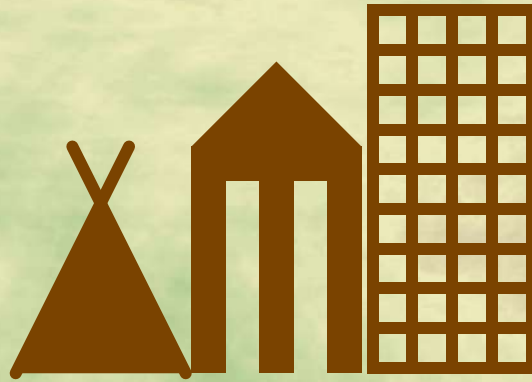


PEOPLES



Instructions

1. Print the following pages 2-11 double-sided (even pages are the fronts of the cards and odd pages are the backs). and 8-31 single-sided on thick paper.
 - 2-7: 45 development cards (print 1 set per player).
 - 8-11: 25 event cards and 5 player aides.
 - 12-26: 60 region tiles (print tiles needed for player count)
 - 27-28: 72 advance markers, 24 people markers, 108 resource markers, 36 specialist markers, 36 settlement markers.
 - 29-31: 6 player people tracks.
2. Cut out the components with a sharp knife or scissors.
3. Add meeples (12 green, 12 blue, 12 red, 12 yellow, 12 purple and 12 orange), cubes and discs (6 green, 6 blue, 6 red, 6 yellow, 6 purple and 6 orange).
4. Add 1 6-sided die and 1 12-sided die.
5. Download the rules from
<http://www.novasuecia.se/civilizations/files/Peoples%20Rules.pdf>
6. Enjoy your game!

Peoples - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com.

A printed version is available at <https://www.thegamecrafter.com/games/peoples-civilizations>.

ARTS

⚔️ + ⚔️

🏠 = 💎

CULTS

⚔️ + ⚔️

🏠 = 🏠

FARMING

⚔️ + ⚔️

🏠 +1

FISHING

⚔️ + ⚔️

🏠 +1

HERDING

⚔️ + ⚔️

🏠 +1

HEROICS

⚔️ + ⚔️

🏠 -1 💎

LAW

⚔️ + ⚔️

🏠 / 🏠

MINING

⚔️ + ⚔️

🏠 ≥1

MONUMENTS

⚔️ + ⚔️

🏠 / 🏠

POTTERY

⚔️ + ⚔️

🏠 -1

ROADS

⚔️ + ⚔️

🏠 0

SAILING

⚔️ + ⚔️

🏠 1/2

SLAVERY

⚔️ + ⚔️

🏠 -1

THEISM

⚔️ + ⚔️

🏠 -1

WRITING

⚔️ + ⚔️

🏠 / 🏠

FISHING

Condition: Economy
Science
Cost: 1 + 1
Action: Production

May produce 1 extra fish in fish areas and 1 extra shellfish in shellfish areas.

FARMING

Condition: Civics
Economy
Cost: 1 + 1
Action: Production

May produce 1 extra grain in grain areas and 1 extra pulses in pulses areas.

CULTS

Condition: Civics
Religion
Cost: 1 + 1
Action: Production

If commodities are produced in own religious area (even by another people), may take the same number of the same commodity.

ARTS

Condition: Culture
Science
Cost: 1 + 1
Action: Production

If luxuries are produced in own culture area (even by another people), may take the same number of the same luxury.

MINING

Condition: Economy
Military
Cost: 1 + 1
Action: Production

May produce at least 1 iron in iron areas and at least 1 metals in metals areas.

Without Mining (or Machinery), iron and metals may not be produced at all.

LAW

Condition: Civics
Culture
Cost: 1 + 1
Action: Civilization

May use Civics CP as Culture CP.

May use Culture CP as Civics CP.

(Civics and Culture levels are not affected.)

HEROICS

Condition: Culture
Military
Cost: 1 + 1
Action: Civilization
Production

In addition to own action, may also take action with other disengaged tribe in own cultural area as if it was an own tribe.

Give the owner of the tribe any 1 luxury in return.

HERDING

Condition: Culture
Economy
Cost: 1 + 1
Action: Production

May produce 1 extra cattle in cattle areas and 1 extra poultry in poultry areas.

SAILING

Condition: Civics
Science
Cost: 1 + 1
Action: Civilization

May trace range through coast areas (sea areas bordering land areas).

Each coast area consumes half as many CP as land areas rounded down (minimum 1).

ROADS

Condition: Military
Science
Cost: 1 + 1
Action: Civilization
Production

May trace range through land areas inhabited by own or neutral tribes.

Each such land area consumes 0 CP.

POTTERY

Condition: Economy
Religion
Cost: 1 + 1
Action: Revolution

May pay 1 food less for each tribe added during Revolution.

MONUMENTS

Condition: Culture
Religion
Cost: 1 + 1
Action: Civilization

May use Culture CP as Religion CP.

May use Religion CP as Culture CP.

(Culture and Religion levels are not affected.)

WRITING

Condition: Religion
Science
Cost: 1 + 1
Action: Civilization

May use Religion CP as Science CP.

May use Science CP as Religion CP.

(Religion and Science levels are not affected.)

THEISM

Condition: Military
Religion
Cost: 1 + 1
Action: Civilization
Production

In addition to own action, may also take action with other disengaged tribe in own religious area as if it was an own tribe.

Give the owner of the tribe any 1 commodity in return.

SLAVERY

Condition: Civics
Military
Cost: 1 + 1
Action: Civilization
Production

In addition to own action, may also take action with other neutral disengaged tribe bordering own tribe as if it was an own tribe.

Give the owner of the tribe any 1 food in return.

Banking

+1 +1

Feudalism

+1 +1

Guild

/

Gunpowder

+1

Heritage

Holy War

Humanism

+

Machinery

≥ 2

Militia

Navigation

$\frac{1}{2}$

Mobility

Printing

State Religion

Taxation

University

+

Gunpowder

Condition: Military
Science
Cost: 1+2
Action: Civilization

If attacking, may use 1 Military CP less than required. At least 1 CP must be used.

If defending, may add 1 to military level.

Guild

Condition: Civics
Economy
Cost: 1+2
Action: Civilization

May use Civics CP as Economy CP.

May use Economy CP as Civics CP.

(Civics and Economy levels are not affected.)

feudalism

Condition: Economy
Military
Cost: 1+2
Action: Production

May produce 1 extra resource in each rural (non-settlement) area.

Banking

Condition: Culture
Economy
Cost: 1+2
Action: Revolution

May take 1 extra commodity for each unique commodity held at Revolution.

May take 1 extra luxury for each unique luxury held at Revolution.

Machinery

Condition: Economy
Science
Cost: 1+2
Action: Production

May produce at least 2 iron in iron areas and at least 2 metals in metals areas.

Without Machinery (or Mining), iron and metals may not be produced at all.

humanism

Condition: Culture
Religion
Cost: 1+2
Action: Revolution

If acquiring an advance, may acquire as many free specialists as the civilization level acquired.

May still not acquire more than 1 of each civilization trait in the same Revolution.

holy War

Condition: Military
Religion
Cost: 1+2
Action: Revolution

May use Military against Culture or Religion.

If the used Military CP exceed the Culture/Religion level, remove the token and take 1 Culture/Religion specialist.

heritage

Condition: Civics
Culture
Cost: 1+2
Action: Civilization

May replace Culture tokens of other peoples.

In addition to the normal CP requirements, the used Culture CP must also exceed the other people's Culture level.

Printing

Condition: Culture
Science
Cost: 1+2
Action: Revolution

If developing, may ignore the lesser advance requirement, i.e. level 2 development cards require advance levels 2/0 and level 3 development cards require advance levels 3/1.

Nobility

Condition: Culture
Military
Cost: 1+2
Action: Revolution

May use luxuries of different colors for payments during the Revolution.

Without Nobility (or Welfare State), only luxuries of similar colors may be used for payments during Revolution.

Navigation

Condition: Civics
Science
Cost: 1+2
Action: Civilization

May trace range through any sea areas.

Each sea area consumes half as many CP as land areas rounded down (minimum 1).

Militia

Condition: Civics
Military
Cost: 1+2
Action: Production

May use Civics CP as Military CP.

May use Military CP as Civics CP.

(Civics and Military levels are not affected.)

University

Condition: Religion
Science
Cost: 1+2
Action: Revolution

If acquiring a development, may acquire as many free specialists as the development level acquired.

May still not acquire more than 1 of each civilization trait in the same Revolution.

Taxation

Condition: Economy
Religion
Cost: 1+2
Action: Civilization

May use Economy CP as Religion CP.

May use Religion CP as Economy CP.

(Economy and Religion levels are not affected.)

State Religion

Condition: Civics
Religion
Cost: 1+2
Action: Civilization

May replace Religion tokens of other peoples.

In addition to the normal CP requirements, the used Religion CP must also exceed the other people's Religion level.

Enlightenment

Condition: Religion
Science
Cost: 1 + 3
Action: Civilization

If taking a civilization action in a religious area (own or other), use 1 CP less.

At least 1 CP must be used.

Emancipation

Condition: Civics
Religion
Cost: 1 + 3
Action: Any

May replace bordering neutral tribes with own tribes.

The replacing tribes start with the same engagement status as the replaced tribes.

Diplomacy

Condition: Civics
Military
Cost: 1 + 3
Action: Any

May exchange specialists with any other people at any mutually agreed rate.

The exchange may take place during any action of any of the exchanging peoples.

Civil Rights

Condition: Military
Religion
Cost: 1 + 3
Action: Revolution

May take the Revolution action, even if some tribes are still disengaged.

The disengaged tribes do not need to be fed.

Multiculture

Condition: Culture
Religion
Cost: 1 + 3
Action: Production

If producing bordering a disengaged tribe other than own, may produce in that area too.

The other tribe remains disengaged.

Mechanized Warfare

Condition: Military
Science
Cost: 1 + 3
Action: Civilization

May use Military CP as Science CP.

May use Science CP as Military CP.

(Military and Science levels are not affected.)

Mass Media

Condition: Culture
Science
Cost: 1 + 3
Action: Civilization

May use Culture CP as Science CP.

May use Science CP as Culture CP.

(Culture and Science levels are not affected.)

Industrialization

Condition: Economy
Science
Cost: 1 + 3
Action: Production

May produce at least 3 coal in coal areas and at least 3 oil in oil areas.

Without Industrialization, coal and oil may not be produced at all.

Total War

Condition: Economy
Military
Cost: 1 + 3
Action: Civilization

May use Economy CP as Military CP.

May use Military CP as Economy CP.

(Economy and Military levels are not affected.)

Steam

Condition: Civics
Science
Cost: 1 + 3
Action: Civilization

May trace range through any sea areas.

Each sea area consumes 0 CP.

At least 1 CP must be used.

Social Movement

Condition: Economy
Religion
Cost: 1 + 3
Action: Civilization
Production

May take action with 1 extra tribe each turn.

The extra tribe is also engaged afterwards

Nationalism

Condition: Culture
Military
Cost: 1 + 3
Action: Civilization

If successfully attacking a tribe, may replace the tribe with an own tribe instead of moving it from its land area.

The replacing tribe starts with the same engagement status as the replaced tribe.

Welfare State

Condition: Culture
Economy
Cost: 1 + 3
Action: Production

May produce at least 2 luxuries in all luxury areas.

May also use luxuries of different colors for payments during the Revolution.

Urbanization

Condition: Civics
Economy
Cost: 1 + 3
Action: Production

May produce 1 extra resource in each urban (settlement) area.

Tourism

Condition: Civics
Culture
Cost: 1 + 3
Action: Civilization

If taking a civilization action in a cultural area (own or other), use 1 CP less.

At least 1 CP must be used.

 Herodotus 



"Circumstances rule men; men do not rule circumstances."

 Democracy 

Condition: Settlement

If founding or expanding a settlement, the settlement remains disengaged.

 Olympic Games 

Condition: Cultural area

If taking a Civilization action in a cultural area, take any 1 specialist.

A people may still not take more than 1 specialist of each civilization trait in the same Revolution.

 Silk Road 

Condition: Economy

If taking an Economy action, take any 1 resource from the general supply.

The resource must exist in any people's available pool.

 Long Walls 

Condition: Military

If taking a Military action, the acting tribe may immediately take another action.

The acting tribe is engaged after its second action.

 Oracle 

Condition: Religious area

If taking a Civilization action in a religious area, the acting tribe remains disengaged.

If taking a Production action in a religious area, the acting tribe is engaged as usual.

 Colonies 

Condition: Science

If taking a Science action, the acting tribe may act both in the area it starts in and the area it ends in.

The acting tribe must start and end in different areas to be able to act in both areas.

 Citizenship Reforms 

Condition: Neutral tribe

If taking a Production action in a land area bordering a disengaged neutral tribe, produce 1 extra resource of the same kind.

Engage the neutral tribe afterwards.

 Ibn Khaldun 



"Blindly following ancient customs does not mean that the dead are alive, but that the living are dead."

 Migrations 

Condition: Settlement

If founding or expanding a settlement, a bordering disengaged neutral tribe may be replaced with an own tribe and added to the settlement.

 Renaissance 

Condition: Culture

If placing a Culture token, use 1 CP less than normal.

At least 1 CP must be used.

 Free Trade 

Condition: Economy

If taking an Economy action, both seller and buyer take any 1 resource from the general supply.

The resource must exist in any people's available pool.

 Military Orders 

Condition: Military

If taking a Military action, the acting tribe may attack two tribes in the same action.

The used CP must exceed the highest defender military level.

 Econemical Council 

Condition: Religious area

If taking a Production action in any religious area, the acting tribe remains disengaged the first time.

Mark the tribe with a people marker and engage it if taking a second Production action or a Civilization action.

 Discoveries 

Condition: Added region

If adding a new region, choose which region to add instead of rolling the dice.

The chosen region must be valid.

 Foreign Specialists 

Condition: Neutral tribe

If taking any action in a land area bordering a disengaged neutral tribe, take any 1 specialist.

Engage the neutral tribe afterwards.



Epidemics



Condition: Economy

If taking an Economy action, pay any 1 resource afterwards or return the buying tribe to the available pool.

The selling tribe is not affected.



Damatio memoriae



Condition: Revolution

Culture tokens may not be used to acquire advances.

New Culture tokens may still be placed.



Tyranny



Condition: Settlement

If acting with a settlement, one tribe less may act in 1 action.



Herodotus



"Circumstances rule men; men do not rule circumstances."



Barbarians



Condition: Neutral tribe

If taking a Production action in a land area bordering a disengaged neutral tribe, produce 1 less resource of the same kind.

Engage the neutral tribe afterwards.



Piracy



Condition: Science

If taking a Science action and extending the range across a sea area or a coast area (a sea area bordering a land area), pay any 1 resource.

If the range is extended across several such areas, do not pay any additional resources.



Heresy



Condition: Religious area

If taking any action in any religious area, also engage any other own tribe in the same religious area (if any).

The other tribe may not take any action



Peasant Revolts



Condition: Military

If taking a Military action, do not trigger any production in the defender's land area.

The defender still moves from its land area as per the normal rules.



Mercantilism



Condition: Economy

If taking an Economy action, both seller and buyer produce 1 less resource.

Neither buyer, nor seller can produce less than 1 resource.



Progroms



Condition: Revolution

If taking any action in any cultural area, also engage any other own tribe in the same cultural area (if any).

The other tribe may not take any action.



Plague



Condition: Settlement

If acting with a settlement, 1 tribe in the settlement may not take any actions.



Ibn Khaldun



"Blindly following ancient customs does not mean that the dead are alive, but that the living are dead."



Rebellions



Condition: Neutral tribe

If taking any action in a land area bordering a disengaged neutral tribe, remove the own tribe afterwards.

Engage the neutral tribe afterwards.



Isolationism



Condition: Added region

No new regions can be added.

When this event is flipped, add regions where applicable, starting with the people in turn and continuing in clockwise order.



Inquisition



Condition: Religious area

Religion tokens may not be used to acquire developments.

New Religion tokens may still be placed.






Dynastic Strives





Condition: Military

If taking a Military action, use 1 CP more than normal.

 **Gibbon** 





"History is little more than the register of crimes, follies, and misfortunes of mankind."

 **Population Boom** 

Condition: Settlement



If founding or expanding a settlement, use 1 CP less.

 **Cosmopolitanism** 

Condition: Culture



If placing a Culture token, may place it on top of 1 other Culture token of another people.

The cultural area counts for both peoples.

 **Colonialism** 



Condition: Economy

If taking an Economy action, take resources from the seller's land area per the normal rules but do not move any resources to the seller's land area.

 **Totalitarian Regimes** 

Condition: Military



If taking a Military action, return the defending tribe to the available pool/general supply instead of moving it.

 **Tolerance** 

Condition: Religion

If placing a Religion token, may place it on top of 1 other Religion token of another people.



The religious area counts for both peoples.

 **Exploration** 

Condition: Added region



If adding a new region, take 1 of each resource on that region from the general supply.


If adding more regions in the same action, choose 1 to take resources from.

 **Inventions** 

Condition: Production

If taking a Production action, take 1 extra resource.

 **Fukuyama** 



"What we may be witnessing is not just the end of the Cold War but the end of history as such."

 **Revolution** 

- Feed tribes (👤)
- Advance (📏)
- Develop (🏗️)
- Specialize (👤/🏗️)

- People track: Return duplicate resources and old specialists.
- World: Restore people markers, resources and neutral tribes.

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- Feed tribes (👤)
- Advance (📏)
- Develop (🏗️)
- Specialize (👤/🏗️)

- People track: Return duplicate resources and old specialists.
- World: Restore people markers, resources and neutral tribes.

 **Hyper Inflation** 

Condition: Economy



If taking an Economy action, both seller and buyer produce only 1 resource of each kind.

 **Book Burning** 

Condition: Culture

Culture tokens may not be placed.



Culture tokens may still be used to acquire advances.


 **Riots** 

Condition: Civics



May not expand settlements to metropolises (size 4).

Existing settlements are not affected.

 **Gibbon** 





"History is little more than the register of crimes, follies, and misfortunes of mankind."

 **Depression** 

Condition: Production

If taking a Production action, take 1 less resource.

 **Closed Borders** 

Condition: Science



If taking a Science action, may not extend the range through areas bordering other tribes, even if occupied by own tribes.

 **Secularism** 

Condition: Religion

Religion tokens may not be placed.

Religion tokens may still be used to acquire advances.

 **Freedom Movements** 

Condition: Military

If taking a Military action, the defender does not move from its land area.

A production is still triggered in the defender's land area as per the normal rules.

 **Victory** 



-  3 metropolises (size 3)
-  6 culture tokens
-  12 unique resources
-  12 tribes (1+ more than any opponent)
-  6 religion tokens
-  12 tribes (1+ in each longitude)
-  3 advances in each civilization trait


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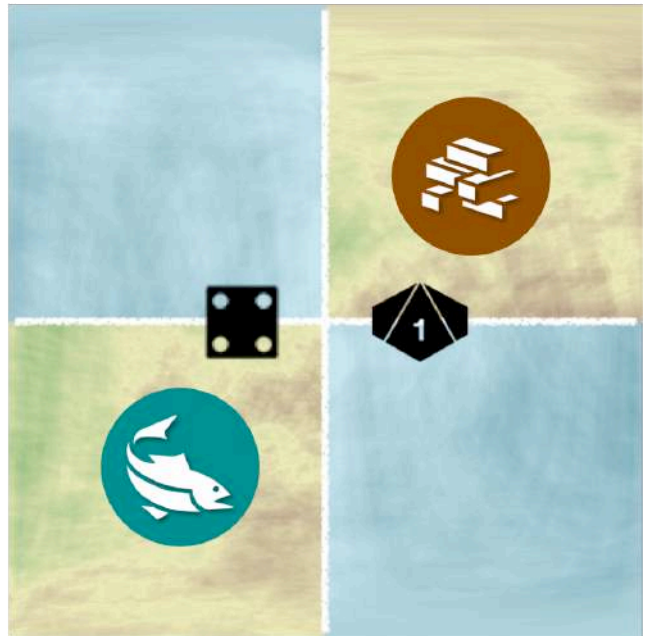
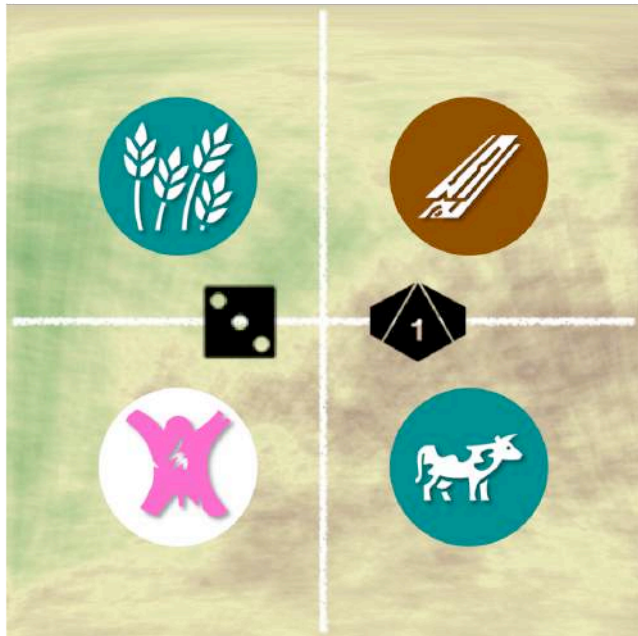
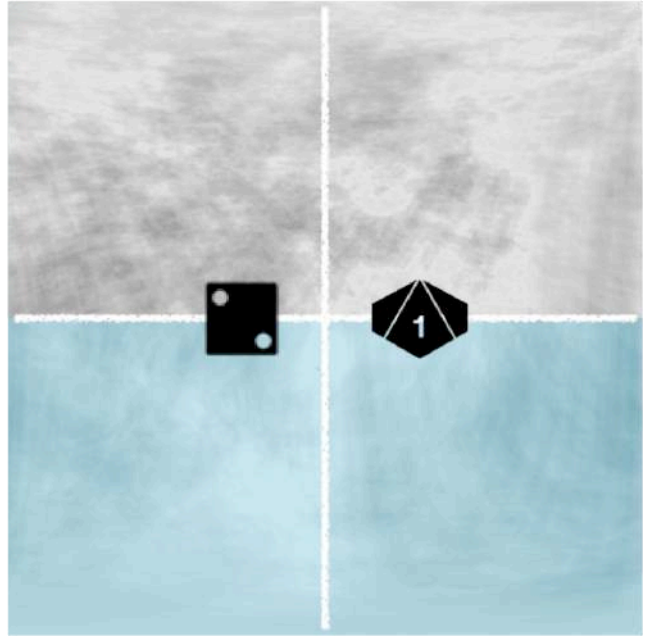
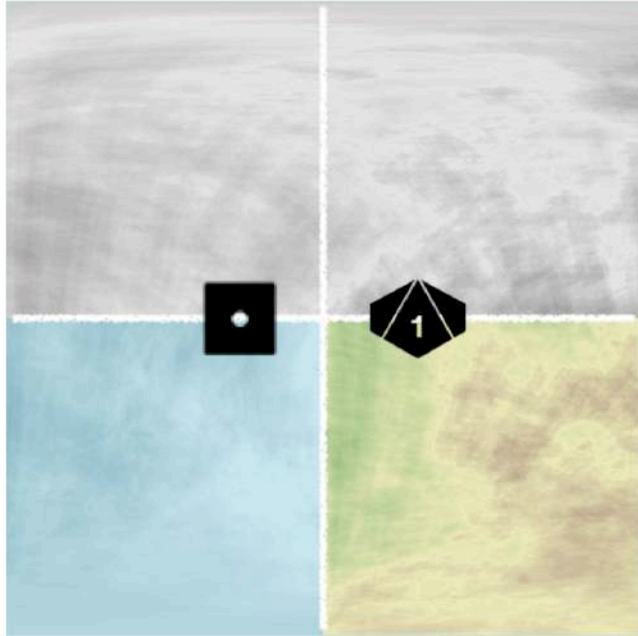
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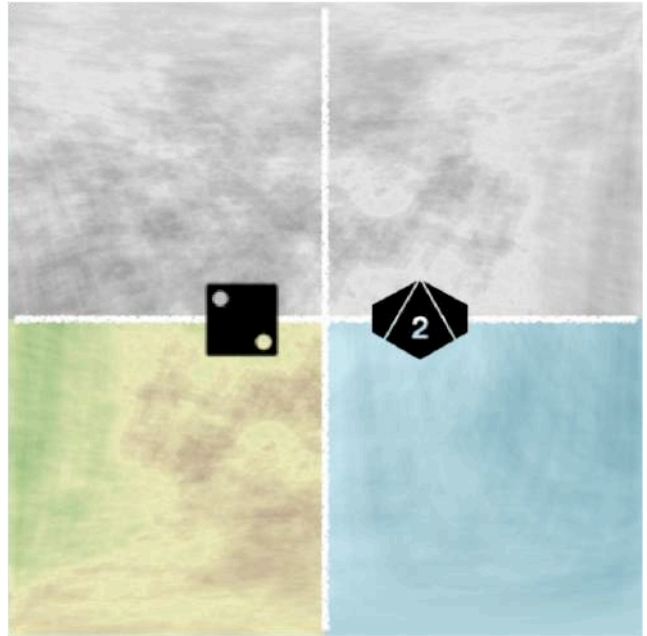
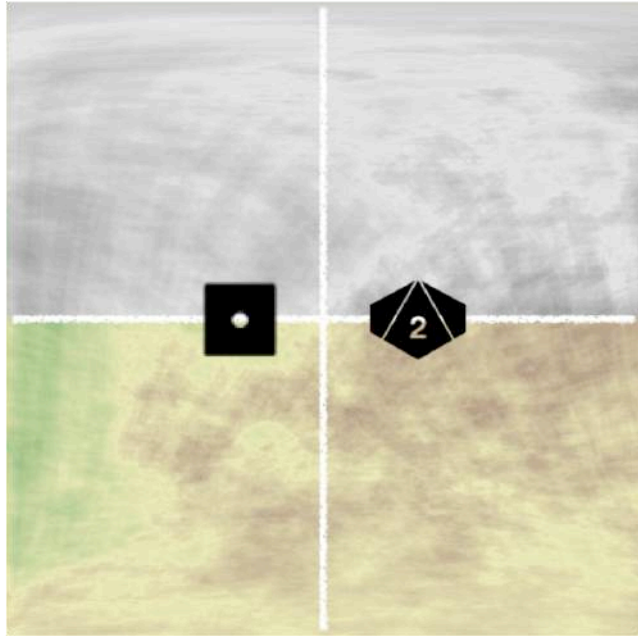
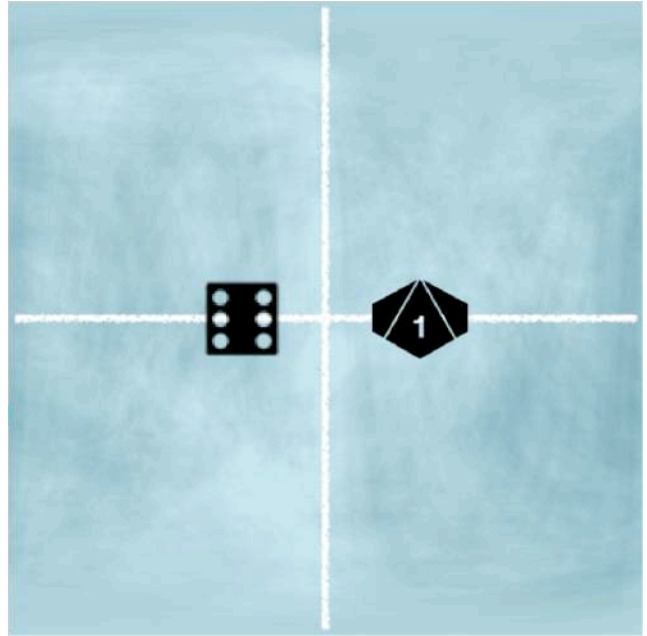
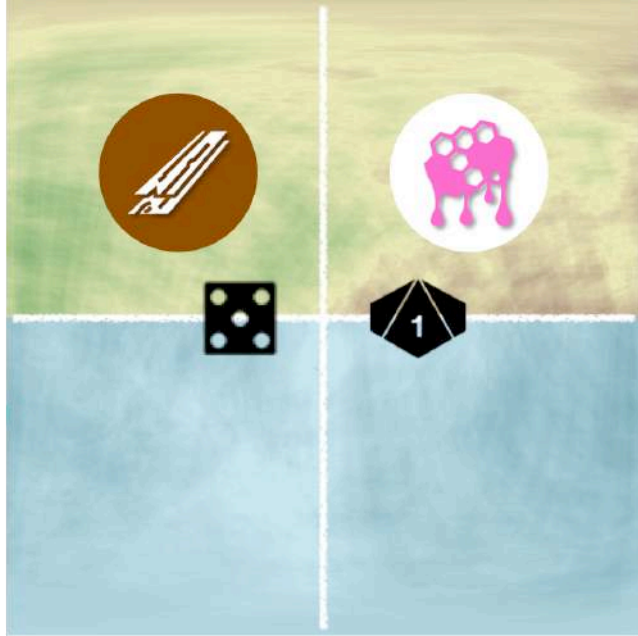
 **Victory** 

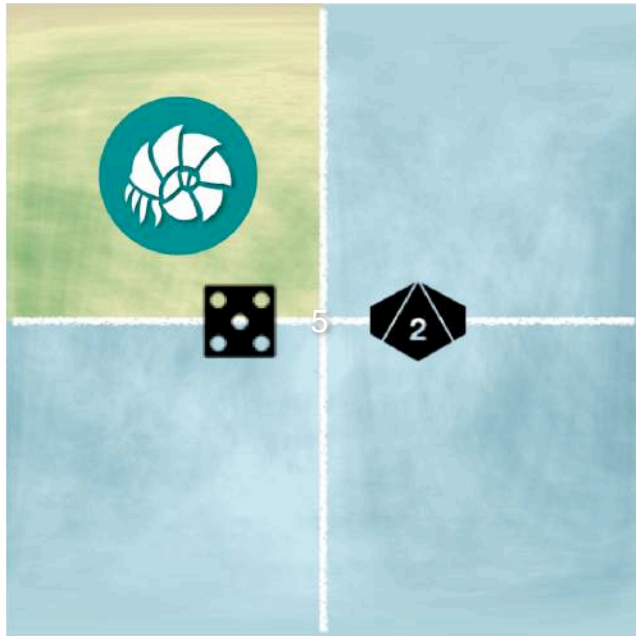
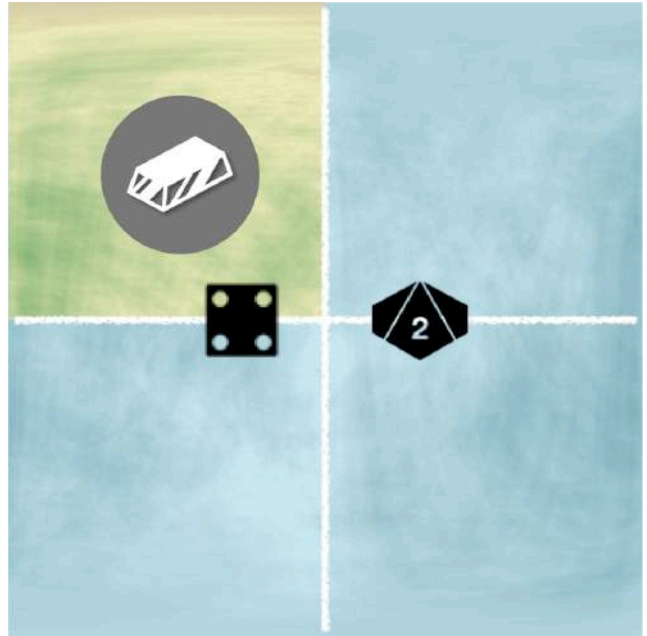
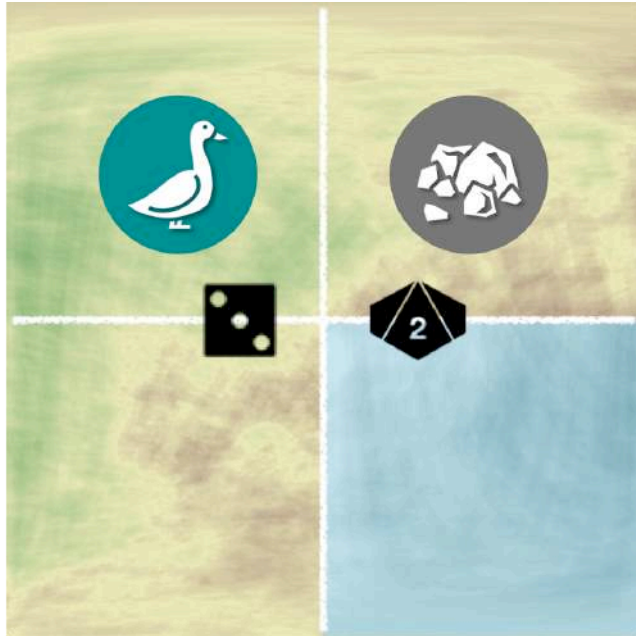
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-  6 culture tokens
-  12 unique resources
-  12 tribes (1+ more than any opponent)
-  6 religion tokens
-  12 tribes (1+ in each longitude)
-  3 advances in each civilization trait

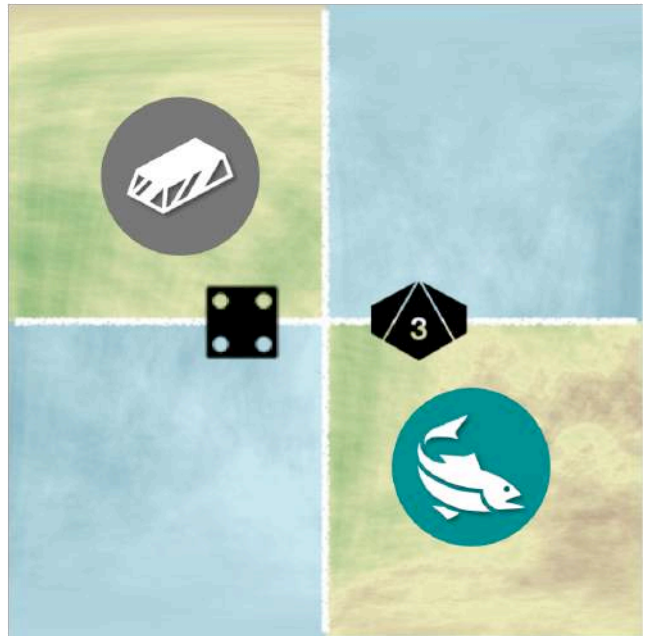
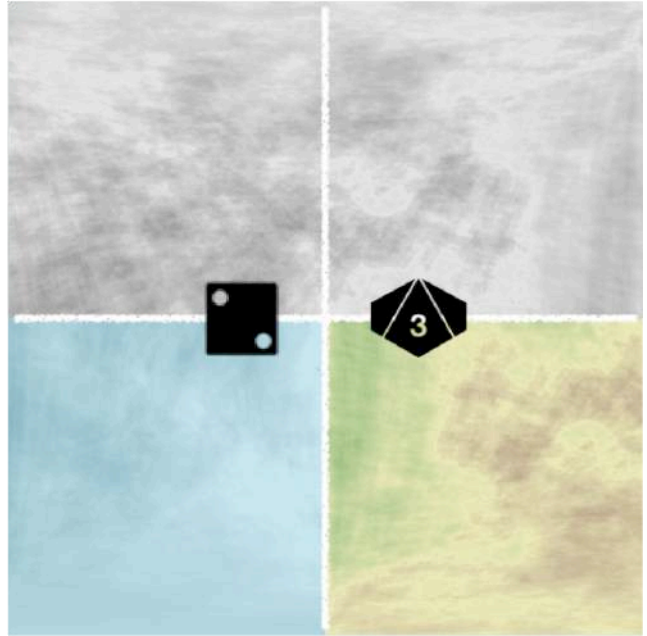
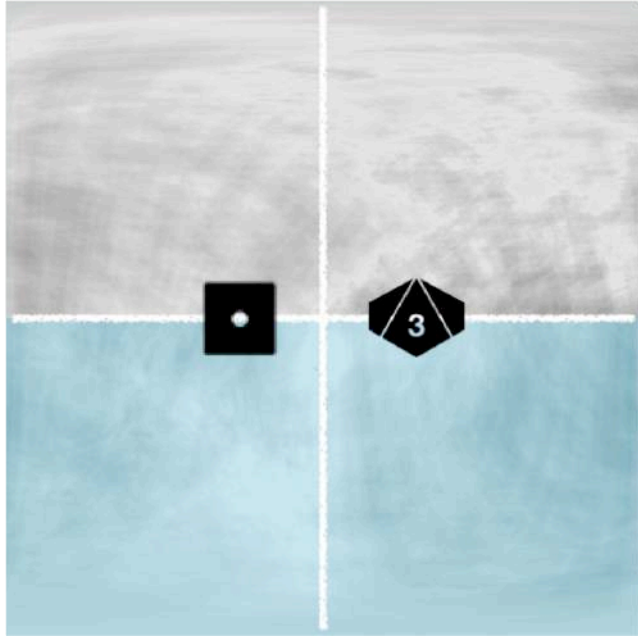
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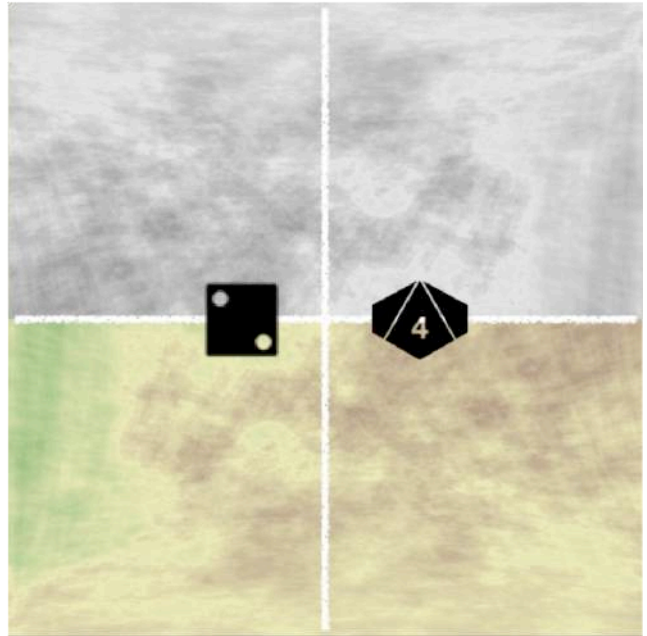
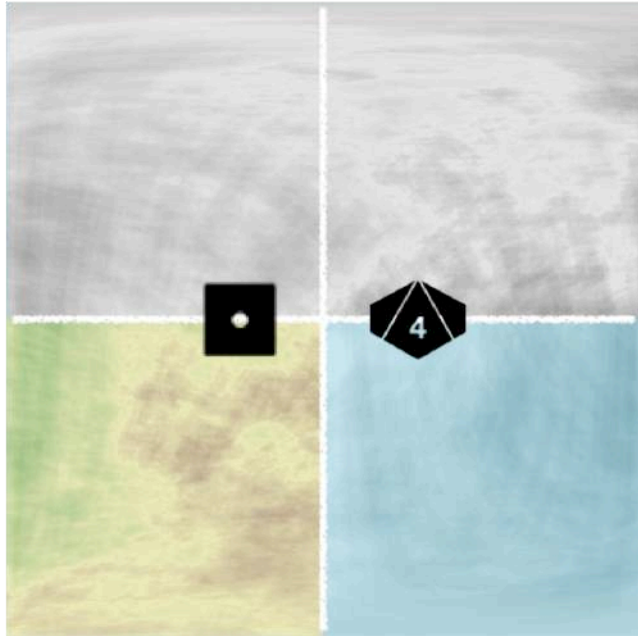
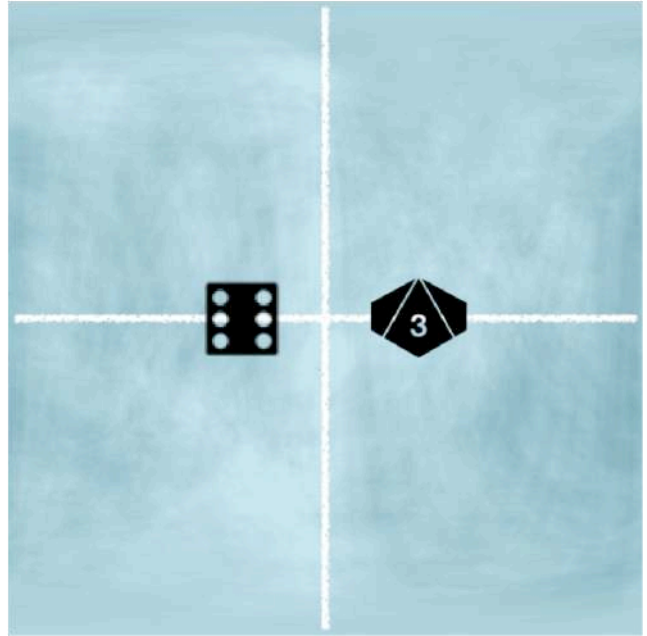
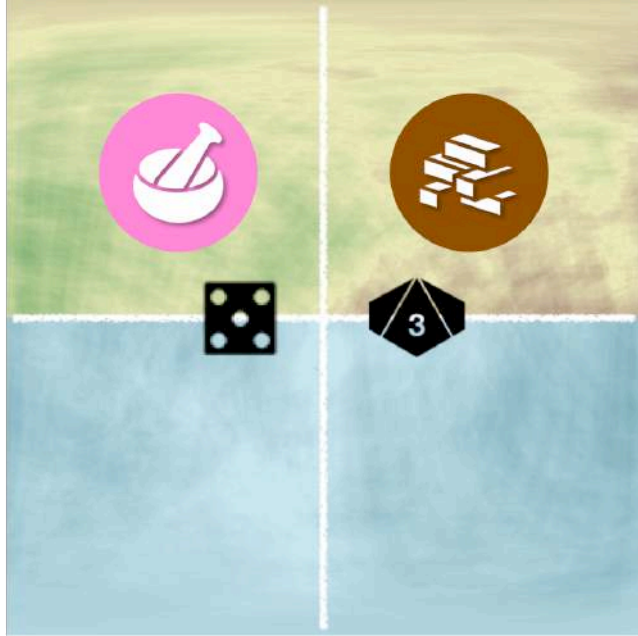
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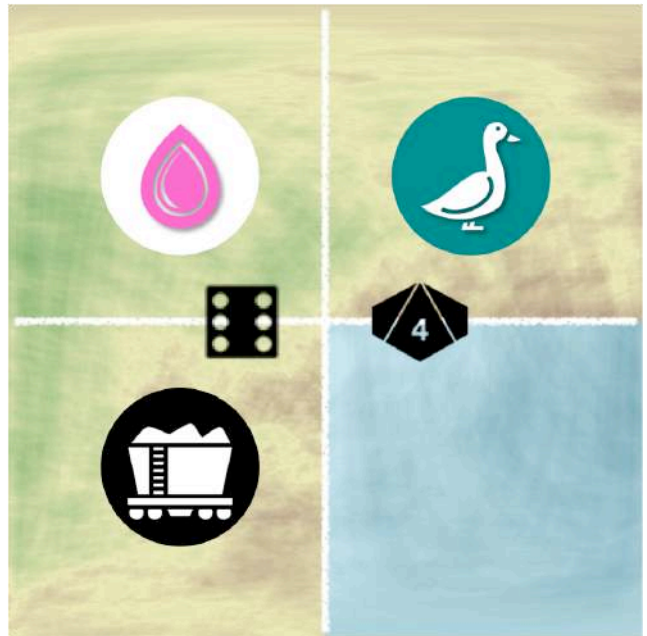
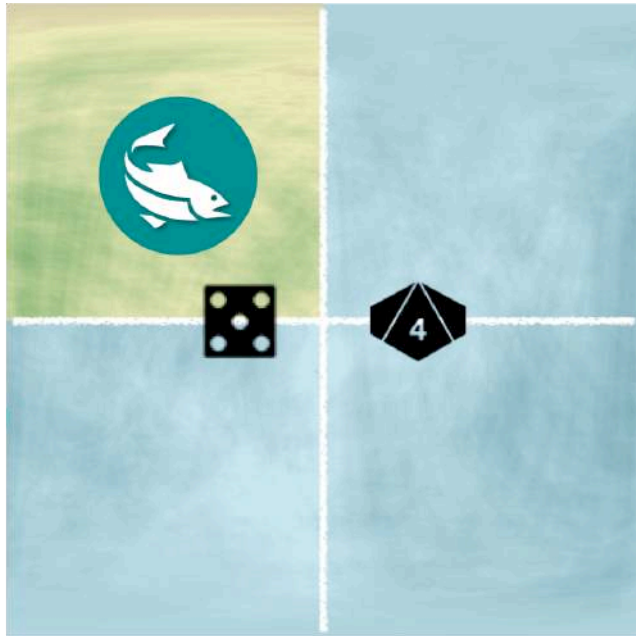
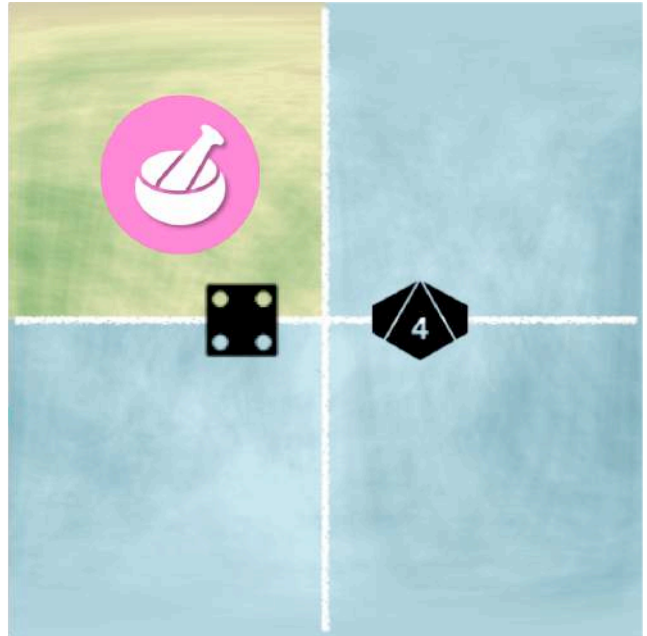
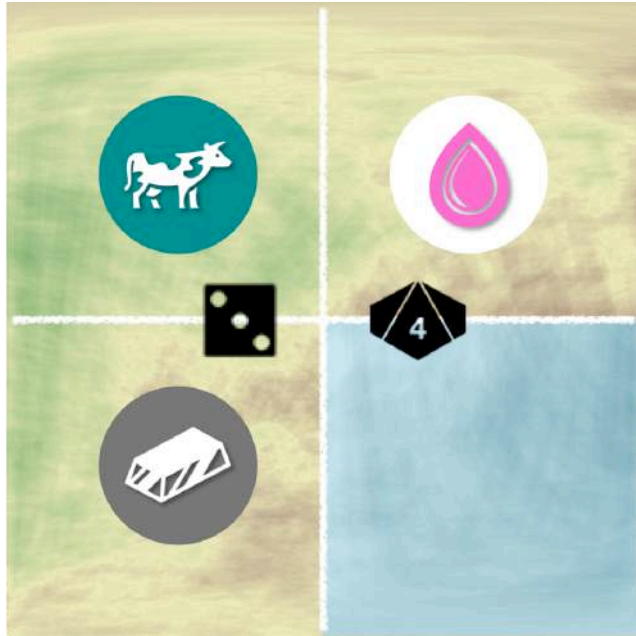


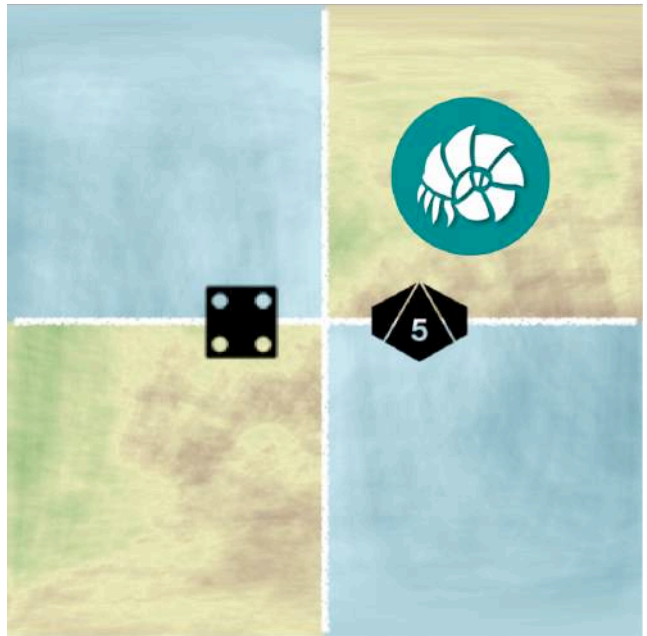
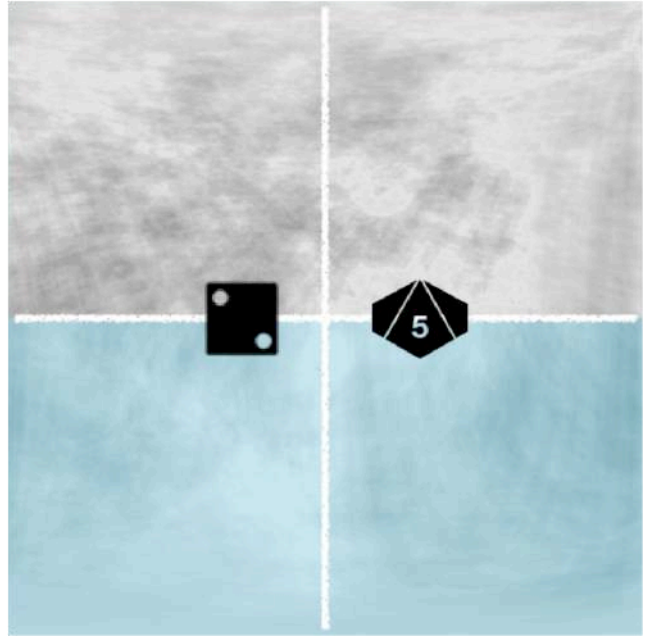
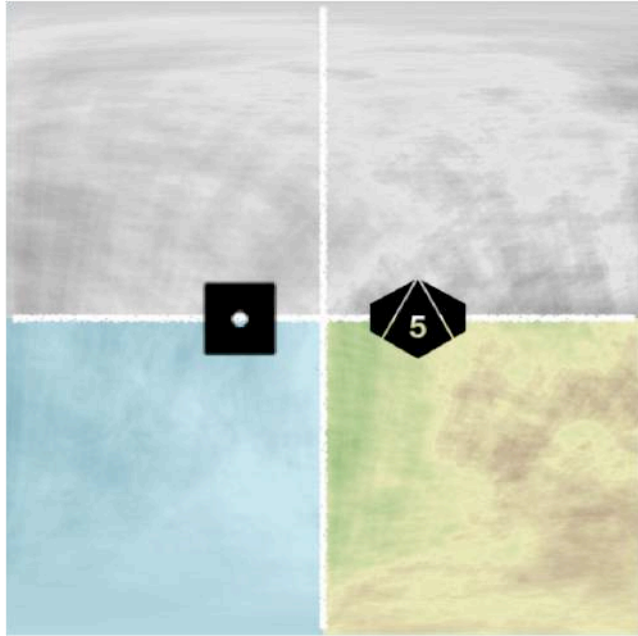


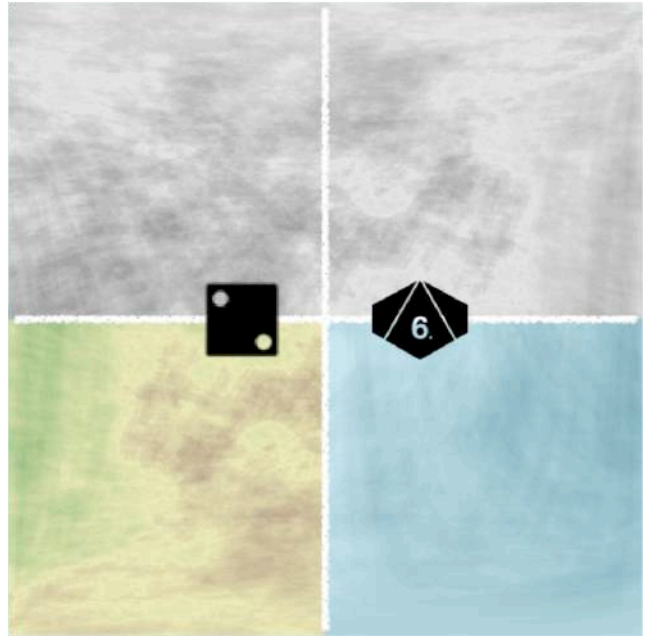
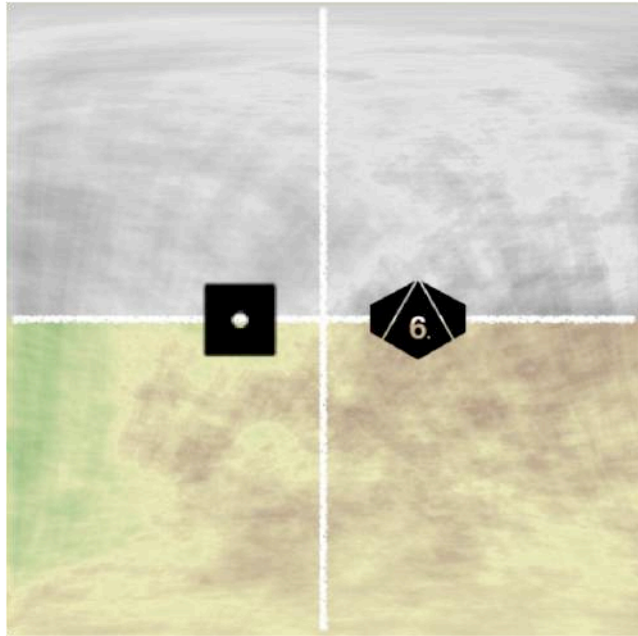
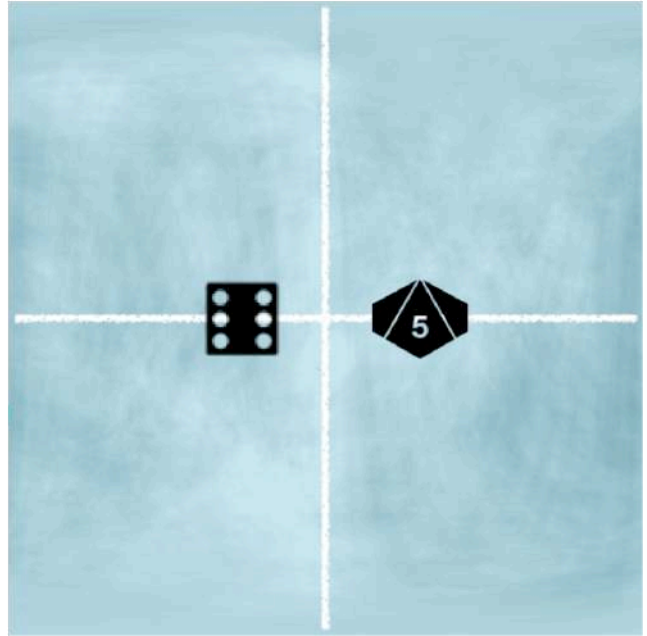
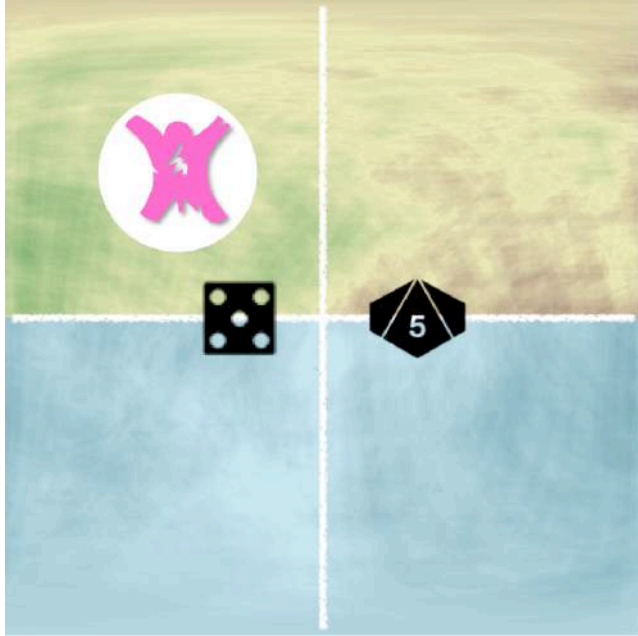


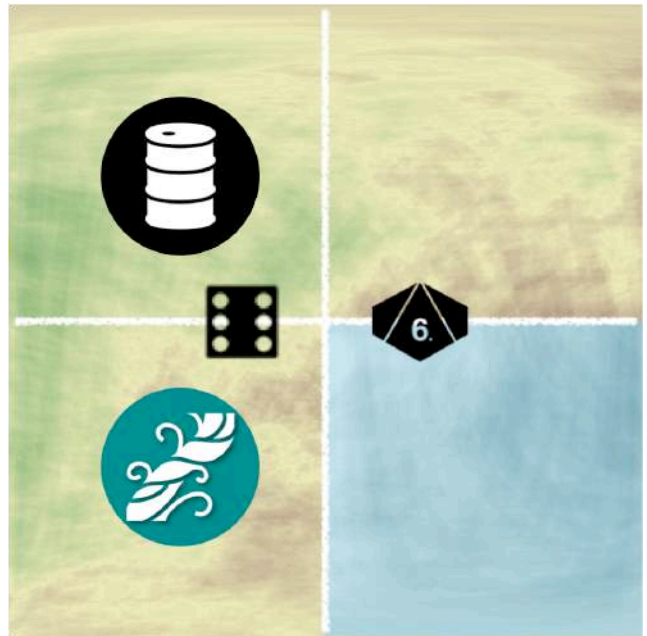
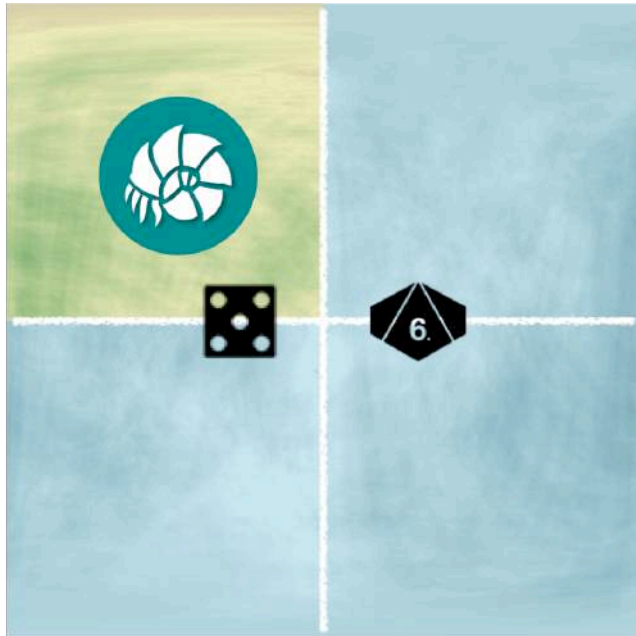
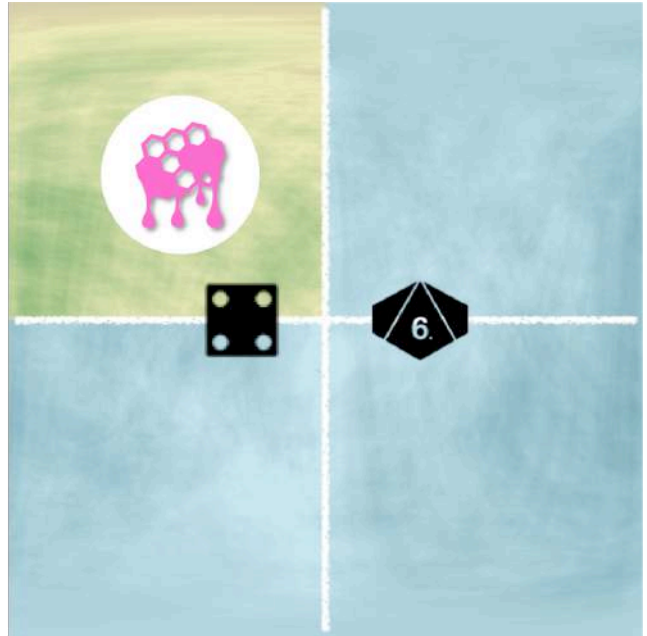
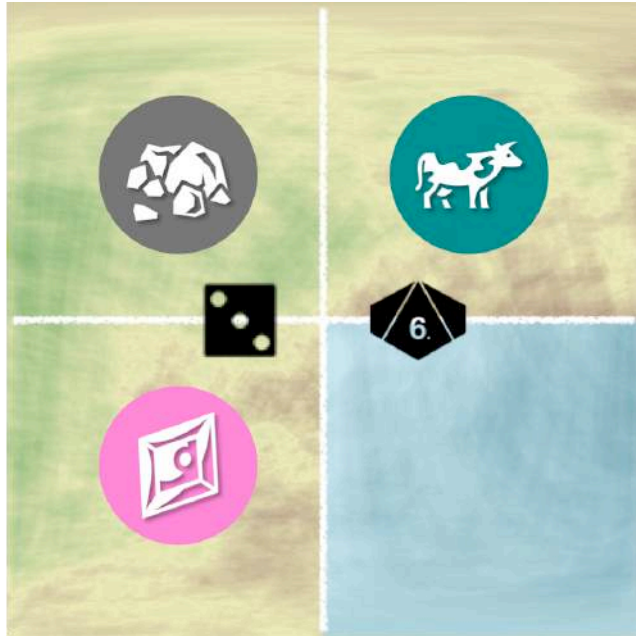


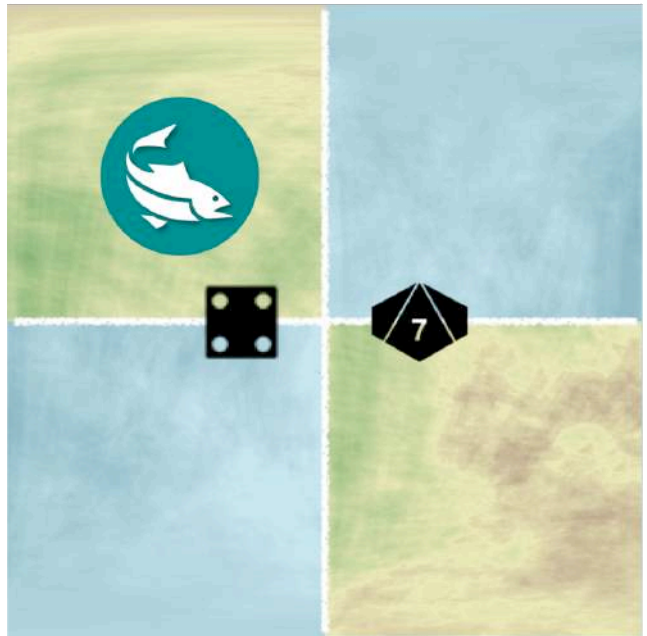
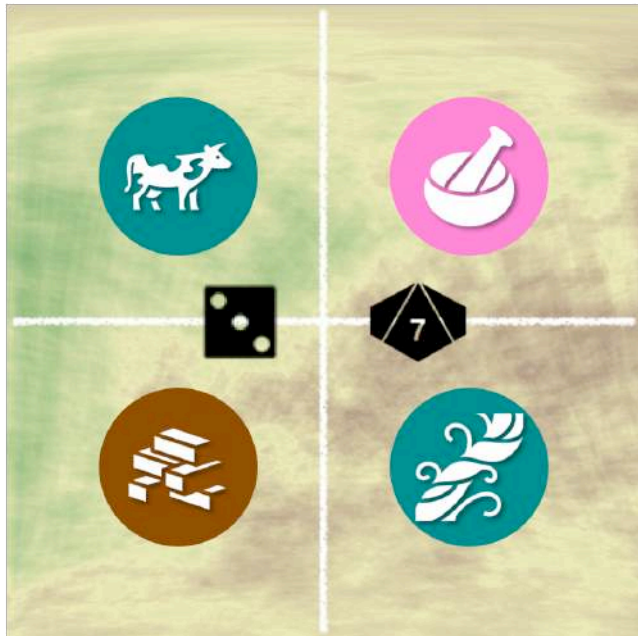
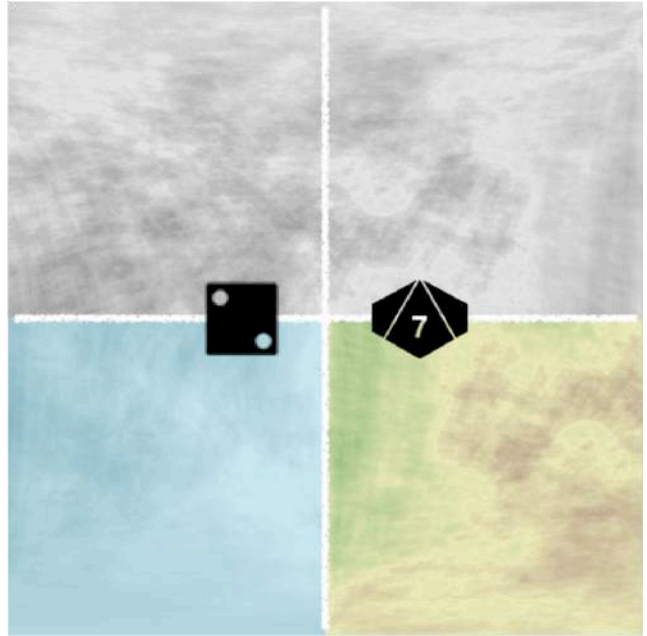
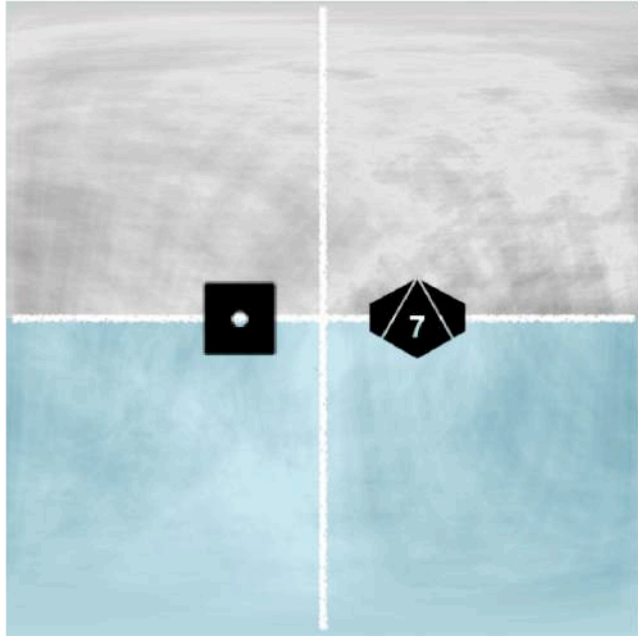


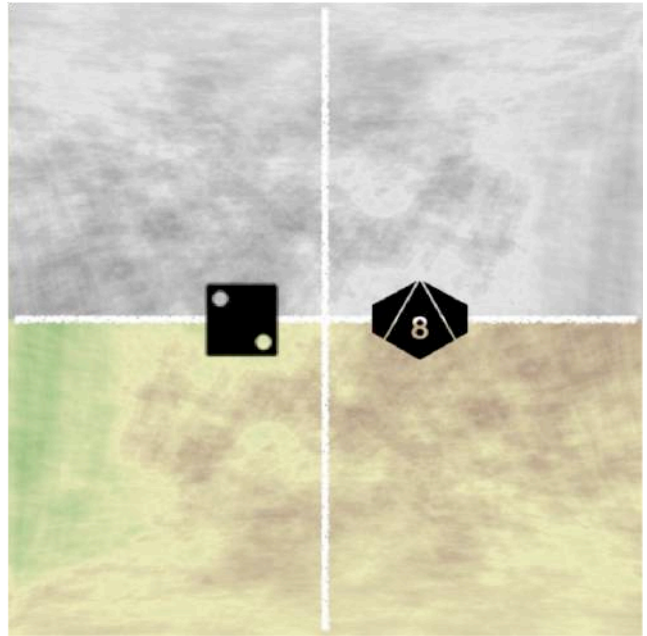
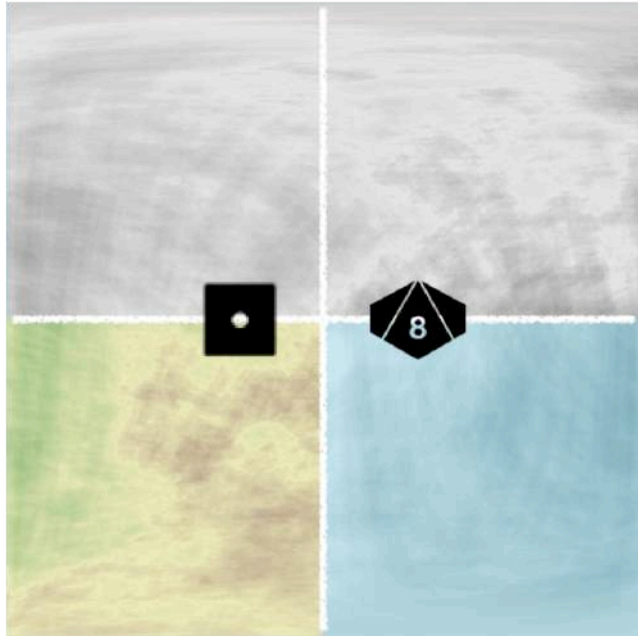
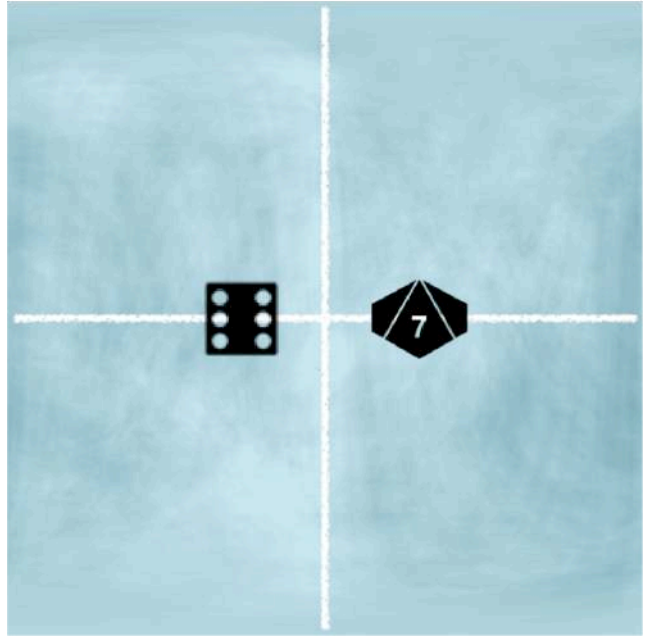
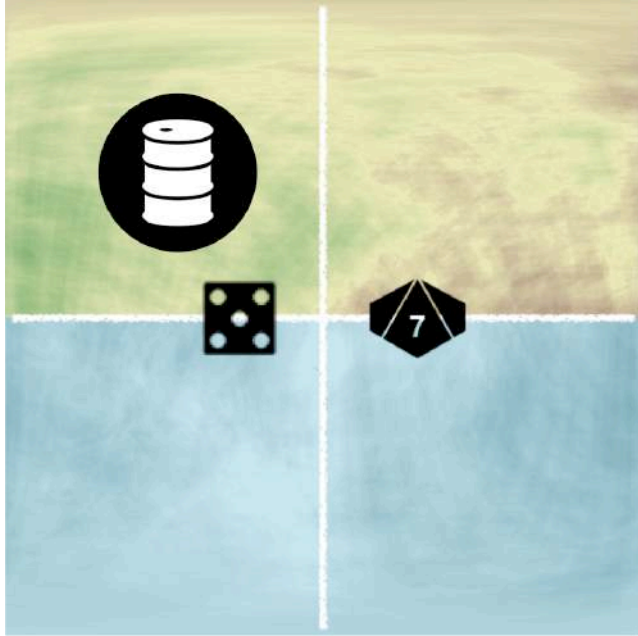


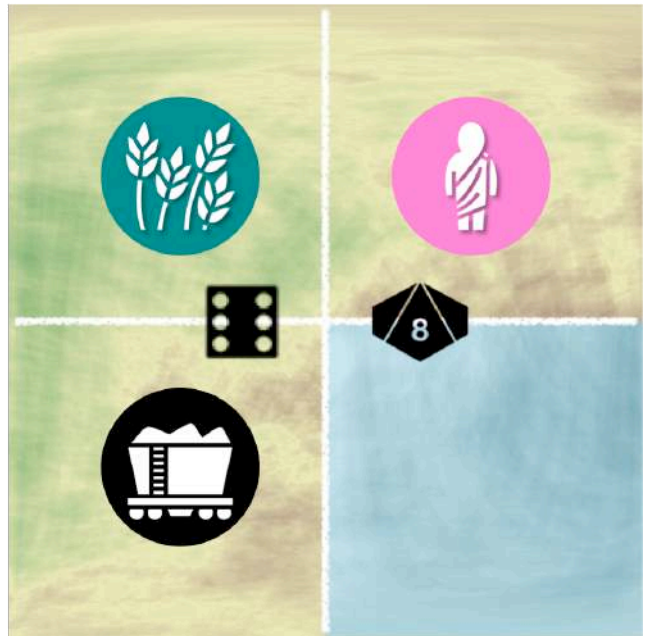
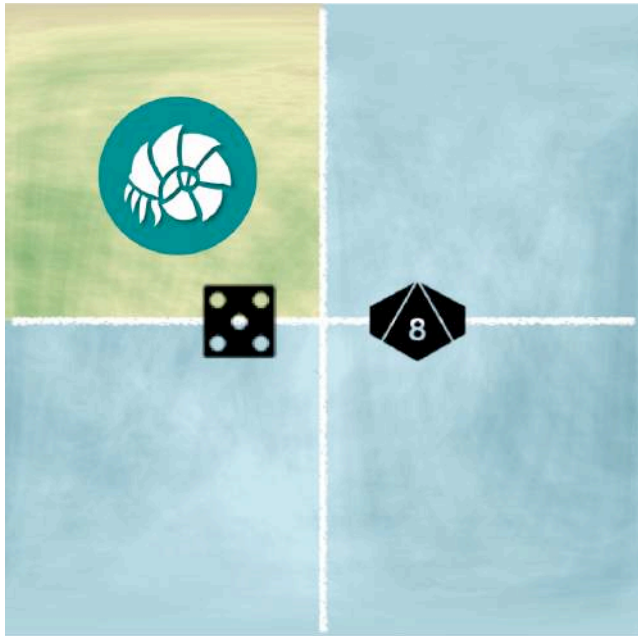
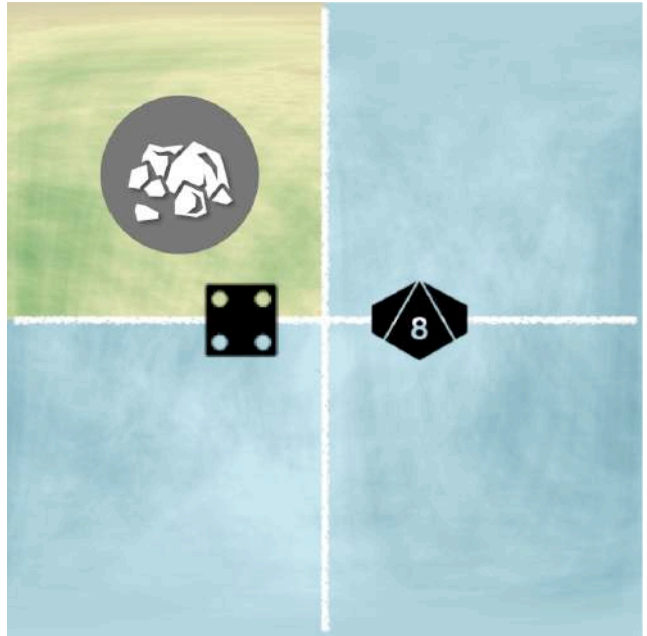
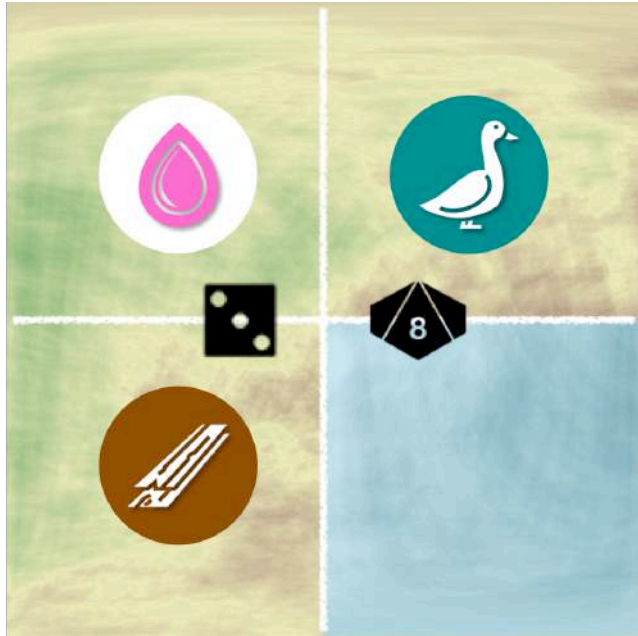


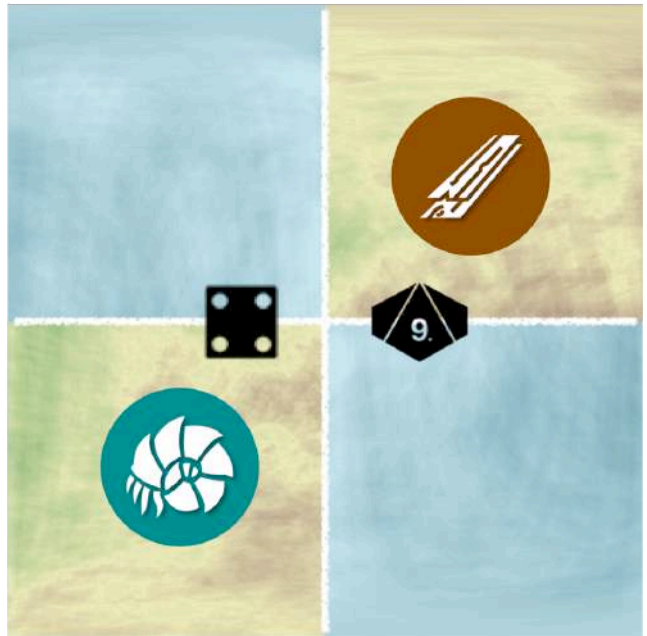
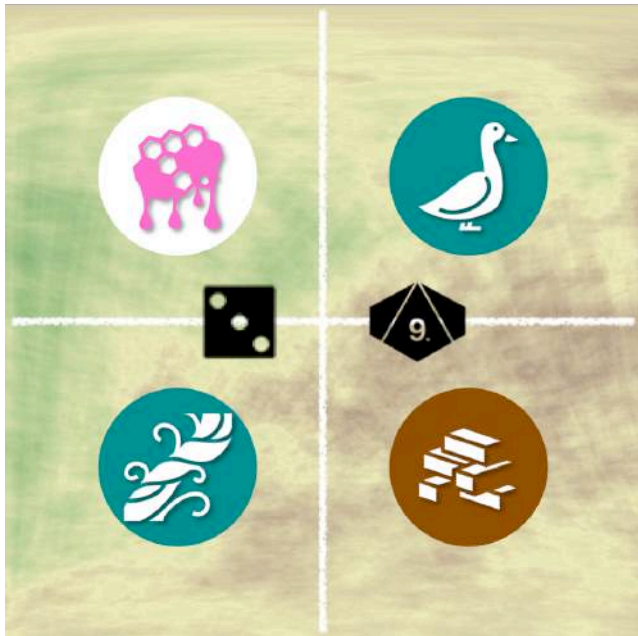
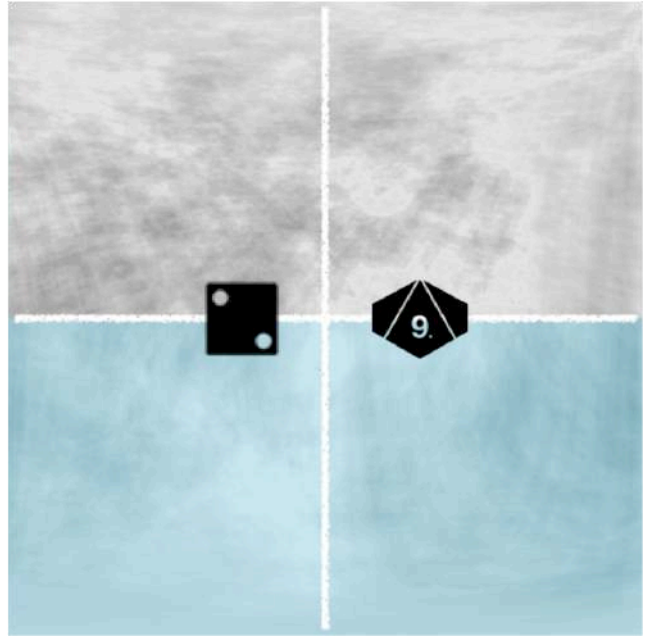
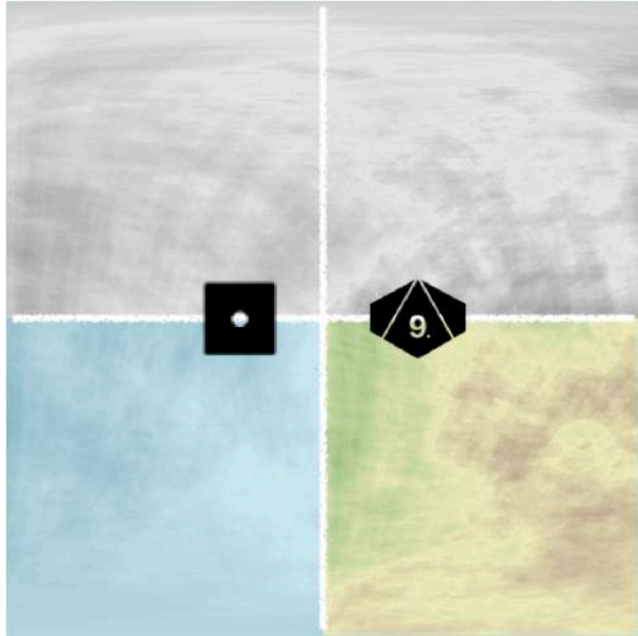


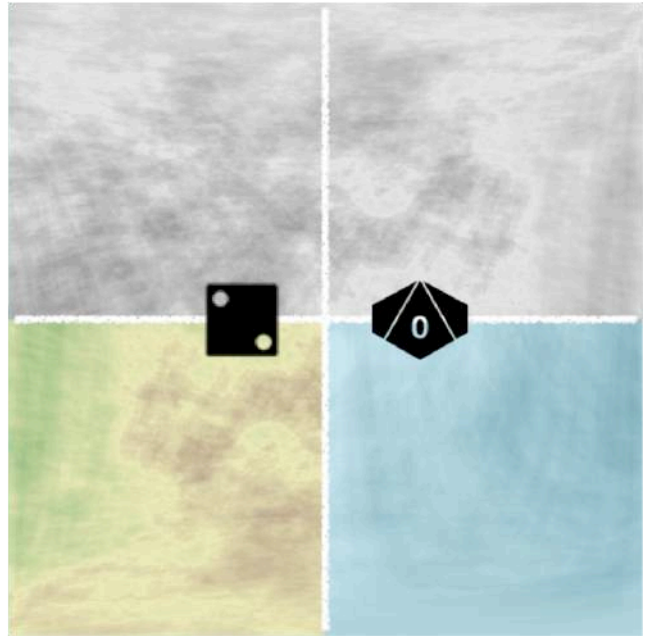
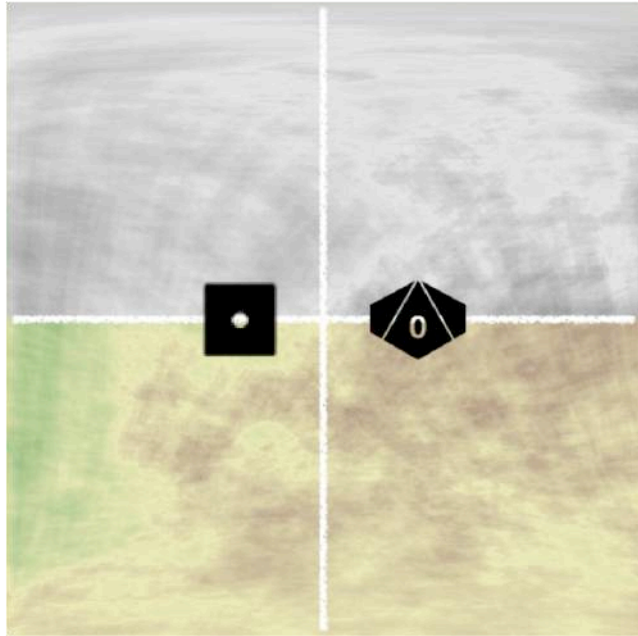
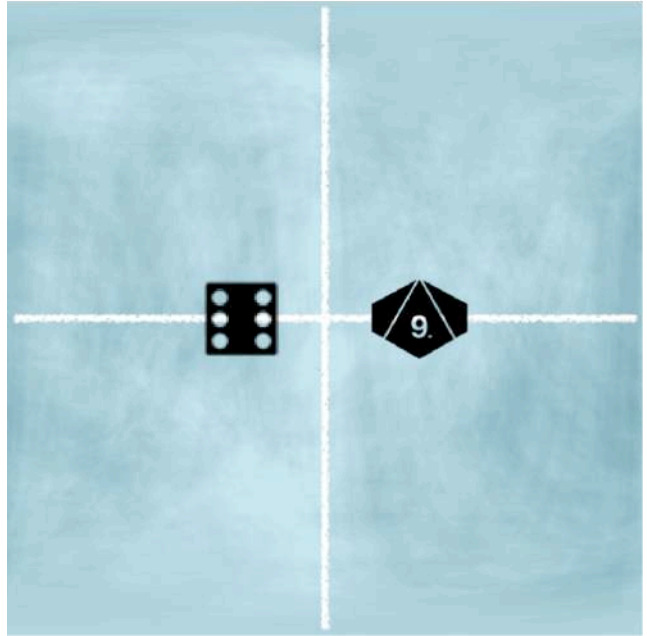
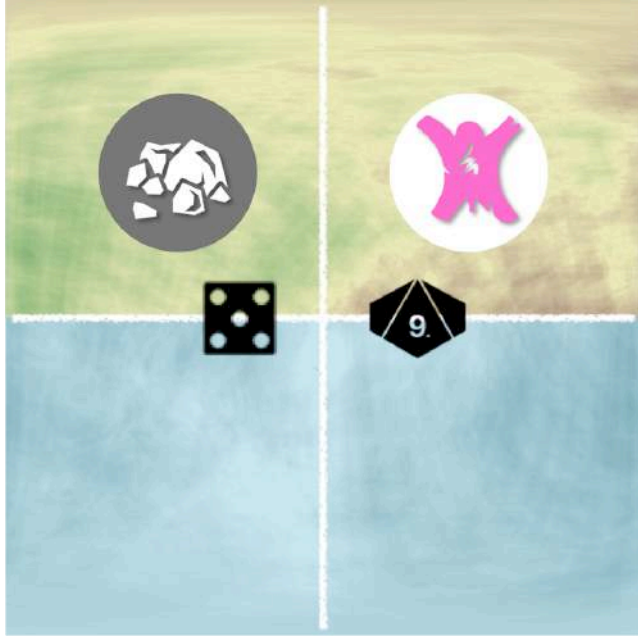


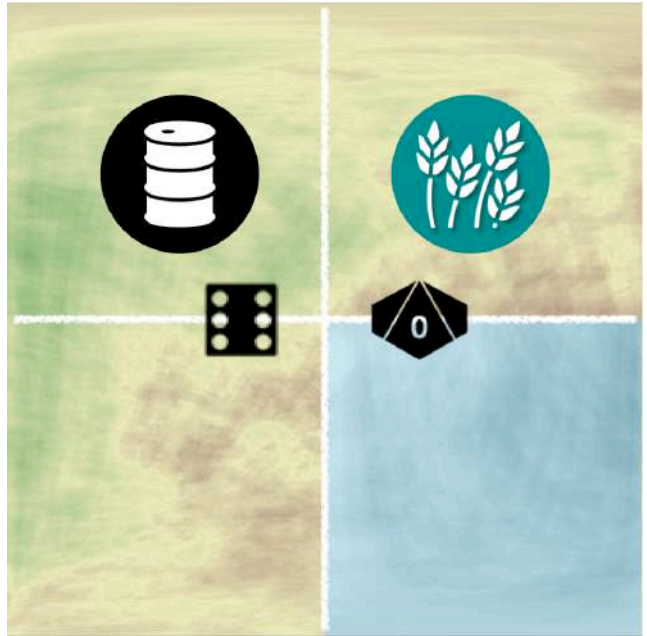
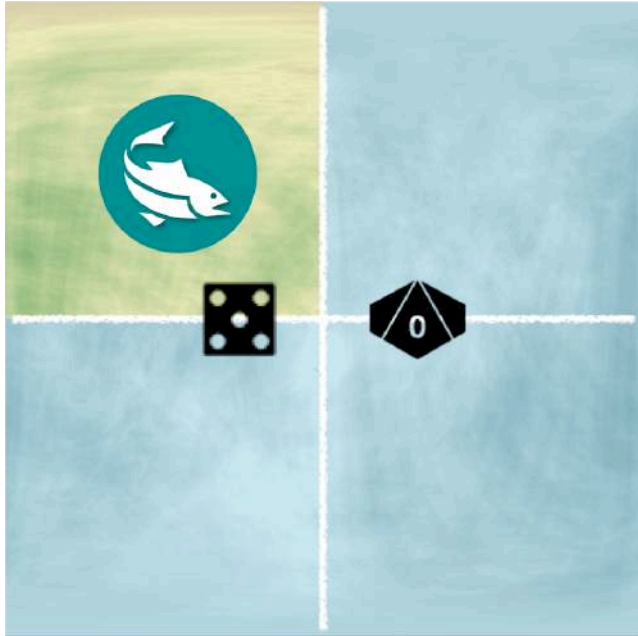
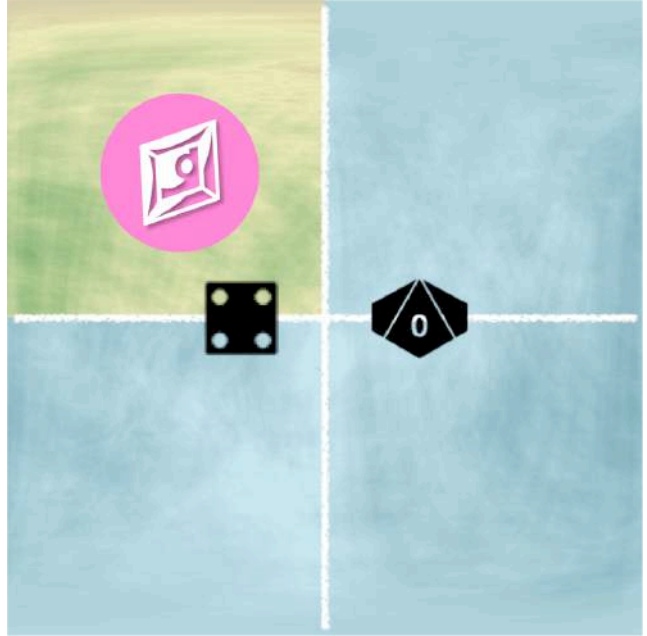
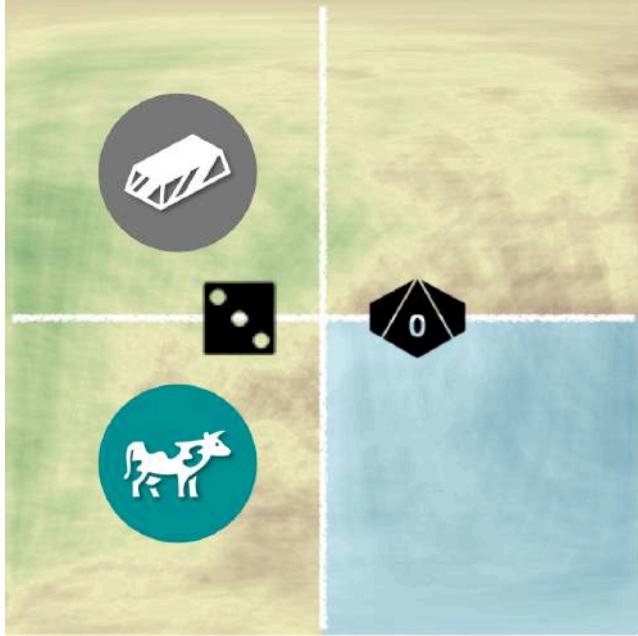


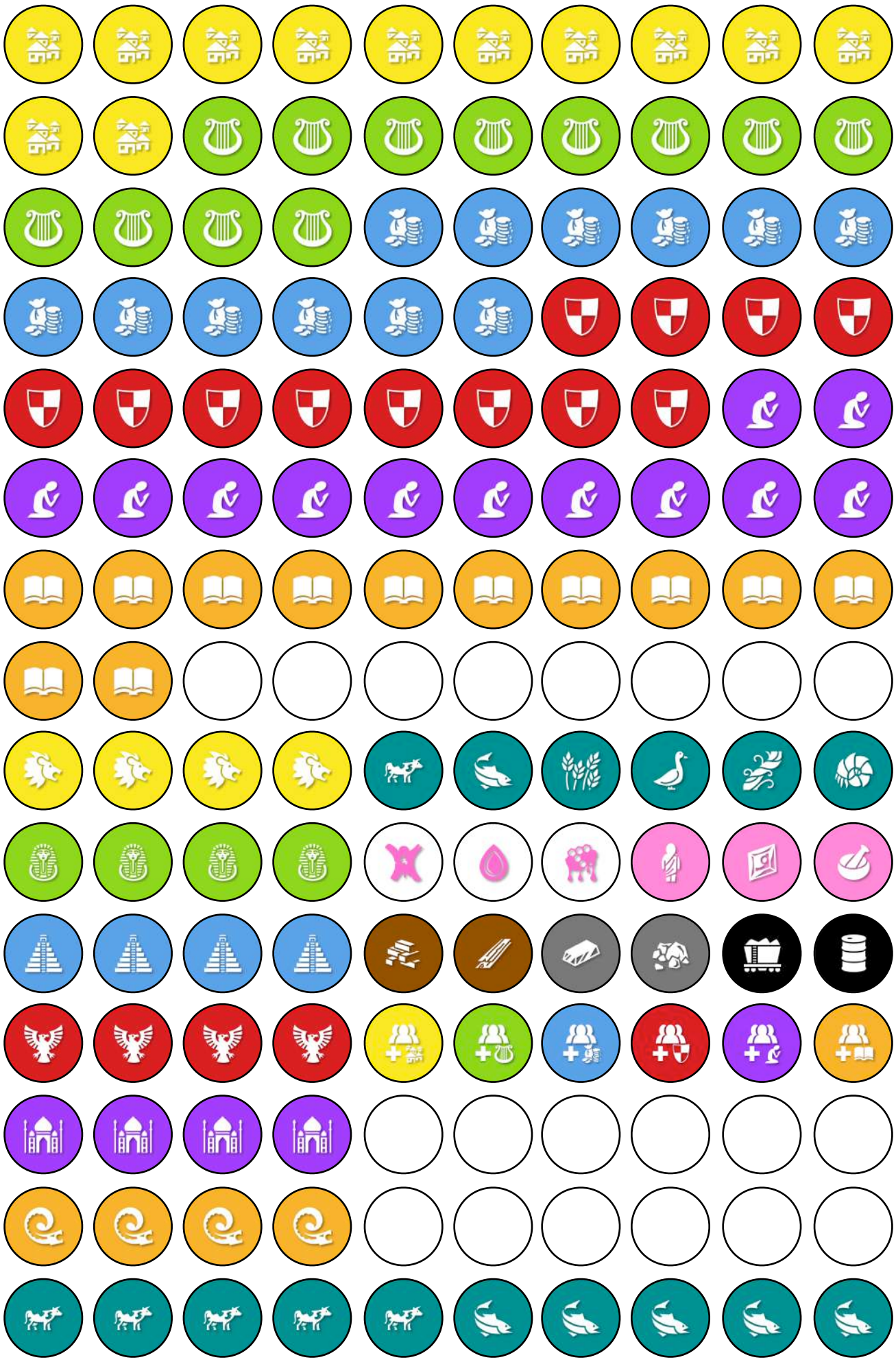


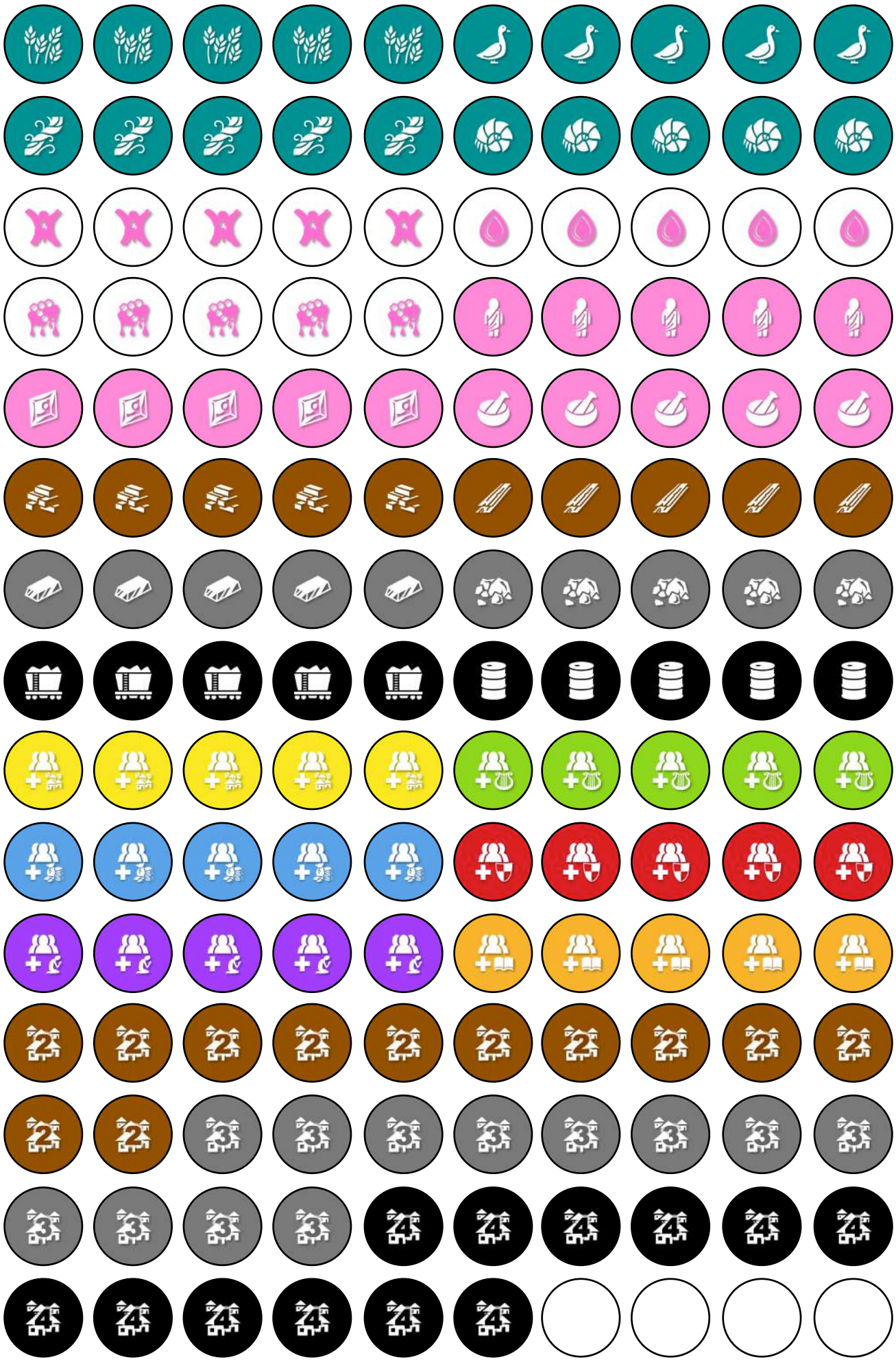
























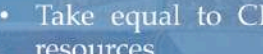





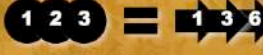












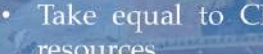





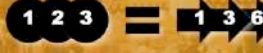





 BABYLON Civics adv 1 Civics dev 1/0	 CIVICS  For X CP, add 1 tribe to a settlement size X	 CULTURE  For X CP, place your Xth Culture token	 ECONOMY  Choose a bordering trade area
X 4	 For X-1 CP, act with a settlement size X	 For X CP, pay X luxuries less for 1 advance (min 1)	<ul style="list-style-type: none"> • Take equal to CP resources • Leave equal to buyer Economy level resources
X 3	 MILITARY  If CP > than target	 RELIGION  For X CP, place your Xth Religion token	 SCIENCE  For 1/2/3... CP, increase your range to 1/3/6... empty or own areas
X 2	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	 For X CP, pay X commodities less for 1 development (min 1)	<ul style="list-style-type: none"> • Take action within range • Stay within range

 CHINA Science adv 1 Science dev 1/0	 CIVICS  For X CP, add 1 tribe to a settlement size X	 CULTURE  For X CP, place your Xth Culture token	 ECONOMY  Choose a bordering trade area
X 4	 For X-1 CP, act with a settlement size X	 For X CP, pay X luxuries less for 1 advance (min 1)	<ul style="list-style-type: none"> • Take equal to CP resources • Leave equal to buyer Economy level resources
X 3	 MILITARY  If CP > than target	 RELIGION  For X CP, place your Xth Religion token	 SCIENCE  For 1/2/3... CP, increase your range to 1/3/6... empty or own areas
X 2	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	 For X CP, pay X commodities less for 1 development (min 1)	<ul style="list-style-type: none"> • Take action within range • Stay within range

 EGYPT Culture adv 1 Culture dev 1/0	 CIVICS  For X CP, add 1 tribe to a settlement size X	 CULTURE  For X CP, place your Xth Culture token	 ECONOMY  Choose a bordering trade area
X 4	 For X-1 CP, act with a settlement size X	 For X CP, pay X luxuries less for 1 advance (min 1)	 • Take equal to CP resources • Leave equal to buyer Economy level resources
X 3	 MILITARY  If CP > than target	 RELIGION  For X CP, place your Xth Religion token	 SCIENCE  For 1/2/3... CP, increase your range to 1/3/6... empty or own areas
X 2	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	 For X CP, pay X commodities less for 1 development (min 1)	<ul style="list-style-type: none"> • Take action within range • Stay within range

 INDIA Religion adv 1 Religion dev 1/0	 CIVICS  For X CP, add 1 tribe to a settlement size X	 CULTURE  For X CP, place your Xth Culture token	 ECONOMY  Choose a bordering trade area
X 4	 For X-1 CP, act with a settlement size X	 For X CP, pay X luxuries less for 1 advance (min 1)	 • Take equal to CP resources • Leave equal to buyer Economy level resources
X 3	 MILITARY  If CP > than target	 RELIGION  For X CP, place your Xth Religion token	 SCIENCE  For 1/2/3... CP, increase your range to 1/3/6... empty or own areas
X 2	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	 For X CP, pay X commodities less for 1 development (min 1)	<ul style="list-style-type: none"> • Take action within range • Stay within range

 <p>OLMEC</p> <p>Economy adv 1 Economy dev 1/0</p>	 <p>CIVICS</p> <p> =  → </p> <p>For X CP, add 1 tribe to a settlement size X</p>	 <p>CULTURE</p> <p> =  → </p> <p>For X CP, place your Xth Culture token</p>	 <p>ECONOMY</p> <p> =  </p> <p>Choose a bordering trade area</p>
<p>X 4</p>	<p> =   </p> <p>For X-1 CP, act with a settlement size X</p>	<p> =  </p> <p>For X CP, pay X luxuries less for 1 advance (min 1)</p>	<ul style="list-style-type: none"> • Take equal to CP resources • Leave equal to buyer Economy level resources
<p>X 3</p>	 <p>MILITARY</p> <p> >  = </p> <p>If CP > than target</p>	 <p>RELIGION</p> <p> =  → </p> <p>For X CP, place your Xth Religion token</p>	 <p>SCIENCE</p> <p>   =   </p> <p>For 1/2/3... CP, increase your range to 1/3/6... empty or own areas</p>
<p>X 2</p>	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	<p> =  </p> <p>For X CP, pay X commodities less for 1 development (min 1)</p>	<ul style="list-style-type: none"> • Take action within range • Stay within range

CONQUISTA DE MEXICO POR CORTES

 <p>ROME</p> <p>Military adv 1 Military dev 1/0</p>	 <p>CIVICS</p> <p> =  → </p> <p>For X CP, add 1 tribe to a settlement size X</p>	 <p>CULTURE</p> <p> =  → </p> <p>For X CP, place your Xth Culture token</p>	 <p>ECONOMY</p> <p> =  </p> <p>Choose a bordering trade area</p>
<p>X 4</p>	<p> =   </p> <p>For X-1 CP, act with a settlement size X</p>	<p> =  </p> <p>For X CP, pay X luxuries less for 1 advance (min 1)</p>	<ul style="list-style-type: none"> • Take equal to CP resources • Leave equal to buyer Economy level resources
<p>X 3</p>	 <p>MILITARY</p> <p> >  = </p> <p>If CP > than target</p>	 <p>RELIGION</p> <p> =  → </p> <p>For X CP, place your Xth Religion token</p>	 <p>SCIENCE</p> <p>   =   </p> <p>For 1/2/3... CP, increase your range to 1/3/6... empty or own areas</p>
<p>X 2</p>	<ul style="list-style-type: none"> • Take x2 defender resources • Defender moves to empty border area 	<p> =  </p> <p>For X CP, pay X commodities less for 1 development (min 1)</p>	<ul style="list-style-type: none"> • Take action within range • Stay within range