

CIVILIZATION

SETUP

- Each player gains 1 Random Leader Sheet, and matching Unique Focus Card. They then choose a colour and take:
 - 1 Tech Dial - set to '0'.
 - 8 Cities - 1 Capital and 7 standard Cities.
 - 2 Armies
 - 3 Caravans
 - 5 District Tokens
 - 34 Control Tokens
 - 1 Extended Focus Bar
 - 6 Government Tokens - 1 of each type.
 - 5 Diplomacy Cards
 - 24 Focus Cards
 - 1 random Map Tile - with a Capital-City icon. ★
 - 1 Fort Token
 - Each player places their Level I Focus Cards below their Focus Bar according to the bottom of their Leader Sheet. The 'Irrigation Card' is placed in the leftmost '1' space. If a player has a unique Level I Focus Card, replace the Card of the same type.
 - Each player places 1 Army on their Military Card, and 1 Caravan on their Economy Card.
 - Randomly determine a first player, they take the Event Dial. Set the pointer to the Helmet with the Star. 🏆
 - Shuffle the remaining Map Tiles into a facedown stack. Draw 4 (2/3 PLAYERS: draw 2) from the bottom of the stack. These are the Core Tiles, roll a die: 1-3 USE SIDE A, 4-6 USE SIDE B. Place them as depicted below with a Trade Token to mark them as the Core Tiles.
- SIDE A
-
- SIDE B
-

- Clockwise from the first player, each player places their Fort Token on the table so that it touches at least 2 spaces on the Core Tiles. It can't touch another Fort Token or a space with a City-State.
- Clockwise from the first player, each player places their Capital Map Tile on a side of their choice (it must touch at least 4 spaces on Core Tiles and/or Fort Tokens), then places their Capital City on that Tile's Capital City icon.
- Remove the Trade Tokens from the Map.
- For each space on the Map with an icon, place 1 matching Token.
- For each placed City-State Token, stack both copies of its Diplomacy Cards faceup.
- The first player places the Barbarian Direction Token against any edge of the Map.
- Separate the Wonder Cards into their 4 colours, then randomly remove 1 Ancient and 1 Medieval Wonder unseen from each colour from the game. Stack each Wonder colour facedown into a separate stack; Modern, then Medieval, then Ancient Wonders on top. Flip the top Card of each deck faceup, and place the Wonder Tokens next to the decks.
- Choose 3 random Victory Cards. Place them faceup together with the 2 Fort Victory Cards.

GAMEPLAY

Starting with the first player, the game takes place over a series of turns, each consisting of the following 2 Steps:

- (skip this on turn 1) If you are the first player, rotate the Event Dial 1 space and resolve its effect.
- Offset 1 of the 6 Cards in your Focus Row and resolve that Card's effect. Place 1 Control Token next to any Agendas as you complete them, these cannot be removed once placed.
- Pick up the chosen Card, shift all lower Cards to the right to fill the space, then place the used Card in the 1st slot.

During your turn you gain the benefit of any Diplomacy Cards and Wonders you've collected. Your own Diplomacy Cards grant you no effect.

TERRAIN DIFFICULTY



- Water has a difficulty of 1, but cannot be interacted with without a specific effect.
- City-State spaces are treated as Grassland with a difficulty of 1.
- Forts are treated as Forests with a difficulty of 3.
- All Natural Wonder spaces have a difficulty of 5 and do not have a Terrain type.

FRIENDLY AND RIVAL SPACES

- Your Control Tokens, Districts, and plastic figures are "friendly" to you.
- Spaces containing your Control Tokens and Cities are "friendly" spaces.
- Other player's Control Tokens, Districts, and plastic figures are "rival" to you, and spaces containing them are also "rival".
- Caravans and Armies do not cause a space to be friendly or rival.

MATURE CITIES

A City (Capital or Standard) is "mature" when each space adjacent to it contains a friendly Control Token, a friendly District, or Water.

EXPLORATION

★ If your Unit moves from a Capital City Tile it may Explore:

- Draw the bottom Tile from the Map Tile stack. Place it on either side so that it touches 4 existing Map spaces, including the space from which you are Exploring. If the Tile cannot fulfil these requirements, it cannot be placed and Exploration ends.
- For each space on the Tile with an icon, place 1 matching Token. For each placed City-State Token, stack both copies of its Diplomacy Cards faceup.
- Fill any completely enclosed holes in the Map with a Water Token.
- You may then continue to move your Unit if you have any remaining movement, but you can only Explore once per move.

END GAME

Check at the end of each Round: if at least 1 player has completed 1 Agenda on at least 4 of the 5 Victory Cards, then the game ends.

Ties are broken by Control Tokens on most Victory Cards, then most World Wonders, then most friendly spaces.

FOCUS CARDS



Trade Tokens on Focus Cards enhance the effects of the Card. Discard any number of Tokens on a Card when resolving it to receive the benefit indicated at its bottom.



A City-State Token on a Focus Card is never discarded and can be spent as a Trade Token once per turn. It does not count towards the limit of 3 Trade Tokens per Card.



CULTURE CARDS



Control Tokens are placed unreinforced Side up, as per the Card's instructions.

- If the space contains a Resource or Natural Wonder Token you gain it.
- Control Tokens can not be placed on Barbarians, Cities, City-States, rival Control Tokens, Districts, rival Armies, Water spaces, Forts, or any space whose Terrain corresponds to a higher Terrain difficulty than the Culture Card's slot.



SCIENCE CARDS

- Rotate your Dial equal to the number of the Card's Focus Row slot. If this rotates your Dial past '24', the next space is '15'.
- If the Dial has reached or passes a Tech Level, you may gain a new Focus Card. Choose 1 Card from your Focus Card deck, or your Unique Card that exactly matches the Level reached on the Dial. The chosen Card replaces the Card of the same type in your Focus Row.



If you gain an Economy or Military Focus Card, place any additional unlocked figures on the Card.



GROWTH CARDS



BUILDING DISTRICTS

Districts are a type of Control Token.

- Districts follow the same placement rules as Control Tokens, they are always first placed on their unreinforced side.
- You may replace 1 of your Control Tokens with a District when building a District.



REINFORCING CONTROL TOKENS

Flip a number of your Control Tokens or Districts up to the number of the Growth Card's slot.



INDUSTRY CARDS



BUILDING CITIES

Cities are built by taking 1 of your unused Cities and placing it on an empty space within the number of spaces indicated on the Focus Card, counting from any friendly space. Cities cannot be built:

- On a space containing any component other than a Caravan, friendly Army, friendly Control Token, or friendly District.
- Adjacent to a City, City-State, or Fort.
- On or by counting through Water spaces, rival spaces, Barbarian Token spaces, or any space whose Terrain corresponds to a higher Terrain difficulty than the Industry Card's slot.

If built on a space with a Caravan, the components share the space.

If built on a space with a friendly Control or District Token return the Token to your supply.

If a World Wonder Token is in a space that does not contain a City or any other Token, treat that space as an empty space for the purpose of building a City.



BUILDING WONDERS

A Wonder's cost is the number on the bottom-left of the Wonder Card.

When building a Wonder, choose 1 of the faceup Wonder Cards on top of the 4 Wonder decks, and pay its cost in PRODUCTION with a combination of:

- The number of the Industry Card's Focus Row slot.
- Discarding Resources of the types indicated on the bottom-right of the Card, each counts for 2 Production towards the Cost. A Natural Wonder is never discarded and can be spent as the indicated Resource once per turn.
- 1 Production for each Trade Token spent from the Industry Card.
- 1 Production if there is a Trade Token on the Wonder Card.

Place the Wonder Card next to your Leader Sheet and place the matching Wonder Token under a friendly City that doesn't already have a Wonder Token. Then flip the next Wonder Card faceup.



ECONOMY CARDS



Caravans not on the Map begin movement from a space containing either your Capital City or any of your mature Cities. If you don't end your Caravan's movement on either a rival City or City-State, it remains on the Map.

- Caravans cannot move into a space containing a Barbarian Token, Water, or Terrain with a higher Terrain difficulty than the Economy Card's Focus slot.
- You cannot move more than 1 Caravan to the same City or City-State per turn.
- Caravans can be used to EXPLORE.

If your Caravan ends on a City-State:

- Return the Caravan to your Economy Card.
- Place 2 Trade Tokens on your Focus Card that shares the City-State's icon (max. 3 per Card).
- If you don't have a copy of that City-State's Diplomacy Card, gain 1 (if available).

If your Caravan ends on a rival City:

- Return the Caravan to your Economy Card.
- Place 2 Trade Tokens on any of your Focus Card(s) (max. 3 per Card).
- Take 1 Diplomacy Card from the rival City's owner. If you already have a Diplomacy Card from that player you must first return it before taking another.



MILITARY CARDS



Armies not on the Map begin movement from a space containing either your Capital City or any of your mature Cities.

- You must fully resolve the movement of 1 Army before moving another.
- If your Army enters a space with either a Barbarian, City-State, rival piece, or Fort, its movement ends immediately and an **ATTACK** occurs.
- Abilities that remove or replace pieces with another player's piece cannot target a space with an Army.
- If you don't end your Army's movement with an Attack, it remains on the Map.
- Armies can be used to **EXPLORE**.

ATTACKS

- Choose 1 rival piece in the space with your Army to be the target of the attack. If there is a Barbarian in the space then it **MUST** be the target.
- The attacker rolls 1 die and adds the number of their Military Focus Card's slot and any Bonuses on their Cards and Leader sheet to the result.
- The defender rolls 1 die and adds the following to the result plus any Card and/or Leader Bonuses:
 - Attacking a City-State** = 8
 - Attacking an unclaimed Fort** = 6
 - Barbarian/Army/Caravan** = Terrain Difficulty.
 - City** = Terrain Difficulty x2, +1 for each adjacent friendly reinforced Control Token.
 - Control Token** = Terrain Difficulty, +1 if reinforced, +1 for each adjacent friendly Control Token.

+2 if there is at least 1 friendly Army in the space that is not the target of the attack. (in addition to the Army itself if it is the target).

- First the attacker, then the defender, may spend Trade Tokens from their Military Focus Cards to either reroll their die or +1 to their Combat Value.
- The player with the highest Combat Value wins, defender wins ties.

If the defender wins, the attacking Army returns to its Focus Card.
If the attacker wins, the following takes place:



BARBARIAN

- The Barbarian Token is discarded.
- Place 1 Trade Token on any of your Focus Cards (**max. 3 per Card**).



CITY-STATE

- Place the City-State's Token on your Focus Card that shares its same icon.
- Place 1 City from your supply in the space.
- Place both of the City-States Diplomacy Cards in a facedown pile.



UNCLAIMED FORT

Place 1 City from your supply on the Fort.



CONTROL TOKEN / DISTRICT

- Replace with 1 of your Control Tokens from your supply on its unreinforced side.
- Gain any Natural Wonder from the space.
- Return rival Armies/Caravans to Cards.



CAPITAL CITY

- Take up to 2 Trade Tokens from the defender's Focus Cards and place them on any of your Focus Card(s) (**max. 3 per Card**).
- If the Capital City has a Wonder Token, move it to 1 of your Cities if you have space and gain the associated Card. Otherwise it remains in place.
- Return rival Armies/Caravans to Cards.



NON-CAPITAL CITY

If this City was a City-State space you may either **CONQUER** or **LIBERATE** it, otherwise:

- Replace the City with 1 from your supply.
- Return rival Armies/Caravans to Cards.

CONQUER

- Replace the City with 1 from your supply.
- If the City has a Wonder Token, gain the associated Card.
- Place the City-State's Token on your Focus Card that shares its same icon.
- Place both of the City-States Diplomacy Cards in a facedown pile.
- Return rival Armies/Caravans to Cards.

LIBERATE

- Return the City-State Token to its space.
- If the City has a Wonder Token, the Token remains in that space. The World Wonder's Card is moved to the side of the play area (no player has its benefit). If a player later conquers this City-State, they gain the Wonder's Card.
- Flip the City-State's Cards faceup and gain 1.

The attacking Army then remains in the attacked space, unless it still contains a City-State, unclaimed Fort, or rival Piece. If so, return the Army to the last space it occupied before its Attack that also does not contain any of these elements.

EVENT DIAL ICONS



- After resolving the other icon in this slot, place 1 Trade Token from the supply on each of the 4 faceup Wonder Cards.
- If this would be the 2nd Trade Token placed, instead remove that Wonder from the game, and flip the next Card faceup.



Each player may choose 1 of their Focus Cards in either of their '1' slots, and change to that corresponding Government. Place the Government Token of the same type on that Card, then remove any other Government Token you may have on another Card.



Each Government Token allows a player to resolve a Focus Card as though it is a number of slots to the right, equal to the number of arrow symbols on the Token.



Roll a die, each Barbarian Token moves 1 space in the direction indicated by the Barbarian Direction Token.

- Barbarians move past Water spaces to the next available Land space.
- If a Barbarian would move off the edge of the Map, move in the opposite direction.
- If a Barbarian lands on a space with a player's piece, resolve as follows:

ARMY: That Army is defeated, return it to the player's military Card, and the Barbarian is placed back on the last non-water space it occupied. Any City or Control Token in the Army's space is protected from the Barbarian and is not removed or flipped to its unreinforced side.

CARAVAN: Destroy it and return it to its owner's Economy Focus Card.

UNREINFORCED CONTROL TOKEN/NON-CAPITAL CITY: Destroy it and return it to its owner.

REINFORCED CONTROL TOKEN/DISTRICT: Flip to its unreinforced side, then return the Barbarian to the space it moved from.

CAPITAL CITY: Discard 2 Trade Tokens from your Focus Cards, then return the Barbarian to the space it moved from.



Each defeated Barbarian Token is placed back on the Map if its matching space is empty or occupied by a Unit (discard the Unit).



In clockwise order from the first player, each player resolves all of their Districts on the Map in an order of their choice.



CAMPUS

Place 1 Trade Token from the supply on your Science Focus Card (**max. 3 per Card**) for each friendly space adjacent to your Science District with a Mountain or Natural Wonder.



COMMERCIAL HUB

EITHER:

- Place 1 Trade Token from the supply on any of your Focus Cards (**max. 3 per Card**) for each of your Mature Cities.
- Place 1 Trade Token from the supply on your Economy Focus Card (**max. 3 per Card**) for each friendly space with a Desert that is in or adjacent to your Commercial District.

OR



ENCAMPMENT

EITHER or BOTH:

- Defeat 1 Barbarian or rival Army within 2 spaces of your Encampment.
- If a Barbarian is defeated, place 1 Trade Token on any Card (**max. 3 per Card**).
- Reinforce 1 friendly Control Token within 2 spaces of your Encampment's space.

AND/OR



INDUSTRIAL ZONE

EITHER:

- Place 1 Trade Token from the supply on your Industry Focus Card (**max. 3 per Card**) for each friendly space adjacent to your Industrial Zone with a Forest.
- Discard 3 Trade Tokens from your Industry Focus Card to build 1 City on a legal space within 2 spaces of a friendly space.

OR



THEATRE SQUARE

EITHER:

- Place 1 Control Token in a space within 2 spaces of your Theatre Square.
- Place 1 Control Token in a space within 2 spaces of a friendly City with a Wonder.

OR



Control 2 Cultural World Wonders.



Have 8 of your Cities on the Map.



Have 15 reinforced Control Tokens.



Win an attack as the attacker with a total Combat Value of 16 or more.



Have Diplomacy Cards from 4 different players and/or City-States.



Control 3 different types of World Wonders.



Control a City on 6 different Map Tiles. Forts count as their own Tile.



Control 15 spaces adjacent to Water or the edge of the Map.



Have 5 Resource Tokens and/or Natural Wonder Tokens.



Have all 5 Districts on the Map.



Control 2 Economic World Wonders.



Control 2 Military World Wonders.



Control 5 Mature Cities.



Control 2 Natural Wonders.



Control 1 World Wonder from each Era (Ancient, Medieval, Modern).



Control 2 World Wonders from the same Era.



Have 1 Mature City on 4 different Map Tiles. Forts count as their own Tile.



Control 2 Scientific World Wonders.



Have 3 Level IV Focus Cards in your Focus Row.



Defeat 1 rival Capital City or control 2 conquered City-States.



Control 1 or more Forts.



Control 2 or more Forts.