

PEOPLES



A game of migrations and civilizations
from the dawn of Man to present days

for 3-6 players (playing time 75 minutes)

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Version 1.0

1. Introduction

At the dawn of Man, humans were hunters and gatherers and they roamed across the empty world. As ages passed, peoples began to settle and cultivate the earth. Villages, cities and metropolises were founded and cultural and technological advances were made. Civilizations arose.

But with time, old civilizations fell and new arose. As a leader of a civilization, it is your duty to lead your people to glory. But beware, in time your people will also fall and you must choose whether to share their fate or find a new people to lead.

2. Game Components

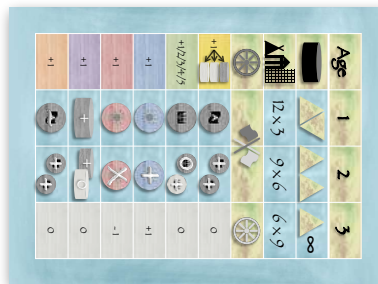
The game consists of the following components.

- 1 game board; featuring the six continents of North America, South America, Europe, Africa, Asia and Oceania with 12 triangular regions each
- 72 tribes; 12 for each people
- 12 player markers; 2 for each player
- 6 turn order markers
- 6 game aide cards; 1 for each player
- 18 subject markers; 1 for each people and age
- 18 ally markers; 1 for each people and age
- 12 settlement maps; numbered 1 to 12
- 12 settlement markers; numbered 1 to 12
- 36 diplomacy markers; 2 for each pair A-R (advanced game only)
- 36 civilization markers; 6 for each area (advanced game only)
- 6 random markers (advanced game only)

Settlement Map



Game Aide Card



3. Object of the Game

The object of the game is to move peoples and gather them in settlements over three ages. You may move any people but scores for only one secret people each age.

- I. In the **first** age, **villages** are formed by **three** tribes.
- II. In the **second** age, **cities** are formed by **six** tribes.
- III. In the **third** age, **metropolises** are formed by **nine** tribes.

After each age, reveal which people you lead, establish relations and acquire civilization advances for the settlements where your people are in majority, and count victory points for yourself. At the end of the game, the player with the most victory points wins.

Tribe



Turn order



Player



Subject



Ally



Settlement



Diplomacy



Civilization

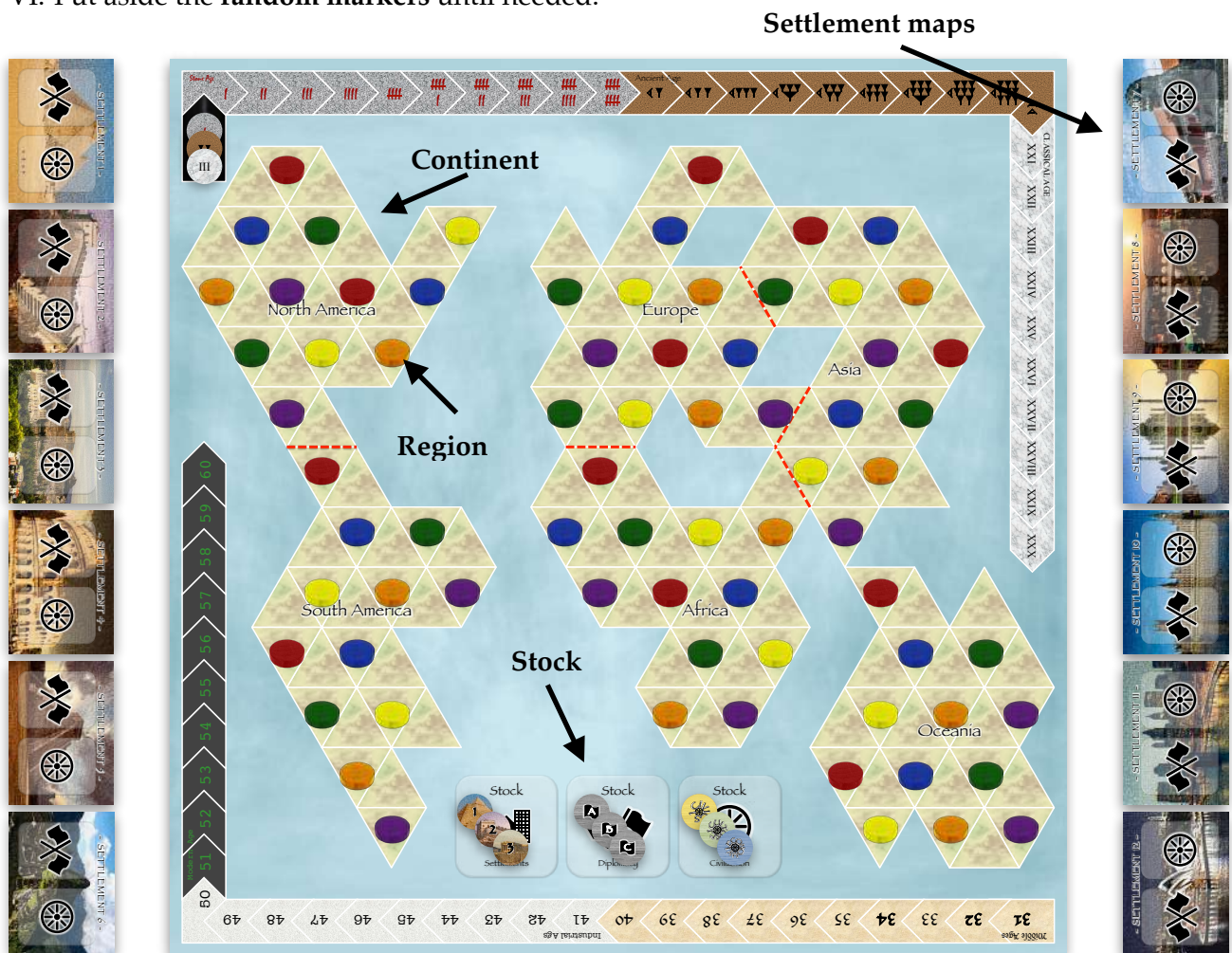


Random



4. Game Preparation

- I. Take **1 pair of player markers** each. Place one on the victory point score track on "0" and the other in front of you. Stronger players may agree to let weaker players start with more victory points. Also take **1 random turn order marker** and **1 game aide card** each.
- II. Agree on whether to use the 72 upward pointing triangles or the 72 downward pointing triangles on the world map as starting **regions** and randomly place the **72 tribes** in them according to the following restrictions:
 - i) **2 tribes** of each color must be placed in each **continent**.
 - ii) **1 tribe** may be placed in each **region**.
 - iii) Tribes of the same **color** may not be placed **adjacent** to the same **region**.
- III. Place the **settlement markers** in the stock on the world map.
- IV. (*Advanced civilization: Place the 12 settlement maps next to the world map. Randomly take 12 of the 36 civilization markers and place 1 in each settlement map with value 1 face up. Also place the diplomacy markers and the civilization markers in the stock.*)
- V. Take **3 random subject markers** and **3 random ally markers** each in the following way:
 - i) Sort the markers by color and place them in 6 piles with the colored side face down and the white side face up.
 - ii) Shuffle the piles and take 1 marker from each pile. Ensure that you take 1 subject marker and 1 ally marker for each of the 3 ages.
 - iii) You should now have 6 markers in different colors.
 - iv) Look at the colors but keep the white side face up and do not reveal them to the other players until the end of each age.
 - v) If less than 6 players play, return the rest of the markers to the box without revealing them.
- VI. Put aside the **random markers** until needed.



5. Course of the Game

The game is played over three ages and each age consists of three phases:

- I. Migration: Move **all tribes** from one **populated** region to another populated region if possible.
 - i) In the **first** age, move **1 region** at the time. End when **12 villages** (3 tribes each) have been formed.
 - ii) In the **second** age, move **1-2 regions** at the time, of which the first may be a water area. End when **9 cities** (6 tribes each) have been formed.
 - iii) In the **third** age, move to **any region**. End when **6 metropolises** (9 tribes each) have been formed.
- II. Revolution: Reveal your **people** and your **ally** for the age and determine who leads each settlement.
- III. Civilization: Score victory points for the **tribes** in each settlement and for the **settlements** which you lead.
- IV. Advanced civilization (advanced game):
 - i) *Diplomacy: Establish **relations** with your neighboring settlements.*
 - ii) *Civilization: Score victory points for the **tribes** in each settlement and for the **civilization advances** of each settlement.*
 - iii) *Advance: Make **civilization advances** for each settlement.*

Each phase is described in detail below.

6. Migration Phase

The Migration Phase reflects the peoples' roamings from barren to fertile regions. In the ancient ages, peoples gather in small settlements, while in the modern ages, peoples move from the countryside to the metropolises. This is simulated by moving tokens and group them in settlements. The later the age, the bigger the movements and the settlements.

Take turns to move peoples in the turn order shown by the turn order markers. After each age, reallocate the turn order markers in reversed victory point order so that the player with the least victory points goes first. If two or more players have the same number of victory points, the player with the highest settlement number goes first.

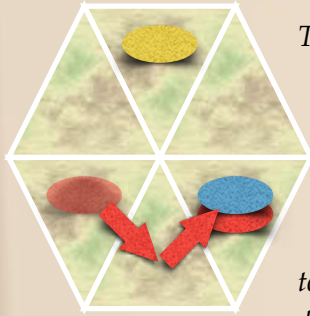
6.1 First Age

Move **all tribes** from one region to one **adjacent** region, placing them **beneath** tribes already in the region.

- The region migrated **from** must not have a settlement marker.
- The region migrated **to** must be populated, but by less than **3 tribes**. If no such region is within reach, the migration must bring the tribe closer to one (fewer moves away from one).
- The region migrated **to** must not get more than **3 tribes**. If it does, move only the topmost tokens and leave the rest behind.

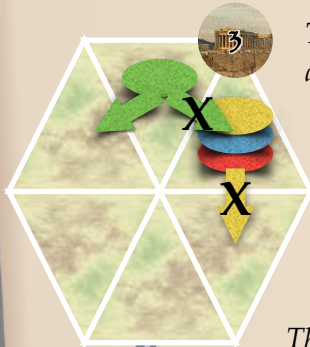
When **3 tribes** end up in the same region, they form a **village**. Place the **settlement marker** with the lowest number available on it.

End the migration phase when **12 villages** have been formed.



The red tribe may move to an empty region in its first move, since there is no populated region within reach. In its second move, it must move to the region populated by the blue tribe and place itself beneath the blue tribe.

The blue and the red tribe now move together. They must move closer to the yellow tribe.



The yellow tribe has been joined by a green tribe. Only the yellow tribe may move and form a village with the blue and the red tribe.

The green tribe may not move to the village since it is "full". However, it may now move to an empty region.

The village tribes may not move.



6.2 Second Age

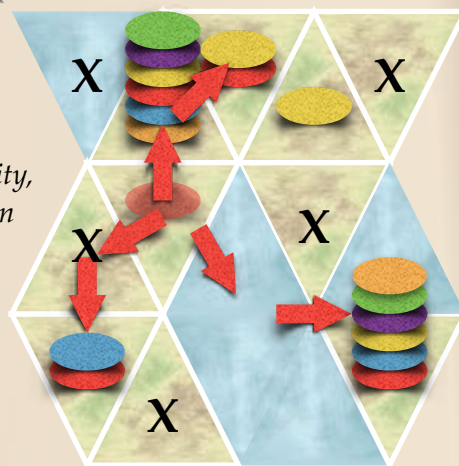
Move **all tribes** from one region to one region, **passing** up to one region and placing them **beneath** tribes already in the region. The passed region may be empty or populated or even a sea area. Tribes in passed regions are not affected.

- The region migrated **from** must not have a settlement marker.
- The region migrated **to** must be populated, but by less than **6 tribes**. If no such region is within reach, the migration must bring the tribe closer to one (fewer moves away from one).
- The region migrated **to** must not get more than **6 tribes**. If it does, move only the topmost tokens and leave the rest behind.

The red tribe may move past the city above it, past the empty region below it and even across the sea to any of the populated regions further below it.

However, the red tribe may not move to the city, since it is already "full", nor may it move to an empty region, since there are populated regions within reach. The sea areas may only be passed, not moved to.

Note that the region populated by yellow is beyond reach both by land and sea.



When **6 tribes** end up in the same region, they form a **city**. If the city does not already have a settlement marker, take the **settlement marker** from the village with the fewest tribes. If more villages have equally few tribes, take the **settlement marker** with the lowest number. The village ceases to exist and the tribes in it may move again.

End the migration phase when **9 cities** have been formed.

Flip the settlement markers on the villages that did not grow to 6 tribes. No victory points are awarded to such settlements.

6.3 Third Age

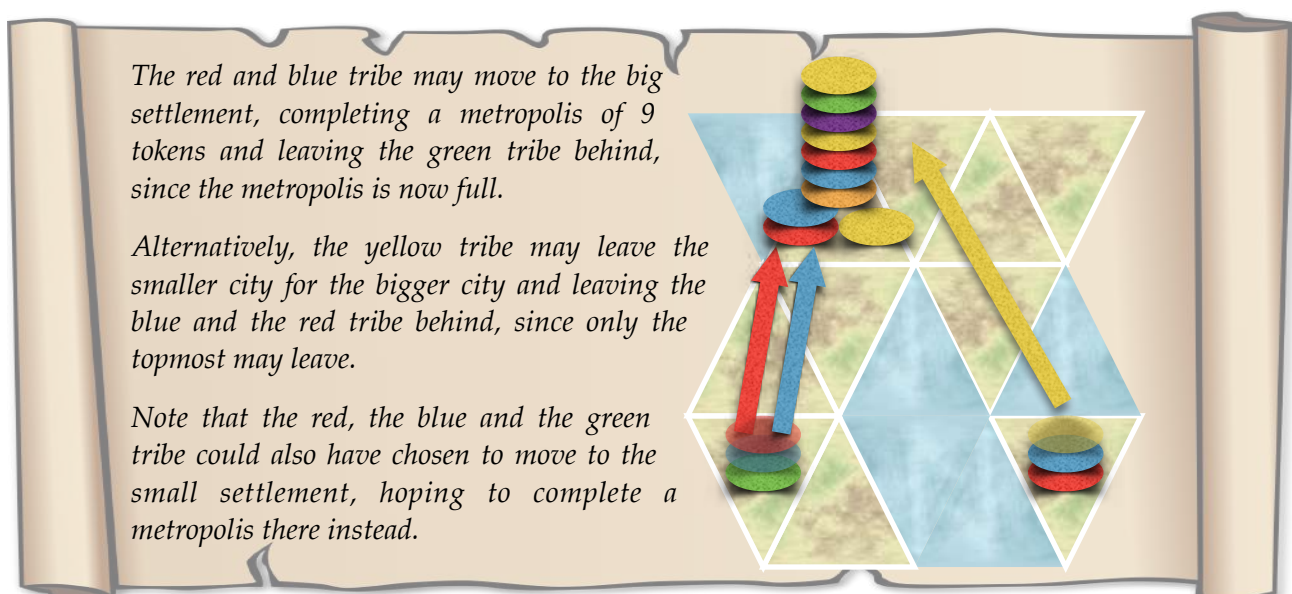
Move **all tribes** from one region to one region **anywhere**, placing them **beneath** tribes already in the region. Alternatively, and unlike previous ages, move the **topmost one tribe** from one settlement to **any** settlement, placing it on top of tribes already in the settlement.

- If migrating **from** a settlement, the settlement migrated **to** must not have less tribes.
- The region migrated **to** must be populated, but by less than **9 tribes**.
- The region migrated **to** must not get more than **9 tribes**. If it does, move only the topmost tokens and leave the rest behind.

When **9 tribes** end up in the same region, they form a **metropolis**. If the metropolis does not already have a settlement marker or only a flipped one, take the **settlement marker** from the city with the fewest tribes. If more cities have equally few tribes, take the **settlement marker** with the lowest number. The city ceases to exist and the tribes in it may move again.

End the migration phase when **6 metropolises** have been formed.

Flip the settlement markers on the cities that did not grow to 9 tribes. They still count as settlements but no victory points are awarded for them.



7. Revolution Phase

The Revolution Phase reflects the power struggle in the settlements between the leading peoples and their allies. As peoples migrated across the Earth, ideas followed in their tracks and revolutions could bring new factions to the power. This is simulated by counting subjects of each people, adding the support of allies if necessary to break ties.

Start by revealing your **subject marker** and your **ally marker** for the age. They tell you which people that are your subjects and which are your allies. Resolve each settlement in the order of their settlement markers, starting with number 1 and so on. Only resolve the settlements with non-flipped settlement markers (ignoring villages in the second age and cities in the third age).

The player-led people with the most tribes in the settlement leads the settlement. In case of a tie, the player-led people with the most allied tribes leads the settlement. If the tie remains, the player-led people with the topmost tribe in the settlement leads it in this age.

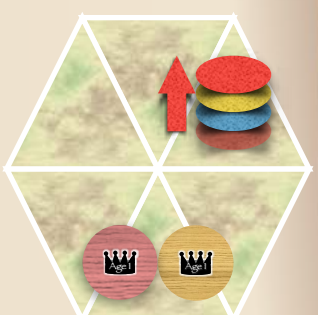
- If a player-led people leads the settlement, move the topmost tribe of the people to the top.
- If no player-led people leads the settlement, temporarily flip the settlement marker. Flip it back before starting the next age.

The yellow, the blue, and the red tribe fight for the leadership. None of them have a majority so the players count their allies.

Neither yellow, nor blue have any allies in the village but red has an ally in yellow. Red leads the village and the tribe is moved to the top.

The village scores 1 victory point each for red, yellow and blue and another 3 victory points for red.

If blue had had an ally in red, blue would have led the village thanks to the higher placed tribe.



8. Civilization Phase

At the end of each age, the players score for their peoples and for the settlements they are leading. Resolve one settlement at the time in order of their settlement numbers.

- I. **People score:** Score 1 point for each **tribe** in a settlement, irrespective of who leads it
- II. **Settlement score:** Score points for the settlements which you lead.
 - i) Village: 3 victory points
 - ii) City: 6 victory points
 - iii) Metropolis: 9 victory points

9. Advanced Civilization Phase (Advanced Game)

The advanced civilization phase reflects the increasingly complex societies developed in the growing settlements. In the ancient ages, the civilizations advanced slowly thanks to advances like writing and the agricultural revolution, while in the modern ages, civilizations advanced more rapidly thanks to advances like the printing press and the industrial revolution. The societies also started to define themselves and their interaction with other societies, sometimes with peaceful intentions and sometimes with less peaceful.

This is simulated by the placement of **diplomacy markers** and **civilization markers** in the **settlement maps**. Civilizations may advance in any of the six areas of **culture, economy, military, civics, religion, and science**. Each area has two **levels** and some of them are dependent on the **relations**. The higher the civilization level, the greater the benefits to the player leading the settlement. But remember that each new age may see new leaders.

9.2.1 Civics

Civics is beneficial the more settlements that are connected and benefit all the citizens.



Score 1 victory point per diplomacy marker in own and related settlements.
 Distribute 1 victory point at the time to the tribes, starting with the topmost tribe.
 Double the score for civics advance level 2.



Example: Red settlement 1 is related to blue settlement 2 and yellow settlement 3 with 5 diplomacy markers in total. Settlement 1 scores 7 victory points; red gets 3 and yellow and blue 2 each.

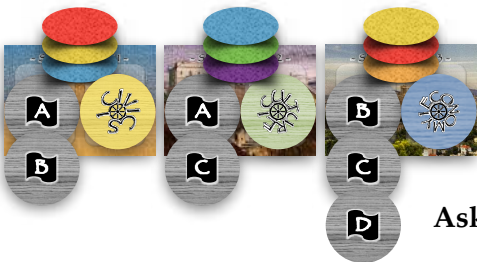
Ask: "How many diplomacy markers do A and B have?"

9.2.2 Culture

Culture is more beneficial the more different peoples that are connected.



Score 1/2/3/4/5 victory points per related settlement led by another people.
 Score 1 for the 1st settlement, 2 for the 2nd and so on.
 Double the score for culture advance level 2.



Example: Red settlement 1 is related to blue settlement 2 and yellow settlement 3. Settlement 1 scores 1 + 2 = 3 victory points to red. If settlement 3 had been red, red would only have scored 1 victory point.

Ask: "Which peoples lead settlement A and B?"

9.2.3 Economy

Economy is more beneficial the more other settlements with economy there are.



Score 1 victory point per related settlement.
 Score 1 victory to the related settlement if it has economy.
 Double the score for economy advance level 2.



Example: Red settlement 1 is related to blue settlement 2 without economy and yellow settlement 3 with economy. Settlement 1 scores 1 victory point to red and 1 victory point to yellow. When settlement 3 is scored, red and yellow get another 1 victory point.

Ask: "Which of A and B have economy?"

9.2.4 Military

Military is more beneficial the weaker your neighbors are.



Score 1 victory point per related settlement.
 Score 1 extra victory from the related settlement if it has less military.
 Double the score for military advance level 2.



Example: Red settlement 1 is related to blue settlement 2 without military and yellow settlement 3 with military. Settlement 1 scores 3 victory point to red. Blue loses 1 victory point.

Ask: "Which of A or B do not have military?"

9.2.5 Religion

Religion is beneficial the more similar tribes that are connected.



Score 1 victory per tribe of same people in related settlements.
Double the score for culture advance level 2.



Example: Red settlement 1 is related to blue settlement 2 with no red tribes and yellow settlement 3 with 1 red tribe. Settlement 1 scores 1 victory point to red.

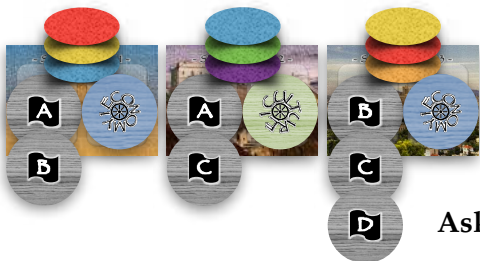
Ask: "Do A or B have red tribes?"

9.2.6 Science

Science is beneficial the more settlements that are connected.



Score 1 victory point per diplomacy marker in related settlements.
Only count diplomacy markers related to other settlements.
Double the score for science advance level 2.



Example: Red settlement 1 is related to blue settlement 2 and yellow settlement 3 with 5 diplomacy markers in total. Settlement 1 deducts its own diplomacy markers (A and B) and scores $5 - 2 = 3$ victory points to red.

Ask: "How many diplomacy markers do A and B have?"

9.3 Advance Sub Phase

Advances can be made in any of the 6 areas of culture, economy, military, religion, civics, and science. Each advance is shown by an **civilization marker** in the **settlement map**. Note that the colors of the areas have no relation to the colors of the peoples; a people may choose to advance in any area.

Choose 1 area. You may either choose to take an advance marker in a new area or to flip one of your existing advance from 1 to 2. If a settlement has no leading player, roll a die to determine which advance that is chosen. Note that advances made in one age do not score until the next age, when a new people may be leading the settlement.

9.4 Old and New Settlements

When a village fails to advance to a city or a city fails to advance to a metropolis, not only does it ceases to score (as indicated by flipping its settlement marker) but it also loses all its relations and civilization advances (as indicated by removing the diplomacy and civilization markers from its settlement map). The corresponding diplomacy markers at other settlements are also removed.

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Hans Larsson, Fredrik Sergler, Joakim Sergler
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
