

SID MEIER'S

CIVILIZATION

THE BOARD GAME



RULES OF PLAY

SID MEIER'S CIVILIZATION

THE BOARD GAME

*...And finally there evolved a species known as man.
And there appeared the first faint glimmers of intelligence.
The fruits of intelligence were many:
Fire, tools, and weapons,
The hunt, farming, and the sharing of food,
The family, the village, and the tribe.
Now it required but one more ingredient:
A great leader to unite the quarreling tribes,
To harness the power of the land,
To build a legacy that would stand the test of time:
The civilization.*

OVERVIEW

"The future belongs to those who believe in the beauty of their dreams."

—Eleanor Roosevelt

Sid Meier's Civilization: The Board Game is a game for two to four players, with four players being recommended. Each player takes charge of a different civilization and attempts to lead their people to greatness.

Starting with a civilization composed of a single, humble city lacking even the most rudimentary of inventions, each player tries to advance their people by building new cities and improving them, researching new technologies, increasing their civilization's culture, and harvesting valuable resources.

As the players create new cities and explore the world around them, they come into contact with smaller civilizations, some peaceful, some warlike. Players can absorb these minor civilizations into their own, garnering rewards for doing so.

Ultimately, however, the players' most difficult challenge is facing each other, as one ascendant civilization collides with another. Players may wage war on the battlefield, broker sly deals in the shadows, or race to be the first to build the majestic wonders in order to become the dominant civilization on Earth.

THE OBJECT OF THE GAME

"Let us have faith that right makes might, and in that faith, let us, to the end, dare to do our duty as we understand it."

—Abraham Lincoln

Each player can win *Sid Meier's Civilization: The Board Game* in one of four ways.

A **CULTURE VICTORY** is achieved by devoting cities to the arts and spending the culture points gained as a result to advance up the culture track to its end. The culture track is described in more detail on pages 17–18.

A **TECH VICTORY** is accomplished by researching the *Space Flight* tech. Doing so requires the player to build up their tech pyramid high enough to allow them to research a level 5 tech. The tech pyramid is described in more detail on pages 11 and 21–22.

An **ECONOMIC VICTORY** is completed by accumulating 15 coins. Coins are a measure of economic power, and gaining them makes a civilization more efficient. Coins and the means to acquire them are described in more detail on page 26.

Finally, a **MILITARY VICTORY** is achieved by conquering one other player's capital. Combat and conquering cities are described in more detail on pages 23–26.

A more detailed explanation of how to win the game can be found in "Winning the Game" on pages 22–23.

COMPONENTS

The following sections list and describe the physical components of *Sid Meier's Civilization: The Board Game*.

- This Rulebook
- Market Board
- 6 Civilization Sheets
- 6 Trade Dials
- 6 Economy Dials
- 6 Plastic Connectors (for the trade and economy dials)
- 6 Home Map Tiles (1 for each civilization)
- 14 Neutral Map Tiles
- 12 City Markers (3 per player)
- 24 Plastic Army Figures (6 per player)
- 8 Plastic Scout Figures (2 per player)
- 1 Plastic White Russian Army Figure
- 55 Square Combat Cards, including:
 - » 15 Artillery Unit Cards
 - » 15 Infantry Unit Cards
 - » 15 Mounted Unit Cards
 - » 8 Aircraft Unit Cards
 - » 2 Combat Bonus Cards
- 224 Small Cards, including:
 - » 4 Setup Cards (1 per player)
 - » 16 Government Cards (4 per player)
 - » 144 Tech Cards (36 per player)
 - » 1 Space Flight Tech Card
 - » 47 Culture Event Cards
 - » 12 Wonder Cards
- 12 Wonder Markers (4 Ancient, 4 Medieval, 4 Modern)
- 6 Culture Level Markers (1 per civilization)
- 18 Great Person Markers
- 28 Military Tech Markers (7 per player)
- 49 Building Markers, including:
 - » 10 Harbor Markers
 - » 6 Trading Post Markers
 - » 6 Workshop/Iron Mine Markers
 - » 6 Library/University Markers
 - » 6 Granary/Aqueduct Markers
 - » 5 Market/Bank Markers
 - » 5 Temple/Cathedral Markers
 - » 5 Barracks/Academy Markers
- 20 Hut Markers
- 10 Village Markers
- 12 Disaster Markers
- 1 First Player Marker
- 16 Market Resource Tokens
- 90 Culture Tokens
- 28 Wound Tokens
- 75 Coin Tokens
- 4 Reference Sheets (1 per player)

COMPONENT DESCRIPTIONS

This section identifies each component of *Sid Meier's Civilization: The Board Game*.

MARKET BOARD

The market board consists of two main areas – the **MARKET** and the **CULTURE AREA**. The market, at the top, is where wonders, buildings, and units are placed for the players to purchase. The culture area, at the bottom, contains the culture track – which tracks the players' progress towards a culture victory – and provides a place to keep the culture event cards during play.



CIVILIZATION SHEETS

Each player receives a civilization sheet that explains the special properties of their civilization. See “Civilization Sheet Breakdown” on page 7 for further details.



TRADE DIAL, ECONOMY DIAL, AND PLASTIC CONNECTORS

The trade and economy dials are attached to each player's civilization sheet using the plastic connectors and are used to track their civilization's current trade and number of coins.



MAP TILES

These tiles include both home and neutral map tiles, and are used to construct the map board. Each map tile is composed of 16 squares of terrain. See the “Map Tile and Icon Breakdown” on page 7 for further details.

HOME MAP TILES

Each of these six map tiles belongs to a specific civilization, as indicated by the picture of the civilization’s leader on the back of its home tile. At the start of the game, each player’s home tile is where their civilization begins on the map board.



NEUTRAL MAP TILES

These 14 map tiles do not belong to any specific civilization. Instead, they are shuffled up and laid out facedown at random to construct the rest of the map board during setup.

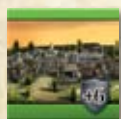


CITY MARKERS

Cities are indicated on the map by city markers. Each player receives three city markers – one capital and two normal cities. City markers have a walled version on their back.



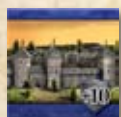
CAPITAL



CITY



WALLED CAPITAL



WALLED CITY

PLASTIC ARMY AND SCOUT FIGURES

These plastic figures represent the players’ armies and scouts. The plastic flags are **ARMIES** and represent the players’ military forces. The plastic wagons are **SCOUTS** and represent the players’ non-military forces.

Note: The white army figure is for the Russian player’s use, as explained in “Player Setup” on pages 10–11.



ARMY FIGURES



SCOUT FIGURES

UNIT CARDS

Each unit card represents either an artillery, infantry, mounted, or aircraft unit. Each unit card (except for aircraft) has four different versions of the unit depicted around its four edges. Each player uses the most powerful version of the unit that their civilization’s tech pyramid allows. Unit cards are more completely described on page 23.



COMBAT BONUS CARDS

These cards are used at the start of combat to record any strength advantages one player has over the other in the battle.



SETUP CARDS

The setup cards list all of the items that the players start the game with. On the other side of these cards, all items that can be built at the start of the game are shown, as well as the starting values of any important civilization traits, such as travel speed.



GOVERNMENT CARDS

These cards are used to indicate what type of government a player's civilization is currently ruled by. Each card is double-sided, with a different type of government on each side. A player's civilization sheet shows what type of government their civilization begins the game with. For further details on governments, see page 14.



TECH CARDS

Tech cards represent various technologies or discoveries that a civilization can research to give them access to buildings, units, governments, or other abilities. Each player receives an identical deck of tech cards with which to track their civilization's scientific progress. For a complete description of tech cards and the tech pyramid, see pages 11 and 21–22.

Note: *Space Flight* is a special level 5 tech card that ends the game when researched. As such, only one copy of it is included with the game.



CULTURE EVENT CARDS

Culture event cards are divided into three decks – ancient (one column), medieval (two columns), and modern (three columns). These cards are gained as players move up the culture track.

Culture events have a variety of effects designed to either help the player who plays the culture event or to hurt that player's opponents. Culture events are more fully described on page 18.



WONDER CARDS AND MARKERS

Wonders are awe-inspiring monuments or accomplishments that secure a civilization's place in human history. Each wonder has a card and a marker corresponding to it. The card explains the wonder's cost and ability, while the marker indicates its position on the map. For more information on wonders, see page 17.



WONDER CARDS



WONDER MARKERS

CULTURE LEVEL MARKERS

These markers are used to record the player's progress on the culture track. For more information, see "B. Devote to the Arts" on page 17.



GREAT PERSON MARKERS

Great person markers represent famous or important people who appear in a civilization. There are six different kinds of great people, as listed below:



ARTIST



BUILDER



GENERAL



HUMANITARIAN



INDUSTRIALIST



SCIENTIST

Great people provide useful resources to the city they are placed in and are usually gained by a civilization's advancing up the culture track. For further information on great people, see page 18.

MILITARY TECH MARKERS

These markers are used to track the players' military technology. For more information, see "Upgrading Units" on page 21.



BUILDING MARKERS

Building markers are used to indicate city improvements that a player has built in a city's outskirts. Typically, these markers increase the amount of trade, production, or culture a city produces each turn, but they may indicate other bonuses as well. For a complete description of building markers, see pages 16–17.



HUT AND VILLAGE MARKERS

As players explore the map, they may encounter minor civilizations. A **HUT** indicates a peaceful civilization that may be easily absorbed, while a **VILLAGE** indicates a warlike civilization that must be subjugated through force of arms. Huts and villages are fully described on page 20.



HUT



VILLAGE

DISASTER MARKERS

The disaster markers (which show grassland on one side and desert on the other) are used to mark the effects of *Deforestation* and *Drought* culture event cards. Culture events are more fully explained on page 18.



FIRST PLAYER MARKER

The first player marker indicates which player goes first in each phase on a given turn.



MARKET RESOURCE TOKENS

Certain special resources appear on the map and may be harvested by the players and later used to activate resource abilities on their tech cards. The four main resources available are:



WHEAT



SILK



INCENSE



IRON

In addition, there are two resources that cannot be harvested from the map:



SPY



URANIUM

Spies and uranium are never found on the map for harvesting, but spies can be gained from huts and villages. Uranium, on the other hand, can only be found in villages – and only very rarely at that.

CULTURE TOKENS

These tokens are used by players to keep track of unspent culture until it is spent to advance their culture level markers up the culture track. Culture is normally gained by devoting a city to the arts, as described on page 17.



WOUND TOKENS

Wound tokens are used to keep track of damage inflicted to units during battle. Combat is described in detail on pages 23–26.



COIN TOKENS

Coin tokens are used to record coins gained from certain tech cards such as *Democracy*. After a coin is gained through the use of a tech, a coin token is placed on that tech and the player's economy dial is advanced by one. For full details on coins, see page 26.



REFERENCE SHEETS

The reference sheets contain a turn sequence breakdown on one side and a summary of item costs and some other important rules on the other.



CIVILIZATION SHEET BREAKDOWN

Each civilization sheet contains the civilization's name (A), leader (B), special abilities (C), starting government (D), and starting tech (E). Every civilization sheet also has two dials (F). A civilization's current trade (↻) is tracked on the large outer dial, while the civilization's total coins (☉) are tracked on the small inner dial.

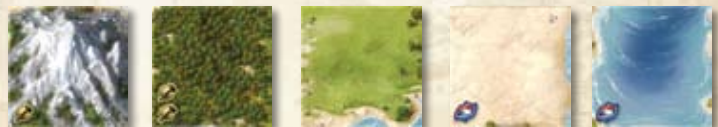


MAP TILE AND ICON BREAKDOWN

Each map tile is composed of 16 squares of terrain. Each square may contain one or more icons and/or resources that the square can provide to players.

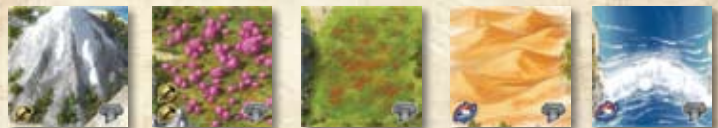


There are five types of terrain that can be found on map tiles:



MOUNTAIN FOREST GRASSLAND DESERT WATER

There are also **NATURAL WONDERS**, which are squares that provide culture (🏛️) in addition to their terrain type's normal icons.



MOUNTAIN FOREST GRASSLAND DESERT WATER

Other important symbols that may appear on the map include:



HUT VILLAGE MAP TILE ENTRY SIDE
(PEACEFUL) (AGGRESSIVE)

The icons a square might contain include:



TRADE

PRODUCTION

CULTURE

COIN

Resources that a square might contain include:



WHEAT

SILK

INCENSE

IRON



RECOMMENDED
CAPITAL SPACE FOR
BEGINNERS

PREPARING FOR THE FIRST GAME

"The past is but the beginning of a beginning, and all that is or has been is but the twilight of the dawn."

—H. G. Wells

Before playing *Sid Meier's Civilization: The Board Game* for the first time, carefully punch out the cardboard components, making sure to keep them away from small children and animals.

Then, take the civilization sheets, trade dials, economy dials, and plastic connectors and assemble them as shown below.



For the first game, it is recommended that new players play a simplified learning game. Simply return **Egypt, Rome, and the wonders (both cards and markers)** to the box, and then ignore the rules for wonders for that game. Otherwise, play as normal until a player builds their third city. At that point, end the game and (if time allows and the players so desire) start a new game after adding Egypt, Rome, and the wonders back in. The point of the learning game is to familiarize the players with the various elements of the game, so there are no winners or losers in it.

THE GOLDEN RULE

Many of the abilities and cards in this game allow the players to break the rules in a variety of ways. In the event that an ability or card conflicts with these rules, the ability or card takes priority.

GENERAL SETUP

This section explains the general setup of the game.

1. CHOOSE CIVILIZATIONS AND COLORS

Each player draws a civilization sheet at random and places it faceup in front of them. Optionally, players may select their civilizations if all players agree. Return any unused civilization sheets to the box. Each player then chooses a player color.

2. DISTRIBUTE PLAYER COMPONENTS

Each player takes the following in their player color:

- Eight plastic figures (6 armies and 2 scouts)
- Three city markers (1 capital and 2 cities)
- Four military tech markers
- One deck of 36 tech cards

Players also receive:

- One reference sheet
- One setup card
- One deck of government cards (4 cards)

3. SET UP MARKET BOARD

Place the market board at one end of the table, as shown in the diagram on page 9. On it, place the following:

A. UNIT CARDS

Sort the unit cards by type — artillery, infantry, mounted, and aircraft. Then, shuffle each deck, and place it on the marked space. **Finally, give each player one artillery, one infantry, and one mounted unit.** These units are placed facedown in a single pile near the player and are known as the player's **STANDING FORCES**.

B. MILITARY TECH MARKERS

Each player takes their lower ranked (one stripe on one side, two stripes on the other) military tech markers for artillery, infantry, and mounted units and places them in the area below the appropriate unit deck so that the sides with one stripe are faceup. They each then take their aircraft military marker and place it below the aircraft unit deck so that the side with the star is facedown. The other military tech markers are set aside for now.

C. BUILDING MARKERS

Sort the building markers by type and place them on their indicated spaces. Note that a building with an arrow next to its name is an upgraded building and is found on the back of the un-upgraded building tile.

D. WONDER CARDS (NOT USED IN THE LEARNING GAME)

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 (also facedown) on top of them. Finally, place the ancient wonders faceup in the four market spaces below the wonder deck.

Exception: If Egypt is playing, Egypt receives one of the ancient wonders at random before the remainder are placed in the market. One of the medieval wonders is then drawn and placed in the market to replace the missing ancient wonder.

SETUP DIAGRAM

(Numbers refer to General Setup steps.)



MAP SETUP BY NUMBER OF PLAYERS

(Arrows indicate tile orientation.)



E. WONDER MARKERS (NOT USED IN THE LEARNING GAME)

Look at the four faceup wonder cards in the market spaces below the wonder deck, find the matching wonder marker for each, and place the marker in the space next to its wonder card.

F. CULTURE EVENT CARDS

Separate the culture event cards into ancient (one column), medieval (two columns), and modern (three columns) decks. Shuffle each deck separately and place it facedown on its indicated space below the culture track at the bottom of the market board.

G. CULTURE LEVEL MARKERS

Each player takes the culture level marker showing their leader and places it on the start space of the culture track.

4. SET UP MARKET RESOURCES

Place one of each market resource token per player near the market board, returning any extras to the box. For instance, if there are three players, three of each market resource token are used and the remaining market resource tokens are returned to the box.

5. BUILD MAP

Each player takes their home map tile (the map tile with their civilization's leader on the back) and places it faceup in front of them, oriented as indicated in the setup diagram for the proper number of players. Unused home tiles are returned to the box. Then, one player shuffles the neutral map tiles and deals them out facedown to form the rest of the map, again as indicated by the diagram on page 4. Return any unused neutral map tiles to the box without looking at them.

6. SHUFFLE RANDOM MARKERS

Place the great people markers facedown near the market board and mix them up, keeping them facedown. Repeat this process for the hut markers and then the village markers.

7. FORM TOKEN BANKS

Place the culture, wound, and coin tokens next to the market board in three separate stockpiles.

8. PLACE SPECIAL CARDS AND MARKERS

Place the combat bonus cards and the *Space Flight* tech card faceup near the market board along with the disaster markers.

9. SELECT FIRST PLAYER

Choose a player to go first. Either choose the player who can trace their family history back the farthest, or select at random. Give the chosen player the first player marker. Finally, each player individually sets up their civilization by taking the steps in the next section.

PLAYER SETUP

After general setup is complete, each player does the following:

1. PLACE CAPITAL

Each player chooses one of the four center squares on their home map tile to place their capital on. For a player's first game, they are advised to use the square with the starting arrow (highlighted in red below) on it.



The player places their capital city marker on the selected square, unwallied side up. That square is known as the **CITY CENTER**, while the eight squares adjacent to it (the squares with arrows pointing to them on the diagram below) are known as the **CITY OUTSKIRTS**.



2. GAIN CIVILIZATION BONUSES

Each player looks at their civilization sheet to see what, if anything, they receive as a bonus at the start of the game. The bonuses are summarized below:

AMERICA

America gains a random great person. America places the great person in the outskirts of their capital at the end of setup. (For a player's first game, it is recommended that they place the great person in the grassland square next to their capital).

CHINA

China starts with walls in its capital. China turns their capital city marker so that the marker's walled side is up instead of its unwalled side.

EGYPT

Egypt receives a random ancient wonder. This wonder should have already been taken from the market board during general setup. Its marker must be placed in the outskirts of the player's capital. (For a player's first game, it is recommended that they place the wonder marker in the grassland square by their capital.)

GERMANY

Germany starts with two extra infantry units from the market board, adding the units to their standing forces.

ROME

Rome begins the game governed by *Republic* instead of by *Despotism*, as described in step 5 of player setup, later on.

RUSSIA

Russia takes the white Russian army figure and adds it to their figures. When figures are placed on the map in step 3 (below), Russia places the white army figure on the map as well. In addition, Russia begins the game governed by *Communism* instead of *Despotism*, as described in step 5 of player setup, later on.

3. PLACE FIGURES

Each player takes one of their army figures and one of their scout figures and places them (either separately or together) in one (or two) of the city outskirts squares of their capital. Figures cannot be placed in water squares at the start of the game.

4. LEARN STARTING TECH

Each player looks at the bottom of their civilization sheet to see what tech card they begin with, searches through their tech deck for the indicated card, and places it faceup in front of them, leaving plenty of room around it.

Note: The level of a player's starting tech is irrelevant during setup. The tech is always placed in the bottom row of the player's tech pyramid. If another player learns that tech through any means, the tech is still considered to be its normal level. (See "The Tech Pyramid" sidebar on this page and "Research" on page 20 for more information about tech cards.)

THE TECH PYRAMID

Over the course of the game, each civilization must advance socially and technologically, or find itself at a disadvantage to more sophisticated civilizations. These advances are represented by tech cards.

Tech cards researched by a player are arranged in a pyramid shape as they are acquired. Level I techs form the bottom row of

the pyramid (along with the player's starting tech), level II techs form the second row, and so on, up to level V. While a player may learn any number of level I techs, each level II tech a player researches must be placed above two level I techs, as shown below. Similarly, each level III tech a player learns must be placed above two level II techs, etc. For further information, see "Research" on page 20.



5. SET STARTING GOVERNMENTS

Each player stacks their government cards so that the *Despotism/Republic* card is on top of the cards, with the *Despotism* side faceup. They then place the stack of cards on the indicated space on their civilization sheet.

Exceptions: Rome begins as a *Republic*, while Russia begins governed by *Communism*. They must each place the proper government card with the appropriate side faceup on top of their government cards instead of *Despotism*.

Note: The government cards have different governments on each side. If a player is having trouble finding their government, they should check the backs of their government cards!

6. SET TRADE DIAL

Each player counts all of the trade symbols (☞) in the eight squares of their capital's city outskirts and then sets the trade dial (the large outer dial) on their civilization sheet to that total. For example, if a total of three trade symbols are in the outskirts of a player's capital, the player sets their trade dial to "3."

Note: Players collect trade again on the first turn of the game.

7. SET ECONOMY DIAL

Each player sets the economy dial (the small inner dial) on their civilization sheet to "0."

Note: It is possible for some players to receive a coin from a map square or great person during setup. If this is the case, the player sets their economy dial to the number equal to the number of coins they have, instead.

8. PLACE UNBUILT FIGURES

Finally, each player places one city marker, their remaining five army figures, and their remaining scout figure by their civilization sheet to indicate that they are ready to be built. The other city marker is set aside until the player learns the *Irrigation* tech, at which point it is added to the available items as well.



GAME TURN OVERVIEW

Civilization is played over a number of game **TURNS**, each of which is composed of five **PHASES**. These phases are performed in the order listed below. During each phase, starting with the first player and continuing clockwise around the table, every player has the opportunity to perform the actions associated with that phase. The phases of a turn are as follows:

1. **Start of Turn**
2. **Trade**
3. **City Management**
4. **Movement**
5. **Research**

1. START OF TURN

During this phase, the first player marker is passed one player to the left (except on the first turn). Then, the new first player performs any start of turn actions (usually found on wonders or culture event cards), builds any new cities (see page 13), and changes governments if desired (see page 14). After the first player completes their Start of Turn Phase, the player to the first player's left begins their Start of Turn Phase. This process continues until all players have completed their Start of Turn Phase.

2. TRADE

During this phase, each player collects trade from all of their cities, and then the players may negotiate with each other, trading a variety of game resources up to and including promises (see pages 14–15). **This phase may be simultaneously performed by every player to save time.**

3. CITY MANAGEMENT

In the City Management Phase, the first player takes one action with each of their cities. A city may produce an item (such as a building or unit card), devote itself to the arts to gain culture, or harvest a resource as its action (see pages 15–18). After the first player completes their City Management Phase, play passes to the left and the next player completes their City Management Phase, until all players have done so.

4. MOVEMENT

During the Movement Phase, the first player moves each of their figures (armies and scouts) up to a number of squares equal to the player's travel speed. A civilization's travel speed starts at two and is increased by certain tech cards, such as *Sailing*. Movement may cause battles to occur and facedown map tiles to be revealed (see page 19). After the first player completes their entire Movement Phase, play passes to the left and the next player completes their Movement Phase, until all players have done so.

5. RESEARCH

During the Research Phase, each player may learn one new tech by spending trade. They then add their newly learned tech to their tech pyramid (see page 20). **Unlike most other phases, this phase is always performed simultaneously by every player.**

GAME TURN IN DETAIL

This section explains each phase of the turn in detail.

1. START OF TURN

During this phase, players can expand their civilizations and change their civilizations' form of government. The first player has the first opportunity to perform those actions during the Start of Turn Phase. After the first player has performed all the start of turn actions they wish to, play passes to the player's left, and the next player may then perform all of their desired start of turn actions, until all players have had a chance to do so.

BUILDING NEW CITIES

"A great city is not to be confounded with a populous one."

—Aristotle

To become a dominant civilization, a player's civilization must expand geographically beyond its isolated, provincial origins. The Building New Cities action enables a civilization to do so. This action allows a player to construct a new city, which then lets them take more city actions each turn.

During the Start of Turn Phase, if a player has fewer built cities than their maximum number of cities (two normally, three if the player has researched the *Irrigation* tech), they may build one or more new cities on the map, provided that doing so does not take the player above their maximum number of cities. To build a new city, the player must first have a scout figure (representing settlers) in each square that they wish to place a city marker in. In addition, that square must meet the following requirements:

- The square cannot be a water square.
- There must be eight revealed squares adjacent to the square (i.e., no cities may be placed on the edge of the map or next to a facedown map tile).
- The square cannot be adjacent to a hut or village token (once the tokens are removed from the map, however, the squares they were in/adjacent to become fair game).
- The square cannot be adjacent to an enemy figure (either army or scout). Friendly figures may be adjacent, or even in the same square as the scout.
- The square must be at three squares or more away from any other city marker, including diagonals (i.e., the city's outskirts must not overlap any other city's outskirts).

If these requirements are met, the player sacrifices the scout, removing it from the board and returning it to their civilization sheet. Then, the player places a city marker on the space, unwallled side up. As mentioned earlier, this square is called the **CITY CENTER** of the new city, and the eight squares adjacent to it are now the **CITY OUTSKIRTS**.

Note: The city center never generates anything. Its icons are effectively erased as long as the city marker remains. Only squares in a city's outskirts provide icons and resources.

If there are any friendly figures in the square where a city is being built besides the scout being sacrificed, the player immediately moves them to an adjacent square that they can legally end their movement in.

A city starts generating trade and production right away, so it produces trade during this turn's Trade Phase (see page 14) and receives an action during the City Management Phase (see pages 15–18).

City Placement Example: On the diagram below, the green squares are the only legal squares a new city can be built in. The red squares all mark sample illegal city placements. The reason each red square cannot have a city built in it is listed below.

- **A** can't have a city built in it because it is a water square.
- **B** is illegal because it is adjacent to the village token to its right (but would be legal once the village token is removed from that square).
- **C** is adjacent to a facedown map tile.
- **D** is adjacent to the green enemy army below it.
- **E** is less than three squares away from the city above it.



CHANGING GOVERNMENTS

"A great wind is blowing, and that gives you either imagination or a headache."

—Catherine the Great

A civilization's government reflects its character and its overall goals, and over time, a civilization may pass through many types of government as its character changes. In this game, government cards indicate what form of rulership a player's civilization has. **GOVERNMENTS** are special cards **UNLOCKED** (see page 21) through tech cards that allow a player to focus on certain strategies, usually to the detriment of other strategies. At the start of the game, players have only unlocked the *Despotism* government and begin with it in play. (**Exception:** Rome and Russia each have another government unlocked as well, which they start the game with as their form of government.)

Once a player unlocks a new form of government during the Research Phase as the result of learning a new tech, they may change to that government during the Start of Turn Phase of the following turn. To do so, they simply look through their government deck, locate the corresponding government card, and place it with the appropriate side faceup on top of their government deck. This change represents the fact that their civilization has switched over to the new form of government.

However, a player only has one opportunity to change directly to a new government. If the player wishes to change to a different government on any turn other than the turn immediately after unlocking that government, they must first change to the *Anarchy* transitional government. This special transitional government represents the upheaval occurring in the civilization and prevents the player from taking an action with their capital that turn. If a player's civilization is in *Anarchy*, they may change to any other government they know during the Start of Turn Phase of the next turn after entering *Anarchy*.

Note: Any ongoing benefits from a government, such as the abilities on *Republic* or the coin on *Feudalism*, only last while a player's civilization continues to be ruled by that government.

2. TRADE

The following activities may be performed by the players during the Trade Phase: collecting trade and negotiating and trading. Players may all perform these actions simultaneously to save time.

COLLECTING TRADE

During the Trade Phase, each player tallies up all of the trade symbols (☞) in the city outskirts of all of their cities and then increases the trade dial on their civilization sheet by that amount (up to a maximum of 27 trade). For example, if a player has two cities, one with four trade symbols in its outskirts and the other with eight trade symbols in its outskirts, that player increases their trade dial by 12 on their civilization sheet. Unlike production (see page 15), trade may be saved from turn to turn if not spent.

Note: When increasing or decreasing the trade dial, make sure to count the spaces marked "I," "II," "III," "IV," and "V." Although labeled differently from the other values, these spaces must be counted as usual. So, for instance, a player who gains three trade while at "3" on their trade dial would advance their dial to the "I" space rather than the "7."

SCOUTS AND BLOCKADES

Scout figures have the ability to gather any trade symbols in the square they inhabit each turn. For full details on this, see "Scout Gathering" on page 26.

A square in a city's outskirts that contains one or more enemy figures (either scouts or armies) does not produce trade for the city's owner. For full details on this, see "Blockades" on page 27.

TRADE (☞) vs. PRODUCTION (🔨)

Trade (☞) represents commerce and scientific progress in a civilization. It is primarily spent to research new techs.

Production (🔨) represents a city's industry. It is used to produce figures, units, buildings, or wonders.

Trade and production are contrasted below.

TRADE	PRODUCTION
Pooled from all of a civilization's cities.	Spent from only one city at a time.
Can be saved from turn to turn on the civilization's trade dial.	Cannot be saved. Any production not spent is lost.
May be converted to production (see "Rushing Production with Trade" on page 15).	Cannot be converted to trade.

NEGOTIATING AND TRADING

"Politics is war without bloodshed, while war is politics with bloodshed."

—Mao Zedong

It is often advantageous for civilizations to trade with each other and make alliances. Such trades might provide needed help at a critical moment for a civilization or a steady supply of a resource a civilization lacks. After trade is collected during the Trade Phase, players may negotiate and/or trade among themselves. Trades are fairly open, and may include an exchange of any or all of the following:

- Non-binding Promises
- Points of Trade
- Unspent Culture Tokens (see page 17)
- Resource Tokens (acquired from either the market board or from hut/village tokens)
- Culture Event Cards (see page 18)

Note: If a player exceeds their culture hand size as a result of a trade, they must immediately discard down to their hand size.

Items not on the list above may **not** be given or traded to another player unless specifically allowed by a card or ability.

3. CITY MANAGEMENT

"Waste neither time nor money, but make the best use of both. Without industry and frugality, nothing will do, and with them everything."

—Benjamin Franklin

Managing the industrial capacity of a civilization is a formidable task, and the City Management Phase is when players do so. During it, players must balance production, developing their culture, and gathering resources, or focus on some of them to the detriment of the others. The first player completes their City Management Phase first, then play passes to the player on their left, and so on, until all players have completed their City Management Phase. The following actions may be performed by the players during the City Management Phase.

CITY ACTIONS

During the City Management Phase, each player takes one action with each of their cities. This action can be used for **one and only one** of the following three purposes each turn:

- Produce a Figure, Unit, Building, or Wonder**
- Devote to the Arts**
- Harvest a Resource**

A. PRODUCE A FIGURE, UNIT, BUILDING, OR WONDER

Cities often turn their industry towards the creation of things for the common good. When a city is used for production, it can produce any **one** item with a production cost **equal to or less than** the total number of production symbols (↗) contained in that city's outskirts. The **entire** production cost for an item must come from the city producing it. Multiple cities cannot combine their production together to produce an item. Any excess production in the city is wasted; it cannot be saved for a future turn. For example, the city shown below has 5 ↗ symbols in its outskirts, so it may use its action to produce one item that costs 5 ↗ or less each turn.



SCOUTS AND BLOCKADES

Scout figures have the ability to gather any production symbols in the square they inhabit each turn. For full details on this, see "Scout Gathering" on page 26.

A square in a city's outskirts that contains one or more enemy figures (either scouts or armies) does not generate production for the city's owner. For full details on this, see "Blockades" on page 27.

RUSHING PRODUCTION WITH TRADE

If a city does not have enough production to produce a desired item, the player may choose to spend some of their trade to make up the difference. **For every 3 points a player reduces their trade dial by, the player may boost the production in one of their cities by 1 for a single turn.** A player may do this as often as they like, so long as they can afford the trade to do so.

PRODUCING FIGURES

At some point in their history, most civilizations are forced to muster armies, or, at the very least, send explorers and diplomats out into the world. A player may produce an army or scout figure with a city's action, assuming they have at least one unbuilt figure of that type and meet the figure's production cost. When a figure is produced, the player takes one of the figures from next to their civilization sheet and places it in the outskirts of the city that produced it. Figures may not be placed in a water square unless the player has learned a tech that allows their figures to end their movement in water (such as *Sailing*, *Steam Power*, or *Flight*). Figures may be placed in the same square as other friendly figures, but the total figures in a square cannot exceed that civilization's **STACKING LIMIT** (see "Moving Groups and Stacking Limit" on page 19).

Armies

Army figures represent a civilization's military forces and cost 4  each. Army figures are the only figures that can fight battles and explore huts and villages.

Scouts

Scout figures represent a civilization's non-military forces and cost 6  each. Scouts may be used to build new cities (see page 13) or to gather extra trade, production, or other resources for a city (see "Scout Gathering," on page 26).

Scouts cannot enter squares containing huts or villages and are killed immediately any time they are attacked by an army, unless they have a friendly army escorting them.

PRODUCING UNITS

War is and always has been one of the central preoccupations of civilization. To make war, a civilization needs armies, and these armies are built out of smaller forces, known as units. Unit cards represent specific units in an army. To produce a unit, a player checks to make sure that the city's production is high enough to produce the chosen type of unit, and then the player draws a unit card at random from the appropriate deck and adds it to their standing forces pile.

Artillery, infantry, and mounted units are unlocked and able to be produced with a city's action from the start of the game, but aircraft units require the player to know the *Flight* tech to produce them. If a unit deck is empty, units of that type are not available to be produced until some are killed and returned to the deck. If players go through the entire deck of a type of unit and arrive at units that have been returned faceup to the bottom of the deck, they must turn the deck over and shuffle it.

To determine the production cost of a unit, the player looks at the market board to see how advanced their units of that type are. The more advanced the unit, the more expensive it is.

- Rank 1 artillery, infantry, or mounted units cost 5  each.
- Rank 2 artillery, infantry, or mounted units cost 7  each.
- Rank 3 artillery, infantry, or mounted units cost 9  each.
- Rank 4 artillery, infantry, or mounted units cost 11  each.
- Aircraft units always cost 12  each (once unlocked).

Note: Because advanced units are more expensive, it is most cost effective to produce the units while they are cheaper and then upgrade them (see page 21).

PRODUCING BUILDINGS

A civilization's buildings do more than simply house its citizens. They are the sites of a civilization's industry, commerce, and learning – all of which are invaluable to the civilization's success. In order to produce a building, the player must first know a tech that **UNLOCKS** it. A building's  cost is indicated on the tech that unlocks it as well as on the market board. For example, the *Pottery* tech unlocks the Granary and indicates that the Granary's  cost is 5.



A WORD ON UNITS

Not every unit is created equal. Some units are a bit stronger, while others are a bit weaker. Units range from 1 to 3 strength at rank 1 and increase their strength by 1 per rank from there, up to their maximum at rank 4. The average strength of a unit at rank 1 is 2.

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

Once produced, a building must be placed in the outskirts of the city that produced it. However, buildings are restricted as to what type of terrain they can be built on. The type of terrain that a building is restricted to is indicated on the market board and is listed below. Normally, any number of a given type of building may be built in a city as long as suitable terrain exists.

Exception: Limited buildings (marked with a star on their markers) are restricted to one per city. See page 17 for further details.

BUILDINGS	TERRAINS ALLOWED
Harbor	Water
Trading Post	Desert
Workshop/Iron Mine	Mountain
Library/University Granary/Aqueduct	Grassland
Market/Bank Temple/Cathedral Barracks/Academy	Any Terrain Except Water (One per City)

Note: Buildings separated by a slash ("/") in their name represent the basic and upgraded forms of the same building type and are printed on the front and back of the same markers. For more information on upgrading buildings, see page 22.

Once a building marker is placed on a square, the icons on the building completely replace any icons that the square had.

Important Note: A water square with a Harbor placed in it is still considered to be water for the purposes of movement.

So, if a player builds a Temple in a forest square, that square now contains two culture () icons and no production () icons, despite the fact that the forest square previously contained two production () icons.



Limited Buildings

Some buildings, marked with stars in their upper right corner, are **LIMITED**. Although they are less restricted with respect to the types of terrain they may be placed in, they are more restricted in another way: **a city can only have a total of one limited building in its outskirts**. For example, if a player has already placed a Market in a city, that player cannot also place a Temple in that city, since both are limited buildings.

City Walls

Using the *Masonry* tech, a player may build City Walls around one or more of their cities. **City Walls are treated like any other building, except that they are considered to be located in the city's center**. To indicate that a city has walls, simply turn the city marker over so that its walled side is faceup. Only one City Walls may be built per city.

City Walls are an excellent defensive measure for a player to build when it appears that one of their cities is in danger of being attacked. A wall provides +4 to a player's strength total when defending that city and forces the attacker to play a unit first in the battle (see pages 23–24).

PRODUCING WONDERS

Some civilizations construct mighty wonders that survive in myth and legend long after their creators have died. The Hanging Gardens are one such wonder. These wonders provide powerful advantages to the players who build them. Any player may use a city action to produce one of the wonders that are faceup in the market. The corresponding wonder card lists the production cost of the wonder, along with a discounted cost that is available if the player knows the specific tech listed on the wonder. For example, the Colossus costs 15  normally, but only 10  if the player producing it knows the *Metalworking* tech.

Note: Remember that cities cannot combine production to produce an item. The entire cost for the wonder must be paid by a single city. Converting trade to production, using resource abilities, and using certain culture event cards can help a player increase the amount of production a city generates.

Once the wonder has been produced, the player places the wonder card faceup in front of them and places the corresponding wonder token in the outskirts of the city that produced the wonder. After building a wonder, a new wonder is drawn from the wonder deck and added to the market. Wonders, like limited buildings, may be placed on any terrain except for water and are restricted to one per city. A city may contain both a wonder and one limited building.

Important Note: Wonders are not buildings, and abilities that affect buildings do not affect wonders unless explicitly stated.

Obsoleting Wonders

Certain tech cards allow a player to obsolete a wonder, negating its special ability for the rest of the game. This process is explained in detail on page 27.

REPLACING BUILDINGS AND WONDERS

A player may choose to replace one of their existing buildings or wonders when placing a new building or wonder (it is possible for a wonder to replace a building and vice versa). The new

building or wonder must be able to be legally placed in the square once the old building or wonder is removed. Players may not replace a building or wonder belonging to another player.

To replace a building or wonder, first the old building or wonder is removed from the board. If it is a building, it is returned to the market. If it is a wonder, the wonder marker and card are returned to the box and may not be rebuilt for the remainder of the game.

After the old building or wonder is removed, the new building or wonder is placed in the now-empty square.

B. DEVOTE TO THE ARTS

"The cry for peace will be a cry in the wilderness, so long as the spirit of nonviolence does not dominate millions of men and women."

—Mahatma Gandhi

Many great civilizations make their mark on history through art, song, and literature rather than through industry or conquest. Consequently, the second type of action a player may take with a city is to devote the city to the arts. When a player does this, they collect one culture token from the stockpile, plus one additional culture token per culture icon () that appears in the outskirts of the city being devoted to the arts.

SCOUTS AND BLOCKADES

Scout figures have the ability to gather any culture symbols in the square they inhabit each turn. For full details on this, see "Scout Gathering" on page 26.

A square in a city's outskirts that contains one or more enemy figures (either scouts or armies) does not produce culture for the city's owner. For full details on this, see "Blockades" on page 27.

SPENDING CULTURE

As a civilization creates ever greater and more wondrous pieces of art, the civilization becomes famous throughout the world. The amount of fame and cultural influence a civilization has is measured by the position of the civilization's culture level marker on the culture track. This marker is advanced through the spending of culture tokens.

At any point during their City Management Phase, a player may choose to spend some or all of their culture tokens to advance their culture level marker up the culture track on the market board.

The cost to enter each space on the culture track is listed on the market board and varies depending on how far up the culture track the player's marker has already advanced. The player pays the cost listed (for the space their culture level marker is entering, not the space that the marker is leaving), moves their culture level marker up the culture track by one space, and then claims the reward shown on the space their culture level marker has just entered, as described on the next page.

Higher up the track, advancing the culture level marker costs trade as well as culture. Both costs must be paid in full for each space advanced, with trade being spent from the player's trade dial.

A player may advance as many spaces up the culture track each turn as they can afford, and multiple culture level markers may occupy the same space on the culture track.

The culture track consists of three different types of spaces, which are described below.

Culture Event Spaces

When a player moves their culture level marker into one of these spaces, they draw a culture event card from the culture event deck pictured on the space and add it to their hand in secret. If doing so causes the player to exceed their culture hand size (normally two, although it can be raised by tech), then they must immediately discard down to their hand size before any culture event cards can be played.

Great People Spaces

When a player moves their culture level marker into one of these spaces, they draw a great person marker at random from the facedown pile. They may then either immediately place the great person in a city or hold it in reserve, as described later on this page.

Culture Victory Space

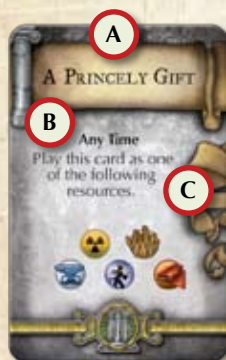
When a player moves their culture level marker into this space, they immediately win the game with a culture victory.

CULTURE EVENT CARDS

"Fortune, which has a great deal of power in other matters but especially in war, can bring about great changes in a situation through very slight forces."

—Julius Caesar

Culture event cards are special action cards gained by advancing up the culture track. Each culture event card has a title (A), timing (B), and an effect (C).



Culture event cards are kept in secret in the player's hand (although a player may look at their own culture event cards). At the start of the game, a player's culture hand size is two, meaning that they can only hold two culture event cards in hand at once. This number may be increased by tech such as *Pottery*, however. As mentioned before, if a player exceeds their culture hand size, then they must immediately discard down to their hand size before any culture event cards may be played. Although players start with a culture hand size of two, they do not actually start with any culture event cards in hand; these cards must be gained by advancing up the culture track.

Culture event cards may only be played during the phase indicated on the card (B, as illustrated earlier). When playing a culture event card, the player reads the title and the effect and then performs the effect before discarding the culture event card.

Discarded culture event cards are placed faceup on the bottom of the appropriate deck. When a deck runs out, it is turned over and shuffled, creating a new culture event deck.

GREAT PEOPLE

"The true test of civilization is, not the census, nor the size of the cities, nor the crops – no, but the kind of man the country turns out."

—Ralph Waldo Emerson

Certain people rise to prominence within their civilizations. These great people steer the course of nations and can change history. Mechanically, great people markers work similarly to building markers. Once gained, they may be immediately placed in the outskirts of any city belonging to the player. Great people can be placed on any terrain except water, and if placed on a building or wonder, that building or wonder is replaced, as described on page 17.

However, great people have one significant advantage over buildings. If they are replaced (by having a building, wonder, or another great person placed in their square), they are held in reserve and returned to the player's civilization sheet instead of being discarded. During the Start of Turn Phase of any turn, a player may place any great people on their civilization sheet back on the map in the outskirts of any of their cities. Great people have no effect when not on the map.

C. HARVEST RESOURCES

Valuable resources are important for a civilization's growth. Without adequate resources, a civilization gradually loses its ability to function effectively and is swept aside by their better supplied neighbors. Therefore, the third type of action a city may take is harvesting a resource from the map. In order to take this action, the city must have a square with that resource's icon in its outskirts. If that condition is met, the player takes one resource token of the given type from the market board and places it on their civilization sheet. Note that a player cannot harvest a given resource if the market is out of that type of resource, and **a city may only harvest one resource per action.**

For example, if a city contains the icons for two different resources (silk and iron) in its outskirts, then its city action may be used to harvest either a silk or an iron token, assuming any remain. Similarly, if there are two silk icons in the city's outskirts, the player still only harvests one silk icon.

Resources are used to power resource abilities found on tech cards. Each time a player wants to use a resource ability, they must pay its cost by spending the resource (or resources) pictured next to the ability. For full details, see page 22.

SCOUTS AND BLOCKADES

Scout figures have the ability to allow the harvesting of resources in the square they inhabit each turn. For full details on this, see "Scout Gathering" on page 26.

A square in a city's outskirts that contains one or more enemy figures (either scouts or armies) cannot be harvested from by the city's owner. For full details on this, see "Blockades" on page 27.

4. MOVEMENT

*"We shall not cease from exploration
And the end of all our exploring
Will be to arrive where we started
And know the place for the first time."*

—T. S. Eliot

Warriors and explorers have surveyed their surroundings for as long as mankind has existed, from the earliest tribesman to today's modern traveler. Players' armies and scouts have their chance to travel the world during the Movement Phase. During this phase, each player, in turn, may move all of their figures, one at a time. Each figure may move up to a number of squares equal to its civilization's **TRAVEL SPEED**. A civilization's travel speed starts at two, but may be increased by learning tech such as *Horseback Riding*. **Figures cannot move diagonally.** Once a figure has begun its move, it must complete its move before any other figure may move.

MOVING GROUPS AND STACKING LIMIT

A player may move several of their figures as a group if they all begin the Movement Phase in the same square. Doing so can offer extra strength in battle (see page 23) or allow armies to protect scouts (see page 20). Figures that begin in the same square are not required to move together.

However, a civilization may never have more figures (armies and scouts combined) in a single square on the map than its **STACKING LIMIT**. Like travel speed, a civilization's stacking limit starts at two, but may be increased by learning tech such as *Masonry*.

CROSSING WATER

At the start of the game, figures cannot enter water squares. However, acquiring certain techs can allow a civilization's figures to do so. The *Navigation* tech allows a player's figures to cross water but not end their movement in a water square. This means that the player may not make any move that would result in a figure ending its move in a water square.

Certain higher-level tech cards, such as *Sailing*, allow a player's figures to both move through and end their movement on water squares. Once a player knows one of these techs, they may ignore water when moving and may place figures on water squares when producing the figures.

UNEXPLORED MAP TILES

While a map tile remains facedown, figures cannot move onto or across it for any reason, nor can the effects of any tech or culture event card cross or affect any square on an unexplored map tile. Effectively, the squares on an unexplored tile do not exist.

DISCOVERING UNEXPLORED MAP TILES

A player may **DISCOVER** a facedown map tile by spending one square of movement when one of their figures is orthogonally adjacent to the facedown tile. **Instead of the figure moving for that square of movement, the map tile is turned faceup.** It is then oriented so that the arrow at the bottom of the tile points away from the tile that the figure is on.

The player then looks at the map tile for hut and village icons. One random hut marker is drawn and placed facedown, without looking at it, on each square with a hut icon on the map tile. In addition, one random village marker is drawn and placed facedown, without looking at it, on each square with a village icon on it on the map tile.

For example, the red army figure below spends one square of movement to discover the facedown tile to its right.



The facedown tile is flipped faceup and oriented so that the white arrow on its edge points away from the tile that the red army figure is on.



After the tile is flipped over, the player draws a hut and a village token and, **without looking at their other side**, places them facedown on the indicated squares on the tile.



The diagram below shows how the white arrow should appear when exploring in any of the four directions from the center tile.



EXPLORING HUTS AND VILLAGES

Scout figures cannot enter a square containing a hut or village marker. An army figure that enters a square containing a hut or village marker **must immediately end its movement** and is considered to be exploring the hut or village.

If the marker is a hut, it is peacefully absorbed by the invading civilization. The player takes the hut marker, looks at it, and then places it facedown on their civilization sheet. Hut markers have resources printed on their backs and may be spent like resource tokens taken from the market, except that they are returned to the box after being spent, rather than being added to the market.

If the marker is a village, it attempts to repel the invading civilization. The player to the left of the invading player becomes the “barbarian player” and draws one artillery, one infantry, and one 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 – barbarian player’s choice). These three units are **BARBARIANS** and must be kept separate from the barbarian player’s own units. A battle then takes place between the barbarian player (using only the barbarian units) and the invading player. The barbarian player is the defender, and barbarian units are always rank 1 (Archer, Spearman, or Horseman). For full details on resolving battles, see “Combat” on page 23.

After the battle, if the invading player won, that player takes the village marker and looks at it. If it shows a great person icon, the player 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, as explained above.



**GREAT
PERSON
VILLAGE**

If the invading player loses the battle, the army figure that entered the square (or the entire group of figures, if a group of figures entered) is killed and is returned to the player’s civilization sheet. However, unlike losing a battle to another player, there is no additional penalty for the loss.

Tip: Attacking barbarians without some sort of advantage beyond a player’s starting units is a risky proposition. It’s advisable for players to build extra units, upgrade their units, attack with a group of army figures, or go in with an ace up their sleeve (such as the *Metalworking* tech and an iron token).

ENEMY FIGURES

Scouts cannot enter a square containing enemy figures. If an army enters a square containing any enemy figures, its movement immediately ends. 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 (see page 25). If the square contains at least one enemy army, a battle occurs (see page 23). 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.

Example: An army enters a square containing two armies and a scout. A battle occurs, with the attacking player emerging triumphant. The two armies and the scout are all killed, and the attacker receives loot for killing figures.

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.

They may also enter an enemy city center, but doing so immediately results in an attack on the city (see page 23).

5. RESEARCH

“All religions, arts and sciences are branches of the same tree. All these aspirations are directed toward ennobling man’s life, lifting it from the sphere of mere physical existence and leading the individual towards freedom.”

—Albert Einstein

As new technologies are discovered by a civilization, new avenues and opportunities open up as well. From *Pottery* to *Space Flight*, these advances have the potential to profoundly change civilizations. During the Research Phase, players may acquire these technologies, which are represented by tech cards. In this phase, each player may choose to research one tech card.

Each tech card has a name (A), an icon (B), a level (C), and one to three abilities (D).



To research a tech, a player must meet the minimum trade cost for the tech and have a legal space in their civilization’s tech pyramid (see next page). If they meet both requirements, the player places the chosen tech card facedown in their 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. Just because Rome learns *Engineering* doesn’t mean that Egypt learns it as well. Each player must research tech cards for their tech pyramids individually.

TRADE COST

A player must have a certain minimum amount of trade on their trade dial in order to research a tech, depending on the tech's level. A player needs at least 6 trade to research a level I tech. This threshold is indicated on the players' trade dials by replacing the number 6 with a "I" to represent tech level I. It costs an additional 5 trade for each level thereafter (11 for level II, 16 for level III, 21 for level IV, and 26 for level V). These higher tech levels are marked on the trade dial in the same way.

Researching a tech spends all of the player's remaining trade, no matter how much trade they had before researching. The only exception to this rule is for players who possess coins. Coins allow a player to retain 1 trade after researching for each coin the player possesses. Having coins never increases a player's current trade; it only allows a player to retain trade they already have. For a full explanation of coins, see page 26.

Example 1: A player wishes to research *Sailing*, a level II tech. Looking at the trade dial, they see that level II techs require at least 11 trade. Fortunately, the player has 18 trade (and a legal space on their tech pyramid), so they reduce their trade to 0 and learn *Sailing*.

Example 2: If the player from example 1 possessed four coins, they would retain 4 trade after learning *Sailing*.

THE TECH PYRAMID

The second requirement a player must meet to learn a new tech is to have a legal space in their tech pyramid to place the new tech. Level I tech cards may always be legally placed in a player's tech pyramid, and indeed, they form the bottom row of the pyramid. However, when a player learns a level II tech, it must be placed above two level I tech cards already in their pyramid. Similarly, level III tech cards must be placed above two level II tech cards in their pyramid, and so on. Lower-level tech cards represent the foundation for higher-level techs. As a player's tech pyramid grows, it resembles a real pyramid, as shown below and in the "Tech Pyramid" sidebar on page 11.



The highest level tech is *Space Flight*, at level V. If a player learns this tech, they immediately win the game with a tech victory. It is worth noting that 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, see page 22).

Exception: A civilization's starting tech is always placed in the bottom row of its tech pyramid regardless of its actual level.

TECH CARD ABILITIES

Each tech that a player learns gives them certain benefits, which could be to unlock certain items for production, upgrade existing items or abilities, or provide new abilities. These benefits of tech cards are explained in more detail in the next few sections.

UNLOCKING UNITS, BUILDINGS, AND GOVERNMENTS

When a player learns a tech showing a new unit type, building, or government, they immediately gain the ability to produce that unit or building or to change to that government. This is known as **UNLOCKING** the item. At the start of the game, all figures, the three basic unit types (artillery, infantry, and mounted), and the *Despotism* government are unlocked. Everything else must be unlocked through researching tech.

Example: The *Code of Laws* tech (shown below) unlocks the Trading Post building (lower-right of the card) and the *Republic* government (upper-right), allowing the player to produce Trading Posts and change to a *Republic* government.



UPGRADING UNITS

When a player learns a tech with a unit upgrade on it, they check to see if they already know a better upgrade for that unit type. If not, they find the military tech marker for their improved unit type and place it below the appropriate unit deck on the market board to show that their units of that type have been upgraded (or flip the current marker over if the new rank is on the back).

Note: Rank 2 is on the back of each rank 1 military tech marker, and rank 3 and rank 4 (marked with a star) are the front and back of a second military tech marker.

For example, when a player learns *Chivalry*, they check to see if their mounted unit military tech marker is already better than rank 2 (indicated by the two stripes). If not, they flip their mounted military tech marker to the rank 2 side.



All units of that type that the player has already produced are automatically upgraded immediately. However, once a player has upgraded a unit, they must now pay the new, higher cost to produce new units of that type.

Continuing the example above, now that the player's mounted units are Knights, it costs 7 instead of 5 to produce new mounted units, but any mounted units the player already has are automatically upgraded to Knights.

UPGRADING BUILDINGS

Some buildings have a basic and an upgraded form, such as the Granary (basic) and the Aqueduct (upgraded). These buildings are printed on the front and back of the same markers. Looking at the market board, upgraded buildings have an arrow next to their names. When a player learns a tech unlocking an upgraded building, they immediately flip over any of the corresponding basic buildings that they've already produced in their cities. So, for example, when a player learns *Engineering*, which unlocks Aqueducts, they flip over any Granaries they've already produced, immediately upgrading them to Aqueducts.



However, as with upgrading units, once a player has unlocked the upgraded version of a building, they can no longer produce the basic version of the building and must now produce the new, higher-cost building.

Continuing the example above, once a player learns *Engineering*, they can no longer produce Granaries for 5 ⚒️, but must now produce the more expensive Aqueducts for 8 ⚒️.

Note: A player does **not** need to know the tech that unlocks the basic form of a building in order to learn the tech that unlocks the upgraded form of that building.

RESOURCE ABILITIES

Many tech cards, such as *Currency*, have abilities on them that require the player to spend resource tokens to use the abilities. These abilities are called **RESOURCE ABILITIES**. Each resource ability has (A) a picture of the resource or resources required to use it (with a question mark meaning any resource of the player's choice), (B) the phase in which the ability may be used, and (C) the actual ability itself.



For example, *Currency* (shown above) allows a player to spend one incense resource token to gain three culture tokens during the player's City Management Phase.

Each given resource ability may only be used once per turn, regardless of how many resource tokens a player has. However, if a player knows several techs with similar resource abilities (such as *Currency* and *Chivalry*), then each may be used once per turn.

OTHER ABILITIES

Other abilities that can be granted by tech cards include improved traits such as travel speed (*Horseback Riding*) or stacking limits (*Masonry*) and constant abilities such as the ability to split a city's production to produce two items (*Engineering*). A key to all of the icons found on tech cards can be found on the back cover of this rulebook.

WINNING THE GAME

As briefly mentioned earlier, there are four ways to win *Sid Meier's Civilization: The Board Game*. Each method requires a civilization to focus on a different aspect of the game to achieve greatness.

CULTURE VICTORY

A culture victory is attained by spending enough culture and trade to advance to the end of the culture track on the market board (see page 17–18). As soon as a player advances to the space marked "Culture Victory," that player wins the game.

A player wishing to win with a culture victory should concentrate on adding culture icons to their cities and devoting their cities to the arts. Later on, the player will also need to make sure their cities are producing enough trade as well. Techs that unlock culture-producing buildings (such as *Theology*) or which have incense-powered abilities (such as *Currency*) are most useful for this type of victory. Certain culture-producing wonders, such as Stonehenge, are also helpful.

TECH VICTORY

A tech victory is achieved upon researching the *Space Flight* tech, which is the only level 5 tech in the game. It takes a minimum of five level 1 techs, four level 2 techs, three level 3 techs, and two level 4 techs to research *Space Flight*, meaning that a tech victory requires a minimum of 15 techs.

A player wishing to win with a tech victory should concentrate on adding trade icons to their cities and finding ways to research more than once a turn (such as through culture event cards). Techs that unlock trade-producing buildings (such as *Code of Laws*) or which have trade-producing abilities (such as *Horseback Riding*) are most useful for this type of victory. Certain wonders that help research, such as the Statue of Liberty, are also useful.

ECONOMIC VICTORY

An economic victory is completed by accumulating 15 coins on the player's economic dial. Coins are either gained from squares on the map and building (see "Coins on the Map," page 26) or from techs (see "Coin Tokens" on page 26).

A player wishing to win with an economic victory should dabble in a variety of different aspects of the game, including trade, resources, combat, and culture. While some coins can be gained from buildings (such as Banks), a number of the player's coins will have to come from doing different tasks, as stated on certain techs. *Pottery*, *Code of Laws*, *Printing Press*, and *Democracy* all allow a player to gain coins by completing particular tasks. In addition, certain wonders, such as the Panama Canal, are helpful in accumulating coins.

MILITARY VICTORY

A military victory is achieved by conquering another player's capital city (see "Combat," below). This requires the player to build up their military forces and technology.

A player wishing to win with a military victory should increase their military power. This includes building a supply of units and upgrading them with techs (such as *Gunpowder*), raising their figure stacking limit (such as with *Biology*), and accumulating other strength bonuses for combat (such as from Academies). Military players should beware of culture events and may find certain wonders such as Himeji Samurai Castle to be helpful.

OTHER RULES

This section contains additional rules to the game.

COMBAT

"The great questions of the day will not be settled by means of speeches and majority decisions...but by iron and blood."

—Otto von Bismarck

Battle is the struggle of one civilization against another for dominance. When an army figure moves into a square containing a village marker, an enemy army figure, or an enemy city, a battle takes place. The player whose army figure is entering the square is the **ATTACKER**, while the player whose figure or city is being attacked is the **DEFENDER**. If the attacker is attacking a village, the player to the attacker's left becomes the defender. Generally, the defender is placed at a slight disadvantage in a battle, since the element of surprise is on the attacker's side. When a battle begins, the attacker and defender take the following steps:

1. ASSEMBLING THE BATTLE FORCE

The attacker and defender each shuffle their standing forces and draw a number of unit cards equal to their **BATTLE HAND SIZE** at **random**. A player's battle hand size starts at three and may be increased in the following ways:

- +2 hand size for each friendly army figure in the square beyond the first (remember that players cannot exceed their civilization's stacking limit)
- +1 hand size if governed by *Fundamentalism*
- +3 hand size if defending a city or capital.

A unit card has four different sides, as shown below. Each side has a unit name (A), military rank (B), strength value (C), trump symbol (D), and unit type (E).



When using a unit card in battle, a player only uses the side corresponding to the rank of their matching military tech marker. For instance, if the player's mounted military tech marker is set to rank 2 (the side with two stripes), that player only pays attention to the rank 2 side of their mounted units – in this case, the "Knight" side. For example, the unit below would have a strength of 2:



Note: The first three ranks of military tech are represented with one, two, or three stripes, while the fourth rank is represented by a star.

After a player draws their battle force, they may wish to turn their cards so that each card is oriented such that the top edge is the one they are using, as indicated by the unit's rank. A player's battle force cards are held in hand and kept secret from their opponent until played during battle.

Tip 1: A player's battle hand size is one of the best indicators of strength in battle, but only if the player actually has enough units in their standing forces to make use of it. Players should always try to keep their number of units in their standing forces at or above their expected battle hand size.

Tip 2: Just as having too few units can be dangerous, it can also be bad to have too many units. Since a player's battle force is selected at random from their standing forces, having too many units reduces the player's chances of drawing the units they really want in battle.

2. CALCULATING COMBAT BONUSES

Next, the players look to see if either side has any combat bonuses. If so, the player with the highest combat bonus takes the combat bonus card and places it in front of them, turned so that it is set to their combat bonus minus their opponent's combat bonus. For instance, if one player has a bonus of +12 and the other player has a bonus of +8, the first player receives a combat bonus card turned to its +4 side. The 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 two other city bonuses).

Tip: Every +4 in combat bonuses a player has is equivalent to approximately one unit. Although unit strength varies over the course of the game, this is an easy and reasonably accurate rule of thumb for players to remember.

3. ENGAGING IN BATTLE

Now, 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.

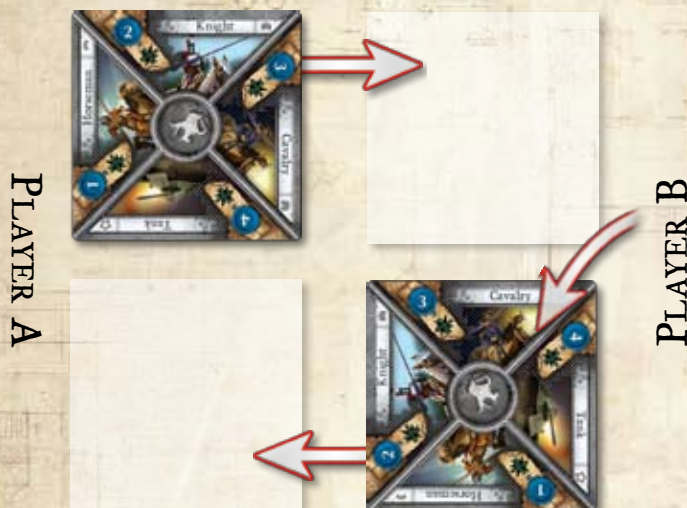
Exception: If the attacker is attacking a walled city, the attacker must play the first unit rather than the defender.

When a player plays the first unit in battle, this creates what is called 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).

STARTING A NEW FRONT

Starting a new front is simply playing a unit without attacking another unit. The newly played unit remains in play until killed or until the end of the battle. There can never be more than one unit in a front.

Example 1: Below, player A has a strength 3 mounted unit in play. Player B, not wanting to attack it, plays a strength 2 mounted unit below it in a new front. Since there are no other units in either front, no attacks occur.



ARMIES VS. UNITS

One of the key military concepts in *Sid Meier's Civilization: The Board Game* is the difference between armies and units.

Armies are plastic figures that move around the map, indicating the presence of a player's military forces. However, without units, armies have no strength and the player is extremely unlikely to win a battle.

Units are square cards that are used to resolve battles. Units represent the strength of a player's military forces. However, units have no physical location on the map and cannot be used outside a player's cities without an army.

Thus, a player needs both armies and units to succeed at a military victory.

ATTACKING AN ENEMY FRONT

To attack an existing front, the player places their unit card in front of a faceup enemy unit already played in this battle. The two unit cards then immediately attack each other. Each unit card deals a number of **WOUNDS** equal to its **STRENGTH** to the other unit. Any unit that suffers wounds equal to its strength is immediately killed and returned faceup to the bottom of the unit deck it was originally acquired from. If a unit survives the attack, wound tokens are placed on the card to indicate the damage. **All wounds go away at the end of the battle.**

Example 2: This time, player B's strength 2 unit is in play first. Player A, having a strength 3 unit in hand, plays their unit into the strength 2 unit's front, attacking it. The strength 3 unit deals three wounds to the weaker unit, killing it, and suffers two wounds in return. This damage is not enough to kill the strength 3 unit, so two wound tokens are placed on it to record the damage. Should this unit survive until the end of the battle, it will then fully heal.



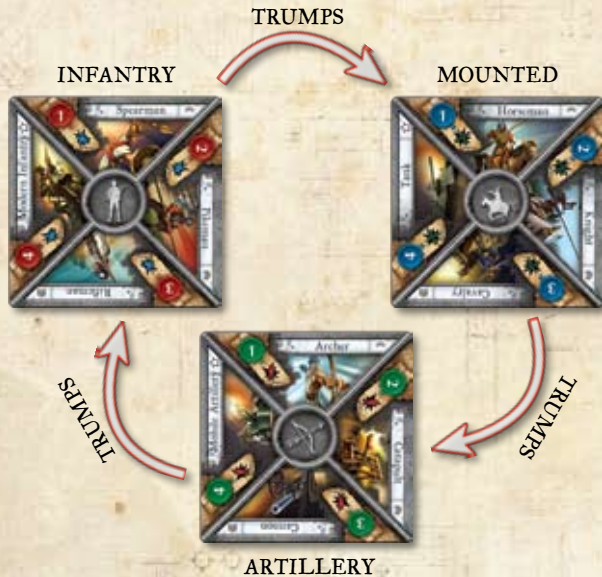
Even if a unit was previously wounded, it still inflicts its full strength in wounds to any unit that attacks it.

Example 3: After killing the strength 2 unit in example 3, player A's wounded strength 3 unit is attacked by another strength 3 unit played by player B. Although it still has two wounds, player A's unit still deals its full damage to player B's unit. In this instance, both units are killed, since each deals three wounds to the other.



TRUMPING UNITS

Not all unit types are equally capable against all other unit types. In fact, there is a rock-paper-scissors relationship between artillery, infantry, and mounted units, as shown below:



This relationship is shown on the unit cards by their **TRUMP SYMBOLS**. For example, infantry units are particularly effective against mounted units (e.g., pikemen versus knights), so infantry units have the mounted unit symbol as their trump symbol. 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 to the unit tramping it, since it is already dead before it can deal its damage.

Example 4: In example 3, previously, if player B's attacking strength 3 unit was an infantry unit, it would trump player A's wounded unit. Thus, player B's unit would deal its 3 wounds first, killing the wounded unit before it could attack back, and would survive the attack without suffering a single wound.



Tip: Obviously, a player whose units are trumped frequently during a battle is at a serious disadvantage. Players should observe what units other players are producing and react accordingly.

BATTLE ABILITIES

Some tech cards have resource abilities that are used during battle. These abilities are always used before or after attacking an enemy front, never during – even if some of their effects may last through an attack.

AIRCRAFT UNITS

If a player learns the *Flight* tech, they become capable of producing aircraft units. Aircraft units are very powerful units (their strength ranges from 5 to 7) that cannot trump or be trumped by any unit. This means that aircraft units reliably deal their damage, no matter what enemies they are faced with.

4. RESOLVING THE BATTLE

After both players have played all of their battle forces, the battle is over. First, all wounds are removed from the surviving units in the battle. 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 the battle, with ties going to the defender.

WINNER'S FIGURE LOSSES

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

WINNER'S LOOT

The winner of the battle receives a reward depending on the loser's circumstances in the battle.

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

The loser's figures in that square are all killed and are 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 three points of trade from the loser's trade dial
- Up to three culture tokens
- Any one resource token (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).

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

The loser's city is destroyed. 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 returned to the box and 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 (see page 21).
- 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 two 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.

If the loser was defending their capital city:

- The winner immediately wins the game with a military victory.

Tip: Since the first player to conquer a capital city wins the game, players must be careful not to weaken their opponents too much when there are other hostile armies near that player's capital.

AFTERMATH

If the game isn't over, any surviving units (whether owned by the winner or the loser) are then returned to their owner's standing forces. Any killed units are placed faceup on the bottom of their respective unit decks.

Tip: Winning a battle against a powerful defender such as a capital city or a strong military player requires a mix of increases to the player's battle hand size, upgrades to the player's units, combat bonuses, and enough unit cards to fill up their hand. However, the rewards for successful attacks are very significant, and the outcome of the entire game can be turned around by a canny military maneuver.

COINS AND ECONOMIC POWER

"Don't tell me where your priorities are. Show me where you spend your money and I'll tell you what they are."

—James W. Frick

Although a leader may have great ambitions for their civilization, ultimately very little can be accomplished without the industry of the people working with the bounty of the land to create a healthy economy. A player may acquire economic power in the form of coins – either coins printed on building markers and map tiles, or coin tokens placed on certain tech cards (such as *Code of Laws*) as a reward for accomplishing particular tasks.

When a player gains a coin, they advance their economy dial. Should the player later lose the coin, their economy dial must be reduced accordingly.

Coins have two primary effects. First, when a player researches a tech, they may keep one trade for every coin they have. So, for instance, a player with five coins would be left with five trade after researching a tech. Coins do not allow a player to keep trade after any event other than researching a tech. Therefore, a player can still have their trade reduced below their number of coins when spending trade to rush production or when trade is taken after the loss of a battle. It should be noted that having coins never increases a player's current trade – it merely allows the player to retain the trade they have already accumulated.

The second major effect that coins have is that a player who accumulates 15 coins immediately wins the game with an economic victory (see "Winning the Game" on page 22).

Other abilities may be granted to a player by certain tech cards, such as *Computers*, based on the number of coins they have accumulated.

COINS ON THE MAP

Coins gained from squares on the map – whether from a natural gold deposit in the mountains or from a building placed in a square – 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 (see page 27). Similarly, 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

Scouts are of vital importance to a player's civilization. One of their critical roles is to send home trade, production, culture, coins, and resources from distant locations. 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. Consequently, the city benefits from any trade, production, or other icons in the square for the turn.



The city above contains the following icons:



Thus, it adds 3 to the red player's trade dial each turn during the Trade Phase. During City Management, its action may be used to do one of the following three things:

- Produce an item that costs 5 or less
- Generate 1 (1 for the city, plus 0 additional symbols)
- Harvest either a silk or an incense resource token.

For a full explanation of how that was determined, see "Collecting Trade" on page 14, and "City Management" on pages 15–18.

Example 1: A scout in a forest sends its square to the previously discussed city, increasing the city's production by two for the turn.



Example 2: A scout in a natural wonder sends the square to the previously discussed city. That turn, the city devotes itself to culture. Because the city gains the symbols of the square the scout is in, the city produces one more culture token than normal (two total).

Note that, in this example, although the city still receives the two extra production from the forest, it doesn't matter because the city devotes itself to the arts for its action rather than production.



Example 3: A scout in a square with a wheat resource icon sends the square to the previously discussed city. That turn, that city harvests a resource and may choose to harvest a wheat, silk, or incense resource since the scout's space is considered part of the city's outskirts.



BLOCKADES

Enemy forces, properly placed, can prevent a city from obtaining some of the supplies it is used to obtaining. Thus, a square in a city's outskirts that contains one or more enemy figures (either 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.

Wonders are not immune to blockades either. 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 (see "Combat" on page 23).

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.

Example: An enemy scout is in a forest in the outskirts of the city discussed earlier and sends the square to one of the scout's own cities. For that turn, the production of the scout's city is increased by two and the production of the city being blockaded is reduced by two.



OBSOLETING WONDERS

*"My name is Ozymandias, King of Kings:
Look on my works, ye mighty, and despair!"*

—Ozymandias, Percy Bysshe Shelley

Certain techs (*Monarchy* and *Gunpowder*) allow a player to obsolete a wonder. When a wonder is obsoleted, 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.

GLOSSARY OF TERMS

Army: A plastic figure representing a player's military forces.

Attacker: In battle, the side that began the combat by moving.

Barbarians: Uncivilized tribes found in villages. Barbarians must be defeated to claim the resources from a village. Barbarians are always rank 1 and are controlled by the player to the active player's left.

Battle Force: Unit cards drawn by a player at the start of a battle.

Battle Hand Size: The number of unit cards a player draws from their standing forces at the start of battle.

Blockade: When a square in a city's outskirts contains an enemy figure. The presence of the enemy figure prevents the use of that square by the city it is part of the outskirts of.

Capital: A player's starting city.

City Center: The center square of a city. It produces nothing.

City Outskirts: The eight squares surrounding a city center. These squares generate the city's trade, production, culture, etc.

Coin: Measure of a civilization's economic prosperity. Makes a civilization generate trade (and production, with the proper tech) more efficiently.

Culture: Measure of a civilization's artistic and philosophic progress. Used primarily to advance up the culture track.

Culture Hand Size: The maximum number of culture events a player may have in hand at once.

Defender: In battle, the side that did not begin the combat.

Discovering: The act of turning a map tile faceup through the expenditure of movement by an adjacent figure.

Front: An area within a battle. A front may hold only one unit from each civilization in the battle, and any units in the same front immediately attack each other.

Government: A civilization's ruling body. Governments determine a civilization's character and overall goals. Over time, a civilization may pass through many types of government as its character changes.

Great Person: Prominent people within their civilizations who change history. Great people function much like buildings do.

Hut: A peaceful tribe found on the map.

Limited Buildings: Buildings marked with a star. Each city may only contain one limited building in total.

Natural Wonder: A square on the map that is unusually beautiful or inspiring. Natural wonders provide culture in addition to their normal resources.

Production: Measure of a civilization's industry. Primarily used to create new buildings, units, figures, or wonders.

Research: Research allows civilizations to learn new techs which help them grow more powerful and efficient.

Resource: Special tokens that may be spent to activate certain abilities found on tech cards.

Resource Abilities: Any ability that costs one or more resource tokens to activate.

Scout: A plastic figure representing a player's non-military forces.

Stacking Limit: The maximum number of figures a civilization may have in a single square. Represents the civilization's communication and organizational capability.

Standing Forces: A deck containing the unit cards a player has built. A player's battle force is randomly drawn from their standing forces.

Strength: The general measure of the power of a unit card.

Tech: Tech represents a certain discovery or invention. Techs are placed in their civilization's tech pyramid as they are learned. Tech learned by one player only apply to that particular player.

Tech Pyramid: Techs are organized in the tech pyramid into five different levels. Higher level techs must each be placed above two techs of the next level down.

Terrain: There are five types of terrain on the map: desert, forest, grassland, mountain, and water. Terrain affects where buildings may be placed.

Trade: Measure of a civilization's scientific progress. Used primarily to learn techs.

Travel Speed: The number of squares a civilization's figures may move each turn.

Trump: A unit that trumps another unit gets to strike first in battle.

Unit: A card representing part of a player's military strength.

Unlocked: Able to be produced. Units, governments, and buildings are typically unlocked by learning certain tech cards.

Upgrade: A tech ability that improves a unit or building, transforming it into a new type of unit or building.

Village: A warlike tribe found on the map.

Wonder: An amazing invention or construction that brings great glory to the civilization that creates it. Wonders provide both culture and unique abilities to their owner.

Wounds: Damage inflicted on a unit during battle. All wounds are healed at the end of every battle.

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I will probably play Civ V for years."
- IGN, BEST STRATEGY GAME E3 2010

"Games like this remind us why it
is still good to be a PC gamer."
- GAME INFORMER, BEST OF PC,
BEST STRATEGY GAME

"A continued commitment to the elements
that make strategy gaming great."
- GAMESPY PC GAME OF SHOW,
STRATEGY GAME OF SHOW



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after this game comes out. Sorry about that."
- ENTERTAINMENT WEEKLY.COM

"Simpler to play but deeper to master.
Civilization is back in a big way"
"Just continues to blow us away."
- GAMEPRO BEST OF E3

Best Strategy Game - Game Critics Awards
- BEST OF E3 2010

"This is a day one purchase for sure."
- 1UP BEST STRATEGY GAME

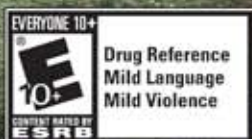
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SUMMARY OF TECH CARD ICONS AND ABILITIES



UNLOCK BUILDING

The tech card allows the player to build the pictured building for the listed cost.



UPGRADE BUILDING

Identified by the grey arrow to the left of the building's name. The tech card allows the player to build the pictured building for the listed cost, and it upgrades all buildings that player already owns of a certain type (see market board) to that type of building.



UNLOCK GOVERNMENT

Allows the player to change their civilization to the listed government type. Doing so is free if done the turn after the government type is unlocked, otherwise the player must first change their civilization's government to *Anarchy*.



UPGRADE UNIT

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



INCREASE CULTURE HAND SIZE

Increases the player's culture hand size by one card. Multiple techs with this ability are cumulative.



GAIN COIN

The player gains one coin when the tech is learned.



CONSTANT ABILITY

The tech card permanently grants the player the listed ability. The ability may be used as often as the player likes unless otherwise stated.



RESOURCE ABILITY

The tech card allows the player 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.

The resources that may appear on a tech card include:



INCENSE



IRON



SILK



SPY



URANIUM



WHEAT



ANY RESOURCE

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