance in the Civolution exams. However, your training is not yet complete. From now on, your task is to improve your position even further by incorporating Extra Credits into your examinations.

Three of these Extra Credits are now at your disposal. Good luck!

**Extra Credits** are small expansions that you may add individually or in any combination to the Civolution base game. The following 3 Extra Credits are included in this *Acceptance Letter*:

Extra Credit A: **6 starting attribute chips** *> see page 2*

Extra Credit B: **6 creature chips** *> see page 4*

Extra Credit C: **15 level-4 module tiles** *> see page 9*

## Extra Credit A: **6 starting attribute chips**

*The starting attribute chips provide each civilization with a unique and exciting starting benefit.*




*Back*

*Front*

### Setup

Set the game up as described in the base game rulebook. However, before preparing the starting chip cards in step 16, shuffle the 6 starting attribute chips and then proceed with **step** 16 using the following addition:

Option A (for newcomers, who should only use this Extra Credit if an experienced player can aid them): Along with your starting chip card and the random goal chip, you also receive one random starting attribute chip.

Option B (for advanced players): After displaying the starting chip cards and placing a goal chip onto each as usual, also place one random face-up starting attribute chip above each of them. When you choose a starting chip card, you take it along with its goal chip and its starting attribute chip.

Return all unused starting attribute chips to the game box.

After performing the usual three steps of your starting chip card (1. Placing the goal chip in your goal area, 2. Upgrading the corresponding module, 3. Sliding the card under your console), carry out the following additional **fourth** step:

Install your starting attribute chip in the stage partition of your console by placing it in the lowest available stage of any column. This column is now permanently assigned to attribute chips (meaning it can only contain attribute and income chips for the rest of the game).

Finally, starting with the starting civilization and proceeding clockwise, each civilization gains the **starting benefit** *(see next page)* of its starting attribute chip.

There are no changes to gameplay or the end of the game.

## Overview of the starting attribute chips

**Progressive civilization**
*Starting benefit:* Choose one of the five progress tracks and advance your disc 2 steps on that track. You also receive the track bonus that your disc passes.

**Prosperous civilization**
*Starting benefit:* Choose one of the six types of land territory (Forest, Grassland, Hills, Mountains, Swamp, Desert). Take 6 markers from your supply and place 2 onto each of the 3 storage spaces of that territory type on your console (regardless of whether any marker was placed there in step 14). *Example: You choose Mountains and place 2 markers onto each of your Stone, Iron Ore, and Jade storage spaces.*

**Diverse civilization**
*Starting benefit:* Take 3 markers from your supply and place one of them onto each of three **different** feature spaces on your console (regardless of whether any markers were placed there in step 14). *Example: You place one marker onto each of your Intelligence, Dexterity, and Vision feature spaces.*

**Cultured civilization**
*Starting benefit:* Draw the top card of each of the five face-down research stacks and add them to your hand. You therefore begin the game with 10 research cards (2 of each type).

**Expanding civilization**
*Starting benefit:* Take 1 tribe from your supply and place it onto a free **non-fire encampment** in any undeveloped territory on the continent. Then develop that territory by placing 1 marker from your supply into it, and flipping its material tile face up.
You therefore begin the game with 3 tribes and 3 raw materials.

**Prepared civilization**
*Starting benefit:* Take 12 markers from your supply and place 3 onto each of your food, money, focus, and idea spaces (in addition to the markers already placed there during step 14).

## Extra Credit B: **6 creature chips**

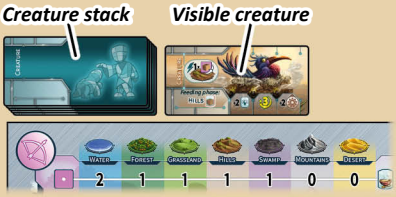



*Creatures can be captured and tamed while hunting. Once you possess tamed creatures, you can feed them during each Feeding phase to gain rewards.*

### Setup

Set the game up as described in the base game rulebook.
However, at the end of **step** 6, after filling the chip displays as usual, carry out the following addition:

Shuffle the 6 creature chips and place them as a face-down *creature stack* near the hunting table. Then reveal the top chip and place it face up next to the stack as the *visible creature*.




**Notes:**

- Creature chips are a new, distinct type of chip and therefore require a column of their own in the stage partition.
- Each creature chip belongs to one of the six types of land territory.




### Playing the game

Creature chips mainly affect two aspects of gameplay:

- the key action “Perform a hunt” and
- the Feeding phase.

The changes to both are described below.

## KEY ACTION

### 1x  Perform a hunt

As usual, choose a territory where you have at least one tribe and where no hunting token is currently placed. If this territory does **not** match the territory type of the *visible creature*, perform the hunt as usual (*see page 19 of the Civolution rulebook*).

However, if the territory **does match** the visible creature's territory type, proceed as follows:

Roll all your pink fate dice once and choose one of them. This die determines two things:
- how many food markers you gain, and
- whether you tame the visible creature.

As usual, you may spend idea markers to adjust the die value before finalizing it but it always applies to both the food markers and the creature.

The number of **food markers** you receive is based on the hunting table as usual. Find the number where the value of the die and the column of the territory type intersect and place that many markers from your supply onto the food space of your console.
Then, as usual, place a hunting token from the hunting token display into the territory you just hunted in.

Afterwards, determine whether you have successfully **tamed the visible creature**.
This depends on your disc's position on the **Favor of Agera track** (in the same way as it would in favor tests): If the die value falls within the range printed below your disc, you have tamed the creature.

If you have successfully tamed the visible creature, install its chip by carrying out the following steps in order:

**1) Take the creature chip**
Take the chip of the visible creature. Then, reveal the top chip from the creature stack and place it face up beside the stack as the next visible creature. (If the stack is empty, no new creature can be visible.)

**2) Determine the column in which the creature chip will be installed**
If no creature chip is installed in your stage partition yet, you can choose any column that is either empty or contains only income chips.
If there is already at least one creature chip in one of your columns, you must choose that column.

**3) Insert the creature chip into the determined column**
Place the creature chip face up in the lowest free stage of the determined column.

**4) Make a lucky find**
Finally, perform the key action “Make a lucky find” (*see page 20 of the Civolution rulebook*) once.
However, this lucky find must be made in the territory type that matches the newly installed creature chip.




Once installed, the creature chip remains in your console for the rest of the game and can be used in each following Feeding phase (*see page 8 of this rulebook*).

If you did not tame the visible creature, its chip stays face up next to the creature stack.

***Example:***

*The visible creature is the Hills creature.*



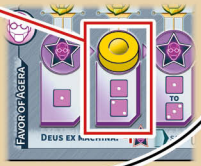




*The yellow civilization chooses one of its Hills territories for hunting. It has two fate dice, which it rolls once.*
*The results are a*  *and a*  .




*Since the yellow disc is on the second space of the Favor of Agera track, the yellow civilization would not be able to tame the creature with either die result.*
*It could accept this and just gain 3 food markers.*

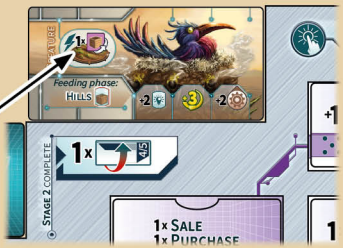



*Instead, it chooses to spend 1 idea marker to turn the*  *into a*  .

*With this*  *, it can now tame the creature and also gain 2 food markers.*

*After gaining the 2 food markers and placing a hunting token into the Hills territory, the yellow civilization takes the chip of the exposed Hills creature and reveals the top chip from the creature stack as the next visible creature.*

*Then, it installs the Hills creature chip in the stage partition of its console.*




*Finally, the yellow civilization performs the key action "Make a lucky find" in a Hills territory by rolling both fate dice again. As both show a*  *, it gains a stored Sulfur.*

## Phase 6: **Feeding phase**

Carry out the Feeding phase as usual (*see page 33 of the Civolution rulebook*). However, note the following addition to step A:

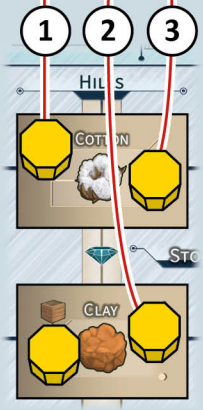



### A) Feed tribes

**After** you've finished feeding your tribes as usual, you may **feed your creatures**:




You can feed each creature in your stage partition up to **3 stored materials of its territory type**. This can be any combination of the allowed material types (including the same one multiple times).



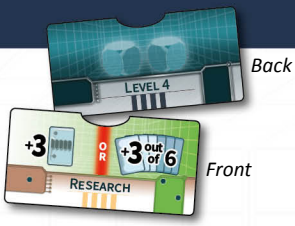

Place the materials used to feed the creature **from left to right** onto its *feeding spaces*.
Then, you receive the reward printed on each feeding space:

- If you feed it 1 stored material, gain 2 idea markers.
- If you feed it 2 stored materials, gain 2 idea markers and 3 success points.
- If you feed it 3 stored materials, gain 2 idea markers, 3 success points, and advance your disc 2 steps on the progress track shown on the third feeding space (in the case of the forest creature, advance your discs on any 2 progress tracks 1 step each).

Once you've finished feeding all your creatures, return all markers from your creature chips to your supply.

There are no further changes to gameplay or the end of the game.

## Extra Credit C: **15 level-4 module tiles**




*Each of the 15 main modules now has one new, powerful module tile of level 4 (IIII). At the beginning of the game, each civilization receives three of these tiles, which enables it to upgrade the corresponding modules to level 4 during the game.*

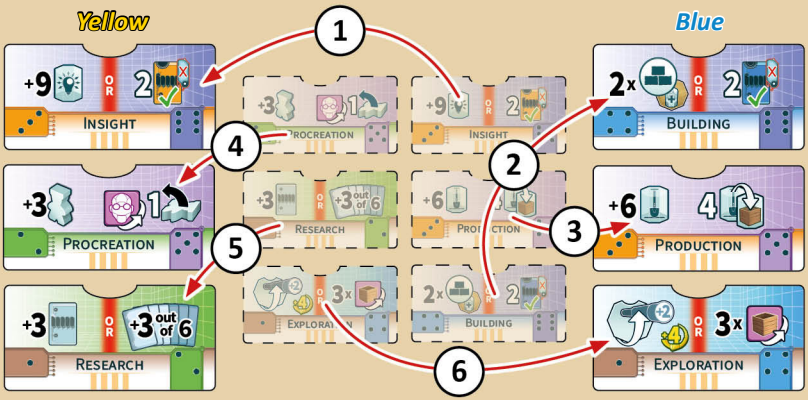
### Setup

Set the game up as described in the base game rulebook.
However, after completing step 16, proceed with the following new **step** 17:

**17** Shuffle the 15 level-4 module tiles. Then, draw 3 tiles per civilization and display them face up as a shared selection. Return the remaining tiles to the game box.
Starting with the starting civilization and proceeding clockwise, each civilization chooses 1 tile and places it next to its console.
Then, starting with the civilization to the right of the starting civilization and proceeding counterclockwise, each civilization takes a second tile.
Finally, starting again with the starting civilization and proceeding clockwise, each civilization takes a third tile and adds it to the other two beside its console.

Once all tiles have been selected, carry out one last step:
Starting with the starting civilization and proceeding clockwise, each civilization chooses one of its three tiles and upgrades that tile's corresponding main module on its console once (*see "Upgrade 1 main module" on page 27 of the Civolution rulebook*).
This may be the same module that was upgraded in step 16.

***Example:*** *In a 2-player game, 6 random level-4 module tiles are drawn and placed face up. The yellow civilization is the starting civilization and selects "Insight" as its first tile (1). The blue civilization then selects "Building" (2) and afterwards "Production" (3). The yellow civilization continues by choosing "Procreation" (4) and then "Research" (5). Finally, the blue civilization takes the remaining Exploration tile (6).*




*Now each civilization upgrades the main module belonging to one of its three selected tiles:*

*The yellow civilization decides to perform an upgrade in "Research" by flipping the Research module tile in its console from level I to level II.*

*The blue civilization already upgraded its Production module to level II in step 16 and now decides to upgrade that module to level III by removing the tile from the console and placing it next to it, as usual. So, the blue civilization begins the game with "Production" on level III, which also means it will only need to upgrade the Production module one more time during the game to bring its level-4 tile into play.*

## Playing the game

The game is played as in the base game. You may bring your three selected level-4 module tiles into play via the key action "Upgrade 1 main module."

### KEY ACTION

**1x Upgrade 1 main module**

This key action is performed as described on page 27 of the Civolution rulebook, with one addition: If you have a level-4 module tile next to your console, you may upgrade its corresponding level III module by placing the level-4 tile directly into the level III recess.

There are no further changes to gameplay or the end of the game.

## Overview of the level-4 module tiles (in alphabetical order)

***Note:*** *The white number written beside each module's name refers to the page in the Civolution rulebook on which the corresponding level-I module is explained.*

*28* **Achievement** - Level 4 (IIII)

Do this **twice**: Gain 1 activation die (which you roll immediately) OR 1 fate die. As usual, if there is none left in the dice display, gain it from one of the civilizations with the most of that type (not allowed if you are the only one with the most).




Do this up to **twice**: Install 1 of your achievement cards, ignoring 1 of its cost spaces if you like (provided it is not the only active cost space).

*31* **Activity** - Level 4 (IIII)

Gain **2 money markers**.
Perform up to 2 of the activities that are available to you on your console. This may be 2 different activities or the same activity twice.



## 21 BUILDING - LEVEL 4 (IIII)

Complete up to 2 building projects (of any types).
Also, your ***building limit*** **is increased by 1 statue**, so on each building ground, you may have up to 3 of your own building pieces. However, as before, only one of these building pieces may be a settlement.




Do this up to **twice**: Install 1 of your building cards, ignoring 1 of its cost spaces if you like (provided it is not the only active cost space).

## 20 EXPLORATION - LEVEL 4 (IIII)

Flip all face-down sites adjacent to one of your territories face up. Then flip **two** additional sites anywhere on the continent face up. Gain the success points of all sites you've flipped during this activation. Then gain 4 additional success points.




Make 3 lucky finds in any of your territories (this may include the same territory multiple times).

## 30 INVENTION - LEVEL 4 (IIII)

Perform 2 actions of the income chips in your stage partition **and/or** in the income chip display. They can belong to 2 different income chips or be the same action twice.




Do this up to **twice**: Install 1 of your invention cards, ignoring 1 of its cost spaces if you like (provided it is not the only active cost space).

## 29 INSIGHT - LEVEL 4 (IIII)

Gain 9 idea markers.

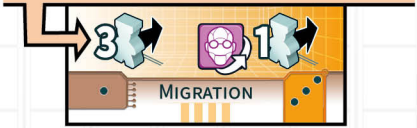



Do this up to **twice**: Install 1 of your insight cards, ignoring 1 of its cost spaces if you like (provided it is not the only active cost space).

### 14 MIGRATION - LEVEL 4 (IIII)

Before migrating, take a *favor test*. If you pass, you may perform *migration* up to **four times**, following the usual rules. If you don't pass, perform *migration* up to three times.

As usual, if the same tribe migrates more than once, it settles on an encampment or a boat of the territory it enters last, while only crossing through the other ones.




### 29 MUTATION - LEVEL 4 (IIII)

Do this up to **three times**: Move 1 of your feature markers to any of your feature spaces.




Do this up to **twice**: Install 1 of your mutation cards, ignoring 1 of its cost spaces if you like (provided it is not the only active cost space).

### 26 PLANNING - LEVEL 4 (IIII)

Do this up to **twice**: Install one of your goal chips whose requirement you meet OR gain one new goal chip from the goal chip display and place it in your goal area (refilling the goal chip display immediately).




Place 3 markers from your supply as planning markers onto 1 of your dice spaces (they must go onto the same dice space).
Also, gain 1 idea marker.



### 16 PROCREATION - LEVEL 4 (IIII)

Following the usual rules, perform *procreation* up to **three times.**




Take a *favor test*. If you pass, strengthen 1 of your weak tribes.

### 18 PRODUCTION - LEVEL 4 (IIII)

Produce a combined total of 6 materials (in 1, 2, 3, 4, 5, or 6 of your territories).




Transport up to 4 of your raw materials from anywhere on the continent to your storage (either before or after the production action).

### 28 RESEARCH - LEVEL 4 (IIII)

Do this **three times**: Gain the top card from a face-up or face-down stack of the research display and add it to your hand.




Draw a combined total of **6 cards** from 1 or more face-down research stacks. Then, look at them and add 3 of them to your hand. Place the others face down at the bottom of their corresponding stacks.

### 19 SUSTENANCE - LEVEL 4 (IIII)

Following the usual rules, perform a *hunt* up to **twice**, except you may hunt in territories which already have a hunting token in them (and if you do hunt in such a territory, don't place a second hunting token there afterwards).




Strengthen **up to 6** of your weak tribes.

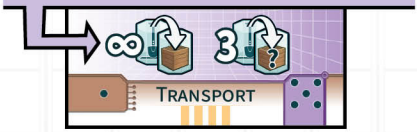
30 **TRADE** - LEVEL 4 (IIII)

Gain 3 money markers.
Then, perform the Sale action up to three times and the Purchase action up to three times (in any order).




19 **TRANSPORT** - LEVEL 4 (IIII)

Move **any number** of your raw materials on the continent to the corresponding storage spaces on your console. From among the raw materials that you move, choose **up to 3 markers** and place each of them onto any storage space.






## Quick overview of the setup with all 3 Extra Credits

Set the game up as described in the base game rulebook with the following additions:

**Step** 6: Shuffle the **creature chips** and place them as a face-down *creature stack* near the hunting table. Reveal the top chip and place it face up next to the stack as the *visible creature*.

**Step** 16: Add one random **starting attribute chip** to each starting chip card displayed for selection. Choose the cards and carry out their 3 steps as usual. Then, place the starting attribute chip you received in any column of your stage partition and gain its starting benefit.

**Step** 17 (new): Shuffle the **level-4 module tiles**. Draw 3 tiles per civilization and display them as a shared selection. Starting with the starting civilization and proceeding clockwise, each civilization chooses its first tile. Then, starting with the civilization to the right of the starting civilization and proceeding counterclockwise, each civilization chooses its second tile.
Finally, starting with the starting civilization and proceeding clockwise, each civilization chooses its third tile.
Place your 3 tiles next to your console. Choose one of them and upgrade the corresponding main module in your console once.

DEEP PRINT GAMES

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