

PEOPLES CIVILIZATIONS

Category: Civilization, City Build
Mechanic: Action Retrieval, Area Control, Set Collection, Trading
Players: 3-5
Time: 120 minutes
Age: 14+

Components: 1 wheel, 12 tracks, 60 tiles, 72 meeples, 150 tokens, 276 chits, 2 dice

What is Peoples - Civilizations about?

Over the time of history, tribes of different peoples move across the Earth. They found settlements, establish foreign relations and develop civilizations. Each people shapes its unique civilization and develops its unique abilities. Eventually they will all meet and their meetings will tell which civilization that is destined to stand the test of time.

How do you win?

There are six victory conditions linked to the six civilization traits. Culture victory is won by influencing opponents, Economic victory by collecting one of each resource, Military victory by placing all your tribes etc.

How do you play?

The game is played on modular map where new areas are added and merged as your civilization grows and expands.

Each round allows a certain civilization action. The more structures you have, the more action you get, and the more advanced you are, the more powerful your actions.

1. Civics lets you produce resources earlier.
2. Culture lets you advance your civilization earlier and pay less.
3. Economy lets you exchange resources with adjacent peoples to collect more valuable sets.
4. Military lets you attack adjacent peoples to plunder their resources.
5. Religion lets you construct civilization structures earlier and pay less.
6. Science lets you take actions in areas further away from their own areas.

After a number of rounds equal to your civilisation size, all your areas produce and you may construct new structures and advance your civilization. This also serves as a catch-up mechanic, since smaller civilizations produce less but construct and advance more frequent.

What makes the game special?

In Peoples, you are faced with tough tactical and strategic questions. Which civilisation structures do you construct to get the actions you need? Which civilization traits do you advance to accomplish your goals? Which civilizations do you cooperate with and which do you compete with? The history will judge whether you answered the questions right or wrong.

