

# HISTORIA

*Recreate the last 12,000 years of history. From the dawn of Civilization, through agriculture and navigation, nuclear energy and then into the future!*

*In Historia, each player controls a Civilization starting in the late stone age. The aim is to develop that Civilization from the first sparks of fire to the development of the Singularity. Civilizations discover new technology and expand over the planet. Trade with more developed neighbors to learn new innovations or exploit the land to gain more power for future actions. Develop your military and wage wars with each other.*

*Building great Wonders allows a Civilization to stand above the others, and in the late game attract tourists. Leaders and national advisors help guide you through the game.*

*The winner will be the player having the most impact on the history of mankind.*

## CREDITS

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GAMEBOARD

54  
POWER CUBES



12 EVENT CARDS

48  
WONDER CARDS



16  
TERRITORY TILES

18  
LEADER CARDS



35  
ADVISOR CARDS

60  
ACTION CARDS



7  
CIVBOT CARDS



2 TIME  
MARKERS



6  
MATRIX MARKERS

6  
PLAYER  
REFERENCE  
SHEETS



12 POINT/TURN  
MARKERS





## GAMEBOARD

The gameboard is divided into several parts:

**Map:** Divided into territories. A white border between two territories indicates they are adjacent.

**Timeline Circle:** Used to represent the passing of time. The outer circle is divided into 4 sections, each of which represent a game turn. The inner circle tracks the three Eras of the game.

**Victory point track:** Used to track the players Victory Points (VP). When a Civilization gains VP, move their VP marker on the track.

**Turn order track:** Used to keep track of the turn order of

the players.

**Development Matrix:** This represents the Military Level of each Civilization (on the vertical) and the Technological Level (on the horizontal).

**Government bonus:** Indicates the bonus associated with each form of Government.

**Used Cube Pool:** Two equivalent spaces which contain the Used cubes of all players. Cubes in these pools are not available for performing actions.

# SETUP

1. Place the **gameboard** on the table.
2. Put the **Timeline markers** on the **Timeline Circle**: one on the Turn marker starting position ★, and the other on the central Era track on Era I.
3. Separate the **Wonder cards** into 3 decks (one for each Era – see the number of dots on the cards). Shuffle each deck and put them next to the gameboard as face down piles. Draw from the Era deck I a number of cards equal to the number of players +2 and place them face up on the table forming the *Wonder row*.
4. Randomly assign each player a Civilization (or let players choose), and give them the corresponding 10 **Action cards**. From these cards, set aside the War ⚔ and Tourism 📖 cards (these may be obtained later in the game). The remaining 8 Action cards form a player's hand.
5. Give each player the 5 corresponding **Advisor cards** for his Civilization. Each player shuffles his own deck of Advisors and places it face down on the table in front of them, drawing the top card into their hand.
6. Each player takes 4 **Power cubes** of the corresponding color, placing 1 of them in one of the Used Cube Pools on the board and keeping the other 3 in front of him. The remaining cubes are placed in a general supply. Expert players desiring a more challenging game can start the game with only 3 cubes, and none in the Used cube pool.
7. Randomly determine the turn order for each player and mark this on the Turn order track.
8. Each player puts a VP marker on space 0 of the **VP track** and a Matrix marker in the bottom-left corner of the **Development matrix**.
9. Place a random **Territory token** face up on each territory of the map. Remaining tokens are removed from the game.
10. Separate the **Leader cards** into three decks (one for each Era - see the number of dots on the cards). The last player in Turn order draws a number of Leader cards from the first Era deck equal to the number of players +1 (only draw 6 in a 6 player game). He looks at them and chooses one, passing the remaining cards to the next player in reverse Turn order. This procedure is repeated until all players have a Leader card. Any remaining card of the same Era is removed from the game. Leader cards are then placed face up in front of each player.
11. Following the Turn order, each player puts one **Power cube** (from their remaining 3) on an empty territory of the map. The Territory token remains on the map. It is suggested in the first games to avoid to start too far away from other civilizations.

# THE GAME

The game is divided into **3 Eras**. Each Era is divided in to **4 Turns** for a total of 12 Turns in a full game.

At the end of each Turn, each player resolves the actions indicated on the current Timeline Circle segment (see "Turn End", page 7) and then the Turn marker is moved clockwise to the next section.

After 4 Turns, when the Timeline Circle has been completed, the Era marker is moved to the next Era and the Turn marker is placed on the first segment. After the last turn of the third Era, the game ends.

## VICTORY CONDITIONS

The winner is the player with the most Victory Points at the end of the game. In case of tie the winner will be the player having the higher sum of technology and military levels.

## THE TURN

Each Turn is composed of a variable number of Action rounds, depending on the number of **Action cards** played. In each Action round, players choose and perform Actions by playing Action and/or Advisor cards from their hand.

## ACTION CARDS

To perform actions, each player simultaneously chooses a number of Action and/or Advisor cards from their hand and places them face down.

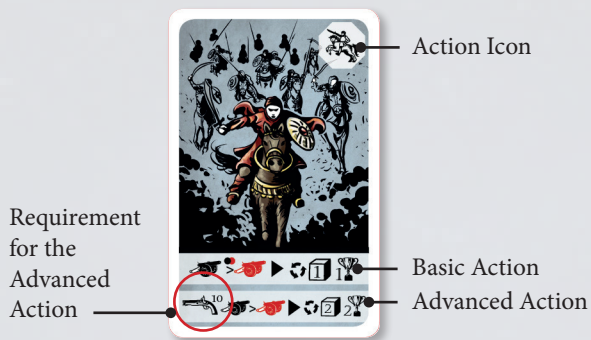
The number of cards that may be played in an Action round depends on the Technology Level of the Civilization. The starting number of available actions is 1. If a player is at Technology level 5 (the Wheel), he can play up to 2 cards. If a player is at Technology level 13 (Medicine), he can play up to 3 cards.

When all players have chosen their cards, they are revealed simultaneously.

The playing of a card must follow these rules:

- **At least 1 Action/Advisor card** has to be played in each round, even if it cannot be resolved.  
*Example: Carlo can play 2 action cards per round. He can however, decide to play only one. Bea can only play one card, and has to play one Action / Advisor card each round.*
- Once a card is revealed, **it cannot be withdrawn**: the action must be performed when possible.
- Some Actions cost **Power cubes** which the player must have available in front of him to perform the Action. When Power cubes are used, they are moved to one of the **Used Cube Pools** on the board.
- In **Turn order**, players resolve all of their played Action cards.
- On a player's turn, he **decides the order of resolution of his action cards**.
- Some Action cards have both a **Basic action** and an **Advanced action**.

- Some actions have a **requirement**. If the requirement is not met, the action has no effect.



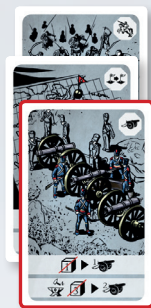
*Example: In order to perform Advanced Raid Action a Civilization needs to have reached at least Technology level 10 (Gunpowder).*

After an Action card is resolved, it is placed face up in the **Discard Queue** of the player (cards should be placed so that the action icons are visible).

Advisors are placed face-up on the bottom of the Advisor deck after their effect has been resolved, instead of going to the Discard Queue.

### Discard Queue

The most recent card played (with the red line) is placed on top of the other cards as shown.



When all cards of all players have been resolved, a new Action round begins. This process is repeated until **one or more players play the Revolution Action**.

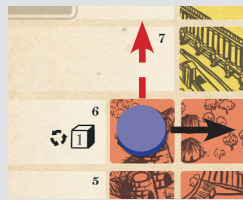
## ACTION DESCRIPTION



**Military:** Develop the Military strength of the Civilization. The player uses 1 Power cube to gain 1 Military Level: move the marker on the development matrix one space upwards and put the cube in a Used Cube Pool.

The advanced action (requires Metal Working) allows a player to use 3 Power cubes to gain 2 Military Levels.

- If the Civilization **cannot increase** its Military level due to there being no space to move to, the action has no effect. However, if the marker is **already at the top** of the Development Matrix (Level 16), each level increase **gives 2 VP** instead.
- A bonus granted by the new Military Level (see page 8) is gained immediately and can be used in the next action **during the same Action round**.



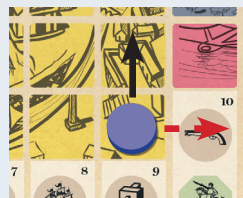
*The Blue player cannot increase his Military. He must improve his Technology first.*



**Technology:** Discover new technologies. The player uses 1 Power cube to gain 1 Technology Level. To do this, move the marker on the development matrix one space to the right and put the cube in a Used Cube Pool.

The advanced action (requires Science) allows a player to use 3 Power cubes to add 2 Technology Levels.

- If the Civilization **cannot increase** its Technology level due to there being no space to move to, the action has no effect. However, if the marker is already at the far right of the Development Matrix (Level 16 - Singularity), every further Technology level increase **gives 2 VP** instead.
- A bonus granted by the new Technology Level (see page 9) is gained immediately and can be used **during the same Action round**.



*The Blue player cannot increase his Technology. He must improve his Military first.*



**Art:** Build Wonders. The player uses 1 Power cube to take 1 Wonder card from the Wonder Row. The Wonder is placed in his player area and the Power cube is put in a Used Cube Pool.

The advanced action (Requires Writing) allows a player to use 3 Power cubes in order to take 2 Wonders.

- Wonders may be activated to produce their bonus anytime the player is taking an action, starting from the next action (even if this is during the same Action round).
- The cards in the Wonder row on the table are **not replenished**. The Wonder row is only refilled as specified in the Timeline Circle (Page 7).



**Exploit:** Exploit your population. The player recovers up to 2 Power cubes of his own color from the Used Cube Pools on the board and/or the map. If a player abandons a territory by removing his cube, then the player loses VP equal to the VP value of the Territory token.

The advanced action (requires Printing Press) allows a player to spend 1 VP to recover 4 Power cubes.

- The exploit action can be performed even if the Used pool contains fewer cubes than the player will recover. Simply recover all the player's cubes.



**Expansion:** Expand the Civilization on the map. The player puts 1 Power cube onto the map into a territory adjacent to one of their currently

occupied territories.

The advanced action (requires the Wheel) allows a player to recover 1 Power cube from the Used pool before putting a cube on the map.

- Civilizations which have **Navigation** Technology can expand into **any Territory**.
- America and Russia are **not** adjacent. Central America and South America are adjacent across the Panama strait. Oceania and Indochina are adjacent since they share a border.



**Trade:** The Civilization trades with an adjacent Civilization that has a higher Technology Level. The player who used the Trade Action gains 1 Technology Level.

In the basic action, the adjacent Civilization who the trade is done with, gains 2 VP. In the advanced action (requires Navigation), they gain 1 VP instead.

- Civilizations which have **Navigation** Technology can trade with **any Civilization**.
- Civilizations which share a territory are considered adjacent.



**Raid:** Raids your neighbors. The Civilization launches a raid on an adjacent Civilization that has a lower Military Level. Note that a Civilization in the same territory as you is considered adjacent, and may be raided.

The raider recovers up to 1 Power cube of his own color from a Used Cube Pool and gains 1 VP.

The advanced action (requires Gunpowder) allows a player to recover up to 2 Power cubes and gains 2 VP.

- If there are **no adjacent Civilizations** with a lower Military Level, the raid **has no effect**.
- If the player cannot recover all the Power cubes, the VP are still gained.



*Example: Bea's Civilization (Blue) is located in Africa. She can raid the Purple Civilization in South America as she has Navigation technology. Bea's Military level is higher than the other Civilization, so she recovers 1 Power cube and gains 1 VP.*



**War:** Declare war on a Civilization sharing the same territory. The War action card is only available if the Civilization's Technology level is at least 2 (Agriculture).

The Civilization with the higher Military Level wins the war and gains 2 VP. The loser removes his **Power cube** from the contested territory of the Map and puts it in a Used Cube Pool.

In an Advanced War (requires Nuclear energy), the

winner gains 4 VP.

- Once a War Action card has been played, the war has to be carried out even if the player cannot win, or no Civilization can be attacked.
- In case of the same Military level on both sides, the war has no effect.
- A player cannot lose their last cube on the map: If a player loses a war with their last cube on the map, their opponent still gains VP, but the cube is not removed.
- If more than two Civilizations have a Power cube on the same territory, the attacker decides who is going to be attacked.



*Example: Bea (blue) and Carlo (red) share the same territory. Carlo has Military level 8, Bea's Military level is 7. Bea plays an Advanced Military action, while Carlo a War action. In Turn order, Bea precedes Carlo, so the Advanced Military action of Bea is resolved first and Bea reaches Military level 9. When Carlo's war is resolved, assuming that Carlo does not share any other territory, he loses the war and the territory and Bea gains 2 VP.*



**Tourism:** Attract tourists to visit your Wonders. The Tourism action card is only available if the Civilization technology level is at least 12 (Industry). The player gains 1 VP for each four Wonders (rounded down).

Advanced Tourism (Requires Internet) allows a player to gain 1 VP for each three Wonders (rounded down).



**Revolution:** Marks the last Action round of the current Turn. The Revolution action (or an Advisor with the Revolution effect) **cannot be played** if the player's Discard Queue contains **less than 3 action cards** at the beginning of the action selection.

If you play multiple cards on an Action round, a Revolution action must be resolved last.

A player who played a Revolution action takes back the last (most recent) card from the card queue (usually the revolution action itself) and one card of his choice .

*Example: Carlo's Discard Queue contains 2 cards. He can play 3 action cards per round. However, he cannot play a Revolution action since his Discard Queue at the beginning of the action round only contains 2 cards.*

At the end of an Action round where 1 or more Revolution cards have been played, the **Turn End procedure starts** and then the Turn marker is moved to the next section on the Timeline Circle.

# TURN EXAMPLE

The game starts with 3 players. **Ada's** Civilization is in Middle-East, **Bea** in China and **Yuri** in North America. The initial turn order is Ada, Bea and Yuri.



The players simultaneously play an Action Card. **Ada** plays Technology, **Bea** plays Military and **Yuri** plays Expansion. Actions are resolved in Turn order.



**Ada** uses 1 Power cube and gains 1 technology level.  
**Bea** uses 1 Power cube and gains 1 military level.



**Yuri** moves one Power cube onto the map, expanding his Civilization into Central America.

The next Action round begins. **Ada** plays Expansion, **Bea** plays Raid, and **Yuri** plays Technology.



**Ada** expands her Civilization into China.  
**Bea** performs a raid on **Ada** (who has a lower Military level), gains 1 VP and recovers 1 Power cube.



**Yuri** develops Agriculture by paying 1 Power cube.

At the end of the second action round, **Ada** has no cubes in front of her and 2 in the Used Cube Pool, **Bea** has 2 cubes and 1 in the Used Cube Pool, while **Yuri** has no

cubes and 2 in the Used Cube Pool.

The third Action round starts. Both **Ada** and **Yuri** play Exploit and they recover 2 cubes each.



**Bea** plays a Trade action with **Ada** and discovers agriculture; **Ada** gains 2VP.

In the fourth Action round, **Ada** plays Art, **Bea** plays technology and **Yuri** plays Revolution.

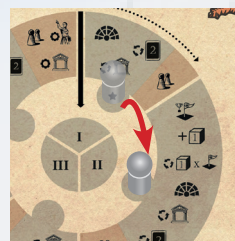
**Ada** uses 1 **Power cube** and chooses a Wonder from the Wonder row. The Wonder is placed in front of her.



**Bea** uses 1 **Power cube** and discovers Animals.

**Yuri** performs the revolution and takes back the newest card from his Discard Queue (Revolution) and another card of his choice.

The first turn is over.



The Turn End actions are performed: All players recover 2 cards, take Government bonuses and then recover Wonders. Turn order is updated. The Turn marker is then moved to the next turn.

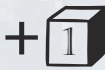
At the beginning of the second turn, the Discard Queue of **Ada** contains Exploit and Art, **Bea** has Trade and Technology in her Discard Queue, while the Discard Queue of **Yuri** is empty.

# TURN END

At the end of each Turn, each action specified by an icon on the corresponding segment of the Timeline Circle will be performed. Icons in the larger gray zone indicate actions that each player performs themselves. The icons in the smaller brown zone indicate the actions which affect other aspects of the game.

All icons in the gray zone are resolved before any icons in the brown zone.

In the gray zone, the 'Add Power cube' and 'Territory bonus' actions must be resolved first, whilst the other actions can be done in any order. In the brown zone, the 'Turn order' action must be resolved first.

 **Add Power cube:** Each player adds 1 Power cube of his color from the general supply to the Used Cube Pool on the board.

 **Territory bonus:** Each Civilization scores the VP specified on the Territory token if it is the only Civilization in that territory. The Territory token stays on the board.

 **Recover cards:** Each player takes back the first (oldest) 2 cards from his queue.

 **Recover Wonders:** Each player may re-activate (turn back straight) all of his Wonder cards.

 **Recover Power cubes:** Each player recovers from the Used Cube Pool, a number of Power cubes equal to the number of territories that his Civilization occupies (alone or with other Civilizations).

 **Government bonus:** Each player gains the bonus corresponding to the form of government of his Civilization (shown by its position on the Development Matrix).

| Government Type | Government Bonus                   |
|-----------------|------------------------------------|
| Clan            | Recover 1 Power cube               |
| Nomadic         | Gain 1 VP                          |
| City state      | Gain 2 VP                          |
| Empire          | Gain 3 VP                          |
| Mercantilism    | Gain 4 VP                          |
| Enlightenment   | Gain 5 VP                          |
| Consumerism     | Gain 5 VP<br>Recover 1 Power cube  |
| Utopian         | Gain 7 VP                          |
| Barbarians      | Gain 3 VP<br>Recover 2 Power cubes |



**Turn order:** A new Turn order is determined. The player with the lowest VP is the new first player, and other players follow in Turn order in increasing VP. The player with the highest VP being the last player. In case of a tie, precedence is given to the player who played later in the previous turn.

*Example: The turn order is Carlo, Bea and Ada. At the end of the turn Ada has 26 VP, Bea and Carlo 23 VP. The new turn order is Bea, Carlo and Ada. Bea precedes Carlo since she was after Carlo on the previous turn.*



**New Wonders:** The Wonder cards remaining in the Wonder Row are removed from the game and a number of wonders equal to the player number +2 are drawn and displayed. New Wonder cards come from the deck corresponding to the Era of the next turn.

*Example: in the 2nd turn of the game, new Wonders come from cards of Era 1. In the 4th turn of the game (the end of Era 1), use cards from Era 2 and the remaining unused wonders of Era 1 are removed from the game.*



**Leader bonus:** Leaders shape the development of Civilizations. Each Leader card has two conditions. If a Civilization meets the one or both the conditions, the player gains the VP shown on the card. Whether any VP are gained or not, each Leader card is then removed from the game.

*Example: At the end of the Second Era, Lorenzo il Magnifico grants 4 VP if the Civilization has reached Technology level 11 and/or 7 VP if the Civilization has 7 Wonders or more.*



**New Leaders:** New leaders are assigned. The first player (in the new Turn order) draws a number of Leader cards from the new Era deck equal to the number of players +1 (in 6 players he draws 6 Leader cards). He chooses one of them and passes the remaining cards to the next player in Turn order. This is repeated until all players have a Leader card. Any remaining card of the same Era is removed from the game.

The Leader cards are placed face up in front of a player and scored in the next Leader bonus stage.

# GAME COMPONENTS

## BOARD

### MAP

The territories on the map are used to represent the expansion of each Civilization.

A Civilization is considered **adjacent to another** if they share a territory, or if they are on two adjacent territories. If a Civilization has developed the Navigation technology, all territories are considered adjacent. However, only Civilizations with Navigation have this privilege.

*Example: Civilization A is in North America and has Navigation. It is adjacent to Civilization B in Africa. Civilization B does not have Navigation, so it is not adjacent to Civilization A.*

### DEVELOPMENT MATRIX

The development matrix is used to represent both the **technology** (on the horizontal) and **military** (on the vertical) achievements of a Civilization.

**Technology Level:** This represents the technological development of the Civilization. Each technology level also has a symbol denoting what that level gives.



*The Blue Civilization has a Technology level of 4. This means that Fire, Agriculture, Animal Handling, and Metal Working have been discovered. The Yellow Civilization has only discovered Fire and Agriculture.*

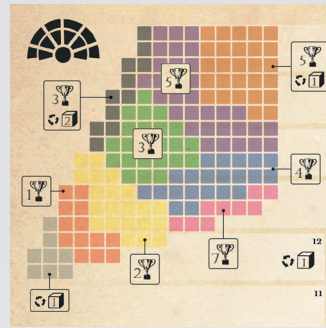
**Military Level:** This represents the military development of a Civilization.



*The Yellow Civilization has Military level 4*

*The Green Civilization has Military level 2.*

**Government type:** Each cell of the development matrix is colored which represents the type of government that Civilization has. This government type grants a bonus at the end of the Turn.



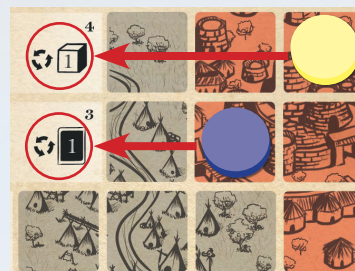
The Government bonus is shown in the upper-left corner of the game board.

*Example: A player in the green zone of the Development Matrix at the end of the Turn gains 3 VP.*

### DEVELOPMENT MATRIX BONUSES

When a new military or technology level is developed, the Civilization may gain a bonus. The bonuses that can be gained are as follows:

**Recover a Power cube or an Action card.** Respectively move 1 Power cube from the **Used Cube Pool** to your player area or take back into your hand the first card (oldest) of your Discard Queue.



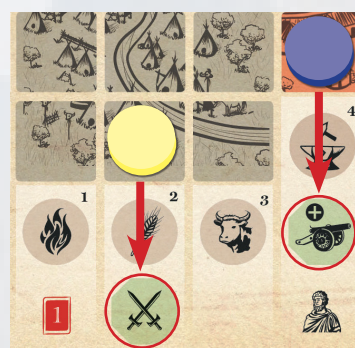
*The Yellow Civilization recovers a Power cube from the Used Cube Pool on the board.*

*The Blue player takes back the oldest card from his Discard Queue.*

### Provides a new Action card or Advanced Action.

Some technology levels give either a new Action card (Level 2 – War and Level 12 – Tourism) or the ability to use an advanced version of an Action card.

When given a new Action card, the card is added directly to the player's hand and it can be used from the next Action round.



*The Yellow player can play the War Action card, while the Blue player can also play the advanced version of the Military Action card.*

**New National Advisor.** Upon reaching Technology level 4 (Metal working), level 7 (Philosophy) and level 13 (Medicine) draw a new Advisor card from your Advisors deck. After drawing an Advisor card, if the top card of your Advisor deck is face up, shuffle the deck and place it face down again.



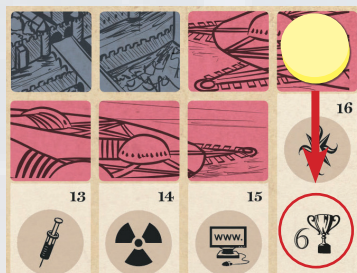
The Yellow player draws a new Advisor card from his Advisor deck.

**Number of actions.** When reaching Technology level 5 (Wheel), and level 13 (Medicine) the Civilization gains an additional action. From the next Action round, the player can now play two or three cards in each round.



The Yellow player can play 2 cards per round.

**Victory Points.** Some advancements grant Victory Points when discovered.



The Yellow player gains 6 VP when discovering the Singularity (Technology Level 16).

## POWER CUBES

Each cube represents the Power of a Civilization in terms of manpower, richness, and resources.

**Cubes in front** of a player represent power that is available to be spent on performing various actions.

Cubes in the **Used Cube Pool** represent power that will be used again once it has been recovered back to a player's personal supply. Destroying a Power cube represents a permanent reduction of the available resources.

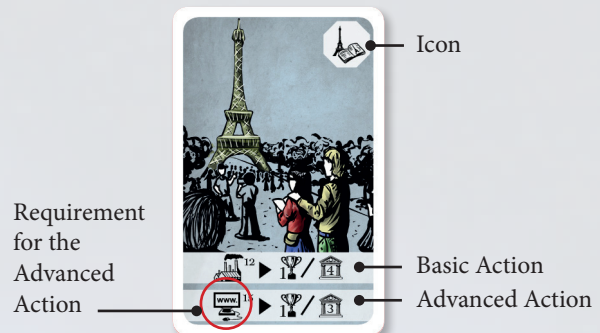
## ACTION CARDS

Actions cards are used to perform actions during the game. Each card shows either one or two possible action effects:

**Basic and Advanced.** If there is only one action effect, it is

considered a Basic action.

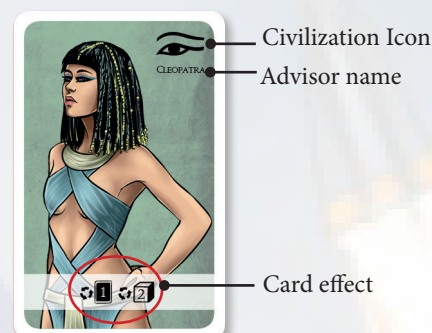
When a card is being resolved, the player may choose to perform either the Basic or Advanced action, but must have the required Technology level to do so.



*Example: In order to perform the Advanced Tourism Action, a Civilization needs to have reached at least the technology level 15 (the Internet).*

## ADVISOR CARDS

National Advisors represent **specific actions** for each Civilization. Each player starts with 1 Advisor card in his hand and the rest face-down in an Advisors deck. When some technologies (Metal Working, Philosophy and Medicine) are developed, the player adds 1 Advisor card to his hand by drawing it from his deck. When an Advisor card is used, it is placed face-up on the bottom of the Advisor deck. If the top card of the Advisor deck is face-up, reshuffle the deck and place it face-down a new Advisor deck.

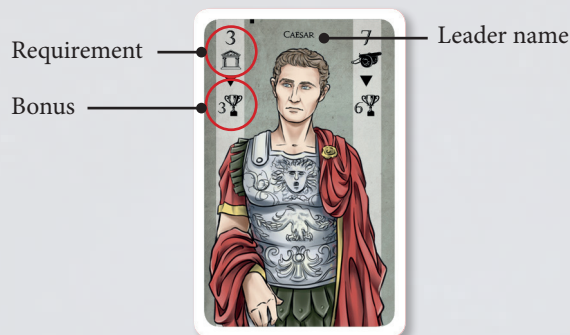


*Example: Egypt's advisor Cleopatra allows the recovery of the oldest card from the players Discard Queue, and also recovers 2 Power cubes.*

## LEADER CARDS

Each Leader card represents a possible leader for your Civilization. Leaders guide the Civilization by shaping objectives and **granting VP** if one and/or both conditions are met at the end of the Era.

Each player starts the game with 1 Leader and takes a new Leader, discarding the previous one, at the end of first and second Era.



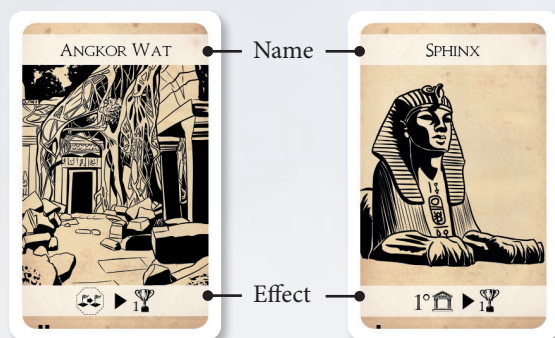
*Example: The Leader card Caesar provides 3 VP if the Civilization has 3 or more Wonder cards and/or 6 VP if the Civilization has reached a Military Level of 7.*

## WONDER CARDS

Wonders are built using the Art action and grant a bonus if a condition is met. Once built, a Wonder can be activated by rotating the card 90 degrees. A Wonder card that is rotated cannot be activated again until rotated back. There is no limit to the number of Wonders a player can have and can activate during his actions.

Some wonders can be activated if an action card is used even if not successfully resolved. Some Wonders can only be activated if the player has a majority in something; in case of tie, the Wonder cannot be activated.

Some wonders are activated by the destruction of wonders, this represents the old wonders becoming obsolete.



*Example: The Sphinx requires majority in the number of Wonders, and it allows the player to gain 1 VP. Angkor Wat requires the use of an Expansion action to gain 1 VP.*

## TERRITORY TOKENS



Each territory on the Map has a Territory token. This token gives a VP bonus (**territory bonus**) to the Civilization which is the only one with a cube on his territory.

This bonus can be scored at the middle and end of an Era.

Territory tokens also have a unique little number on them. This is the **territory number** and it's used with Civbots.

## CIVBOTS

The Civbots are Civilizations automatically guided by the game. They are used when playing the Solo game and optionally when playing with fewer than 6 players, but their use is recommended when playing with 2 players. Civbot behavior is driven by the Civbot cards; each card specifies one or more actions that will be performed by the Civbot on that turn.

### SETUP

The starting number of Civbots is 6 minus the number of players, although you may play with less. *Example: In a 2 player game, up to 4 Civbots are added.*

Put a Matrix marker of all Civbots on the Development Matrix in the normal starting position (Military and Technology level of 1).

Place the VP marker for each Civbot on the VP track.

For each Civbot, the players choose a difficulty level (Chieftan, Noble, or King) and place a Power cube on the difficulty level card to indicate this.

Each Civbot starts with one Power cube on the map.

Place them in empty territories, starting with the highest territory number.

*Example: Let assume that the highest Territory tokens are 16, 14 and 13. In a 4 player game, the 2 Civbots will start in territories 16 and 14. If territory 14 is occupied, the Civbots will start in territories 16 and 13.*

### CIVBOT TURN

Civbots play at the end of each turn, before any end of turn actions. Civbots act in order of difficulty level, highest first. If two Civbots have the same difficulty level, use the order of the cubes on the Civbot card from left to right. The actions are resolved as Civbot cards are drawn. Draw a number of Civbot cards according to the difficulty (Chieftan – 3, Noble – 4, King – 5).

When all cards of a Civbot have been resolved, all the Civbot cards are shuffled together and the same process is repeated for any other Civbots.

- With the **Technology action**, the Civbot gains a Technology level and 1 VP. If the new level grants a bonus, the Civbot does not get this bonus. If less than level 16 and a Matrix limit is reached, the Civbot gains 1 Military level instead. After level 16, the civbot gains 2 VP for each further improvement.
- With the **Military action**, the Civbot gains a Military level and 1 VP. If the new level grants a bonus, the Civbot does not get this bonus. If less than level 16 and a Matrix limit is reached, the Civbot gains 1 Technology level instead. After Military level 16, the civbot gains 2 VP for each further improvement.
- The **Art action** is performed by taking the rightmost Wonder card of the Wonder row, if available, and removing it from the game. The Civbot also gains 1 VP.
- **Wars** are waged only if the Civbot can win them. War is declared against the Civilization (human or Civbot) with the most VP among those that can be defeated.

In case of tie, the Civbot attacks the human player in turn order. If more than one territory of the same enemy can be attacked, the Civbot attacks the territory having the highest number.  
The Civbot gains 2VP (or 4VP if it has developed nuclear energy).



*Example: Bea (Blue, 35 VP) and Yuri (Yellow, 29 VP) are playing with 1 Civbot (Green). Military levels are: Bea 2, Yuri 3, Civbot 5. The Civbot performs a War action. Bea has more VP than Yuri, but does not share a territory with the Civbot so Yuri is attacked instead. Of the two territories which Yuri shares with the Civbot, Russia is attacked as it has a higher territory number.*

- **Expansions** are performed to an available territory with the highest territory number. A territory is available if it is empty or occupied by civilization with a lower Military level. If there are no available territories, the Civbot expands into the territory with the highest territory number. The usual rules for adjacent territories and Navigation affect Civbot expansion.  
If the Civbot has no available Power cubes, the expansion is not performed. Any subsequent war action follows the Civbot War action rules.

Civbots gain VP whenever a player trades with them. At the end of each turn, a Civbot scores VP for its **Government** and **Territory** bonus, as per the rules for human players. Civbots score also all VP for **Leaders** missed by human players: the total is divided, rounded down, between all Civbots; the maximum allowed for a single Civbot is 9, 11, 13 respectively for I, II, or III Era.

The last territory of a Civbot can be attacked and destroyed.

The presence of Civbots is **not** taken into account when considering the condition on some of the Wonders.

*Example: Bea has the Ishtar Gate and military level 6 while Ada and Carlo have military level 5. A Civbot has military level 7. Bea can still activate the Wonder and gain 1VP.*



## SOLO GAME

Solo games are played against up to 5 Civbots. The aim of the game is to survive and score the most VP.

Do not use the Leader cards.

Remove any Wonders from the game that give a bonus when the player has a sole majority (ones with 1° in the activation cost).

You can lose your last cube on the map as the result of a war with a Civbot. If this happens, you are eliminated and lose the game.

At the end of the third Era the game ends, the player wins if he has more VP than any Civbots.

## VARIANT

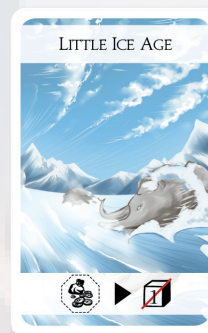
### EVENTS

Event cards represent important events shaping the history of the world. The event deck is shuffled and put face up (so the first card is visible). At the beginning of the game and at the beginning of each turn, an event card is taken from the top and put near the board. The event depicted on this card is in place during the turn. The events can be triggered by a specific action or by any action. Note that most of the advisors will not trigger events since they do not have the action symbol.

The effect of the Events must take place before the resolution of the action: If the player cannot provide the Event request, his Action has no effect. Negative VP are allowed. Events affect also Civbots if possible. i.e. If the trigger is an action performed by the Civbot and the effect of the event modifies VP, Wonders, Technology and Military levels.



*Example: Vesuvius eruption forces every player (including Civbots) using any action to lose 2 VP.*



*Example: The current event is Little Ice Age and Bea has no Power cubes. She cannot play the trade action since she has to spend 1 cube before the Action because of the Little Ice Age.*

# PROMO EXPANSIONS

These expansions have been made for the launch of the game. If still available, it should be possible to find them in your favorite game shop.

## CIVILIZATION GOALS



Civilization Goals represent important **achievements** of the Civilizations and are placed on the Development Matrix. The first Civilization (player or Civbot) moving its Matrix marker onto or over a

Civilization Goals token on the Development Matrix **immediately gains the bonus shown** on the token and the token is removed from the game.

During the setup of the game after step 9, put all Civilization Goals tokens face down on the table, mix them up and then each player in Turn order takes one of them, turns it face up, and places it face up on any space of the Development Matrix, except in the Clan Government area, that is not adjacent (even diagonally) to another Civilization Goals token. Continue doing this until 8 tokens have been placed and return unused tokens to the box.

If a Civbot reaches a Civilization Goals token, it scores any VP indicated and the token is removed from the game.

## THE WAYS OF COMMAND

The Ways of Command token can be used to gain a specific special power. This power lasts until the end of the current game Era. Each player takes the Command token of his Civilization during Setup. Each Command token shows two black symbols which represent the token **requirements**. To activate it the player must be the first in a symbol category and not the last in the other category. If a player is tied in the first position with other civilizations the command cannot be activated, but if a player is tied in the last position it can still be activated.



*For example, the Roman Command token shows the Territory and Military symbols. This means that in order to activate the Command token, the Romans must have more territories than any other Civilizations and not be the last in Military level OR be the Civilization with the highest Military level and not the last in number of territories.*

When the token is used, the player the player must

turn it face down, take a cube of his color (from the general supply, the Used Cube Pool, or from his personal supply) put it on the Command token to show which Power has been activated.

The back of the tiles show the available powers:

- Take up to **2 cubes** of your color from the general supply and put them in your personal supply. At the end of the Era, before the Turn End procedure, return the cubes to the general supply.
  - Score **Territories** you are sharing with others in the Territory Bonus steps of the Era. Other players cannot consider these shared territory for Leader bonus and for cube turn recovery. If two or more players activate this power in the same territory, they cancel each other out.
  - Gain **2 Technology** levels until the end of the Era.
  - Gain **2 Military** levels until the end of the Era
- Any bonus associated to the lost Technology or Military levels (new advisor, recover card / cube, 6VP) is not lost and can be gained again when increasing the level.

At the end of the Era, any activated Command tokens are removed from the game.

## ADVANCED RULES

During setup, each player will choose their Leaders for every Era. Separate the **Leader** cards into 3 decks (one for each Era). Draw (face down) a number of Leader cards from each Era deck equal to the number of players + 1 (with 6 players, draw 6 Leader cards). Following Turn order, each player chooses one and passes the remaining cards to the next player. Then following the reverse turn order each player chooses a second Leader card and finally following the turn order each player chooses the third Leader card. Players may only choose one Leader for each Era. The remaining cards are removed from the game. The Leaders of the first Era are placed face up, while the others are kept secret. Finally, following the reverse Turn order, each player puts one Power cube (from their remaining 3) on an empty territory of the map.

At the beginning of the game, each player chooses one **Advisor** from his deck and places it face-up at the bottom of the deck. During the game whenever an Advisor has to be drawn, the player can chose any face-down Advisor from his deck. When only face-up Advisors are in the deck, turn the deck face down.

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