

7 Ages[®]

6,000 YEARS OF HUMAN HISTORY

Rules & Players' Guide

COLLECTOR'S EDITION

All the world's a stage...

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Card Description

Empire

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

No cities or forts before stated age

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

No ships until trade

No cavalry until trade

Immediate glory

Harvest Glory categories

Event

Glory Categories Religions

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

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Counter Description

Front	Back	Front	Back
Empire Units 	Progress level available 	Named Leader 	Disorder Marker
Common Units 	Unit Type 	Green Artefact 	Elite Marker
Retreat if lose 	Movement allowance (U = unlimited) 	Red Artefact 	Fort Marker
Glory Marker 	Turn Marker 	Blue Artefact 	Unnamed Leader
Action Marker 	Cadence Marker 	Money Marker 	City
Tribute Marker 	+1 Go Marker 	Progress Marker 	Capital
Saved Glory 	Golden Age (Religions expansion) 	Temple (Religions expansion) 	Climate Clock (Trade expansion)

Unit Types

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

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All changes 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: 6 January 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 (6 January 2022). Players lead dynasties that decide the fate of the world across the ages (the *real deep state!*).

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 640 x 5/8" (16mm) and 400 x 1/2" (13 mm) counters, CS 1-7);
- 110 full colour civilisation cards; and
- Rules & Players' Guide (you're reading it).

7 Ages Collector's edition Expansion set consists of:

- 7 Ages **Ancients & Kingdoms** expansion (11 civilisation cards and 128 x 5/8" Kingdom & common units, & Cadence markers, CS 8)
- 7 Ages **Medieval** expansion (3 empires, 11 civilisation cards and 128 x 5/8" empire units, CS 9);
- 7 Ages **Modern** expansion (3 empires, 11 civilisation cards, and 128 x 5/8" empire units, CS 10);
- 7 Ages **Religions** expansion (11 civilisation cards and 200 x 1/2" religious markers, CS 11); and
- 7 Ages **Trade & Victory** expansion (11 civilisation cards, 7 cloth bags & 200 x 1/2" glory markers, CS 12).

7 Ages Collector's edition Deluxe game consists of:

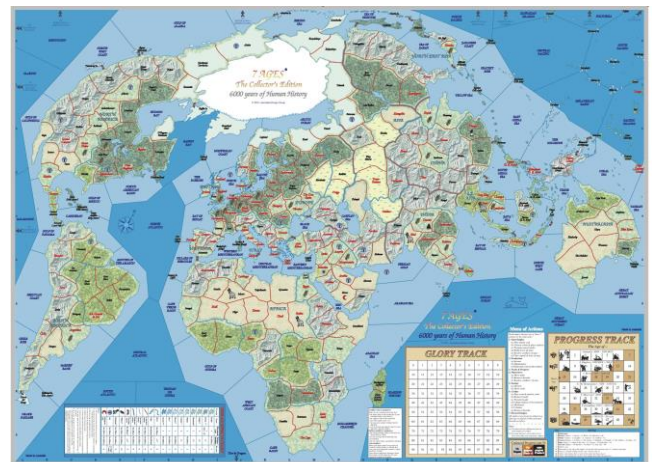
- 7 Ages collector's edition Classic game; and
- 7 Ages Collector's edition Expansion set.

For a grand total of 2 large maps, 165 civilisation cards and 21 empires comprising 1024 x 5/8" counters (8 countersheets) & 800 x 1/2" counters (4 countersheets).

Units, leaders, action and artefact markers are limited by the countermix. 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). 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 setting up an empire and building units). Put the unnamed leaders (and the 'no leader' markers) into a 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 face-down. You are now ready to start the game.

Winning the game

The winner is the player with the most glory points when the game ends. If several players tie, the player with the most advanced empire wins (or the first to progress past the 49th progress 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 multi-coloured**). If two (or more) players played the same value card, the nearest player to the left of the winner chooses first.

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

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

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

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

Whenever any unit or marker (apart from named leaders) is 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 event and artefact cards).

You can carry out an action marker even if the empire it was played on is discarded by the time its action is to be performed.

Wild card

The *wild card* action marker may be played 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 used that action this turn.

An empire with a *wild card* action marker does not get the *Free progress* during the *End of turn*.

Actions

The actions are **carried out** 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 a *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 played a production action marker may turn it over** and perform that action, and so on.

Usually, players will be able to perform the same action simultaneously. When it matters (e.g. when empires close to each other are both *manoeuvring*), the player with the turn marker (the **First player**) turns over their action marker and does that action first, and then the other players follow suit in clockwise order after that player has finished.

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.

You may only start an empire if there is a set of counters available that is not being used for another empire.

Each empire can be started multiple times in a game.

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 East 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. 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 leader 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 any named leader 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** naval counters may only be set-up in a coastal land area.

What if someone else is already in my start area?

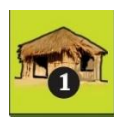
The 'Special' section on some empire cards says that you convert certain **units** (and leaders) in your start area to yours. This usually means that your empire was a later evolution of that other empire.

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.

If units are converted, any fort and/or city there is also converted (without being reduced) to one of yours unless your empire is barbarian (it has a 'no cities' symbol for this age) in which case they are destroyed. It doesn't matter if the city has a higher value than you can build yourself. If you would have otherwise put a capital in the area, the converted city becomes your capital instead.

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 level 1 capital in one of your start areas (your choice). 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 homeland markers 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 level 1 city. Fertile areas with wheat produce 5 income and a level 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 level 3 city provides 5 money to the Germans (card 33) while they are in age 1, 2, 3 or 4. In age 5, Germany provides 7 money and, in ages 6 and 7, 8 money (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 leader.

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) **which is reduced by 1 if you have an Administrator (except infantry unless the administrator is in the capital, see Leader Types below).** The minimum cost of a unit, after all modifications, is 1 money. **An empire may not spend more money than it has (no credit I’m afraid).**

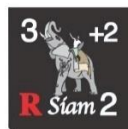
You may only build naval units in coastal land areas and sea areas (not ocean areas) the empire controls. All other units may only be built in the empire’s land areas.

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 level ‘5’ city). You may place one unit in each area without a city.



Some empires have symbols that prevent them building cavalry units and some have symbols preventing them building naval units. Each of

those restrictions applies until the empire first trades with an empire that isn’t so restricted, even if they lose the trade.



Elephants, Nukes and Star Wars (Kingdoms expansion)

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

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

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

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

Remove all elephants from the game immediately the first 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.**



Non-barbarian empires may now fortify any number of land areas during for 5 money each but each area may not have more than one fort.



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 containing a **Tactician** don’t count when working out the cost of an elite marker (e.g. the Romans would only pay 3 if 12 of their 14 units were stacked with Caesar). When built, place the elite marker on the empire’s card.

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* below). 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, 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 value wins the trade. If the trade is tied, neither wins (important for some empires during *Harvest glory*, e.g. Zimbabwe, card 42).

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 money equal to its opponent's total modified *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.

If 2 empires traded with each other (not with the deck), either may gift money to the other, adjusting their money markers to reflect the gift.

Example: Your *Syracusans*, 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 6 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 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). If moving into an area controlled by another empire, the cost is based on their age (e.g. if entering a forest area controlled by an age 5 empire, it would still cost your cavalry 2 movement points, even if your empire was age 6).

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.

Naval 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, so can go anywhere in a single move.

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 enters a vacant area containing a city, reduce the city by 1 level (remove a level 1 city).

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 naval unit can transport one land or aircraft unit plus any number of leaders. The naval unit and the unit it transports must start the *manoeuvre* action in the same area and move together for the whole action. The move uses the naval unit's movement allowance and movement restrictions. It must end in a coastal land area.

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 twice as many units there as the other empire.

Naval unit movement restrictions

Naval units may only enter ocean, sea and coastal land areas.

Naval units may move through a sea or ocean area containing another empire's units if they already have twice as many naval units there as the other empire or if they don't end their move 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 naval units there or if they don't end their move in any area controlled by the *English*.

They must stop moving when they enter any **land** area containing a unit from another empire, unless they already have twice as many units there as the other empire.

You can't move a naval unit so that it would move across land (e.g. you can't move a naval unit 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.

Naval units 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 unit 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.

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 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 ending its movement with enough units in the area.



The number of units required is **2 plus**:

- the defender's modifier for the terrain in that area (**or entering that area**, see the Terrain Effects Chart); **and**
- the value of any city in the area (0 if any unit there is a non-archer missile unit).

After removing each disorder marker, remove one of your empire's units in the area as well. [Designer's note: it's now 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 defender's modifier in a mountain area is 3 and there is a level 1 city there, so the marker will only be removed if 6 (i.e. 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 crossed a river, or invaded or crossed a crossing arrow into the area, they would need even more units to remove the disorder this turn. If one of the units was a (non-archer) missile unit, the Mongols would need one less unit to remove the disorder.

A Populist leader 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 conflicts 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 use a **Tactician** if they have one in the area.

Any player (not just those involved) can play event cards to affect the conflict.

Now turn over all the cards and work out each side's conflict total, taking into account the effect of **all** event cards.

An empire's *conflict total* equals:

- the value of the card it drew from the deck;
- + the front value of half the units it committed (owner's choice);
- + the 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 used by units you committed this round for *each* **conflict** disorder marker your opponent has acquired; and
- + for the defending (non-active) empire only, the terrain modifier shown on the terrain effects chart for that area **and moving into that area**, +2 if there is a fort there and **+ the value of any city there**.

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

Your chariot, light horse and horse archer front values are all reduced to 0 if your opponent commits an elephant.

Terrain modifiers

Terrain modifiers for the defender are cumulative. For example, if the invader entered a mountain area across a river, the modifier would be 4 (3 for the mountain and 1 for the river). Terrain modifiers are based on the age of the defender, not the active player.

The city value is reduced to 0 if the active player commits any missile unit (except archers).

Conflict outcomes

The empire with the lower conflict total loses all the units and leaders it committed in the round. The empire with the higher total loses nothing. If both totals are equal, both empires lose the units they committed. However, a side that also committed a **Tactician** in the round loses nothing in the event of a tie.

Set aside the surviving committed units and discard the cards picked. Repeat the process with further rounds, using only the 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 and uncommitted units

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

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 value.

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 5 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 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). Retreating units that have nowhere to retreat to are lost. Units can retreat to different areas.

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 retreats), pick a card from the deck. Remove 1 elite marker if the card's value is less than the number of units lost by the empire in this conflict. 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 a level (remove a level 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. During *Start empire*, barbarian empires *must* destroy the city.

If an empire loses its capital city in a conflict, all that empire's saved money is lost, and half that amount is transferred to the empire that now controls the area.

If 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 won.

Next conflict

The active player keeps resolving conflicts until all are resolved. **Please find a complete Conflict resolution example in the Players' Guide below.**

At the end of each manoeuvre action (even during *Start empire* see 1), units stacked with a **Strategist** leader 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

Although obviously you can see the top unit in every stack, you may never examine other units controlled by another player.

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 any cards in your hand that you don't wish to keep, then draw cards from the deck to fill your hand to 6 cards if the *destiny* marker is on an empire, 5 cards if not.

You may increase the draw by 1 for each Administrator 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 if the marker is on an empire, or 5 if not.

6. Civilise

A *civilise* action allows you to improve your empire by building cities and artefacts, modernising units, adopting 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 player with the turn marker 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 being limited by the leader number on that empire's card. After both empires have chosen cards, reveal them. The assassination succeeds and the targeted leader is 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. *Industrial Revolution* and *World war* may also be played in earlier ages if certain conditions are met. This is indicated by a '†' after the age on those artefacts.

Some artefacts have an '*' after the artefact name on their card. These artefacts require other artefacts to be played first (see *Artefacts* below).

A 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).

If your empire has a **Religious** leader, it may also start a religion as if it played a religion artefact card, provided it satisfies all the artefact's pre-requisites (e.g. it is within range of a particular area and/or in the right age).

A government (*Capitalism*, *Democracy*, *Feudalism* or *Socialism*) may only be played on an empire that has no current government.

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 Computing on her Italians (card 44) if there is another *Islamic* artefact available that could be swapped for *Alex's*.

The particular **pre-requisites** for, and effects of, *Artefacts* are explained in the *Players' Guide* (see *below*).

When an artefact is played, put the matching artefact marker on the empire's card if the *Players' Guide* says so or in one of its *land* areas if not. If the artefact marker is green that empire gains 1 glory. If it is red, it loses 1 glory.

Any number of artefacts may be placed on an empire's card or on the map, but they may only be placed in an area already containing an artefact if you have an **Artist** there.

An on-map artefact marker is discarded when:

- the empire loses control of the area;
- the empire controlling the area **advances forwards or backwards out of the age range** stated on the marker;
- the artefact is removed by an event card; or
- in the case of the *holy war* artefact, the *Defender of the faith* is discarded or the owner adopts that religion.

Some artefacts (e.g. *Computing*) also have a blue marker to place on the progress track as well as the artefact placed in the empire. Blue artefact markers on the progress 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 *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 railway played on them.*

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.

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 cup.

Remove a leader if there are no units in its area. Remove all of an empire's leaders when the empire progresses 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 leader number on its card. 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 would instead prefer to promote one of them, 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 leader number on the empire's card.

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 provided no area

in your empire is disordered. An empire may adopt a religion even if it gains no glory from it but can't adopt both a religion and a government in the same action. You may however play a religion or government as an artefact and adopt one as well.

To adopt a religion or government, place a marker for the religion or government on the empire's card (discarding any existing religion or government marker). You may adopt and/or discard a government or religion any number of times during the game.

Some empires (eg the Shogunate, card 22) have two religious glory categories. They may adopt up to two religions without discarding the other (adopting a third would require discarding one of the other two). 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.

Instead of adopting a religion or government, an empire may discard one without adopting any.

Each time an empire discards a religion or government, disorder every area in the empire containing a city or leader.

Apply any effects of the religion or government artefact (including earning glory because the marker is a green artefact, see *Playing artefact cards*). The empire gains the powers and suffers the penalties of the religion or government. These are explained in the *Players' Guide*.

If an empire has two religion artefacts on their card, the leftmost is dominant and the only religion that gains the artefact's powers and suffers the penalties. You may change the order now.

An empire can sometimes adopt *Confucianism* during *Manoeuvre* (see *Artefacts* below).

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 frigates and so on.

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

Urbanising

A non-barbarian empire may build or improve cities, either

in 2 fertile areas or in one other area. There can only be one city in each area.



To build a city, place a level 1 city in any land area the empire controls. To improve a city, increase a level 1 city to level 3 or a level 3 city to level 5 or a level 5 city to level 7. There is no cost to build or improve a city.

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

The first city a non-barbarian empire builds is its capital. Each empire may only have one capital at a time.

An empire (even barbarian) with a Builder leader 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 level 5).

If a non-barbarian empire has no capital, after building and/or improving cities it must also convert any of the cities it controls into a capital by replacing the city counter on the map with a capital of the same level 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.

Removing disorder

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

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

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 level (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 both in a dark age and without a Scientist, or it took a *Wild card* action this turn.

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 (see card description above). 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 many glory points the empire earns for that category:

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

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 naval units, cavalry units or total land units.

Glory from artefacts



When counting artefact glory, each empire adds up its green artefacts (both on the map and on its card), not red (or blue when you reach that progress level). Double the value of an area containing 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



In counting areas, don't count disordered areas. Empires only count as controlling desert or tundra areas if the 'Special' section of their card specifically says so.

Many empires gain glory from controlling areas within a particular region. The map delineates regions by thick blue lines. The region includes every sea and ocean area adjacent to a land area in the region (e.g. The Japanese coast (R0) is in the North East Asia region).

If a sea area is adjacent to several regions, it counts as being in each of them (e.g. The Eastern Mediterranean (L5) is an area in Europe, Asia and Africa.)

Islands connected by a crossing arrow(s) belong to the mainland's region (e.g. Solomons (Y2) is part of Australasia and Timor & Bali (W4) is part of South East Asia).

The region or sub-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 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 points 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 it is 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 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 a 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.

Buying glory points

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 points

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 are equal top in artefacts and gain 2 glory.* However *Burgundy* (the French start area) 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 the glory from her *Picts* which gives her another point. She finally counts her *Ch'in* which gives her yet another point for a total of 5, halved for the *Glory?* card for a grand total of 2.5 rounded to 3 glory.

Other glory conditions

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.

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*).

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.

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.

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, each player, in clockwise order starting with the player with the turn marker, 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 marker to

add to their action markers, and passes the remaining markers face-down to the player to their left. That player secretly chooses one of the remaining markers and adds it to their action markers and again passes the remaining markers face-down to the player to their left until all players have chosen a marker. The remaining unchosen markers are kept aside face-down for the remainder of the turn.

These markers are treated as additional markers to play this turn. At the start of the next turn hand the set of spare markers to the new **First player** and repeat the process.

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 or 3 sets of action markers.

Each action, each player turns over one marker and performs 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 that action this turn.

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

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

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

When placing action markers on empires (see *Playing the game*), if you have *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).

During *Destiny* you may fill your hand to 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 5 or 6 cards each *Destiny* action, at the start of the action every player reveals who is taking a *destiny* action this turn by turning over the appropriate action marker(s). If there is only one player, that player fills their hand to 7 cards.

Otherwise, the player with the most advanced *empire* taking a *destiny* action (if tied, the **First player** or the player nearest to their left) may fill their hand to 7 cards, while the player who played it on no empire or, if none, the least advanced

empire (in both cases, to break ties, the player *furthest* from the left of the **First player**) may only fill their hand to 5 cards. Everyone else may fill their hand to 6.

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 +2' box.

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

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

- +1 if the empire's trade number is +2 and it chose the same action as the marker in the 'extra progress if trade +2' box;
- +1 to one of your empires (your choice) if an empire you discarded satisfied (a) above;
- 1 if the empire chose the same action as the marker in the 'no progress' box;
- 1 if the empire's trade number is -2 or -1 and it chose the same action as the marker in the 'no progress if trade <0' box;
- 1 to all your empires if an empire you discarded suffered a no progress result ((c) or (d) above); and
- 1 if your empire 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 may go backwards. If your empire is eligible to progress 2 levels forward you may choose to advance only 1 (you *must* go backwards if required).

The boxes on the Cadenced progress track are colour coded with each empire's trade number (the colour of the card value) to show who's affected this turn.

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 +2' box, all face-down.

Susan's Dutch (card 49) chose *Civilise*, her *Chams* (card 85) chose a *Wild card*, which they 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 106 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).

Kingdom units may not conduct actions but will defend the area normally. During *conflict resolution* (see 4), 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, the player it is played on must show their glory to all players. They can then claim the glory they believe they deserve and the other players must also show theirs to challenge the claim (e.g. *Blessed are the meek* is played on Alex who shows her glory and claims 7 glory (the maximum). She gets 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 adopt 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 adopted one or more religions may build 1 temple of one of those religions during each *Urbanising* 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 the other religion if you like).

Each temple is free to build but disorders the area when built. Each area may contain a maximum of 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, instead of disordering cities and leaders, you disorder every area in that empire that contains a temple of that religion. 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 money 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 adopted a particular religion adds up its total religious value, compares it to all other empires with that religion and consults the following table.

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

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

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

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

Empires with one or more religions as glory categories on their card don't have to adopt those as their religions but while they do they are eligible for its glory (if they are leaders in that category, see *glory from religion* in *Harvest glory*) in addition to the above temple glory (eg the *Umayyads* in the previous example would get 3 extra religious glory for a total of 5 while the *Fatimids* would get 1 extra for a total of 2 and the *Franks* and *Mughals* 0 extra).

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

PLAYERS' GUIDE

Conflict resolution example (complete)

Alex's age 5 French empire (card 32) takes a *Manoeuvre* action to unleash Napoleon and his army in *Byelorussia* 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 *Novgorod* 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 *Novgorod* to get the required 2:1.

Now the remaining French units in *Byelorussia* (less the 1 unit that must remain behind to control the area) move through *Novgorod* to *Muscovy*. Normally this would cost the cavalry 4 movement points. Luckily the *Russians* have the *Paved roads* artefact thus *Muscovy* only costs the French units 1 point to enter due to the level 3 Russian capital there.

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 stout 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 level 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 conflict 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 (**Novgorod** 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 the Pripet marshes, cursing what might have been.

Terms of play

Action: there are 7 actions players can perform 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 BC/BCE (before Christ, or before current era, whichever you prefer) to the present day. The rules occasionally reference the implications of an empire leaving or entering a different age (e.g. leader death, see 6, *Removing leaders*). In all cases this applies irrespective of whether the empire moves forwards or backwards into that new age.

Americas: The Americas 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 the *Artefacts* description below). 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 South-East Asia.

Australasia: Australasia is a sub-region in Asia.

Barbarian: all empires that have a 'no cities' symbol 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. *improving*) except where otherwise stated in the rules.

Card deck: The **7 Ages Classic** card deck contains 110 **Civilisation** 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 *conflicts*, 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.

Coastal land area: a land area adjacent to a sea or ocean area.

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**; the Americas, Europe, Asia and Africa.

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

Conversion, 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 a *Free progress* level at the end of a turn. Instead, they only leave a dark age space 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, light horse and horse archer front values (see 4, *Resolving conflicts 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 instant 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.

Government: There are 4 types of government; *Capitalism*, *Democracy*, *Feudalism*, 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 or 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.

Invasion: entering a land area directly from an adjacent sea or ocean area (e.g. moving into Germany 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.

Leaders: Leaders are either named or unnamed. They have one or more codes on their counter that identify a particular ability.

When a leader dies or is demoted, return an unnamed leader to the leader cup and remove a named leader from the game.

Liberate: Taking control of an area from another empire during *conflict resolution*.

Markers: The smaller 1/2” counters.

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. units' conflict values) 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: 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 the Americas.

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 is within range of your empire if the smallest number of areas between them (counting their closest area but excluding yours) is less than or equal to your empire's current 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* below) 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 are collections of areas delineated by a thick blue border. They are mostly an entire continent (e.g. Europe). Some regions are subsets of a larger region (e.g. 'Britain' is a sub-region of Europe).

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 a land area in the region. Thus one sea or ocean area can belong to more than one region (e.g. the Eastern Mediterranean belongs to Africa, Asia and Europe).

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.

Religion, dominant: the left-most religion artefact (not religious glory category) on an empire's card. Each empire only gains 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.

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

South East Asia: South East Asia is a sub-region in Asia.

South America: South America is a sub-region in the Americas.

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 (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). These can differ from age to age and can be modified by leaders, events and artefacts. The colour behind each card's value indicates that empire's trade number.

Trade value: the total value each empire has after all modifications during each *trade* (see 3).

Unit: These are the larger, 5/8" 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.

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*).

Leader Types

Administrator (Ad): During *Production*, an empire may build any number of units in an administrator's area. It also reduces the cost of all its new units, except infantry, by 1. If the administrator is in its capital, then infantry costs 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 *Destiny*, you may fill your hand to one more than normal for each administrator your empire playing *destiny* has. After looking at your cards you choose which excess cards to discard.

Artist (Ar): During *Civilise*, artefacts may be built in an area containing an artist even if that area already contains artefacts. You gain 1 glory every time an artefact is placed within range of any of your artists.

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, either by 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 *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.



Prior to *Resolving conflict*, you may remove disorder in the area a populist ends its move.

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.



During *Harvest glory* add 1 plus the value of the city where the religious leader is located, to the total number of areas when counting religious glory. If playing option 12 *Deus Vult!*, instead double the value of that area.

Religious leaders may always remove *Heresy* on their empire's religion during its *Civilise* action, and their empire is immune to *Religious strife*.

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 the empire picks 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.

Artefacts

'*' ~ requires another artefact to be played first.

'†' ~ artefact may be played earlier if certain conditions are met (in both cases see each *artefact* below).

Buddhism

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



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

Power: *Capitalist* empires get 1 extra money during *Production* for each of their 1 and 3 level cities, 2 extra for each 5 level and 3 extra for each 7 level city. They also earn 1 glory each *trade* they win and double the money when they don't.

Penalty: None.

Christianity

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



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

Power: Immediately before it performs its action in a turn, your Christian empire may convert one adjacent neutral land area by moving an adjacent unit into the area (it can't vacate an area it couldn't normally vacate). 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.

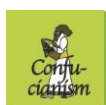
Concentrated ownership

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 SE Asian land area)

Effect: The empire adopts 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 (left-most) 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, a different dominant religion. They lose 1 glory each time a holy 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 and/or discarding 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 unless it perform at least one *manoeuvre* each *Manoeuvre* 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. The liberating empire then places the *holy war* marker on the religion artefact on their card. It is discarded when the empire enters a new 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 enters a new 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 *Adopting a religion*, any empire with the same dominant religion as the *defender of the faith* (including that empire), instead of adopting and/or discarding a religion, may call for a vote against the *defender of the faith*. If those voting against the *defender* control more than 2/3rds of the total areas controlled by that faith (dominant or otherwise), discard the *defender of the faith* 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 adopts *democracy*. Put a *democracy* artefact on its card.

Power: *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.

Wild card actions do not stop *democratic* empires from the free advance at the end of the turn (option 9 *Cadenced progress*, ignore the -1 penalty).

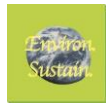
Penalty: A *democratic* empire loses 1 glory immediately

each time it takes control of a land area from another empire (unless the other empire moved a unit into one of its land or sea areas in the current or the previous turn).

Environmental sustainability* (Trade expansion)

Ages: 7 (only on an empire with *Industrial Revolution*)

Effect: Place the marker on the empire's card. Each *Production* until the end of the game this empire halves its total income but gains 1 glory each time it does so for being the planet's environmental pathfinder.



Place the *Climate clock* marker on the 7 space of the glory track. From now on, each time any empire does not halve its total income during *Production*, move the *Climate clock* down one space. When it reaches 0, 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, 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.

Feudalism

Ages: 3-7 (only on an empire that doesn't have *Renaissance*)



Effect: The empire adopts *feudalism*. Put a *feudalism* artefact on its card.

Discard a *feudalism* artefact as soon as the empire has *Renaissance*.

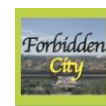
Power: In a *Production* action, a feudal empire:

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

Penalty: A feudal empire:

- 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.

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)

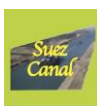
Effect: An empire with a *forum* can convert any action into a pass action when it turns over its action marker. Put a '+1 go' marker on the empire's card. An empire does nothing in a pass action.



An empire can 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 that is outside the normal action sequence. An empire can only spend one '+1 go' marker a turn.

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

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, naval units

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 civilize* (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).

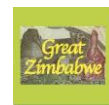
Great Wall

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 religion artefact on an empire's card. If an empire has a *heresy* artefact any action taken by *any* empire with that religion is converted into a vote action as soon as it turns over its action marker.



In a vote action, pick one card. The value on the card is how many progress levels the empires with that 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 adopts 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*)

Effect: The empire gains 7 glory. History ends. Game over.

Irrigation (Trade expansion)



Ages: any (but only on a river area).

Effect: During *Production*, +1 money (maximum) to each 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.

Islam

Ages: 3-7 (only on an empire within range of Mecca (N6))



Effect: The empire adopts 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 adopts 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 *Moon* 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 another 7 if it ends the game (in addition to the 7 it gets for leaving age 7, playing the *Internet* and/or the *moon landing*).

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 takes a *Civilise* action. It gains 7 glory if it ends the game (in addition to the 7 it gets for leaving age 7 or playing 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 no area in the empire is disordered (in which case none are awarded this turn).

The first is awarded to the most advanced empire of those with a *Scientist*, the 2nd to the empire with the most artefacts of those with an *Artist*, and the 3rd to the largest empire (counting all land and sea areas) of those with a *Populist* that neither gained nor lost any areas during *maintenance* (see 2 above) or *conflict resolution* (see 4) this turn. An empire can get more than one prize each turn if it wins more than one category.

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 adopts 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 '3', '5' or '7' level 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 land 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 if 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
- may use the tactical leaders' card and retreat benefits when resolving conflicts in areas adjacent to the leader's area (they must still be in the area to be committed in a conflict round).



Railways*

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

Effect: Empires that have *railways*:

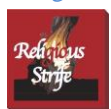
- increase their range by +1; and
- in a *Manoeuvre* action, can move their units any distance entirely within land areas they control for 1 movement



point (in total).

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 4 progress levels, disorder its capital and remove all religion artefacts on its card.

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

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

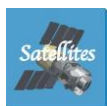
- adopts *Socialism*;
- adopts any *Religion*; or
- leaves its current age.

Satellites*

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

Effect: An empire that has *satellites*:

- treats every empire 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.



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*)

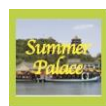
Effect: The empire adopts *socialism*. Put a *socialism* artefact on its card and disorder each city it controls.

Power: During *Production*, *socialist* empires reduce the cost to build units by 1 (minimum 1).

Socialist empires ignore the effects of any religion they have (except during *Harvest glory*) and ignore the effects of *Religious strife*, *Heresy* and *holy war*.

Penalty: None.

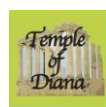
Summer Palace



Ages: any

Effect: During *Removing disorder* in *Civilize* (see 6), the artefact's controller may remove disorder from 1 area within range 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 many glory points it gains.

United Nations*

Ages: Any (but only if *World war* is on the progress track)



Effect: Remove *World war* from the progress track.

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 riot* 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: All *capitalist*, *democratic* and *socialist* empires that have *renaissance* increase the income they earn by +1 per area they control.

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 *world war* artefact on the empire's current space on the progress track.

If the *world war* artefact 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 strategic leader may then move and resolve conflict a third time;
- empires may never advance more than 1 progress level when they win a *Trade and progress* action; and
- empires do not advance a *Free progress* level at the end of the turn, whether or not they are in a dark age space.

Discard the *world war* artefact when any empire enters a higher age than the artefact or the *United Nations* is played.

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

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