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Game:	Sid Meier's CIVILIZATION: THE BOARD GAME
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SID MEIER'S CIVILIZATION THE BOARD GAME

SETUP

Players choose a player color then select or randomly draw a **civilization sheet** each and place it faceup in front of them. Each player takes, in their color: 8 **plastic figures** (6 armies and 2 scouts); 3 **city markers** (1 capital and 2 cities); 4 **military tech markers**; and a deck of 36 **tech cards**; also a reference sheet, a setup card and a deck of 4 government cards each.

Place the **unit cards** on the **market board**, shuffled into artillery, infantry, mounted, and aircraft decks. Each player takes 1 artillery, 1 infantry, and 1 mounted unit and places them facedown in a single pile as their **standing forces**.

Each player takes their lower ranked **military tech markers** for artillery, infantry, and mounted units, and places them in the area below the appropriate unit deck with 1 stripe sides faceup. Then each player takes their aircraft military marker and places it below the aircraft unit deck with the star side facedown. Set aside the other military tech markers for now.

Sort the **building markers** by type and place them in their spaces. An *upgraded* building has an arrow next to its name.

Build the **wonder deck** by shuffling the ancient, medieval, and modern wonders separately. Place the modern wonders facedown on the top space of the wonder market; then place the medieval wonders facedown on top. Then place the ancient wonders faceup in the 4 market spaces below the wonder deck. Egypt, if playing, receives one of the ancient wonders at random before the rest are placed in the market; one of the medieval wonders is then drawn and replaces it in the market.

Place the matching **wonder marker** for each of the 4 faceup wonder cards in the space next to its card.

Separate and shuffle the **culture event cards** into ancient (1 column), medieval (2 columns), and modern (3 columns) decks, and place each deck facedown on its space below the culture track at the bottom of the market board. Each player takes the **culture level marker** showing their leader and places it on the start space of the **culture track**.

Place 1 of each **market resource token** per player near the market board, returning extras to the box.

Each player takes their **home map tile** and places it faceup in front of them, oriented as indicated in the setup diagram for the number of players. Return unused home tiles to the box. Shuffle the **neutral map tiles** and deal them out facedown to form the rest of the map as indicated. Return unused neutral map tiles unseen to the box.

Shuffle the **great people markers**, the **hut markers** and the **village markers** facedown near the market board in separate piles. Place the **culture, wound, and coin tokens** next to the market board in separate piles. Place the **combat bonus cards** and the **Space Flight tech card** faceup near the market board along with the **disaster markers**.

Choose a first player and give them the **first player marker**.

Each player places their **capital city marker** (unwalled side up) on one of the 4 center squares on their home map tile. The city's square is the **city center**, and the adjacent 8 squares are the **city outskirts**.

Each player takes bonuses as listed on their civilization sheet:

America gains a random great person, placed in the outskirts of their capital at the end of setup.

China begins with its capital city marker *walled* side up.

Egypt gains a random ancient wonder (already taken from the market board), placed in the outskirts of the player's capital.

Germany gains 2 extra infantry units from the market board, adding the units to their standing forces.

Rome begins governed by *Republic* instead of *Despotism*.

Russia gains the white Russian army figure; when figures are placed on the map, this is also. **Russia** begins governed by *Communism* instead of *Despotism*.

Each player takes one of their army figures and one of their scout figures and places them (separately or together) in 1 (or 2) of their city outskirts squares (not water squares).

Each player places their starting **tech card** faceup in front of them (always in the bottom row of their tech pyramid regardless of the card's level). If another player learns that tech through any means, the tech is still considered to be its normal level.

Each player stacks their government cards so that the *Despotism/Republic* card is on top (*Despotism* side faceup), and places the stack on the civilization sheet space. Players starting with different governments place the appropriate card faceup on top of their cards.

Each player counts all of the **trade symbols** in the 8 squares of their city outskirts and sets the large outer **trade dial** on their civilization sheet to that total. Set the small inner **economy dial** to 0 (or more if the player receives coins from a map square or great person during setup).

Each player places 1 city marker, their remaining 5 army figures, and their remaining scout figure by their civilization sheet. The other city marker is set aside until the player learns the *Irrigation* tech and may add it to these available items.

Each game turn is composed of 5 phases performed in the following order.

1. START OF TURN

Pass the first player marker to the left (except on the first turn). Starting with the new first player, each player performs any *start of turn* actions, builds any new cities, and changes governments if desired.

Building new cities

If you have fewer built cities than your maximum number of cities (2 normally, 3 if you have researched the *Irrigation* tech), you may build 1 or more new cities.

You must have a **scout figure** in each square you wish to place a city marker in. In addition, the square cannot be a water square; there must be 8 revealed squares adjacent to the square; it cannot be adjacent to a hut or village token or an enemy figure (army or scout); and it must be 3 squares or more away from any other city marker (including diagonals).

Return the scout to your civilization sheet, then place a city marker on the space, unwalled side up. **Only squares in a city's outskirts provide icons and resources.**

Any friendly figures in the square where a city is built (besides the sacrificed scout) are immediately moved to an adjacent square that they can legally end their movement in.

A city generates trade and production in the same turn it is built.

Changing governments

If you *unlock* a new form of government during the Research Phase, you may change to that government during the Start of Turn Phase of the following turn. Place the corresponding card, appropriate side faceup, on top of your government deck.

If you wish to change to a different government on any turn *other* than the turn immediately after unlocking that government, you must first change to the *Anarchy* transitional government. If you are in *Anarchy*, you may change to any other government you know during the Start of Turn Phase of the next turn after entering *Anarchy*.

Any ongoing benefits from a government only last while your civilization continues to be ruled by that government.

2. TRADE

Each player (simultaneously if desired) collects trade; then all players may negotiate and/or trade.

Collecting trade

Each player increases their **trade dial** by the total **trade symbols** in the city outskirts of all their cities.

Scouts may gather trade symbols in their squares. A square occupied by enemy figures does not produce trade.

Negotiating and trading

Players may negotiate and/or trade among themselves. Trades may include an exchange of any or all non-binding promises; points of trade; unspent culture tokens; resource tokens from the market or from hut/village tokens; and culture event cards.

A player who exceeds their culture hand size as a result of a trade must immediately discard down to their hand size.

Items *not* listed may not be given or traded to another player unless specifically allowed by a card or ability.

3. CITY MANAGEMENT

Starting with the first player, each player takes 1 **city action** with each of their cities.

a. Produce a figure, unit, building, or wonder

The city can produce 1 item with a **production cost** equal to or less than the total **production symbols** in its outskirts.

The entire production cost for an item must come from the city producing it. Excess production cannot be saved.

For every 3 points by which you reduce your trade dial, you may boost the production of one of your cities by 1 for a single turn. You may do this as often as desired.

Scouts may gather production symbols in their squares. A square occupied by enemy figures does not generate production.

Producing figures

You may produce an army or scout figure if you have at least 1 unspent figure of that type and can meet its production cost. Take one of the figures from next to your civilization sheet and place it in the outskirts of the city that produced it. Figures may not be placed in a water square unless you have learned a tech that allows your figures to end their movement in water. Figures may be placed in the same square as other friendly figures, but the total figures in a square cannot exceed your stacking limit.

Army figures cost 4 each, and are the only figures that can fight battles and explore huts and villages.

Scout figures cost 6 each, and may be used to build new cities or to gather extra trade, production, or other resources. They cannot enter squares containing huts or villages and are killed immediately if attacked by an army (unless they have a friendly army escorting them).

Producing units

Unit cards represent an army's specific units. To produce a unit, ensure the city can meet its production cost, then draw a unit card at random from the appropriate deck and add it to your standing forces pile.

If a unit deck is empty, units of that type are not available until some are killed and returned to the deck. Aircraft units require the *Flight* tech to be produced.

If you reach units that have been returned faceup to the bottom of a deck when drawing, turn the deck over and shuffle it.

To determine the production cost of a unit, look at the market board to see how advanced the units of that type are:

Artillery, infantry, or mounted units, cost per unit:

Rank 1: 5; Rank 2: 7; Rank 3: 9; Rank 4: 11.

Aircraft units always cost 12 each (once unlocked).

Producing buildings

To produce a building, you must know a tech that unlocks it. Its cost is on the tech that unlocks it and on the market board.

Buildings are limited to the available components. Once all of a certain type have been produced, no more can be produced until one of that type is destroyed.

A building must be placed in the outskirts of the city that produced it.

Buildings are restricted to certain types of terrain, as noted on the market board. Any number of a given type of building may be built in a city as long as suitable terrain exists.

Building names separated by a slash are the *basic* and *upgraded* forms of the same building type, on the front and back of the same marker.

Once a building marker is placed on a square, its icons replace any on the square. A water square with a Harbor placed in it is still considered to be water for the purposes of movement.

Limited buildings (star) are restricted to 1 per city.

City walls may be built using the *Masonry* tech and are treated like any other building, except they are considered to be in the city's center. Flip the city marker to its walled side. Only 1 *City Walls* may be built per city.

Producing wonders

To produce one of the wonders faceup in the market, pay the production cost on its wonder card (or the discounted cost if you know the specific tech listed).

The entire cost must be paid by a single city.

Place the wonder card faceup in front of you and the wonder token in the outskirts of the relevant city. Then draw a new wonder from the wonder deck and add it to the market, with its corresponding wonder marker next to the card.

Wonders may be placed on any terrain except for water and are restricted to 1 per city. A city may contain both a wonder and 1 limited building.

Abilities affecting buildings do not affect wonders unless explicitly stated.

Certain tech cards allow a player to obsolete a wonder, negating its special ability for the rest of the game.

Replacing buildings and wonders

You may replace one of your existing buildings or wonders when placing a new building or wonder (a wonder may replace a building and vice versa). The new building or wonder must be able to be legally placed once the old one is removed. You may not replace another player's building or wonder.

Old buildings are returned to the market. Old wonders and their cards may not be rebuilt for the rest of the game.

b. Devote to the arts

Take 1 **culture token** from the stockpile, plus 1 additional token per **culture icon** that appears in the outskirts of the city.

Scouts may gather culture symbols in their squares. A square occupied by enemy figures does not produce culture.

Spending culture

Any time during your City Management Phase, you may choose to spend some or all of your culture tokens to advance your **culture level marker** up the culture track on the market board.

Pay the cost listed on the space your marker is entering, move your marker, then claim the reward shown on the space.

Higher up, advancing on the track costs trade as well as culture. Both costs must be paid in full for each space advanced (trade is spent from your trade dial).

You may advance as many spaces up the culture track each turn as you can afford. Multiple markers may occupy the same space.

The 3 different types of spaces are:

Culture event: Draw a culture event card from the culture event deck pictured on the space and secretly add it to your hand. If you exceed your culture hand size, immediately discard down to your hand size before any culture event cards can be played.

Great people: Draw a great person marker at random from the facedown pile. You may then either immediately place the great person in a city or hold it in reserve.

Culture victory: You immediately win the game (culture victory).

Culture event cards

Culture event cards are kept secret in a player's hand. Your maximum hand size starts at 2, but may be increased by tech.

They may only be played during the phase indicated on the card. Read the title and the effect and then perform the effect before discarding the card.

Discarded culture event cards are placed faceup at the bottom of the appropriate deck. If you reach a card that is faceup, turn the deck over and shuffle it to create a new culture event deck.

Great people

A new great people marker may be immediately placed in the outskirts of one of your cities, on any terrain except water. They replace any building or wonder they are placed on.

A great person marker that is replaced (by having a building, wonder, or another great person placed in their square), is held in reserve and returned to your civilization sheet instead of being discarded (they have no effect when not on the map).

During the Start of Turn Phase of any turn, you may place any great people on your civilization sheet back on the map as above.

c. Harvest a resource

To take this action, the city must have a square with that resource's icon in its outskirts.

Take 1 resource token of that type from the market board and place it on your civilization sheet. You cannot harvest a resource if the market is out of that resource, and a **city may only harvest 1 resource per action**.

Resources power **resource abilities** on tech cards. Each time you want to use a resource ability, pay its cost by spending the appropriate resource(s).

Scouts may harvest resources in their squares. A square occupied by enemy figures cannot be harvested.

4. MOVEMENT

Starting with the first player, each player moves any or all of their figures (armies and scouts), one at a time, up to a number of squares equal to their civilization's travel speed.

A civilization's travel speed starts at 2, but may be increased by learning tech such as *Horseback Riding*. **Figures cannot move diagonally**. A figure that has begun its move must complete it before any other figure may move.

You may move several figures as a group if they all begin this phase in the same square. You may never have more figures in a single square than your **stacking limit**. The stacking limit starts at 2, but may be increased by learning tech such as *Masonry*.

At the start of the game, figures cannot enter water squares, but acquiring certain tech can allow your figures to do so. The *Navigation* tech allows a player's figures to cross water but not make any movement that would result in ending their movement in a water square.

Certain tech cards, such as *Sailing*, allow your figures to both move through and end their movement on water squares.

Unexplored map tiles

A facedown map tile cannot be moved onto or crossed for any reason, nor can the effects of any tech or culture event card cross or affect any of its squares.

You may **discover** (turn faceup) a facedown map tile by spending 1 square of movement when one of your figures is orthogonally adjacent to the tile. Orient the tile so that the arrow points away from the tile that the figure is on.

Draw 1 random hut marker place it facedown, without looking at it, on each square with a hut icon on the map tile. Draw 1 random village marker and place it facedown, without looking at it, on each square with a village icon.

Exploring huts and villages

Scout figures cannot enter a square with a hut or village marker. An army figure that enters a square with a hut or village marker **immediately ends its movement** and explores the hut or village.

If the marker is a hut, look at it, then place it facedown on your civilization sheet. The resources on the back of hut markers may be spent like resource tokens taken from the market, but they are returned to the box after being spent.

If the marker is a village, the player to the left of the invading player becomes the *barbarian player* and draws 1 artillery, 1 infantry, and 1 mounted unit from the respective decks (if one or more of the decks are depleted, make up the difference from one of the other decks, as chosen by the barbarian player). These units are barbarians and are kept separate from the barbarian player's own units. A battle then takes place between the barbarian player's barbarian units (the defender) and the invading player. Barbarian units are always rank 1.

If the invading player wins, they look at the village marker.

If it shows a great person icon, they discards the village marker and then gains a random great person. Otherwise, the village marker shows a resource and is placed facedown on the player's civilization sheet, where it acts like a hut marker.

If the invading player loses, the army figure that entered the square (or the entire group of figures) is killed and is returned to the player's civilization sheet.

Enemy figures

Scouts cannot enter a square with enemy figures. An army that enters a square with enemy figures immediately ends its move.

If the square contains only enemy scouts, the scouts are immediately killed and the attacking player collects loot as though they had won a battle. If the square contains at least 1 enemy army, a **battle** occurs. If the square contains a mix of both enemy armies and scouts, a battle occurs, but if the losing side in the battle has any scouts in the square, they are killed along with the armies; loot is then collected as normal.

Friendly and enemy cities

A player may move their figures through their own city centers, but they may not end any figure's movement in their city center.

Scouts may enter enemy city outskirts, but they cannot enter enemy city centers. Armies may enter enemy city outskirts, and may also enter an enemy city center—but this immediately results in an attack on the city.

5. RESEARCH

Simultaneously, each player may learn 1 new tech by spending trade, then add their newly learned tech to their tech pyramid.

You must meet the minimum trade cost for the tech and have a legal space in your civilization's tech pyramid. Then place the chosen tech card facedown in your tech pyramid.

Once all players have chosen their tech cards for the turn, all researched tech cards are revealed simultaneously. Tech learned by a player only applies to that player.

You need at least 6 trade to research a level I tech, as indicated on the dial by the 'I' that replaces the number 6. It costs an additional 5 trade for each level thereafter. **Researching a tech spends all of your remaining trade**.

However **you may retain 1 trade for each coin you possess** (this never *increases* your current trade).

The tech pyramid

Level I tech cards may always be legally placed in your tech pyramid, forming its bottom row.

When you learn a level II tech, it must be placed above 2 level I tech cards already in your pyramid. Level III tech cards must be placed above 2 level II tech cards in their pyramid, and so on.

Tech card abilities

Unlocking units, buildings, and governments: When you learn a tech showing a new unit type, building, or government, you immediately *unlock* the ability to produce that unit or building or to change to that government.

At the start of the game, all figures, only the 3 basic unit types (artillery, infantry, and mounted), and the *Despotism* government are unlocked.

Upgrading units: When you learn a tech with a unit upgrade on it, check to see if you already know a better upgrade for that unit type. If not, find the military tech marker for the improved unit type and place it below the appropriate unit deck on the market board to show that your units of that type have been upgraded (or flip the current marker over if the new rank is on the back). Rank 4 is marked with a star.

All units of that type that you have already produced are immediately upgraded. Once you have upgraded a unit, you must now pay the higher cost to produce new units of that type.

Upgrading buildings: Some buildings have a basic and an upgraded form (on the front and back of the same markers). On the market board, upgraded buildings have an arrow next to their names. When you learn a tech unlocking an upgraded building, immediately flip over any of the corresponding basic buildings that you've already produced in your cities.

Once you have unlocked the upgraded version of a building, you can no longer produce the basic version, and must now produce the higher-cost building.

You do not need to know the tech that unlocks the basic building in order to learn the tech that unlocks its upgraded form.

Resource abilities: require resource tokens to be spent. Each has a picture of the resource or resources required to use it (a question mark means any resource of your choice); the phase in which the ability may be used; and the actual ability.

Each given resource ability may only be used once per turn, regardless of how many resource tokens a player has. If a player knows several techs with similar resource abilities, then each may be used once per turn.

Other abilities can be granted by tech cards; see the icon key.

COINS AND ECONOMIC POWER

Players track their coins on their economy dials. Coins do not allow you to keep trade after any event other than researching a tech.

Therefore, your trade can still be reduced below your number of coins when spending trade to reduce production or when trade is taken after the loss of a battle.

Coins on the map

Coins gained from squares on the map are only kept as long as the player retains control of the square (i.e., the square is contained in the outskirts of one of the player's cities or one of the player's scouts remains in the square to gather from it).

If an enemy figure *blockades* the square containing the coin, it is lost while the enemy figure remains there. If a building granting a coin to a player is destroyed, the coin is lost.

Coin tokens

Coin tokens placed on a tech card as a reward for accomplishing a certain task are treated just like coins on the map, except that there is a maximum number of times a given task will provide a coin token. Coin tokens advance the economy dial when gained and cannot be lost.

SCOUT GATHERING

Each turn, beginning the turn after it was placed on the map, a scout **gathers** the contents of the square it occupies. The player declares which of their cities the scout is 'sending' the square to during the Start of Turn Phase, and all of the icons in that square (including trade, production, culture, coins, and resources) are then considered to be in that city's outskirts for the rest of the turn.

If you have a scout in the outskirts of an enemy city on top of a building or wonder, then you both deny your opponent the icons and/or resources in that square, and may also send them home to one of your cities.

Consequently, the city benefits from any trade, production, or other icons in the square for the turn.

BLOCKADES

A square in a city's outskirts that contains 1 or more enemy figures (scouts or armies) does not generate production, trade, culture, coins, or resources for the city's owner. A square may be blockaded even if it contains a building or a great person.

While an enemy figure remains in the same square as a wonder's marker, the special ability on the wonder's card cannot be used and the culture produced by its marker cannot be collected.

Buildings, wonders, great people, and scouts cannot be placed in a blockaded square after being produced. Army figures may be placed in a blockaded square, but doing so immediately results in a battle, with the blockading player as the defender.

A scout may gather icons in a blockaded square in the outskirts of an enemy city. In this case, the square is considered to be a part of the city the scout is sending it to for the turn rather than the city being blockaded.

OBSOLETING WONDERS

Certain techs (*Monarchy* and *Gunpowder*) allow a player to **obsolete** a wonder. When a wonder is obsolete, turn its wonder card facedown, but leave its wonder marker on the map. The wonder's special ability is negated and cannot be used for the rest of the game. However, the wonder marker still produces culture when the city it is in is devoted to the arts.

WINNING THE GAME

Culture victory: As soon as a player advances to the **Culture Victory** space on the market board, they win the game.

Tech victory: When a player researches the level 5 *Space Flight* tech, they win the game. The fewest level I tech cards a player must know to reach level V is five (and a minimum of 15 techs overall is required for a tech victory).

Economic victory: When a player accumulates 15 coins on their economic dial, they win the game. Coins are either gained from squares on the map and building, or from certain techs.

Military victory: A player who conquers another player's capital city wins the game.

ADVANCED TIE-BREAKER VARIANT

On a military victory, the game ends immediately and that player wins. If a player completes a culture, economic, or technology victory, the rest of the turn is played out. After the end of the turn, every player who has completed a non-military victory (remembering that military victories instantly win the game) calculates their victory score, as follows:

Victory Score = Number of Learned Technologies + Number of Spaces Advanced on Culture Track + Number of Coins

The player with the highest Victory Score wins the game. In the event that 2 or more players are still tied, they share the victory.

SID MEIER'S CIVILIZATION THE BOARD GAME

TURN SUMMARY

1. Start of turn

Pass the first player marker clockwise.
In player order, each player may:

Perform start of turn actions


Build new cities

Replace scout figure in a legal square with an unwalled city.

Change government

First change to *Anarchy* government if you did not unlock the new government last turn.

2. Trade

Each player increases their trade dial by the total trade  in the city outskirts of all their cities.

All players may **make deals** to exchange unspent culture tokens, culture event cards, resource tokens from the market or from hut/village tokens; non-binding promises, and/or points of trade.


3. City management

In player order, each player takes **1 city action with each of their cities**.

At any time you may choose to spend some or all of your culture tokens to advance your **culture level marker**.

City actions

Build a figure, unit, building, or wonder

City must pay the **production** cost from  in its outskirts.

For every 3 points off your trade dial, you may boost 1 city's production by 1.



Army figures: 4; **scout figures:** 6.

Artillery, infantry, or mounted units, cost per unit:

Rank 1: 5; **Rank 2:** 7; **Rank 3:** 9; **Rank 4:** 11;

Aircraft: 12 (once unlocked).

Devote city to the arts

Gain 1 culture  plus 1 extra per  in that city's outskirts.

Harvest a resource

Gain 1 resource token from the market board if that matching resource icon is in the city's outskirts.

4. Movement

In player order, each player **moves** any or all of their figures (armies and scouts), one at a time, up to a number of squares equal to their civilization's travel speed (no diagonals).


Exploration Pay 1 square of movement to flip adjacent facedown tile; place random hut and village markers. Army figures entering a hut or village square must end movement and either take hut marker and resources, or attack barbarian village.

Battles occur when an army enters a square with enemy figures.

Armies may explore huts and villages by moving onto them (if they do so, or join battle, their movement ends).

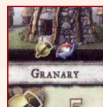
Scouts cannot enter huts or villages. A scout that enters a battle is immediately killed. If accompanied by an army, a scout is only killed if the army figures die.

5. Research


Simultaneously, each player may **research 1 new tech** by paying the tech's minimum  cost, then adding the tech to a legal spot in their tech pyramid.

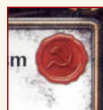
Researching reduces your trade dial to 0, plus 1 for each coin you have on your economy dial (trade cannot *increase*).

TECH CARD ICONS AND ABILITIES



Unlock building

Allows you to build the pictured building for the listed  cost.



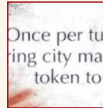
Unlock government

Allows you to change your civilization to the listed government type. This is free if done the turn after it is unlocked, otherwise you must first change your government to *Anarchy*.



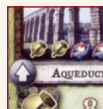
Increase culture hand size

Increases your culture hand size by 1 card. Multiple techs with this ability are cumulative.




Constant ability

Permanently grants you the listed ability, to be used as often as you like unless otherwise stated.



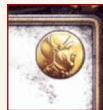
Upgrade building

Grey arrow to the left of the building's name.
Allows you to build the pictured building for the listed  cost, and upgrades all buildings you already own of a certain type (see market board) to that type of building.



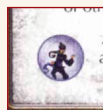
Upgrade unit

Upgrades all unit cards of the indicated type to the listed rank. Units never decrease in rank, and ranks may be skipped.



Gain coin

You gain 1 coin when the tech is learned.



Resource ability

Allows you to spend the pictured resource to activate the listed ability during the stated phase of the turn. Resource abilities may only be used once per turn.

Tech card resources



Incense



Iron



Silk



Spy



Uranium



Wheat



Any

SCOUTS

Build cities: Sacrifice a scout to build a city in its square. You must have an unbuilt city, and the scout must be at least 3 spaces away from any other city, and 2 away from any hut, village, or enemy figure. It cannot be in water, adjacent to the map edge, or adjacent to any unrevealed squares.

Gather: Each scout adds the icons of the space it is in to one of its player's cities (that player's choice) each turn.

COMBAT

When an army moves into a square containing a village marker, an enemy army, or an enemy city, a **battle** takes place.

The player whose army is entering the square is the **attacker**, and the player whose figure or city is being attacked is the **defender** (if a village is being attacked, the player to the attacker's left becomes the defender).

1. Assembling the battle force

The attacker and defender each shuffle their standing forces and randomly draw a number of unit cards equal to their battle hand size.

Battle hand size starts at 3 and may be increased as follows:

- +2 for each friendly army in the square beyond the first
- +1 if governed by *Fundamentalism*
- +3 if defending a city or capital

A side of a unit card lists its unit name, military rank, strength value, trump symbol, and unit type. You only use the side corresponding to the rank of your matching military tech marker. You may wish to turn your cards so the top edge is the one you are using, as indicated by the unit's rank.

Your battle force cards are held in hand and kept secret from your opponent until played. You should always try to keep the number of units in your standing forces at or above your expected battle hand size. Also, having too many units reduces your chances of drawing the units you really want in battle.

2. Calculating combat bonuses

Players look to see if either side has any **combat bonuses**. The player with the highest combat bonus takes the combat bonus card and turns it so that it is set to their combat bonus minus their opponent's combat bonus.

Available combat bonuses are as follows:

- +2 for every *Barracks* the player has built.
- +4 for every *Academy* the player has built.
- +4 for every *Great General* the player has on the map.
- +6 if defending a non-capital city.
- +12 if defending a capital city.
- +4 if defending a walled capital or non-capital city (stacks with either of the 2 other city bonuses).

Every +4 in combat bonuses is about equivalent to 1 unit.

3. Engaging in battle

Starting with the defender, then alternating back and forth, each player must play a unit from their battle force faceup on the table between them until both players have played all of the units in their battle forces.

If the attacker is attacking a walled city, the attacker must play the first unit rather than the defender.

The first unit played in battle creates the first front. After that, each time a player plays a unit, they must either start a new front or attack an existing enemy front (if any exist to attack).

A unit played without attacking another is **starting a new front**. The new unit remains in play until killed or until the end of the battle. There can never be more than 1 unit in a front.

To attack an existing enemy front, place your unit card in front of a faceup enemy unit already played. The 2 unit cards then immediately attack each other. Each deals **wounds** equal to its **strength** to the other unit. A unit that suffers wounds equal to its strength is immediately killed and returned faceup to the bottom of the unit deck it originally came from. A surviving unit has wound tokens placed on it to indicate the damage.

A unit still inflicts its full strength in wounds to any unit that attacks it, even if previously wounded.

Trumping units

The rock-paper-scissors relationship between artillery, infantry, and mounted units is shown on the cards by **trump symbols**.

When a unit attacks or is attacked by a unit that it has pictured on its card as a trump symbol, it **trumps** that unit, dealing its damage *before* the other unit can do so. If this damage kills the trumped unit, the trumped unit deals no damage back.

Battle abilities

Tech cards with resource abilities used in battle are always used before or after attacking an enemy front, never during—even if the effects may last through an attack.

Aircraft units

A player who learns the *Flight* tech may produce aircraft units; they cannot trump or be trumped by any unit.

4. Resolving the battle

The battle is over after both players have played all of their battle forces. **All wounds are removed from surviving units**, then each player tallies up the strength of all of their surviving units, adding in the value of the combat bonus card, if they have it.

The player with the highest total wins; ties go to the defender.

The winner loses 1 army figure in the square for every 2 of their units that were killed in the battle. A player's last army figure in the square can never be lost this way.

The winner also receives a **reward**:

The loser had 1 or more figures in the square:

The loser's figures in the square are all killed and removed from the board (although they may be built again later). The winner may then take their choice of one of the following from the loser:

Up to 3 points of trade from the loser's trade dial.

Up to 3 culture tokens.

Any 1 resource token.

(facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).

The loser was defending one of their non-capital cities:

The loser's city is destroyed and its city marker is returned to its owner's civilization sheet. Any buildings in its outskirts are returned to the market, and any wonders or great people in its outskirts are removed from the game.

The winner's figures remain in the square where the city center was, and the winner then gets to do one of the following:

Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.

Steal one of the loser's culture event cards.

The winner only gets to look at the card backs when choosing.

Steal up to any 2 resource tokens from the loser.

Facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing.

The loser was defending their capital city:

The winner immediately wins the game with a military victory.

Aftermath

Any surviving units (whether owned by the winner or the loser) are returned to their owner's standing forces.

Any killed units are placed faceup on the bottom of their respective unit decks.

SID MEIER'S CIVILIZATION THE BOARD GAME



FAME AND FORTUNE

SETUP

Add the 4 new **civilization sheets**.

Add the 4 new **tech cards** to each player's existing tech deck, and the **metropolis markers** to each player's city markers. Place the **military reference cards** with each player's setup card.

Add the new **home map tiles** and shuffle the new **neutral map tiles** in with the other neutral map tiles. Then add the **hut and village markers** to those from the core game.

Shuffle the new **wonder** and **culture event cards** into their respective decks.

If playing with 5 players, use the setup diagram for 5 players in the expansion rulebook.

Build the Wonder deck by shuffling the modern wonders and dealing 4 of them facedown into a deck. Return the remaining modern wonders to the box unseen. Repeat this process with the medieval wonders, dealing the 4 medieval wonders on top of the modern wonders. Then repeat the process with the ancient wonders, dealing the 4 ancient wonders on top of the medieval wonders. Once the wonder deck has been built, Egypt, if playing, receives the top card, and then the top 4 cards are turned faceup and placed in the wonder marker spaces.

Set up the **great person deck** and/or **investments** if playing with those expansions.

A **basic building** is a building that is not upgraded.

A player **immune to anarchy** never needs to change to the *Anarchy* government. Culture events cannot force the player to do so, and they may switch directly to a new government type, even if they did not learn that government on the previous turn.

Civilization bonuses for new civilizations

Arabia gains 1 of each type of resource token (1 incense, 1 iron, 1 silk, and 1 wheat); and Arabia's artillery military level marker starts the game at rank 2.

Greece begins the game governed by *Democracy* instead of by *Despotism*; and Greece's infantry military level marker starts the game at rank 2.

India starts the game with a metropolis instead of a normal capital; this must occupy 2 of the 4 center squares on India's home map tile and cannot be placed diagonally.

Spain takes the white Spanish scout figure. When figures are placed on the map, Spain places the white scout figure as well. As with Russia, this increases the number of figures that Spain can have on the map at the same time. However Spain's stacking limit still starts at 2, so Spain may not place all 3 of its figures in the same square at the start of the game.

America When playing with the great person deck, America draws a great person card at the start of the game.

RULES CHANGES & CLARIFICATIONS

Adding wonders to the market board

Each time a wonder is purchased from the market, the next wonder in the deck is drawn and placed faceup in the market to replace it, along with its accompanying wonder marker.

Obsoleting wonders in the market

When obsoleting a wonder using a tech card, you may choose a wonder still in the market to obsolete. The obsoleted wonder is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it.

Looting after battle

Adjust the looting system as follows:

If the loser had 1 or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase effects as follows. A winner receiving more than 1 loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times.

1 loot effect

- Steal up to 3 points of trade from the loser's trade dial.
- Steal up to 3 culture tokens from the loser.
- Steal any 1 resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice. This cannot affect investments.

2 loot effects

- Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet. This cannot affect investments.

EXPANSION RULES

New hut and village Effects



Friendly barbarian: Immediately reveal and discard this marker, then either build 1 unlocked unit for free and add it to your standing forces, or build a figure for free and place it in the square where this marker was found (do not exceed stacking limit).



Friendly workers: Reveal and discard this marker during city management to have one of your cities produce an extra 4 that turn.



Native art: Immediately reveal and discard this marker, then gain either 3 or 6 culture tokens, as indicated on the marker.



Teacher: Keep this marker. Reveal and discard it during the Start of Turn Phase to learn a level 1 tech for free.



Wealth: Immediately reveal and discard this marker, then gain 1 coin token, placing it on your civilization sheet.

Disbanding figures, fortifying cities, and sending caravans

Armies and scouts may be voluntarily **disbanded**: first move the figure into the city center of one of your own cities. Then remove it from the board. Figures may still move through friendly city centers as long as they don't end their movement there.

Fortifying a city

If you disband an army, you may **fortify** the city the army figure was disbanded in. Place a **fortification/caravan marker** on the city center, fortification side up. When you defend a fortified city, you receive a +2 **combat bonus**.

If a fortified city successfully defends itself against an attacker in combat, the fortification marker is discarded. A city may only have 1 fortification marker on it at a time, and a fortified city cannot also have a caravan marker placed on it.

Caravans

If you disband a scout, you may send a caravan to the city the scout figure was disbanded in. Place a **fortification/caravan marker** on the city center, caravan side up.

When you take a build action in a city with a caravan marker, you may discard the caravan marker to have the city produce 2 extra that turn.

A city may only have 1 caravan marker on it at a time, and a city with a caravan cannot also have a fortification marker placed on it.

Relics

When a map tile with a **relic** is discovered, place the matching **relic marker** on the appropriate square. While it remains in place, the square cannot be built in or altered by any culture event, tech, or other game effects, nor may any cities may be built adjacent to it, or any scout figures enter the square unless accompanied by 1 or more armies (not even if owned by a player whose civilization is governed by a *Republic*).

When 1 or more army figures end their movement on a relic square, their owner removes the relic marker from the board, gaining a special one-time ability. Once the marker is removed, the relic square may be built over or altered as normal.



Atlantis (water square):

Learn a free tech of your choice at the start of the next turn. You must have a legal space in your tech pyramid to place the new tech.



School of Confucius (mountain square):

Immediately gain 1 great person. A Greek player removing this relic marker draws 2 great people and chooses 1 to keep.



Seven Cities of Gold (forest square):

Invest 2 coins for free at the start of the next turn (ie, you gain 2 investment markers, but do not lose 2 coin tokens to pay for them).

Metropolises

The *Agriculture* tech allows you to grow your capital into a **metropolis**. When devoted to the arts, a metropolis produces a base of 2 **culture instead of 1**. When you defend a metropolis, you receive a +2 **combat bonus**.

Both squares containing a metropolis marker are that city's center, while the 10 squares surrounding the metropolis marker are the city's outskirts. It may extend partially into water and doesn't count as water for movement, so its owner can use it as a makeshift bridge.

Growing a capital into a metropolis

When you learn the *Agriculture* tech, your capital immediately grows into a metropolis, if possible. Remove your capital marker and place your metropolis marker on the map, as follows:

The metropolis must occupy the square the capital marker occupied plus one of its 4 non-diagonally adjacent squares (its **expansion square**).

The expansion square must not contain any enemy figures. If the expansion square contains any friendly figures, immediately move them to an adjacent square they can legally end their movement in.

If the expansion square contains a wonder, great person, or building, then the square's previous contents are overbuilt, as described in the core rules. An expansion square may be a water square (the square is no longer considered to be water for purposes of movement).

The metropolis's new outskirts cannot overlap another city's outskirts, or extend off the map or into unexplored territory.

If a capital can be grown into a metropolis when *Agriculture* is learned, then it **must** be. If it cannot be grown into a metropolis that turn, you must do so during the Start of Turn Phase on any subsequent turn in which it becomes possible.

OPTIONAL ADDITIONS

All players must agree at the start of the game whether or not to use these game additions.

1. Great person deck

Setup

During setup, instead of shuffling the **great person markers**, turn them faceup and sort them by type (artist, builder, general, humanitarian, industrialist, and scientist). Then shuffle the **great person deck** and place it on the table facedown.

Gaining great people

When you gain a great person, draw a card from the deck and keep it facedown and secret from the other players until used. Take the type of great person marker that matches the **picture** shown on the card. This marker may be placed on the board or held in reserve as normal.

If no markers of the type shown on the card are available, discard the card faceup to the bottom of the deck and draw again until you draw an available one. If there are none available at all, you don't receive a great person.

If the players go through the entire great person deck and a faceup card is revealed on top of the deck, turn the deck over and shuffle it to create a new deck.

Great person abilities

Each ability on a great person card indicates when it can be used. To use an ability, turn the card faceup and keep it in front of you (if the card must be discarded for the ability to be used, discard it faceup to the bottom of the great person deck).

You cannot use a great person's ability unless you have at least 1 great person marker of that person's type on the map.

Killing great people

You may only have 1 great person card (faceup or facedown) for each great person marker of that type you possess (including markers on the map and those in reserve).

If you have too many of the same type of great person card, randomly discard cards of that type one at a time until you no longer have too many.

2. Investment deck

When playing with the Arabs, the investment deck *must* be used.

Setup

During setup, each player takes their deck of 4 investment cards.

Investing coins

Each player may invest 1 **coin token** (not coins printed on the map, tech cards, or buildings) at the start of the each turn by discarding a coin token to gain 1 investment marker. Then choose 1 of your investment cards and place the marker on top of it, keeping the card faceup.

Each time you invest, you may place the new investment marker on a different one of your investment cards, or you may pile several investment markers on top of the same card.

Investments do not count towards the 15 coins needed for an economic victory, but neither can investments be discarded from play by other players.

Investment effects

When adding an investment marker to an investment card, you look to see if an ability becomes active.

An investment ability becomes active when the total number of investment markers on the card is equal to or higher than the number shown to the left of the investment ability.

Only the most expensive active ability on an investment card has an effect. Once a more expensive ability on an investment card becomes active, less expensive abilities on that card cease to function.

SID MEIER'S CIVILIZATION THE BOARD GAME



WISDOM AND WARFARE

SETUP

Add the 6 new **civilization sheets**.

Add the 6 new **tech cards** to each player's existing tech deck, and remove the old *Metal Casting* and *Railroad* techs. If you are not using the *Fame and Fortune* expansion, ignore the purple tech cards.

Shuffle the new **wonder** and **culture event cards** into their respective decks.

Add the new **home map tiles** and shuffle the new **neutral map tiles** in with the other neutral map tiles. Then add the **hut** and **village markers** to those from the core game, along with the new **relic markers**.

Add the **shipyard buildings** to the buildings, and cover the harbor area of the market board with the new **market overlay**.

Separate the 5 **city-state markers** from the rest of the markers and shuffle them in a facedown pile near the market board.

Replace the unit and government cards from the core game with the new **unit** and **government cards**. The new units are still separated by type, and are not compatible with the original units.

If using the *Fame and Fortune* expansion, remove the old *Leonidas* card from the **great person deck** and remove the *Endowment for the Arts* card from each **investment deck**. Replace them with the new cards included with this expansion. Otherwise, ignore these replacement cards.

Each player receives 1 deck of **social policy cards**.

Build the Wonder deck by shuffling the modern wonders and dealing 4 of them facedown into a deck. Return the remaining modern wonders to the box unseen. Repeat this process with the medieval wonders, dealing the 4 medieval wonders on top of the modern wonders. Then repeat the process with the ancient wonders, dealing the 4 ancient wonders on top of the medieval wonders. Once the wonder deck has been built, Egypt, if playing, receives the top card, and then the top 4 cards are turned faceup and placed in the wonder market spaces.

Civilization bonuses for new civilizations

The Aztecs have no special setup bonuses other than their starting tech. Their home tile has only 3 starting options for their capital city because one of the 4 central squares on their home map tile is a water square.

The English have no special setup bonuses other than their starting tech.

The French start with a social policy maximum of 2, and their social policy maximum is increased by 1.

The Japanese start governed by Feudalism instead of Despotism. In addition, due to *Chivalry*, Japan's mounted military marker starts the game at rank 2.

The Mongols start with 2 extra mounted units from the market board, adding the units to their standing forces. In addition, due to *Horseback Riding*, their travel speed starts at 3.

The Zulu start with 2 extra artillery units from the market board, adding the units to their standing forces.

RULES CHANGES & CLARIFICATIONS

Adding wonders to the market board

Each time a wonder is purchased from the market, the next wonder in the deck is drawn and placed faceup in the market to replace it, along with its accompanying wonder marker.

Obsoleting wonders in the market

When obsoleting a wonder using a tech card, you may choose a wonder still in the market to obsolete. The obsoleted wonder is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it.

Looting after battle

Adjust the looting system as follows:

If the loser had 1 or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase effects as follows. A winner receiving more than 1 loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times.

1 loot effect

- Steal up to 3 points of trade from the loser's trade dial.
- Steal up to 3 culture tokens from the loser.
- Steal any 1 resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice. This cannot affect investments.

2 loot effects

- Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet. This cannot affect investments.

EXPANSION RULES

New city action: start a building program

There is a fourth city action available to all players: **Start a building program**.

When a city starts a building program, place a **building program marker** on it. A city cannot have more than 1 such marker on it at a time. The marker stays until the city is destroyed or the city is used to produce a figure, unit, building, or wonder.

The next time that city is used to produce a figure, unit, building, or wonder, discard its building program marker and double the amount of the city has in its outskirts for the duration of the action. **A city must use a building program marker when it produces.** The city does not double any gained from other sources, and any excess after the produce action is complete is wasted.

Combat

Each unit now has **strength** (how many wounds the unit deals when it attacks) and **health** (how many wounds the unit can sustain before it is killed) values.

Any unit that suffers wounds equal to its health value is immediately killed. Return killed units faceup to the bottom of the unit deck they were originally acquired from.

Engaged units

Units cannot attack an existing front that has 2 units already engaged on it. If all fronts are currently engaged from both sides, you must start a new front.

Resolving a battle

After both players have played all of their battle forces, the battle is over. Before wound tokens are removed from surviving units in the battle, each player adds together the health values of all their surviving units.

Then each player subtracts the total number of wounds on their surviving units, and adds the value of the combat bonus card (if they have it) to determine their final **combat value**.

The player with the highest total wins the battle, with ties going to the defender.

New culture event cards

The new culture event card *Roaming Horde* gives a player the ability to cause barbarians to attack another player's army figure or city. A player who plays one of these cards becomes the barbarian player and controls the barbarian units. Barbarian units are stronger than normal, and use rank II units instead of rank I. If the player who was attacked by barbarians wins the battle, they do not receive any rewards.

Several other new culture cards have 2 effects, with each effect tied to a different phase. You must choose in which phase you are playing the card, and cannot resolve both effects.

Wealth hut and village effect



Wealth: Immediately reveal and discard this marker, then gain 1 coin token, placing it on your civilization sheet.

City-state hut and village effect

City-states are a new hut and village effect that can generate bonuses for the controlling civilization each turn.



Founding a city-state

A city-state is founded by discovering its reward on the back of a hut or village marker. Draw the top **city-state marker** and place it on the square the hut or village was on.

Effects of a city-state

You control a city-state if you have a figure on the square it occupies. A controlled city-state is considered in the outskirts of the controlling player's capital. It can generate production, trade, culture, and other bonuses for the controlling player. You can also place figures you build with your capital in the squares of city-states you control, following normal stacking limits.

Armies garrisoned in a city-state can be attacked by other players. City-states provide a small defensive bonus (+4) if its garrison is attacked.

If a scout on a city-state is attacked, it is removed from the board without a battle, as normal.

You may build cities in the same square as a city-state. When a city is built on top of a city-state, the city-state is destroyed and you receive 3 .

You cannot build cities adjacent to city-states. If the Zulu explore a city-state by building a city, the city-state is immediately destroyed and the Zulu receive 3 .

Abandoning a city-state

You can move your figures away from a city-state per normal movement rules. If you leave a city-state, you no longer gain any of the bonuses for controlling it. City-states exist even if no player controls them.

Social policies

Social policies are represented by a set of 4 double-sided cards, and every civilization begins the game with 1 set. They are always unlocked at the start of a game, but a civilization cannot benefit from a social policy until it adopts it.

Each social policy card has a title and one or more abilities. Each *Start of Turn* ability can only be used once per turn. If a card has 2 abilities, both can be used once.

Adopting social policies

A civilization's social policy maximum is equal to the number of its built cities. Each time a civilization's social policy maximum increases, it must immediately adopt a new social policy.

Each civilization begins the game with a social policy maximum of 1, and should adopt a social policy during setup (note the French start with an additional policy).

When your civilization adopts a new social policy, choose a social policy card you do not currently have and flip it to its desired side. After you have adopted a social policy, you cannot adopt another from that same card; to use the reverse side of the card, the social policy must be switched.

Losing social policies

Each time your civilization's social policy maximum decreases, choose a social policy card you currently have and return it to your pile of unused social policies (any policy on the card can be re-adopted later).

Switching social policies

After a social policy is adopted it cannot normally be changed. If an effect allows you to switch a currently adopted social policy, you may either flip a currently adopted policy to its reverse side, or switch out a currently adopted policy card for a different card you are not currently using.

Relics

When a map tile with a **relic** is discovered, place the matching relic marker on the appropriate square.

While the marker remains in place, the square cannot be built in or altered by any culture event, tech, or other game effects.

While the marker remains in place, no cities may be built adjacent to it, nor may any scout figures enter the square unless accompanied by 1 or more armies (not even if their owner's civilization has adopted the *Pacifism* social policy).

When 1 or more army figures end their movement on a relic square, their owner removes the relic marker from the board, gaining a special one-time ability. Once the marker is removed, the relic square may be built over or altered as normal. Armies may move through a relic square without ending their movement.



Ark of the Covenant

If you remove the **Ark of the Covenant** relic from the board, receive 2 free advances on the culture track. The Ark of the Covenant is a desert square.



Attila's Village

If you remove the **Attila's Village** relic from the board, immediately build 2 unlocked units of your choice for free. Attila's Village is a grassland square.



BOTH EXPANSIONS



SETUP

Add the 10 new **civilization sheets**.

Add the 10 new **tech cards** to each player's existing tech deck, and remove the old *Metal Casting* and *Railroad* techs. Add the **metropolis markers** to each player's city markers. Place the **military reference cards** with each player's setup card.

Shuffle the new **wonder** and **culture event cards** into their respective decks.

Add the new **home map tiles** and shuffle the new **neutral map tiles** in with the other neutral tiles. Then add the **hut** and **village markers** to those from the core game, and the new **relic markers**.

Add the **shipyard buildings** to the buildings, and cover the harbor area of the market board with the new **market overlay**.

Separate the 5 **city-state markers** from the rest of the markers and shuffle them in a facedown pile near the market board.

Replace the **unit** and **government** cards from the core game with the new cards. The new units are still separated by type, and are not compatible with the original units.

Each player receives 1 deck of **social policy cards**.

Build the Wonder deck by shuffling the modern wonders and dealing 4 of them facedown into a deck. Return the remaining modern wonders to the box unseen. Repeat this process with the medieval wonders, dealing the 4 medieval wonders on top of the modern wonders. Then repeat the process with the ancient wonders, dealing the 4 ancient wonders on top of the medieval wonders. Once the wonder deck has been built, Egypt, if playing, receives the top card, and then the top 4 cards are turned faceup and placed in the wonder market spaces.

Set up the **great person deck** and/or **investments** if playing with those expansions. Replace the old *Leonidas* card from the **great person deck** and the *Endowment for the Arts* card from each **investment deck** with the new cards.

A **basic building** is a building that is not upgraded.

A player **immune to anarchy** never needs to change to the *Anarchy* government. Culture events cannot force the player to do so, and they may switch directly to a new government type, even if they did not learn that government on the previous turn.

Civilization Bonuses for New Civilizations

America When playing with the great person deck, America draws a great person card at the start of the game.

Arabia gains 1 of each type of resource token (1 incense, 1 iron, 1 silk, and 1 wheat); and Arabia's artillery military level marker starts the game at rank 2.

The Aztecs have no special setup bonuses other than their starting tech. Their home tile has only 3 starting options for their capital city because one of the 4 central squares on their home map tile is a water square.

The English have no special setup bonuses other than their starting tech.

The French start with a social policy maximum of 2, and their social policy maximum is increased by 1.

Greece begins the game governed by *Despotism*; and Greece's infantry military level marker starts the game at rank 2.

India starts the game with a metropolis instead of a normal capital; this must occupy 2 of the 4 center squares on India's home map tile and cannot be placed diagonally.

The Japanese start governed by *Feudalism* instead of *Despotism*. In addition, due to *Chivalry*, Japan's mounted military marker starts the game at rank 2.

The Mongols start with 2 extra mounted units from the market board, adding the units to their standing forces. In addition, due to *Horseback Riding*, their travel speed starts at 3.

Spain takes the white Spanish scout figure. When figures are placed on the map, Spain places the white scout figure as well. As with Russia, this increases the number of figures that Spain can have on the map at the same time. However Spain's stacking limit still starts at 2, so Spain may not place all 3 of its figures in the same square at the start of the game.

The Zulu start with 2 extra artillery units from the market board, adding the units to their standing forces.

RULES CHANGES & CLARIFICATIONS

Adding wonders to the market board Each time a wonder is purchased from the market, the next wonder in the deck is drawn and placed faceup in the market to replace it, along with its accompanying wonder marker.

Obsoleting wonders in the market When obsoleting a wonder using a tech card, you may choose a wonder still in the market to obsolete. It is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it.

Looting after battle

Adjust the looting system as follows:

If the loser had 1 or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase effects as follows. A winner receiving more than 1 loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times.

1 loot effect

- Steal up to 3 points of trade from the loser's trade dial.
- Steal up to 3 culture tokens from the loser.
- Steal any 1 resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice. This cannot affect investments.

2 loot effects

- Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet. This cannot affect investments.

START A BUILDING PROGRAM ACTION

There is a fourth city action available to all players: **start a building program**. Place a **building program marker** on the city. A city cannot have more than 1 such marker on it at a time. The marker stays until the city is destroyed or the city is used to produce a figure, unit, building, or wonder.

The next time that city is used to produce a figure, unit, building, or wonder, discard its building program marker and double the amount of the city has in its outskirts for the duration of the action. **A city must use a building program marker when it produces.** The city does not double any gained from other sources, and any excess is wasted.

NEW HUT AND VILLAGE EFFECTS



Friendly barbarian: Immediately reveal and discard this marker, then either build 1 unlocked unit for free and add it to your standing forces, or build a figure for free and place it in the square where this marker was found (do not exceed stacking limit).



Friendly workers: Reveal and discard this marker during city management to have one of your cities produce an extra 4 that turn.



Native art: Immediately reveal and discard this marker, then gain either 3 or 6 culture tokens, as indicated on the marker.



Teacher: Keep this marker. Reveal and discard it during the Start of Turn Phase to learn a level I tech for free.



Wealth: Immediately reveal and discard this marker, then gain 1 coin token, placing it on your civilization sheet.

City-states



Found a **city-state** by discovering its reward on the back of a hut or village marker. Draw the top **city-state marker** and place it on the square the hut or village was on.

You control a city-state if you have a figure on the square it occupies. A controlled city-state is considered in the outskirts of the controlling player's capital. It can generate production, trade, culture, and other bonuses for the controlling player. You can also place figures you build with your capital in the squares of city-states you control, following normal stacking limits.

Armies garrisoned in a city-state can be attacked by other players. City-states provide a small defensive bonus (+4) if its garrison is attacked.

If a scout on a city-state is attacked, it is removed from the board without a battle, as normal.

You may build cities in the same square as a city-state. When a city is built on top of a city-state, the city-state is destroyed and you receive 3 .

You cannot build cities adjacent to city-states. If the Zulu explore a city-state by building a city, the city-state is immediately destroyed and the Zulu receive 3 .

You can move your figures away from a city-state per normal movement rules. **If you leave a city-state, you no longer gain any of the bonuses for controlling it.** City-states exist even if no player controls them.

DISBANDING FIGURES

Armies and scouts may be voluntarily **disbanded**: first move the figure into the city center of one of your own cities. Then remove it from the board.

Figures may still move through friendly city centers as long as they don't end their movement there.

FORTIFYING A CITY

If you disband an army, you may **fortify** the city the army figure was disbanded in. Place a **fortification/caravan marker** on the city center, fortification side up. When you defend a fortified city, you receive a +2 **combat bonus**.

If a fortified city successfully defends itself against an attacker in combat, the fortification marker is discarded. A city may only have 1 fortification marker on it at a time, and a fortified city cannot also have a caravan marker placed on it.

CARAVANS

If you disband a scout, you may send a caravan to the city the scout figure was disbanded in. Place a **fortification/caravan marker** on the city center, caravan side up.

When you take a build action in a city with a caravan marker, you may discard the caravan marker to have the city produce 2 extra that turn.

A city may only have 1 caravan marker on it at a time, and a city with a caravan cannot also have a fortification marker placed on it.

NEW CULTURE EVENT CARDS

The new culture event card *Roaming Horde* gives a player the ability to cause barbarians to attack another player's army figure or city. A player who plays one of these cards becomes the barbarian player and controls the barbarian units. Barbarian units are stronger than normal, and use rank II units instead of rank I. If the player who was attacked by barbarians wins the battle, they do not receive any rewards.

Several other new culture cards have 2 effects, with each effect tied to a different phase. You must choose in which phase you are playing the card, and cannot resolve both effects.

SOCIAL POLICIES

Social policies are represented by a set of 4 double-sided cards, and every civilization begins the game with 1 set. They are always unlocked at the start of a game, but a civilization cannot benefit from a social policy until it adopts it.

Each social policy card has a title and one or more abilities. Each *Start of Turn* ability can only be used once per turn. If a card has 2 abilities, both can be used once.

Adopting social policies

A civilization's social policy maximum is equal to the number of its built cities. Each time a civilization's social policy maximum increases, it must immediately adopt a new social policy.

Each civilization begins the game with a social policy maximum of 1, and should adopt a social policy during setup (note the French start with an additional policy).

When your civilization adopts a new social policy, choose a social policy card you do not currently have and flip it to its desired side. After you have adopted a social policy, you cannot adopt another from that same card; to use the reverse side of the card, the social policy must be switched.

Losing social policies

Each time your civilization's social policy maximum decreases, choose a social policy card you currently have and return it to your pile of unused social policies (any policy on the card can be re-adopted later).

Switching social policies

After a social policy is adopted it cannot normally be changed. If an effect allows you to switch a currently adopted social policy, you may either flip a currently adopted policy to its reverse side, or switch out a currently adopted policy card for a different card you are not currently using.

RELICS

When a map tile with a **relic** is discovered, place the matching **relic marker** on the appropriate square.

While it remains in place, the square cannot be built in or altered by any culture event, tech, or other game effects, nor may any cities be built adjacent to it, or any scout figures enter the square unless accompanied by one or more armies (not even if owned by a player whose civilization is governed by a *Republic*, or if their civilization has adopted the *Pacifism* social policy).

When one or more army figures end their movement on a relic square, their owner removes the relic marker from the board, gaining a special one-time ability. Once the marker is removed, the relic square may be built over or altered as normal. Armies may move through a relic square without ending their movement.



Ark of the Covenant

If you remove the **Ark of the Covenant** relic from the board, receive 2 free advances on the culture track. The Ark of the Covenant is a desert square.



Atlantis (water square):

Learn a free tech of your choice at the start of the next turn. You must have a legal space in your tech pyramid to place the new tech.



Attila's Village

If you remove the **Attila's Village** relic from the board, immediately build 2 unlocked units of your choice for free. Attila's Village is a grassland square.



School of Confucius (mountain square):

Immediately gain 1 great person. A Greek player removing this relic marker draws 2 great people and chooses 1 to keep.



Seven Cities of Gold (forest square):

Invest 2 coins for free at the start of the next turn (ie, you gain 2 investment markers, but do not lose 2 coin tokens to pay for them).

METROPOLISES

The *Agriculture* tech allows you to grow your capital into a **metropolis**. When devoted to the arts, a metropolis produces a base of **2 culture instead of 1**.

A metropolis receives an extra **+2 combat bonus** when you are defending it.

Both squares containing a metropolis marker are that city's center, while the 10 squares surrounding the metropolis marker are the city's outskirts. It may extend partially into water and doesn't count as water for movement, so its owner can use it as a makeshift bridge.

When you learn the *Agriculture* tech, your capital immediately grows into a metropolis, if possible. Remove your capital marker and place your metropolis marker on the map, as follows:

The metropolis must occupy the square the capital marker occupied plus one of its 4 non-diagonally adjacent squares (its **expansion square**).

The expansion square must not contain any enemy figures. If the expansion square contains any friendly figures, immediately move them to an adjacent square they can legally end their movement in.

If the expansion square contains a wonder, great person, or building, then the square's previous contents are overbuilt, as described in the core rules. An expansion square may be a water square (the square is no longer considered to be water for purposes of movement).

The metropolis's new outskirts cannot overlap another city's outskirts, or extend off the map or into unexplored territory.

If a capital can be grown into a metropolis when *Agriculture* is learned, then it *must* be. If it cannot be grown into a metropolis that turn, you must do so during the Start of Turn Phase on any subsequent turn in which it becomes possible.

COMBAT

Each unit now has **strength** (how many wounds the unit deals when it attacks) and **health** (how many wounds the unit can sustain before it is killed) values.

Any unit that suffers wounds equal to its health value is immediately killed. Return killed units faceup to the bottom of the unit deck they were originally acquired from.

Engaged units

Units cannot attack an existing front that has 2 units already engaged on it. If all fronts are currently engaged from both sides, you must start a new front.

Resolving a battle

After both players have played all of their battle forces, the battle is over. Before wound tokens are removed from surviving units in the battle, each player adds together the health values of all their surviving units.

Then each player subtracts the total number of wounds on their surviving units, and adds the value of the combat bonus card (if they have it) to determine their final **combat value**.

The player with the highest total wins the battle, with ties going to the defender.

All players must agree at the start of the game whether or not to use the following game additions:

OPTION 1: GREAT PERSON DECK

Setup

During setup, instead of shuffling the **great person markers**, turn them faceup and sort them by type (artist, builder, general, humanitarian, industrialist, and scientist). Then shuffle the **great person deck** and place it on the table facedown.

Gaining great people

When you gain a great person, draw a card from the deck and keep it facedown and secret from the other players until used. Take the type of great person marker that matches the **picture** shown on the card. This marker may be placed on the board or held in reserve as normal.

If no markers of the type shown on the card are available, discard the card faceup to the bottom of the deck and draw again until you draw an available one. If there are none available at all, you don't receive a great person.

If the players go through the entire great person deck and a faceup card is revealed on top of the deck, turn the deck over and shuffle it to create a new deck.

Great person abilities

Each ability on a great person card indicates when it can be used. To use an ability, turn the card faceup and keep it in front of you (if the card must be discarded for the ability to be used, discard it faceup to the bottom of the great person deck).

You cannot use a great person's ability unless you have at least 1 great person marker of that person's type on the map.

Killing great people

You may only have 1 great person card (faceup or facedown) for each great person marker of that type you possess (including markers on the map and those in reserve).

If you have too many of the same type of great person card, randomly discard cards of that type one at a time until you no longer have too many.

OPTION 2: INVESTMENT DECK

When playing with the Arabs, the investment deck *must* be used.

Setup

During setup, each player takes their deck of 4 investment cards.

Investing coins

Each player may invest **1 coin token** (not coins printed on the map, tech cards, or buildings) at the start of the each turn by discarding a coin token to gain 1 investment marker. Then choose one of your investment cards and place the marker on top of it, keeping the card faceup.

Each time you invest, you may place the new investment marker on a different one of your investment cards, or you may pile several investment markers on top of the same card.

Investments do not count towards the 15 coins needed for an economic victory, but neither can investments be discarded from play by other players.

Investment effects

When adding an investment marker to an investment card, you look to see if an ability becomes active.

An investment ability becomes active when the total number of investment markers on the card is equal to or higher than the number shown to the left of the investment ability.

Only the most expensive active ability on an investment card has an effect. Once a more expensive ability on an investment card becomes active, less expensive abilities on it cease to function.



SID MEIER'S CIVILIZATION THE BOARD GAME



TURN SUMMARY

1. Start of turn

Pass the first player marker clockwise.

In player order, each player may:

Perform start of turn actions

(Option) **Invest a coin**

Build new cities

Replace scout figure in a legal square with an unwalled city.

Adopt new social policy.

Change government

First change to *Anarchy* government if you did not unlock the new government last turn.

2. Trade

Each player increases their trade dial by the total **trade** in the city outskirts of all their cities.

All players may **make deals** to exchange unspent culture tokens, culture event cards, resource tokens from the market or from hut/village tokens; non-binding promises, and/or points of trade.

3. City management

In player order, each player takes **one city action with each of their cities**.

At any time you may choose to spend some or all of your culture tokens to advance your **culture level marker**.

City actions

Build a figure, unit, building, or wonder: City must pay the **production** cost from in its outskirts. For every 3 points off your trade dial, you may boost 1 city's production by 1.

Army figures: 4; scout figures: 6.

Artillery, infantry, or mounted units, cost per unit: **Rank 1: 5;**

Rank 2: 7; Rank 3: 9; Rank 4: 11; Aircraft: 12 (once unlocked).

Devote city to the arts: 1 culture (2 for a metropolis) plus 1 extra per in that city's outskirts.

Harvest a resource: Gain 1 resource token from the market board if that matching resource icon is in the city's outskirts.

Start a building program: Place a building program marker on a city.

4. Movement

In player order, each player **moves** any or all of their figures (armies and scouts), one at a time, up to a number of squares equal to their civilization's travel speed (no diagonals).

Exploration Pay 1 square of movement to flip adjacent facedown tile; place random hut and village markers. Army figures entering a hut or village square must end movement and either take hut marker and resources, or attack barbarian village.

Battles occur when an army enters a square with enemy figures.

Armies may explore huts and villages by moving onto them (if they do so, or join battle, their movement ends). An army may be disbanded to **fortify** a city.

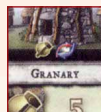
Scouts cannot enter huts or villages. A scout that enters a battle is immediately killed. If accompanied by an army, a scout is only killed if the army figures die. A scout may be disbanded to create a **caravan** on a city.

5. Research

Simultaneously, each player may **research 1 new tech** by paying the tech's minimum cost, then adding the tech to a legal spot in their tech pyramid.

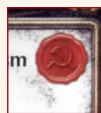
Researching reduces your trade dial to 0, plus 1 for each coin you have on your economy dial (trade cannot *increase*).

TECH CARD ICONS AND ABILITIES



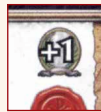
Unlock building

Allows you to build the pictured building for the listed cost.



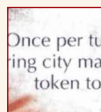
Unlock government

Allows you to change your civilization to the listed government type. This is free if done the turn after it is unlocked, otherwise you must first change your government to *Anarchy*.



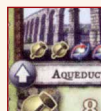
Increase culture hand size

Increases your culture hand size by 1 card. Multiple techs with this ability are cumulative.



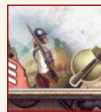
Constant ability

Permanently grants you the listed ability, to be used as often as you like unless otherwise stated.



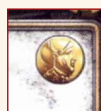
Upgrade building

Grey arrow to the left of the building's name. Allows you to build the pictured building for the listed cost, and upgrades all buildings you already own of a certain type (see market board) to that type of building.



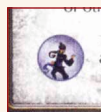
Upgrade unit

Upgrades all unit cards of the indicated type to the listed rank. Units never decrease in rank, and ranks may be skipped.



Gain coin

You gain 1 coin when the tech is learned.



Resource ability

Allows you to spend the pictured resource to activate the listed ability during the stated phase of the turn. Resource abilities may only be used once per turn.

Tech card resources



Incense



Iron



Silk



Spy



Uranium



Wheat



Any

SCOUTS

Build cities Sacrifice a scout to build a city in its square.

You must have an unbuilt city, and the scout must be at least 3 spaces away from any other city, and 2 away from any hut, village, or enemy figure. It cannot be in water, adjacent to the map edge, or adjacent to any unrevealed squares.

Gather Each scout adds the icons of the space it is in to one of its player's cities (that player's choice) each turn.

COMBAT

(WITH BOTH EXPANSIONS)

When an army moves into a square containing a village marker, an enemy army, or an enemy city, a **battle** takes place.

The player whose army is entering the square is the **attacker**, and the player whose figure or city is being attacked is the **defender** (if a village is being attacked, the player to the attacker's left becomes the defender).

Each unit now has **strength** (how many wounds it deals when it attacks) and **health** (how many wounds it can sustain before it is immediately killed). Return killed units faceup to the bottom of the unit deck they were originally acquired from.

1. Assembling the battle force

The attacker and defender each shuffle their standing forces and randomly draw a number of unit cards equal to their battle hand size.

Battle hand size starts at 3 and may be increased as follows:

- +2 for each friendly army in the square beyond the first
- +1 if governed by *Fundamentalism*
- +3 if defending a city or capital

A side of a unit card lists its unit name, military rank, strength value, trump symbol, and unit type. You only use the side corresponding to the rank of your matching military tech marker. You may wish to turn your cards so the top edge is the one you are using, as indicated by the unit's rank.

Hold your battle force cards in hand, secret from your opponent until played. Try to keep the number of units in your standing forces at or above your expected battle hand size. Having too many reduces your chances of drawing those you want in battle.

2. Calculating combat bonuses

Players look to see if either side has any **combat bonuses**. The player with the highest combat bonus takes the combat bonus card and turns it so that it is set to their combat bonus minus their opponent's combat bonus.

Available combat bonuses are as follows:

- +2 for every *Barracks* the player has built.
- +4 for every *Academy* the player has built.
- +4 for every *Great General* the player has on the map.
- +6 if defending a non-capital city.
- +12 if defending a capital city.
- +4 if defending a walled capital or non-capital city (stacks with either of the 2 other city bonuses).
- +2 if defending a fortress or metropolis.

Every +4 in combat bonuses is about equivalent to 1 unit.

3. Engaging in battle

Starting with the defender, then alternating back and forth, each player must play a unit from their battle force faceup on the table between them until both players have played all of the units in their battle forces.

If the attacker is attacking a walled city, the attacker must play the first unit rather than the defender.

The first unit played in battle creates the first front. After that, each time a player plays a unit, they must either start a new front or attack an existing enemy front (if any exist to attack).

A unit played without attacking another is **starting a new front**. The new unit remains in play until killed or until the end of the battle. There can never be more than 1 unit in a front.

To attack an existing enemy front, place your unit card in front of a faceup enemy unit already played. The 2 unit cards then immediately attack each other. Each deals **wounds** equal to its **strength** to the other unit.

A unit that suffers wounds equal to its strength is immediately killed and returned faceup to the bottom of the unit deck it came from. Place wound tokens on a surviving unit to indicate the damage.

A unit still inflicts its full strength in wounds to any unit that attacks it, even if previously wounded.

Units cannot attack an existing front that has 2 units already engaged on it. If all fronts are currently engaged from both sides, you must start a new front.

Trumping units: The rock-paper-scissors relationship between artillery, infantry, and mounted units is shown on the cards by **trump symbols**. When a unit attacks or is attacked by a unit that it has pictured on its card as a trump symbol, it **trumps** that unit, dealing its damage *before* the other unit can do so. If this damage kills the trumped unit, the trumped unit deals no damage back.

Battle abilities: Tech cards with resource abilities used in battle are always used before or after attacking an enemy front, never during—even if the effects may last through an attack.

Aircraft units: A player who learns the *Flight* tech may produce aircraft units; they cannot trump or be trumped by any unit.

4. Resolving the battle

The battle is over after both players have played all of their battle forces. Before wound tokens are removed from surviving units, each player adds together the health values of all their surviving units. Then each player subtracts the total number of wounds on their surviving units, and adds the value of the combat bonus card (if they have it) to determine their final **combat value**.

The player with the highest total wins; ties go to the defender.

The winner loses 1 army figure in the square for every 2 of their units that were killed in the battle. A player's last army figure in the square can never be lost this way. **All wounds are then removed from surviving units.**

The winner also receives a **reward**:

If the loser had 1 or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase effects as follows. A winner receiving more than 1 loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times.

1 loot effect

- Steal up to 3 points of trade from the loser's trade dial.
- Steal up to 3 culture tokens from the loser.
- Steal any 1 resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice. This cannot affect investments.

2 loot effects

- Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet. This cannot affect investments.

Aftermath

Any surviving units (whether owned by the winner or the loser) are returned to their owner's standing forces.

Any killed units are placed faceup on the bottom of their respective unit decks.