

The Flow of History

Designed by Jesse Li

History is a harsh river that flows steadily through the ages. Since the dawn of time, numerous civilizations have risen over the fallen ashes of others, and yet every one of them once shone brightly in its own moment of glory!

*As the invisible hand shaping destiny, you will carve a unique path for your people by progressing them through different advancements in **Knowledge, Construction, Military, and Government**, in order to build the foundations of a great civilization. Enlighten your people with charismatic **Leaders** to guide them through troubled ages, and build marvelous **Wonders** to display your achievements for all to behold.*

Introduction

The Flow of History is yet another innovative civilization game from Taiwanese designer Jesse Li. Players will develop their nation using a unique bidding/price setting mechanic to purchase new cards, but what is paid to the supply may also be harvested into the pockets of others, so you must be aware of their intentions before bidding for cards. Always keep an eye on your neighbor's military, and be ready to defend your people from your enemies, or even make war to invade their lands!

Dive into the turmoil of time, and compose an unforgettable tale of your civilization in the Flow of History.



Table of Contents

Components	2
Card Overview	3
Effect Timing	7
Game Setup	10
Turn Overview: Action Phase	12
Turn Overview: Cleanup Phase	19
End of Game	20
2 Player Variant	21
Card Glossary	22
Credits	27

Components



67 x CIVILIZATION CARDS



5 x REFERENCE CARDS



72 x RESOURCE TOKENS



5 x PLAYER MARKERS

Card Overview



- Age of card
- Card type symbol
- Investor Bonus Indicator
- Effect timing
- Obsolete icon: The effect of this card is deactivated at the end of the game
- Card effect iconography
- Flavor text
- Production stripe: Production icons provided by this card when it is placed in your Nation
- Different back for each age

Production Icons

There are 7 different production icons in this Flow of History:



ATTACK



CULTURE



DEFENSE



HARVEST



INDUSTRY



SCIENCE



TRADE

Production icons will be provided by cards in your Nation; they will be converted to points at the end of the game, and will contribute to a significant portion of your score.

Some actions and card effects will also depend on the amount of certain production icons in your Nation.

Investor Bonuses

During the game you will invest in cards, and then later complete that investment to acquire the card. When you acquire a card in this way, you will gain an investor bonus (in resource tokens) based on the icon shown in the magnifying glass on the card. The icon in the magnifying glass is not a production icon itself, it only indicates which production icons it is looking for when determining an investor bonus. All cards of the same type will have the same investor bonus indicator.



**CULTURE
CHECK**



**INDUSTRY
CHECK**



**SCIENCE
CHECK**

Card Type

There are six types of Civilization cards with different colors:



CONSTRUCTION



GOVERNMENT



KNOWLEDGE



MILITARY



LEADER



WONDER

Card Stacking

Place the newest card on top - only the top card's effect will be shown and available for use. All cards underneath will have their effect covered, but will be showing the production stripes. The production icons will be counted towards your Nation's total.

CARD STACKING EXAMPLE I: You gained *Lighthouse*, which is a Construction card.

A. You already have a Construction card, *Barracks*, in your Nation, so you must stack *Lighthouse* on top of it, showing only the production stripe.



B. You lose the  **DEFENSE** icon provided to you by the Permanent effect of *Barracks* since it has been covered. 

C. The  **ATTACK** icon shown on *Barracks* production stripe is still available and will be counted towards your total.

You can only have 1 Leader card in your Nation. When you gain a new Leader card, discard your previous Leader, returning it to the box.

Wonder cards are not stacked. When you gain a new Wonder card, just put it next to the other cards in front of you. Thus the effects and icons on Wonder cards will not be covered by newer cards.

If the top card of a stack is removed, the effect of the card below will be revealed and available (excluding Instant, Attack and Attack All effects). Please refer to page X for detailed descriptions on card effects.

CARD STACKING EXAMPLE II: *This is Alexander's Nation, currently he has:*



- 5 CULTURE (4 from production stripes, 1 from Monastery's effect)
- 6 DEFENSE (3 from production stripes, 3 from Frigate's effect)
- 0 INDUSTRY
- 3 TRADE
- 2 HARVEST
- 5 ATTACK
- 1 SCIENCE

NOTE: *There can only be one Leader card in Alexander's Nation.*

Monastery and Frigate have Permanent effects that will provide these icons to him. Great Wall and Great Mosque are Wonder cards, so they do not stack. Both have End Game Scoring effects that are applied at the end of the game, so those culture icons are not counted now.

Effect Timing

Every Civilization card (excluding starting cards) will have an effect, and there will be an icon on the lower left side of the card indicating the timing of the effect.



INSTANT
EFFECT



ATTACK
EFFECT



ATTACK ALL
EFFECT



PERMANENT
EFFECT



TURN ACTION
EFFECT



END GAME
SCORING
EFFECT



INSTANT EFFECTS

When you first gain an  Instant effect card, you **must** activate it after you place it on the stack of its color. This card may be gained by choosing the action Complete or Snipe, or from other card effects.

Since a card is placed on the stack **before** the effect is activated, the icons gained by a new card **are** counted along with the production icons below. However, all effects on the previous cards of this stack will be covered, so any icons provided by effects underneath will not be counted.

Each  Instant effect can only be used **once per game**; it will only be activated the first time you gain it. It will not be activated when it is revealed by removing cards on top of it.



ATTACK EFFECTS

This type of effect is activated just like  Instant effects, and subject to the same limitations. They can only be used **once per game**.

When you activate an  Attack effect **after** you place it into your Nation, first you count the number of  **ATTACK** icons in your Nation, which will be your military strength ( **only**).

Each of your opponents will then count the number of  **ATTACK** *and*  **DEFENSE** icons in their own Nation, the total of which will be their military strength ( + .

ATTACK EFFECT EXAMPLE: *In the previous example (page 6), Alexander has 5  ATTACK icons and 6  DEFENSE icons. When he activates an attack, Alexander's military strength will be 5. However, when other players attack Alexander, he will have a total of $5 + 6 = 11$ military strength.*

Finally, you choose one opponent who has a lower military strength than you, and apply the effect of the card to them. If a decision needs to be made, the attacker will choose the target of the effect.

Remember, the  ATTACK icons provided by this card will be counted toward your military strength.



ATTACK ALL EFFECTS

This type of effect is basically the same as  Attack effects, but **all** opponents with a lower military strength than you will be affected by this effect. If a decision needs to be made, the attacker will choose the target of the effect separately for each opponent.



PERMANENT EFFECTS

As long as a  Permanent effect is not covered by another card, the effect shown will be applied to your Nation.

However, if the  obsolete icon is present on this card, the effect will be deactivated at the end of the game, thus the bonuses will not be counted toward your score.



TURN ACTION EFFECTS

During your turn, you may choose to activate this type of card as your action for the turn. You cannot activate this type of effect when you gain it. Since you only get one action per turn, you would have already done an action to gain this card in this turn.

You can activate a  Turn Action effect multiple times over separate turns as long as it is not covered by another card or removed from your Nation.



END GAME SCORING EFFECTS

This type of effect will only be applied at the end of the game. It will not have any effect during normal play. See page 21 for details on End of Game.

FULL NATION EXAMPLE: *This is Alexander's Nation:*



A. **Astronomy** has an **Instant effect**, **Napoleon Bonaparte** has an **Attack All effect**. Both have already been activated, and cannot be used again in this game.

B. **Bureaucracy** is a **Turn Action effect**. Alexander may choose to use it as his action for a turn.

C. **Monastery** and **Frigate** are **Permanent effects**. They will be applied as long as they are not covered, but note that the effect of **Frigate** will become obsolete at the end of the game.

D. **Wonders** do not stack, and the **End Game Scoring effects** of **The Great Wall** and **The Great Mosque** are only applied at the end of the game.

Game Setup

- Separate the civilization cards according to the age indicated on the grey stripe in the center of the card back. Take all five cards from age **A** and place them face up in the center of the table to form the “Market”.
- Randomly deal one age **S** card face up to each player. This will be the starting card (Government) of each player’s Nation. Unused cards from age **S** are returned to the box.
- Take the card titled **The Future**, place it on the table, then place the card titled **The Internet** on top of it. Shuffle the remaining cards from each age in individual stacks, so that there is one stack for each age. Place the stack of cards from age **V** face down on top of **The Internet**, then each stack from age **IV**, **III**, **II**, and **I** face down in descending order, so that cards from age **I** are on top, age **II** are underneath them, and so on. This will be the “Civilization deck”; place it beside the Market.



In a 5 player game, reveal an age **I** card from the top of the Civilization deck and add it to the Market so there are a total of 6 cards.

- Each player takes the following items: a player marker, a reference card of the same color, and 4 resource tokens. These are placed in front of you and are called your Nation. Your Nation develops in front of you, this is where your cards are placed. All cards and resource tokens in your Nation are open information and can be freely inspected by all players.
- All remaining resource tokens are placed to the side to form the Reserve. They are **not** part of the Supply, but will be added in later. The Supply starts with zero resource tokens.
- Randomly determine the starting player; the turn order will be clockwise.

YOU MAY NOW START PLAYING!

RED NATION

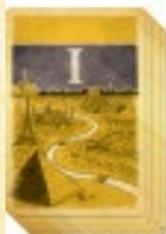


BLUE NATION



RESERVE

CIVILIZATION DECK



SUPPLY

MARKET: 2-4 Players = 5 Cards | 5 Players = 6 Cards



GREEN NATION

YELLOW NATION

Turn Overview

Beginning clockwise from the starting player, each player will take a turn consisting of two phases: the **ACTION PHASE** and the **CLEANUP PHASE**. You will perform one action to gain new cards or resources in the action phase, then you will replenish the Market and check if the game ends in the Cleanup Phase.

PHASE I: *Action Phase*

There are 5 actions in this game. Perform one action of your choice and then proceed to the cleanup phase.

1. **INVEST** in a card in the Market
2. **COMPLETE** a card you have already invested in
3. **SNIBE** a card an opponent is invested in
4. **ACTIVATE** a  Turn Action effect on one of your cards
5. **HARVEST** resources from the Supply

INVEST

NOTE: *You cannot choose this action if you have already invested in another card, or if you have no resource tokens.*

1. Choose a card in the Market that no player has invested in.
2. Place your player marker on the card, then place any amount of resource tokens underneath the card to invest in it.

INVEST EXAMPLE: *You decide to invest in **Monastery**, so you place your player marker on the card, then place 4 resource tokens from your Nation underneath **Monastery**.*



COMPLETE

NOTE: You cannot choose this action if you haven't already invested in a card in the Market.

If you have previously invested in a card in the Market, you may choose to Complete it and might earn an  investor bonus. You don't have to Complete a card immediately on the turn after you Invest in it.

1. Move all resource tokens from your invested card to the Supply.
2. Check the  investor bonus indicator on the middle right side of the card.
3. Count the amount of indicated production icons in your Nation (not counting this card), and take that many resources from the Supply.
4. You gain the completed card and place it in your Nation. The new card must be stacked together with cards of the same color type; place it covering the effect but showing the production stripes of the cards beneath. See page 5 for details.
5. If the timing of the effect is  Instant,  Attack, or  Attack All, you must activate it now. If it is a  Permanent effect, it will be applied starting from now.  Turn Action effects may be activated on subsequent turns. See pages 7-9 for details on effect timing.

NOTE: Only the production icons provided by  Permanent effects and on the production stripe of your cards will be counted. The icon shown on the  investor bonus indicator is not counted.

COMPLETE EXAMPLE: You decide to complete the **Monastery** card you invested in during a previous turn. The 4 resource tokens you placed underneath the card are added to the Supply.



COMPLETE EXAMPLE, CONTINUED: The  investor bonus of **Monastery** checks the amount of  **INDUSTRY** icons you have. You have a total of 2  **INDUSTRY** icons, so you take 2 resource tokens from the Supply and return your player marker to your Nation.



You take **Monastery** from the Market, and since you already have a stack of Construction cards in your Nation, you must stack **Monastery** on top of them, so that only the production stripes of cards underneath are visible.



“Monastery” has a Permanent effect (it provides 1 culture icon) and will be applied to your Nation now.

REMEMBER: You will only get the investor bonus when you take an invested card with the “Complete” action.

SNIPE

If your opponent has invested in a card in the Market that you want, you may choose to Snipe it from their grasp.

NOTE: *You cannot choose a card if you have less resource tokens than the amount placed underneath it. If you don't have enough resource tokens to choose any invested card, you cannot choose to do this action.*

1. Choose a card an opponent has invested in and count the resource tokens below it, then pay the same amount directly to the investor.
2. Move all resource tokens from below the invested card to the Supply.
3. The previous investor counts the amount of  TRADE icons in their Nation, and takes that many resources from the Supply. This amount may be zero.
4. The previous investor counts the amount of resource tokens in the Supply, and takes $\frac{1}{2}$, rounded down.
5. You take the card and stack it into your Nation according to color type. See page 5 for details.
6. If the timing of the effect is  Instant,  Attack or  Attack All, you must activate it now. If it is a  Permanent effect, it will be applied starting from now. See pages 7-9 for details on effect timing.

NOTE: *Nobody receives an investor bonus when a card is Sniped from the Market.*

SNIPE EXAMPLE: *You decide to snipe Irrigation, which Alexander invested 4 resource tokens in. Currently the Supply has 2 resource tokens. You pay 4 resource tokens to Alexander, who returns his player marker to his Nation. The 4 resource tokens placed underneath Irrigation are added to the Supply, so now there is a total of 6.*



SNIFE EXAMPLE, CONTINUED: Alexander has 1  **TRADE** icon, so first he takes 1 resource token from the Supply. Then he gets to take half the resource tokens from the supply, rounded down. Since there are 5 left, Alexander takes another 2 from the Supply.



You take **Irrigation** and place it in your Nation. It has an Instant effect (take 1 resource token from the Reserve for each harvest icon you have), and it will be activated now. Including **Irrigation**, you now have a total of 2  **HARVEST** icons, so you take 2 resource tokens from the Reserve.



ACTIVATE

If you have a card with a  Turn Action effect, you may choose to Activate it as your action for this turn.

REMEMBER: *You can only do one action per turn.*

If you gained a card through this action, take the card and stack it into your Nation according to color type. If the timing of the effect of any card acquired is  Instant,  Attack or  Attack All, you must activate it now.

ACTIVATE EXAMPLE I: You decide to activate the  Turn Action effect of **Ramesses II** for your action this turn. There are 2 Wonders, **The Pyramids** and **The Great Wall**, in the Market. However, Alexander has invested in **The Pyramids**.



You remove **Ramesses II** from the game, and take **The Great Wall** from the Market and add it to your Nation.

ACTIVATE EXAMPLE II: You decide to activate the  Turn Action effect of **Christopher Columbus** for your action this turn. You remove **Christopher Columbus** from the game and reveal the top card of the Civilization deck.



The revealed card is the **Fighter Jet**. You will activate its  Attack All effect immediately **after** it is added to your Nation.

HARVEST

If the Supply is plentiful, you might want to Harvest it to enrich your Nation.

1. Count the amount of  **HARVEST** icons in your Nation, and take that many resource tokens from the Reserve and add them to the Supply.
2. Count the amount of resource tokens in the Supply, and you take $\frac{1}{2}$, rounded down.
3. If the amount of resource tokens in your Nation is less than the Current Age, take more resource tokens from the Supply until you have the same amount. If there are not enough resource tokens in the Supply, then you take resource tokens directly from the Reserve.

NOTE: *The Current Age is the highest age card that is in the Market or owned by a player.*

HARVEST EXAMPLE I: *There are 5 resource tokens in the Supply, and you decide to harvest it. Since you have a total of 2  **HARVEST** icons, first you take 2 resource tokens from the Reserve and add them to the Supply.*



Now there are 7 resource tokens in the Supply, and you will receive $\frac{1}{2}$ rounded down, so you take 3 resource tokens from the Supply and add them to your Nation.

HARVEST EXAMPLE II: *There are 3 resource tokens in the Supply, and you have 1 resource token. Since the current age is V (5), you decide to harvest. You have 0  **HARVEST** icons, so you don't get to add resource tokens from the Reserve to the Supply.*



Now you have 2 resource tokens, which is less than 5, so you take 2 resource tokens from the Supply.



But you are still short 1 resource token, so you then take 1 additional resource token from the Reserve and add it to your Nation.

PHASE II: *Cleanup Phase*

Your turn ends after you have taken one action in the action phase. Refill the market following these steps:

- 1. Replenish the Market:** Reveal cards from the civilization deck to refill the Market back to five cards for a 3- or 4-player game, or six cards for a 5-player game.
- 2. Age Check:** Discard all non-invested cards in the Market that are 2 ages older than the current age, then replenish again. The discarded cards are removed from the game. All cards in a player's Nation are unaffected.
- 3. Check for End of Game:** Check if the game end conditions detailed on page 20 are met. If not, then the next clockwise player begins their turn.

***CLEANUP EXAMPLE:** An age II card is placed in the Market, thus all non-invested age A cards will be removed from the Market.*



*There are 2 age A cards in the Market, **Ramesses II**, which Alexander has invested in, and **Warriors**, which has not been invested in by any player.*



*Discard **Warriors** and reveal another card to the Market.*

End of Game

When **The Future** card is added to the Market, or is directly gained by a player, the game ends after the current player's turn is finished. Players count their victory point (VP) total using the following steps:

1. All effects with the  obsolete icon are deactivated, but the card's production icons will remain.
2. Each  **CULTURE** icon is worth 1 VP.
3. Count the total number of other production icons. Every 2 icons are worth 1 VP ($\frac{1}{2}$ combined total rounded down).
4. Activate all effects with the  End Game Scoring effect timing; each  **CULTURE** icon gained is worth 1 VP. **The player with the most VP wins the game!**

In case of a tie, the player with more cards in their Nation wins. If there is still a tie, the player with more resource tokens wins.

END GAME SCORING EXAMPLE: *This is your Nation at the end of the game:*



- B.** From all production icons on cards, you have 7  **CULTURE** icons (including 3 provided by *Democracy*) which gives you 7 VP, and a combined total of 23 other icons, which will give you 11 VP.
- C.** You have 2 Knowledge cards, so *Albert Einstein* will give you 2 VP.
- D.** You have 4 Government cards, so *The Great Mosque* will give you 4 VP.
- E.** You have 3  **DEFENSE** icons, however *The Great Wall* needs 2  **DEFENSE** icons for each VP so you get 1 VP.

Thus your total score is $7 + 11 + 2 + 4 + 1 = 25$ VP.

2 Player Variant

The differences when playing Flow of History with 2 players are listed below.

NOTE: *This 2 player variant is only recommended for advanced players who are already very familiar with the 3-5 player game.*

CHANGES TO SETUP

- Form the Market with all the cards from age **A** as usual. The Market is made up of five cards in a 2 player game.
- Return the **Agrarian Tribe** and **Military Caste** cards to the box, they are not used in a 2 player game. Deal 2 of the remaining age **S** cards to each player. Each player should select one of their dealt cards to begin the game with, then return the rest to the box.
- Form the Civilization deck as normal.
- After each player forms their Nation, select one of the unused player markers to represent unforeseen forces affecting the Market. This will be the “Banker”; place it on the **Warriors** card. The Banker Invests 2 resource tokens in that card.
- The Supply begins the game with 2 resource tokens.

COMPLETION BONUS

After performing a Complete action and resolving all effects from the acquired card, you may immediately take a bonus Invest or Snipe action.

SNIPING THE BANKER

When performing a Snipe action, you may choose the card the Banker has invested in. The resource tokens you pay for the Banker’s card, as well as those below the card, are moved to the Supply.

CHANGES TO CLEANUP PHASE

1. At the beginning of the Cleanup Phase, before replenishing the Market, discard any card in which the Banker is currently invested (if applicable). Return the resource tokens below the discarded card to the Supply.
2. After the Age Check, you **must** select a new card in the Market for the Banker to invest in. The Banker will invest half the current resource tokens from the supply in this card, rounded down. (For example, if there are 7 resource tokens in the supply, the Banker will invest 3 of it on the chosen card). If the Banker would invest less resource tokens than the current age number, increase the investment to the current age number, taking the additional resource tokens from the reserve.

CARD GLOSSARY

-A-

	AGRARIAN TRIBE	S
Starting card - no effect		
		

	ALBERT EINSTEIN	IV
END GAME SCORING: Gain 1 Culture icon for each Knowledge card you have.		
  		

	ANGKOR WAT	II
END GAME SCORING: Gain 1 Culture icon for each Harvest icon you have.		
 		

	APOLLO PROGRAM	V
END GAME SCORING: Gain 1 Culture icon for each Science icon you have.		
 		

	ARCHERS	I
PERMANENT: Provides 2 Defense icons		
		

	ARISTOCRACY	S
Starting card - no effect		
		

	ARISTOTLE	I
INSTANT: Gain 1 non-invested Knowledge card from the Market.		
 		

	ASTRONOMY	II
INSTANT: Gain the top card of the Civilization deck.		
 		

-B-

	BARRACKS	A
PERMANENT: Provides 1 Defense icon.		
		

	BUREAUCRACY	II
TURN ACTION: Gain 1 non-invested Government card from the Market.		
		

-C-

	CANNON	III
ATTACK: Choose and discard the top Knowledge or Construction card from an opponent with less military strength than you.		
 		

	CAPITALISM	V
END GAME SCORING: Gain 1 Culture icon for each Trade icon you have.		
		

	CASTLE	II
PERMANENT: Provides 1 Attack icon for each Military card you have. <i>(Deactivated during scoring.)</i>		
 		

-D-

CHRISTOPHER COLUMBUS III

TURN ACTION: Remove this card from the game, you gain the top card of the Civilization deck.



COMMUNISM IV

INSTANT: All players return all their resource tokens to the Supply, then divide the Supply equally among all players. Any remainder stays in the Supply.



COMPUTERS IV

INSTANT: Add 2 resource tokens from the Supply to your nation for each Knowledge card you have.



CONFUCIUS I

TURN ACTION: Gain 1 non-invested Leader card from the Market.



CONSTITUTIONAL MONARCHY III

PERMANENT: Provides 3 Industry icons.



CRAFTSMAN TRIBE S

Starting card - no effect



CROSSBOWMEN II

PERMANENT: Provides 2 Defense icons.



DEMOCRACY IV

PERMANENT: Provides 3 Culture icons.



-E-

EIFFEL TOWER IV

END GAME SCORING: Gain 1 Culture icon for every 2 Industry icons you have.



-F-

FACTORY IV

PERMANENT: Provides 3 Attack icon.



FEUDALISM II

PERMANENT: Provides 1 Defense icon for each Harvest icon you have. *(Deactivated during scoring.)*



FIGHTER JET V

ATTACK ALL: Discard the top Knowledge and Construction cards from all opponents with less military strength than you.



FRIGATE III

PERMANENT: Provides 1 Defense icon for each Trade icon you have. *(Deactivated during scoring.)*



 **THE FUTURE**

When this card enters the Market or is gained by a player, the game ends immediately.

-G-

 **GENGHIS KHAN** II

PERMANENT: Each time you activate Attack or Attack All effects, take 2 resource tokens from the Supply regardless of result.

 **THE GREAT MOSQUE** II

END GAME SCORING: Gain 1 Culture icon for each Government card you have.

 **THE GREAT WALL** I

END GAME SCORING: Gain 1 Culture icon for every 2 Defense icons you have.

-H-

 **THE HANGING GARDENS** I

END GAME SCORING: Gain 1 Culture icon for each Construction card you have.



 **HIMEJI CASTLE** III

END GAME SCORING: Gain 1 Culture icon for each Military card you have.

-I-

 **THE INTERNET** V

END GAME SCORING: Gain 4 Science icons.

 **IRON WORKS** I

INSTANT: Gain 1 non-invested Military card from the Market.



 **IRRIGATION** II

INSTANT: Add 2 resource tokens from the Reserve to your nation for each Harvest icon you have.



-J-

 **JOHN LENNON** V

TURN ACTION: Discard your top Military card to gain any 1 non-invested card from the Market.

 **JUSTINIAN I** II

INSTANT: Gain 1 non-invested Knowledge, Construction, or Government card from the Market.

-K-

 **KNIGHTS** II

ATTACK: Choose and discard the top Knowledge or Construction card from an opponent with less military strength than you.

-L-

LIGHTHOUSE I

PERMANENT: Provides 1 Science icon and 1 Industry icon.



-M-

MAHATMA GANDHI IV

PERMANENT: You will not activate Attack or Attack All effects when you gain them. You will not be affected by any Attack or Attack All effects.





MANHATTAN PROJECT IV

ATTACK ALL: All opponents with less military strength than you discard a Wonder of your choice from their nation. Remove these cards from the game.








MECHANIZED FARMING IV

INSTANT: Add 1 resource token from the Reserve to your nation for each Harvest icon you have..





MERCANTILISM III

PERMANENT: Provides 3 Trade icons.



MILITARY ACADEMY III

PERMANENT: Provides 1 Defense icon for each Government card you have. *(Deactivated during scoring.)*




MILITARY CASTE S

Starting card - no effect



MONASTERY II

PERMANENT: Provides 1 Culture icon.




-N-

NAPOLEON BONAPARTE III

ATTACK ALL: Discard the top Government card from all opponents with less military strength than you.





NUCLEAR POWER PLANT V

PERMANENT: Provides 4 Science icons.






-P-

PHILOSOPHY I

TURN ACTION: Pay 3 resource tokens to gain 1 non-invested Knowledge card from the Market.



PRINTING PRESS III

INSTANT: Add 1 resource token from the Supply to your nation for each Science icon you have.




	THE PYRAMIDS	A
END GAME SCORING: Gain 1 Culture icon for each Wonder card you have.		

-R-

	RAMESSES II	A
TURN ACTION: Remove this card from the game to gain 1 non-invested Wonder card from the Market.		
		

	RELIGIOUS TRIBE	S
Starting card - no effect		
		

	REPUBLIC	I
PERMANENT: Provides 2 Trade icons.		
		

-S-

	SATELLITES	V
INSTANT: Gain the top card of the Civilization deck.		
		

	SEAFARING TRADERS	S
Starting card - no effect		
		

	SEAPORT	III
PERMANENT: Provides 1 Science icon, 1 Industry icon, and 1 culture icon.		
		

	STEAM POWER	III
INSTANT: Add 1 resource token from the Supply to your nation for each Industry icon you have.		
		

	STOCK EXCHANGE	IV
PERMANENT: Provides 2 Science icons and 2 Industry icons.		
		

	SWORDSMEN	I
ATTACK: Choose and discard the top Government card from an opponent with less military strength than you.		
		

-T-

	THE TAJ MAHAL	III
END GAME SCORING: Gain 2 Culture icons for each set of Knowledge, Construction, Military, and Government cards you have.		

	TANK	IV
ATTACK: Choose and discard 1 Wonder card from an opponent with less military strength than you.		
		

	TEMPLE	I
PERMANENT: Provides 2 Culture icons.		
		



THEOCRACY

I

PERMANENT: Provides 2 Attack icons for each Wonder card you have.



-W-



WARPLANE

IV

ATTACK ALL: Choose and discard the top Knowledge or Construction card from all opponents with less military strength than you.



WARRIORS

A

ATTACK: Choose and take 2 resource tokens from an opponent with less military strength than you.



WORKING ANIMAL

A

INSTANT: Gain the top card of the Civilization deck.



CREDITS

GAME DESIGNER

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ENGLISH TRANSLATION

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2 PLAYER VARIANT

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SPECIAL THANKS

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PHASE I: *Action Phase*

Perform 1 of the following 5 actions:

INVEST (Pg. 12)

Choose a card in the Market no player has invested in. Place your player market and any amount of resource tokens below it.

COMPLETE (Pg. 13)

Move all resource tokens below your invested card to Supply. Gain resource tokens based on  investor bonus. Gain card. Activate its effect if it has a    effect.

SNIPE (Pg. 15)

Choose a card an opponent has invested in. Pay amount invested to investor. Move all resource tokens below card to Supply. Investor takes resource tokens =  in their Nation from Supply, then 1/2 of Supply. Gain card. Activate its effect if it has a    effect.

ACTIVATE (Pg. 16)

Activate a card in your Nation with a Turn Action effect. If you gained a card, activate its effect if it has a    effect.

HARVEST (Pg. 18)

Take resource tokens from Reserve =  in your Nation, add them to Supply. Take 1/2 of Supply. If you have less resource tokens than Age, take from Supply, then Reserve if short.

PHASE II: *Cleanup Phase*

1. Replenish the Market (Pg. 19)
2. Age Check (Pg. 19)
3. Check for End of Game (Pg. 19)

End of Game (Pg. 20)

When The Future card is added to the Market or gained by a player, the game ends at the end of turn. Players count VP using the following steps:

1. Deactivate all  effects.
2. Each  in your Nation = 1 VP
3. Other icons = 1/2 VP (round down).
4. Activate all  effects.

Effect Timing (Pgs. 7-9)

 **INSTANT EFFECT:** Must be activated **after** being placed in your nation. Will **not** be activated if it is revealed again.

 **ATTACK EFFECT:** Attack one opponent with military strength ( + ) **lower** than your military strength ( **only**).

 **ATTACK ALL EFFECT:** Same as above, but attack applies to **all** opponents with lower military strength than you.

 **PERMANENT EFFECT:** Will be active as long as the effect is not covered by another card.  = deactivated during scoring.

 **TURN ACTION EFFECT:** You may choose to activate the effect as your one action for the turn.

 **END GAME SCORING EFFECT:** This effect will only be applied at the end of the game and has no effect during normal gameplay.