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v2

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Game: **CLASH OF CULTURES**

Publisher: **Z-Man Games (2012)**

CLASH OF CULTURES

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 4 player games, determine randomly who sits where.

Each player takes a **player board**, **player aid**, **cubes**, **city pieces** and **units** in a matching color.

Place the resource tokens, and the **happiness** and **culture** indicators, on space 0 of the **scale** of your player board; except for the **food** resource which starts on space 2.

Place a cube on the *Farming (Agriculture)* advance and a cube on the *Mining (Construction)* advance. Every player starts with these advances.

Place a **settlement** piece and a **settler** on the **fertile** space of your starting region.

Shuffle all the card decks and place them near the board. Each player receives 1 **action card** and 1 **objective card** (both hidden to other players).

Place the **turn token** on the first space of the **turn track**.
Give a randomly determined first player the **first player token**.

BASIC CONCEPTS

Resources, levels and the scale

Food, **ore** and **wood** are natural resources and **ideas** and **gold** are special resources. Ideas can be used instead of food when buying advances, and gold is a 'joker' resource which can be used instead of any other resource.

Move the appropriate markers along your player board scale to indicate how many resources you have of each type.

The **culture** and **happiness** indicators mark the maximum number of **culture** and **mood** tokens you can have. When you buy an advance with a blue (culture) or yellow (happiness) outline, move the respective indicator up along the scale.

Resources and culture/happiness level can never exceed 8 or go lower than 0.

Regions

All regions are separated into 4 **spaces**, each with 1 terrain type providing a specific natural resource: **fertile** (food), **mountain** (ore), **forest** (wood), **sea** (food – requires *Fishing*), and **barren** (food – requires *Irrigation*).

Cities

The **size** of a city is equal to the number of city pieces it has.

The **settlement** piece is the foundation of all cities and marks who owns the city. The **academy** (requires *Writing*) generates 2 Idea resources when built. The **temple** (requires *Myths*) generates 1 mood token or 1 culture token when built. The **port** (requires *Fishing*) allows the city to build ships (and with *Fishing*, the city may collect 1 gold or 1 mood token from a single adjacent sea space instead of food).

GAME ROUND

Every **round** players have 3 turns. During a turn, each player, in clockwise order, may perform 3 **actions**.

When each player has had 3 turns, each with 3 actions, the round ends with a Status phase. Then the next round begins.

The **turn marker** is used to keep track of rounds and turns.

ACTIONS

Actions can be performed in any order you wish and multiple times (*Cultural Influence* may only succeed once per turn).
AAA (*As An Action*) on cards and advances means you can perform the listed special action as an action.

Advance

Standard cost: 2 food (or ideas which can substitute food 1:1 when buying an advance).

Place a cube on the player board next to any advance you buy. If it has either a blue border (culture) or yellow border (happiness), move the corresponding indicator up 1 step on the scale and take 1 token of the matching type. If your culture or happiness level is 8, you still get a token despite the indicator not moving.

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 except for those with a prerequisite.

Prerequisite advances are in red text. Prerequisite city pieces are in yellow text. *Fishing, Writing, Tactics* and *Myths* each have the name of a city piece next to them. The advance is required in order to increase the size of a city using that city piece.

You must have the *Storage* advance to have more than 2 food.

The 3 categories with a gray background are **Government** categories. Once you have bought the top advance of a Government category (specific advances are prerequisites), you can buy new advances within the same category.

You can only have advances from 1 Government type. If you buy an advance in a second Government category, transfer the cubes from the old category to advances of your choice in the new category. Advances that grant abilities or effects lasting the whole turn cease to have effect when removed.

Found city

Spend an action to found a city on a space where you have a settler. Replace the settler with a settlement piece. Settlers can only found cities on non-barren land spaces with no cities and no foreign units. Founding multiple cities must be done through multiple actions (and multiple settlers).

Activate city

Activate a city and do one of the following in that city: **collect** resources, **build** units, or **increase city size**.

If you activate the same city another time during the same turn, you must reduce the city's **mood** by 1 step at the end of the activation each time you do so. An *angry* city can only be activated once per turn.

Collect resources

Collect a number of resources equal to the size of the city (**+1 if the city's mood is happy and only 1 if angry**). Collect from the space the city is on and adjacent spaces. You can only collect resources from a given space once per activation.

The resource you collect from a space depends on the terrain type. You can never collect resources from spaces with another city (regardless of the owner) or with foreign units.

Build units

You can build a number of units equal to the size of the city (**+1 if the city's mood is happy and only 1 if angry**). You can build any combination of units (**settlers**, **armies** and **ships**), but ships can only be built in a city that has a port.

New land units are placed in the city; ships in the sea space of the port (a battle then occurs if there is an enemy ship there).

You may never have more than 4 army units in the same space (army units on ships don't count). Ships and settlers have no stacking limits.

Increase city size

Pay 1 food, 1 ore and 1 wood. Choose a city piece and add it to the city. Each city piece has a special ability, and requires a specific advance in order to add it to your city.

Angry cities cannot increase in size. A city can't grow to a size larger than the total number of cities you have (they do not reduce in size if you subsequently lose cities). Cities can only have 1 of each type of city piece.

Ports can only be built in cities adjacent to a sea space. The port city piece is placed so that it extends into a sea space, which is the space where you place ships built by the city.

Move units

Move up to 3 units or groups of units. A group is a number of units moving from the same space to the same space (at the same time). Move units/groups 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.

A battle occurs if your units move into a space with enemy units or cities. Resolve battles as they occur; they must be completed before moving further units/groups.

You may not move your army units until you have the *Tactics* advance (but you can still build armies and fight if attacked).

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).

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

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

Forests: Units that move into a forest space can be moved again, *unless* this move results in a battle.

Settlers cannot move into the same space as foreign units or cities unless they are part of an army.

Ship movement

Ships can move between *any* connected sea spaces with a single move action. Trace the route, as you must stop and battle if you move into a sea space with a foreign ship. Ships that battle other ships cannot be moved again during the 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. Instead of moving on land, you may move land units onto a ship in an adjacent sea space, or, if they are already on a ship, have them disembark to an adjacent land space.

During the same move action you may also move both land units and ships, as long as you move no more than 3 units/groups, and that each unit/group only moves once per action.

Land units may still leave or enter ships that have participated in a battle (though those who have participated in a battle may not move onto Ships).

Civic improvement

Increase the mood of a city 1 step by paying a number of mood tokens equal to the city's size.

If you have enough mood tokens you may, during one action, increase the mood of as many cities as you want, by as many steps as you want.

A city's mood is either **neutral** (how all cities start – no mood token), **angry** (red Mood token) or **happy** (yellow mood token).

Cultural influence

Use one of your cities to exert cultural influence over another city.

The target city must be at least size 2 and within range of your city. The range is equal to your city's actual unmodified size.

Roll a die: a roll of 5 or 6 is a success. Exchange 1 of the city's non-settlement city pieces into your color; gaining a VP at the expense of the city's owner (or another player who had the piece under their influence).

It does not matter which city piece you exchange; to the owner of the city, the piece itself still functions normally, unless specifically stated otherwise.

Influence attempts can be boosted by spending **culture tokens**:

Increase range: +1 space per culture token spent.

Add to die result: +1 per culture token spent (may be spent after rolling).

You can only make 1 successful Cultural Influence action per turn (but you may use several actions to get that one success).

A city with a foreign piece may not be used to make a Cultural Influence attempt. You may target your own cities to remove foreign cultural influence.

Cultural influence may cross sea spaces, but not unrevealed regions.

STATUS PHASE

All players (in turn order, beginning with the current starting player) complete the first stage, before moving on to the second stage, and so on.

1. Completed objectives?

Players declare if they have completed any objectives. Completed objectives are placed in front of the player.

There is no limit to how many objective cards can be fulfilled, but only one of a card's two objectives can be completed.

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

2. Receive a free advance

Each player receives 1 free advance. If the new advance results in an event, resolve it immediately.

Action cards meant to be played upon getting an advance may also be used at this point (but after an event, if any).

3. Draw cards

All players draw 1 action card and 1 objective card. There is no hand size limit.

4. Raze size 1 city

Players may raze one of their size 1 cities, removing it from the board, and getting 1 gold compensation.

This is useful if a city is blocking a larger city's access to resources or if the player does not expect or want to defend it.

5. Determine first player

The player with the highest combined culture and happiness levels decides who will be the starting player in the following round (on a tie, the first tied player to the left of the current first player gets to decide).

If no one has a combined total larger than the current first player, the turn order remains the same.

COMBAT

Land combat

Each **combat round**, players make a **combat roll** by rolling an amount of dice equal to the number of army units they have in the battle. The sum of that roll is the **combat value** (CV).

Divide the CV by 5 to get the number of **hits** (round down).

Both players remove 1 army unit per hit they receive. If a side loses all their units, they have lost the battle. If both sides lose all their units, combat ends with no winner or loser. If both sides still have units, a new combat round takes place unless the attacker chooses to cease the attack.

The attacker may **cease the attack** after each combat round. If so, combat ends and the attacking units return to where they came from. All units in the battle must retreat from the battle together.

Players with the *Tactics (Warfare)* advance may play 1 action card each round for its **combat effect**. The attacker declares first if they wish to play a card, followed by the defender.

A combat card only affects the combat round it is played.

A combat card indicates which type of unit (or Fortress) that can benefit from the card: Army, Fortress, or Ship.

Capturing cities

A city is **captured** if your army units are alone in a foreign city.

Exchange the owner's city pieces with matching pieces in your color. City pieces under cultural influence by other players are not replaced. If the city was **happy** or **neutral** when attacked:

1. **Spoils of war:** You receive X gold (X equals the city's size).

2. **Refugees:** The previous owner gets a settler in a city of their choice (if they have no cities left, they get no settler).

3. The city becomes **angry**.

If you do not have the prerequisite advance for a city piece in a captured city, you cannot use that city piece's special power, nor does it count toward the completion of objectives that require these city pieces. They do, however, still count toward city-size and VP at the end of the game.

If you capture a city containing city pieces that you have run out of, then these are removed from the captured city. If you are missing the settlement city piece, the entire city is removed. Every city piece removed in this manner gives you a 1 gold compensation.

Settlers in combat

Settlers cannot fight. If settlers end up in a space alone with a foreign army unit, a battle occurs in which any settlers are defeated automatically (no cards are played or dice rolled). Settlers together with friendly armies are eliminated if the army is eliminated.

A settler moving with an army also moves back to where it came from if the army ceases to attack.

Naval combat

A naval battle occurs if you move or build ships into a sea space with an enemy ship. Combat is handled as above and ships may also cease to attack and move back to the space from which they started their movement.

Land units transported by ships play no role during naval combat. However, when a ship takes a hit and is eliminated, any land units on the ship are also eliminated.

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 the units disembark onto a space containing enemy units, a land battle occurs as normal.

BARBARIANS

Barbarians can enter the game in 2 ways: event cards and exploration.

When exploring, if you reveal a region with a **barbarian icon** in the middle, place a **barbarian settlement** and a **barbarian unit** on one of the fertile spaces of that region (exploring player's choice, though never the space that the settler entered).

Barbarians attack!

Barbarians mostly attack due to event cards, but can also attack through the *Mercenaries* action card. A barbarian attack follows normal combat rules except:

The battle lasts only 1 combat round.

Hits are applied to units in the city if any (settlers or armies—target's choice). Once there are no more units to absorb hits, each hit reduces the size of the city by 1 step (by removing a city piece). If reduced below size 1, the city is destroyed. A Fortress still cancels a hit/attacks the first round.

If the city is reduced by 1 or more sizes, it becomes **angry**.

Any surviving barbarians end up in their settlement after the first round of combat.

Attacking a barbarian settlement

If you move your units into a barbarian settlement, combat begins as normal. One of the other players rolls the dice for the barbarians, but cannot play action cards for them.

If you move army units into an undefended barbarian settlement or defeat all the opposition, you **capture** it. **You earn 1 gold for every barbarian defeated in the battle.** Then either:

1. Keep the city (change to your color) and make it **angry**, *or*

2. Raze the city (remove it from the board) and earn an additional 1 gold.

EVENT CARDS

When your culture or happiness level reaches 3, 5 or 7, draw an event card and resolve it immediately. Both indicators activate an event. If an event card forces all players to do something, this is done in turn order, starting with the first player.

Icons in the top right corner denote special effects which are resolved just after drawing the card. They are always and only resolved when the card is drawn, 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.
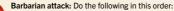
Gold mine: Receive 2 gold immediately.

Exhausted: Place an **exhausted resource token** 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 barbarians). The *Irrigation* advance has no effect on a space with this token.

Barbarians spawn: Do the following in this order:

1. Place a barbarian settlement and a barbarian together on an empty (no units/cities), non-barren land space within 2 spaces of one of your cities.

2. Place a barbarian unit in a barbarian settlement of your choice (including the new settlement).

Barbarian attack: Do the following in this order:

1. Find the barbarian settlements within 2 spaces of your cities, even across sea spaces (no crossing unrevealed regions).

2. Of these, the settlement with the most barbarians attacks the closest of your cities.

If tied for size or range, then you decide which of the tied settlements attacks which of your tied cities.

OBJECTIVE CARDS

Each player starts the game with 1 **objective card** and receives further objectives during the Status phase. Objective cards are kept hidden from the other players. When you complete an objective, place it in front of you.

Objective cards have 2 objectives on them. **Only 1 of the 2 objectives on a single card can be completed**.

Some are completed during the first step of the Status phase, while others are completed immediately after specific criteria are fulfilled.

Multiples of the same objective (objectives with the same name) can never be completed at the same time with the same trigger.

When you complete an objective, place it in front of you.

ACTION CARDS

Players start the game with 1 **action card** and get new ones mainly during the Status phase.

The action card lists the effect and when you can play it. Discard an action card after playing it.

There is no limit to how many action cards you can play for their non-combat effect (aside from the limits presented on the cards). However, you may not play 2 of the same cards during the same trigger.

If you have the *Tactics (Warfare)* advance, you may play action cards for their combat effect (on the lower half).

PLAYER TRADES

During your turn, you may **trade** with other players. You may also trade with a player during that player's turn. You may trade (at whatever cost you can agree on): resources; action cards; objective cards; mood tokens; and culture tokens.

Trade deals with an immediate transaction of the above items must be fulfilled. Verbal agreements of a diplomatic/political kind, as well as loans and transactions to happen at a later time, are not enforced by the game. Only the players' conscience and goals determine their validity.

WONDERS

There are 7 **wonders** in the game, each represented by a card and a vertical token. Wonders are revealed by the *Engineering* and *Monuments* advances. This means taking the top **Wonder card** and placing it faceup on the table.

Any player may build a revealed wonder on their turn by fulfilling the requirements and paying the cost. Any specific wonder can only be built by 1 player. Once built, that Wonder card is placed next to their player board, and the corresponding vertical token is placed in one of their cities.

The wonder itself does not add to the size of the city, or affect it in any way unless stated on the specific Wonder card. A city can only have 1 wonder.

If the city is destroyed, you lose the wonder (and its VP). If you lose the city to another player, the conqueror gets the wonder and its VP.

EXPLORATION

Reveal regions by moving units into them. Armies, ships and settlers can be used to explore a region, but only a settler can found a city. A revealed region is placed as follows:

1. The space which was moved into may not be a sea space.

2. A sea space must be placed adjacent to another sea space (unless this conflicts with rule 1).

3. 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 a sea space, if any, touches the edge of the board.

If after following these rules there remains 2 ways to rotate the region, you may rotate it as you see fit.

Remember to add a barbarian settlement and a barbarian unit whenever a revealed region has a **barbarian icon** in the middle.

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 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.

WINNING THE GAME

The game ends after 6 rounds, or before that if one of the players has no cities left when entering the Status phase. The winner is the player with the most **victory points** (VP).

Each player counts their VP (including half points):

1 VP per city piece of yours on the board
½ VP for each advance you have
5 VP per wonder
2 VP per objective
Event cards that offer VP

On a tie, whoever built the *Great Pyramids* wonder wins. Otherwise, go through the above list one by one starting from the top: the winner is the player with the most points from city pieces, then if tied, the most points from advances, and so on. If still tied, it is a joint victory.

VARIANTS

Events

1. No events: Draw events, but only for the effect of the event icons (such as barbarians).

2. Optional events: Rather than being forced to draw an event card, players can decide to draw if they want to push their luck. If they decline, a card is still drawn, but only for the effect of the event icons.

4 Round game

For a shorter 4 round game, start with 2 settlers and 1 **happy** city.

During the *Free Advance* step of the Status phase, players get 2 advances instead of 1. Each player gets their first advance in turn order, then continue to the second advance, also in turn order.

Variable end game

To introduce some uncertainty about when the game ends, use the back side of the turn track that goes up to 7 rounds.

The first player about to start one of the last 5 turns rolls a die, and if the die result is within the depicted range, the game ends immediately and points are counted.

Alternatively, rather than rolling, the game ends if a player builds a wonder during one of the last 5 turns. Once the wonder is built, players finish this turn and points are counted immediately after the turn where the wonder was built (before the Status phase).

GAME ROUND
ACTIONS

Advance

Standard cost: 2 food (or ideas which can substitute food 1:1 when buying an advance).

Place a cube next to any advance you buy. If it has a blue (culture) or yellow (happiness) border, move the corresponding indicator up 1 step and take 1 token of the matching type.

Whenever you get an advance in a new category, you must pick the top advance of the category. Then you can buy any one of that category's advances except for those with a prerequisite. Prerequisite advances are in red text. Prerequisite city pieces are in yellow text.

You need the *Storage* advance to have more than 2 food.

You can only have advances from 1 Government type.

Found city

Found a city on a space where you have a settler. Replace the settler with a settlement piece. Settlers can only found cities on non-barren land spaces with no cities and no foreign units.

Activate city

Activate a city **collect** resources; **build** units; *or* **increase city size** in that city.

If you activate the same city again during the same turn, reduce its **mood** by 1 step at the end of the activation. An *angry* city can only be activated once per turn.

Collect resources

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

The resource you collect depends on the terrain type. You can never collect resources from spaces with another city or with foreign units.

Build units

Build units equal to the size of the city (+**1 if the city's mood is happy and only 1 if angry**). Ships can only be built in a city that has a port.

You may never have more than 4 army units in the same space (army units on ships don't count). Ships and settlers have no stacking limits.

Increase city size

Pay 1 food, 1 ore and 1 wood and add a city piece. Each has a special ability, and requires a specific advance.

Angry cities cannot increase in size. A city can't grow to a size larger than the total number of cities you have. Cities can only have 1 of each type of city piece. Ports can only be built in cities adjacent to a sea space.

Move units

Move up to 3 units or groups of units.

A battle occurs if your units move into a space with enemy units or cities.

You may not move your army units until you have the *Tactics* advance (but you can still build armies and defend).

Land movement

Each land unit/group may move 1 space per move action.

Battles: Units that have participated in a battle (including capturing a city) cannot be moved again the same turn.
Mountains: Units that move into a mountain space cannot be moved again the same turn.
Forests: Units that move into a forest space can be moved again, *unless* this move results in a battle.

Settlers cannot move into the same space as foreign units or cities unless they are part of an army.

Ship movement

Ships can move between *any* connected sea spaces with a single move action. You must stop and battle if you move into a sea space with a foreign ship. Ships that battle other ships cannot be moved again during the same turn.

With the *Navigation* advance, ships can move around the board from one group of sea spaces to the first available sea space(s) in the sailed direction.

A ship may transport 2 land units.

Civic improvement

Increase the mood of a city 1 step by paying mood tokens equal to the city's size.

Cultural influence

Use one of your cities to exert cultural influence over another city of at least size 2 and within range of your city. The range is equal to your city's actual unmodified size.

Roll a die: a roll of 5 or 6 is a success. Exchange 1 of the city's non-settlement city pieces into your color; gaining a VP from the player who had the piece under their influence.

Boost Influence attempts by spending **culture tokens**:

  Increase range: +1 space per token.

  Add to die result: +1 per token (may spend after rolling).

You can only make 1 *successful* Cultural Influence action per turn, and may target your own cities to remove foreign cultural influence.

STATUS PHASE

1. Completed objectives?

Players declare if they have completed any objectives. Only one of a card's two objectives can be completed. **After the 6th round or if a player has no cities, the game ends after this step of the Status phase.**

2. Receive a free advance

Each player receives 1 free advance. If the new advance results in an event, resolve it immediately.

3. Draw cards

All players draw 1 action card and 1 objective card.

4. Raze size 1 city

Players may raze one of their size 1 cities, removing it from the board, and getting 1 gold compensation.

5. Determine first player

The player with the highest combined culture and happiness levels decides who will be the starting player in the following round.

COMBAT

Land combat

Each **combat round**, players roll dice equal to the number of army units they have in the battle. The sum of that roll is the **combat value** (CV). **Divide the CV by 5** for the number of **hits** (round down).

Remove 1 army unit per hit. If both sides still have units, a new combat round starts.

The attacker may **cease the attack** after each combat round. Combat ends and all the attacking units return to where they came from.

Players with the *Tactics (Warfare)* advance may play 1 action card each round for its **combat effect**. The attacker declares first. **A combat card only affects the combat round it is played** and indicates which type of unit benefits from the card.

Settlers cannot fight.

Capturing cities

A foreign city is **captured** if your army units are alone in it. Exchange the owner's city pieces with matching pieces in your color. City pieces under cultural influence by other players are not replaced. If the city was **happy** or **neutral** when attacked you receive X gold (X equals the city's size) and the city becomes **angry**. The previous owner gets a settler in a city of their choice (if they have no cities left, they get no settler).

Naval combat

A naval battle occurs if you move or build ships into a sea space with an enemy ship. Ships may also cease to attack and return to the space from which they started moving.

Land units transported by ships play no role during naval combat, but when a ship takes a hit and is eliminated, any land units on the ship are also eliminated.

BARBARIANS

When exploring, if you reveal a region with a **barbarian icon** in the middle, place a **barbarian settlement** and a **barbarian unit** on one of the fertile spaces of that region.

A barbarian attack follows normal combat rules except the battle lasts only 1 combat round, and hits are applied to units in the city if any (settlers or armies—target's choice). Once there are no more units to absorb hits, each hit reduces the size of the city by 1 step. A Fortress still cancels a hit/attacks the first round. If the city is reduced by 1 or more sizes, it becomes **angry**.

If you move your units into a barbarian settlement, begin normal combat. If you move army units into an undefended barbarian settlement or defeat all the opposition, you **capture** it. **Earn 1 gold for every barbarian defeated in the battle**. Then either keep the city (change to your color) and make it **angry**, *or* raze the city (remove it from the board) and earn an additional 1 gold.

EVENT CARDS

When your culture or happiness level reaches 3, 5 or 7, draw an event card and resolve it immediately.

Gold mine: Receive 2 gold immediately.

Exhausted: Place an **exhausted resource token** 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 barbarians). The *Irrigation* advance has no effect on a space with this token.

Barbarians spawn:
1. Place a barbarian settlement and a barbarian together on an empty (no units/cities), non-barren land space within 2 spaces of one of your cities.
2. Place a barbarian unit in a barbarian settlement of your choice (including the new settlement).

Barbarian attack:
1. Find the barbarian settlements within 2 spaces of your cities, even across sea spaces (no crossing unrevealed regions).
2. Of these, the settlement with the most barbarians attacks the closest of your cities.

OBJECTIVE CARDS

Only 1 of the 2 objectives on a single card can be completed. Multiples of the same objective can never be completed at the same time with the same trigger.

WONDERS

Wonders are revealed by the *Engineering* and *Monuments* advances. Any player may build a revealed wonder on their turn by fulfilling the requirements and paying the cost.

Any specific wonder can only be built by 1 player and a city can only have 1 wonder.

If the city is destroyed, you lose the wonder (and its VP). If you lose the city to another player, the conqueror gets the wonder and its VP.

CLASH OF CULTURES

CIVILIZATIONS

SETUP

Shuffle the new **event cards** into the event deck. Some of the new cards have 2 event icons; resolve the top one first.

Shuffle the new **objective cards** into the objective deck.

Set up the basic game. Then:

Each player gets 2 random **civilization boards** and selects one. Simultaneously reveal the choices and place your board next to your player board. Return the unchosen boards to the box.

Each player takes the 3 **leader cards** matching their civilization and draws one at random. Place it above the civilization board and keep the remaining leader cards facedown within reach. Places your **leader miniature** in your starting city (leaders are represented by a settler miniature in a different shade of your player color).

Remove 2 of each type of settlement piece from the base game.

Some civilizations use an alternate starting region, as shown on their civilization board. For these, replace the normal starting region with the matching alternate starting region.

SPECIAL ADVANCES CATEGORY

Each civilization has a **special advances category** with 4 unique special advances. These are obtained by buying basic advances, listed in green with each special advance.

As soon as you gain the appropriate basic advance, also place a cube in the special advance to show that you now have the special advance as well. There is no other prerequisite or special order needed to buy them. Like basic advances, **each special advance counts as ½ a VP each**.

If you lose the basic advance that gave you the special advance, you also lose that special advance. The lost special advance is immediately regained if that basic advance is reacquired.

The special advances category counts as an advance category for the objectives *Focused* and *Balanced*.

If a special advance lists a Government category rather than a specific advance, this means that the top advance within that Government category gives you access to the special advance.

LEADERS

Leaders aren't units (advances, cards, powers etc that refer to a unit do not refer to leaders unless specified) but they move like one, lending their abilities to nearby units and cities.

Each leader has 2 abilities listed on its leader card. If an ability refers to the leader's army, ships, or city, this means the army or ships in the leader's space, or the city the leader is in. Abilities that add to the CV add to it every combat round unless otherwise noted.

Movement
Leaders behave exactly like settlers in regards to movement, except they don't take up any space on ships.

Death
Leaders can't fight on their own, and are eliminated in battle just like settler units (including during barbarian attacks). They can also die from event cards that specifically target leaders.

When your leader dies, remove the miniature from the board and discard the leader card from above your civilization board.

If you kill an enemy leader in a land or sea battle, take its leader card and place it in front of you with your completed objectives, where it counts as 2 VP.

Getting a new leader
As a last step in the Status phase, you can get a new leader if you wish. If your leader is still alive, discard your current leader card and remove your leader miniature from the board.

Draw a new random leader from your unused leader cards and place it above your civilization board. Place the leader miniature in any of your cities.

A discarded or killed leader cannot enter the game again at a later point.

CITY PIECES

The 3 new city pieces are used in the same way as the pieces from the base game.

Each city can still only have 4 city pieces in addition to the central settlement piece.

Market
(requires *Bartering* advance)

Cities with a market may build cavalry and elephant units.

Get 1 gold each time an opponent uses *Trade Routes* with one or more of your cities with a market (only 1 gold, even if an opponent trades with more than one of your market cities). A player may choose not to use a trade route that connects with an opponents' city with a market.

Obelisk
(requires *Art & Sculptures* advance)

This city piece is immune to cultural influence, and remains in the builder's color even if the city is captured.

A captured city with an obelisk in another color is considered to be under cultural influence by the obelisk's builder.

Apothecary
(requires *Mathematics* advance)

After a battle or an event card where you lost land units, you may pay 1 food (you may pay with gold instead, as normal) for each lost unit you wish to place in a city with an apothecary (1 unit per apothecary).

Units that moved on your turn are still regarded as having moved after appearing in an apothecary. Units revived by an apothecary still count as being eliminated or defeated in battle.

You always revive the exact same units that were lost. So for the *Black Death* event, you would remove the units from the event card when reviving them.

Players who capture a city with an apothecary may use it immediately to revive units they lost in the battle.

CAVALRY & ELEPHANTS

Cavalry and **elephants** are new army units that add a die to combat, just like regular army units.

Any reference to **army units** also refers to cavalry and elephants. **Infantry** refers specifically to the regular army units from the base game.

Each cavalry unit adds +1 CV to combat rolls per infantry unit in the army.

Each elephant unit makes your combat rolls of 1 and 2 cancel hits rather than add to your CV (even if there are no hits to cancel). Rolls of 1 and 2 in excess of the number of elephants you have are added to the CV as normal.

You either *build* cavalry and elephants from specific cities with markets or all your cities can *build* them due to your civilization's special advances.

The *Cavalry* combat effect from action cards in the base game can be played as normal with any army unit.

Cavalry and elephants must always be taken as casualties before infantry, and in the case of barbarian attacks, also before settlers and leaders. This applies to combat rolls, effects of combat cards and event cards.

If an event card allows you to select a space to remove units from, you don't have to choose a space with cavalry or elephants over spaces with just infantry or settlers.

Which of the 2 types—cavalry or elephants—are removed first in a mixed army is decided by the player who receives the hits; and for barbarians by the opponent player who is rolling the barbarian's dice.

Barbarian cavalry and elephants
The 4 barbarian cavalry and 4 elephants have the same powers as the player versions.

During the second step of the **barbarians spawn icon** on event cards, when you place an extra barbarian unit, you may place an available barbarian cavalry or elephant unit instead—but only if the settlement already has at least 1 barbarian infantry.

PIRATES

Entering the game
When you reveal a region with 2 sea spaces, place it normally, then place a pirate ship (black ship) on one of the spaces. You may permanently mark these regions with a pirate icon using the stickers.

An event card with a **pirate icon** also spawns a pirate ship.

Effect
Pirate ships block the collection of resources from the sea spaces they are in and all adjacent sea spaces. They also 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, and must stop and fight them when entering their spaces. When using *Navigation*, pirate ships only block if they occupy the only entrance to, or exit from, a group of sea spaces.

If several connected sea spaces are all touching the edge, the ship using *Navigation* can use any of them to enter or exit when moving around the edge of the board.

When you explore a new region with a ship, place the region normally, then place a pirate ship if needed. You may move directly to the pirate ship's space to battle it. If you don't wish to fight and the pirate ship blocks you from entering the region, then you may move your ship back to the space it moved from.

An event card with a pirate icon triggers a **pirate raid**.

Pirate icons
When you draw an event card with a **pirate icon**, perform a **pirate raid** and then a **pirate spawn/move**.

1. **Pirate Raid:** For each pirate ship you can pair with a unique coastal city of yours within 2 spaces (land or sea), you must lose a resource or a mood token. Each pirate ship can only be paired with 1 city and each city must be paired with a different pirate ship (similar to *Trade Routes*).

    For each that you are unable to pay, you must reduce the mood of a paired city if possible. *Myths* may not be used to avoid this mood reduction.

2. **Pirate Spawn/Movement:** Place an unused pirate ship on any sea space that doesn't contain a player ship. If all 4 pirate ships are in play, you may take 1 of them and place it in any sea space that doesn't contain a player ship (or you may leave all 4 where they are).

Pirate ships controlled by Carthage are not considered pirate ships, so they do not raid or move.

Attacking pirates
Moving your ships into a space with pirate ships starts regular naval combat. An opponent player rolls the dice for the pirate ships, but cannot play combat cards for them. **For every pirate ship you defeat, you get 1 gold and 1 mood token.**

VARIANTS

Lead us
Instead of randomly drawing leaders at the beginning of the game, players may choose which leader they start the game with. During Status phases, players may pick a new leader rather than randomly drawing one.

What if?
Shuffle leaders together into one deck. Assign 2 civilizations to each player and pick one (normal rules). Then each player draws a leader from the shared leader deck as the leader they will begin with. Players still only have access to 3 leaders, and they are all drawn randomly from the shared leader deck.