

PEOPLES



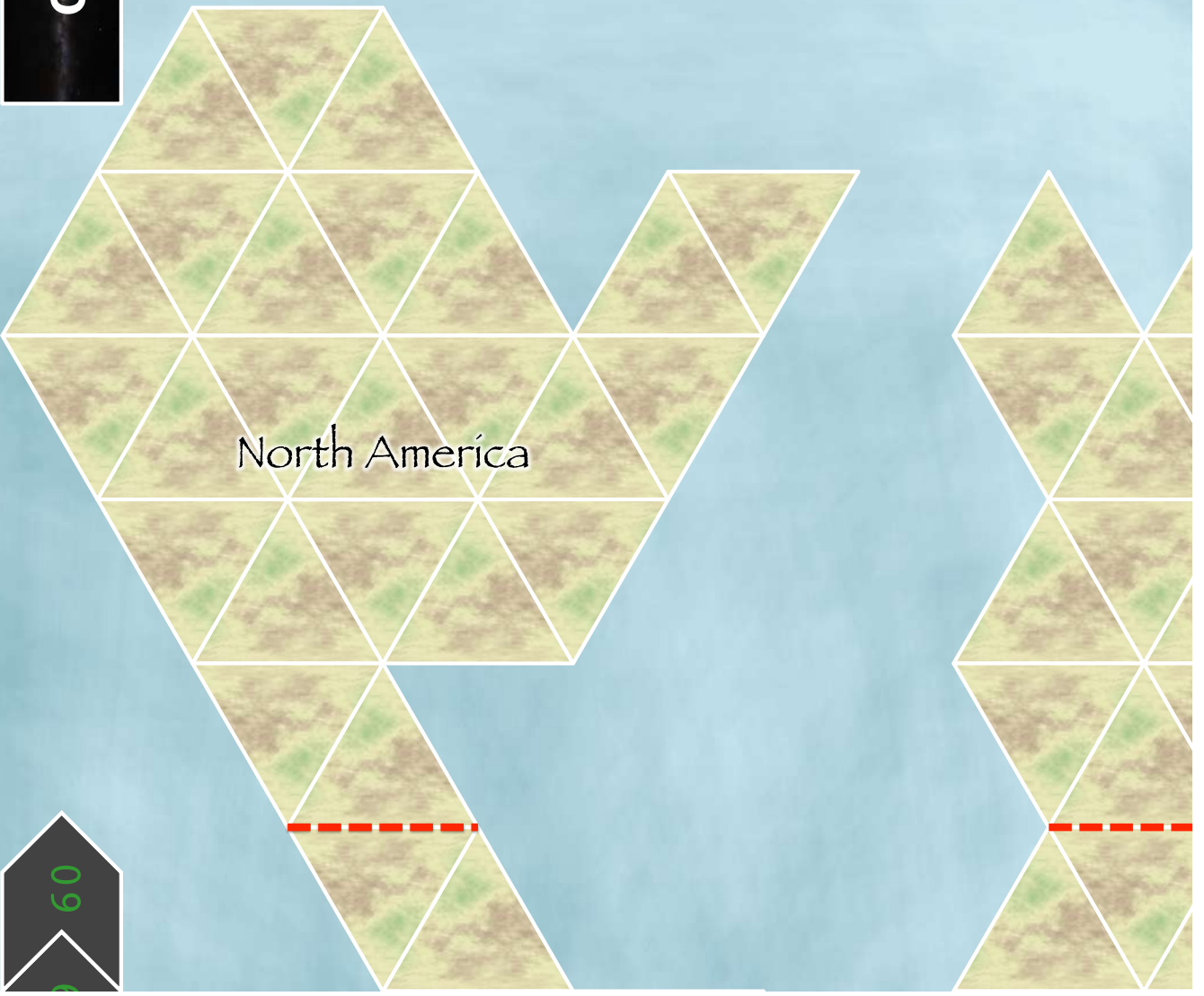
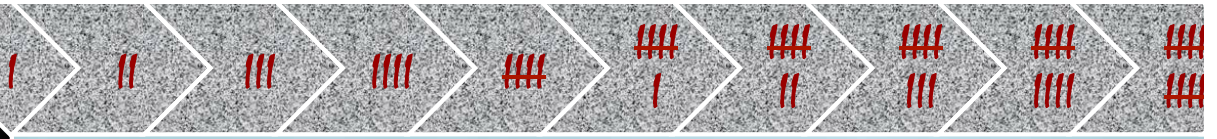
Instructions

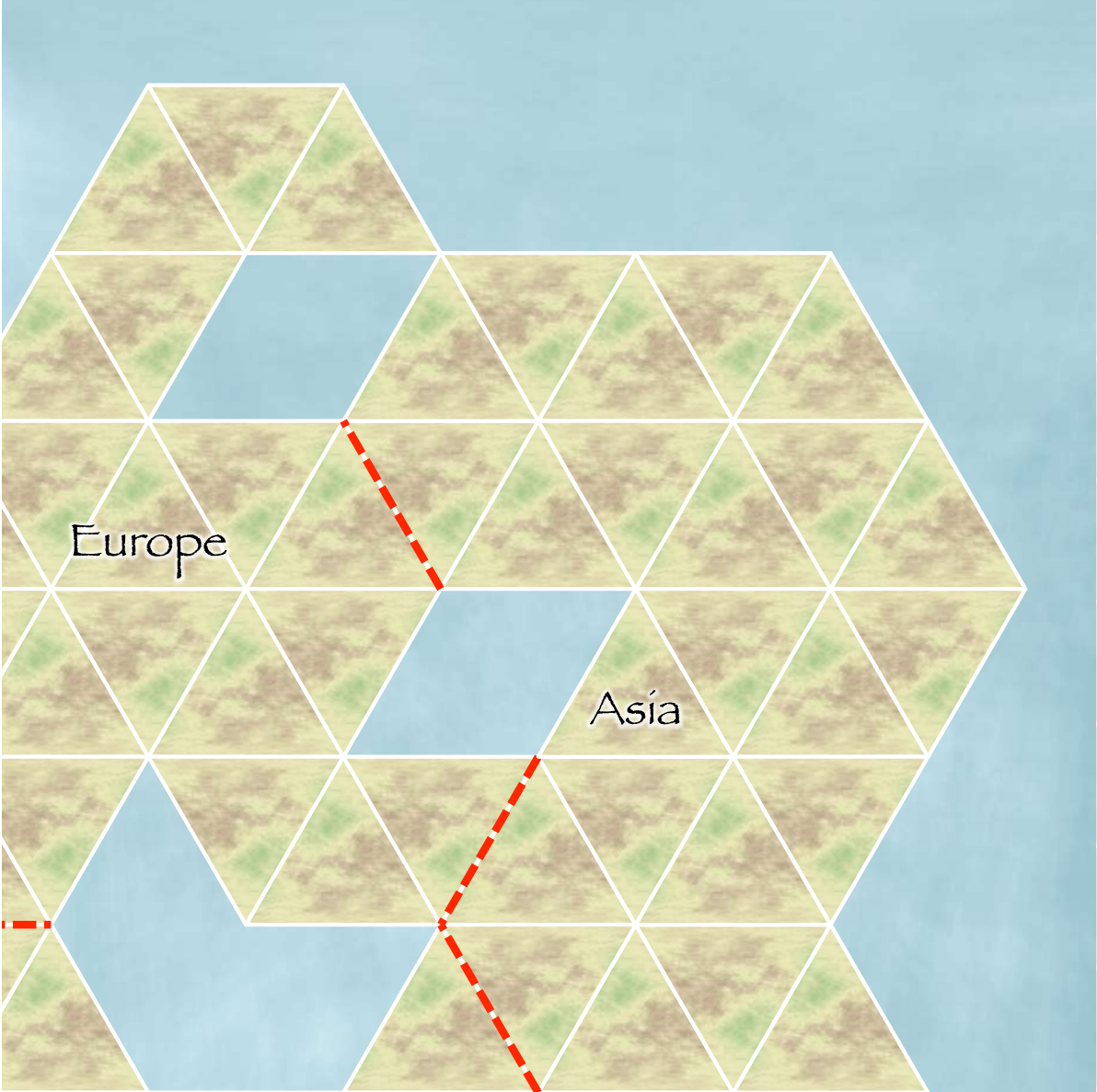
1. Print the following pages 2-8 single-sided and 9-10 double-sided on thick paper (odd pages are the fronts of the chits and even pages are the backs).
 - 2-5: Game board (4 quarters).
 - 6-8: Settlement maps (12), Game aides (6)
 - 9: Markers (12 player, 6 turn order, 18 subject, 18 ally, 12 settlement, 36 diplomacy, 36 civilization, 6 random).
2. Cut out the components with a sharp knife or scissors.
3. Add suitable "tribes" (12 green, 12 blue, 12 red, 12 yellow, 12 purple and 12 orange).
4. Download the rules from
<http://novasuecia.se/peoples/files/Peoples%20Rules.pdf>
5. Enjoy your game!

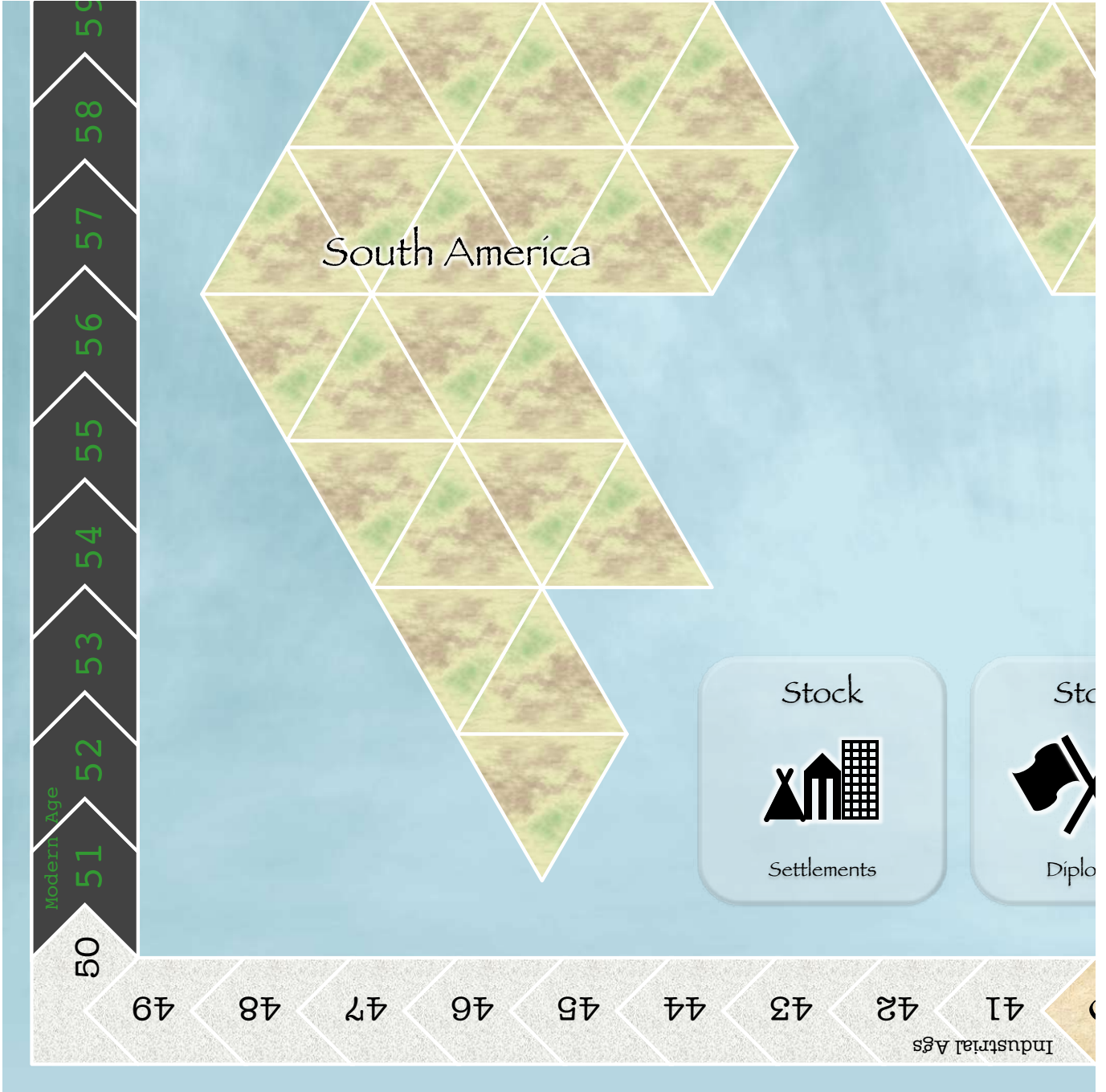
Peoples - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com.

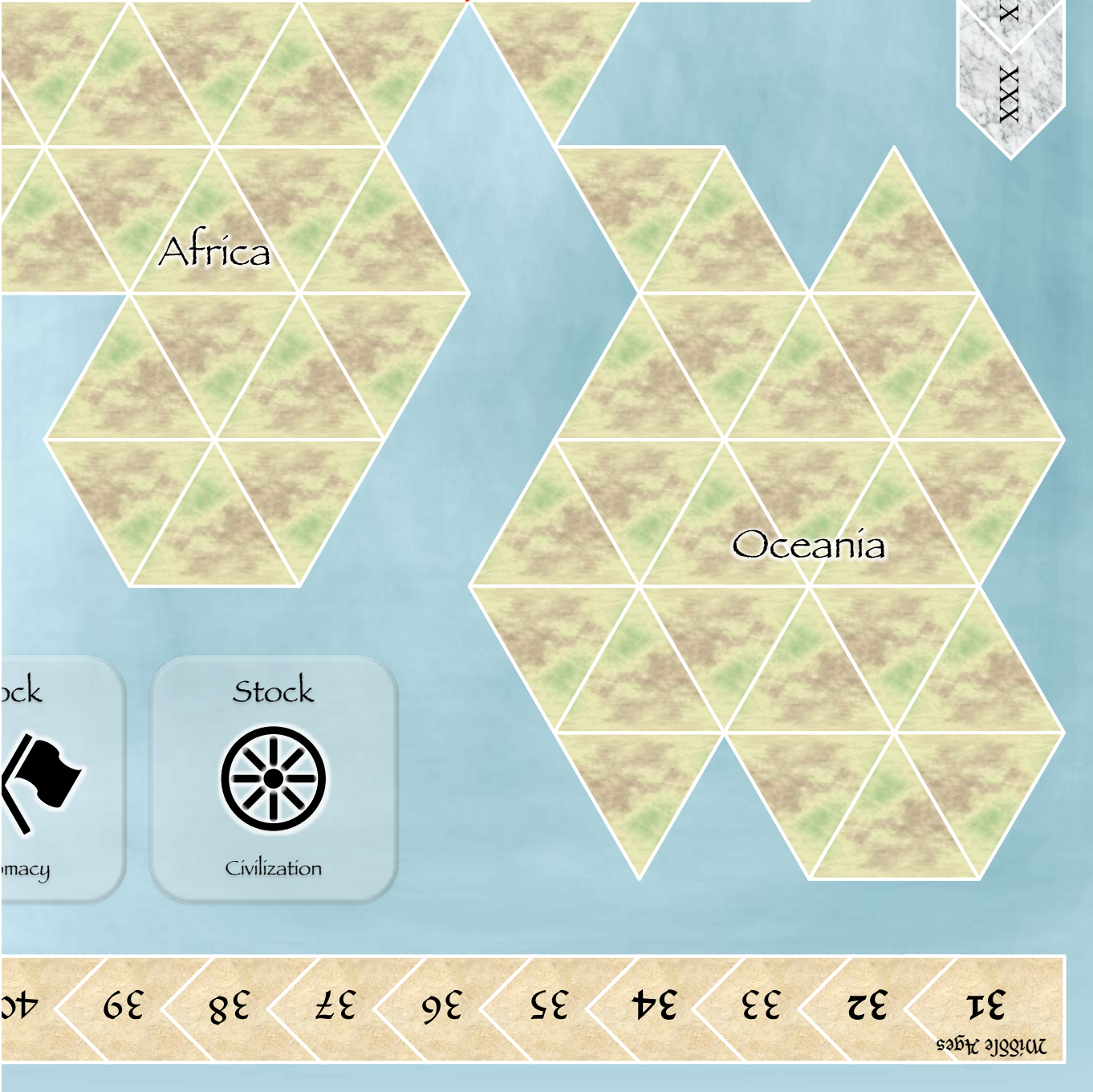
A printed version is available at <https://www.thegamecrafter.com/games/peoples-migrations>.

Stone Age









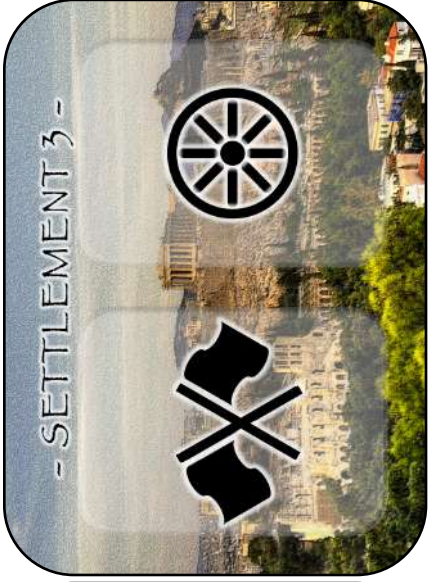
Africa

Oceania

Democracy

Civilization

Middle Ages
31 32 33 34 35 36 37 38 39 40





Age	1	2	3
	12x3	9x6	6x9
+1			0
+1/2/3/4/5			0
+1			0/+1
+1/+2			0/-1
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Migration	Move 1 region at the time	Move 1-2 regions, may pass sea	Move to any region
Settlement	12 settlements 3 tribes each	9 settlements 6 tribes each	6 settlements 9 tribes each
Civilization advances	Score based on your civilization advances and your connected settlements.		
Civics	1 v.p. per diplomacy marker. Add own. Distribute to tribes of your settlement.		
Culture	1/2/3/4/5 v.p. per other leading people. (1st scores 1 v.p., 2nd scores 2 v.p., etc.)		
Economy	1 v.p. per settlement. 1 v.p. to other settlement with economy.		
Military	1 v.p. per settlement. 1 extra v.p. from settlement with less military.		
Religion	1 v.p. per tribe of your people.		
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