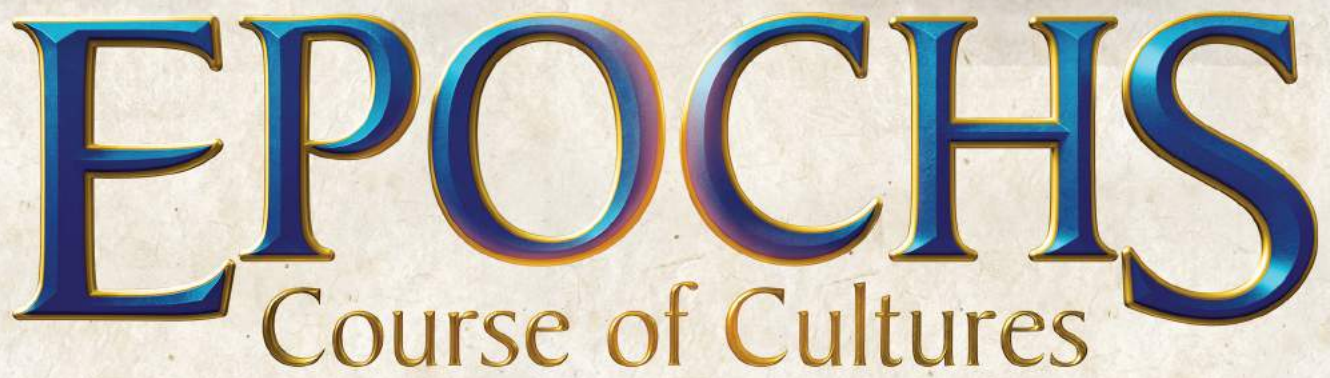# EPOCHS
Course of Cultures

RULEBOOK
(SAMPLE VERSION)

This is a draft version.
Contents are subject to change.

INTRODUCTION

Immerse yourself in a reimagination of human history, where every decision carries weight and every action shapes the course of your civilization. Will you be remembered as a benevolent ruler, revered for your cultural achievements? Or will you carve out a legacy through conquest, leaving a trail of triumph in your wake? The fate of your people rests in your hands. Be a visionary leader and create a civilization that will stand the test of epochs.

COMPONENTS

1 game board
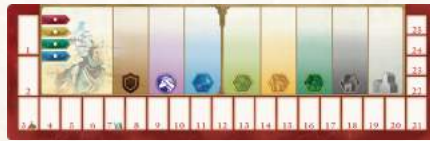
1 military board

1 invention market board

1 drawing board

6 civilization boards

16 map tiles

12 combat dice

1 scroll token

4 trading boards

4 government boards

4 player aids

4 storage boards
(1 per color)

86 market cards
(Epoch I to III+)

4 unique
unit cards

28 basic unit cards
(indicated by ⬤)

90 invention cards
(Epoch I to III)

24 player cities (6 per color)

104 player cubes (26 per color)

16 trading posts (4 per color)

40 advantage tokens (10 per color)

4 supply tokens (1 per color)

4 demand tokens (1 per color)

4 "30+" tokens (1 per color)

6 neutral cities

10 barbarian cubes

8 ability cubes

4 government cubes

1 attack target token

4 warmonger marker

26 great work of art tokens

40 food tokens

32 production tokens

32 science tokens

40 gold tokens

20 honor tokens

4 formation tokens

9 exploration tokens

**10 food*5 tokens**

10 production*5 tokens

10 science*5 tokens

10 gold*5 tokens

COMMON AREA SETUP

Place the **game board** on the top of the table. Use the side for 2 players if it is applicable. Ⓐ Place the **scroll token** on the starting space of the research track. Also, Ⓑ place all **basic units (units with ⬤)** for Epoch I on the spaces under the hourglass illustration on the board. Then, Ⓒ set aside all **basic units for future Epochs to form a deck of cards** for future use.

Then, place the **military board, invention market board and the drawing board** near the **game board.** (It is flexible for the location of the boards, the example shown here is just a suggestion.)


Ⓐ Create the market deck by shuffling the **market cards of Epoch I.** Place them on the upper space of the **drawing board face down.** Ⓑ Deal 4 cards from the deck to the corresponding spaces on the **game board.** (Unit cards on the left column, and wonder cards on the right column.) Then, shuffle the **invention cards of Epoch II** and place them in the lower space of the **drawing board.** Ⓒ Shuffle the **invention cards of Epoch I** and deal 6 to each player. Then, deal 4 to the spaces on the **invention market board.** Put the rest back to the game box. Ⓓ Set aside the **market cards of Epoch II, III and III+,** also the **invention card of Epoch III** for future use. Ⓔ Form piles of the **resource tokens** within an easy reach of players. Ⓕ Place the **warmonger markers and combat dice** near the boards.

MAP SETUP

Shuffle all the **map tiles** and randomly place 9/12/16 facedown for 2/3/4 players following the below formats. Then, reveal the middle 1/2/4 tiles.
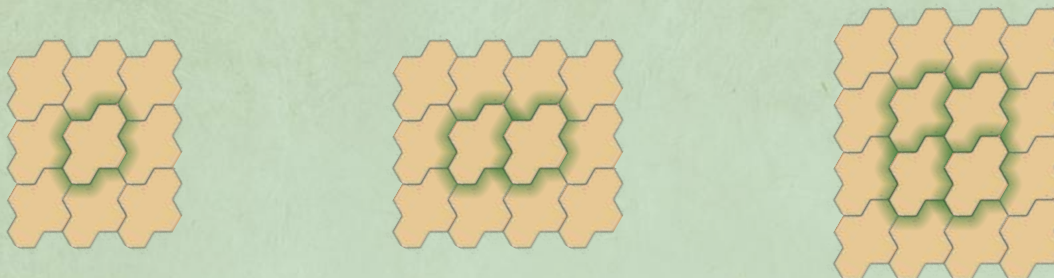
Connect the terrains in common with the priority according to the **military board**. Check sea terrain first. If both tiles have it, make 2 sea touching each other. If sea is not common, check plain, and so on.

For example, the below 2 map tiles have been revealed, there are no sea in common. Then, check plain. As both of the tiles containing plain terrain, players need to rotate one of them to connect the plain.

Before   After

Lastly, place the corresponding **tokens** or **wooden parts** on the indicated places.

PLAYER'S AREA SETUP

Deal 2 **civilization boards** (in the sample version, only deal 1 in a 4-player game) to each player.
Then, simultaneously pick 1 to be played in the game.

EPOCHS
Course of Cultures

Draw 2   Pick 1

Pick a color and takes the follwing components:

 1 trading board

 1 government board

 1 player aid

 1 axeman

 1 storage board

 6 cities

 26 player cubes

 4 trading posts

 10 advantage tokens

 1 supply token

 1 demand token

 1 "30+" token

 5 honor tokens

 1 formation token

 2 ability cubes

 1 government cube

 1 food token

 1 production token

 1 science token

Setup your player area. ① Combine the **trading board, government board, civilization board**, and **storage board**. Then, place the **demand token** and **supply token** on the assigned places. ② Place the **unit card "Axeman" on the right hand side above the trading board**. Then, ③ place the 5 **honor tokens** on the assigned area of the **government board**. ④ Place the government cube on the box of "Chiefdom". ⑤ Place the **player aid** above the **civilization board**. ⑥ Place 1 **city**, 4 **player cubes**, and 4 **trading posts** on the assigned area on the **civilization board**. ⑦ Set aside 10 **advantage tokens, formation token, "30+" token**, and the remaining **wooden parts to form a personal supply for future use**. ⑧ Place 2 **ability cubes** in the assigned area on the **civilization board**. ⑨ Place the basic resources (the **food token, production token, science token**) on the upper are on the **resource board**.

Hand

Lastly, place 1 player cube on the first space on the military board and 1 player cube on the zero space on the culture track on the game board.
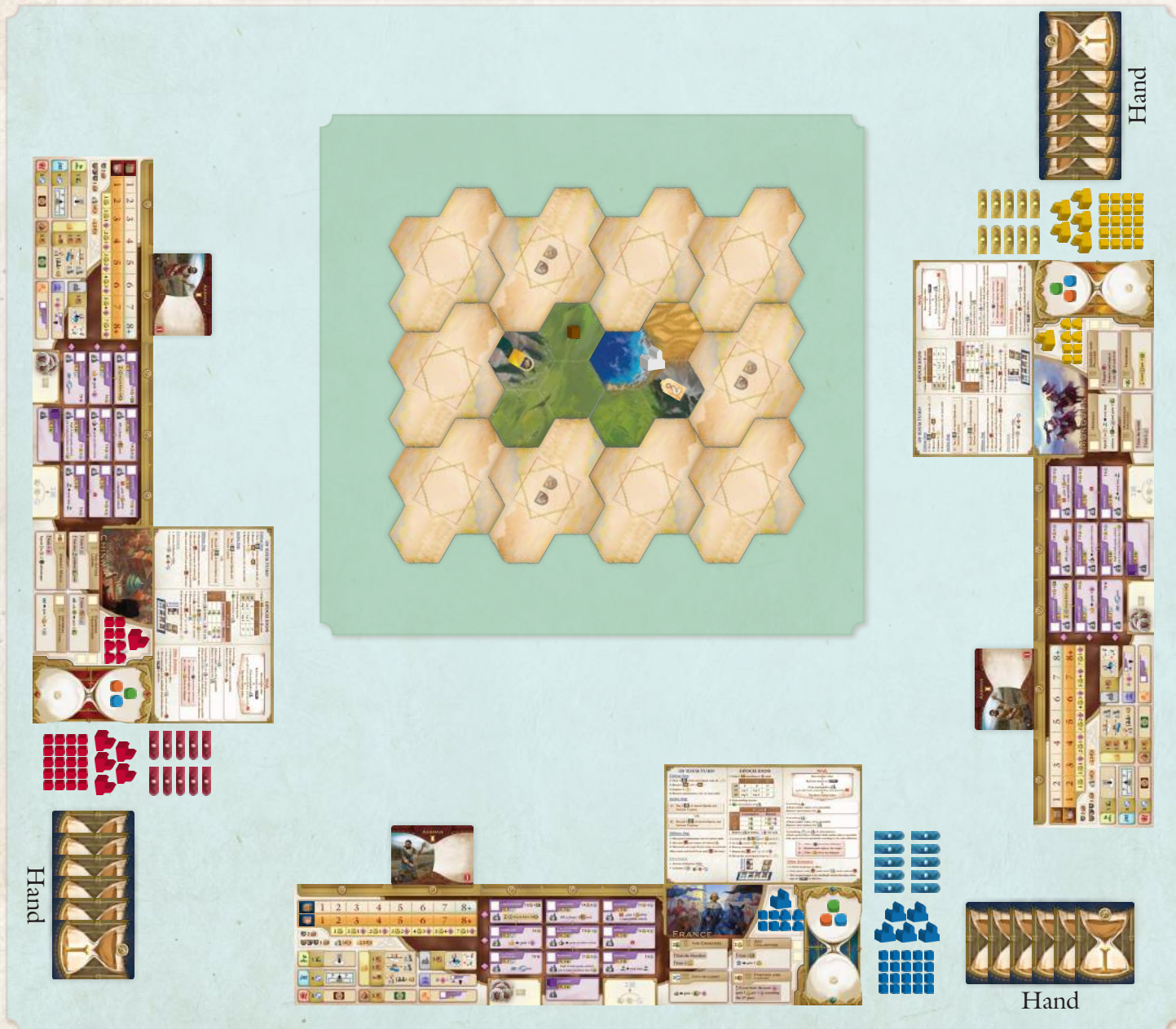
OBJECTIVE

As the leader of a civilization, you will try to have the most victory points (VPs) to become the most prestige leader throughout 3 Epochs.

GAME RUNDOWN

EPOCHs: Course of Cultures is played over 3 Epochs, representing 3 periods (ancient, medieval, and modern) of the human history.

As a leader of a civilization, on the total of 18 turns in the game, you will introduce inventions to customize your civilization, explore the undiscovered regions, expand your territories in the shared map, build cities, build trading posts, do academic research, change the form of government, and build magnificent wonders to consolidate your authority. But cruelly, being peaceful is not always the best way to benefit your people, you can may have to involve in armed conflict with other nations. A wise leader may have to prepare for the wars by improving military units.

Set up of Epoch I

6 turns for each player

End of Epoch I

Set up of Epoch II

6 turns for each player

End of Epoch II

Set up of Epoch III

6 turns for each player

End of Epoch III

End of the game
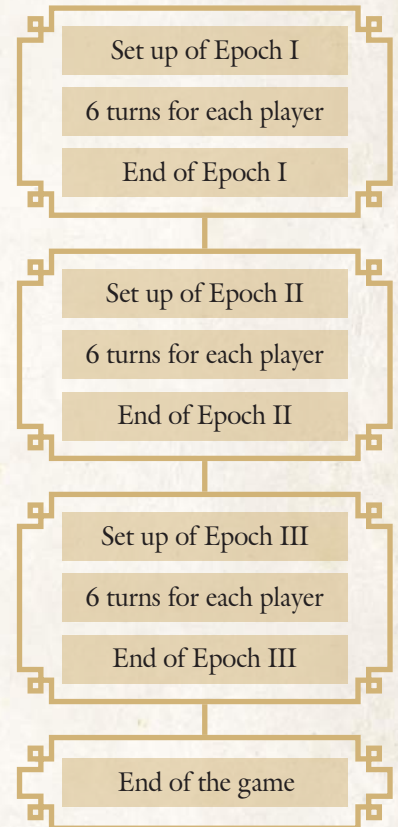
IN YOUR TURN

"Nothing is more difficult, and therefore more precious, than to be able to decide." - Napoleon Bonaparte

Randomly choose a first player. Starting from the first player, each player takes a turn in a clockwise order. Repeat this until every player has gone through 6 turns.

In your turn, go through the following 3 steps:　**Upkeep Step**　　**Action Step**　　**Military Step**

Upkeep Step

Draw 1 invention card of the next Epoch (skip this during Epoch III as there is no Epoch IV)

Your hand

Draw 1

Deal 1 market card to the market

Deal to the left column if it is an unit. Deal to the right if it is a wonder. If there is no empty space in the column, discard the top card of it, and move other cards upward to free a space for the new card.

The discarded card is not available on the market anymore.

2-player game:

Deal 2 market cards instead of 1.

Discard pile

Unit: left column
Wonder: right column
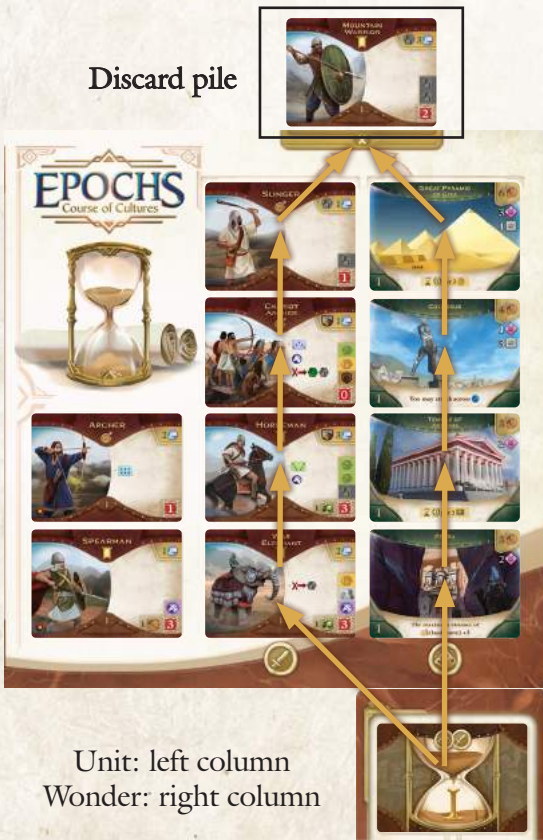
Key concept: Empty spaces on the market

Whenever there is an empty space on the market, move the lower cards to the upper spaces.

If there is a new card dealt on the column, it will be placed on the uppest empty space (if there is any) on the column.

Reveal a facedown map tile (Skip this if all the map tiles have already been revealed)

Just like in setup, place corresponding **tokens** or **wooden parts** on the indicated places.
When revealing a map tile, if there are already 6 neutral cities existing on the whole map, you do not need to place an neutral city on the indicated place.

If you see a horse / iron icon on the back, the map tile must contain either one of them. Make it into consideration if you need those resources.

Just like in setup, after revealing the map tile, you must connect the terrain in common.

Leave your newly revealed map tile on the original direction or rotate it by 180 degrees in order to connect the higher prioty terrain with the same type of terrain on an adjacet map tile. If the higher prioty terrain can be connected in either way, you can choose your prefered direction.

Lastly, remove maintenance cost on your units.

If you have any maintenance cost on your units, remove them. The maintenance cost can only last for one round. The details of military rules will be explained later.

Invent and perform 1 action

OR

Perform 2 actions but no invent

1. Play a current Epoch invention card from your hand or market as an invention. You cannot play the same invention twice in a game.

Place a current Epoch invention card to cover an invention card on the market. Then, perform 2 actions.

Your hand

Your hand

If you choose an invention card from the market, you need to first replace that card with a current Epoch invention card from your hand, and place that card onto your inventions.

Your hand

2. Then, perform 1 action.

Important rule:
You must invent 3 inventions in an epoch. You cannot invent less inventions to have more actions.

Key concept: Invention cards

A new invention would always give impact to the world. When you play an invention card as an invention, get the debut reward on the top left hand corner. **The player on your left also gets the debut reward.**

After that, the invention card provide you abilities.

The abilities with a ! are activated immediately.
The abilities with a ⧖ are activated when scoring at the end of game.
The other abilities are the ongoing abilities. They are applied to you for the whole game.

Reward

Abilities

Key concept: Gaining resources

1. When you gain resources 🍎⛏🧪🪙, take them from the pile and store them on your storage board.

2. For the basic resources 🍎⛏🧪, you store them on the upper area. For the golds 🪙, store them on the lower area. 🪙 can be used as any basic resources.

3. If there is a lack of tokens, try to use the 5*resource tokens to represent 5 units of a resource.

5🍎 5⛏ 5🧪 5🪙

Key concept: Personal supply and gaining authority 🏯

During setup, each player has set aside some wooden parts and tokens to form a personal supply. During the game, unless you gain them, otherwise you cannot take the components there for you to use.

Whenever you need to use any city, player cube, or trading post, you can only access to those already put on your civilization board.

Whenver you gain 🏯, it means taking 1 player cube from your personal supply and put it besides the illustration of your civilization. You can only have 24 🏯 in maximum. If you are running out of player cube, you will not gain any more 🏯.

To access more cities, you need to change your government form. It will be explained later in the rulebook.

Personal Supply
(to be unlocked)

Available
for use

Key concept: Gaining culture ◈

Advance you cube on the culture track by the amount of ◈ you have gained. You must position your cube behind your rival's cube if they have arrived the same space before you. Whenever you need to compare whose ◈ is higher, the player with the cube on the front is the winner.

For example, you are Blue, you have reached "5" but Red was the one reached "5" first, you must place your cube before the Red one. If you need to compare whose ◈ is higher, Red is considered to be the higher one.

30+ This token is for the case that you have 30+ ◈. When your ◈ reaches 30 or above, take this token for your personal supply and place it on the 0 space of the culture track.

Action in details

In the action step, you can perform 1 (or 2 if you did not invent) of the following actions.
For your first action of the game, you must choose expand to locate the place of origin of your nation.

Expand (Cost: 1🍎)

You may move a player cube from your civilization board to a hexagon, occupy it as your land that defines the territories of your civilization.

You need to fulfill at ALL of the following conditions to do so:
1. The target hexagon touchs one of your lands, cities, or trading posts.
2. The target hexagon is not a land owned by your rivals.
3. The target hexagon does not contain any barbarians.
4. The target hexagon is not sea 🟦. In the base game, a sea cannot be occupied in any circumstances.

For the 1st time you do the expand action:
You do not have a land from the beginning of the game, in your 1st expand action, you ignore the condition 1 to place your cube on any hexagon as your starting land. However, you still need to fulfill the conditions 2-4.

Suggestion:
If this is your first game, you are not recommended to put your first land near your rivals.

Key concept: Natural resources on the map 🛡️🏆🔨🐴

There may be a natural resource on a hexagon. When you expand your land to the hexagon containing them, you own that kind of natural resources.

Each🛡️ provides you 2 📦. Each 🐴🛡️🛡️ provides you 1 📦. It helps you to gain a higher trade income between epochs. Trading income will be explained later in the rulebook.

Also, strategic resources 🔨🛡️ are useful in upgrading your units.

For example, Red expands their land to a hexagon with a 🛡️. Now Red owns it and gain 2 📦. Move the supply token from space 0 to 2 on the trading board.

Key concept: Unknown resources

When you see this token on the map, it is an unknown resource for you to explore. You can expand into the hexagon with an unknown resource, and flip it over.

If it is a 🛡️, leave it on the hexagon.
If it is 1🍯 or 2🍎, take the resource bonus and discard it.

Build a city (Cost: 3 🔨)

You may build a city to provide a stable place for your people to live.

A city is useful in many circumstances during the game. It provides 1 🥖, and give benefits to you between epochs. Each city worths 4 VPs at the end of the game.

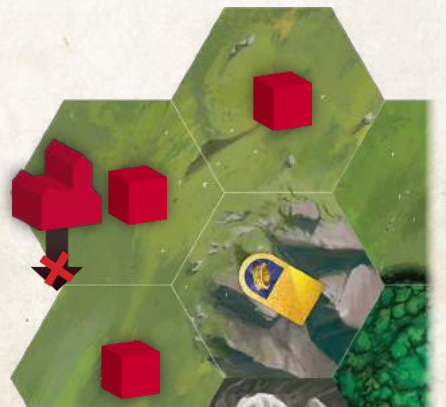To build a city, you need to select a corner of a hexagon that is surrounded by your lands.

However, if there is already a city on any adjacent corners, you cannot build the city there.

You can build a city touchs a sea. As sea cannot be occupied, you only need to occupty the other hexagons to build the city.

You cannot build a city on the boundary of the entire map.

Build a trading post (Cost: 1 or 2 ⛏)

You may build a trading post in a city owned by others via a land route or a sea route. Each trading post provides 2 🪨 and also a new starting point of expanding your territories. You can have up to 4 trading posts on the map at the same time.

To do so, you need to select a starting point and a target city.

The starting point must be either: 1) a corner of a hexagon containing your cube, 2) one of your cities, or 3) a city with your trading post.

The target city must:
- belongs to a non-warmonger player (or neutral)
- have no trading post owned by you
- have less than 2 trading posts.
- be reachable from the starting point.

When establishing a trade route with a player:
- You must gain the permission from that player to do so.
- As an extra reward, both of you gain 1🪙 immediately.

A city is reachable within 1-2 edges of the hexagons without acrossing sea in the way. To trade with this city, it is a land trading route that cost 1⛏. OR
A city is reachable with unlimited range acrossing a sea. To trade with this city, it is a sea trading route that cost 2⛏.

For example, Blue wants to establish a trade route. The starting point is the circled corner. They can select either the nearer Red city or the Yellow city over a sea. The farer Red city is not selectable as it is out of reach.

If they choose the Red city, it is a land route and it costs 1⛏.
If they choose the Yellow city, it is a sea route and it costs 2⛏.
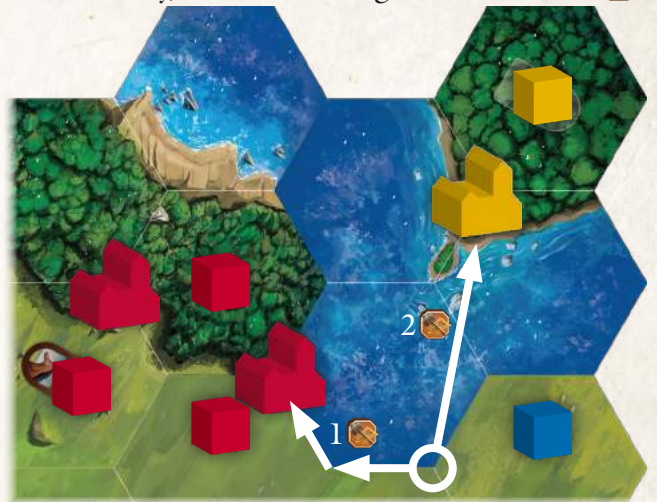
Let's say Blue chooses the Yellow city because Red is leading. Blue player wants to build a good relationship with Yellow.

Blue then spend 2⛏ to build a trading post in the Yellow city. Then, Blue gains 2🪨. Also, both of Blue and Yellow gain 1🪙.

Key concept: Demand 🖐 and Supply 📦

When an epoch ends, you earn a trade income that brings you 💰 and 🔶.
The amount of your trade income is decided by your 🖐 and 📦.

During the game, your 🖐 and 📦 may change in many circumstances. You should always keep your 🖐 and 📦 updated on your trading board.

For example, when you build a city, it provides 1 🖐. You should immediately update your 🖐 by moving the demand token 1 space to the right on your trading board.

For example, you have just lost a land that contain a 🛡 in a war. You lost the 2 📦 provided by the 🛡. You should immediately update your 📦 by moving the supply token 2 spaces to the left on your trading board.

Academic Research (Cost: X🔬 based on the research track)

The research action can give you rewards on the research track instantly.

Pay the required 🔬 of the next row on the research track. Then:
1. Gain either the rewards on left or right on the next row.
2. Move the scroll token to cover them. Skip this if the research counter is about to reach the top space.

Take the track in the right as an example, if you would like to research, you need to pay 2🔬 as the cost for advancing the scroll token to the next row. After you pay the cost, choose either 4🖐 or 2🌿1🔶 as the reward, then move the scroll token 1 row upward.

Build a wonder (Cost: X🪨 based on the wonder card)

A civilization sometimes needs to build a wonder to show their mightiness. A wonder may provides 🛡 and 📊 as rewards when built. Also, you will gain their unique abilities once you built them.

Pay the required 🪨 for the target wonder card on the market. Place it above the corresponding space of your trade board.

There is no limitation of how many wonders you can build. 🪨 is the only requirement to build it.

Cost
Rewards
Ability

Upgrade military unit (Cost: X🔵 based on the target unit card)

War is cruel. Only the civilization with the stronger unit stands. Each player starts with an Axeman, but it might not be enough for the long term.

You can pick a unit card on the market (whether a basic unit or a unit available on the column), pay the cost and place it on the corresponding space on your trading board. You can have 1 main and 1 support unit. Cover the old one if you have an upgraded one.

A unit provides you not only the combat value in war, but also all the abilities and advantages stated on the card. For the details of war, it will be explained later.

You cannot upgrade to a unit with the same name as any previous unit you had.

Support

Basic

The 🔷 cost can be affected by a few factors:

If you have a current unit, when you pay the cost for upgrading, only pay the outstanding cost comparing with the print cost of the current unit. Take the case on the right as an example, your current unit have a printed cost of 4🔷. You only need to pay 2🔷. (Unique units have no printed cost.)

If the target unit card has a lower cost than your current one, you do not need to pay any cost for it.

When there is any strategic resource 🛡🛡 besides the cost, you need to pay 2 extra 🔷 for each of them that you do not have in your land. Take Swordsman as an example, you need to pay 3🔷 to upgrade your main unit to it if you have 🛡 or pay 5🔷 if you do not have 🛡.

🛡🛡 only matters when you are doing the upgrade action. You do not need to pay extra 🔷 if you lost 🛡🛡.

When there is any terrain icon besides the cost, you need to pay 2 extra 🔷 if you do not own that kind of land. For example, you want to upgrade your support unit to Javelin Thrower, you need to pay 2🔷 to upgrade your main unit to it if one of your land is on a ⬡ or pay 4🔷.

Berserker is a special case. As you cannot expand your land to a sea, you have the discount if you have a land that is adjacent to a sea.

SWORDSMAN

Cost = 3🔷 with 🛡
Or 5🔷 without 🛡

JAVELIN THROWER

Cost = 2🔷 with ⬡
Or 4🔷 without ⬡

BERSERKER

· Across 🔷

Key concept: Update the military board

After upgrading your unit, you should update the information on the combat value track.
Adjust your cube on the track to the space equals to the sum of your combat value of your units.
Put an advantage token on any advantages your unit has in combat.
Put a formation token on your unit if they are having a pair of the same formation icon(⋯ / ⋯ / ⋯). Increase your combat value by 1.

Change the form of government

To change the form of government, you need to have already reached the required space on the culture track. For example, you need 2 or more 👁 to change your government form from Chiefdom to the second level.

Advance your government form marker to a upper government following the arrows. Then, gain the instant reward stated on the top right hand corner.

Key concept: Government form

Your form of government decides the maximum number of cities you can control at a time. Also, you own the ability of your current government form.

Rewards

Maximum number
of your cities

Ability
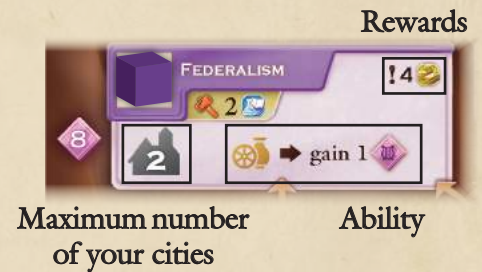
Key concept: Maximum number of your cities

You should always check the total number of cities on your civilization board and the map. It should always match the maximum number of your cities. When the maximum number of your cities increases, take the cities from the personal supply onto the civilization board.

In some rare cases, if the number decreases, move the cities from the civilization back to the personal supply. You may even need to remove cities from the map if you do not have enough cities on the civilization for the adjustment.

Update the cities available
with the help of personal supply

Production command

Sometime you just need some extra resources. You can perform this action and gain the resources states on your current government form.

For example, your government form is Federalism. You are planing to upgrade your units in the upcoming turns. So, you would like to have more 🟦 for the preparation. In this turn, you can perform the action production command. The production command of Federalism provides 2 🟦 for you.

Federalism provides 2 🟦
for production command

1. Military expenditure

"To be prepared for war is one of the most effective means of preserving peace." - George Washington

There is a military expenditure for most of the units. You need to decide whether you put the resources on the units as the military expenditure in this step. If all of your military expenditure is fulfilled, your units will be counted as ready for war. You can attack or defend with their combat value ⚔ and advantages. If they are not ready for war, they have 0 ⚔ and cannot attack.

Take the units on the right as an example, Knight requires 1🪙 to be ready and Tower Elephant requires 1🍃. To be ready for war with these units, you need to spend totally 1🪙1🍃 on them.

military expenditure

Remember, the military expenditure is not spent for one-time usage only. The expenditure is valid for multiple wars including attacking and defending within the same round. It will only be removed in your next upkeep step.

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2. Declares to be a warmonger

Winning in wars can give you a lot of benefits. So, you may want to start launching attacks to others. To do so, you need to declare yourself as a warmonger.

First, take a warmonger marker and place it in front of your units.

Second, remove all of the related trading posts including:
1. your trading posts in all cities belongs to your rivals or neutral cities.
2. rivals' trading posts in your cities.

Third, only for this turn, if you does not choose to attack neutral parties (neutral cities or barbarians), you can attack each of your rivals separately.

Removing trading posts

Other than this step, trading posts can also be removed when a city with the trading post has been removed.

When removed, trading posts return to the player's civilization board and be available to be built again. For each of the trading post returning, the player gains 1🪙 because merchants are coming back home.

For example, Yellow decided to be a warmonger. They need to first take the warmonger marker, then remove all 3 trading posts of their own and gain 3🪙. Blue also remove their trading post in the Yellow city and gain 1🪙. After removing the trading posts, Blue can attack all of the rivals or only attack one of the neutral parties.

3. Attack

"Know thy self, know thy enemy. A thousand battles, a thousand victories." - Sun Tzu

To start a war, you can declare an attack target that is adjacent to your land, cities, or trading posts unless you have any across abilities.

If you are a warmonger, your attack target can be:
- A land or city of any rival
- A barbarian camp
- A neutral city

If you are not a warmonger, your attack target can be:
- A land or city of any warmonger player
- A barbarian camp

Within the turn that you have taken the warmonger marker, you can launch an attack on each of your rivals separately as a bonus. You cannot get this bonus if you target any neutral parties (neutral cities or barbarians).

For example, normally, the Red player can only attack the circled Blue land.

However, if Red's main unit is Berserker, which has an ability to across the sea, they can also choose the Yellow city or the Blue city if they want to.

Red's Possible attack target 1

Red's Possible attack target 2

Red's Possible attack target 3

Then, you launch the attack and the war has begun.

WAR

War is about calculating your total 🗡 for the attack and compare with that of the attack target. The one with the higher total 🗡 wins the war.

> Calculation of a player's total 🗡:
>
> Rolls a total of **1+the number of applicable advantages** dice. Then, sum up the dice results and the 🗡 from their units. The final number is the total 🗡 of the attack.
>
> When the battleground is a city, also +1🗡 with every land besides the city owned by the player.

If you are attacking a land or city owned by a player with ready units, they will also calculate their total 🗡. Their total 🗡 is always 0 with unready units.

If you are attacking a barbarian camp, its combat value is always 3.

If you are attacking a neutral city, its 🗡 is 7. However, if there is any trading post in it, the trading post owners may discuss and select one of them to be the protector to help the neutral city to defend. The protector replaces the netural city's 🗡 with their total 🗡 (just like defending their own city). In case there is no consensus reached and both of them want to be the protector, the one near the attacker clockwisely always has a higher priority. In case that no one wants to help, the neutral city keeps the original 🗡 of 7.

After the comparison, resolve the result of the war according to your attack target.

If it is a barbarian camp, remove it and you may place a cube to occupy that hexagon as a reward.

If it is a neutral city with no protector, remove it or you may replace it with your city as a reward.

For any war against player, gain up to 3 kinds of benefits based on the difference of the total 🗡.

1+: 1🛡 from the defender (or protector of the neutral city). Skip this if they have none.
3+: Remove the target cube or city (or neutral city). Then, you may replace it with yours.
　　 If the cube is the defender's last land, do not remove it. Only gain other benefits.
6+: 1🪙 from the defender (or protector of the neutral city). Skip this if they have none.

Reminder: Taking a land or city in war does not activate any abilities regarding to expanding or building cities.

An example of a war - Yellow attacking a city of Red by acrossing a sea:

Attacker's total 🗡

As the attacker, Yellow rolls a total of 4 dice because their units are having a total of 3 advantages (1 for war near sea + 2 for war in city). Let's say Yellow rolled 7. By adding 4🗡 from Mortar and 9🗡 from Marine, Yellow has 20🗡 in total.

Defender's total 🗡

As the defender, Red rolls a total of 5 dice because their units are having a total of 4 advantages (2 for defending + 2 for war in city). Let's say Red rolled 7. By adding 2🗡 from Crossrowman, 7🗡 from National Guard, and the bonus 1🗡 provided by the land besides the city, Red has 17 🗡 in total.

As the attacker Yellow has a higher total ⚔ than that of the defender Red by 3, Yellow gains 1 🏺 from Red. Also, Yellow can remove the target Red city and place a city there for free.


An example of a war - When an neutral city has been attacked):

Yellow would like to take the netural city on the right. Yellow attacks it by acrossing the sea. As Red has a trading post on it, Red can decide to protect the city or not.

If Red has decided not to protect the city, Yellow only needs 8 ⚔ to take the city.

If Red has decided to protect the city, regard it as a city owned by Red and resolve the war like the previous example. Yellow can take up to 1 🏺 from Red + the neutral city + 1 🪙 from Red depending on the difference between their ⚔.

In your turn - Free actions

At anytime of your turn except in the middle of your current action or war, you can perform any free action.

- Consume 2 📈 to convert a resource to any basic resource 🟢/🟠/🔵.

You may move 2 player cubes from your civilization board to the bottom right area of your government board. Then, convert a basic resource to any other basic resource of your choice.

> For example, you have only 3 🔵 and you need 2 more for the academic research action. Also, you want to save the 🟡 for future use. So you performed the free action twice. By consuming 4 📈, you convert 1 🟢 and 1 🟠 to 2 🔵.

- Unlock 1 of the 4 abilities of your civilization (unlock up to 2 per game)

Each civilization has a set of 4 unique abilities that are designed based on their characteristics. You can unlock up to 2 of them by covering the square with the ability cube. You cannot unlock the same ability twice. If there is any resources requirement, you must pay to unlock. The roman number on the right shows that in which Epoch the ability becomes available. Take Egypt as an example, the "Ancient Artifacts" ability can only be unlocked since the start of Epoch III.

End of your turn

After the military step, your turn ends and the player on your left starts their turn. Players take turn until all the player has done 6 turns in the epoch. Then, the epoch ends.

END OF AN EPOCH

"Time is the wisest counselor of all." - Pericles

When the Epoch has ended, resolve the following steps.

1. The Great Work of Art

"If you hear a voice within you say you cannot paint, then by all means paint, and that voice will be silenced."
- Vincent van Gogh

Art usually comes from literate people. Only the civilizations with higher culture ◈ can produce a 🖼. Determine which player can get a 🖼 by the table below.

	I	II	III
2P	1st	1st	1st
3P	top 2	top 2	1st
4P	top 3	top 2	1st

🖼 should be kept on the bottom right of your government board. You should always show the number of them you have so your rivals can take it as a reference if they want.

2. Gain trade income

Each player gains their trade income based on the trading board. Compare **your** 🪙 and 📦 , gain the reward under the lower one.

For example, Blue has 8🪙 and 5📦 . So they can gain 3🟡 and 2🟣.

3. Food consumption

"To the people, food is heaven" - Book of Han, Volume 43

For Epoch I/II/II, each player spends 1/2/3🍎 for each city they have on the map. If you have enough 🍎 to feed all your cities, you must feed them all. If not, you need to choose and remove your cities until you have enough 🍎 for all the remaining cities on the map.

For each city you removed, your lose 🟣 because of the grumble of your starving people.

For each city you have fed, you will be rewarded based on the below table.

Reminder: 🪙 is a wild resource that you can also use it for food consumption.

Epoch	per 🗼	
	Expense	Rewards
I	1🍎	1 🖼 1 🟣
II	2🍎	2 🪙 1 🟣
III	3🍎	No Reward
Remove 🗼 in famine, -1 🟣 for each.		

The fed cities will stay on the map and worth 4 VPs in the scoring section.

4. Gold conversion

"Wealth is the slave of a wise man. The master of a fool" - Seneca the Younger

If you have any basic resources 🍎/⚒/💧 left, convert them to 🪙 for every 3 of any combinations.
(If your government form is Monarchy, instead of 3, convert 2 basic resources 🍎/⚒/💧 to 1🪙)

Return all the remaining basic resources back to the piles. In other words, only 🪙 can be kept to the next epoch.

Reminder: Only if you have any abilities that allow you to keep a kind of basic resources 🍎/⚒/💧 to the next epoch (for example, the invention: Food Preservation), you can choose not to convert them into 🪙.

5. Barbarians pillaging

"It was the mark of a barbarian to destroy something one could not understand." - Arthur C. Clarke

If there is any barbarians camps adjacet to your land or city, you will lost 1🪙 for each. Ignore this if you have none.

6. Restoring 🏛

If you have any 🏛 consumed to convert resources within the epoch, return them to your civilization baord.

7. Warmongers lose ◈

Being a warmonger is an uncivilizated act. Warmongers' ◈will be decreased.
If you are a warmonger, return the warmonger marker to the supply, then decrease 1/2/3◈ depending on which epoch are you in.

SETUP A NEW EPOCH

1. Discard all the old Epoch market cards that are not yet put into the market(if any).

2. Setup basic units of the new epoch

Epoch I basic units

Epoch II basic units

Epoch III basic units

In each Epochs, there are 1 main unit and 1 support unit that are always available for upgrade in the market. When starting a new epoch, discard the old ones and replace them with the new ones.

3. Create the market deck for the new epoch

When setting up Epoch II, shuffle the II market cards and place them face down on the drawing board.
When setting up Epoch III, shuffle the III and III+ market cards separately. Place 14 of III market cards on top of the III+ market cards, and place them face down on the drawing board.

 All

Setting up Epoch II

 x14

 All

Setting up Epoch III

4. Setup invention market

Discard all the finished epoch invention cards on the invention market, draw 4 invention cards from the new epoch invention deck and set them on the market. Then, return the rest of the new epoch invention deck back to the game box. They will not be used for the rest of the game.

5. (Only for setup Epoch II) Set up Epoch III invention drawing deck

Shuffle all the Epoch III invention cards, place them facedown on the drawing area.

6. Start the new epoch

The player on the left of the previous first player becomes the first player of the new epoch.

END OF THE GAME AND SCORING

*"Bury my body and don't build any monument. Keep my hands out so the people know
the one who won the world had nothing in hand when he died." - Alexander the Great*

After the end of Epoch III, the game ends. It is time to calculate the total VPs to see who is the greatest leader in this reimagination of history. You may use the scoring pad to assist you in scoring.

◇ 1 🏛️ = 1 VP

◇ 1 🛡️ = 1 VP

◇ 1 land 🏞️ = 1 VP

◇ 1 city 🏰 = 4 VPs

◇ 2 Gold 🪙 = 1 VP

◇ Check if you gain any VPs by your ⧗ abilities

◇ Gain VPs for the total number of 🖼️ you have by the following table:

🖼️	1	2	3	4	5	6	7+
🏆	①1	③3	⑤5	⑧8	⑫12	⑰17	㉒22

Adding up your total VPs. The one with the most VPs is the greatest leader winning the game!
If there is a tie, the player with the higher 🏛️ wins.

FREQUENTLY ASKED QUESTIONS

"The right question is usually more important than the right answer." - Plato

Q1: My support unit needs expenditure, but the main unit does not. Can I attack only with my main unit?

Answer: No. You units are counted as ready for war when ALL of your unit has fulfilled the expenditure.

Q2: Can you give a detailed explanation of Mongolia's ability "Nomadic"?

Answer: After you expand, you can return 1 🖼️ from a land (cannot be the one you just expanded) and gain 2 🪙. Also, if your government form is Republic, first you expand a land, then you can activate "Nomadic". After "Nomadic", you can then expand again and activate "Nomadic" again.

Q3: What should I do if my maximum number of cities I can own is reduced because of changing government form by the ability of the wonder "Hagia Sophia"?

Answer: You should return the exceeded cities back to the personal supply. If your cities have already built on the map, you must remove any of them to match your new maximum number.

Q4: If I gain more than 1 effect after doing an action thanks to my combo, is there any order I should follow to resolve those effects?

Answer: No, it is up to you. However, you must finish resolving a single effect before you resolve another one. For example, with both Mongolia's ability "Nomadic" and government form "Republic", after expanding you, you must decide to activate "Nomadic" or not. Then, expand again thanks to "Republic" and then you may activate "Nomadic" again.

Q5: If I gain an extra action, can I gain an extra action within the extra action?

Answer: No, an extra action cannot trigger an extra action. For example, by building a wonder in the government form "Constitutional Monarchy", you may enjoy an extra action. Within that extra action, if you build a wonder again, you will not be awarded an extra action.

Q6: If I invented "Domestication" but do not have a 🛡, can I gain 1 🧑‍🌾 if I expand to a land with a 🛡?

Answer: Yes, you can.

Q7: If my current government form is "Constitutional Monarchy". Can I gain the extra action by building "Hagia Sophia"?

Answer: Yes, you can. You gained the extra action right after you resolve "Hagia Sophia" ability. But you cannot gain the extra action by changing to "Constitutional Monarchy" if you originally is not "Constitutional Monarchy".

Q8: If an ability said that I may do an action, do I need to pay the cost for the action? For example, I may immediately expand and research after building "Statue of Liberty".

Answer: Yes, you need to pay the cost, unless it emphasizes the action is free. Therefore, after you build "Statue of Liberty" you can expand and research but you still need to pay the 🧑‍🌾 cost for the expand and the 🔬 cost for the academic research.
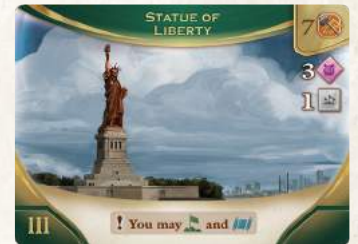
CREDITS

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SYMBOLS

Basic resource: Food

Basic resource: Production

Basic resource: Science

Gold (can be used as any basic resource)

Culture

Authority

Demand

Supply

Luxuries (provide 2 🟫)

Minor Luxuries (provide 1 🟫)

Strategic resource: Horse (provide 1 🟫)

Strategic resource: Iron (provide 1 🟫)

City (provide 1 🤝)

Trading post (provide 2 🤝)

Victory points (normally presented by a number)

Honor (provide 1 VP in scoring)

Combat Value (normally presented by a number)

Warmonger

Netural City

Barbarian

Immediate ability (must be resolved immediately)

End-game ability (resolved when game ended)

Great Work of Art (Worths more VPs by stacking)

You cannot use 🪙 as the cost.

For unit cards:

Mounted unit, you can attack across plain and desert.

Anti-mounted unit (you have advantage when fighting against mounted unit)

Air force unit (you can target anywhere when you attack. However, you cannot targeted the player's city if they has a unit with the icon: 🚫.)

Anti-air force unit (you have advantage when fighting Air force unit)

You cannot attack this type of land.

You have an advantage as a defender (or protector).