

PEOPLES

CIVILIZATIONS



A Game of Migrations and Civilizations
from the Dawn of Man to Present Days

for 3-5 players (playing time 180 minutes)

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1. Introduction

Over the time of history, tribes of different peoples move across the Earth. They found settlements, make new discoveries and develop civilizations. Each people shapes its unique civilization and develops its unique abilities. Some build magnificent cities, others explore all parts of the world. Some impress their neighbors with their culture, others mission their true religious faith. Some engage in peaceful trading for mutual benefits, others use military to violently take what they want. Eventually they will all meet and their meetings will tell which civilization that is destined to stand the test of time.

2. Game Components

- 6 player people tracks and 6 player aides
- 60 region tiles; each consisting of 4 areas (green land, blue sea and/or gray polar)
- 225 development cards; 75 each for level 1/0, level 2/1, and level 3/2
- 25 event cards and 5 player aide cards
- 72 tribes; 12 each for blue, green, orange, purple, red, and yellow
- 36 culture tokens; 6 discs each for blue, green, orange, purple, red, and yellow
- 36 religion tokens; 6 cubes each for blue, green, orange, purple, red, and yellow
- 24 people markers; 4 each for blue, green, orange, purple, red, and yellow
- 108 resource markers; 36 each for food, luxuries, and commodities
- 72 advance markers; 12 each for Civics, Culture, Economy, Military, Religion, Science
- 36 specialists; 6 each for Civics, Culture, Economy, Military, Religion, Science
- 36 settlement markers; 12 towns, 12 cities, 12 metropolises
- 2 dice; 1 black 6-sided and 1 black 10-sided
- *Optional: 25 event cards*

3. Object of the Game

The object of the game is to lead your people from the dawn of Man to the present time. You do this by exploring land, expanding your population, exploiting the natural resources, and advancing and developing your civilization. The first people to accomplish one of six civilization objects wins. The rules walk you through the following steps towards victory:

- 4) **Game Preparation:** Set up the *world* and the *peoples*.
- 5) **The World and the Tribes:** Learn how to add *regions* and *tribes* to the world.
- 6) **Course of the game:** Learn about the three *actions* your people may take.
- 7) **Production:** Learn about how to *produce resources*.
- 8) **Civilization:** Learn about how to use *civilization points* to interact with the world and the other civilizations.
- 9) **Revolution:** Learn about how to acquire *advance markers* and *development cards*.
- 10) **Neutral Tribes:** Learn about the *neutral tribes* (non-player people).
- 11) **End of Game:** Learn about the six *civilization objects*.
- 12) **Appendix - Development Abilities:** Learn more about how the *development cards* can be used to improve your production, civilization and revolution actions.



People track



Region tile



Development Event



Tribe



Culture Religion



People Resource



Advance Specialist



Settlement

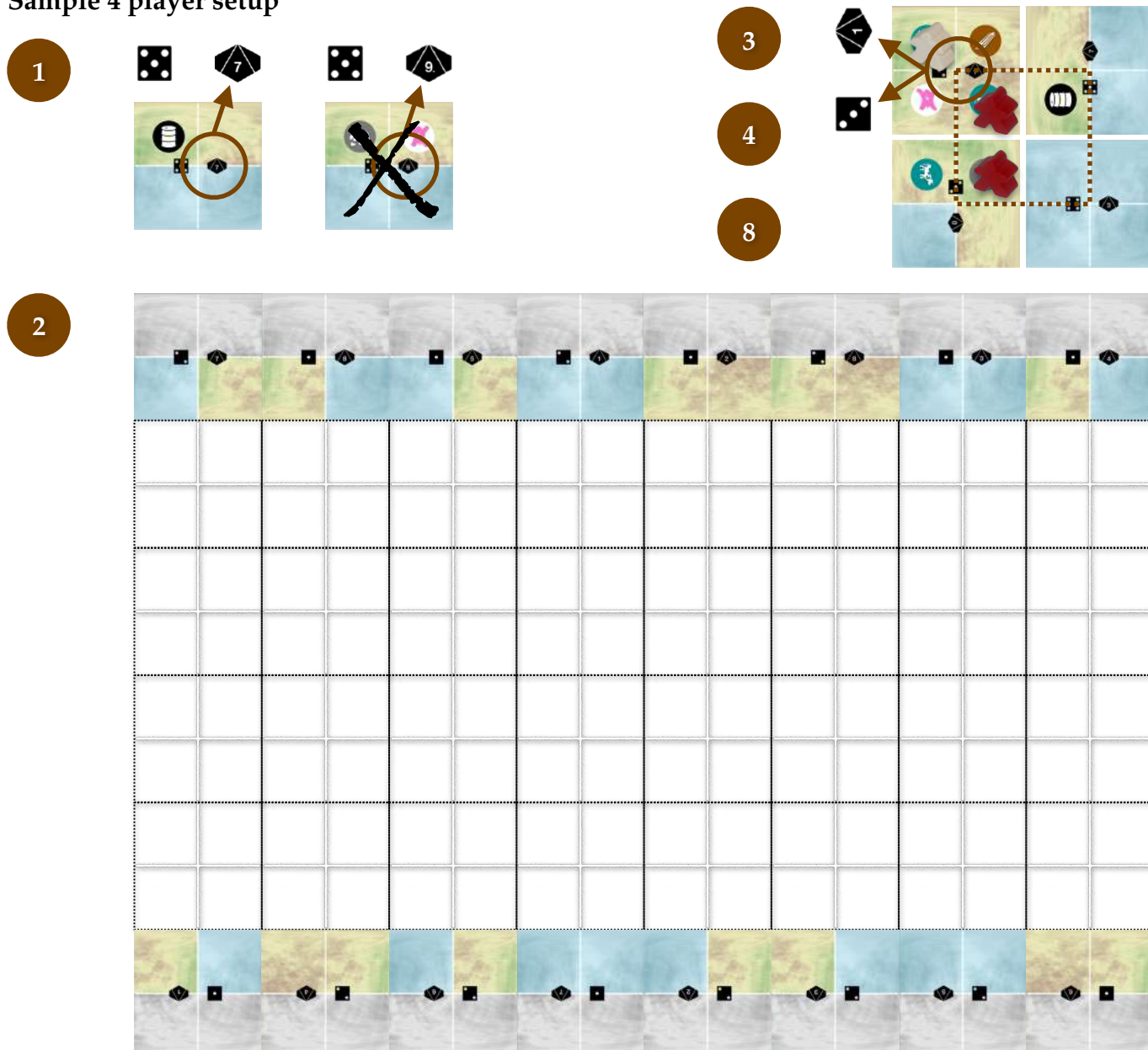


Dice

4. Game Preparation

- 1) **Set up the world first.** For 4 players, remove all *regions* where the second printed die shows 9 or 0. For 3 players, also remove all regions where the second printed die shows 7 or 8. They will not be used in the game.
- 2) Find the *polar regions* (partially gray regions where the first printed die shows 1 or 2) and randomly arrange them in two parallel and equally long rows with the polar areas facing outwards. Leave space for another 4 rows in-between.
- 3) Find the *starting regions* (completely green regions with printed dice "3-1", "3-3", "3-5", "3-7", and "3-9"). Add 3 random regions to each start region to form the *starting parts* of the world. Redraw if a starting part gets less *land areas* (green squares) than *sea areas* only (blue squares).
- 4) Agree on a turn order. In counter clockwise turn order, choose a starting part and arrange the regions so that they form a square where there are at least 2 *land areas* among the central 4 areas. *Hint: More land areas and varied resources are usually better.*

Sample 4 player setup



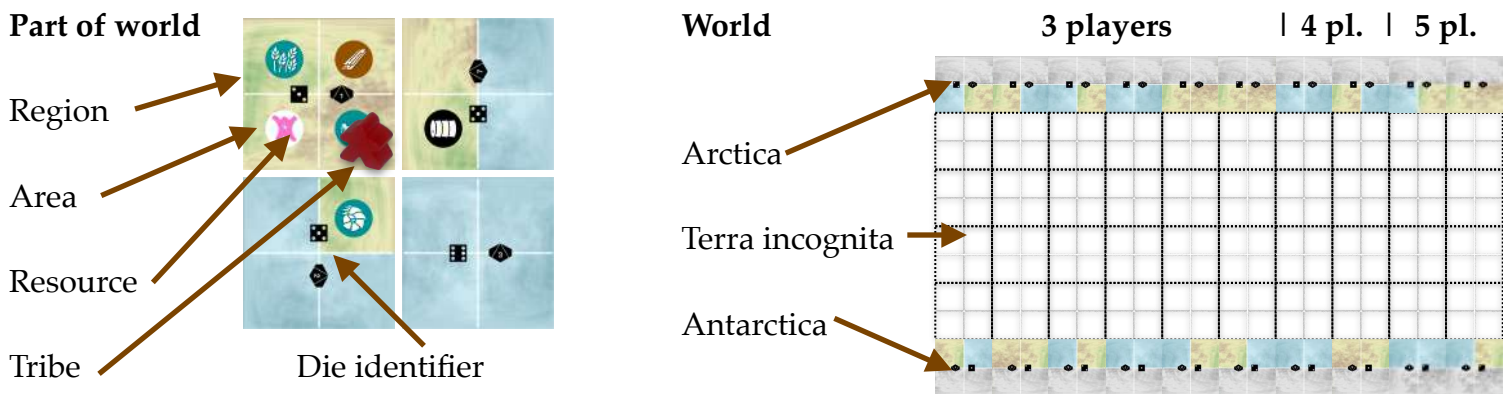
For all game purposes, wooden components such as tribes are limited, meaning that a player cannot play with more than 12 tribes, while cardboard components such as resources are unlimited, meaning that a player may use other means to keep track of resources if they run out.

You are now ready to explore the world!

5. The World and the Peoples

Each tile is referred to as a *region*. Each region has 4 spaces referred to as *areas* and a unique *die* identifier. Each area may either be *land* (green), *sea* (blue) or *polar* (gray) and most of them supply a *resource*. Polar areas are inaccessible. When regions are bordering each other, they are collectively referred to as *parts of the world* or just *parts*.

The world consists of 6/8/10 (3/4/5 players) columns referred to as *longitudes* and 6 rows referred to as *latitudes* of regions. The top row is referred to as *Arctica* and the bottom row as *Antarctica*). Between them lies *terra incognita* - unknown regions waiting to be explored. The world is round, i.e. the right-most column borders the left-most column.

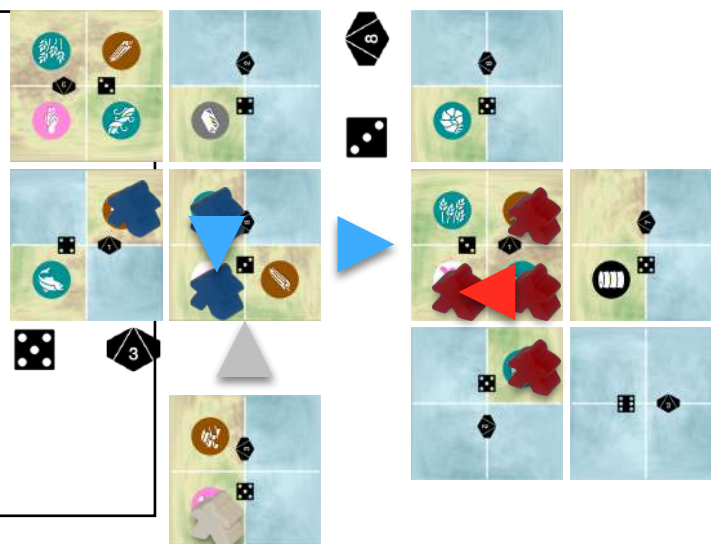


The world is inhabited by *tribes*. An land area can hold 1 tribe and all bordering areas are known to that tribe. As exploring tribes move to areas bordering unknown regions, the dice are rolled to identify which region that is discovered (i.e. a die roll of 5-7 discovers the region with that die identifier).

This may merge the tribe's part of the world with another part of the world, with a polar region or with a new region from the general supply. The player in turn chooses how to orient the parts. If it is a new region, the player also places a *neutral* tribe in any land area with a resource. If no such tribes or areas are available, no neutral tribe is placed.

To ensure that all peoples' parts of the world will fit, there is an important rule of the *region limit*: a part's number of regions may not exceed 4 on one side and 2 per people in the part on the other side, e.g. a part with 2 peoples has a limit of 4 regions on each side. Thus, if a people discovers a new region that would exceed the region limit, the dice must be rerolled until they show either a polar region or another people's region that can be physically merged. Once a part of the world has found its place on the world map, it cannot be reoriented or relocated again. Eventually, all parts of the world will merge and form a complete world, in which case the region limit no longer applies.

Example 1: Rome (red) expands to the left to the edge of her part of the world and is about to discover a new region. Since this will result in a part with a length of 3 regions on each side, she rerolls the dice until they identify a polar region or another people's region. Eventually she rolls 3-8, which happens to identify an Olmec region. Rome orients the Olmec part to her liking and merges the two. This new part has a length of 4 regions on one side and 3 regions on the other side, which is within the region limit for a part with 2 peoples.



Example 2: Olmec (blue) expands downwards to the edge of the Romano-Olmec part of the world. The length will still be 4 regions on one side and 3 regions on the other side so the new region may be of any kind. She rolls 5-3, reorients the region to get one of the resource areas close and places a neutral tribe in the other resource area. The new Romano-Olmec part of the world has not yet merged with any polar region and hence none of the players know yet where in the world it will eventually end up.

6. Course of the Game

The peoples take turns to take actions with up to two *disengaged* (put upright) tribes. A tribe may either take a *Civilization action* or a *Production action*, after which it is laid down to indicate that it is *engaged*. If all tribes are engaged, then (and only then), the *Revolution action* is taken, after which all tribes are disengaged and put upright again.

- 1) Production (chapter 7): Take resources in the current area.
- 2) Civilization (chapter 8): Interact with a bordering area.
 - a) Civics: Found or expand a settlement together with an own tribe.
 - b) Culture: Spread culture in the cultural area.
 - c) Economy: Trade with a bordering trade area.
 - d) Military: Attack a bordering tribe.
 - e) Religion: Spread religion in the religious area.
 - f) Science: Extend the range of any of the above civilization actions.
- 3) Revolution (chapter 9): Take the following subactions:
 - a) Feed tribes ($\frac{1}{2}$ food each) and add new tribes (1 food each).
 - b) Acquire *advances*.
 - c) Acquire *developments*.
 - d) Acquire *specialists*.
 - e) Return markers to your available pool and to the general supply.

7. Production

A *production action* lets a tribe act within its area. Take **1 resource** corresponding to the symbol printed on the area from the general supply to the available pool. If there are not enough resources, use the multiplier boxes on the track, e.g. 1 resource in the x3 box is similar to 3 resources. Note that some development cards lets the tribe take extra resources.

Example: Rome chooses to produce in a land area with cattle. She takes 1 cattle from the general supply to her available pool and lays down the tribe to indicate that it is engaged.

Resources are divided into three categories. Some require developments to produce, see 9.3 Develop.



Food is used to feed the tribes. Food is of the color teal. See 9.1 Feed.



Luxuries are used to advance the people. See 9.2 Advance. There are luxuries of 2 colors. Without the developments of *Nobility* or *Welfare State*, luxuries of the different colors may not be used in the same payment when advancing.



Commodities are used to develop the people. See 9.3 Develop. There are commodities of 3 colors. Brown can be produced at start, gray requires the development of *Mining* or *Machinery* and black requires the development of *Industry*.

8. Civilization

A *civilization action* lets a tribe act outside its area. Each people has 6 *civilization traits* (Civics, Culture, Economy, Military, Religion, Science) represented by civilization advance markers. They are used both to *pay* for the civilization action and to indicate the *civilization level*. To take an action, at least level 1 is required.

To take a civilization action, choose **1 trait** and pay the required *civilization points* (CP) by moving corresponding civilization advance markers from the *available pool* to the *non-available pool*. A marker has a CP value equal to the civilization level, which may be increased by 1 for each additionally paid marker. Paid markers may not be used again until after the Revolution (see chapter 9) but still counts for the civilization level.

Example: Rome starts with Military level 1 as indicated by 1 Military advance marker. She may let a tribe take a Military action for 1 CP by moving the Military advance marker from her available pool to her unavailable pool. Rome will not be able to take any more Military actions until after the Revolution.



8.1 Civics - Found towns, cities and metropolises

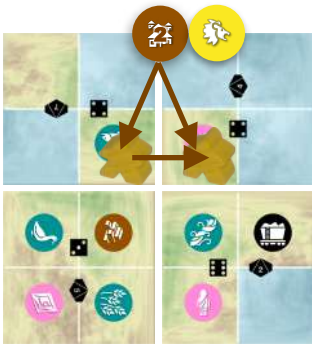


As people settled, civic activities emerged to formalize the rights and duties of citizenship. Towns, cities and metropolises arose where citizens worked together for the common good and where new ideas met and flourished.

Settlements: A settlement represents 2-4 tribes and covers up to 2x2 land areas. It is marked by a single tribe and 2-4 settlement markers according to the images below.

Found or expand a settlement: A tribe or settlement joins a bordering own tribe or settlement to found or expand settlements. The cost in Civics CP equals the number of tribes in the settlement before the join. The joining tribe is returned to the available pool.

Act with a settlement: A settlement may act with all of its tribes as if it were 1 tribe. The cost in Civics CP equals the additional tribes in the settlement. The tribes act one by one and may take different actions.



Found town (1 CP)
Act with town (1 CP)



Expand to city (2 CP)
Act with city (2 CP)



Expand to metropolis (3 CP)
Act with metropolis (3 CP)



Example: Babylonia chooses to act with her metropolis (4 tribes). She pays 3 Civics CP to act with all 4 tribes in it. 3 of the tribes take Production actions in their land spaces (producing fish, spices, and clay) while the 4th tribe takes an Economy action with the bordering Olmec tribe (see later examples for this action). This counts as 1 tribe action and Babylonia may act with a 2nd tribe in the same turn.



If a tribe moves away from the settlement, take a new tribe from the available pool to represent this tribe and reduce the settlement accordingly, i.e. a metropolis is reduced to a city, a city to a town and a town to a single tribe. If there is no tribe available, reduce the settlement without taking a new tribe.

8.2 Culture - Spread culture



As people evolved and learned to think beyond the present, cultural beliefs and customs emerged that distinguished Man from animals and civilizations from less complex societies.

Cultural area: A cultural area consists of **2x2 areas** (of which at least 2 land areas) **covering 1 region only**. It is marked by a *Culture token* (disc) on the intersection.

Found a cultural area: A tribe places a Culture token on its cultural area's intersection (which must be empty). The cost in Culture CP equals the total number of own Culture tokens in the world, including the one to be placed.

Act with a cultural area: Culture areas help acquiring *advances* in the Revolution (see chapter 9).

Example: Egypt chooses to spread culture. Since this will be her first Culture token in play, she uses 1 Culture CP to place it. The bottom tribes cannot spread culture, since the leftmost intersection has an Indian Culture token and the rightmost intersection is next to only 1 land area.



8.3 Economy - Trade with other land areas



As people formed societies, the practices for producing, distributing and consuming goods and services were developed. What could not be produced at one place often found its way there through trade.

Trade area: A trade area consists of **all land areas** occupied by a people's tribes.

Trade with a trade area: A tribe (the *buyer*) chooses a bordering trade area (the *seller*). The buyer takes resources equal to the buyer's spent Economy CP from the seller's available supply and gives back resources equal to the seller's Economy level from the own available supply. The following rules apply:

- The seller may not reject the trade.
- The buyer may not take the last of a resource.
- If the buyer takes less resources, she also gives back less resources.

Example: Olmec chooses to trade with Rome. She spends 2 Economy CP to take 1 fur and 1 cattle from Rome's available pool to her own. In exchange, she gives 1 timber from her own available pool to Rome's available pool.



8.4 Military - Attack and plunder land

As people met, disputes often escalated to violence and military forces were organized. But in spite of their destructive nature, wars have also left its mark on other aspects of civilizations, such as culture and science.



Military target: A military target is either a tribe or a settlement.

Attack military target: A tribe (the *attacker*) chooses a bordering tribe (the *defender*). The attacker's spent Military CP must exceed the defender's Military level. If the defender is a settlement, all tribes in the settlement are attacked and each additional tribe adds 1 to the defender's level.

Then the attacker takes twice the number of resources normally produced in the military target, half from the general supply and half from the defender's available pool. If the defender does not have enough resources, the attacker must forego the missing ones.

Finally the defender must retreat to an empty land area bordering itself or any other own tribe, or return to the general supply. If the defender is a settlement, the defender chooses 1 tribe to retreat. If the defender is a neutral tribe, the attacker makes this choice. In case of a retreat, the land area must have a resource. All attacked tribes are disengaged afterwards, reflecting the refugees' ambition to rebuild their society afterwards.

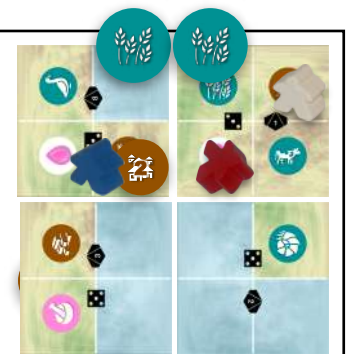


Example: Rome can choose to attack the neutral tribe or the Olmec town.

Example 1: Rome chooses to attack the neutral tribe (Military level 1). Rome pays 2 Military CP for a successful attack. The attack earns her 2 grain. There is only 1 bordering empty land area and it has a resource so Rome chooses to move the neutral tribe there.

Example 2: Rome chooses to attack the Olmec town, more specifically the tribe producing resin (Military level 0). Since the settlement is a town (2 tribes), Rome must still pay 2 Military CP for a successful attack. Olmec must produce 1 resin and 1 timber, of which Rome takes 1 resin and another 1 resin from the general supply.

Finally Olmec chooses to retreat the tribe in the clay area and reduce the town to 2 single tribes. Both tribes are disengaged afterwards so Olmec may use a Civics action to rebuild the town away from the Roman tribe.



8.5 Religion - Spread religion



As people reflected on the world and their place in it, systems of worship emerged that not only gave them a meaning of life but also a sense of belonging that motivated them to work together for a greater good.

Religious area: A cultural area consists of **2x2 areas** (of which at least 2 land areas) **covering 4 regions**. It is marked by a *Religion token* (cube) on the intersection.

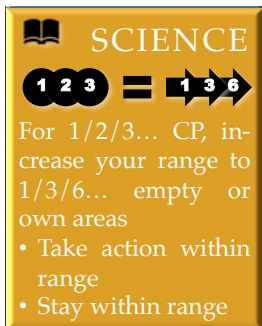
Found a religious area: A tribe places a Culture token on its cultural area's intersection (which must be empty). The cost in Religion CP equals the total number of own Religion tokens in the world, including the one to be placed.

Act with a religious area: Religion areas help acquiring *developments* in the Revolution (see chapter 9).



Example: Egypt chooses to spread religion. Since this will be her 1st Religion token in play, she uses 1 Religion CP to place it. There are no other eligible intersections visible in her part of the world yet.

8.6 Science - Extend the action range



As people organized their knowledge, different schools of science emerged that helped them understand the world. Experiments and explorations are but a few examples of how scientists metaphorically and literally have made the world smaller.

Range: A range determines from which area a tribe can take an action. Normally it is 0, meaning that a tribe may take a production action in its own area or take a civilization action in a bordering area.

Extend range: A tribe spends Science CP to act as if it were in another area. The 1st spent Science CP increases the range by 1, the 2nd by 2 etc., e.g. 3 Science CP give a range of $1 + 2 + 3 = 6$. The range is traced through bordering land areas that are empty or occupied by own tribes. Afterwards, the tribe may end its action in any empty land area within the traced range.

The tribe may use Science CP to move towards an unknown region, add a new region and then decide whether to use additional Science CP.

Note that certain developments allow the range to be traced across sea areas as well. The tribe may then take an action as if it was located in a sea area within range (for example to engage in overseas trade or launch a naval attack) but may only end its turn in a land area.

Example: China chooses to explore. She uses 1 Science CP to trace a range to the 1st land area to the left of the tribe (1). Since it borders an unknown region, China rolls the dice (5-7) to add a new region to her part. It turns out to be Roman and the parts are merged. Having the development Sailing (which enables coast range at half cost), China uses a 2nd Science CP to add 4 coast areas to her range (2a-2d) and then uses 1 Religion CP to take a Religion action and spread religion to Rome. Since the tribe cannot stay at sea, it stays in a land area (1).



9. Revolution

If all tribes are engaged, then (and only then), a people must take the *Revolution action*. It consists of five subactions; **Feed**, **Advance**, **Develop**, **Specialize** and **Reseed**.

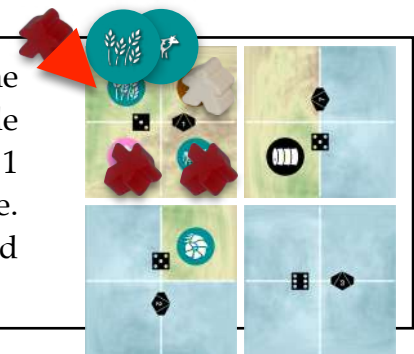
During the subactions, resources may be paid to acquire various items. A people's markers serve as 3 permanent wild resources (1 food, 1 luxury, and 1 commodity) that may be kept afterwards while other resources are returned to the general supply. The resources paid must be **different** from each other but any 2 resources may be used as 1 wild resource in the same category, e.g. 3 grain may be used to pay a food cost of 2. Items acquired during the Revolution (advances, developments, specialists etc.) may not be used until after the Revolution.

9.1 Feed (Food)

Pay food to disengage tribes and add new tribes. Engaged tribes cost $\frac{1}{2}$ food each to disengage (rounded down). New tribes cost 1 food each to add. Return tribes that cannot be disengaged to the available pool.

Add tribes to any empty land area bordering any own tribe at the start of the Revolution. If an added tribe borders an unknown region, add a new region tile as per the rule in 5. *The World and the Peoples*.

Example: Rome has 2 engaged tribes and 1 grain and 1 cattle available. She must pay 1 grain to disengage the 2 tribes. She may (but must not) pay 1 cattle to add a 3rd tribe and decides to do so. If Rome had had 1 more grain and 1 more cattle, she could have used them as 1 wild food to add a 4th tribe. Without any food at all, Rome could still disengage 1 tribe for $\frac{1}{2}$ food (rounded down to 0 food) but would have to leave the other tribe engaged.



9.2 Advance (Luxuries)

Pay luxuries to acquire *advances* represented by advance markers for the 6 civilization traits. Each advance has a *level cost* of 1 luxury per civilization level, e.g. the 1st Military marker costs 1 luxury, the 2nd Military marker costs 2 luxuries etc. Any number of advances may be acquired but not more than 1 of each in the same Revolution. Place the acquired advances on the people track.

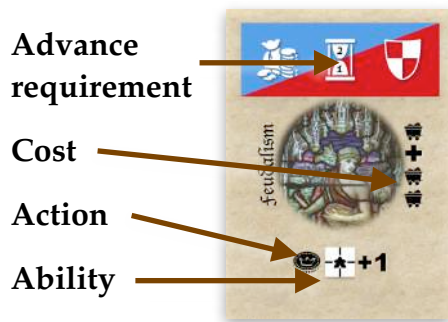


For each placed Culture token, a people may choose to pay Culture CP instead of luxuries for the level cost for 1 advance.

Example: Egypt has placed 1 Culture token and has 2 spices. Egypt acquires her 2nd Military advance marker by paying 1 Culture CP and 1 spices.

9.3 Develop (Commodities)

Pay commodities to acquire *developments* represented by development cards.



Each development has an *advance requirement* of 2 civilization traits and levels marked on the top of the card. A people must have at least the higher level for any one of the civilization traits and at least the lower level for the other civilization trait.

Each development also has a *level cost* of 1 commodity per civilization level as shown below the plus sign, e.g. cards marked 1+1 cost 1 commodity, cards marked 1+2 cost 2 commodities etc. (*The number above the plus sign is used in 9.6 Advanced Rule: Technology Tree.*)

A development provides a unique *ability* as described on the back of the card. The abilities are linked to one or more actions which they modify. All abilities are cumulative. Examples are listed in 13. Appendix.

Any number of developments may be acquired in the same Revolution if the requirements were met at the start of the Revolution. Place the acquired developments on the people track.



For each placed Religion token, a people may choose to spend Religion CP instead of commodities for the level cost for 1 development.

Example: Egypt wants to acquire Feudalism (level 2). She has Religion level 2 and has placed 1 Religion token. Egypt acquires Feudalism by spending 2 Religion CP.

9.4 Specialize (Specialists)



Pay 1 luxury or 1 commodity to acquire 1 new *specialist* from the general supply OR pay any 1 resource to keep 1 previously acquired specialist. Place the specialists on the people track.

Specialists are represented by specialist markers. There are specialists for each of the 6 civilization traits and you may have up to 1 specialist of each civilization trait.

A specialist functions as 1 advance marker of its corresponding civilization trait, i.e. it adds to the civilization level and may be spent as CP. However, unlike advances specialists are temporary and returned to the general supply next Revolution unless paid for again (see chapter 9.5).

Example: Olmec (Military level 1 + 1 Military specialist) chooses to attack Rome (Military level 2, of which 1 Military advance marker has been spent). To succeed, Olmec must spend both the Military advance marker (which counts as 2 CP thanks to the specialist) and the Military specialist (+1 CP) to equal the Rome Military level of 2. The 2 markers are moved to the non-available pool.

Rome is unable to retaliate since she can only spend 2 Military CP and this does not exceed the Olmec Military level (which counts as 2 thanks to the specialist).

If Olmec wants to keep the Military specialist during the next Revolution, she must pay any 1 resource.



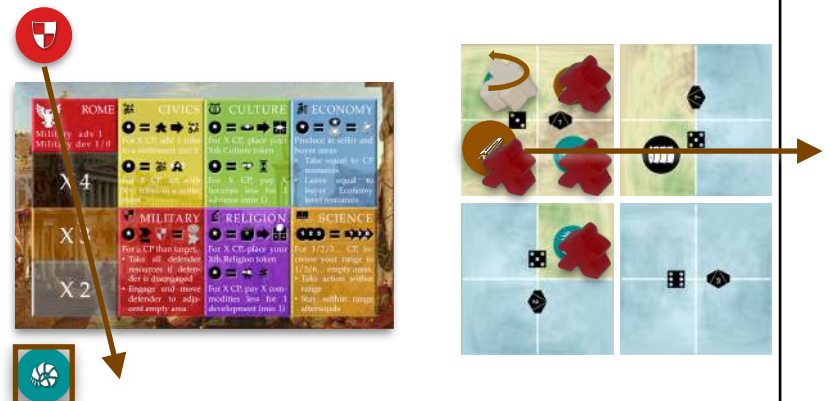
9.5 Reseed

End the Revolution action by moving used and acquired items to their appropriate places:

- 1) Return any **specialists** not paid for (e.g. still in any of your pools) to the general supply.
- 2) Keep **1 resource** of each kind only and return any extras to the general supply.
- 3) Move **advances** from your people track to your available pool.
- 4) Move **developments** from your people track to your available pool.
- 5) Move **specialists** from your people track to your available pool.
- 6) Disengage all neutral tribes, even if engaged by another neutral people.

Example: Rome reseeds during Revolution.

- She used 1 Military CP during her previous turn which is now returned to the available pool.
- There is 1 timber in the fur area after an Olmec trade which was never produced and it is now removed.
- There is 1 shellfish in her available pool which may be saved for next Revolution.
- There is 1 bordering engaged neutral tribe which is now disengaged.



9.6 Advanced Rule: Technology Tree

The advanced rule adds a *base cost* of 1 luxury/commodity for each advance/development. However, previously acquired advances/developments may save the base cost.

- During a Revolution, each advance saves the base cost for 1 other advance of any kind up to the same level, e.g. a people with Military 2 pays no base cost for Economy 2.
- During a Revolution, each development saves the base cost for 1 other development of the same civilization trait up to the same level, e.g. a people with Farming (Economy/Civics level 1) pays no base cost for level 1 Economy and Civics developments.
- The second people to acquire a specific number of advances of a civilization trait or a specific development pays the base cost to the first people. The following peoples pay no base cost. (If no base cost was paid, the first people takes any resource from the general supply that it can normally produce.)

10. Neutral Tribes

The tribes of the neutral people never take any actions of their own initiative but they inhabit the regions discovered by the players' tribes and may be interacted with, i.e. traded with using Economy, attacked using Military etc. They are assumed to produce as much as the acting people (including all development abilities) and to have the resources of their land area in their available pool. Any resources taken from or given to neutral tribes are managed through the general supply.

Consequently, the neutral people never advances or develops. However, the neutral people automatically gets advance markers equal to the average between the most advanced people and the least advanced people (rounded down). The advance markers merely indicate the neutral people's civilization levels, they are never paid with.

It is the responsibility of the player taking a Revolution action to also check whether the neutral people advances. It is all players' responsibility to check that the neutral tribes' civilization levels are accounted for during interactions.

Example: In a 5 player game, Olmec has Economy level 2, Babylon and China have Economy level 1, and Egypt and Rome have Economy level 0. Olmec also has the development Agriculture (+1 grain and pulses production). Consequently, the neutral people (India) has Economy level $(2+0)/2 = 1$.

If Rome attacks a neutral tribe in a grain area, Rome plunders 1 grain, since Rome has not developed Farming yet.

If instead Olmec trades with the same neutral tribe, Olmec may take up to 2 grain (+1 for Olmec Agriculture) but must give 1 resource in return (Economy level 1 for the neutral people).



11. End of Game

A people wins if any the following is true at the start of its Revolution. (For a longer game, players may agree that several victory conditions are required, not necessarily at the same Revolution.)

1. **Civics victory:** The people has founded 3 metropolises (settlements of size 4).
2. **Culture victory:** The people has placed all 6 Culture tokens.
3. **Economy victory:** The people has at least 12 unique resources (not counting wild resources).
4. **Military victory:** The people has placed at least 12 tribes and has 1 or more than each other people.
5. **Religion victory:** The people has placed all 6 Religion tokens.
6. **Science victory:** The people has placed at least 12 tribes and have at least 1 tribe in each longitude (column of region tiles)

A people also wins by acquiring at least 3 advances (not counting specialists) in each of the 6 civilization traits or by acquiring at least 6 development cards of each civilization level.

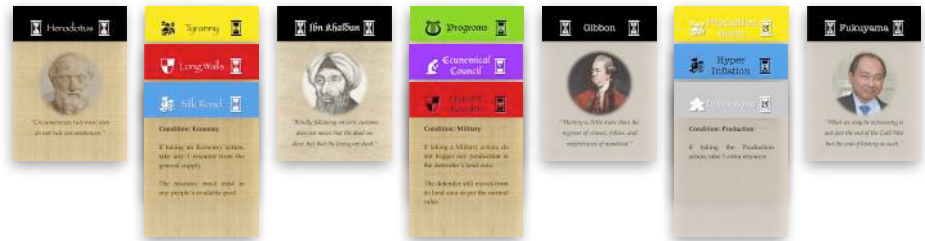
12. Optional Rules: The Book of Events

Civilizations can be distinguished by their means of subsistence. With the basic physiological and safety needs provided for by the state, the people could engage in other activities and find their own ways to self-actualization. However, not everything in the world could be controlled and unexpected events constantly threatened the delicate balance. The stronger civilizations were quick to adapt but the weaker ones were doomed to fall.

12.1 Event preparation

The book of events may be used to add further challenges to Peoples - Civilizations. There are 6 event cards per civilization level and 4 separator cards. Each event card has a face with a positive effect and a face with a negative effect. Sort, shuffle and arrange the cards in a pile as follow:

- 1) 1 start level 0/1 card (Herodotus)
- 2) 7 **shuffled** level 1 event cards
- 3) 1 start level 1/2 card (Khaldun)
- 4) 7 **shuffled** level 2 event cards
- 5) 1 start level 2/3 card (Gibbon)
- 6) 7 **shuffled** level 3 event cards
- 7) 1 end card (Fukuyama)



(Players may view future events and plan for them.)

12.2 Event start and end

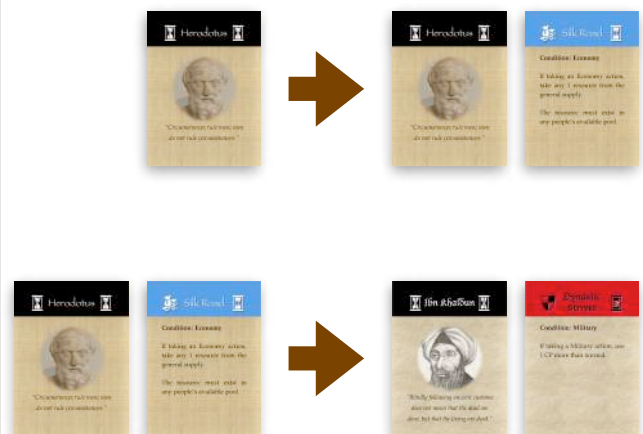
If, during a Revolution, a people is the **second** to acquire a specific advance level (not counting specialists) or a specific development card, the top event card **may** be flipped.

- If the current event level is greater than the acquired levels, do not flip any page.
- If the current event level is equal to the highest acquired level, flip 1 page.
- If the current event level is less than the highest acquired level, flip through to the first equal level.

From now and until flipped again, all face up event cards apply to all peoples. (This may be 1 or 2 event cards depending on whether any separator card is among the face up cards). If the bottom cover card is flipped and no victory condition has been fulfilled, the game ends. Each other people may take a Revolution action (even if not all tribes are engaged), after which they score as many points as levels reached in advances and developments (e.g. level 2 scores $1 + 2 = 3$ points). Most points wins the game.

Example: Rome has Military level 1. Babylonia is the second people to acquire Military level 1 and flips the start level 0/1 card, revealing the event Silk Road. All peoples now enjoy the benefits of Silk Road when trading. Later, Egypt also acquires Military level 1 but no event card is flipped, since Egypt is only the third people to do so.

Further on in the game, first Olmec and then China acquire Machinery (development level 2). China flips through several pages until the first event level 2 card appears.



13. Appendix - Development Abilities (Examples, Civilization Level 1)



Arts: China produces 1 spices. Since she is next to an Egyptian Culture token, Egypt may also take 1 spices.



Monuments: Egypt may use 1 Culture CP and 1 Religion CP to place her 2nd Religion token.



Cults: Olmec produces 1 metal. Since she is next to an Indian Religion token, India may also take 1 metals.



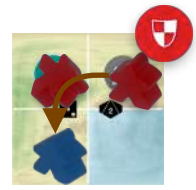
Pottery: Olmec has taken the Revolution action and may add the 1st tribe for 0 food and the 2nd tribe for 1 food.



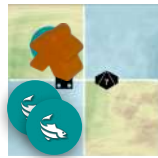
Farming: Olmec may produce grain in the grain area and take 2 grain instead of 1.



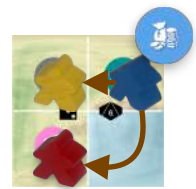
Roads: Rome may attack the distant Olmec tribe since there is a Roman tribe in between.



Fishing: China may produce fish in the fish area and take 2 fish instead of 1.



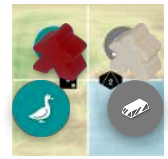
Sailing: Olmec may trade with an bordering land area (range 0) or across 1 sea area (rounded to range 0, min 1) for 1 Science CP.



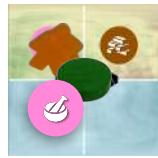
Herding: Egypt may produce cattle in the cattle area and take 2 cattle instead of 1.



Slavery: Rome may produce 1 poultry in her area and 1 iron in the bordering neutral area. (Rome must be able to produce iron.) In return, she pays 1 food.



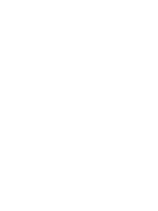
Heroics: Egypt may place 1 Culture token and produce 1 spices in the bordering Chinese area. (Egypt must be able to produce spices.) In return, she gives China 1 luxury.



Theism: Egypt may place 1 Religion token and produce 1 metal in the bordering Indian area. (Egypt must be able to produce metals.) In return, she gives India 1 commodity.



Law: Babylon has a town (2 tribes). She may use 1 Culture CP instead of 1 Civics CP to produce from both areas.



Writing: India may use 1 Religion CP instead of 1 Science CP to extend the tribe's range to the fur area and produce 1 fur.



Mining: Rome may produce 1 iron in the iron area. Without Mining, Rome may not produce iron.



13. Appendix - Development Abilities (Examples, Civilization Level 2)



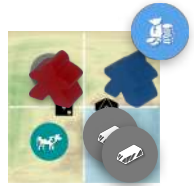
Banking: Olmec has taken the Revolution action with 1 gems and 2 iron. She may take 1 additional gems and 1 iron.



Feudalism: Rome may produce 1 iron in the iron area and another 1 iron for Feudalism.



Guild: Olmec may use 1 Civics CP and 1 Economy CP to trade 2 Roman iron.



Gunpowder: Rome may attack Olmec (Military level 2) using only 1 Military CP.



Heritage: China has Culture level 1. Egypt needs 1 Culture CP to place her 1st Culture token but uses 2 to be able to replace the Chinese Culture token.



Holy War: Egypt has Religion level 1. Rome may remove her Religion token using 2 Military CP. She may then take 1 Religion specialist.



Humanism: India acquires her 2nd Religion advance. She may take 2 different specialists.



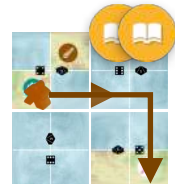
Machinery: Rome may produce 2 iron in the Iron area even without Mining.



Militia: Babylon has Civics 1 and Military 1. As an attacker, she may use both CP, but as a defender, she only counts the Military one.



Navigation: China may use 1 Science CP to move 2 sea areas (range 1) and another 1 Science CP to move 2 more sea areas and 1 land area (range 3).



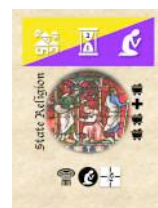
Nobility: Rome has 1 fur (white) and produces 1 silk (pink). They may be used in the same payment.



Printing: India has Religion 2 and Civics 0. She may still acquire Humanism (2/1).



State Religion: China has Religion level 1. Egypt needs 2 Religion CP to replace the Chinese token but must use 3 CP since this will be her 3rd token.



Taxation: China has Economy 1 and Religion 1. As a buyer, she can use both to take 2 resources, but as a seller, she can still only be given 1 resource.



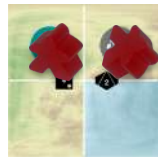
University: China acquires Humanism (level 2/1). She may take 2 different specialists.



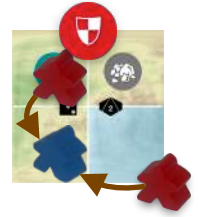
3. Appendix - Development Abilities (Examples, Civilization Level 3)



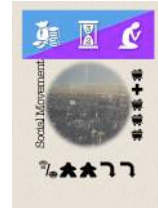
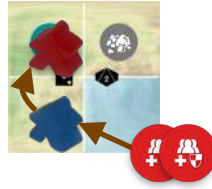
Civil Rights: Rome has 1 disengaged tribe left but may still take the Revolution action.



Nationalism: Rome may attack the Olmec tribe and, if successful, replace it with her own.



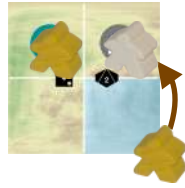
Diplomacy: Olmec needs 2 more Military CP to attack Rome. Any people may give her Military specialists.



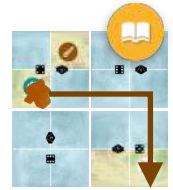
Social Movement: India may let the tribes in the metals area and the cattle area produce in the same turn.



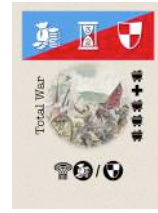
Emancipation: A neutral tribe has moved next to Babylonia. In her next action, she may replace it with a tribe of her own.



Steam: China may use 1 Science CP to extend her range across all sea areas and to 1 land area (range 1).



Enlightenment: Babylonia may use 1 Civics CP instead of 2 to found a city (3 tribes) thanks to the Egyptian religion.



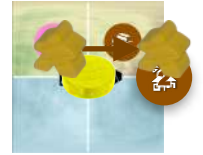
Total War: Rome has Military 2. Olmec may use 2 Economy CP to attack.



Industrialization: Olmec may produce 3 oil in the oil area. Without Industrialization, Olmec may not produce oil.



Tourism: Babylonia may use 1 Civics CP instead of 2 to found a city (3 tribes) thanks to her own culture.



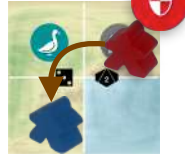
Mass Media: China may use 2 Science CP to extend her range across the sea and another 1 Science CP to place a Culture token overseas.



Urbanization: Babylon may use 1 Civics CP to produce with both her tribes in a town. With Urbanization, she produces 2 spices and 2 clay.



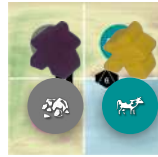
Mechanized Warfare: Rome may use 1 Military CP to extend her range to 1 to be able to attack Olmec.



Welfare State: Rome may produce 2 silk in the silk area instead of only 1. She may also use them in the same payment as white luxuries.



Multiculture: India may produce iron in her own area and cattle in the bordering Babylonian area.



Symbols

	Own disengaged tribe		Action point		Commodity
	Own engaged tribe		Civilization action		Clay
	Other than own tribe		Civics		Timber
	Neutral tribe		Culture		Iron
	Engage tribe		Economy		Metals
	Disengage tribe		Military		Coal
	Land region		Religion		Oil
	Coast region		Science		Luxury
	Sea region		Production action		Fur
	Range		Food		Resin
	Cultural areas		Grain		Sugar
	Religious areas		Pulses		Gems
	Urban areas		Cattle		Silk
	Rural areas		Poultry		Spices
	Advance level		Fish		Revolution action
	Development level		Shellfish		Any action
	Specialist				

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Pleasant people at Stockholm Board Game Design Meetup
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
