



ORDEROFGAMERS.COM



Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord – go to the website and click the link to join!



FOLLOW EOG UPDATES ON ALL THESE PLATFORMS

All the links are at www.orderofgamers.com



DONATE

orderofgamers.com/shop/singleoffering



PATREON

patreon.com/esotericorder

v2

Sep 2024

Game: **CLASH OF CULTURES (Monumental Edition)**

Publisher: **Z-Man Games (2021)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Player reference front x2**

Page 4: **Player reference back x2**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. **This PDF may not be re-posted online, sold or used in any way except for personal use.**

CLASH OF CULTURES

MONUMENTAL EDITION

SETUP

Set up the board as shown in the rules and according to the number of players. Place all the **unrevealed regions** randomly and facedown and each player's **starting region** faceup. In 3 and 4 player games, determine randomly who sits where.

Each player takes a **player board** and **player aid**, then chooses a color and takes their matching **cities**, **city pieces** (7 settlements, 5 temples, 5 academies, 5 fortresses, 5 ports) and **units** (16 infantry, 4 ships, and 4 settlers).

Place 5 **resource markers** (food 🍌, wood 🌲, ore ⚙️, ideas 💡, and gold 💰) on the track at the top of your player board which is used to track the amounts of your resources. The food marker goes on space 2 and the others on space 0. You may never have more than 7 of any resource.

Civilizations 🗺️: Also take 5 obelisks, 5 markets, 5 observatories, 4 elephants, 4 cavalry, and 1 leader. Take a random **civilization board** and the 3 **leader cards** matching your civilization. If your civilization has an alternate starting region (shown on your civilization board), replace the normal starting region with the one shown. These are not dual sided; place them so they are oriented with the plains space in the usual location.

Each player places one of their cubes on their *Farming* advance and one cube on their *Mining* advance. They then place 3 of their cubes in the 3 spaces of their event tracker at the top right of their player board.

Each player places a **settlement**, a **settler** and a **mood token** (happy side up) on the plains space of their starting region.

Shuffle all the card decks and place them near the board. 🗺️: Include the event and objective cards marked with 🗺️.

Each player draws 1 **action card** and 1 **objective card** as their hand (kept hidden from other players).

Place the **barbarian settlements** (grey), **barbarian units** (grey), **culture tokens**, **mood tokens**, and **dice** in a common supply (**Civilizations**: Add the **black ships**).

Place the **round marker** on the first space of the **round track** (use the front side of the track unless playing with the *Variable End Game* variant). Give a randomly determined first player the **first player marker**.

Enemies

The term **enemy** refers to anything not belonging to you, for example another player, or a barbarian or pirate piece.

Cities

The **size of a city is equal to the number of city pieces it has**. Each settlement, building, and wonder counts as a city piece. The maximum size of a city is 5.

A city cannot increase to a size larger than the number of cities you have, but once a city has become a certain size, it stays that size even if you lose a number of cities.

GAME ROUND

The game consists of 6 **ages**, each divided into 3 **rounds** followed by a **status phase**. During each round, clockwise beginning with the starting player, each player has a **turn** during which they perform 3 **main actions**.

Actions can be performed in any order you wish and multiple times. You can spend a main action by performing the *as an action* effect of an advance or action card. Before or after any of your main actions, you may perform any number of **free actions**.

On your turn, you may **trade** with other players as a free action. You may freely trade resources; action, objective, and wonder cards in hand; and mood and culture tokens. Players involved can agree in any way they choose. Cards can be traded without showing the other player what the card is, if preferred. Any immediate trade deals must be fulfilled. Verbal agreements and later promises do not have to be fulfilled.

Gold 🏆 can be used instead of any other resource at any time.

ADVANCE

Spend 2 🍌 to buy an advance (💡 and 🗺️ can substitute for 🍌 1:1 when buying an advance).

Move a cube from the event tracker on your player board to the corresponding advance slot. If the slot has a **blue border**, immediately gain 1 🍌. If it has a **yellow border**, gain 1 🗺️.

If there are now no cubes on your event tracker, resolve an **event**. Then refill your event tracker with 3 new cubes from your supply.

Whenever you get an advance in a new category, you must pick the top advance of the category. Thereafter you can buy any one of that category's advances.

If the advance has the name of a building next to it, to construct that building you must have that prerequisite advance.

The 3 categories with a gold header are **government**. The top advance in each of these has a prerequisite advance next to them. **You can only have advances from 1 government category** (during the status phase, you may change your government).

You must have the Storage advance to have more than 2 food (the icon between 2 and 3 on your resource tracker is a reminder).

FOUND CITY

Found a city by replacing one of your settlers on the board with a settlement.

You can only found a city on a non-barren land space that contains no cities, enemy units, or an exhausted land marker. If you have no more settlement pieces, you cannot found a city.

ACTIVATE CITY

Choose one of your cities and perform one of these actions in that city: **collect** resources, **construct** a building, or **recruit** units.

If you activate the same city more than once per turn, reduce the city's mood by 1 step for each additional activation. **Angry** cities can only be activated once per turn (if multiple activations reduces a city's mood, the newly angry city can still be activated one more time on that turn).

COLLECT

Collect a number of resources equal to the size of the city (+1 if the city is 🍌 and only 1 if 🗺️). Collect from the space the city is on and adjacent spaces. You can only collect resources from a given space once per activation.

Collect resources based on the terrain type of the spaces adjacent to the city as well as the space the city is on. Each space provides 1 resource of the corresponding type (plains: 🍌, forest: 🌲, mountains: ⚙️). Specific advances allow you to collect 🍌 from barren and sea hexes).

Each space can only be collected from once per activation.

You cannot collect resources from any space which contains enemy units, an exhausted land marker, or another city (regardless of the owner).

CONSTRUCT

Pay 1 🍌, 1 ore ⚙️, and 1 🗺️ to place one of your available buildings in your activated city.

Each building requires a specific advance before you can construct it. **You cannot construct a building in an 🗺️ city**, or if it would grow that city to a size larger than the total number of cities you have. Buildings are described on your player aid.

RECRUIT

Recruit a number of units (in any combination) equal to the size of the city (+1 if the city is 🍌 and only 1 if 🗺️). The resource cost and any additional requirements to recruit each unit are described on your player aid.

Ships may only be recruited in a city with a port. 🗺️: Elephants and cavalry may only be recruited in a city with a market.

Place new land units in the same space as the city. Ships are placed in the sea space that the city's port is in. If there is an enemy ship there, a naval battle occurs immediately.

If you recruit a unit type and have no more available, you may still recruit such a unit by moving one of your other units of the same type and placing it in the city where you are recruiting.

Leaders

When you recruit one of your 3 **leaders**, place one of your available leader cards above your civilization board and place the leader's unit in the city where it was recruited. You can only have 1 leader at a time. If you already have a leader and recruit a new one, the old leader card and unit are removed from the game before recruiting the new one.

Unless specified, a leader's abilities only affect the city the leader is currently in, or a land battle the leader is participating in. Naval battles and ships are only affected if specified. **Combat value** (CV) bonuses apply every combat round unless stated otherwise.

When your leader dies or is replaced, remove its leader card and unit from the game. If you lose all 3 leaders, you cannot recruit any more.

If you kill an enemy leader in a land or sea battle, take the leader card and place it in front of you facedown (it counts as 2 VP).

MOVE UNITS

Move up to 3 land or sea units or groups of units. A group is a number of units moving from the same starting space to the same destination space at the same time. Move units in any order you wish. Units in the same space do not have to move to the same destination (or at the same time), but are considered 2 or more different groups if they don't.

If you move a unit into an unrevealed region, you must **explore** that region.

If you move units into a space with enemy units or an enemy city, a **battle** must be resolved immediately before moving other units.

Stacking limits

You may never have more than 4 army units in the same land space (army units on ships do not have a stacking limit but are limited to 2 units per ship). Ships and settlers have no stacking limits.

Land movement

Each land unit or group may move 1 space per move action (though you can move multiple spaces per turn by selecting the move action several times).

You may not move your army units until you have the *Tactics* advance, though you can still recruit army units and fight if attacked.

Units that have participated in a battle (including capturing a city) cannot be moved again the same turn.

Units that move into a **mountain** space cannot be moved again the same turn.

Units that move into a **forest** space can be moved again, but cannot be moved into a battle for the rest of the turn.

Settlers cannot move into the same space as enemy units/cities unless they are part of a group with at least 1 army unit.

Ship movement

A ship or group of ships can move between any connected sea spaces. Sea spaces are connected if they are in a contiguous group of other sea spaces. You must still trace the route one space at a time and must stop and battle if you move into a sea space with an enemy ship. Ships that battle other ships cannot continue moving or move again that same turn.

With the *Navigation* advance, your ships can move around the board from one group of sea spaces to the first available sea space or group of sea spaces in the sailed direction. If an enemy ship is blocking the only entrance to the group of sea spaces you enter, you must end your move there and fight it.

A ship may move through multiple sea spaces in both the starting group and ending group of sea spaces and may even explore an unrevealed region adjacent to the ending group.

You cannot move past unrevealed regions, but you can move into them as a method of exploring.

A ship may transport 2 land units.

When moving a land unit, you may move it onto a ship in an adjacent sea space, or, if it is already on a ship, have it disembark to an adjacent land space.

You can also move land units and ships during the same move action, as long as you move no more than 3 different units/groups in total, and that each only moves once per action.

Land units may still leave or enter ships that have participated in a battle (though land units that have participated in a battle may not move onto ships as they cannot move again that turn).

INCREASE HAPPINESS

Mood tokens 🍌 indicate a city's mood: **happy** 🍌 or **angry** 🗺️.

Increase the mood of one or more cities by paying a number of mood tokens equal to the city's size for each **step** between angry to neutral to happy. If the city becomes happy, place a token from the supply next to it with its 🍌 side up.

INFLUENCE CULTURE

Use one of your cities to influence culture in a city.

The target city must have at least 1 building and be within range of your city. A city's range is equal to its unmodified size.

Roll a die: 5 or 6 is a success. Exchange 1 of the city's buildings with the same building in your color (it doesn't matter which).

The building still belongs to the city owner, and the piece itself still functions normally. But as long as the piece is your color, you score the VP for that building at the end of the game.

Influence culture attempts can be boosted by spending **culture tokens** 🗺️. Each token spent can either **increase range by +1** space, or **add +1 to the die result after rolling**.

You can only influence culture on buildings, not a settlement or wonders. **You can only have 1 successful influence culture attempt per turn**, but you may use several actions or abilities to get that one success. You may target your own cities to remove enemy cultural influence. An influenced city (one with an enemy building) can only target itself and may not boost the roll.

Influence culture may cross sea spaces, but not unrevealed regions. You may target buildings in barbarian cities. You may change buildings that don't match the city owner's color.

STATUS PHASE

In turn order, all players complete the first step before moving on to the second step, and so on.

1. COMPLETE OBJECTIVES

Declare if you have completed any objectives by placing the completed objective card faceup in front of you.

There is no limit to how many objective cards can be fulfilled, but the criteria for fulfilling more than one objective with the same name must be different.

After the 6th age or if a player has no cities, the game ends after this step of the status phase.


2. FREE ADVANCE

Receive 1 free advance. If the new advance results in an event, resolve it immediately.



3. DRAW NEW CARDS

Draw 1 action card and 1 objective card. There is no hand limit.



4. RAZE SIZE 1 CITY

You may raze one of your size 1 cities, removing it from the board and getting 1  in compensation.

5. CHANGE GOVERNMENT TYPE

You may pay 1  and 1  to move all of your advances from 1 government category to another category you meet the prerequisite for. You must always choose the top advance, but each other advance can be any within that category.

5. DETERMINE FIRST PLAYER

The player with the highest combined total of  and  tokens decides who will be the first player for the next round (on a tie, if the current first player is among the tied players, they get decide who starts next round. If not, the first tied player to the left of the current first player gets to decide who will be first player.

COMBAT

Each combat round consists of these steps:

1. PLAY ACTION CARD

If the attacker has the *Tactics* advance, they may play 1 action card facedown in front of them. Then, whether the attacker played a card or not, if the defender has the *Tactics* advance, they may play 1 action card facedown.





2. REVEAL ACTION CARD

Simultaneously reveal any played action cards and read the effects aloud. Any on *reveal* effects are applied immediately, (other effects may take place later in the combat round). An action card only affects the combat round it is played in and is discarded faceup to the discard pile after the round.


Each combat effect has a title and indicates which type of unit (or fortress) a player must have present in the battle to play the card.

3. COMBAT ROLL


Each player makes a combat roll by rolling a number of dice equal to the number of army units they have in the battle. Some action cards add to the total.

When CLASH icons     are rolled, the CLASH ability of matching units in the army must be activated. Ignore any CLASH icons for units you do not have in the battle.

Each specific unit can only have its CLASH ability activated once per roll and each single icon only activates the ability of 1 unit.

The sum of the dice rolled is represented by a sword icon .

4. REMOVE CASUALTIES

Divide the final  by 5 to get the number of hits (round down). Both players remove 1 army unit per hit they receive, if able.

5. END OF BATTLE CHECK

If one side loses all their units, they lose, and the side with remaining units wins. If both sides lose all their units in the same combat round, combat ends with no winner or loser.





If one side only has a fortress defending, they win if the attacker is eliminated in the first round. This effect only lasts 1 round. So if someone attacks an empty city with a fortress and survives the first round, they capture the city.

If both sides have units remaining, the attacker has the option to retreat. If they do, combat ends (with no winner or loser) and the all the attacking units must return to the space they moved from.


If the attacker does not retreat, a new combat round begins.

Capturing cities

A city is captured if army units are alone in an enemy city after a battle.

1. Replace the owner's city pieces with matching pieces in your color. Buildings pieces under cultural influence by other players are not replaced, nor are any wonders.
2. Gain  equal to the size of the city. (+1 if the city is  and only 1 if ).
3. The previous owner of the city may place a settler in one of their other cities (if they have no cities or settlers left, they get do not get a settler).
3. The city becomes angry .

You can use an ongoing effect of a building in a city you capture, even if you don't have the advance required to construct that building.

If you capture a city containing city pieces that you need to replace but you have no more available, remove those pieces from the captured city and do not replace them. If it is the settlement piece you are missing, the entire city is removed. For each city piece removed in this manner, you gain 1  (irrespective of the mood of the city, or if the city piece was under cultural influence).

Settlers in combat

Settlers cannot fight. If settlers are ever in a space alone with an enemy army unit, a battle occurs in which any settlers are defeated automatically (no cards are played and no dice are rolled). The army units that eliminated the settlers cannot move again that turn.

Settlers cannot be taken as casualties, and are eliminated if all other friendly army units with them are eliminated. If an army a settler is moving with retreats, the settler retreats with it.

Naval combat

A naval battle occurs if you move or recruit ships into a sea space with at least 1 enemy ship. Combat is resolved as normal, and ships may also retreat and move back to the space from which they started their movement. They cannot retreat if they were recruited into that space.

Ships have no CLASH ability.

Land units transported by ships play no role during naval combat. However, after the battle check to see you have enough ships to transport the land units in the space (2 land units per ship). If not, you must remove land units until you do.

While a ship cannot be moved again after it has been in a battle, units on board may still enter or leave the ships during a move action. If a unit disembarks into a space containing enemy units, a land battle occurs as normal.

BARBARIAN BATTLES



A battle occurs whenever a barbarian army ends up in the same space as any player's units or cities, or if a player's units end up in the same space as a barbarian army or city.

An opposing player controls the barbarian in the battle but may not use action cards or retreat on their behalf.

Barbarian units have CLASH abilities corresponding to their type. The battle lasts only 1 combat round.


Barbarians capturing cities




If a barbarian unit ends up alone in a player's city after a battle, the city is captured and becomes a barbarian city:

1. Replace the current settlement with a barbarian settlement. Any buildings in the city stay in their current colors (and are regarded as being under cultural influence).
2. The player who lost the city gets a settler in a city of their choice.
3. The city becomes . Barbarians are not affected by the  city.

If barbarians conquer a city with a fortress, they may use the fortress if a player later attacks it.

Defeating barbarians

You gain 1  when you win a battle against barbarian units.




You gain 1  when you capture a barbarian city of any size (in addition to the  for defeating any defending barbarians). Replace the settlement piece with one of your color: it is now your city. Any buildings there stay in their current color. Then make the city , if it wasn't already.

PIRATE SHIPS

Pirate ships block the collection of resources from the sea spaces they are in and all adjacent sea spaces. They block trade routes starting from, or going through, the sea spaces they are in and all adjacent sea spaces. Player ships may not pass through spaces with pirate ships.

Attacking pirates

Moving or recruiting your ships into a space with pirate ships starts naval combat. Another player rolls the dice for the pirate ships, but cannot play action cards for them.

After a battle, for every pirate ship you eliminated, you gain 1  and then your choice of 1  or 1  (regardless of who won).

ACTION AND OBJECTIVE CARDS

Action cards are kept secret from other players. The top effect is used outside of combat. The bottom half is a combat effect you can use in combat if you have the *Tactics* advance.

After playing an action card, discard it faceup to the discard pile.

If you must draw an action card and there are none left, shuffle the discard pile to form a new deck.



There is no limit to how many action cards you can play for their non-combat effect, but you cannot play 2 cards with the same name as a result of the same trigger.

Objective cards are kept secret from other players. The top objective is usually related to development of your civilization, while the bottom objective is more about military goals.

Only one of the objectives on a card can be completed, but regardless which one is, it is worth 2 VP at the end of the game. Some objectives are completed in the status phase, while others are completed immediately after their criteria are fulfilled.

Multiples of an objective with the same name cannot be completed at the same time with the same trigger.

WONDERS

Draw a wonder card from the top of the deck into your hand when you get the *Engineering* and *Monuments* advances. They are constructed using the *Engineering* advance by activating a  city and paying your chosen wonder card's cost in resources and . All wonders also have a prerequisite advance. A city can have more than 1 wonder.

When constructed, place the wonder card in front of you, and add the matching wonder city piece to the activated city. Any special powers of the wonder are now active.

Wonders are not buildings, but they are city pieces; they add to the size of a city and are subject to the rule that no cities can grow to a size larger than the total number of cities you have.

When a city with a wonder is destroyed, you lose the wonder (and its VP). Remove the wonder card from the game.

If your city with a wonder is captured by another player, that player gets the wonder, places the card in front of them, and can now use its powers. Place a cube from your supply on the wonder card to indicate that you were the player who originally constructed it. If it's a barbarian army that captures it, just set the card aside with your cube on it.

At the end of the game, the VP are split evenly between the current owner (no matter how many times the city changed owners) and the original builder of the wonder: 2 VP each. If the original builder of the wonder reconquers the city, they will gain the full VP for the wonder themselves.

EXPLORATION

Armies, ships and settlers explore a region by moving into it. The revealed region is placed occupying the same area it did before being flipped.

The space which was moved into may not be a sea space. The region must be placed so that a sea space is placed adjacent to another sea space (unless this results in the space being moved into being a sea space). If sea spaces cannot be placed adjacent to other sea spaces, and the region is on the edge of the board, place the region so that any sea space touches the edge of the board.



If after following these rules there remains 2 ways to rotate the region, you may choose either orientation.

Exploring with a ship

When exploring with a ship, reveal a region that the ship can reach. Place the region so that its sea spaces can be reached by the ship without entering any other regions. If that is not possible, then place it in accordance with the normal region placement rules, and move the ship back to the sea space it started from.

The same rules apply when you use the *Navigation* advance to move around the edge of the board.

EVENTS

When you gain an advance, take a cube from your event tracker and place it next to the new advance, gaining a   token if applicable. If your event tracker is now empty, draw the top card of the event deck and resolve it. Then, refill your event tracker with 3 new cubes from your supply.

Unless specified otherwise, discard the card faceup after it has been resolved. If you must draw an event card and there are none left, shuffle the discards to form a new deck.

If an event card forces all players to do something, do it in clockwise order starting with the player who drew the card.

If an event card has an icon in its top left corner, resolve this effect before the rest of the text, and even if the main effect of the card does not occur until later in the game. Event icons only affect the player who drew the card.



Gold can be used instead of any other resource.

ACTIONS

ADVANCE

Spend 2 to buy an advance and can substitute for 1:1). Move a cube from your event tracker to the corresponding advance slot. Blue: 1 . Yellow: 1 .

If there are now no cubes on your event tracker, resolve an event, then refill your event tracker with 3 new cubes.

Whenever you get an advance in a new category, you must pick the top advance of the category.

You can only have advances from 1 government category.

FOUND CITY

Found a city on a non-barren land space that contains no cities, enemy units, or an exhausted land marker by replacing one of your settlers with a settlement.

ACTIVATE CITY

Choose one of your cities and perform 1 action there. If you activate the same city more than once per turn, reduce the city's mood by 1 step for each additional activation. Angry cities can only be activated once per turn.

COLLECT

Collect resources equal to the size of the city (+1 if the city is and only 1 if from the space the city is on and adjacent spaces. You can only collect resources from a given space once per activation.

You cannot collect resources from any space which contains enemy units, an exhausted land marker, or another city (regardless of the owner).

CONSTRUCT

Pay 1 , 1 ore , and 1 to place one of your available buildings in your activated city. You cannot construct a building in an city, or if it would grow that city to a size larger than the total number of cities you have.

RECRUIT

Recruit a number of units (in any combination) equal to the size of the city (+1 if the city is and only 1 if .

Ships may only be recruited in a city with a port. Elephants and cavalry may only be recruited in a city with a market.

Place new land units in the same space as the city. Ships are placed in the sea space that the city's port is in. If there is an enemy ship there, a naval battle occurs immediately.

You may never have more than 4 army units in the same land space. Ships and settlers have no stacking limits.

Leaders: When you recruit a leader, place the leader card above your civilization board and place its unit in the city where it was recruited. You can only have 1 leader at a time.

A leader's abilities only affect the city the leader is currently in, or a land battle the leader is participating in. **Combat value (CV)** bonuses apply every combat round. If you kill an enemy leader, take the leader card (it is worth 2 VP).

MOVE UNITS

Move up to 3 land or sea units/groups. If you move a unit into an unrevealed region, you must explore. If you move units into a space with enemy units or an enemy city, immediately resolve a battle.

Land movement: Each land unit or group may move 1 space per move action.

Units that have participated in a battle or captured a city, or moved into a mountain space, cannot be moved again the same turn. Units that move into a forest space can move again, but not into a battle for the rest of the turn.

Settlers cannot move into the same space as enemy units/cities unless they are part of a group with an army unit.

Ship movement: A ship or group of ships can move between any connected sea spaces, but stop and battle if they move into a sea space with an enemy ship. After battle, ships cannot continue moving or move again that same turn.

With the *Navigation* advance, your ships can move around the board from one group of sea spaces to the first available sea space or group of sea spaces in the sailed direction. You cannot move past unrevealed regions, but you can move into them as a method of exploring.

A ship may transport 2 land units. When moving a land unit, you may move it onto a ship in an adjacent sea space, or have it disembark on an adjacent land space.

INCREASE HAPPINESS

Increase the mood of one or more cities by paying mood tokens equal to the city's size for each step.

INFLUENCE CULTURE

Use one of your cities to influence culture in a city that has at least 1 building and is within range of your city. A city's range is equal to its unmodified size.

Roll a die: 5 or 6 is a success. Exchange 1 of the city's buildings with the same building in your color.

Each culture token spent can either increase range by +1 space, or add +1 to the die result after rolling.

You can only have 1 successful influence culture attempt per turn, but you may use several actions or abilities to get that 1 success. You may target your own cities to remove enemy cultural influence. An influenced city can only target itself and may not boost the roll.

STATUS PHASE

1. **Complete objectives:** Declare if you have completed any objectives by placing the completed objective card faceup in front of you.

After the 6th age or if a player has no cities, the game ends after this step of the status phase.

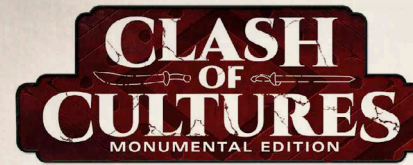
2. **Free advance:** Receive 1 free advance. If the new advance results in an event, resolve it immediately.

3. **Draw new cards:** Draw 1 action card and 1 objective card.

4. **Raze size 1 city:** You may raze one of your size 1 cities, removing it from the board and getting 1 .

5. **Change government type:** You may pay 1 and 1 to move all of your advances from 1 government category to another category.

5. **Determine first players:** The player with the highest total of and tokens decides who is first player next round.



Gold can be used instead of any other resource.

ACTIONS

ADVANCE

Spend 2 to buy an advance and can substitute for 1:1). Move a cube from your event tracker to the corresponding advance slot. Blue: 1 . Yellow: 1 .

If there are now no cubes on your event tracker, resolve an event, then refill your event tracker with 3 new cubes.

Whenever you get an advance in a new category, you must pick the top advance of the category.

You can only have advances from 1 government category.

FOUND CITY

Found a city on a non-barren land space that contains no cities, enemy units, or an exhausted land marker by replacing one of your settlers with a settlement.

ACTIVATE CITY

Choose one of your cities and perform 1 action there. If you activate the same city more than once per turn, reduce the city's mood by 1 step for each additional activation. Angry cities can only be activated once per turn.

COLLECT

Collect resources equal to the size of the city (+1 if the city is and only 1 if from the space the city is on and adjacent spaces. You can only collect resources from a given space once per activation.

You cannot collect resources from any space which contains enemy units, an exhausted land marker, or another city (regardless of the owner).

CONSTRUCT

Pay 1 , 1 ore , and 1 to place one of your available buildings in your activated city. You cannot construct a building in an city, or if it would grow that city to a size larger than the total number of cities you have.

RECRUIT

Recruit a number of units (in any combination) equal to the size of the city (+1 if the city is and only 1 if .

Ships may only be recruited in a city with a port. Elephants and cavalry may only be recruited in a city with a market.

Place new land units in the same space as the city. Ships are placed in the sea space that the city's port is in. If there is an enemy ship there, a naval battle occurs immediately.

You may never have more than 4 army units in the same land space. Ships and settlers have no stacking limits.

Leaders: When you recruit a leader, place the leader card above your civilization board and place its unit in the city where it was recruited. You can only have 1 leader at a time.

A leader's abilities only affect the city the leader is currently in, or a land battle the leader is participating in. **Combat value (CV)** bonuses apply every combat round. If you kill an enemy leader, take the leader card (it is worth 2 VP).

MOVE UNITS

Move up to 3 land or sea units/groups. If you move a unit into an unrevealed region, you must explore. If you move units into a space with enemy units or an enemy city, immediately resolve a battle.

Land movement: Each land unit or group may move 1 space per move action.

Units that have participated in a battle or captured a city, or moved into a mountain space, cannot be moved again the same turn. Units that move into a forest space can move again, but not into a battle for the rest of the turn.

Settlers cannot move into the same space as enemy units/cities unless they are part of a group with an army unit.

Ship movement: A ship or group of ships can move between any connected sea spaces, but stop and battle if they move into a sea space with an enemy ship. After battle, ships cannot continue moving or move again that same turn.

With the *Navigation* advance, your ships can move around the board from one group of sea spaces to the first available sea space or group of sea spaces in the sailed direction. You cannot move past unrevealed regions, but you can move into them as a method of exploring.

A ship may transport 2 land units. When moving a land unit, you may move it onto a ship in an adjacent sea space, or have it disembark on an adjacent land space.

INCREASE HAPPINESS

Increase the mood of one or more cities by paying mood tokens equal to the city's size for each step.

INFLUENCE CULTURE

Use one of your cities to influence culture in a city that has at least 1 building and is within range of your city. A city's range is equal to its unmodified size.

Roll a die: 5 or 6 is a success. Exchange 1 of the city's buildings with the same building in your color.

Each culture token spent can either increase range by +1 space, or add +1 to the die result after rolling.

You can only have 1 successful influence culture attempt per turn, but you may use several actions or abilities to get that 1 success. You may target your own cities to remove enemy cultural influence. An influenced city can only target itself and may not boost the roll.

STATUS PHASE

1. **Complete objectives:** Declare if you have completed any objectives by placing the completed objective card faceup in front of you.

After the 6th age or if a player has no cities, the game ends after this step of the status phase.

2. **Free advance:** Receive 1 free advance. If the new advance results in an event, resolve it immediately.


3. **Draw new cards:** Draw 1 action card and 1 objective card.

4. **Raze size 1 city:** You may raze one of your size 1 cities, removing it from the board and getting 1 .

5. **Change government type:** You may pay 1 and 1 to move all of your advances from 1 government category to another category.

5. **Determine first players:** The player with the highest total of and tokens decides who is first player next round.

WINNING THE GAME

The game ends after 6 ages, or earlier if any player has no cities on the board when entering the status phase. Each player counts their **victory points** (VPs) .


1 VP per settlement and building.

½ VP for each advance you have (do not round down).

2 VP per completed objective

4 VP per wonder (2 VP if conquered)

VP from certain event cards.

: 2 VP per defeated leader

The player with the most VPs is the winner. On a tie, go through the above list one by one starting from the top. If still tied, tied players share the victory.

EVENT CARDS

EXHAUSTED LAND




Place an **exhausted land marker** on an empty (no units/cities), non-barren land space adjacent to one of your cities.

No resources may be collected from that space, and no cities may be founded there (including barbarian cities). The *Irrigation* advance has no effect on the space.


PIRATES SPAWN AND RAID

1. Place 2 pirate ships on sea spaces without any player ships, with if possible, one of them adjacent to one of your cities. You may place both in the same sea space.

If the supply doesn't have enough pirate ships for you to place, first remove enough from anywhere on the map so that you have 2 to place. You may place them back from where you took them from, if the space is applicable.

2. Every player who has at least 1 city adjacent to at least 1 pirate ship must lose either 1 resource, 1 , or 1 . If you cannot pay, reduce the mood of one of your cities adjacent to a pirate if possible (unless all are already ).


GOLD MINE

Immediately gain 2 .

BARBARIANS SPAWN

1. Place a barbarian settlement and a barbarian infantry on an empty (no units/cities), non-barren land space exactly 2 spaces away from one of your cities and at least 2 spaces away from the rest of your cities. If that's not possible, place it adjacent to your cities. In any case, it must also be at least 2 spaces from all other players' cities.

2. Place a barbarian infantry unit in a barbarian city of your choice (this may include the new settlement).

: Whenever you place a barbarian unit in a city (for any reason), you may place a **caavalry** or **elephant** if the city already has an infantry.

If there is no eligible space for a settlement, or all barbarian units or settlements are on the board, no settlement is placed. **The army stacking limit applies to barbarian units.**

BARBARIANS MOVE

1. Check to see if there are any barbarian armies within 2 land spaces of your cities.


If there are none, stop resolving these steps and instead carry out only the first step of the **barbarian spawn** icon.

2. In an order of your choice, move all barbarian armies within 2 land spaces of your cities 1 space towards your nearest city (counting the shortest distance in land spaces, and not through unrevealed regions). If a barbarian army moves into a city, army, or settler, resolve a battle immediately.

Choose if there is more than 1 city equally close, or there is a choice of 2 equally close spaces to move into.

3. Place 1 barbarian infantry in all barbarian cities within 2 land spaces of your cities.

WINNING THE GAME

The game ends after 6 ages, or earlier if any player has no cities on the board when entering the status phase. Each player counts their **victory points** (VPs) .


1 VP per settlement and building.

½ VP for each advance you have (do not round down).

2 VP per completed objective

4 VP per wonder (2 VP if conquered)

VP from certain event cards.

: 2 VP per defeated leader

The player with the most VPs is the winner. On a tie, go through the above list one by one starting from the top. If still tied, tied players share the victory.

EVENT CARDS

EXHAUSTED LAND




Place an **exhausted land marker** on an empty (no units/cities), non-barren land space adjacent to one of your cities.

No resources may be collected from that space, and no cities may be founded there (including barbarian cities). The *Irrigation* advance has no effect on the space.


PIRATES SPAWN AND RAID

1. Place 2 pirate ships on sea spaces without any player ships, with if possible, one of them adjacent to one of your cities. You may place both in the same sea space.

If the supply doesn't have enough pirate ships for you to place, first remove enough from anywhere on the map so that you have 2 to place. You may place them back from where you took them from, if the space is applicable.

2. Every player who has at least 1 city adjacent to at least 1 pirate ship must lose either 1 resource, 1 , or 1 . If you cannot pay, reduce the mood of one of your cities adjacent to a pirate if possible (unless all are already ).


GOLD MINE

Immediately gain 2 .

BARBARIANS SPAWN

1. Place a barbarian settlement and a barbarian infantry on an empty (no units/cities), non-barren land space exactly 2 spaces away from one of your cities and at least 2 spaces away from the rest of your cities. If that's not possible, place it adjacent to your cities. In any case, it must also be at least 2 spaces from all other players' cities.

2. Place a barbarian infantry unit in a barbarian city of your choice (this may include the new settlement).

: Whenever you place a barbarian unit in a city (for any reason), you may place a **caavalry** or **elephant** if the city already has an infantry.

If there is no eligible space for a settlement, or all barbarian units or settlements are on the board, no settlement is placed. **The army stacking limit applies to barbarian units.**

BARBARIANS MOVE

1. Check to see if there are any barbarian armies within 2 land spaces of your cities.

If there are none, stop resolving these steps and instead carry out only the first step of the **barbarian spawn** icon.

2. In an order of your choice, move all barbarian armies within 2 land spaces of your cities 1 space towards your nearest city (counting the shortest distance in land spaces, and not through unrevealed regions). If a barbarian army moves into a city, army, or settler, resolve a battle immediately.

Choose if there is more than 1 city equally close, or there is a choice of 2 equally close spaces to move into.

3. Place 1 barbarian infantry in all barbarian cities within 2 land spaces of your cities.