7 Ages®

6,000 YEARS OF HUMAN HISTORY

Rules & Players' Guide

COLLECTOR'S EDITION

All the world's a stage...

7 AGES ®: the Collector's edition

Card Description

Empire →

No cities or forts before stated age →

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

Gold border (age 1 empire) →

Harvest Glory categories →

Bantu

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

4

Money: 10
Trade:

→ No ships until trade

→ No cavalry until trade

Africa 2 | 1/trade won

→ Immediate glory

World War (7†)

Treason!

Play on an empire in an area during a *conflict resolution*. Each round it wins, the owner may add a unit (their choice) of the same type as any one of those lost by their opponent, from their unit pool to their set aside committed units (even if out of age).

card no: 118

Event →

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

Glory Categories

Home-land — (region name) — **Money** — **1**
Sea areas — **World 3**
Region — **Asia 1** — Land areas — **Ships 2** — Glory no.
— Total areas — **Land 2** units
Not Europe — **Europe 3** — Total areas — **Cavalry**
Progress 1
Artefacts 3 — 1/area: **Wheat**, **Elephant** (ages 1~6 only), **Oil** (age 7 only)
Cities 2

Religions (Total areas)

Christianity **3**
Islam **2**
Hinduism **2**
Buddhism
Confucianism **2**
Pan-theism **2**
Judaism (Religions expansion) **2**

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Counter Description

Front

Named Leader — St.. Ta.. / Tomyris — Leader's abilities

Green Artefact — Pharos Lighthouse — Name

Red Artefact — World War

Blue Artefact — Universal Suffrage

Money Marker — Money

Progress Marker — Progress — Religion

Temple (Religions expansion) — Temple

Back

Disorder Marker — 2 A / Disorder — Expansion (see Components, page 3) / Leader's age

Elite Marker — 1~2 / Elite — Artefact's age range

Fort Marker — 7† Fort

Front

Unnamed Leader — Po.. Re.. / Leader — Leader's abilities

City — 7 — City Value

Capital — 1

Home-Land (Victory expansion)

Climate Clock (Trade expansion) — Climate Clock

Front

Empire Units — 3 +2 / 6 3

Back

Progress level available — 7 +5 / 43 4 — Support value / Unit Type

Common Units (Kingdoms expansion) — 3 +1 / R Siam 2

Front value (U = unlimited)

U — -5 glory 9 — Movement allowance (U = unlimited)

Retreat if lose | Area raised

Glory Marker — Glory

Front

Turn Marker — Turn

Action Marker — Action

Cadence Marker (Kingdoms expansion) — Cadence

Tribute Marker — Tribute

+1 Go Marker — +1 Go

Saved Glory — 200

Golden Age (Religions expansion) — Ar Bu / Golden Age / Ph Sc

Unit Types

Infantry	Missile	Cavalry		Ships	Aircraft
~ Spear	~ Archer	~ Chariot	~ Knight	~ Galley	~ Fighter
~ Sword	~ Catapult	~ Lt. Horse	~ Horse artillery	~ Ship-of-the-line	~ Bomber
~ Rifle	~ Cannon	~ Hs. Archer	~ Tank	~ Cruiser	~ Nuke
~ Motorised	~ Artillery	~ Elephant		~ Battleship	~ Star Wars

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: 18 Sep 2022
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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 (18 Sep 2022). 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, CS 8)
• 7 Ages **Medieval** (M) expansion (3 empires, 11 cards and 112 x 5/8" & 20 x 1/2" empire units, CS 9);
• 7 Ages **Modern** (N) expansion (3 empires, 11 cards, and 112 x 5/8" & 20 x 1/2" empire units, CS 10);
• 7 Ages **Religions** (R) expansion (11 cards and 200 x ½" religious markers & leaders, CS 11); and
• 7 Ages **Trade & Victory** (V) expansion (11 cards, 7 cloth bags & 200 x ½" 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 ½" 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.
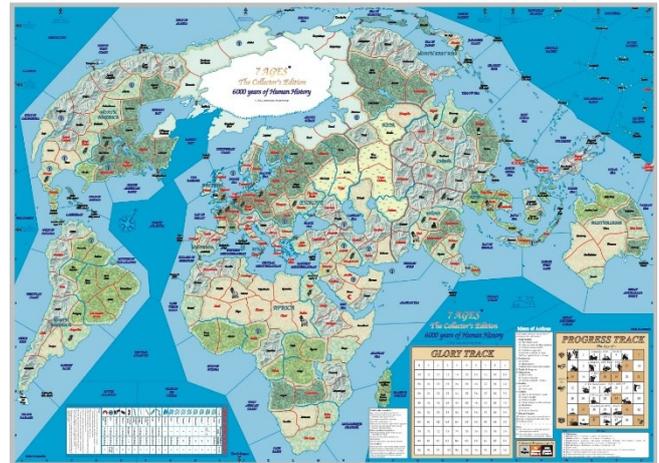
Decide how many Empires you want to play with (we recommend all for maximum competition and co-operation). Sort the large counters into the various empire colours, and then unit types (eg chariots/knights) within each empire into their own Unit pool (to assist when building units). Put the unnamed Leaders (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 or immediately

when an empire acquires the *Internet*. 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.

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 several players tied 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 multicoloured). 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 that colour's empire counters to the new player. Continue play.

Playing the game

All players now place one of their action markers 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* (and 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, and then the other players follow suit in Clockwise order after that player has finished. To speed up 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 your action at the same time.

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

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 in the same space as the Romans, Hellenic Greeks or Macedonians, Byzantines choice. The Byzantine starting areas are not a choice, they must set up in 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 the 2 space. If she set up the English instead, they would start on space 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).

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.

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).

Place any elite markers listed in the 'special' section of the empire's card on the card when you set up your initial units.

Place the empire's units and named leader (if any) in the empire's start area(s). If the empire has several start areas, you may distribute the units as you choose between those areas. Initial ships may only set-up in coastal areas.

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. *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 one of your start areas (your choice).

The set-up city value of *all* capitals is the maximum allowed for the age (e.g. 3 in age 2) unless it is a converted city with a higher value. 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).

You may now pay to fortify any of your start area(s) unless your empire is Barbarian.

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 undisordered 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 (M6) 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* in the Players' Guide). 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.

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 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.

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 the trading empire (the number of areas away from its nearest area must be less than or equal to that empire's age, see *Terms of play* in the Players' Guide). If there is a choice, 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 against 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 places it face-down. If you don't have any cards in your hand, use the top card from the deck instead.

The player(s) *trading and progressing* may now place a second card face-down from their *hand* (*not* the deck), the player whose action it is first if both are *trading* this action.

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 the trade is tied, neither wins (important to some empires for glory, e.g. Zimbabwe, card 42, see *Immediate glory* in *Harvest glory* below).

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 it a second level 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, 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* advances.

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 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

Whenever an area is left 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 can only move by accompanying a unit for its entire move. Leaders can't accompany a star wars or nuke unit.

Naval transport

Each ship can transport one land or aircraft unit plus any number of leaders. The ship and its cargo must start the *manoeuvre* action in the same area and move together for their whole move using the ship's movement allowance and movement restrictions. Transported land units are lost if they don't end their move in a Coastal area (if playing option 14 *Marines,* infantry and missiles may remain at sea).

Land unit movement restrictions

Infantry, cavalry and missile units can only move into land areas (*exception:* see *Naval transport* above).

Land units (except when using naval transport) must stop moving when they enter an area containing a unit from another empire, unless the moving empire already has at least twice as many units there as the other empire.

Ship movement restrictions

Ships may only enter sea, ocean and Coastal areas. They may move *through* sea and ocean areas that have another empire's units if you already have at least twice as many ships and aircraft there *or* if *none* of your units end the *manoeuvre* action in any area controlled by that empire.

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 manoeuvre action.*

You must stop moving when your empire's units enter any land area containing a unit from another empire, unless you already have twice as many units there as the other empire.

You can't move a ship 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 across land if they move between the sea areas connected by the *Panama* or *Suez* canal provided they have the permission of the empire that owns that canal's artefact.

Galleys can't enter ocean areas unless their empire's special rules permit it. They 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.

Other aircraft units must stop moving when they enter an area containing an aircraft unit from another empire, unless the moving empire already has twice as many aircraft units in the area as the other empire.

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 units (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. If any part of the crossing arrow is on a sea area border, units can cross unless *both* sea areas contain other empires' units.

Example: *Your spear unit wants to enter Andalusia from* Mauretania. *If both the Western Mediterranean and the Pillars of Hercules contain another empire's unit, your spear can't move across. If only the Western Mediterranean contains a unit, the spear can cross.*

Removing disorder markers

An empire may remove disorder from any area it controlled at the start of its *manoeuvre* by having sufficient units in the area at the end of *all* its units' movement.
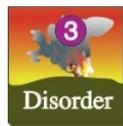
The number of units required is 2 plus:
- the area's terrain defence modifier(s) (including units entering the area this action, see the Terrain Effects Chart on the map);
- +2 if any unit Invaded the area this action; and
- + the area's city value, if any (0 if a bomber, battleship, artillery, cannon 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 removing disorder, resolve conflict in each area that contains its units and those of another empire. If it's your empire's *manoeuvre* action, you decide the order in which to resolve its conflicts. 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).

An empire's **conflict total** this round equals the value of the card it drew from the deck *plus*:
- the (modified) front value of half (rounding up) the units it committed (owner's choice);
- + the (modified) support value of the remaining units;
- +1 per elite marker the empire has;
- +1 per age your empire is ahead of your opponent's;
- + the best (modified) front and support value of units you committed 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 bomber, battleship, artillery, 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 battle is won 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.
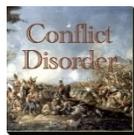
Nukes *and Star wars (Kingdoms expansion)*

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 not countered by 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.

At the end of each *manoeuvre* action (even during *Start empire* see 1), 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 other *units* controlled by another player when tallying up *conflict totals* during *conflict* resolution.

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). Alex moves a knight into Smolensk to get the required 2:1.

Now the remaining French units in Novgorod (less the 1 unit that must remain behind to control the area) move 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 value 3 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 due to 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.

During the game, if the event instructions conflict 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 from the deck to

check how effective the card is. After making the check, discard each picked 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 the card is picked from the deck to see if there will be a new dynasty).

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 artefact (*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). An empire may start (or *Adopt*, see below) a religion even if it gains no glory from it.

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

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

Some empires (eg 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. If a red artefact is played, put the matching red marker on the empire's *card*. That empire loses 1 glory. Each Artist in Range when an artefact is placed on the map also earns the artist's empire 1 glory.

Any number of artefacts may be placed on the map or cards but a green artefact may only be placed in an area already containing an artefact if there is 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 15) *Artefact pre-requisites and effects:*

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

Option 15 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 green or red artefact (and whether it requires an associated blue marker if playing option 15).

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.*

As disorder markers are on the back of named leaders, you may need to swap counters to free up the appropriate leader.

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 15), an empire can sometimes adopt Confucianism during *Manoeuvre* (see *Artefacts* in the Players' Guide).

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 discard a religion or government 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 ((7x2 +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 area. There can only be one city in each area.

If a non-Barbarian empire doesn't have a capital, the first city built is 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 build and/or 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).

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.

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 area with an Artist.

Glory from Progress

If two or more empires end the game beyond the 49th level, they are all on the same level when harvesting glory.

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 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 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. Each Religious leader in the empire increases its total by 1. If the Religious leader is also in *any* city the total is further increased by the city's value.

Each religious empire gains 1 glory for each undisordered Religious site (area with a *Great Temple* artefact or printed with a religious symbol) it controls that matches its dominant religion (e.g. if a Christian Rome (card 12) controls an undisordered 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 area, and lose 1 glory if they don't, even if disordered.

Buying glory

Empires may buy glory. If they have *Renaissance*, each glory point costs 20 money, otherwise, each costs 50. An empire buys glory *before* working out its glory from money.

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 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*).

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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 *mavoeuvre* 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 monoeuvre 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 *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 green *Artefacts* on empires you control (except for 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:

(a) +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;

(b) +1 to *one* of your empires (your choice) if an empire you discarded satisfied (a) above;

(c) -1 if the empire chose the same action as the marker in the 'no progress' box;

(d) -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;

(e) -1 to *all* your empires if an empire you discarded suffered a no progress result ((c) or (d) above); and

(f) -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 unit type (eg knight for knight) from the kingdom units 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, the player who lost the area may 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) and *Blessed are the meek* (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 other players are willing to 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 land and sea 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 (eg 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 Ummayads (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 Ummayads 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 Ummayads 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 have 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)   Artefact pre-requisites and effects

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

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.

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

Some artefacts (e.g. *Computing*) have a blue marker to place on the Progress track as well as the artefact placed in the empire. Blue markers on the track are never removed.

If not already on map, place the blue marker on the progress 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* during *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.*

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:
- does not pay maintenance for its units; and
- reduces the cost of infantry and cavalry units by 1 money (minimum 1).

Penalty: An *autocratic* empire:
- ignores the effect 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 a *Manoeuvre* action you may place a disorder marker in *any* area it controls within range. 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 Capitalist*s earn 1 glory each *trade* they win and double the income when they don't.

During *Urbanise,* each city a *Capitalist* empire builds or improves is built or improved 1 extra level (e.g. a new city is built with a city value of 3 and a value 1 city improves to 5).

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 and may only enter an area 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
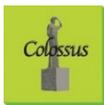
Ages: 1, 2 (only on a coastal area)

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: Place the *concentrated ownership*

artefact on the empire's card. 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 the *Revolution* artefact 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* marker on their card on top of the religion they are defending. If they have two religions it must be the dominant religion and while they are *defender of the faith* they cannot change the order of their religions.
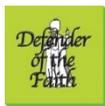
The *defender of the faith* gains 1 glory each time they liberate a Religious site of their religion from, or liberate the last area controlled by, an empire with a different dominant religion. They lose 1 glory each time a religious site of the *defender's* religion, or the last area of an empire with the same dominant religion as the *defender*, is liberated within Range of the *defender's* empire 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 religion 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.

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 already 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 marker* is on the track this empire halves its total income each *Production* but gains 1 glory each time it does so 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. Each time *any* two empires consecutively halve their income during a *production* action, move the *Climate clock* up one space (4 in a row up another space etc).

If the *climate clock* reaches 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 for the rest of the game.

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 (not just the pathfinder), 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)
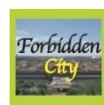
Ages: 3-7

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

Forum

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

Effect: An empire with a *forum* can convert any

action into a pass action 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 whenever it takes any action (except a *pass* or *Vote action*). The second action must be different from the first but happens right after the first action even if outside the normal sequence of play. An empire may only spend one '+1 go' marker a turn.

An empire loses any saved '+1 go' markers if its *forum* is removed.

General AI* (KS stretch goal expansion)

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

Effect: You win the game. Glory decides all other places.

Great Canal* (Panama & Suez)

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

Effect: While the canal artefact remains on map, ships may move across land between the sea areas connected by the adjacent canal if the empire controlling the artefact gives its permission (see 4, *Movement*). They may demand money in payment which must be immediately paid if the active empire wants to use the canal.

If the area with the canal artefact is liberated, the new owner does not have to destroy the canal. If it does, discard the canal's artefact marker.

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.
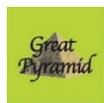
Great Shipyard (Trade expansion)

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. They *are* immediately discarded whenever fewer than 2 empires have the same religion as the site.

Great University* (KS stretch goal expansion, 7 counters)

Ages: 3-7 (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 +2 Progress levels 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: Put the *heresy* artefact 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: During *Production*, empires that have *industrial revolution* double the income they receive from all cities they control.

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 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 Trade number and Range +1.

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: The owner *must* hand out 3 *Nobel prizes* each turn, each prize worth 1 glory, provided none of the owner's areas are disordered (in which case none are awarded).

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 category is tied, the *Nobel Prize* owner (not Philosophers) chooses who wins that category 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 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.

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: Empires that have *printing* gain an extra Progress level for each trade they win against a more advanced empire *provided* the *World war* artefact is not in play.

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 the *religious strife* artefact on top of the religion artefact on the 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: An empire that has *renaissance* increases its Trade number by +1, may buy glory during *Harvest glory* for 20 money each (before assessing money glory) and no longer loses glory if it doesn't *Manoeuvre* during a *holy war*.

Revolution

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

Effect: Place the *revolution* artefact on the empire's card.

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.

Satellites*

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

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 *World war* is on the Progress track)

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

Each time an empire moves a unit into an area controlled by another empire, or plays a *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.

A player can accept a censure, in which case the moving units end their turn in the area they left and the event cards have no effect (but are still discarded). A player who doesn't accept the censure loses 1 glory point.

Universal suffrage*

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

Effect: During *Production*, all *Capitalist, Democratic* and *Socialist* empires that have *Renaissance* increase their income in fertile areas they control by +2, and all other areas they control by +1.

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 red *world war* artefact on the empire's card and the black *world war* marker on the empire's current space on the Progress track.

If the *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.

Discard the *world war* artefact and its black marker when *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).

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*, *artefact*s may be built in an area containing an artist even if that area already contains artefacts. When an artefact is placed on the map, every artist within Range of the area gains the artist's owner 1 glory (cumulative).

During *Harvest glory*, you count double the number of artefacts in an area containing an artist and an empire with an artist increases the glory it gains from artefacts by one (e.g. the Zimbabweans would gain 1 glory if they have the most artefacts, while the Manchus would gain 3).

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).

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 the cards chosen, you decide which excess cards to discard.
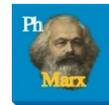
During *Harvest glory,* an empire with the most philosophers wins all ties.

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 *Civilise*, your empire may start a religion without requiring the play of a *Religious* artefact card provided it satisfies all the artefacts pre-requisites. 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 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 number and if your empire wins the trade you draw a card from the deck for each scientist in the empire, you keep 1 and discard the others.

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

Strategist (St): At the end of each *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*). 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: all empires that have a 'no cities' icon on their card for this age are barbarian. A barbarian empire isn't allowed to build or improve cities without a Builder, nor build forts, its units pay no maintenance, and its income is halved during *Production* (since it doesn't have a capital, see 2).

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: 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: The largest regions are continents. There are 4 continents in **7 Ages**; America, Europe, Asia and Africa.

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" and leaders and game markers are 1/2". Units come in 15 different colours (21 in **7 Ages Deluxe**), one for each possible empire in play at the same time.

Counter mix: The total units available to a particular empire (all with the same colour). Each counter mix is different. Players should choose the most suitable mix for each empire they 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 an event or a *Trade and progress* action.

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, 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.* An empire may create a new government by playing its artefact. Other empires in Range may then *Adopt* that type of government during a *Civilise* action (discarding any current government). Each time an empire discards a government, disorder every area in that empire containing a city without a leader.

Halving: See Modifiers.

Hispania: Hispania is a sub-region in Europe.

Homeland: One set-up area 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: entering a land area directly from an adjacent sea or ocean area (e.g. moving into Schleswig (J4) directly from the North sea is invading, moving via the Low countries is not).

Italy: Italy is a sub-region in Europe.

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 a leader is ever not stacked with a unit of that 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) from another empire during conflict resolution.

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

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

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.

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.

Progress level: 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 on the same level 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) 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's, then there is 1 area between them, and you are within range of them from age 1).

Your empire can't count range into or through ocean areas until it is in age 4 or higher.

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.* An empire can start a religion with a Religious leader or by playing an *Artefact.* Other empires in Range may then *Adopt* that religion during their *Civilise* action.

Each time an empire discards a religion, disorder every area in that empire containing a city without a leader.

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. Each time an empire discards a religion, remove the marker and disorder every area in that empire that has a city or leader (option 12, *Deus Vult!* disorder areas that have a temple of that religion instead).

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 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 unit pool.

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

Vacant area: an area without any units.

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