

7 Ages[®]

6,000 YEARS OF HUMAN HISTORY

Rules & Players' Guide

COLLECTOR'S EDITION

All the world's a stage...

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7 AGES®: the Collector's edition

Card Description

Empire

Gold border (age 1 empire)

Harvest glory categories

Event

Bantu

Starts: Benin (J7)
Ages: 1 ~ 3
Set-up: -5
Leaders: 2
Special: May vacate areas during ages 1 to 3
Glory: 2 1/trade won

4

Great University* (4~7)

Treason!

Play on one side resolving conflict in an area. For the rest of this conflict, each round it wins, its owner may add 1 unit from their unit pool of the same type as one lost by their opponent that round (even if out of age). The added unit is committed (along with the other winning units).
card no: 118

No cities or forts before stated age

Card Value (colour is empire's trade no.)

No ships until trade

No cavalry until trade

Immediate glory

Artefact

(colour indicates type
~ playable age range
* ~ requires another artefact first
† ~ may be playable in earlier age)

Glory Categories

Religions (Total areas)

Home-land		Region name	Money		Christianity	
Sea areas		World 3	Ships		Islam	
Region		Asia 1	Land units		Hinduism	
Not Europe		Europe 3	Cavalry		Buddhism	
Progress		1	1/area Wheat		Confucianism	
Artefacts		3	Elephant (ages 1~6 only)		Pantheism	
Cities		2	Oil (age 7 only)		Judaism (Religions expansion)	

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Counter Description

Front

Back

Empire Units

3 +2
6 3

Progress level available

7 +5
43 4

Support value

Common Units (Kingdoms expansion)

3 +1
R Siam 2

Front value (U = unlimited)

U
-7 glory 9

Unit Type

Retreat if lost

Area raised

Front

Glory

Turn Marker

Turn

Movement allowance (U = unlimited)

Action Marker

Action

Cadence Marker (Kingdoms expansion)

Cadence

Blue Artefact

Universal Military Money

Red Artefact

World Wars

City

7

City Value

Tribute

Tribute

Leader's abilities

+1 Go

+1 Go

Progress

Progress

Money

Money

Capital

1

Unnamed Leader

Pop Re Leader

Saved Glory

200

Temple (Religions expansion)

Temple

Golden Age (Religions expansion)

Ar Golden Age Ph Sc

Climate Clock (Trade expansion)

Climate Clock

Home-Land (Victory expansion)

Home-Land

Unit Types

Infantry

Missile

Cavalry

Ships

Aircraft

~ Spear
~ Sword
~ Rifle
~ Motorised

~ Archer
~ Catapult
~ Cannon
~ Artillery

~ Chariot
~ Lt. Horse
~ Hs. Archer
~ Elephant
~ Knight
~ Horse artillery
~ Tank

~ Galley
~ Ship-of-the-line
~ Cruiser
~ Battleship

~ Fighter
~ Bomber
~ Nuke
~ Star Wars

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All enhancements and errata from the printed original 7 Ages rulebook are in red.

Designer's notes are in blue.

Rule cross-references are in Cyan

7 Ages®: 6000 years of Human history, Collector's ed.

Date: 17 Mar 2023

Dedicated to Anna & Peter, our future

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RULES OF PLAY

By Harry Rowland

Players: 2 - 5 (Classic), 2 - 7 (Deluxe)

Ages: 12+

Time to play: 77+ minutes (variable, determined by number of players and starting and ending age)

Complexity: Moderate

“All the world's a stage,
And all the men and women merely players: They have their exits and their entrances;
And one man in his time plays many parts,
His acts being seven ages.”

William Shakespeare; *As You Like It*

Introduction

7 Ages® is a game covering 6000 years of human history from 4000 bce to today (17 Mar 2023). Players lead dynasties that decide the fate of the world across the ages.

These rules are in sequence of play order.

Components

7 Ages the Collector's edition, comes in a variety of games and expansions.

7 Ages Collector's edition Classic game consists of:

- 2 x A1 (594 x 840mm) full colour **hard-mounted** maps of the world;
- 7 full-colour countersheets (15 empires and markers comprising 560 x 5/8" (16mm) and 500 x 1/2" (13 mm) counters, CS 1-7);
- 110 full colour cards; and
- Rules & Players' Guide (you're reading it).

7 Ages Collector's edition Expansion set consists of:

- 7 Ages **Ancients & Kingdoms (A)** expansion (11 cards and 112 x 5/8" & 20 x 1/2" Kingdom & common units, Cadence markers, and leaders, CS 8)
- 7 Ages **Medieval (M)** expansion (3 empires, 11 cards and 112 x 5/8" & 20 x 1/2" empire units & leaders, CS 9);
- 7 Ages **Modern (N)** expansion (3 empires, 11 cards, and 112 x 5/8" & 20 x 1/2" empire units & leaders, CS 10);
- 7 Ages **Religions (R)** expansion (11 cards and 200 x 1/2" religious markers & leaders, CS 11); and
- 7 Ages **Trade & Victory (V)** KS expansion (11 cards, 7 cloth bags & 200 x 1/2" glory markers & leaders, CS 12).

7 Ages Collector's edition Deluxe game consists of:

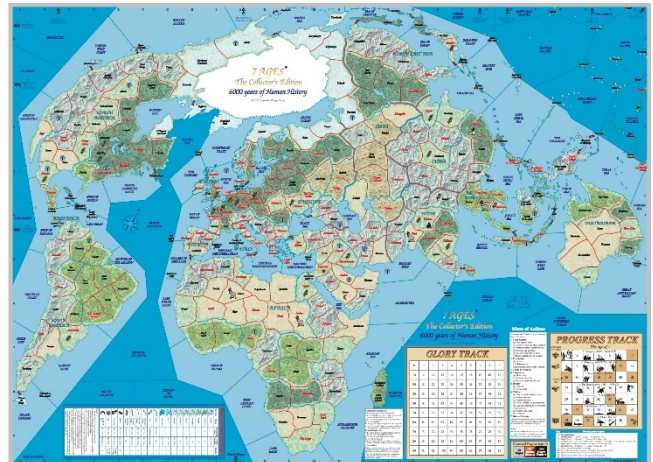
- **7 Ages collector's edition Classic game;** and
- **7 Ages Collector's edition Expansion set.**

For a grand total of 2 large maps, 165 civilisation cards and 21 Empires comprising 896 x 5/8" counters & 960 x 1/2" counters (12 countersheets in total).

Units, leaders, action and artefact markers are limited by the counter-mix. If you run out of other markers, feel free to make up more.

Preparing to play

Lay out the 7 Ages maps so they form a map of the world.



Decide how many Empires you want to play with (we recommend all for maximum competition and co-operation). Sort the large counters into the various empire colours, and then unit types (e.g., chariots/knights) within each empire into their own **Unit pool** (to assist when building units). Put the unnamed Leaders (and the 'no leader' markers) into a cup (the **Leader cup**). Set aside the rest of the counters for now.

Shuffle the cards and deal 7 face-down to each player. Place the rest of the cards (the **Card deck**) face-down. You are now ready to start the game.

Winning the game

The winner is the player with the most glory when the game ends. If several players tie, the player with the most advanced empire wins (or the first to progress past the 49th level if more than one empire has). If still equal, they both win.

The game ends at the end of the turn when any empire progresses beyond the 49th **Progress level**. That player gains

7 bonus glory points for being so illustrious. The game can instead end at a time, **glory total** or **Age** you predesignate. **If playing option 16), the game also ends when the General AI or Internet artefact is played.**

Who goes first?

Each player **looks at their cards**, chooses one and plays it face-down. Reveal the played cards. Whoever played the highest value card goes first. Discard all played cards.

If players tie for the highest card, those players play another card (which is also discarded). This continues until only one player is left. If you run out of cards, the tied players pick and play cards from the deck until a winner emerges.



Give the turn marker to the winner. Then, in order of **highest card played**, each player picks a glory marker which they place on the '0' space of the **Glory track** and takes the empire counters of that colour (dark, light and multi-coloured). If two (or more) players played the same value card, the nearest player to the left of the winner chooses first.

The empire counters players choose are dedicated to them for the entire game. The remaining empire counters are available to be built by any player during the game.

Example: *Cat, Jack, Ray and Patrice are playing a 4 player, 15 empire game of 7 Ages. Cat and Jack play a '7' card, while Ray and Patrice play a '1' card. Jack and Cat must now both play a second card, and Cat wins with a '5' to Jack's '4'.*

Cat gets the turn marker and chooses the orange and yellow empire counters. She places the orange/yellow glory marker on the '0' space of the glory track.

Jack then picks the red and pink counters. Ray (on Cat's left) picks the light blue/dark blue counters and Patrice picks the light green/dark green colours. The other 3 empires are available for anyone to build during the game.

Whenever any unit or marker (apart from named leaders) is lost, discarded or removed from play, it is available to be re-used any number of times.

If any colours are still available, more players can enter the game after it has started. Simply deal them 7 cards, place their glory marker on the same space as the player coming last and give **any free colour's** empire counters to the new player. Continue play.

Playing the game

Choosing from all your action markers, each player now places one face-down on each empire card they have in play. Keep your unused action markers face-down (so no one else knows what you have chosen to do this turn).

If you have fewer empires in play than your maximum, you may place *one* additional action marker face-down in front of you, not on any empire.

Your maximum is determined by dividing the number of empires in your game by the number of players, rounding up (e.g., 7 players are playing with all 21 empires in 7 Ages Deluxe, the maximum is 3 each, if 4 players are playing with the 15 empires in 7 Ages Classic, the maximum is 4 each).

Each action marker only affects the empire it is placed on (e.g., placing *Start empire* on an empire will have no effect).

The only effective actions for the one additional marker you can place when you don't have your maximum empires are (1) *Start empire*, (5) *Destiny* or (6) *Civilise* (only for playing artefact and event cards).

Wild card

The *wild card* marker may be placed like any other action marker. It may be turned over during *any* action to convert into an action of that type, even if you have already **carried out that same action with another empire** this turn.

An empire with a *wild card* marker does not get the *Free progress* at the *End of turn* **unless it has an Administrator**.

Actions

There are 7 actions **carried out each turn** in this order:

- (1) *Start empire*
- (2) *Production*
- (3) *Trade and progress*
- (4) *Manoeuvre*
- (5) *Destiny*
- (6) *Civilise*
- (7) *Discard empire*



Each turn each player who has chosen to start an empire will turn over that action marker (or *Wild card*), then start an empire. After all players who want to start an empire have done so, you move on to *Production* and the players **who have placed a production marker (or Wild card) turn it over and carry out that action with that empire**, and so on.

Each action the player with the turn marker (the First player) turns over their action marker(s) and does that action first, then the other players follow suit in Clockwise order after that player finishes. To speed play, if the player before you won't affect your action (e.g. you are *Trading in America* and they in *Asia*), feel free to do yours at the same time.

You may carry out an action even if the empire the marker was placed on is already discarded.

You may always decide not to turn over a marker, in which case your empire misses its go. If you forget to turn over one of your action markers **during that action**, your empire misses its go.

1. Start empire

When you carry out a *start empire* action, play any card from your hand to start the empire shown on the card.

Each empire can be started multiple times in a game but you may only start an empire if there is a set of counters available that is not being used for another empire.

If any of the features of a starting empire provide a choice, **you choose between them when setting up the empire.**

Example: *The Byzantines (card 54) start their progress marker 2 behind the leader or the same space as the Greeks, Macedonians or Romans, Byzantines choice. The Byzantine starting areas are not a choice, they must set-up in Thracia and all Roman, Greek and Macedonian controlled coastal areas adjacent to the Eastern Mediterranean sea area.*

When is an empire eligible to start?

Most empires can only be started in some of the ages. These are listed in the 'Ages' section on the empire's card. For this purpose, the game is in the **Age** occupied by the most advanced empire on the **Progress track** (see map). Some empires can start in a particular age only if another specified empire is (or isn't) on the map.

Example: *If the most advanced empire in a game was the Phoenicians (card 9) on Progress level 6, the game would be in age 1. The Carthaginians (card 92) can normally only start in age 2 but, since the Phoenicians are in play, the Carthaginians can start in age 1.*

Once you've placed the empire's progress marker on the progress track, the empire is in the age its marker occupies.

Setting up a new empire

Choose an available colour to represent the empire you are starting. You must choose one of your dedicated colours if it is available.

The mixes of units differ for each colour. **Some have more units while others have better quality units.** So, you should choose a colour that best suits the empire you want to start.



Place the empire's progress marker on the progress track, offset from that of the most advanced empire by the + or - modifier listed under 'Set-up' on your empire's card.

Progress markers can never be lower than **Progress level 1**.

Example: The Macedonians (card 15), at progress level 8 (age 2), are the most advanced empire in the game when the Assyrians (card 6) start. The Assyrians will be offset against the Macedonians by the "-3" shown on the 'Set-up' section of their card. Thus, the Assyrians progress marker goes onto progress level 5, in age 1.

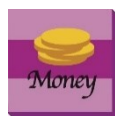
If there are no empires currently on the map, you may play an empire card from any age. Its start age is the lowest (non-conditional) age listed in its age range. Its progress marker starts **offset from** the left-most space of that age if positive, **or in the left-most space if not.** You may only play an empire if you can satisfy its set-up prerequisites.

Example: Cat has the Egyptians (card 1), the English (card 37) and the Pirate State (card 98) in her hand. There are no empires on map. If Cat starts the Egyptians, she would place their progress marker on **progress level 2**. If she set-up the English instead, they would start on **progress level 22** (4th age). She couldn't start her Pirates at all (because they must set-up within 3 areas of another empire).

Start areas

The area(s) listed in the 'Starts' section of the empire's card have a reference letter and number after their name. These letters and numbers are replicated on the map. Simply cross-reference them to locate the empire's start area(s). **Start area names are coloured red so they stand out.**

Initial money



The empire starts with the amount of money stated in the 'Money' section on its card. **Some empires start with an addition or multiple of their starting age.** Place the empire's money marker on that space on the **Glory track**.

Example: Continuing the Assyrians set-up example above, they set-up in age 1 with 15 money.

Initial units

Some empires have named leaders specified on their card as being available in a particular age. If your empire starts in that age, you may choose **one named leader** for it **and set it up in the empire's start area (your choice if more than one).**

Example: Susan starts the English empire in the 4th age. She may set-up either Shakespeare or Elizabeth and decides to set-up Elizabeth in England.

You then build (and pay for) initial units for the empire. This is done exactly like **Building new units and markers** (see 2) except that any number of built units may be set-up in the start area(s). If you set-up a named **Administrator** you may use their ability to reduce the cost of the empire's initial units (except infantry, as you don't yet have a **Capital**).

Place the units in **the empire's** start area. If the empire has several start areas, you may distribute the units as you **like** between **them**. **Initial** ships may only set-up in coastal areas.

Now place **on the empire's card** any elite markers listed in its 'Special' section.

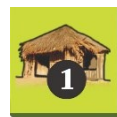
What if someone else is already in my start area?

The 'Special' section on some empire cards says that you **Convert** certain **units** in your start area to yours. This usually means your empire is a **dynamic new branch of an already existing** empire.

If the card states that units are converted, replace them with the same unit types of your empire (if available) even if they have different values and a higher **Progress level** than yours. Any fort and/or city in the area is also converted (without being reduced) to one of yours **unless** your empire is **Barbarian** (it has a 'no cities' icon for this age) in which case **they are destroyed**. It doesn't matter if the city has a higher value than you can build. The converted city becomes the **capital** if the empire doesn't have one. **Any Artefacts**, (option 12: **temples**) and **Leaders** in the area are also converted.

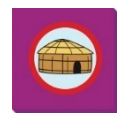
If there are **unconverted** units in any of your empire's start areas, you must now **resolve conflict** (see 4) in those areas.

Placing a capital



If you haven't already converted a capital (either by converting the city or resolving conflict) and your empire is not **Barbarian**, you now set-up a capital in your start area (your choice if more than one).

The set-up value of the capital is the maximum allowed for the age (e.g., 3 in age 2), or its current (converted or **Liberated**) value, whichever is higher. Put the empire's remaining capital marker(s) on its card to show the empire's colour.



The area containing an empire's capital is also its **Homeland**. If an empire with **homeland glory** doesn't have a capital, you specify one start area as its homeland (the **Victory** expansion includes a homeland marker for every empire as a mnemonic).

Provided your empire is not **Barbarian**, you may now pay 5 money each to fortify any of your start areas (4 if in an area with a **Builder**).

Special set-up actions

The 'Special' section of an empire's card explains how the empire differs from other empires.

Set-up any free forts your empire gets in any start area (your choice) that doesn't already contain a fort.

All 'initial' effects (e.g., initial changes to the cost of units) apply only while setting up the empire **and to the age the empire is in** (e.g., the Jurchens (card 55) initial cavalry cost 2 if they set-up in age 3).

You carry out any special actions the empire gets (e.g., free **Manoeuvre** actions) immediately after you have set-up the empire and **resolved any conflicts** in its start areas.

Other special effects apply as long as specified (or as long as the empire exists if no limit is specified).

2. Production

Production lets an empire earn income, which it can spend to maintain its existing units and to buy new units **and markers**.

Earning income

When your empire takes a **production** action, it first receives

income for each area it controls. Add the income it earns to its saved **money** on the **Glory track** (a maximum of 199 at any time).

Each unordered area produces the income listed on the **Terrain Effects Chart** on the map, plus the value of any city in that area. A **disordered area** earns no income (even if it has a city, wheat or oil).

Example: Egypt (located at M6 on the map) is a fertile area with a value 1 city. Fertile areas with wheat produce 5 income and a value 1 city adds 1, so Egypt will earn 6 income this turn. If it were disordered, it would earn no income.

Wheat is only added to the value of a non-fertile area when the empire is in age 5, 6 or 7.

Example: Germany (J4) with a value 3 city provides 5 income to the Germans (card 33) before they enter age 5. In age 5, Germany provides 7 income and, in ages 6 and 7, 8 income (because the forest disappears).

Oil is only added to the value of an area when the empire is in age 7.

Double the value of each area that contains a **Populist**.

Some empires earn income in other ways (see 'Special' section of their card). Event cards can also affect income.

Halve your total income if your empire has no capital (rounded, see **Modifiers in Terms of play**).

Maintaining existing units

The empire must now pay 1 money to maintain each unit it has on the map. If you can maintain them all, you must do so. If you can't, you choose which are not maintained.

Artefacts, cities, forts, **Leaders** and **Barbarian empires'** units don't require maintenance.

Return any units the empire can't maintain to its **Unit pool**. This may leave some areas vacant (see 4, **Vacant areas**). **Disorder each Land area where units were not maintained, unless it's now vacant.**

Building new units and markers

Your empire may now spend money to build new units. It can only build units available at its current **Progress level** or earlier (some empires have special rules that vary this). You can work out when units are available by looking for the circled progress level on the unit or looking for the unit's picture on the **Progress track**.

The cost of each type of unit and marker is listed on the map (under the progress track). **Reduce the cost of units by 1 in an area with an Administrator (except infantry unless the administrator is in the capital, see Leader Types).** The minimum cost of a unit, after all modifications, is 1 money. **An empire may not spend more money than it has.**

You may only build ships in coastal areas and **Sea areas** (not ocean areas) the empire controls. All other units may only be built in the empire's land areas.

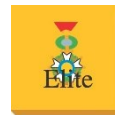
You may place any number of units in an area that contains an **Administrator**. Otherwise, you may only place as many units in an area as the value of the city there (e.g., you could place 5 units in an area with a value 5 city). You may place one unit in each area without a city.



Some empires have icons that prevent them building cavalry units and some have icons preventing them building ships. Each of those restrictions applies until the empire first **Trades** with an empire that isn't so restricted, even if they lose the trade.



Non-Barbarian empires may now fortify any number of its land areas that don't have a fort. Each fort costs 5 money to build (4 if a **Builder** is in the area).



An empire may build 1 elite marker per production provided it currently has less than 3. Each elite marker costs 3 money, or 1 money for each unit the empire has on map, whichever is greater (e.g., if the Romans (card 12) have 14 units on the map it costs them 14 to build an elite marker). Units in an area with a **Tactician** don't count (e.g., the Romans would only pay 3 if 13 of their 14 units were stacked with **Caesar**). When built, place the elite marker on the empire's card.

Elephants, Nukes and Star Wars (Kingdoms expansion)



The Kingdoms expansion includes 14 units with elephants on one side and either Nukes or Star Wars on the other. Initially these units are kept aside in a common **Unit pool**.

An empire may only build elephants that have been added to its unit pool. If an empire at progress level 10 or more takes control of an area with an elephant symbol, **add that area's elephants** to its unit pool (even if that means taking them from another empire). **If you have more than one elephant in your unit pool you must build them randomly.**

An empire at progress level 10 or greater may randomly add any one available unnamed elephant in the common unit pool to its unit pool each time it progresses by **Trading** (see 3) with an empire that controls an elephant area.

When an elephant is lost or isn't maintained, **return it to the controller's unit pool, or the common pool if none.**

Permanently remove all elephants from the game immediately **any** empire enters age 7.

You may only build Nukes or Star Wars if any are available in the common unit pool.

Each empire may build no more elephants, nukes and Star Wars in total each **production action** than the number of leaders that empire has on the map (each **Administrator** counting as 2 leaders).

Spending money at other times

You may spend money during **Civilise** to remove disorder and during **Harvest glory** to buy glory (see below).

3. Trade and progress

An empire can take a **trade and progress** action to try to advance along the **Progress track**, to swap a card with a neighbouring empire, or to provide or receive financial aid.

How to trade

Pick an empire controlled by **another** player for your empire to trade with. That other empire must be within **Range** of your empire (the number of areas it's away from your nearest area must be less than or equal to your empire's age, see **Terms of play**). If possible, you must choose an empire that hasn't traded yet this turn. If there are no empires **controlled by another player** in range, you trade with the deck.

If your empire trades with an empire that also chose a **trade and progress** action this turn, **they must immediately turn over their action marker, and the trade will complete both empires' trade and progress actions.**

Trading

Each player involved in the trade picks a card from their hand and plays it face-down. If you don't have any cards in your hand, use the top card from the deck instead.

Add your **card's** value to the **Trade number** on your empire's card. **Add 1 for each Scientist, and subtract 1 for each disordered area, in your empire.** The empire with the higher total **Trade value** wins the trade.

If your empire is trading against the deck, you play against the top card drawn from the deck without modifying it.

Effects of trading

The empire that won the trade:

- advances its progress marker by 1 **Progress level**;
- *may* choose to advance a second level (**cumulative**) if it chose a *trade and progress* action this turn;
- *may* choose to advance it another level (**cumulative**) if it traded with an empire (not with the deck) that started on a higher progress level; **and**
- **draws a card from the deck for each Scientist in the empire (if any), keeps one and discards any others.**

If the trade is tied, neither win (important to some empires for glory, e.g., Zimbabwe, card 42, see *Immediate glory* in *Harvest glory* below). The empire that chose the *trade & progress* action advances its progress marker by 1 level (only). If both empires chose *trade & progress*, the empire lower in progress advances 1 level (only). If they are equal in progress, *neither* advance.

In all cases, each empire involved in a *trade* that doesn't progress receives income equal to its opponent's (total) **Trade card's value** (*not Trade value*).

Both trading empires now keep the card(s) their opponent (or the deck) played and you discard the card(s) you played if you traded with the deck.

You may now gift money to the empire you trade with regardless of the result of the trade, adjusting both empire's money markers to reflect the gift.

Example: Your Syracusans (card 56), whose trade number is +2, choose to trade with the Romans, whose number is +1. The Romans are on a higher progress level.

You play a 3-value card. With its trade number, Syracuse's total is 5. Caesar plays a 5 for Rome, so Rome's total is 6.

The Romans win the trade, and advance their progress marker one space. If only you had played your 5 card, you would have won and could have gone up 3 (1 for winning, +1 because Syracuse chose a trade and progress action and +1 more because Rome had the higher progress level before trading). If you had played a 4 card, your totals would have been equal and you would have progressed 1 space.

You console yourself that you gained a 5 card **and 5 money**, while Caesar got your lowly 3.

Luckily, the Roman player decides to give you another 4 money to finance your war with Carthage.

If an empire progresses beyond the 49th level it is still in the 7th age but can no longer go backwards in progress.

4. Manoeuvre

An empire can take a *manoeuvre* action to move its units.

Movement

Each unit can move from area to area each time its empire chooses a *manoeuvre* action. Each area it enters must be adjacent (**separated by a border**) to the one it leaves. Areas

joined by a crossing arrow, **or indicated by a blue arrow**, are adjacent to each other (e.g., Galapagos (A1) is adjacent to the South Pacific (Z0)).

The movement allowance printed on the unit limits how far the unit can move.

Units accompanied by an **Explorer** for their whole move add 1 to their movement allowance.

Each area on the map costs one or more points of a unit's movement allowance (see the **Terrain Effects Chart**). As a unit enters an area, it uses up that many points. It can keep moving into further areas if it has any unused points but must have enough points left to pay the cost of each area it enters.

Ships and aircraft units only pay 1 movement point for each area they enter, regardless of the terrain in the area.

Star Wars units have unlimited movement **and can move** anywhere during *manoeuvre*.

There is no limit to the number of units and leaders that may occupy each area.

Vacant areas

If, at the end of any player's action, an area is vacant of units, remove all leaders, artefacts, fort and disorder markers in that area, and replace any capital with a city of the same value.

Whenever a unit without a **Builder** enters a vacant area, remove any 1 value city there or reduce any higher value city there by 1 level (e.g., a 5-value city becomes a 3-value).

Leader movement

Leaders may only move by accompanying **one** unit for its entire move. Leaders can't accompany a Star Wars or nuke.

Naval transport

Each ship may transport one land or aircraft unit plus any number of leaders. The ship and **its cargo** must start **their empire's manoeuvre Action** in the same area and move together using the ship's movement allowance and restrictions. **During its move, ships may drop off their cargo, but transported units may not move further this action.**

Transported land units are lost if they don't end their move in a **Coastal area** (if playing option 14 **Marines**, transported infantry and missiles may remain at sea).

Land unit movement restrictions

When not being Naval transported, Infantry, cavalry and missile units may only **enter Land areas**. **Your land units may only move through land areas containing a unit from another empire if you already have at least twice as many units there as that other empire.**

Ship movement restrictions

Ships may only enter sea, ocean and **Coastal areas**.

Your ships may only move through coastal areas containing a unit from another empire if you already have at least twice as many units there as it has. **Your ships may only move through sea and ocean areas containing a unit from another empire if you already have at least twice as many ships and aircraft there as it has, or none of your units end their move in any area that empire controls.**

Example: French ships start a manoeuvre action in Normandy. They could move through an English galley in the Bay of Biscay if they already have at least 2 ships there or if **no French units end their move in any area controlled by the English this action.**

Ships can't move across land (e.g., you can't move a ship from the **Gulf of Mexico (D4)** to Yucatan and then to the

Gulf of Panama). To indicate this, place ships on the coast closest to the sea area(s) that they can enter.

Ships may move **directly** between the sea areas connected by the *Panama* or *Suez* canal (at no extra cost) but only with the permission of the empire that owns that canal.

Galleys can't enter ocean areas unless their empire's special rules permit it (option 16: other ships require *Rutters*). Galleys are also lost *immediately* they are in an ocean or sea area that isn't adjacent to a land area their empire controls unless they are stacked with an *Explorer*.

Aircraft movement restrictions

Star Wars units can move to any area on the map, ignoring other empires' units.

Nukes can also enter any type of area and ignore other empires' units, except that they can never enter an area containing another empire's Star Wars unit.

Your other aircraft units may only move through areas containing an aircraft from another empire if you already have at least twice as many aircraft units there as it has.

Apart from Star Wars units, aircraft may only end their move in a sea or ocean area that also contains one of its empire's (non-aircraft) units or is adjacent to such an area and are immediately lost whenever there is no such area.

Other movement restrictions

Unless otherwise stated on its card, during its *manoeuvre* actions, an empire must always leave at least 1 non-aircraft unit in each *Land* area it controls. All units may vacate ocean or sea areas. Aircraft may vacate any area.

Apart from aircraft (and accompanying leaders), you can't move a unit across a crossing arrow if the sea area it's in contains another empire's unit unless you have at least twice as many ships and aircraft there as they do. If any part of the crossing arrow is on a sea area border, units may cross unless both sea areas contain other empires' (uncontested) units.

Example: Your spear unit wants to enter *Andalusia* (H5) from *Mauretania*. If both the *Western Mediterranean* and the *Pillars of Hercules* contain another empire's unit, your spear can't move across unless you have 2 or more ships in one or both of these sea areas. If only the *Western Mediterranean* contains another empire's unit, the spear can cross.

Removing disorder markers

An empire may remove disorder from any area it controlled at the start of its *manoeuvre* action by having sufficient units in the area at the end of all its units' movement.



The number of units required is 2 plus:

- the area's terrain defence modifier(s) (including units entering the area this action, see the [Terrain Effects Chart](#) on the map);
- +2 if any unit *Invaded* the area this action; and
- + the area's city value, if any (0 if an artillery, battleship, bomber, cannon or catapult is also in the area).

A fort in the area counts as 1 unit when removing disorder.

As you remove each disorder marker, if the area doesn't have a fort, remove one of your empire's units in the area as well. [Designer's note: it's policing the troublesome province]

An empire may remove any number of disorder markers in the same *manoeuvre* action.

Example: *Mongol* controlled *Armenia* is disordered. There is a *Mongol* unit already in the area but the terrain defence

modifier in a mountain area is 3 and there is a value 1 city there, so the marker will only be removed if 6 (2+3+1) *Mongol* units end there. The *Mongols* choose *manoeuvre* and move 5 more units into *Armenia*. They remove the disorder and one *Mongol* unit there, at the end of all movement.

If any of these units entered the area by invading, or crossing a river or crossing arrow they would need even more units to remove the disorder. If one of the units was a *Catapult* or the area had a fort, the *Mongols* would need one less unit to remove the disorder (2 less with both).

A *Populist* who ends their move in an area your empire controlled at the start of its *manoeuvre* action, may remove the disorder marker there at no cost.

Resolving conflict with other empires

After all your empire's units have finished moving (and removed disorder), or during *Start empire* if there are unconverted units in your set-up area(s), resolve conflict in each area that contains your units and those of another empire in any order (your choice). If the defending empire is also controlled by you, you must nominate another player to control its units until the end of the conflict.

In each conflict, each player involved picks a card from the deck, looks at it, and places it face-down. A player with a *Tactician* in the area can now decide to discard their card and pick a second. This card must be used.

Each player must secretly commit some or all of the units they have in the area (minimum 1) and may choose to commit a *Tactician* if they have one in the area.

Turn over all the cards and work out each side's conflict total, taking into account the effect of all event cards (which may be played by any player, not just the players involved in the conflict).

Your empire's **conflict total** this round equals the value of the card you picked from the deck plus:

- the (modified) front value of half (rounding up) your empire's committed units (your choice);
- + the (modified) support value of your remaining committed units;
- +1 per elite marker your empire has;
- +1 per age your empire is ahead of your opponent's;
- + the best (modified) front and support value of units you commit this round for each conflict disorder marker your opponent has acquired; and

for the Defender only

- + the area's terrain defence modifier(s) (including units entering the area), see the [Terrain Effects Chart](#);
- +2 if there is a fort in the area;
- +2 if any unit *Invaded* the area this action; and
- + the area's city value, if any (0 if the *Active* player commits any artillery, battleship, bomber, cannon or catapult unit(s) this round).

Halve your units' front value this round if every unit you commit is either an infantry or missile, and every unit your opponent commits is either an aircraft or cavalry.

All your chariot, Lt. horse and Hs. archer front values are 0 if your opponent commits an elephant this round.

Terrain defence modifiers

Terrain defence modifiers are cumulative. For example, if any of the *Active* player's units entered *Epirus* (K5) via *Dacia*, the *Defender*'s defence modifier in *Epirus* throughout

the conflict would be 4 (3 for the mountain and 1 for crossing an adjacent river into the area). Terrain defence modifiers are based on the age of the defender, not the active player.

Conflict outcomes

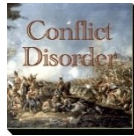
The empire with the lower conflict total loses all the units and leaders it committed this round. The empire with the higher total loses nothing. If it's a tie, each empire loses all the units it committed this round unless it also committed a Tactician in which case it loses nothing. Return lost units to the empire's Unit pool, unnamed Leaders to the Leader cup, and remove lost named leaders from the game.

Set aside the surviving committed units and discard the cards picked. Repeat the process with further rounds, using only uncommitted units (Tacticians can be reused), until the conflict is won (only one empire has units remaining in the area), or both sides have lost all their units there.

If an elephant is lost during conflict, all surviving units on that side must immediately Retreat.

Committed units and conflict disorder

If you have no remaining uncommitted units, your committed units become uncommitted again, but your empire acquires a conflict disorder marker for the rest of the conflict. There is no limit to how many conflict disorder markers an empire can acquire.



Nukes and Star Wars (Kingdoms expansion)

If an empire's only uncommitted unit is a nuke, the owner may destroy it before the conflict round. The empire would then gain a conflict disorder marker for having committed all its units and they would become uncommitted again.

If an empire's nuke and their opponent's Star Wars are both committed during the same round, the nuke is destroyed before working out both sides conflict total.

If a nuke is committed and their opponent hasn't committed a Star Wars, all units in the area from both sides (committed and uncommitted) are lost. Move the empire that controlled the area back 1 Progress level.

Each time a player commits a nuke they lose 7 glory.

Retreat

You may always choose to retreat before picking cards at the start of any round if the other empire has acquired a conflict disorder marker. If you have a Tactician in the area, you may retreat if either side has acquired a conflict disorder marker. If both are eligible to retreat, the Active player must decide first.

You may only retreat your empire's units and leaders to an adjacent area it controls and only if that area contains no units from another empire. Units may only retreat to an area they could enter during movement (not counting naval transport). Units can retreat to different areas. Retreating units that have nowhere to retreat to are lost.

End of conflict

Remove all conflict (not area) disorder markers.

If an empire with an elite marker lost 2 or more units in this conflict (including Pursuit), pick a card from the deck. If its value is less than the number of units lost by the empire in this conflict, remove 1 elite marker. Discard the card.

If both sides lost one or more units in the conflict the area is disordered.

If both sides lose all their units in an area, that area becomes vacant (see Vacant areas). Otherwise, it is controlled by the

empire still in the area.

If control of the area changes, remove all artefacts and any fort there. Reduce any city there by 1 level (remove a value 1 city) unless a Builder is in the area. Convert a capital into an ordinary city (during Start empire you instead convert the first city you Liberate into your capital, see 1).

If the area is now controlled by a Barbarian empire, it may instead destroy the city. If it doesn't, the barbarian empire will gain income (see 2) and defence benefits from the city even though it can't be improved while barbarian (except with a Builder). During Start empire, barbarian empires must destroy the city.

If an empire loses its capital in a conflict, or an empire without a capital loses a leader in a conflict that it also loses, all that empire's saved money is lost, and half that amount is transferred to the empire that now controls the area.

Next conflict

The Active player now resolves conflict in the next area until all their empire's conflicts are resolved.

After Resolving all conflicts in a Manoeuvre action (including Special set-up action manoeuvres during Start empire), units stacked with a Strategist may move and resolve conflicts again provided they remain stacked with the Strategist throughout their move (they may be dropped off in areas the Strategist moves through).

Fog of war

Obviously you can see the top unit in each stack, but you may only examine another player's other on-map Units when tallying up conflict totals during conflict resolution.

Movement and conflict resolution example (complete)

Alex's age 5 French empire (card 32) takes a Manoeuvre action to unleash Napoleon and his army in Novgorod eastwards against the age 4 Russian empire (card 34).



Alex moves a force of a French rifle, a Lt. horse and an artillery into Russian-controlled Smolensk but still doesn't have twice as many units as the Russians (who have a Lt. horse and a rifle) so Alex also moves a knight there to get the required 2:1. The remaining French units in Novgorod, less the 1 unit that must remain behind to control the area, now

moves through **Smolensk** to Muscovy.

After finishing all his moves, Alex decides to resolve the conflict in Muscovy first. His force there consists of Napoleon, 4 rifles, 1 knight, 2 artillery & 1 horse artillery. Cat's Russians have 2 rifles, 2 cannons, 1 Lt. Horse and 2 knights, all under the **doughty** leadership of Kutusov (an unnamed **Tactician**).

Alex not only has more units, but Cat's units are sadly mostly obsolete compared to Alex's sleek war machine. Furthermore, the French units are elite (the French empire has an elite marker on its card) and they are a **veteran empire (dark blue)** as opposed to the **regular Russians (light green)**. So, Cat must make up in guile what she lacks in kit. Her units are fortified in a 3-value city which does give her some benefit.

Both players study their **units** and pick a conflict card from the deck. As they both have a tactician, they can discard their card and choose a second if they so desire. Even after discarding, Alex only ends up with a 2 card, so decides to make up for this hopeless card by committing most of his units in the first round leaving only 1 rifle in reserve.

Cat picks a 5 and decides to keep it, but commits only 1 rifle, waiting to see how the battle develops before committing the bulk of her army.

Alex's value is 49 (18 for the 3 Rifles +5 for the knight (including -1 for the forest) +16 for the 2 artillery +6 for the horse artillery (including the -1 for the forest) +2 for the card +1 for being elite +1 for being one age higher).

Cat's value is 14 (6 for the rifle (+1 for the Russian special) +5 for the card +1 for defending in a forest +2 for the fort). She doesn't get any benefit from the city due to French artillery being committed. Thus, Cat's rifle is returned to its **Unit pool**, while Alex's committed units are set aside.

In the next round, Cat picks a 4-value card and keeps it while Alex picks a 6. Cat knows that Alex can only put his last rifle forward, so she commits her **Lt Horse**.

This time Cat's total is 12 (2 for the Lt Horse in forest +4 for the card +1 for the forest +3 for the capital +2 for the fort). Alex's total is 11 (3 for the rifle halved against an all-cavalry force +6 for the card +1 for being elite +1 for the higher age). Alex's rifle is lost.

All Alex's units have now been committed, so he gets a **conflict disorder** marker while uncommitting them again. Cat may now retreat but she can sense the battle flowing her way and is not yet prepared to give up her capital.

Alex too can retreat because he has a **Tactician** (Napoleon), but even if he wanted to (which he doesn't), he has no adjacent friendly area to retreat to (**Smolensk** is contested).

Both players pick a new conflict card. Alex is more cautious now and after picking a 5-value card puts forward a rifle, an artillery and his knight to ensure an all-cavalry force doesn't surprise him again. His total is 26 (6+5+8+5+1+1).

Cat's card is a 4 and she commits the remainder of her uncommitted units. Her total is 42 (6 for the rifle +8 for the 2 knights +10 for the two cannon +4 for the card +1 for the forest +2 for the fort +11 for the French disorder marker (6 is the best committed Russian front value and 5 the best support value)). Thus the 3 committed French units are lost.

All Cat's units in Muscovy are now committed, so she gets a **conflict** disorder marker and they are all uncommitted again.

Getting slightly desperate, and still believing that Cat will run soon, Alex picks a 4 conflict card and commits all his

remaining units. His total is 47 (12 for the two rifles +8 for the artillery +6 for the horse artillery +5 for the card +1 for being elite +14 (6+8) for the Russian disorder marker +1 for being one age higher). Since it is all or nothing, Napoleon grabs a flag and advances to the front.

Cat picks a 3 card and decides to dog it for one more round, putting forward her **Lt. horse**. Her total is 10 (2 for the Lt. Horse +2 for the fort +1 for the forest +2 for the French disorder +3 for the card).

The French win the round and the Russian **Lt. horse** is lost. As all the French are committed a 2nd time, they get a second disorder marker and their units become uncommitted again.

In the next round, Alex picks a 7 card and throws forward his entire army **again** including Napoleon for a total of 50.

Cat is beginning to be equally desperate and after her 2nd conflict card pick is a 4, decides on a death or glory ride as well, throwing everything she has including **Kutuzov** at Alex. Her total is 53 (6 for the rifle +8 for the 2 knights +10 for the 2 cannon +4 for the card +1 for the forest +2 for the fort +22 for the 2 French disorder markers).

The Russians win a decisive victory as the remaining French units are all lost and returned to their unit pools. Napoleon is captured and paraded through Muscovy in a cage. **Since the French are elite, Alex picks a card. As he lost 8 units, irrespective of its value, the elite marker is lost.**

Muscovy is disordered but Cat can now plot her own revenge in her return towards Paris.

Alex then easily wins the not so important conflict in **Smolensk**, cursing what might have been.

5. Destiny

A **destiny** action allows you to get rid of unwanted cards in your hand and to fill your hand with new cards.

First, discard cards in your hand that you don't wish to keep, then draw cards from the deck to fill your hand to 6 cards.

You may increase the draw by 1 for each **Philosopher** the empire playing **destiny** has, but after looking at your cards you must then discard cards (your choice) to bring your hand down to 6.

6. Civilise

A **civilise** action allows you to improve your empire by building cities and artefacts, modernising units, adopting and discarding a religion or government, playing event cards, removing disorder and promoting and removing leaders.

Playing cards

You may play any number of cards from your hand as events or artefacts during **your empire's civilise** action (empires may only be played in a **Start empire** action – see 1). **Each event and artefact card may be played on any area, empire or player in any order, any number of times during the game. Discard all the cards you play.**

Playing event cards

Playing a card as an event allows you to implement the event specified on the card. Some events can be played at other times during a turn. This will be stated on the card. If the card doesn't say when the event can be played, it may only be played **now**.

If the event conflicts with the rules, the event takes precedence (it allows you to do something the rules would not normally allow).

Some events require a card to be picked to check how effective the event is. When required, pick the top card from

the deck and after making the check, discard the card.

Some events cancel others (e.g., *Counterspy* (card 71) cancels *I spy* (card 81)). Cancelled cards have no effect and are discarded unless the cards that cancelled them are themselves cancelled (e.g., continuing the above example *Cyberthief* (card 10) is then played to cancel *Counterspy* allowing *I spy* to be implemented).

Events must be cancelled *immediately* they are played on their target, *before* any checks on their effectiveness (e.g., if *New Dynasty* (card 34) was played on an empire, *Bad Augury* (card 15) would need to be played to cancel it before a card is picked from the deck to see if there will be a new dynasty).

Each event is implemented (or cancelled) before the next is played (e.g., if *Counterspy* is played on you, you could play *I spy* to cancel it but couldn't play *Gold mine* (card 93) before *Counterspy* is implemented).

Order matters (e.g., if *Glory? Bah, Humbug* (card 24) is cancelled by *Glorious Glory* (card 29), *Harvest glory* is carried out normally, but if *Glorious Glory* is played before *Glory? Bah Humbug*, no one gets glory this *Harvest glory*).

Where it matters (like the above example), events are played in a similar manner to *Actions* (the **First** player playing an event first, then the player to their left, and so on). You may pass and still play an event later, but when *everyone* sequentially passes, *no one* may play any further events to affect the current activity and play continues.

Assassin events

An assassin event allows you to attempt to assassinate a leader whose *empire* is within **Range** of yours.

Pick a card from the deck. You may keep that card or discard it and **pick another**. If you have picked as many cards as the event specifies (or 3 for the *Assassins*, card 109), you must keep the last card picked. Keep the card's value hidden.

The target empire's **player** picks cards in the same way, with the **maximum** number picked limited by the **empire's Leader number** (see **empire's card**). After both empires have chosen cards, reveal them. The assassination succeeds and the targeted leader lost if the **assassin** has a *higher* valued card.

Playing artefact cards

Each **Artefact** may be played on an empire in the age range stated on the card.

Each **civilise** action *one* religion (*Buddhism, Christianity, Confucianism, Hinduism, Islam, Judaism* or *Pantheism*) may be played on an empire with no religion, or fewer than the number of religious glory categories on its card (option 12 *Deus Vult!*, a religion may be played on *any* empire that has fewer than 2 religions).

If your empire has a **Religious** leader it may also start a religion as if it played a religion artefact card.

One government (*Autocracy, Capitalism, Democracy, or Socialism*) may also be played on an empire now but only if it has no current government.

Some empires (e.g., the Shogunate, card 22) have two religious glory categories. They may have up to two religions without discarding the other (adopting a third would require discarding one of the other two first, see *Discarding a religion or government* below). All other empires may have no more than one religion at a time. Each empire may have no more than one government at a time.

An artefact can't be played (or *adopted*, see below) if all of that artefact's markers are already in play. However, as the

religious and government artefacts have different religions or governments on the back, you may swap them around at any time to make a religion or government available.

Example: *Alex's Mughals* (card 48) are *Islamic*. On the marker's back is the last available *Christian* artefact. *Cat* can still play or *Adopt Christianity* on her *Italians* (card 44) if there is another *Islamic* artefact available that could be swapped for *Alex's*.

If a **green** or **Blue** artefact is played, put the matching green marker on one of the empire's **Land areas**. That empire gains 1 glory. Each **Scientist** in **Range** when a blue artefact is placed on the map, or **Artist** in range when any other green artefact is placed there, also gains that leader's empire 1 glory. If a religion or government is played on an empire and no other empire currently has that religion or government, that empire gains another glory (all cumulative).

If a red artefact is played, put the matching red marker on the empire's **card**. That empire loses 1 glory.

Black artefacts (*General AI* and *Internet*) have no marker.

Any number of artefacts may be placed on the map or cards but if an area already contains an artefact, a blue artefact may only be placed in that area if there is also a **Scientist** there, or any other green artefact if there is already an **Artist** there.

An *on-map* artefact marker is *immediately* discarded when:

- the empire loses control of the area;
- the empire controlling the area is **not** in the age range stated on the marker; or
- the artefact is removed by an event card.

If *not* playing option 16) **Artefact pre-requisites and effects:**

- ignore *General AI, Internet*, the '*' and '†' symbols on the cards, and all non-age specific set-up requirements;
- ignore the blue artefact markers (their matching green artefact marker may still be played),
- you may discard any or all of your empire's red artefacts immediately it leaves its current age; and
- the only effect of artefacts is glory (see *Glory from artefacts, during Harvest glory*).

Option 16 has further set-up requirements, restrictions and effects of artefacts.

Note: The colour behind the artefact's name on the card indicates whether it is a **black**, green or red artefact (and whether it requires a blue marker if playing option 16).

Removing leaders

An empire taking a *civilise* action may remove *one* of its **Leaders**. Remove named leaders from the game and return unnamed leaders to the **Leader cup**.

Immediately remove a leader *any time* there are no units of its empire in its area. *Immediately* remove *all* its leaders when an empire progresses **forwards** or **backwards** into a different age (old age has seen them off).

Promoting leaders



Your empire may promote *one* leader if it has fewer leaders on the map than the **empire's Leader number**. You could remove one leader and promote another in the same action.

If the empire has a named leader for this age, you may promote that leader (your choice if several are available). Each named leader can only appear in the game once (sorry, no reincarnations allowed).

Example: *Susan's English* are still in age 4 when they

civilise. As Shakespeare has not yet appeared, Susan may place him in any English controlled area.

There are also a number of unnamed leaders in the game. If you don't have any named leaders or would instead prefer to promote an unnamed leader, randomly pick a leader from the cup. You may return it to the cup if you don't like that leader. If it is a 'no leader' counter, you must return it to the cup. You may pick again if you haven't already picked as many times as the empire's Leader number.

Place a new leader in any area the empire controls.

Leaders have a cumulative effect but only 1 of each type may provide a benefit in each area at any one time.

Example: An empire with 2 Philosophers wins ties during Harvest glory with empires that only have 1 but only if the 2 are in different areas. They and/or other leaders could also be providing non-philosophy benefits in those areas.

Adopting a religion or government



If an empire with a religion or government is within Range of yours, your empire may now adopt that religion or government (and gain 1 glory) as if you had played that artefact card (see *Playing artefact cards*) provided no area in your empire is disordered.

Each empire may only adopt one religion or government per civilise and it can't adopt a religion if it has already played a religion artefact card this action.

If an empire has two religion artefacts on their card, the leftmost is dominant. You may change the order now.

If playing option 16), an empire can sometimes adopt Confucianism during Manoeuvre (see *Artefacts*).

Discarding a religion or government

An empire may now discard one religion or government (not both). You may play the appropriate government or religion artefact card to remove that artefact's marker from your empire with no ill effect. Otherwise, disorder every land area in the empire containing a city without a leader or a leader without a city.

Modernising

If an empire has reached a sufficient Progress level to build a particular unit type, you may turn over any units that upgrade to that type. There is no cost to modernise units.

Example: The Romans are at progress level 40. They can turn over all their swords, upgrading them to motorised infantry, their ships-of-the-line to battleships (progress level 39), galleys to cruisers and so on.

You may even downgrade your units if you wish (e.g., a bomber can convert to a fighter and vice versa).

Removing disorder

Next, each empire may remove disorder in areas it controls provided it pays that area's (undisordered) net income (option 12, *Deus Vult!*, including temples), ignoring leaders, minimum 5.

Example: playing option 12, the Ukraine (L4) with a 7 city, temple and the Industrial Revolution artefact would cost 10 money to remove disorder ($(7 \times 2 + 5) / 2$), Cyrenaica (L6) with no city, 5.

Urbanise

Finally, a non-Barbarian empire may build or improve cities in undisordered areas, either in 2



fertile areas or in one other land area. There can only be one city in each area.

If a non-Barbarian empire doesn't have a Capital, the first city built or improved becomes its capital (each empire may only have one capital at a time).

To build a city, place a value 1 city in any land area the empire controls. To improve a city, increase its value by 1 level (e.g., a 3-value city increases to 5). There is no cost to build or improve a city.

A city can only be improved to value 3 if its empire is in age 2 or later. A city can only be improved to value 5 if its empire is in age 4 or later. A city can only be improved to value 7 if its empire is in age 7. These are marked on the Progress track, for easy reference.

An empire (even Barbarian) with a Builder may build or improve an extra city during the same civilise action. The extra city must be in the area the leader occupies and can't be a city already built or improved this action. Builders may also improve cities one age earlier than usual (e.g., an area containing a Mongol (card 41) Builder in age 3 could improve cities up to value 5).

If a non-Barbarian empire has no capital, it must now convert a city it controls (if any) into a capital by replacing the city on the map with a capital of the same value in the area.

If an empire controls its Homeland and it's in a different area to its capital, it may now declare its capital its new homeland.

7. Discard empire

If an empire ever has no units on the map, the empire is discarded immediately. This does not use up an action.

Otherwise, you must use a discard empire action to remove one of your empires from the map. You would do this to free up space for another (better) empire.

Remove the discarded empire's units and non-city markers from the map and its card. If the Successor State (card 162) was spawned from this empire and is still in play, its owner discards its card and replaces it with yours. Otherwise discard your empire's card.

Replace its capital (if any) with a normal city of the same value (other cities are unaffected). Place its unnamed leaders back in the cup, and remove its on-map named leaders from the game.

This empire's units and markers are now available to start another empire (see 1. Start empire).

End of turn

Free progress

After all empires have finished their actions, increase each empire's Progress level by one unless it is currently in a dark age without a Scientist, or it took a Wild card action this turn without an Administrator.

Harvest glory

Each empire now earns glory for its player according to the 'Glory' section of its card. Each card contains one or more icons, most with a number superimposed. The icons indicate the glory categories.

To gain glory from a category, an empire must have more than zero of that particular category (e.g., you can't gain glory from most money if your empire has 0 money).



The number tells you how much glory the empire earns for that category:

- if the number is '1', the empire earns 1 glory if it has the most or highest of any empire in that category;
- if the number is '2', the empire earns 2 glory if it has the most or highest of any empire in that category and 1 point if it has second-most;
- if the number is '3', the empire earns 3 glory if it has the most or highest of any empire in that category, 2 points if it has second-most and 1 point if third.

When *harvesting glory*, other than *homelands* (see below), you don't count *disordered areas* (e.g., ignore artefacts in disordered areas).

If several empires tie for most in a particular category, the empire with a *Philosopher* is considered the higher of them. If *Philosophers* are equal, the *First player*, or the player nearest to their left, is higher.

Example: *Greg is the first player this turn. An empire of Cat's on Greg's left and Ray on Greg's right have both tied for second in most money. Neither has a Philosopher so Cat's empire is second and Ray's third in money this turn.*

Note that all empires count, and your own empires could cost you glory by stopping your other empires from achieving their objectives. If two of your own empires tie for a particular category (after taking *Philosophers into account*), you choose which is higher.

You record glory on the *Glory track*. If you exceed 199, give yourself a +200 glory marker, move your glory marker back to 0 and keep counting.

Buying glory

Before working out glory, all empires that want to buy glory may do so now (*First player first, then Clockwise*). If they have *Renaissance*, each glory point costs 30 money, otherwise, each costs 50.

Glory from cities



This icon provides glory to the empires with the greatest total city value (e.g., a 3 city, 1 city and 1 capital would have a total city value of 5).

Glory from units



These icons provide glory to the empires that have the most ships, cavalry or total Land units.

Glory from artefacts



When counting artefact glory, each empire adds up *all* its green artefact markers and subtracts *all* its red artefact markers. Double the value of each *Blue artefact* in the same area as a *Scientist*, and each other green artefact in the same area as an *Artist*. Each artist also increases its empire's artefact glory category by 1 (e.g., the Huns (card 68) would gain 1 glory, while the Qin (card 100) would gain 3, if they have 1 artist and the most artefacts).

Glory from Progress



When counting progress glory, if two or more empires end the game beyond the 49th level, they are all tied as most advanced.

Glory from resources



The resource icons do not include a number. Instead, an empire gains 1 glory for each resource of that type it controls. Elephant areas are only counted if *no* empire is in

age 7. Oil is only counted for empires in age 7. **Wheat in non-fertile areas only counts for empires in age 5 onwards.**

Glory from areas

Many empires gain glory from controlling areas within a particular *Region* delineated by thick blue lines. Some regions include sub-regions (e.g., *Britain* is a sub-region of *Europe*). *All references to regions also refer to sub-regions.*



Each region includes every sea and ocean area adjacent to a *Land area* in the region (e.g., The Japanese coast (R0) is in both the *North-East Asia* sub-region and the *Asia* region). The world includes every area.

When counting areas (including *Glory from Religion*, see below), only count desert or tundra areas if the 'Special' section of the Empire's card specifically says so.

If a sea area is adjacent to several regions it counts as being in each of them (e.g. The *Central Mediterranean* (K5) is an area in *Africa*, *Italy* and *Europe*).

Islands connected by a crossing arrow(s) belong to the mainland's region (e.g. *Solomons* (Y2) is in *Australasia* and *Timor & Bali* (W4) is in *S.E. Asia*, and both are in *Asia*).

The region all other islands belong to (if any) is indicated by the name in brackets after the island's name on the map (e.g., *Iceland* is part of *Britain and Europe*).

The colour of the icon tells you whether the empire's glory condition is based on land areas (green), sea and ocean areas (blue) or *total areas* (green and blue).



Some European empires earn glory for controlling the most exclusively non-European areas. They must have their capital in Europe and only compare themselves to other empires with a capital in Europe (even those that don't earn glory for them).

Example: *France gets 3 glory if it controls the most land and sea areas outside Europe of all empires with a capital in Europe, 2 if it controls the second most, and 1 if third. France controls the Western Mediterranean (J5) but it doesn't count as it is not exclusively outside Europe.*

Glory from Religion



These icons provide glory to empires that control the most areas (land, sea and ocean) among those that have a particular religion. Each *Religious empire* compares the total number of (eligible) areas it controls against all other empires with that religion (even if they aren't eligible to gain glory from their religion during *harvest glory*). Each *Religious leader* in the empire increases its total by 1. If the *Religious leader* is in a city, the total is further increased by the city's value.

Each religious empire also gains 1 glory for each unordered *Religious site* (area with a *Great Temple* or printed with a religious symbol) it controls that matches its *dominant religion* (e.g. if a *Christian Rome* (card 12) controls an unordered *Palestine* (M5) it gains 1 glory this turn).

Glory from your homeland



Empires with a homeland glory category gain 1 glory if they control their *Homeland* (even if disordered), and lose 1 glory if they don't.

Event cards and glory

Some event cards modify how much glory each player gets. These modifications occur after glory points (including purchased glory) are added up.

Example: Cat has the French (card 32), Picts (card 74) and Qin (card 100) in play. At the start of *Harvest glory*, Anna plays the *Glory?* card, halving all glory this turn.

It's Cat turn so she counts first. *The French have equal most artefacts and gain 2 glory.* However, *Burgundy* (the French homeland) is controlled by the Germans (card 33), so she loses 1 glory.

On the control of non-European land areas by a European empire, France has more non-Tundra and non-Desert land areas than any other European empire. Unfortunately, the Vikings are larger when they include their Tundra areas outside Europe, so Cat gets 2 glory for being 2nd top. France therefore ends up with a total of 3 glory this turn (4-1).

Cat then counts up her Pict and Qin glory which gives her another 2 for a total of 5 glory, halved for the *Glory?* card for a grand total of 2.5 rounded to 3 glory this turn.

Immediate glory

Glory conditions in square icons earn glory immediately the condition is achieved. They may be earned more than once each turn but are *never* earned during *Harvest glory*.

Example: Cat's Benin empire (card 67) progresses 2 levels during a trade & progress. She immediately gains 2 glory.

Liberated cities earn immediate glory before being reduced and even if removed when liberated (unless *Scorched earth* (card 160) is played), see *End of conflict*.

The turn ends

The player with the turn marker hands it to the player to their left. *Begin the next turn* (return to *Playing the game*).

PLAYERS' GUIDE

Optional Rules

Feel free to add any options, in full or in part, as you like it.

1) *Total History*

The first empire played in the game *must* start in age 1.

If you want to ensure everyone has an age 1 empire, before dealing cards separate then shuffle all unconditional age 1 empire (Gold border) cards and deal 2 face-down to each player. Reshuffle the remaining cards into the deck and deal the last 5 (option 4 *Enhanced start*: 8) cards to each player.

2) *Not the full deck*

If you want to play with less than a full deck, before you start the game deal an agreed number of cards (which can be the full deck if you like) face-down to all players equally. Put all remaining cards face-down aside.

Each player looks at their sub-deck, discards a card face-down and passes the remaining cards face-down to the player to their left. Repeat until the majority of players are happy to play with the remaining cards.

Still face-down, reshuffle these remaining cards (and those put aside) into one deck and start playing. The discarded cards are removed from the game and kept hidden from all players until game's end.

If you desire an even wilder game, you can use a similar procedure to reduce units, artefacts and/or leaders.

3) *Redemption*

After hands have been dealt during *Preparing to play*, each player in *Clockwise* order starting with the dealer has the option to discard any number of their cards and fill their hand

to 6 (not 7). You may not play events during this procedure (the game hasn't started yet).

4) *Enhanced start*

During *Preparing to play*, deal 10 cards to each player (not 7). If also playing option 3 *Redemption*, you may refill your hand to 8 cards (not 6).

After every player has chosen their empire counters (see *Who goes first?*) each player, in *Clockwise* order starting with the *First*, discards cards in their hand in excess of 6. You may not play events during this procedure.

5) *Enhanced Play*

If 6 people are playing *7 Ages Deluxe*, or 4 people *7 Ages Classic*, at the start of each turn the *First player* picks the spare set of action markers, secretly chooses one to add to their action markers, and passes the remainder face-down to the player to their left. That player secretly chooses one of the remaining markers and adds it to their markers and again passes the remainder face-down to the player to their left until all players have chosen a marker. These markers are additional action markers to play this turn.

The remaining unchosen markers are kept aside face-down for the remainder of the turn.

If 4 or 5 people are playing *7 Ages Deluxe* or 3 people *7 Ages Classic*, you play with two sets of extra markers (mixed together) and go round the table twice so everyone ends up with 2 additional markers to play this turn.

If 3 people are playing *7 Ages Deluxe*, each may play with 2 sets of action markers. If 2 people are playing, each may play with 2 (*Classic/Deluxe*) or 3 (*Deluxe*) sets of action markers.

Each *Manoeuvre* each player turns over one marker and carries out that action for one empire before the *First player* can turn over a second marker and perform that same action with a second empire and so on. If a player passes, they may not later perform *manoeuvre* this turn.

Example: Anna, Peter and Alex are playing a 3-player game with 2 sets of action markers each. It's Anna turn. She puts a *manoeuvre* on her Roman empire (card 12), another on her Huns (card 68) and a *Wild card* on her Irish (card 87). Peter has a *manoeuvre* marker on his Parthians (card 16).

At the start of *Manoeuvre*, Anna turns over the marker on her Romans, moves them and resolves any conflict. Peter then turns over the marker on his Parthians and moves them. Alex passes. Anna now turns over the marker and moves her Huns. Peter and Alex both pass. Finally, Anna turns over the *Wild card*, announces it's a *manoeuvre* and moves her Irish.

[**Designer's note:** This prevents one player ganging up all their empires on another before they have a chance to react.]

When placing action markers on empires (see *Playing the game*), if you have at least *two* fewer empires in play than your maximum you may place *two* additional action markers face-down in front of you not on any empire (e.g., you could start 2 empires each turn, not 1).

Each *Destiny* action you may draw one card more than usual.

6) *Pursuit*

If your units retreat from *conflict* (see 4), you lose 2 units (your choice) to pursuit for each aircraft, 1 unit for each tank, and 1 unit for every other full 2 cavalry units your opponent has remaining in the area. The total is halved if the conflict occurred in a mountain, -1 if in a forest (min. 0).

Each cavalry or aircraft unit you lose in the pursuit satisfies 2 required losses. Each unit you lose from a higher *Progress*

level than your opponent's highest surviving unit in the area also counts as 2 pursuit losses (3 if also cavalry or aircraft).

7) Technology

Instead of filling your hand to 6 cards, at the start of each *Destiny* action, every player (starting with the *First*) reveals who is taking a *destiny* action this turn by turning over their appropriate action marker(s). If there is only one player, that player fills their hand to 7 cards per *destiny* action.

Otherwise, the most advanced *empire* taking a *destiny* action (if tied, the *First* player or the player *nearest* to their left) allows their owner to fill their hand to 7 cards, while the *destiny* action on no empire or, if none, the least advanced empire taking a *destiny* action (in both cases, to break ties, the player *furthest* from the left of the first player) allows their owner to only fill their hand to 5 cards. All other *destiny* actions allow their owners to fill their hand to 6 cards.

8) Take that!

For those who don't like 'take that!' cards, during *Civilise* you may only play artefact and event cards on empires within *Range* of the empire taking the action (any of your empires if the *civilise* is not being carried out by an empire).

To play events at any other time you must have an empire within range of the area or empire targeted by the card.

To play an event that targets a player, that player must have an empire within range of any of your empires.

If you wish to be even more restrictive, you may only play black, blue or green *Artefacts* on empires you control (except *holy war* and the second artefact when playing *Peace treaty*).

9) Cadenced progress (Kingdoms expansion)

At the start of each turn give the 7 cadenced progress markers to the *First* player.

Once everyone has placed action markers on their empires (see *Playing the game*) that player places 3 cadence markers (their choice) face-down on the boxes in the Cadenced progress track on the map, one in the 'no progress' box, the second in the 'no progress if trade <0' box and the third in the 'extra progress if trade >1' box.

Keep the remaining cadence markers face-down (so no one else knows which actions are affected this turn).

At the start of the *End of turn* reveal the markers on the Cadenced progress track. Instead of the standard rule, this turn each empire gets *Free progress* equal to 1:

- +1 if the empire's (modified) *Trade number* is at least +2 and it chose the same action as the marker in the 'extra progress if trade >1' box;
- +1 to one of your empires (your choice) if an empire you discarded satisfied (a) above;
- 1 if the empire chose the same action as the marker in the 'no progress' box;
- 1 if the empire's (modified) trade number is less than 0 and it chose the same action as the marker in the 'no progress if trade <0' box;
- 1 to all your empires if an empire you discarded suffered a no progress result ((c) or (d) above); and
- 1 if your empire without an *Administrator* used a *Wild card* for its action.

You still can't progress forward out of or through a dark age (unless you have a *Scientist*) but you must go backwards if required. If your empire is eligible to progress 2 levels forward you may instead elect to advance only 1.

The boxes on the Cadenced progress track are colour coded with each empire's *Trade number* to show who's affected.

Example: In *Cat's* turn she places the manoeuvre cadence marker in the 'no progress' box, the discard empire marker in the 'no progress if trade <0' box and the civilise marker in the 'extra progress if trade >1' box, all face-down.

Susan's Dutch (card 49) chose *Civilise*, her *Chams* (card 85) without an administrator chose a *Wild card*, which she converted into a *Manoeuvre*, and her *Early Finns* (card 94) chose *Discard empire*. During *Free progress* her *Dutch* advance 1 level (1+1(a)-1(e)), or would if they weren't in a dark age, while her *Chams* go back 2 (1-1(c)-1(e)-1(f)).

10) Neutral Kingdoms (Kingdoms expansion)



The Kingdoms expansion includes 90 Kingdom units. When an empire is discarded (see 7) replace each unit you removed from *Land areas* with the same kingdom unit type (e.g., knight for knight) even if it has different values.

If an empire cannot *Maintain* any units in a land area during *Production*, remove any fort, artefacts and disorder there and replace all removed units with the equivalent kingdom units.

In both cases, if there aren't enough kingdom units available in the common *Unit pool*, the player who lost the area must move a kingdom unit of that type or its obverse (e.g., if you need a cannon, you could move and flip an archer) from anywhere to that area.

Each area with kingdom units is its own neutral kingdom. It is not any particular nationality (e.g., if the Franks (card 21) are discarded, the replacement kingdom units aren't Franks).

Kingdoms don't conduct actions but will defend their area normally. During *Resolving conflict* the player with the nearest empire to the defending kingdom that is *not* controlled by the *Active* player controls the kingdom's defenders (nearest player to the left of the active player if more than one). Resolve the conflict normally (including *Playing event cards*) except that Kingdom units can't retreat.

11) Secret Victory (Victory Expansion)



At the start of the game each player gets a cloth bag with the same colour as that player's empires. Instead of recording glory on the *Glory track*, every time you earn glory you place glory markers (included in the expansion) equal to the glory into your bag (making change as required). If you lose glory, you put that glory back.

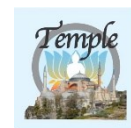
Apart from certain event cards, players only show how much glory they have at the end of the game. If a player earns glory and there is none remaining available, the game ends.

When playing *Glorious pity* (card 1), *Blessed are the meek* (card 104) or *Alms for the poor* (card 151) events on a player, they must show their glory to all players. They then claim the glory they believe they deserve and the other players must show their glory to challenge the claim (e.g., *Blessed are the meek* is played on Alex who shows her glory and claims 7 (the maximum). She gets all 7 glory unless the other 6 players show their glory proving they have less than Alex).

12) Deus Vult! (Religions expansion)

Every empire may have up to two (different) religions at any one time and in the same manner (playing the *Artefact* or *Adopting a religion*, see 6).

Each empire that has one or more *Religions* may build 1 temple of one of those religions



during each *Urbanise* action (after cities are built or improved) in any area it controls that does not already contain a temple. If you have a *Religious* leader in another area without a temple you may then build a second temple there (which could be your other religion).

Each temple is free to build. Each area may contain no more than 1 temple, not 1 per religion.

When an empire builds a temple, all adjacent areas belonging to the same empire that contain a temple of a *different* religion (even ones built this turn) are disordered.

After building, you may also destroy a temple. A *Religious* leader may destroy a second temple it is stacked with.

If your empire liberates an area containing a temple (see *Vacant areas* and *Resolving conflict*), you may destroy it.

When an empire destroys a temple, disorder the area and every adjacent area that empire controls, that has a temple of that religion in it.

During *Production* your empire only gains *half* the income from each area containing a temple. [**Designer's note:** the rest goes to the church].

Each time you discard a religion without playing its artefact card, instead of disordering cities and leaders, you disorder every area in that empire that has a temple of that religion without a *Religious* leader. That empire no longer counts towards who has most glory for that religion no matter how many temples it still has, and the empire still suffers disorder should it destroy those temples later.

During *Harvest glory*, religious glory is no longer based on the number of undisordered areas a *Religious* empire controls. It is instead the total income value of every *undisordered area* containing a temple of that religion in the empire (e.g., an *Islamic* mosque in a 7 city in an undisordered Ukraine adds 6 religious points towards that empire's *Islamic* glory this turn). A *Religious* leader doubles the religious value of the area they occupy.

Each empire that has a particular religion adds up its total religious value, compares it to all other empires with that religion and consults the following table.

no. of empires	Temple glory (total value of temple areas)					
	1st	2nd	3rd	4th	5th	6th
1	2					
2	1	1				
3	2	1				
4	2	1	1			
5	2	2	1			
6	2	2	1	1		
7	3	2	2	1		
8	3	3	2	1	1	
9	4	3	2	2	1	
10+	4	3	3	2	1	1

The more empires that belong to a particular religion, the more glory is available for empires with that religion.

Example: Four empires have adopted *Islam*. The *Umayyads* (card 24) have the highest income value of areas with *Islamic* temples, the *Fatimids* (card 69) are second, the *Franks* (card 21) third and the *Mughals* (card 48) fourth. The *Umayyads* get 2 religious glory this turn, the *Fatimids* and *Franks* 1 each and the *Mughals* 0.

Each empire is eligible for glory with every religion it currently has.

Empires with one or more religions as glory categories on their card don't have to have those as their religions but while

they do they are eligible for its glory (provided they are leaders in that category, see *Glory from Religion* in *Harvest glory*) in addition to the above temple glory (eg the *Umayyads* in the previous example would get 3 extra religious glory for a total of 5 while the *Fatimids* would get 1 extra for a total of 2 and the *Franks* and *Mughals* 0 extra).

[**Designer's note:** *Deus Vult!* is empire glory neutral, it does not benefit those empires with religious glory categories over those without or vice versa (except insofar as it increases the number of empires interested in religion). However, it is *not* glory category neutral as it increases the value of religious glory in relation to all other categories.]

13) Quick conflict resolution

When *Resolving conflict* in each area each side secretly places their units into 2 stacks, committed units and reserves. Each side must commit at least one unit.

Conflict is resolved normally but there is only one round. If your *conflict total* in the area is at least three times greater than your opponent's, you lose no units in the area while they lose *all* their units there.

Otherwise, the loser loses all their *committed* units in the area and the winner loses half the committed units (their choice) that they or their opponent committed, whichever is fewer.

The loser now also loses a number of their remaining units in the area (their choice) equal to *half* the number of the winner's reserves there. The remaining loser's units (if any) must *Retreat* (see *Manoeuvre*).

If they tie, they each lose all their committed units (unless they also committed a *Tactician*) and the empire carrying out the action must *Retreat*. This may leave the area *Vacant*.

If playing option 6) *Pursuit*, only reserves may pursue but all pursuit losses are in addition to those caused by the reserves above and are added together before the retreating player satisfies the combined pursuit losses.

Solitaire

If you are playing *solitaire*, we recommend you play without reserves, committing all units in the area.

14) Marines

Infantry and missile units being *Naval transported* may end their move on their ships in a *Sea* area provided that area is adjacent to a *Land* area their empire controls. If, at the end of *any* player's *Action*, there is no adjacent land area controlled by that empire, or they are not on a transport, those infantry and missile units at sea are lost.

When *Resolving conflict* in a sea area, Infantry and missiles must (and can only) be committed to the conflict when their transporting ships are committed, and each *Land unit's* front and support value is halved.

15) Hocking the crown jewels

At the end of each *Harvest glory*, going *Clockwise* after the *First player*, each empire may gain 5 money by reducing its owner's glory on the *Glory track* by 1. You may not sell more glory than you have, and each turn each empire may sell no more glory than the number of undisordered cities it controls.

Example: Your *Egyptians* (card 1) have 3 undisordered cities. You may reduce your glory by up to 3 and, if you do, *Egypt* gains 15 money.

16) Artefact pre-requisites and effects

As well as their age range and glory benefits, each artefact has additional set-up requirements, restrictions and effects as explained for each artefact below. All effects are cumulative.

Each empire only gains a religious artefact's powers, and suffer its penalties, from the empire's dominant religion

Unlike *7 Ages Classic*, not all green artefacts are placed on the map and instead some are placed on the empire's card if the artefact says so (e.g., *Buddhism*). They still count towards the empire's glory (see *Glory from artefacts*).

Some artefacts have a symbol after their name on the card:

'*' ~ requires another artefact to be played first; and

'†' ~ artefact may be played earlier if certain conditions are met (see *Industrial Revolution* and *World war* below).

Blue artefacts (e.g., *Computing*) have a blue marker to place on the *Progress* track as well as its green artefact marker placed in an empire's area. A blue artefact may only be played on an empire in a dark age if it has a *Scientist*.

If not already on the progress track, place the blue marker on the track 7 spaces ahead of the empire, *less the empire's age*.

The empire with the artefact, and all empires at or above its blue marker on the track gain all benefits (and penalties) of the artefact (except *Glory from artefacts*, see *Harvest glory*).

Example: *The Sudanese empire (card 80) is on Progress level 31 (in age 5) when they have Industrial Revolution played on them. Its blue marker is placed 2 spaces (7-their age) ahead on the progress track. The Sudanese and every empire on progress level 33 or higher receive the benefits of Industrial revolution and satisfy the prerequisite for having Railways played on them.*

Blue artefact markers on the track are never removed.

If the game starts after the unconditional age that a blue artefact marker may first be placed on the progress track, place it on the track in the leftmost space of the next age.

Example: *You start the game by playing the French (card 32) and place their progress marker on progress level 22. You place the blue Paved roads marker on progress level 15 and the blue Rutters marker on progress level 22. The French may build ships-of-the-line during Start empire.*

Artefacts

Autocracy

Ages: 2-7

Effect: The empire gains *autocracy*. Put an *autocracy* artefact on its card.

Power: In a *Production* action, an *autocratic* empire:

- reduces the cost of infantry and cavalry units by 1 *money* (minimum 1); and
- pays 0 maintenance for its units.

Penalty: An *autocratic* empire:

- ignores the effects of *Universal suffrage*;
- halves the income it earns in a *Production* action (cumulative if also *Barbarian*); and
- reduces by 1 the number of *Progress levels* it advances when it wins a *Trade and progress* it initiates.

Buddhism

Ages: 2-7 (only on an empire within Range of India)

Effect: The empire gains the Buddhist religion. Put a *Buddhism* artefact on its card.

Power: If an empire *Liberates* one or more of your areas during *Manoeuvre*, at the end of its action you may place a disorder marker in *any* 1 area it controls within range of your empire. Before each action it takes, a Buddhist empire may

remove disorder from one area it controls.

Penalty: None.

Capitalism*

Ages: 5-7 (only on an empire that has *Industrial Revolution*)

Effect: The empire gains *capitalism*. Put a *capitalism* artefact on its card.

Power: During *Trade and progress* *Capitalists* earn 1 glory each *trade* they win, and double the income of the *lowest* value *Trade* card they receive when they don't.

During *Urbanise*, *Capitalist* empires may build or improve cities 1 extra level (e.g., a new city is built with a value of 3 and a value 1 city improves to 5) up to the city maximum.

Penalty: None.

Christianity

Ages: 2-7 (only on an empire in Range of Palestine (M5)).

Effect: The empire gains the Christian religion. Disorder its capital and put a *Christianity* artefact on its card.

Power: Immediately before it carries out its action, your Christian empire may convert one neutral land area by moving an adjacent unit into the area (it can't vacate an area it couldn't normally vacate) **provided it could enter during *Manoeuvre***. Alternatively, it can spark religious conflict by placing a disorder marker into an adjacent land area controlled by a non-Christian empire.

If playing option 10, *Neutral Kingdoms*, after you have chosen the neutral area to convert, pick a card from the deck. The area is only converted if the card's value is greater than or equal to the number of kingdom units in the area. If converted, remove those units. Discard the card.

Penalty: A Christian empire must disorder its capital whenever it loses control of one or more fertile areas during each empire's *Manoeuvre* action. If it is already *disordered* or it has no capital it puts the marker on any *undisordered* area containing a city that the empire controls. If none place it on any *undisordered* area it controls (ignore if none).

Colossus of Rhodes

Ages: 1, 2 (only on a coastal area)

Effect: Add 1 to the empire's ships glory category (value of 1 if none) during *Harvest glory*.

Computing*

Ages: 6, 7 (only on an empire that has *Radio*)

Effect: During *Trade and progress*, empires that have *computing* may choose to pick one card from the deck to trade with instead of from their hand.

Concentrated ownership

Ages: Any

Effect: An empire with *concentrated ownership* increases the cost of all units it builds by +1. There is no effect on the cost of forts.

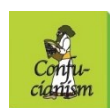
Discard the artefact when *Revolution* is played on the empire or it enters another age.

Confucianism

Ages: 2-7 (only on an empire that controls a Chinese, or S.E. Asian land area)

Effect: The empire gains the Confucian religion. Put a *Confucianism* artefact on its card.

Power: A Confucian empire avoids each disorder marker that would otherwise be placed in one of its areas if it picks



a card with a value greater than or equal to the empire's current age.

An empire that takes control of a land area from a Confucian empire may *Adopt Confucianism* immediately (discarding another if necessary, see 6, *Adopting a religion*). If it doesn't (e.g., because it's already Confucian), *disorder the area*.

Penalty: Reduce a Confucian empire's *Trade number* by 1.

Defender of the faith

Ages: 1-6 (only on an empire with a leader and a religion, and that religion doesn't already have a *defender of the faith*)



Effect: Put the *defender of the faith* artefact on top of the *dominant* religion on their card. While *defender*, an empire cannot change the order of their religions.

The *defender of the faith* gains 1 glory each time they *Liberate* a *Religious site* of their religion from, or liberate the last area controlled by, an empire with a different dominant religion. They lose 1 glory each time a religious site of the *defender's* religion, or the last area of an empire with the same dominant religion as the *defender*, is liberated by an empire with a different dominant religion.



During *Adopting a religion* (see 6), instead of adopting a religion, the *defender of the faith* may place their religion's *holy war* artefact in any land area controlled by a *Religious empire* (which adds to that empire's artefact total), provided none of their *Religious* artefacts are the same as the *defender*.

While the *holy war* is on the map, each empire with the religion of the *defender* that doesn't have *Renaissance*:

- loses 2 glory at the end of the *Manoeuvre* action unless it performed at least one *manoeuvre* that action; and
- adds +1 to the front and support values of all their units in or adjacent to the area with the *holy war* artefact.

If an empire with the same *dominant* religion as the *defender* liberates the area with the *holy war* artefact it gains 1 glory, plus another glory if that area still has a city after liberation and another glory (all cumulative, 3 maximum) if the area is a religious site for this religion. It then places the *holy war* marker on the dominant religion on its card. Discard it when the empire leaves its current age or the religion is discarded.

An on-map *holy war* artefact is discarded immediately:

- the empire with the artefact starts or adopts that religion,
- the empire with the artefact leaves its current age, or
- the *defender of the faith* is discarded.

Unlike other artefacts *holy war* is *not* discarded when an empire liberates the area (it's either placed on the liberating empire's card if its dominant religion is the same as the *defender of the faith*, or else remains on the map).

During *Discarding a religion or government* (see 6), any empire with the same dominant religion as the *defender of the faith* (including that empire), instead of discarding a religion may call for a vote against the *defender of the faith*.

If it does, each empire with that dominant religion (including the *defender of the faith*) gets one vote and it gets a second vote if it also controls one or more religious sites of that religion. If more than 2/3rds of the total votes cast vote against the *defender of the faith*, discard the artefact. If the vote fails, the player that called for the vote loses 1 glory.

The *defender of the faith* is also discarded immediately its empire has no leaders, it loses control of a religious site of the *defender's* religion, or it discards the *defender's* religion.

Democracy

Ages: 2-7

Effect: The empire gains *democracy*. Put a *democracy* artefact on its card.

Power: *Democratic empires' Leader number* is +1.

At the end of every *Trade* *Democrats* conduct with each other they both get +1 money for each card traded by *both* empires (e.g. after *Renaissance*, 2 cards are traded by one *Democrat* and 1 by the other, they both get 3 extra money).

Democratic empires halve the total cost of their units in *Production* actions if they lost control of an area to another player's empire in that or the previous turn.

Penalty: A *democratic* empire loses 1 glory immediately each time it takes control of a *land* area from another empire *unless the democracy was the Defender* against that other empire in the current or previous turn.

Environmental sustainability* (Trade expansion)

Ages: 7 (only on an empire with *Industrial Revolution*, and the *climate clock* is not on the *Glory* track).

Effect: Place the environmental sustainability artefact on the empire's card. Place the *Climate clock* marker on the 5 space of the glory track.



While the *Climate clock* is on the track this empire halves its total income each *Production* action. However, while it owns the artefact, it gains 1 glory each time it *produces* for being the environmental pathfinder.

From now on, each time any empire does not halve its total income during *Production*, move the *Climate clock* down one space. After each two empires consecutively halve their income during any *production* action, move the *Climate clock* up one space (4 in a row up another space etc).

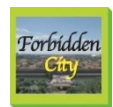
If the *climate clock* goes up to the 10 space on the glory track, environmental stability has been restored. Remove the *climate clock* from the track (the owner still keeps the *environmental sustainability* artefact). All *production* goes back to normal.

If the *climate clock* goes down to the 0 space on the track, then until the end of the game all empires halve their total income, all fertile and forest become desert, all jungle becomes forest (not fertile), all tundra becomes fertile and all wheat and oil provide 0 income (they still count for *Harvest glory*). The *climate clock* remains on the track even if the artefact is removed.

Forbidden City (Religions expansion)

Ages: 3-7

Effect: Add 1 to the empire's city glory category (value of 1 if none) during *Harvest glory*.



Forum

Ages: Any (only on an undisordered area containing a city)



Effect: An empire with a *forum* can convert any action into a *pass* when it turns over its action marker. Put a '+1 go' marker on the empire's card. An empire does nothing in a *pass* action.



An empire may spend a '+1 go' marker to take a second action *immediately after* it takes any action (except a *pass* or *Vote action*). The second action must be different from the first, even if outside the sequence of *play (opt 9: and doesn't count for Cadenced progress)*. An empire may only spend one '+1 go' marker a turn.

You lose all saved '+1 go' markers if *forum* is removed.

General AI* (Ancients & Kingdoms expansion)

Ages: 7 (only on an empire that is (solely) the most advanced and also has *Mars landing*).

Effect: Game over, empire's owner wins. Glory decides all other places.

Great Canal* (Kiel (J3), Panama (B4) & Suez (N5))



Ages: 5-7 (only on an area adjacent to the *Kiel*, *Panama* or *Suez Canal* (respectively) controlled by an empire that has *Industrial Revolution*)

Effect: While the *Panama* or *Suez canal* is on the map, ships may move directly between the sea areas connected by it (at no extra cost) if the canal's owner gives permission (see 4, *Movement*). They may demand money and/or cards in payment which must be immediately paid if the active empire wants to use the canal.

If the *Kiel canal* is in Schleswig, ships there are on both the Baltic and the North Sea coast.

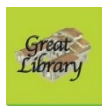
Canals are considered rivers when *Resolving conflict*.

If an area with a canal changes control, the new owner does not have to destroy it. If they do, discard the artefact.

Great Library

Ages: 2, 3

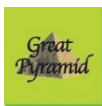
Effect: Add 1 to the empire's progress glory category (value of 1 if none) during *Harvest glory*.



Great Pyramid

Ages: 1-3

Effect: During *Removing disorder* in *Civilise* (see 6), the artefact's controller may remove disorder from this, and every adjacent area for no cost.



Great Shipyard (Trade expansion)

Ages: 3-7 (only on a coastal area that contains as many as or more ships as any other coastal area on the *map*)

Effect: Each ship costs 1 less to build than usual (minimum 2) in the area containing the *Great shipyard*, and any number of ships may be built there.



Great Temple (Religions expansion)

Ages: any (only on a *Religious empire*, at least 2 empires have that religion, and in an area that is not a *Religious site*)

Effect: There are 7 *great temples*, one for each religion: Angkor Wat (*Hinduism*), Borobodor (*Buddhism*), Hagia Sophia (*Christianity*), Grand Mosque (*Islam*), Stonehenge (*Pantheism*), Temple of Confucius (*Confucianism*) and the Temple of Jerusalem (*Judaism*).

Place a *great temple* of the empire's *dominant* religion in the area. While on-map the area is a religious site for this religion.

An empire liberating an area with a *great temple* does not have to discard it. It is immediately discarded whenever fewer than 2 empires have the same religion as the site.

Great University* (Ancients & Kingdoms expansion)

Ages: 4-7 (only on an empire with *Renaissance*)



Effect: Each university adds +1 to its empire's *Trade number* and allows that empire to build its units +1 *Progress level* ahead (cumulative with *Mechanica Miraculum*, see card 61).

Great Wall

Ages: 2-4

Effect: The area containing the artefact, and all adjacent land areas controlled by that empire are treated as having a fort. Actual forts there provide no extra benefit.



Great Zimbabwe

Ages: 2-5

Effect: Add 1 to the empire's money glory category (value of 1 if none) during *Harvest glory*.



Hanging gardens

Ages: 1, 2

Effect: Add 1 to the empire's artefact glory category (value of 1 if none) during *Harvest glory*.



Heresy

Ages: Any (only on a *Religious empire*)

Effect: Place *heresy* on top of the *dominant* religion on an empire's card. While there, any action taken by any empire with that *dominant* religion is converted into a *Vote action* as soon as it turns over its action marker.



If the empire taking the vote action has a *religious leader*, it may remove the *heresy*. Otherwise pick a card. The value on the card is how many *Progress levels* the empires with that *dominant* religion will lose between them. The empire taking the vote action proposes how the losses will be distributed.

Each empire that would lose a progress level gets one vote for each level it would lose. If there are 0 levels to lose, only the active empire votes. If the majority of the votes supports the proposal, the progress levels are lost and the *heresy* artefact discarded. If the vote fails, the *heresy* remains.

Hinduism

Ages: Any (only on an empire that controls an *Indian land area*).

Effect: The empire gains the Hindu religion. Put a Hindu artefact on its card.



Power: A Hindu empire ignores the adverse powers of all other religions (e.g., a Christian empire can't use its power to place a disorder marker in a Hindu empire).

If a Hindu empire receives 1 or fewer glory during *Harvest glory*, increase its glory by 1.

Penalty: If a Hindu empire receives 7 or more glory during *Harvest glory*, decrease its glory by 1.

Holy war (see *Defender of the faith*)

Industrial Revolution*+

Ages: 6, 7 (and 5 if the empire has *Printing*) and only on an empire with *Renaissance*

Effect: Empires with *industrial revolution* double the income they receive during *Production* from all their cities.



Internet*

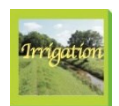
Ages: 7 (only if the empire has *Computing* and *Satellites*, and *Social Media* is not in play).

Effect: The empire's owner picks 1 (2 if 4 or less players) card from the deck for each player ahead of them in glory (if any) and adds all the cards' value to their glory. History ends, game over.

Irrigation (Trade expansion)

Ages: any, but only on an area adjacent to a river (a *River area*).

Effect: During *Production*, +1 income to each land area



adjacent to the river your empire controls (even if you don't control the artefact). *Irrigation* can help more than one river if adjacent to both but each area can only gain +1 no matter how many irrigated rivers it is adjacent to.

Islam

Ages: 3–7 (only on an empire within **Range of Mecca** (N6))



Effect: The empire gains the *Islamic* religion. Put an *Islam* artefact on its card. Give that empire an elite marker.

Power: An *Islamic* empire immediately gains 1 glory each time it takes control of a land area from a non-*Islamic* empire.

Penalty: An *Islamic* empire immediately loses 1 glory each time it takes control of a land area from an *Islamic* empire.

Judaism (Religions expansion)

Ages: any (only on an empire within **Range of Palestine** (M5)).



Effect: The empire gains the *Judaic* religion. Put a *Judaism* artefact on its card.

Power: Empire's **Range** +1 and every **Religious** leader also has all the benefits of a **Philosopher** (if not already one).

Penalty: none.

Just rule

Ages: Any (only on an empire with a leader)



Effect: When played, remove all disorder in the empire.

Corrupt administration, *New dynasty*, *Rebellion*, *Uprising* and *Urban riots* can't be played on an empire with *Just rule*.

Any time an empire with *Just rule* has an area disordered, pick a card. The area is only disordered if the card's value > the number of leaders the empire has.

Remove *Just rule* immediately the empire has no leaders on the map.

Machu Pichu (Trade expansion)

Ages: 3-5 (only on a forest, jungle or mountain area)



Effect: Units in or adjacent to *Machu Pichu* may retreat from *conflict resolution* (see 4) at any time during the conflict (even before the first round).

Mars landing* (Trade expansion)

Ages: 7 (only on an empire with **Moon landing**).



Effect: the empire immediately gains 7 glory and gets 1 additional glory at the start of every future action until the end of the game (except a *pass* or *Heresy Vote* action).

Mausoleum of Halicarnassus (KS stretch goal expansion)

Ages: 1, 2

Effect: Add 1 to the empire's land unit glory category (value of 1 if none) during *Harvest glory*.

Moon landing*

Ages: 7 (only on an empire that has **Computing** and **Satellites**).



Effect: An empire with the *moon landing* gains a glory point each time it carries out a *Civilise* action. It gains 7 glory if it ends the game (in addition to the glory it gets for leaving age 7 or the *Internet*).

Nobel Prize* (KS stretch goal expansion)

Ages: 5–7 (only on an empire that has **Industrial Revolution** and no disorder)

Effect: At the start of each *Harvest glory*, provided none of the owner's areas are disordered, they *must* hand out 3 *Nobel prizes*, each worth 1 glory.

The first is awarded to the most advanced empire which has a **Scientist**; the 2nd to the empire with an **Artist** and the most (modified) artefacts; and the 3rd to the largest empire (counting *all* areas) that has a **Populist**, has no disorder, and neither gained nor lost any areas during *maintenance* (see 2 above) or *Resolving conflict* (see 4) this turn; if any. Each empire can win more than one prize each turn if eligible.

If any prize is tied, the *Nobel Prize* owner (not **Philosophers**) chooses who between them wins that prize this turn.

Oracle

Ages: 1, 2



Effect: An empire with the *oracle* can examine one other player's cards immediately before it takes its action, if that player has an empire within **Range** of the *oracle*. If the capital of that empire is disordered, it can randomly keep one of those cards.

Pantheism

Ages: any



Effect: The empire gains the *Pantheist* religion. Put a *Pantheism* artefact on its card.

Power: Every area containing *any* leader of a *Pantheist* empire cannot be disordered (even by event cards).

Penalty: none.

Paved roads

Ages: 2-7



Effect: Each area that has a city controlled by an empire with *paved roads* costs *any* empire only 1 movement point to enter, regardless of terrain.

Peace treaty

Ages: Any



Effect: Put one *peace treaty* artefact in any area in an empire. Put the other on any other empire within **Range** of the first controlled by another player. While both artefacts are on the map, neither empire may move a unit into an area controlled by the other.

Remove both artefacts when either empire leaves its current age or either area is occupied by another empire.

Pharos lighthouse

Ages: 1, 2 (only on a coastal area)



Effect: Increase the empire's **Trade** number by +1. All its ships within **Range** of the *Pharos* add +1 to their front and support values.

Printing*

Ages: 4–7 (only on an empire with **Renaissance**).



Effect: An empire with *printing* increases its **Trade** number by +1 and in a *Trade and progress*, may advance its progress marker by an extra **Progress** level if it wins with a **Trade** value more than 7 higher than their trading partner.

Radio*

Ages: 6, 7 (only on an empire with **Industrial Revolution** and **Printing**)



Effect: Empires that have *radio* may:

- trace **Range** through other empires **without permission**; and
- use the **Tactician's** conflict and retreat benefits when

Resolving conflict in areas adjacent to the leader's area (they must still be in the area to be committed to conflict).

Railways*

Ages: 5–7 (only on an empire with *Paved roads* and *Industrial Revolution*)



Effect: Empires that have *railways*:

- increase their *Range* by +1; and
- during *Movement*, may enter each area with a city that they control for a cost of 0 movement points.

Religious strife

Ages: Any (only on an empire that has a religion but no *Religious leader*)



Effect: Place *religious strife* on top of the dominant religion on an empire's card. It cannot exercise its religion's power (it is still subject to its religion's penalties).

Discard the artefact when the *Revolution* artefact is played on the empire, its religion votes in favour of resolving a *Heresy*, or when the empire leaves its current age.

Renaissance

Ages: 4–7



Effect: When carrying out a *Trade and progress* you may play a second *Trade* card face-down from your hand (not the deck) after both players have played their first (the player whose action it is first if the other empire also has *renaissance* and is trading this turn). All trade cards you play are added to your *Trade value* and then traded.

A *renaissance* empire is no longer affected by *holy war* and may buy glory during *Harvest glory* for 30 money each.

Revolution

Ages: any (only on an empire with at least one *disordered area*)

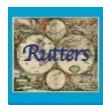


Effect: Move the empire's progress marker back 3 *Progress levels*, disorder its capital and remove all its *Religion* artefacts.

Reduce the cost of the empire's infantry units by 1 (minimum 1) and increase the cost of its ships and aircraft units by 1.

Remove the *revolution* artefact as soon as the empire:

- gains *Socialism*;
- gains any *Religion*; or
- leaves its current age.



Rutters

Ages: 3-7 (only on an empire that may build ships)

Effect: If allowed to build ships, an empire with *rutters* may build ships-of-the-line even if not yet at progress level 23.

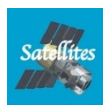
An empire may not trace *Range*, nor its ships *Move*, into or through ocean areas if it doesn't have *rutters*.

Satellites*

Ages: 7 (only on an empire that has *Rutters* and *Radio*)

Effect: An empire that has *satellites*:

- treats every area as within *Range*; and
- immediately before it takes its action, the empire may examine one other player's cards at the cost of 1 money per card examined (chosen randomly) and examine one stack of their units (for free).



Social Media

Ages: 7 (only if the empire has *Computing* and *Satellites*)



Effect: While on-map, the *Internet* may not be played.

[**Designer's note:** it's wrecked, sorry about that]

Socialism*

Ages: 5–7 (only on an empire that has *Industrial Revolution*)



Effect: The empire gains *socialism*. Put a *socialism* artefact on its card and disorder each leaderless city area it controls.

Power: A *Socialist* empire immediately gains 1 money each time one of its units is removed from the map and placed in its *Unit pools* (e.g., while *Maintaining* units you could discard one units to maintain another).

Socialists gain 1 glory whenever another empire within *Range* gains *socialism* or discards any other government.

Socialists ignore the power and penalty of any religion they have (they may still *Harvest glory* from it) and ignore the effects of *Religious strife*, *Heresy* and *holy war*.

Penalty: None.

Summer Palace

Ages: any



Effect: During *Removing disorder* in *Civilise* (see 6), the artefact's controller may remove disorder from 1 area within *Range* of the artefact for no cost.

Temple of Diana

Ages: 1, 2



Effect: An empire with the *temple of Diana* receives normal income from any *disordered areas* within *Range* of the temple, and counts those areas when working out how much glory it gains.

United Nations*

Ages: Any (but only if the *black World war marker* is on the *Progress track*)



Effect: Discard the *World war* artefact and its *black marker*.

Each player *Action* that an empire first ends a unit's move in an area controlled by another empire, or plays the *new dynasty*, *rebellion*, *shooting star*, *uprising or urban riots* event, it may be immediately censured by unanimous vote of all other players, but only if the UN's controller calls for a vote. If the *censure vote* fails, the UN controller loses 1 glory.

A player can accept a censure, in which case the moving unit ends its turn in the last *friendly controlled* area it left or the event card has no effect (but is still discarded). For the rest of this player action, no more units may end their move in another empire's area, and none of the other cards may be played. A player who doesn't accept the censure loses 1 glory per voter (2 glory per voter if there are less than 4 players in the game) but is otherwise unaffected this *action*.

Universal suffrage*

Ages: 5–7 (only on, and only effects, a *Capitalist*, *Democratic* or *Socialist* empire that also has *Renaissance*)



Effect: During *Production*, reduce the maintenance cost in each area by the value of any *undisordered city* in that area (minimum cost 1 per area).

If your empire does not progress during *Trade*, it receives income from all the *Trade cards* (yours and theirs).

World war†

Ages: 7 (or any if played on an empire that has *Industrial Revolution*) but not if the *United Nations* is on the map.



Effect: Place the **black world war marker** on the empire's current space on the **Progress track**.

If the **black world war marker** is on the progress track:

- all empires taking a **Production** action halve the total cost of new units they build and can place any number of units in any area;
- all empires that take a **Manoeuvre** action can move and **resolve conflict** again after resolving any conflicts from their first move. Units stacked with a **Strategist** may **then** move and resolve conflict a third time;
- empires may **not** advance more than 1 **Progress level** when they win a **Trade and progress** action; and
- empires do not advance **during Free progress** at the **End of turn**, whether or not they are in a **Dark age** or have a **Scientist**.

Discard the **world war artefact** and its **black marker** when **either any** empire enters a higher age than the **black marker**, or the **United Nations** is played.

When **world war** is discarded, every empire (except the empire that removed the artefact by entering a higher age, **if any**) gains **1 glory** for each fertile area it controls.

Leader Types

Administrator (Ad): During **Production**, an empire may build any number of units in an administrator's area **and the cost of every unit built there**, except infantry, is reduced by 1. If the administrator is in the **Capital**, then the infantry costs **there** are also reduced by 1 (minimum 1). Administrators also count as **2 leaders** when building Elephants, nukes or star wars.



During **Playing event cards** (see 6), when counting leaders, each administrator counts as 2 (e.g. if **Fires** (card 110) is played against your empire and it has 2 leaders one of which is an administrator, 3 (not 2) is subtracted from the card picked to determine the number of affected areas).

During the **End of turn**, **Wild cards** do not stop the **Free progress** of empires with an administrator.

Artist (Ar): During **Civilise**, **artefacts** may be built in an area containing an artist even if that area already contains artefacts. **When a (non-blue) green artefact is placed on the map**, every artist in **Range** gains the artist's owner 1 glory (cumulative).



During **Harvest glory**, you count double the number of (non-blue) green artefacts in **each** area that has an artist, and **each** artist increases **their empire's Glory from artefacts** category by 1.

Builder (Bu): An empire (even if Barbarian) with a builder may build or improve an extra city in the builder's area each **Civilise** action. This can't be a city that was built or improved in the same action. **Builders may also improve cities one age earlier than usual.**



Cities in a builder's area never get reduced, (e.g., events or because the builder's army has just liberated the city).

A fort only costs 4 money to build if a builder is in the area.

Explorer (Ex): The **Range** of an empire is doubled when counting from an area containing an explorer.



All units that are stacked with an explorer throughout a **Manoeuvre** action gain 1 extra movement point. Each neutral area entered by units stacked with an explorer costs 1 movement point. **Galleys in a sea or ocean area not adjacent to a friendly controlled land area are not lost if stacked with an explorer.**

If units are moving with an explorer, you do not need to leave any units behind in the area(s) the explorer moves through. You must still leave a unit behind in any land area the explorer starts in.



Philosopher (Ph): During **Destiny**, you may fill your hand to one more than normal for each Philosopher in the empire carrying out **destiny**. After looking at your cards, you decide which excess card(s) to discard.

During **Harvest glory**, an empire with the most philosophers win all ties.

Populist (Po): During **Production**, double the total income of every area that has a populist.



A populist who ends their **Movement** in an area your empire controlled at the start of **Manoeuvre**, may remove any disorder there at no cost.

Religious (Re): During its **Civilise** action, your empire may start a religion as if you played a **Religious artefact** card. If playing option 12 **Deus Vult!** you may also build an extra temple.



When counting **Glory from Religion**, (see **Harvest glory**) add 1 plus the value of the city (if any) where the religious leader is located, to the total number of areas. If playing option 12 **Deus Vult!**, double the value of that area instead.

An empire with a religious leader is immune to **Religious strife** and, when it's **their Heresy Vote** action, may remove the **Heresy** before the vote. If not, carry out the vote.

Scientist (Sc): During **Trade and progress** each scientist adds 1 to their empire's Trade value and if your empire wins the trade you draw a card from the deck for each scientist in the empire, keep 1 and discard the others.



When a **Blue artefact** is placed on the map, every scientist in **Range** gains the scientist's owner 1 glory (cumulative). Option 16: A blue artefact may only be played on an empire in a dark age if it has a scientist.

During **Harvest glory**, you count double the number of Blue artefacts in each area that has a scientist.

Dark ages have no effect on a scientist's empire.

Strategist (St): After **Resolving all conflicts** in a **Manoeuvre** action, any units stacked with a strategist may move and **resolve conflict** again provided they remain stacked with the strategist throughout their move (they may be dropped off in areas the strategist moves through).



Tactician (Ta): During **Production**, units in a tactician's area are ignored when buying an elite marker.



During each round of **Resolving conflict**, a tactician may discard the first card picked and pick again. If you commit the tactician, the units (and leaders) the empire commits aren't lost if the round is tied. Finally, a tactician may retreat if **either** side has acquired a **conflict disorder** marker.

Terms of play

Action: there are 7 actions players can choose during the game; **Start empire, Production, Trade and progress, Manoeuvre, Destiny, Civilise and Discard empire.**

Active player: the player currently performing an action.

Africa: Africa is a region.

Age: There are 7 ages, each of 7 spaces (or **Progress levels**), from 4000 BCE to **today** (see the **Progress track on the map**).

When an empire leaves its current age, it can trigger consequences (e.g., *Removing leaders*, see 6). These occur when the empire leaves its age forwards or backwards.

America: America is a region. It includes the sub-regions of **North** and **South America**.

Area: The map is divided into **Land**, sea and ocean areas.

Artefacts: Each card may be played as an artefact, but often only if certain prerequisites are met (see *Artefacts*). There are four types of artefacts, black, blue, green and red. Artefacts may be played any number of times but only if its marker is available (see 6, *Playing artefact cards*).

Asia: Asia is a region. It includes the sub-regions of **Australasia**, **China**, **India**, **North-East Asia** and **S.E. Asia**.

Australasia: Australasia is a sub-region in **Asia**.

Barbarian: Every empire that has a 'no cities' icon on its card relevant to its age, is barbarian. A barbarian empire isn't allowed to build or improve cities without a **Builder**, nor build forts, its units pay no maintenance and, since it can't have a capital, its income is halved during *Production* (see 2).



Blue artefact: a green artefact that is placed on the map, with an associated blue marker placed on the **Progress track**.

Britain: Britain is a sub-region in **Europe**.

Capital: The first city in a non-**Barbarian** empire. It is treated like any other city for all purposes (e.g., *Urbanise*) except where otherwise stated in the rules. **Each empire may only have one capital at a time.**

Card deck: The **7 Ages Classic** card deck contains 110 cards and the **7 Ages Deluxe** deck has 165 cards. Each card has an **empire**, **artefact** and an **event**. It also has a value between 0 and 7 in a coloured box, which is used to determine events, *resolve conflict*, and so on.

During play, the deck is face-down. Discarded cards go into the discard pile, which stays face-up. When there are no more cards left in the deck, shuffle the discard pile and turn it face-down to form the new deck.

If several people want to play cards at the same time, the player with the turn marker gets first chance to play. The player to their left gets the next chance, and so on.

China: China is a sub-region in **Asia**.

Clockwise (one must maintain tradition): leftwards.

Coastal area: a **Land area** adjacent to a sea or ocean area (e.g., **Carthage (J5)** is a coastal area, the **Sahara** isn't).

Common units: Elephants, nukes and Star Wars units (see *Kingdoms expansion*) are available to be built by all empires.

Continent: **7 Ages** has 4 continents; **Africa**, **America**, **Asia** and **Europe**. Each continent is a **Region**.

Control: An empire controls all areas occupied by 1 or more of its units.

Convert units: allows you to replace units in an area with the same unit types of your empire even if they have different values and a higher **Progress level** than your empire.

Counter: There are 2 sizes of counter - **Units** are 5/8" (16 mm) and **leaders and game Markers** are 1/2" (13 mm).

Counter mix: The total units available to a particular empire (all with the same colour). Each counter mix is different, you should choose the most suitable for each empire you start.

Dark ages: The darker spaces on the **Progress track** are dark ages. Unless they have a **Scientist**, empires in those spaces do not advance during *Free progress*. Instead, they only

advance out of a dark age through a *Trade* action or event. Option 16: A **Blue artefact** may only be played on an empire in a dark age if it has a **scientist**.

Defender: the non-**Active player** during *conflict resolution*.

Discard pile: The stack of played cards.

Disorder, conflict: an army is disordered during conflict resolution each time all its units are committed.

Disordered areas: only non-neutral land areas can be disordered. You show an area is disordered by putting a disorder marker in the area if there isn't one there already (disordering a disordered area has no effect). Disordered areas provide no income or glory.

Doubling: See **Modifiers**.

Elephants: **Kingdoms expansion units** (see 2, *Building new units*). They nullify **chariot**, **Lt. horse** and **Hs. archer front values** (see 4, *Resolving conflict with other empires*).

Empire: Empires are created during *Start empire*. Each empire consists of its card, units, leaders, cities, artefacts and other markers it acquires during play.

Up to 15 empires can be in play at any one time in the **7 Ages Classic** game and up to 21 in the **7 Ages Deluxe game**. Each empire may be played any number of times during the game.

Europe: Europe is a region. It includes the sub-regions **Britain**, **Hispania** and **Italy**.

First player: The player with the turn marker this turn.

Glory points: These are a reflection of how well you are doing. You can't have fewer than 0 glory. The winner of the game is the player with the most glory points at game's end.

An empire gains glory during *Harvest glory* (see the 'Glory' section of the empire's card). Some empires also earn glory as soon as they fulfil a particular condition. Such **immediate glory** conditions are in square boxes in the 'Glory' section of the empire's card.

Glory track: See **map**. It's used to record your current glory total and your empires' saved money.

Gold border (around card): **Unconditional age 1 empire** (see option 1: *Total History*).

Government: There are 4 types of government; *Autocracy*, *Capitalism*, *Democracy*, and *Socialism*. During its *Civilise* action an empire may **start** a government by playing its **artefact card**, or *Adopting* a government **within Range**. Each empire may only have one government at a time.

Halving: See **Modifiers**.

Hispania: Hispania is a sub-region in **Europe**.

Homeland: One set-up area (the **capital**, if any) of an empire eligible for *homeland glory*.

Immediate glory: Glory that may be harvested any time in a turn (except during *Harvest glory*). It is specified in a square box on the empire's card.

India: India is a sub-region in **Asia**.

Invade: enter a land area directly from an adjacent sea or ocean area (e.g., moving into **Siam (T4)** directly from the **Java Sea** is invading, moving via **Malaya** is not).

Italy: Italy is a sub-region in **Europe**.

Land area: A fertile, forest, jungle, mountain, steppe, tundra or desert area (see the **Terrain Effects Chart** on the map).

Land units: Infantry, cavalry and missile units.

Leader cup: The container that includes all unnamed **Leaders not in play**.

Leader number: Each empire has a 'Leaders' number listed on its card (e.g., Inca (card 11) is 2). It can be modified by events and *Artefacts*.

Leaders: Leaders are either named or unnamed. They have one or more codes on their counter that identify a particular ability (see *Leader Types*).

If at the end of any action a leader is in an area without a unit of its empire, it is lost. When a leader is lost or demoted, it is removed from the game if named, or returned to the Leader cup if unnamed.

Liberate: Take control of an area (and any city there).

Markers: The smaller ½" (13 mm) counters and the 5/8" (16 mm) action, cadence and glory markers.

Maximum: Your maximum is the number of empires in your game divided by the number of players, rounding up.

May: your choice.

Modifiers: All modifiers are cumulative. When doing more than one of adding, subtracting, doubling and halving, add, then subtract, then double, then halve. When you halve a number, round it to the nearest whole number (0.5 rounding up) after all halving. When counting multiple values (e.g., cities, areas or units) you halve the total, not each value.

Must: you will obey orders without question!

Naval transport: each ship may transport one land or aircraft unit and any number of leaders.

Neutral area: an area that is vacant or the only units there are Kingdom units (see option 10, *Neutral Kingdoms*). Neutral areas are never disordered.

No cities icon: You *Barbarian*!

Non-empire action: the additional action marker not placed on any empire (only available when a player has less than their maximum number of empires in play).

North America: North America is a sub-region in *America*.

North-East Asia: North-East Asia is a sub-region in *Asia*.

Nukes: Kingdoms expansion (see 2, *Building new units*).

Ocean area: Ocean areas are dark blue. Oceans can't be entered by land units (except by naval transport) or galleys.

Pass action: Certain events and artefacts convert an action into a pass action. The empire does nothing this turn.

Pl: see *Progress level*.

Progress level (pl): Each space on the *Progress track* is a progress level. There are 7 levels per age. The space an empire's progress marker occupies determines its level.

If an empire progresses beyond the 49th level it is still in the 7th age but can no longer go backwards in progress. If two or more empires end the game beyond the 49th level, they are all tied as most advanced during *Harvest glory*.

Progress track: The progress track on the map is used to record the current *Progress level* of each empire in play. The Age an empire is in is determined by which row of the progress track its progress marker is on.

Range: An empire (or unit or area) is within range of your empire (or artefact or leader) if the smallest number of areas between them (counting their closest area but excluding yours) is less than or equal to your empire's age (e.g., if one of your areas is adjacent to one of another empire, then there is 1 area between them, and you are within range of them from age 1).

Your empire may only count range into or through ocean areas if it may build ships-of-the-line (option 16: and has

Rutters).

Your empire can't count range *through* (it may count into) another empire's area unless yours has the benefit of *Radio* (see *Artefacts*) or that empire gives its permission. In return it may demand cards and/or money from your empire, which you must supply immediately if you accept.

Since empires can be in different ages, it is possible for one empire to be in range of another but not vice versa.

Region: Regions and sub-regions are collections of areas delineated by a thick blue border. The world includes four regions; *Africa*, *Asia*, *Europe* and *America*. Some regions include sub-regions (e.g., *Britain* is a sub-region of *Europe*). Sub-regions provide glory for both those empires with that sub-region and those with that region, as a glory category. All references to regions also refer to sub-regions.

A region includes islands connected by a crossing arrow to the mainland. The region that each other island belongs to (if any) is indicated in brackets after the island's name.

A region includes every sea and ocean area adjacent to any land area. Thus, one sea or ocean area can belong to more than one region.

Religion (artefact): There are 7 religions; *Buddhism*, *Christianity*, *Confucianism*, *Hinduism*, *Islam*, *Judaism* and *Pantheism*. During its *Civilise*, action, an empire may start a religion with a Religious leader or by playing its artefact card, or *Adopting a religion within Range*.

Religion, dominant: the left-most religion Artefact (not the *Glory from Religion* category) on an empire's card. Each empire gains *Glory* from all of its religions but only has the powers and suffers the penalties of its dominant religion.

Religious empire: an empire with one or two religion artefact markers on its card.

Religious glory: the glory category on some empires' card.

Religious site: area containing a printed religious symbol or a *Great Temple*.

River area: Land area adjacent to a river.

Rounding: See *Modifiers*.

Sea area: Sea areas are light blue. Land units may only enter sea areas by naval transport.

S.E. Asia: South-East Asia is a sub-region in *Asia*.

South America: South America is a sub-region in *America*.

Star Wars: Kingdoms expansion (see 2, *Building new units*).

Start area(s): The area(s) an empire is eligible to set-up in.

Sub-region: See *Region*.

Terrain: Every area is delineated in different patterns and colours to represent the predominant terrain in the area and the rivers between some areas (see *Terrain Effects Chart*).

Terrain Effects Chart: see map. It shows the movement cost and defensive benefit of the map's various terrain.

Trade card: Card traded during *Trade and progress*.

Trade number: Each empire has a 'Trade' number listed on its card (e.g., Rome (card 12) is +1). It can differ from age to age and modified by *Leaders*, *events* and *Artefacts*. The colour behind each card's value indicates that empire's (unmodified) trade number.

Trade value: The total value each empire has after all modifications during each *Trade and progress* (see 3).

Unit: These are the larger, 5/8" (16mm) counters. They represent an empire's air, naval and land forces.

Unit pool: The units an empire can build. There are usually fewer units in an empire's unit pool than in its counter mix because the empire isn't sufficiently advanced to build all unit types. Units lost or removed from the map return to the empire's (or **Common units**) unit pool.

Vacant area: an area without any units.

Vacate: An empire vacates an area when it leaves no units in that area as they move out.

Vote action: Actions are converted into vote actions for **Religious empires** experiencing *Heresy* (see *Artefacts*).

Players' Notes

by Harry Rowland

Well, here you are having just polished off the 7 Ages rules. Hmm, you may well be thinking, only 10 pages of standard rules. Not bad for an ADG game, usually they are only halfway through explaining how to set-up the maps by now. Still, you get a lot of bangs for your buck. Behind those 10 pages lies a rich vein of play.

Your first decision is what card to play to decide who goes first. To do this, you need to check the age range of all your empire cards. If you don't have a complete coverage from age 1 to 7, it might be critical for you to be the first player, so you can guarantee to play an empire in the starting age of the game.

If you do have a complete age spread, you can be more circumspect. Obviously, you don't play a card that will lessen your age range. With that proviso you can afford to play any card.

If you have a good hand, you may well consider playing a '7' card to ensure the game starts in an age containing the least number of empires (the first and last) to maximise the other players' discomfiture. If you decide not to contest being first player, feel free to play your most worthless card.

Next, you must decide which actions to play. In the first turn everyone can only play one action. If you are the first player that should always be a start empire action.

You should also play a start empire if you have a complete spread of age ranges. If not, you might prefer to play the wild card so that you can choose a destiny instead if the first empire is in an age you don't have.

Every turn is critical. If you can't start an empire, consider throwing all your cards out in your destiny action. At most keep one card. As an example, the chances of you not having an age 1 (or conditional age 1) empire in your starting 7 cards is only 12.1%. If you chuck out all your cards it goes down to only 1.97% chance of not having one.

Once you get your empires started you want to increase to your maximum as soon as possible. Every empire gives you one more action you can do each turn which brings a huge early advantage in the game. Also, the earlier you lay down your dedicated empires, the earlier you can start choosing the free empires.

As to which empire to start, you want to choose the ones with the greatest chance of procuring the most glory each turn. This is often the empire with the highest maximum glory harvest, but not always. Sometimes it is better to choose an empire with a lower maximum but in an area with little competition, either physically, or glory category wise.

This works well for most actions, except trade where the more neighbours you have the better. This can be particularly important for those empires that need to trade with other

empires before they can build ships or breed horses.

It is also a good idea to have empires within supporting range of each other. That way one can be liberating territory belonging to a hostile neighbour while the other is producing and then they reverse roles thus not allowing your adversary a moment's rest.

The trick though is to pick empires with mutually exclusive objectives. If all your empires gain glory by being the most advanced or having the most artefacts, they will all be stopping each other from harvesting their maximum glory.

These competing priorities make every game different, and advice difficult. Sometimes it is even better to hold off starting a new empire until the smoke clears and its starting area is free (or at least not densely populated).

Once started, empires have a rhythm all their own and you want to tap into that rhythm as soon as possible. The game actually gives you a head start in this direction as your empires are all sequenced as they come into the game.

Thus, you should be manoeuvring with one empire while trading with a second, civilising a third and so on. You don't want to be in the position of using your wild card to do the same action in the one turn. Not only does it slow down your progress, but it also leaves you in the situation of wanting to do the same action again in the next (e.g., two manoeuvres followed by two productions).

However sometimes you need to do the same action in the one turn, particularly if two of your empires are in a dark age, and in those cases, you just have to bite the bullet. Put the actual action (e.g., trade and progress in this case) on the empire you know wants to do that action and the wild card on the other. That way you get the greatest flexibility in what you actually do with that empire.

Of course, if your empire is in a dark age, playing the wild card might be the perfect option. Provided you don't convert it into a successful trade and progress it will give you the flexibility and won't end up costing you at all.

As to which action to choose for each situation, that is where the game gets very interesting. As mentioned before, every turn is critical. Each action must be chosen to either maximise your glory this turn, minimise the leading players' or, that nirvana of gaming, an action that does both.

Again, having empires with differing glory objectives makes such choices easy, choosing production actions for those empires that need to be rich, civilise actions for those that need to have many glittering cities or beautiful artefacts, trade and progress for those needing to be the most advanced and manoeuvre for those needing the most areas.

Of course, this must be tempered by the situation. If your empire is sparsely populated, you might need to do a production. Alternatively, if densely populated, you might need to manoeuvre instead.

When one of your nascent empires is experiencing a difficult birth against powerful opponents, it may well be just the time to try to enlist some as allies against those trying to suppress your rightful days in the sun. The most powerful opponent is going to find it difficult to cope with players on all sides vying for their freedom.

As to hints on the play of actions, most of this is fairly straightforward. When trading you want to pick someone with a lower trade number than you but who is higher on the progress track. These tend to be rare birds and often you must choose between picking someone higher on the track and someone with a lower trade number. Usually, you want to

choose the latter on the assumption that a more certain 2 progress is better than a dicey 3.

Psychologically, players with a higher trade number expect to win and tend to trade high cards to ensure it becomes a self-fulfilling prophecy. Similarly, people with lower trade numbers expect to lose and play low cards. You can use this psychology to pick an empire with a lower trade number and play low. But don't be predictable. If they know you always play low, they will raise their play accordingly.

Another possibility is to pick the player within range with only 1 or 2 cards. Usually, those last cards will be high value but you minimise their flexibility and even if they win the trade, you could end up with a very valuable card.

During civilise actions, you want to build as many cities as possible but cities in the fertile areas are more prone to the jealous eyes of your opponents whereas cities built in the mountains tend to be left alone so again you must balance potential income versus your own security.

When manoeuvring, be careful where you manoeuvre to. Most empires must leave a unit behind in each area they move to. These units are stuck there like flies in flypaper and will not be able to help you when someone else encroaches on your empire's boundaries. At the very least you want to keep at least one stack of units in reserve as a contingency for any situation that arises.

During conflict resolution, you have an entirely new set of decisions to make. Should you commit a few or a lot of units each round? Again, it depends on the situation. If you can guarantee success or have a tactician, you might want to commit a lot of units. If the conflict is fairly evenly matched it might be best to adopt a wait and see approach and just commit a couple of scouts. What you don't want is for your forces to be disordered while your opponent has a lot of fresh units to commit.

As soon as you are allowed to retreat, you must weigh up the benefits of staying as opposed to running, particularly if you have a valuable leader you don't want to lose.

When one of your empires starts garnering fewer than 3 glory per turn you might consider folding it. This might be delayed if it has long term prospects or is helping another of your empires to achieve its glory, but one of the most common mistakes in 7 Ages is to hang on too long before folding your dud empires.

The game has been designed so that later empires tend to gain more glory than earlier empires. As an example, even if your Early Finns (card 94) are achieving everything they set out to achieve, they are still only getting 3 glory per turn.

Of course, they might be stopping your opponent's empires from achieving their maximum glory and you need to weigh up the down time you will suffer by having to start a new empire (folding and starting a new empire is like taking a pit stop in racing or tacking in yachting), but generally speaking the sooner you dump the duds, the sooner your new improved empire can start earning some serious glory.

When you are trying to bring a leader back to the pack, it is often best to target all their empires rather than just one. If you make one empire unviable quickly, that will just minimise their pit stop to change empires. If you reduce all their empires equally it maximises the cost of them changing horses and might tempt them to hang on with their marginal empires rather than just cutting their losses and starting anew.

Finally, which optional rules you play can dramatically affect the play of the game. The options we play all the time are

Redemption, Technology, Marines and Artefact effects, while the other options we add to taste. Redemption minimises your chances of not having an empire for every age, technology makes it important when and which empire takes destiny actions, Marines can break naval empires, and Artefact effects adds whole new dimensions to the game.

With a game as rich as 7 Ages, these few hints only scratch the surface of the myriad possibilities available. However, they should give you some idea of the scope of decisions and the optimal paths through the dense thicket of history on your way to ultimate triumph.

Good luck and good gaming. Long may your empires reign glorious.

Designer's Notes

by Harry Rowland

In my experience, never has a game been so easy to design, so hard to develop, yet the changes when finally made, so obvious in hindsight.

The ultimate game is unlimited fun, unlimited replayability and 1 line of rules. No game has yet achieved this state of Nirvana, but that should always be our aim.

Whenever you design a game, you start in a parched desert (a blank page), with the beautiful hills we want to get to (the finished masterpiece) we can vaguely see far off into the distance. Getting to this promised land may take many years and the rules thicket, chasms and swamps strewn liberally in our path may make the journey seem impossible at times.

To reach our goal, successful design is an iterative process. If during our long journey, a rules chasm seems too far to broach (too many rules and exceptions to simply achieve our aim), we may need to retrace our steps and ask ourselves "Those hills are magnificent, but the adjacent hills are just as beautiful and we don't need to cross the chasm at all to get there."

This concept of repeatedly mixing process and outcome as we advance towards gaming paradise may take a long time, but will inevitably lead to the best game with the fewest rules. After 25 years travelling, we only have 10 pages of standard 7 Ages rules for a magnificently rich game of great depth.

When I came home from a game of hockey in 1997, I didn't have an inkling the game would become my magnum opus and take an aeon to finish. We won 4-1 against ANU (the auld enemy), we all played well, I scored 2 goals so I was feeling pretty chuffed when I sat down and brushed the broad strokes of 7 Ages on the back of a credit card form, in under an hour.

I still have that credit card form today and the general outline of the game is clearly visible; multitudinous empires 1 per card, each empire with special abilities, a progress track regulating advancement, a menu of actions rather than a sequence of play and so on.

Well, that was then, and the devil, as they say, is in the detail. In this case the detail had some pretty heavy devils to banish and the most critical of these was the down time between turns.

The heart of the game is the menu of actions. You don't follow a sequence of play with your empires, instead you choose one action for each. This deconstruction of the sequence of play provides players with far greater flexibility allowing multiple *manoeuvres*, *productions* or *civilises* as desired. It also makes each turn very quick as you are only

doing one action per empire.

However, the game as originally envisaged was player based. You do actions with your 3 empires, then I do my 3, then the next player does their 3 and so on. The problem with this was the perception that everyone else is really slow while you are the only quick player in the game.

Furthermore, in a 7-player game you had to wait for 6 other players to have a turn before it was your go again. Thus, the game appeared to drag while you waited forever for your turn during the long down-time.

The solution was obvious but it took 6 painful years for my eureka moment. Rather than designing a player-based game (you go, I go), geometrically speaking you rotate the game 90 degrees on its axis and make it action-based instead.

So rather than getting 1 turn in 7, we now get 3 actions in 7 meaning we are spending at least half the game doing things (leaving the remaining time for diplomacy, back stabbing, looking up the benefits of artefacts and leaders, or a cup of tea, as desired). As an added bonus, many of the actions can be done simultaneously. So instead of you doing your builds, everyone else doing theirs and then me doing mine, all of us having to wait for each other, we can now all do our builds together, halving the time to play the game in the process (this is the very rare case where the new promised land is far far more beautiful than the original).

From this, everything else tumbled into place. An action-based system led to the use of action markers. Although not strictly necessary, action markers add an element of advance planning as the actions you choose for your empires might no longer be relevant when they finally attempt to carry them out. Poor action choice quickly leads to empire decay.

Action markers led to the cadenced progress markers as a new subsystem of trying to outwit your opponents in their attempt to advance, while including each empire's attitude to progress in that chance of advancement. Note this has been buffed in the Collector's edition as you now get a bonus advance if you have a trade number of 2 or more. Some artefacts improve trade number so many empires can get to a trade number of 2. Thus, if anything, *Cadenced Progress* actually speeds up progress slightly more than the standard game in the latter ages.

An action-based system also forced the menu of actions to be sequenced precisely. In a player-based system it doesn't make any difference what action is in what order as you choose whatever you like when it is your go.

Now it is key that the different actions are sequenced so that the effects give a better feel to the game. Thus destiny happens before civilising, allowing you to fill your hand prior to playing your cards but potentially leaving you short-handed next turn until the next destiny.

Similarly, they both happen after manoeuvre to ensure that the luck of the event cards does not interfere with an empire's ability to expand. Production happens before any of them so an empire has a chance to recover its strength before the next onslaught of your opponent's manoeuvre and event cards.

Other dramatic changes included the incorporation of the wild card and the movement of harvesting glory out of the main sequence of play.

Initially harvesting glory was one of the 7 actions you could pick. This led to several problems. No one knew when to pick it because no one knew who was ahead at any one time. As it cost an action to play, this added to players' reluctance to choose it.

When it was eventually played, it was only done because one player wanted "to see what happens". What would happen is that that player would be hopelessly beaten by a couple of other players who would then immediately choose it in their turn, and thus one or two players would race ahead before everyone had even had a go.

The worst problem was that since it was hardly ever chosen, the game was directionless. Players would manoeuvre, build cities, adopt religions and governments, entire empires would rise and fall, and yet everyone was still on 0 glory.

The interim solution was that harvesting glory was automatically played after every 3 complete rounds, if not chosen in the meantime, but this was arbitrary, difficult to memorise, and meant it was always happening after the same player's turn.

The change to an action-based system allowed us to move harvesting glory out of the menu of actions and make it happen at the end of every turn (after everyone has had a go).

Now there is immediate feedback as to how you are going every turn, and you know from the get go who's in front, why they are in front and how to stop them staying in front.

This provided the focus and sense of immediacy the game desperately needed. Now every action is crucial. Every turn you should be looking at how to maximise your glory that turn and minimise your opponents'. If not this turn, then you should be setting up for the next.

Moving the harvesting glory out of the menu of actions led to a hole in the actions (can't have a game called 7 Ages with only 6 actions after all). This was admirably filled with the inclusion of the destiny action.

Initially, destiny was part of the civilise action but you were limited to playing, discarding and picking up a total maximum of only 3 cards. This had the unfortunate side effect of making it difficult to rebuild your hand when it stunk like 3-week-old fish, and it might take you several turns to replace your entire hand.

Separating the playing from the discarding and drawing of cards, but allowing an unlimited number of each, makes both actions even more attractive than civilise alone was before. It has the added bonus of speeding up the play (destiny being the quickest action in the game) and allows you to ditch your entire hand in one turn if you want to.

The wild card was the response to another tricky issue, that of the perceived lack of manoeuvre by some players (mostly the historical gamers).

In most games, every unit can move every turn. But in 7 Ages only 1 empire can move each turn (every one of your empires must take a separate action).

This lack of manoeuvre was noticed early by several gamers but I didn't perceive it as a problem for quite some time. 7 Ages is a historical game and manoeuvre is just one element of this, and not necessarily as important as civilise or trade & progress to name just two.

However, when you get enough feedback from enough players then something has to be done. I thought perhaps a second manoeuvre might be the go, but Greg came up with the (in hindsight) obvious solution, the wild card. Now you can do two of any action you like (not just manoeuvre). It also gives the flexibility to delay picking an action for one of your empires until that action, but all at a cost (progress).

Finally, you can play a wild card if you are not sure that you will be able to start an empire or not this turn. If the player going first picks an age you can play an empire in, it becomes

a start empire action, if not you play it as a destiny to dump your hand fast to try to find a good starting empire. Thus, you don't waste a turn.

Other elements of the game were similarly obvious in hindsight. Initially there were separate empire cards, event cards and artefact cards meaning hardly anyone ever had anything useful at any particular point in time. Now each card is 3 for the price of 1 with the artefacts deliberately picked with different ages to the empire it is attached to, so every card is useful all the time.

Another issue was starting areas. We were all a little hazy about where such august provinces as Cis-Alpine, Hausa and Pallava are located, and we typed them in! Short of having a PhD in historical geography, what hope did others have?

We thought of placing a little map on each card, but not only would that have taken forever but the cards are already pretty chockers and it would not necessarily be clear enough to locate the starting area in any event.

The solution suggested by Ken was to put letters and numbers on the map and then type in the cross-indexed location of each start area on the card. With just two characters (and brackets), every area can be found in a trice.

Since *7 Ages* was released in 2004 it has sold well and after the mammoth decade's long effort in producing [World in Flames: the collector's edition](#), we decided that it was time to similarly upgrade *7 Ages* to the same sophisticated level.

There has been a lot more historical research since 2004 that has led to a variety of new theories giving rise to greater prominence of formerly obscure civilisations and rounding out those empires we know well.

So firstly we expanded the scope of the game by 50% increasing the number of civilisations, artefact and event cards from 110 to 165, dramatically adding and increasing empires' special benefits and abilities. We also dumped nearly all of the repeat events adding 68 new ones (23 in the Classic game and 45 more in the deluxe) and enhanced the other 97 events to make them more nuanced and fun to play.

We increased the number of unique artefacts from 41 to 58 and the total from 63 to 153. As with events, we removed nearly all of the repeat effects, added many new abilities and buffed those that remained making artefacts far more interesting and valuable to play (see [Artefacts](#) above).

We did the same with leaders adding new abilities so that now the combination of empire special powers, artefacts, leaders and events all intermingle in almost infinite combinations making every empire in every age unique.

As to the physical side of the game, we have added more areas to the map, made Europe and North Africa 10% larger to accommodate the extra empires and areas, and modified the map charts and tables to accommodate the new rules. The unique wrap-around maps are now also hard-mounted.

We have increased the number of counters to allow more players, artefacts and empires (and potentially a more competitive game). This allowed extra leaders (from 92 named leaders to 132 now), and separate disorder, elite and fort markers so you don't need to use spare leaders or artefacts, leaving the back of leaders free to provide information on their empire, card and age.

Finally, the rules have been dramatically streamlined, simplified and organised by including all the errata and changes, modifying the wording to make everything easier, placed them in sequence of play order so you know exactly where in the rules to go to answer your query, adding 9 new

options and, most importantly, extensively cross-referencing the rules so when we use the word [Clockwise](#), you know exactly what we mean.

Some new options, like [Marines](#), [Neutral Kingdoms](#), [Quick conflict resolution](#) and [Secret Victory](#) were inspired by popular demand. Others, like [Deus Vult!](#), were added so its not just the large empires that get to hog all the glory and instead it is a more even playing field, as temples, not areas, count. As well as the new options, many of the originals like [Cadenced progress](#), [Technology](#) and [Total History](#) have been enhanced to provide more subtle abilities to each.

Making [Artefact](#) abilities optional had several felicitous effects. First, and at a stroke, it cut down the standard rules from 16 to 10 pages meaning players can now get into the game much quicker. Second, it speeds up the game for new players as you don't have to look up the artefacts rules. Finally it lessens the need for special cards (one per artefact) explaining all the abilities and restrictions of artefacts as all the information you need to play artefacts in the standard game is already on the cards (although this is still a potential expansion if players would like it). Most players will soon advance to play artefact abilities and restrictions as they add extra dimensions and variety to the game.

The overall effect of all these changes is the game is easier to understand, quicker to get into, and thoroughly absorbing when you do. There is no down-time (unless you are playing badly) as the few moments when it's not your go you should be checking all your empires, leaders, artefacts and events (not to mention your opponents) to work out precisely which keys need to fit into which locks and when, to ensure your inevitable stunning glorious victory establishing a peaceful prosperous planet (under your benign just rule of course).

To round off, no discussion on the design features of any history game would be complete without a few words on the 'great person' versus the 'forces of history' argument that has raged unabated for the last few decades.

Like most things it is a bit of each and both sides have a plausible argument. It does seem clear that issues like tolerance, justice and equality are inevitable forces that can be delayed but not stopped as we all try to live together harmoniously in a shrinking world. But just as equally, individuals like Genghis Khan, Cleopatra, Alexander, Sun Tzu, Queen Elizabeth, Muhammad, Buddha, Napoleon, Confucious and Jesus amongst many others, have an enduring impact that is still with us today.

To cite just one of these, you can trace Russia's historical fear of invasion, and much of the entire east/west divide because Genghis woke up one day and decided to ride west rather than east.

So, any game purporting to model history needs to take account of both these conflicting points of view. Thus, all the major leaders through history have been included for their potentially decisive impact on the world. But at the same time, the artefacts change over time from physical structures (e.g., hanging gardens, great wall, great library etc.) to more abstract ones (e.g., universal suffrage, world war and internet) as the thinking of people themselves evolve.

The aim has been to make this game a non-sexist, non-racist, inclusive, objective and fun treatment of world history (insofar as this is possible for a Caucasian male of an uncertain age living in, at least in material terms, an affluent western society). But no game is value free, and it would be foolish for me to pretend otherwise. We all have our own values and beliefs and consciously or unconsciously, some

of mine have no doubt slipped into the game.

However, I consider 7 Ages merely a framework, and you are welcome to change, delete and/or add to the game as you feel fit, to make the game more comfortable, fun and/or more historically accurate as you like it. We provide the foundation and structure, but the game has unlimited scope for expansion and you are free to provide the wallpaper

During development, many playtesters came up with a myriad of optional rules, nearly all of which were novel and fun. In the spirit of the game though we have only included a modest number and leave it to you to decide which others (if any) you would like to see in your next recreation of world history.

Before signing off, I would like to thank everyone who participated in the collector's edition of 7 Ages. The full list of everyone who can claim stewardship of this game is mentioned in the credits but I would particularly like to thank Greg for all his help on the research, trade system, major development and map perspective (a birds-eye view through a fish-eye lens); Mike for his fine short history of everything; Rob, Beth, Peter, Viv and Nadina for all the hard slog in finding the graphics for the counters, cards and leaders; Cat and my long suffering family for tolerating my foibles; and all the playtesters, for their patience and persistence in working with versions of the game that were only partially complete and full of holes.

Due to their prodigious efforts, 7 Ages has gone from being great 20 years ago to being my favourite game today. I hope in playing, you share our enjoyment.

A Brief History of nearly Everything

by Michael Fisher

In the dim shadows of prehistory ten thousand human generations groped towards a planetary revolution. Wild animals were tamed, tools invented, plants painstakingly gathered and cultivated. After aeons, the farmed produce of a few rich floodplains allowed villages, towns and then cities to flower. Craftsmen, scribes, soldiers and kings burgeoned into existence, riding on the back of a labouring peasant multitude.

Priest kings of Sumer irrigated the land, God kings of Egypt called forth vast monuments, the lords of Harap constructed luxurious palace cities. On the fertile river plains of northern China, the Yellow Emperor raised the dragon banner for the first time. All around gasped with envy. But amid the leafy gardens and glittering temples, a terrible ambition burned in the breasts of the new kings—to be the only one under the wide blue sky and all the Gods to say, I am the sole and only King of Kings! And so it is written that Sargon, the Great, upstart King of Akkad and Sumer, was the first to thrust his rule beyond his own people and press his boot upon the throats of the foreigners.



Yet even as the sons of kings lay dreaming among sighing palms and graceful women, their soldiers reduced by pleasure and politics, lawless folk of mountain and waste watched bitterly and multiplied. In a pattern many times repeated, should the imperial city lie divided or dissolute, lean and hungry folk would grasp their chance. With fire and ram the great walls would collapse and the tessellated paving of the sacred halls run with blood. So perished Sumer and Akkad, Harap, the monumental Old Kingdom of Egypt.

This wave of newcomers, Indo-Europeans from the north, came by chariot and ship. Their dynasties conquered the old

lands and opened trade routes to their cousins in the new. The Mitanni, the Medes, the Hittites, the Minoans, the Greeks plundered the mysteries of writing and forging bright metals. Like great bulls, Egypt and Babylon rose again, tossing off the shackles of the chariot raiders and subjugating their neighbours. The last Mesopotamian empire, the Assyrians, fought back with a cruelty and absolutism that laid their enemies waste, inviting the same terrible humiliations when they too stumbled and fell. In India, Indo-European kingdoms rose on the ashes of the Harappan cities, forging a still vibrant religious culture.

In China the western Zhou restored the empire but some centuries later were crushed by western barbarians and forced eastwards, lingering on in the Spring and Autumn period. Lao-Zi and Confucius laid down many of the defining philosophies of Chinese law and culture at this time. A time of warring states and vast armies finally ended with the triumph of the Chin emperor, Shihuangdi, at the end of the third century before Christ. Under the Chin the empire was restored and the Great Wall constructed.



Back at the juncture of the three continents, the old kingdoms of the middle east were finally crushed by Cyrus the Great and his Persian archers. The Persian empire brought long awaited unity and prosperity to the Middle East, Persia and parts of the subcontinent. But even at its zenith, Xerxes failed to conquer the troublesome Greeks to his West. Unvanquished, a Greek subgroup, the Macedonians, produced the nemesis of the Persian Empire. In a startling series of victories Alexander the Great toppled the vast Persian empire, only to perish of fever at the height of his fame. By the third century before Christ a stable constellation of Greek kingdoms ruled the Middle East, even as far as India. Greek architecture and culture permeated the known world.



As Alexander's heirs quibbled lazily over world domination, two Graecified nations vied for control of the western margins of the Greek world: Carthage and Rome. The Carthaginians dominated the seas, Rome the land. War fed upon terrible war until finally the Romans as exhorted by their elders, destroyed utterly the empire and city of Carthage. Rome's Senate found itself supreme master of the West, having married the rationalism and science of the Greeks to an efficient state machine. The lavishly equipped Roman legions and their talented engineers proved unstoppable. By the time of Christ, Roman armies had inexorably driven imperial frontiers forward to the Irish Sea, the Rhine, the Danube, the Euphrates and the Sahara. Ominously, only the Germans proved capable of resisting the onslaught.



In the two centuries after Christ the blessings of the Pax Romana provided unparalleled tranquillity and prosperity. But after the towering philosopher-emperor Marcus Aurelius a series of weak and pitiful rulers encouraged Rome's German and Parthian enemies to think the unthinkable. In the third century, a massive combined attack by the Germans in Europe and the Parthians in Asia smashed the imperial frontiers and drove deep into the interior. Gothic fleets raided into the Aegean. Queen Zenobia of Palmyra grabbed the east and usurpers squabbled over the ruined provinces.

In the midst of this desperate military emergency the Illyrian generals of the great Danubian armies grasped control of the state, displacing the Latin aristocracy of Rome itself. After

bitter warfare the frontiers were restored by the hard fighting Illyrians—but the price of stability under Diocletian's tetrarchy ('rule by four') was military dictatorship and suffocating taxation and regulation. The spread of servitude was leavened only by the adoption of Christianity under Constantine.

In the east, the Han laid the foundations of modern China, inventing an efficient bureaucracy emulated by its successors. By the third century, the warring Three Kingdoms and competition between Buddhism and Confucianism reinforced the need in the minds of many for one emperor, "like one sun in the sky". The empire was restored in the sixth century under the Sui and Tang emperors. The many warring city states of northern India were united under the Gupta dynasty, a golden age in which Hindu culture and political administration reached new heights.



At this time too, the classical Mayan civilisation of central America flourished, influenced heavily by the previous Teotihuacan civilisation in the valley of Mexico. Centuries later, the Mayans would fall into a dark

age as the Toltec city states capitalised on their decline.

In the west, the Germans had tasted the fruits of Rome and hankered ever for more. After the death of the last strong Illyrian emperor in the west, Valentinian, increasing numbers of Germans and even whole German armies entered Roman service to help defend Rome from the... Germans. German cloaks, trousers, jewellery and haircuts became very popular fashions in the Empire and Germans especially liked being given Roman titles, commands, villas, precious artworks and vast tracts of land, which sometimes made it very difficult to tell who exactly was a German and who was a Roman. The Roman machinery of government continued to operate but the last Western emperors deferred to their German overlords. Eventually the German kings decided that there had actually been no Roman empire for some time and it really was time to come clean about the situation.

New peoples sprang into existence as German ruled successor states to the Western Empire—Franks in France, Angles and Saxons in England, Goths in Italy and Spain and Vandals in North Africa. In the north, the Slavic peoples expanded into the lands vacated by the Goths as they moved into the Roman Empire. In the east, the surviving Eastern Roman (or Byzantine) Empire became more Greek than Roman, but not before it had grievously damaged Ostrogothic Italy in an ill-judged reconquista, leaving both countries weak. The timing was poor, for in the East a new Prophet arose to lead the Arabs to glory.

Mohammed's armies burst from Arabia just after the Byzantine empire and the Persian Sassanid empire had exhausted themselves in another gruelling series of wars. A grand Caliphate was established with its capital at Baghdad and a devouring frontier that moved inexorably east and west. Saracen armies took Egypt, leapfrogged along the north African coast and then invaded Spain and the Mediterranean islands. Persia, Central Asia, Afghanistan and the Indus valley fell to Islam. Baghdad became the largest, most beautiful and wealthiest capital in the world, a centre for progressive scholarship and culture.

Western Europe found itself crushed between mortal enemies and its Latin Christian civilisation close to

extinction. All along the Atlantic, North Sea and Baltic coasts, successive waves of heathen Northmen devastated the coastlands and raided far up the rivers, while to the south the Saracens conquered Iberia and established themselves in fortresses along the Gallic and Italian coasts. Urban civilisation almost disappeared. A few hundred terrified peasants tilled fields within Rome's city walls. A few monasteries, often Irish, struggled to preserve the Latin heritage, scattered across a darkening and violent west.

Slowly, the English, the French and the Germans heaved themselves out of the abyss. Charlemagne was the first for centuries to transcend the miserable raids and massacres of the Dark Age, fashioning a great empire that united Franks, Germans, Spaniards and Italians. He defeated the Northmen and the Muslims even as they thrust at the Gallic heart of Christendom. In Rome, the Pope unexpectedly and thankfully crowned Charlemagne Holy Roman Emperor during Mass, an act proclaiming the gift of imperial rule to be a Papal prerogative.



Papal prestige grew further as Charlemagne's successors split his empire into a Frankish kingdom and a Holy Roman Empire of the German Nation. The spiritual authority of the Roman pontiff was never greater when, in the East, the army of the Byzantine empire was destroyed at Manzikert and the armies of Islam swept a thousand miles to ancient, triple-walled Constantinople itself.

In 1097 Pope Urban II successfully exhorted Christendom to ride to the aid of the Greeks and recover the holy places. A great crusade, the first offensive action by the west for centuries, caught the Muslim east disunited and off guard. Against the odds, and deftly assisted by a suspicious Greek emperor, a motley collection of mainly French and Flemish knights struck through Asia Minor into the Levant, taking Palestine and declaring the Christian Kingdom of Jerusalem and the principalities of Antioch and Edessa.

While the new Crusader states clung to a precarious existence on the shores of the Levant, a new economic paradigm bloomed. Suddenly the West's trade routes to the Orient, to Constantinople and Alexandria, and indirectly to distant India and China, were in the hands of the Italian trading fleets. Spices, silks, fine porcelain and treasures poured into Venice, Genoa and Pisa and were sold on to merchants from France, Germany and England. Italian cities, trading companies and banks boomed. Italian interest in the classical heritage held by Greeks and Saracens grew.

New crusading military orders, the Hospitallers, Templars and Teutons also got in on the act, becoming rich and powerful as kings. Many new crusades were announced, often in convenient locations such as Spain, the Baltic or southern France. Westerners grew arrogant and lustful. Their crusaders plundered Christian cities, even taking mighty Constantinople by deceit. The popes luxuriated in the wealth pouring into Italy. On the streets the barefoot followers of a humble monk, Francis of Assisi, preached poverty, humility and love for all God's creatures.

In the Middle East, the Muslims worked doggedly to overcome their weaknesses. Slowly their sultans gave way before the best of their number, Saladin. He unified the Arabs of Egypt and Syria and finally made his move against the Kingdom of Jerusalem annihilating the squabbling crusader army at the Horns of Hattin. Islam was back and it was exceedingly angry and determined. Over the next decades and centuries



Muslim armies lead by a Turkish military class liquidated the crusader remnants and renewed the assault into Asia Minor. More and more Turks joined them from their homeland in Central Asia. Almost destroyed by the treacherous Fourth Crusade, the remnant Byzantines could offer little resistance and Constantinople fell to the Turks in 1453, the thousand-year-old Theodosian walls breached by massed Turkish artillery. A new Islamic superpower took shape on the Aegean.

In India, Muslim armies pressed further onto the subcontinent, Islamic egalitarianism appealing to many lower caste Hindus, establishing the Delhi sultanates.

Further to the east, the Sung emperors presided over remarkable prosperity in China as new strains of rice fed a booming population and printing presses churned out books. From this time Chinese society remained stable and prosperous until the twentieth century, although a political



cataclysm occurred in the thirteenth century when Genghis Khan's Mongols took over the country. The Mongols also established the Moghul empire in northern India, which competed with the Chola and Vijayanagar empires of the south.

As the maritime trade route to the eastern Mediterranean and beyond was closed off, Portuguese mariners began to pick their way around the African coast, seeking another way to the fabled orient and its spices, silks and porcelains. At this time too, the Ming Chinese under admiral Cheng Ho sailed a fleet of huge ships around the Indian ocean, and maybe the Atlantic and Pacific oceans too, collecting tribute and curiosities for the recently built Forbidden City. In the Americas the Aztec and Inca civilisations flowered, rapidly expanding to encompass large areas of central and south America.



In Spain, the capture of Arab Toledo by the Christian King Alfonso VI in 1085 had unearthed enormous libraries of ancient knowledge lost to the west since the

fall of Rome. In the following centuries, this classical heritage permeated Italy and beyond. Art, architecture, science and literature departed from the Gothic forms that had encased them for centuries and breathed new life into the ruins that graced Europe's hillsides. This classicist rebirth was called the Renaissance. Ancient ideas of a world globe, based on the thinking of Aristotle, Eratosthenes and Strabo, were used by Christopher Columbus to convince Spain's Queen Isabel that the wealth of India and China could be found by sailing not around Africa, but to the west. The



energy of the recently victorious Spanish reconquista could be channelled overseas. In 1492 with a Spanish commission Columbus sailed on a journey to discover new worlds.



Beyond the western ocean the Spanish found tropical islands, thought to be the outlying archipelagos of China, and sugar and slaves. They built forts and harbours and farms and pressed on, spreading across the islands and onto the American mainland. Tiny Spanish forces with iron armour and horses and guns easily penetrated the vast Aztec and Inca empires, whose obsidian blades and cotton armour were useless against the invaders. Clean, meticulously planned cities larger than those in Europe were destroyed by conquest and disease. The stone of Aztec pyramids and Inca cities were reworked into baroque cathedrals and star forts. Gold, silver and precious gems in vast quantities were carted off

from Veracruz and Panama in the creaking holds of Spanish galleons.

Pirate ships and privateers from other western countries slipped onto the Spanish Main, greedy and eager to find secret Caribbean ports from which to harass and plunder the great treasure fleets of Spain. The revenues of Charles V of Habsburg, Emperor and King, heir to Castile and Aragon, the Netherlands, Germany, Italy and by papal fiat, the western hemisphere. A river of sparkling bullion financed naval campaigns and crusades against the Turks, who now threatened Germany and Italy, and wars against the French, who feared encirclement and annihilation and took every opportunity to assist the Emperor's enemies.

As Pope and Emperor bickered over the exact architecture of their imminent universal rule, northern Europe produced a monk who went further than St Francis: Martin Luther was profoundly disillusioned by the hedonism and rapaciousness of absentee aristocratic abbots and bishops while the faithful were crushed by tithes for a vast cathedral in Rome. Luther's message of Biblical authority and freedom from Roman and monastic levies struck a chord with princes and laymen across northern Europe. For some decades Catholic and Protestant debated whether the church was indeed irrevocably split until in the second half of the sixteenth century northern Europe went its own way for good.



Southern Europe stayed with Rome while France was plunged into civil strife.

Superpower monarchs Phillip I and II of Spain and their Habsburg cousins of Austria pursued with renewed vigour their predecessors' vision of Catholic and Habsburg supremacy in Europe, salvation of heathen souls in the New World and triumph over the Turks in the East, all funded by gold and silver from abroad. But even as the feared tercios trod the Spanish Road and the doomed Armada was launched against Elizabeth's England, as the Duke of Parma rescued Paris and Rouen from Henry of Navarre, as Don John of Austria led galleys by the thousand against the Turk, as the Counter-reformation orders of Jesuits, Capuchins and Ursulines wrestled with the Lutherans and Calvinists, the fundamentals of Spanish ascendancy were eaten out by endless warfare, inflation and depopulation at home.



A century after Luther, the Spanish and Austrian Habsburgs, provoked in 1618 by the defenestration of their chaps in Prague, finally became entangled with the Protestant champions of northern Europe in a vast sectarian showdown over the fate of Germany and Christendom. The Thirty Years War, driven by absolutist religious convictions and characterised by utmost barbarity on both sides devastated Germany and Bohemia, killing one third of the population and impoverishing the survivors, leaving whole provinces depopulated and desolate. Plague, famine, war and death commanded nations. Both sides threw away victory for greed. Generations after cast down their eyes at the merest reference to the Thirty Years War.

The treaty of Westphalia ended the conflict and mandated the establishment by exhausted men who had seen the most terrible things imaginable of a farsighted system of international relations and national sovereignty that persists even to the present day. After Westphalia, the Holy Roman

Empire of the German Nation was, according to the wags, neither holy, nor roman, nor an empire. Every German prince was confirmed as a sovereign able to determine the religion of his subjects. The emperor was merely first among equals.

The Spanish Habsburgs were demoralised and their treasure exhausted. The Austrian Habsburgs saw the need to look beyond Germany for their power base. In the decades after the Thirty Years War Austria made steady gains against the Turks in Hungary and the Balkans.

Overseas, British and French colonies in the Americas took root. The highly profitable Portugese trading empire developing in Africa, India and South East Asia began to be challenged by Dutch and English sailors creeping along the hitherto secret sea routes. A period of relative peace and aversion to war saw prosperity spread to more Europeans than ever before. Military conflict became somewhat ritualised as pundits propounded theories of limited war between small professional armies. Science and political philosophy flourished. Royal government became more centralised and powerful as the influence of the feudal aristocracy waned and the bureaucracy and merchant classes grew.

In England, the harbingers of a new age sounded when parliament led by Oliver Cromwell overthrew and killed a king, Charles I. Reluctant to install another king the victor was unable to translate this opportunity into a new form of parliamentary government. The troubles in England encouraged many Puritans and others to immigrate to north America in the hope of a new way of life, untroubled by sectarian persecution and civil strife. Back home, the Lord Protector's absolutist pretensions, sour Puritanism and taste for ermine convinced the majority that monarchy was inevitable and natural. After Cromwell's death, Charles II returned triumphantly from France on a political platform offering feasting, drinking, beauty spots, gluttony, actresses, dancing, bad make up, beer tankards, rowdy singing, snuff-stained shirtfronts, theatre, silly wigs, cleavage and general bawdiness all round (oh, and constitutional monarchy), a basis for guaranteed popularity that has, sadly, eluded every other politician in history.

In the early 1700s the War of the Spanish Succession and the Great Northern War shook out the cast destined to dominate the world stage for the next two hundred years. In the north, Sweden and Poland were eclipsed by Russia. Spain, wracked by civil war and a shadow of its former self, slipped from Habsburg control to the Bourbons of France. The Austrian Habsburgs consolidated their grip upon Belgium, northern Italy and Hungary. Overseas the British for the first time achieved complete naval dominance at sea, the key naval base of Gibraltar and colonial pre-eminence in north America and India. This power dispensation was confirmed in various wars over the following century. The exception was Prussia which rose to great power status after Frederick the Great seized the wealthy province of Silesia from Austrian empress Maria Theresa.



In India two great powers laid claim to one great land. The Mughals had a long and glorious history that was reaching its twilight. They could have crushed the newer Maratha empire but for the great Persian leader Nader Shah who in 1739 sacked Delhi, the Mughal capital. This emboldened the Marathas to attempt the control of all India. This contest was not only for the land and its bounty, but for the very souls of the people themselves, as the Hindu Marathas gradually came to dominate the Islamic Mughals.

However, by this time the technological and industrial advantage of Europe indisputably exceeded all possible rivals. Even as late as the previous century, the Japanese would easily have trounced any European army in numbers, discipline and technology. But by the eighteenth century the Japanese shogunate had turned away from the outside world and outlawed gunpowder weapons. Conversely, in western Europe technological, economic and social reform became the driving engine of society initiating the persistent struggle between progressive and conservative, left and right. The growing acceptance of rationalist social and scientific progress was called the Enlightenment. By the end of the century, steamships, railways and powered factory machinery were in existence. As European feudalism and serfdom declined, new populations of urban bourgeoisie and industrial workers came into existence.

Political developments placed European monarchical ideals on the defensive. British north American colonies rebelled when London required them to contribute to the costs of their own defence. The rebels, inspired by liberal ideals of democracy and popular sovereignty, established a representative federal republic, the United States of America. Royal French forces assisted the Americans to victory and returned afterwards to Europe conveying these new ideas. In England the loss of the American colonies completely discredited the king and the royalist ministry that had prosecuted the war, resulting in the permanent retreat of the monarch from parliamentary and executive politics.

In France the spread of liberalism combined with famine and financial crisis to trigger a popular revolution in 1789 culminating in the trial and execution of Louis XVI in 1792. A radical Committee for Public Safety initiated a Terror in which the more egregious sort of aristocrat was hunted down and killed. The Terror terrified aristocratic Europe and led the monarchies to declare war on France and revolution. To survive, the revolutionary authorities invoked principles of total warfare dormant since the Thirty Years War and called all able-bodied men to arms. Large armies, promotion on merit and continual warfare against Austria, Prussia and Britain honed a talented new revolutionary officer class.



The most talented of all, Napoleon Bonaparte, defeated the British, Egyptians and Austrians and took over the government. He defeated the Austrians again. He launched a program of liberal economic and legal reform, crowned himself emperor of the French in 1804 and defeated the Austrians and Russians and then the Prussians and Russians. He reorganised Germany and Poland and invaded Spain, but had to return to central Europe to defeat the Austrians. The British were blockading his ports, so he organised a counterblockade. The Russians didn't like this so he invaded them but was defeated with great loss of life. He was defeated by the Austrians, Prussians, Russians, British, Swedes, Spanish and Portuguese in Germany, Spain and France. He was exiled to Elba but escaped and chased poor Louis XVIII out of Paris but was defeated by the British and Prussians at Waterloo. The Austrians and Russians also wanted to defeat him again but never got the chance. This time he was sent to the far wastes of the south Atlantic and most likely poisoned.



Meanwhile, Louis XVIII scuttled back into the Louvre.

By the end of the Napoleonic wars Britain was the dominant power in the world in wealth, technology, trade and warships. India was now the jewel in the British crown and new colonies in New Zealand and Australia replaced the lost American ones. Tsarist Russia expanded to the east, becoming the largest power on the Eurasian landmass. Railways snaked across continents and steamships chugged across oceans. The United States expanded rapidly across north America, well supplied with British capital. In Europe liberal nationalist causes attracted great support in Germany and Italy. These fragmented nations felt left behind in the dash for national glory. But liberal revolutions in 1848 were brutally suppressed, leaving nationalist leadership in the hands of conservative establishments. A series of nineteenth century wars against Austria by France, Prussia, and Piedmont saw Italy and Germany proclaimed as monarchical national states. Imperial Germany rapidly industrialised and colonised the few remaining unclaimed parts of Africa and the Pacific. Japan re-entered the global arena, also rapidly industrialising.



Industrialisation involved serious social dislocation especially in Europe. Harsh conditions of industrial employment bred a growing body of critical theory and associated revolutionary

movements. Karl Marx argued for the overthrow of the aristocratic and capitalist classes and communal ownership of resources by the proletariat. Recognising a threat, most countries conceded liberal and social reforms that eased the worst aspects of industrial exploitation and gave political rights to the middle and lower classes. In the United States, northern agitation against the southern practice of slavery led to secession by the southern states and civil war. The industrialised north defeated the agricultural south.

By the twentieth century, more people lived better lives than ever before. Populations boomed as better healthcare and cleaner living conditions extended lifespans. Revolutionary new machines like aeroplanes and dirigibles and motorcars appeared, although only dukes and millionaires could afford them. Old monarchies and wealthy aristocrats still dominated politics. But the stability and sophistication of imperial Europe was a fragile illusion.

In 1914 the murder of the Habsburg heir led to an Austro-Hungarian declaration of war on Serbia. Alliance commitments were triggered and mobilisation procedures delivered millions of young men to the main fronts within weeks. The German, Austro-Hungarian and Ottoman empires engaged the British, French and Russian empires along hundreds of miles of front. Defensive technology—machine guns and entrenchments—rendered offence hazardous in the extreme. Massive indirect artillery bombardments sought to overcome defenders with limited effectiveness. Casualties were horrendous.

British blockade of enemy ports provoked the Germans into declaring unrestricted submarine warfare in the Atlantic, leading to the United States joining the allies. Starvation spread on the continent. London was bombed by German dirigibles. Tsarist Russia, unable to sustain the military-industrial contest, shuddered slowly into starvation, defeat, revolution and civil war. The Tsar and his family were caught and shot by hardline Marxist revolutionaries. Even with all

the troops released from the east, Germany and Austria-Hungary were unable to prevail on the western front and similarly succumbed to starvation, defeat and revolution. The allies gained a bitter, pyrrhic victory.

A shell-shocked world entered the twenties. The emperors had passed and the world had changed. The United States, Britain and France became pacifist and inward looking. The treaty of Versailles humiliated an already aggrieved Germany. Italy and Japan were disappointed and angry with their spoils.

Marxist-Leninists won the Russian civil war and declared the Soviet Union, an experiment in proletarian dictatorship. In central Europe and the Balkans a rash of vulnerable small states replaced Austria-Hungary. Colonised populations under-stood that Europe had been diminished. A half-hearted attempt at an international peacekeeper, the League of Nations, proved useless.



After a period of post-war economic growth, world markets, trade and production crashed in 1929. Millions were impoverished. Capitalism and democracy appeared to have failed. Communists and fascists argued that they would do better. Fascist or authoritarian dictatorships took power in many countries including Italy and Spain. The Soviet Union supported revolutionary communist cells across Europe.

In Germany, rightwing Nazis and Soviet backed communists co-operated to destabilise a demoralised Weimar republic. Nazi leader Adolf Hitler outplayed his democratic and communist enemies and gained power legally. He incarcerated his political enemies and won popularity with cunning economic and foreign policies. He used the Versailles principle of self-determination to embarrass and bluff the democracies into permitting the Germans of the Rhineland, Austria and the Czech Sudetenland to join his Reich. After he occupied Prague, Britain and France drew the line. With Soviet dictator Stalin's assistance, Hitler attacked Poland in September 1939 and Europe was again plunged into war.

Hitler unleashed a revolutionary Blitzkrieg strategy of mechanised warfare to conquer Poland. In 1940 he defeated Denmark and occupied Norway under the nose of the British navy, then overran Dutch, Belgian, British and French forces to occupy the low countries and France. The Italians invaded Egypt but were defeated by British Commonwealth forces. The Royal Air Force defeated the Luftwaffe in the Battle of Britain. Hitler sent German troops to Africa and ordered unrestricted submarine warfare against Britain to cut its food supply.

In 1941 Hitler occupied Yugoslavia and Greece and invaded the Soviet Union. German forces took most of western Russia but failed to take the key cities of Moscow and Leningrad. The Japanese, already at war with China, attacked the United States, Britain and the Netherlands. Hitler declared war on the United States too. The Japanese sank the US Pacific fleet in Hawaii and in 1942 occupied the Philippines, the Netherlands East Indies, Malaya, Burma, northern New Guinea and south Pacific islands. The main Japanese aircraft carrier fleets were decisively beaten at Midway by the United States Navy. Japanese invasions were turned back in the Solomons and New Guinea.

In Europe Hitler failed to take Stalingrad and the Caucasus oilfields, taking heavy losses. Allied bombing of Germany increased. The Nazis decided to kill all Jews—who they regarded as racial enemies—in their occupied territories

using large scale industrial methods, an unprecedented crime.

In 1943 United States forces invaded Morocco and Tunisia, and with British coming from Libya defeated the Germans and Italians in Africa. The Allies occupied Sicily and invaded Italy. Soviet forces defeated the Germans in central Russia. Allied bombing of Germany increased. United States, Canadian and British forces won the battle of the Atlantic, inflicting heavy losses on the German submarine fleet. Japan lost central and south Pacific islands and New Guinea to United States and Australian forces. The United States began large scale bombing of Japanese cities.

By the end of 1944 a series of Soviet offensives brought the eastern front onto German soil. The Western Allies invaded and occupied France, bringing the western front onto German soil. The Italian fascist government collapsed, and the Germans were driven back to the Apennines. Massive Allied bombing raids destroyed German cities one by one. Fanatical Japanese resistance failed to stop United States forces recapturing the Pacific islands and the Philippines. Massive United States bombing raids destroyed Japanese cities one by one.

1945 saw the end of the fascist powers. The final offensive into Germany by the Allies led to the collapse of the German armed forces. Former Italian dictator Mussolini was hanged caught fleeing Italy towards Germany. A final assault into Berlin by the Soviets triggered the suicide of Adolf Hitler.



In the Pacific the Soviets declared war on Japan, and blitzed through Manchuria towards Korea. Two days later, the United States dropped the newly developed nuclear bomb on the Japanese cities of Nagasaki and Hiroshima. These blows, along with an agreement to spare the Japanese emperor from any war crime trial, led to the surrender of the Japanese emperor and his armed forces soon after. War crimes trials brought selected losers to book for selected aggression, and the attempted extermination of the Jews, and in so doing established the possibility that there may be something called international law.



For a brief period of optimism it appeared that the wartime United Nations alliance would guarantee world peace and that United States Marshal Plan subsidies would rebuild the world. The United States was by far the largest and most profitable economy in the world in 1945. Economies boomed to meet the enormous demand of reconstruction.

But in the late stages of the war Stalin's Soviet Union occupied eastern Europe either directly or by puppet proxies to ensure no European power could invade the Motherland ever again. Hostility between East and West grew into a Cold War with an Iron Curtain. Both sides pursued confrontation in Berlin, North Korea and Palestine, nearly leading to a third world war in the late forties and early fifties. As part of the struggle, both sides started funding revolutionary and counter-revolutionary movements around the world, a move that would haunt them later.

The Chinese civil war, temporarily halted by World War II, re-ignited after Japan's defeat. Chinese communists won an overwhelming victory and drove their nationalist enemies to Taiwan. The Soviet Union and China rushed to develop nuclear weapons and intercontinental ballistic rockets, the nuclear delivery system of choice.

Many Jewish refugees and survivors from Europe joined their compatriots in Palestine, where after a gap of almost 2000 years they re-declared the state of Israel in 1948. Conflict between Israelis and Palestinians, and more broadly, between Jews and Arabs, became a feature of international politics.

The United States erected a series of regional alliances in Europe, the Middle East and South East Asia to contain communism. It vigorously pursued improved nuclear armaments in line with a policy of deterrence labelled 'MAD' or mutually assured destruction. European imperial powers began decolonising under a UN sponsored process, a voluntary retreat from empire unprecedented in history resulting in numerous new and vulnerable nation states coming into existence across Africa and Asia over succeeding decades. Brush wars broke out in these newly decolonised countries as communist supported insurgents battled western supported governments and vice versa. When communist North Korea invaded capitalist South Korea in the fifties, both the United States and China intervened for a net draw.

To avoid the terrible wars of the past, non-communist Europe began an experiment in supranational economic and political integration called variously the European Coal and Steel Community, the European Community and later the European Union. Dark clouds of atomic war again threatened in 1962, only clearing when the Soviet Union withdrew its nuclear missiles from communist Cuba and the US withdrew theirs from non-communist Turkey. This lethal game of nuclear chicken soon became irrelevant when both sides deployed intercontinental ballistic missiles that could reach each other's shores from their own homelands.

In 1965 the United States, mistaking a national war of liberation for a Cold War proxy, entered a long running war in South Vietnam to protect a pro-western dictatorship from communist insurgents, led by popular North Vietnamese nationalist Ho Chi Minh. The war escalated sharply with great loss of life and materiel for both sides until the United States withdrew in 1972. The communists took Saigon and established a single Vietnamese state in 1975. In a hint of the future, a pro-United States government was overthrown by a radical Islamic revolution in Iran in the late seventies. The Soviet Union invaded Afghanistan to install a communist government but the war became a bleeding wound as the United States supported the Afghani resistance.

But the Soviet Union was on its last legs. Despite the success of the command economy in the thirties and forties when it prevailed over the German military-industrial complex, by the eighties the weight of its internal contradictions and inefficiencies meant it could no longer meet the needs of its people. Conversely capitalism, despite ingrained inequity with occasional shocks and instability, proved the more reliable economic engine. Communist China, sniffing the wind, had already started moving towards a more market-based economy.

But it was too late for the Soviet bloc. When the first ever Soviet liberaliser, Gorbachev, became leader his reforms merely hastened the end. His removal of support for the eastern European satellite states led to anti-communist revolutions across the former Soviet bloc and the collapse of successive communist governments. Too much for some ageing Stalinists, a coup against Gorbachev in 1991 led to the collapse of the Soviet Union and its replacement by a bevy of independent post-communist states, including Russia.



Many argued culture and religion would assert themselves as the dominant fault line after the collapse of the communist-capitalist confrontation. Their views were vindicated when in 2001, three hijacked airliners full of people slammed into the two World Trade towers in New York, the Pentagon and, although heading for the White House, a field in Pennsylvania. A worldwide organisation of Islamic terrorists had declared war on the infidels, provoked in part by the never-ending Palestinian crisis. The United States invaded and conquered Islamicist Afghanistan and secular Baathist Iraq in response, installing governments more amenable to the American worldview. Even so, at the time of writing (2004) the war of Terror persists.

Postscript (2023) by Harry Rowland

And persists to this day. The problem, as always, is one person's terrorist is another's freedom fighter and terror is a tactic, not an enemy. War on terror is war eternal.

Savage new wars have sprung up across the globe in the twenty-first century, including Russia's invasion of Ukraine, the deadliest war in Europe since 1945. War is not only as prevalent as ever but has expanded laterally into cyber, information, artificial intelligence and space that now involves a world-wide cold war for the very soul of democracy, decency and society herself.

Meanwhile, the environmental clock is still ticking and deadly pandemics wrack the globe, amidst scientific repudiation and mass mis-information.

The world has seen many changes over time with a wave-like history of triumph and tragedy. Bounty has been defeated by famine and famine by bounty. Great philosophies and theorems have been propounded, discussed, lost and found again. Science and religion have brought great gains and comfort. They have also wreaked indescribable suffering and terror.

A few things however have been more or less constant over time, the use of our natural resources at an ever-increasing rate, the side effects of this use and the ever-greater destructive capability of our favourite weapons of choice.

For all humans' enormous advancement and achievement over these last 6000 years, the challenges of today in many ways dwarf those of the past. In 1945, after hearing of the atom bomb being dropped, Albert Einstein, the world's then greatest living physicist said 'it is easier to denature plutonium than to denature the evil spirit of man'. While aiming for the stars and befouling our environment we are yet to see whether Einstein's skepticism is misplaced, or not.

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A Father's poem to his son

by Peter Browne Rowland (circa 1970)



*Aggression finds its own release
and hands set them up in martial ranks
angry murmuring lines of blood crazed cardboard men
Earlier all lying together
in a box of peace and unity.
Now bravely staring down the onslaught
(a marble tossed carelessly into their midst)
To yield turn or run is not in them
stand and fall and die
like their human counterparts.
Made by man, in man's resemblance
Vain glorious foolish soldiers
Beguiled by lies
"To die for King and Country is a hero's death"
Crapspouters spurred by greed and power love.
Will he understand the awful waste
the stupid devastation
People neighbours friends lovers me
men idly killed by a marble
lying & mouldering silently on the carpet or
will he feel immortal like his soldiers
But he can gently pile them all together in the box of peace
and unity
Resurrection happens daily.*



7 AGES[®]



























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PROGRESS TRACK

Maximum
city value

The Age of ~

		1	2	1. Antiquity: 4000 ~ 1000 BCE			7
							
	8	9	2. Empires: 1000 BCE ~ 500 CE			14	
							
	15	16	3. Revolt: 500 ~ 1300 CE			21	
Dark Age →			18	19	20		
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	43	44	7. Aquarius: 1918 CE ~ Present			49	
			45				

Cost

Per unit, marker or glory

1	Unit maintenance
2	Infantry (Spear ~ 1, Sword ~ 12, Rifle ~ 28, Motorised ~ 40)
3	Missile (Archer ~ 1, Catapult ~ 11, Cannon ~ 25, Artillery ~ 31)
4	Cavalry (Chariot ~ 3, Lt. Horse ~ 6, Hs. Archer ~ 8, Elephant ~ 10, Knight ~ 17, Hs. Artillery ~ 34, Tank ~ 43)
5	Ships (Galley ~ 4, Ship-of-the-Line ~ 23, Cruiser ~ 36, Battleship ~ 39)
7	Aircraft (Fighter ~ 44, Bomber ~ 46, Nuke ~ 47, Star wars ~ 49)
5	Fortify 1 area (4 if a builder is in the area)
3+	Elite marker (1 per unit in the empire, 0 if stacked with a tactician, min. 3)
5+	Remove 1 disorder (during <i>Civilise</i> , area's income, min. 5)
30	1 Glory (during <i>Harvest glory</i> , if the empire has <i>Renaissance</i>)
50	1 Glory (during <i>Harvest glory</i> , if the empire doesn't have <i>Renaissance</i>)