



WAR
OF
CIVILIZATIONS

Rule Book

3-6 players | Ages 14 & above | 120 - 180 mins



Apocalypse.

The year is 2050. The Earth's climate is out of control. Brutal heat waves sweep the earth, melting polar ice caps, raising sea levels and submerging cities. Skyscrapers peek out of choppy waters as metropolises are submerged and countries are reduced to islands a hundredth of their original size.

A grim reminder that nature always has the final word.

Beneath the depths of the seas, the pressure of the swelling water snaps the earth's crust into pieces, releasing plumes of magma. Near magma vents, micro nuclear reactions fuse hydrogen into helium. Combined with the magma, an energy - dense element emerges - Ocean Crystals, an energy source beyond the comprehension of science, fuel for the next generation of super weapons.

Trees evolved to brave super - storms by absorbing aluminium and other metals from the earth's crust to form armour and reinforce their strength to survive. This Aluminium wood or AlWood is strong enough to withstand even cannon fire.

The people of Earth adapt. From the embers of war arise 6 clans with animalistic armour and seemingly mystic powers.

Seize the sceptre of power in this game for 2-6 players as you lead your faction to war and race to the mysterious Isle of Myth, an external source of power in a desperate wasteland.

Conquer islands, harvest resources and gather armies to your cause. Defend your islands at all costs - war is brutal, more so your enemies. Super - weapons destabilise the earth's core, triggering earthquakes of unfathomable force. Hurricanes will tear your ships apart, from bow to rudder. Massive Tsunamis will threaten everything you've built.

Prepare for the fight of your life.



War Of Civilizations

Conquer the Isle of Myth

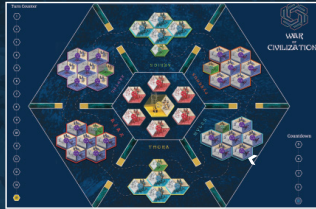


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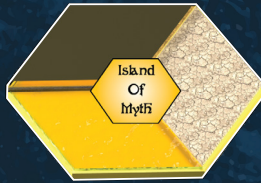
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What's in the box

1 Game board



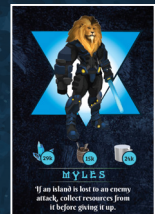
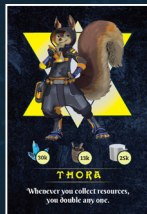
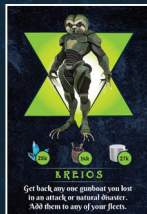
1 Isle of Myth token



1 two-sided turn counter & countdown token



6 Role Cards - 1 Card per Clan



450 Resource Cards

50 X	30 X	20 X	40 X	10 X
150 Ocean Crystals Cards				
150 Ammunition Cards				
150 AlWood Cards				

Warships

180 Gunboat - 30 per Clan



120 Frigate - 20 per Clan



84 Destroyer - 14 per Clan



324 Clan Member Tokens - 54 per Clan



18 Disaster Cards



6 Tornado Cards

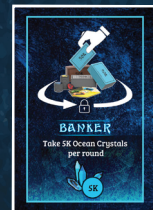


6 Earthquake Cards



6 Tsunami Cards

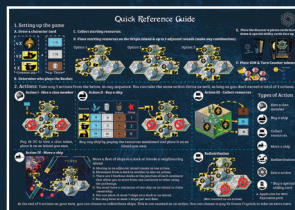
1 Banker Card



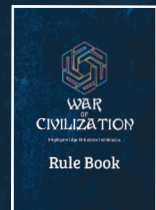
1 Character Reference Guide



1 Quick Reference Guide



6 Flashcards 1 Rule Book



The Clans

Adversity breeds innovation. And faith is the opiate of the masses. Struck with different calamities, the human race evolved into 6 clans, each in the best way they knew how to. Turning to the creatures around them for inspiration and to myths of old for their beliefs, each clan adopted its own armour, warrior strategies and belief system.

Each clan picked a leader, fearless in their own right.

KREIOS



Supreme Dictator of the clan of sloths, Kreios is slow but sure in his moves, calculating every attack to gain back any losses.

Ability: Get back any one gunboat you lost in an attack or natural disaster. Add them to any of your fleets.

Starting Resources



THORA



An avid collector of all things expensive, Thora is the Zillionaire leader of the clan of squirrels with a taste for hoarding.

Ability: Whenever you collect resources, you double any 1.

Starting Resources



A J A X



The Vanquisher and leader of the clan of apes, Ajax relies on brute force and agility to survive.

Ability: You can move your clans to a neighbouring island if your island is lost.

Starting Resources



XANTHE



The Conqueror and leader of the clan of tigers. Cunning and powerful, her tactics in offensive battles are unmatched.

Ability: Get an extra damage power point whenever you attack

Starting Resources



PYRRHUS



The Dominator and leader of the clan of rhinos. Tactful and sharp, Pyrrhus always has a trick up his sleeve, saved for the last moment.

Ability: You always win if an attack is tied.

Starting Resources



MYLES



Descended from a generation of royalty, Myles is the leader of the monarchy of Lions. No matter what happens, he always takes his share.

Ability: If an island is lost to an enemy attack, collect resources from it before giving it up.

Starting Resources



Resources

Ocean Crystals

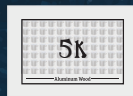
Evolved from a combination of the pressures of the swelling seas and the helium released from the Earth's cracked crust, Ocean Crystals are an energy source beyond the comprehension of modern science, capable of powering entire cities.

Under intense pressure, the crystal becomes an energy-dense liquid fuel. It's medicinal properties increase lifespans, making it a coveted resource that Clans are willing to die for.



AlWood

Trees that braved crashing waves evolved rapidly, absorbing aluminium, the third most abundant element on the earth, to reinforce their strength and survive. This new aluminium wood or AlWood is prized for its strength and resilience. Stronger than titanium, it is a key component of every war machine and armour.



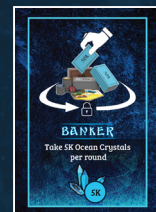
Ammunition

The wheels of war need metal and power. Clans forged Ocean Crystals and Aluminium Wood to create ammunition that would protect and attack.



Banker

An add-on role, the Banker manages finances for every transaction. In return, the Banker takes 5k Ocean Crystals per round.



Ships

The relentless seas made ships the norm for transport and aggression. Each clan built their own vessels. Smaller Gunboats that were nimble and quick to attack but had lower firepower, Frigates that combined speed with brute force, and Destroyers that packed serious destruction.

Gunboat



Frigate



Destroyer



Buy a Ship				
Ships	To Buy		To Attack	Damage
				
				
				

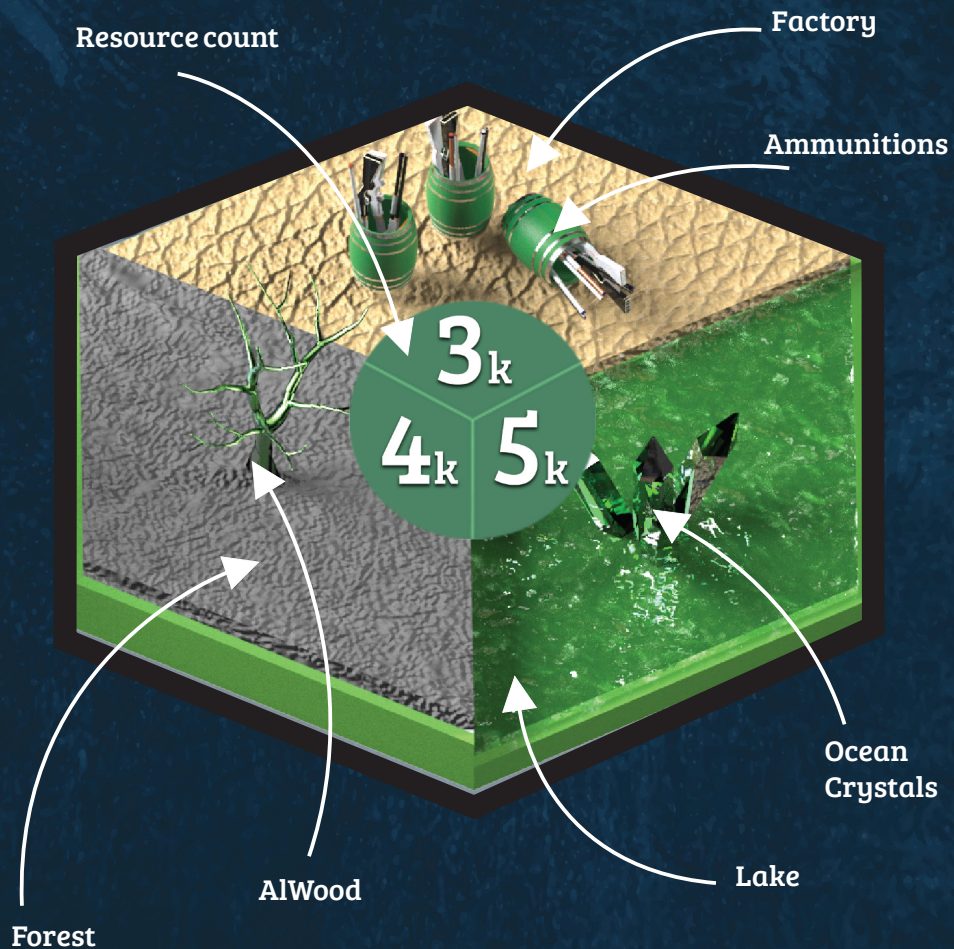
Important

- A fleet is made up of a maximum of 5 ships.
- At least one ship must be docked at an island to maintain the players' hold on it.

The Map

All that remains of Earth are islands sparsely set on the seas, rich in resources. Each continent has been reduced to a group of islands. Every clan is out to establish their rule on as much land as they can - the only way they can do this is to invade and conquer. Only the strongest and the smartest will survive.

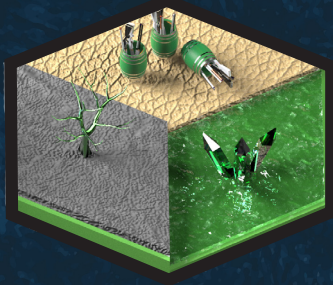
Structure of an island



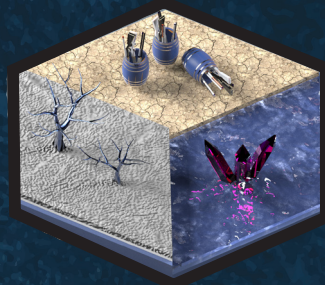
Islands

Each group of islands is made up of lesser and greater islands, the bigger ones having far more resources.

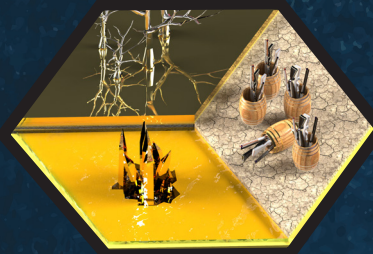
Origin Islands



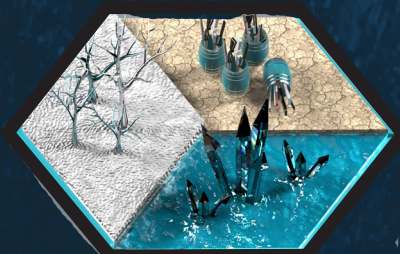
Lesser Atolls



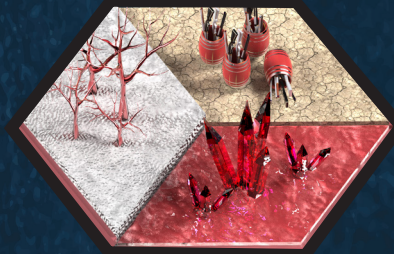
Isle of Myth



Greater Atolls

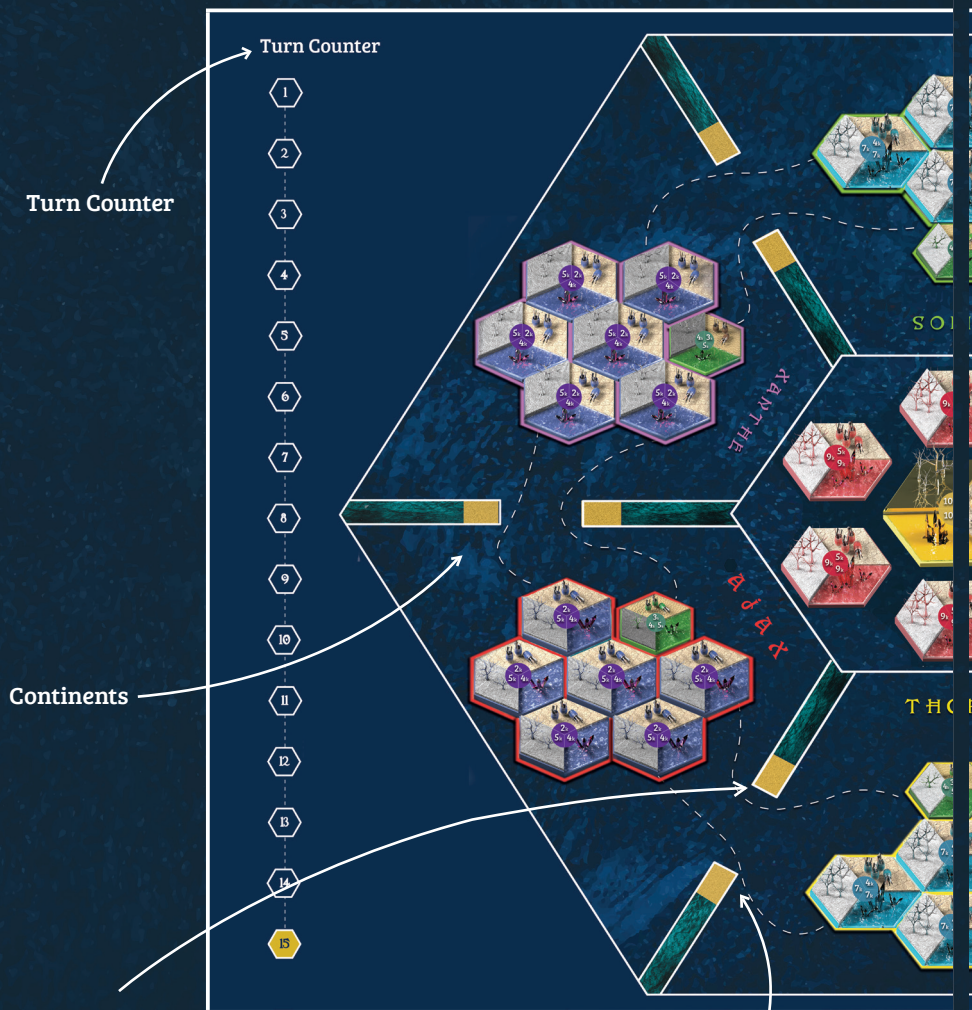


Apex Islands



The Board

The board is divided into 7 quadrants which represent the seven continents. The four continents located on the left and right side each consist of seven islands each. The continents on the top and bottom of the board consist of five islands each.

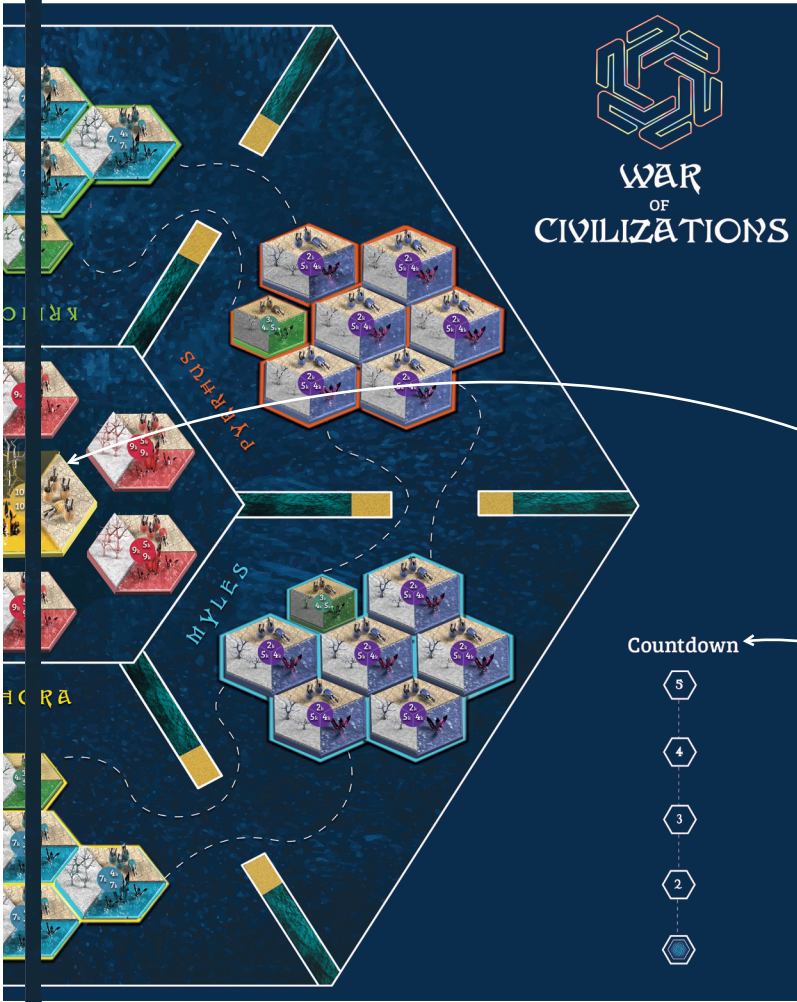


Dock
Stop at the dock to move from one continent to the other. Moving from an island to a dock, or dock to an island is counted as one action.

Water Pathways
Follow these paths to travel between continents.



WAR OF CIVILIZATIONS



Isle of Myth

Countdown

Countdown

Origin Islands Lesser Atolls

Isle of Myth

Greater Atolls Apex Islands

Disasters

The Earth is unstable and calamities continue to occur. There are three major disaster types - Tornados, Earthquakes, and Tsunamis. Each continent has 3 disasters each, which will occur during the game - a total of 18 disasters.

Tornados -

Brutal gusts of wind sweep the earth and take every ship on the surface with it.

When this card is revealed, half the ships of each player on that continent are immediately destroyed. Ships at ports on the continent boundary are also affected.



Earthquakes -

With the weight of the water and Earth's spin, earthquakes are a regular phenomenon. But once in a while comes a 9-pointer on the Richter scale that can wipe out half the population.

When this card is revealed, half of the clan members of each player on that continent are immediately killed.



Tsunami -

As the earth shakes, tsunamis crash against the islands, drowning ships and clans in their wake.

When this card is revealed, half the clan members of each player on that continent are immediately killed and half the ships of each player on that continent are immediately destroyed.



Important:

When calamities occur, each player can choose which clan member tokens or ships to remove to minimise loss of area and resources.

Setting up the Game

1. Place the board on a flat surface
2. Shuffle the role cards and deal them out to each player.
3. Any player may volunteer to be the Banker. If more than one player volunteers, an open auction is triggered using Ocean Crystals. The Ocean Crystals of the highest bidder are deposited into the bank.
4. Each player picks the starting resources mentioned on their respective role card.
 - a. Ocean Crystals
 - b. AlWood
 - c. Ammunition

Resources						
 1K	28 K	30K	27 K	24 K	26K	28 K
 1K	27 K	25K	26K	28 K	30K	24 K
 1K	14 K	13 K	16K	17 K	12 K	15 K

5. Each player takes 4 clan member tokens, 9 gunboats and 1 frigate.
6. Players choose a continent island to start with, starting with the youngest player and moving clockwise. Each player places the character cards face up alongside their respective home continents.
7. Each player places their starting resources and clan members on their Origin island and up to 2 connected islands in that continent. The player now controls these islands.
8. The Isle of Myth token is placed on the central island of the central continent.
9. Place the turn counter token on the starting point.

The game is now set up. The youngest player starts and turn order moves clockwise.

Goals

Conquer Islands and establish your Clan Leadership on one or more continents.

You conquer islands by attacking them with your ships and spending resources.

Each island is rich in Ocean Crystals, AlWood and Ammunition. You gather resources by collecting them from islands that you have conquered.

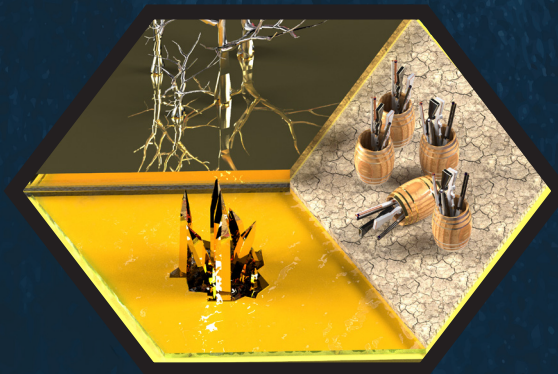
To gather resources, place your clan members on the appropriate part of the island that yields resources.

Conquer all the islands in a continent to establish leadership over it.

You can opportunistically choose to make or break alliances with other clans at any time during the game.

Objective

Conquer the Isle of Myth. The player who holds the Island of Myth at the end is the winner.



Turn Actions

On your turn, you can choose to take 3 actions from the below. You may choose to repeat an action twice or thrice, so long as the total number of actions does not exceed 3. Actions can be taken in any sequence.



Hire a Clan Member

Pay 1k ocean crystals to hire a clan member token which you place on an island you own. The token can be put on any empty resource production area – factory, lake or forest



Buy a Ship

Place the resources required to buy the ship and place it on an island you own. If a fleet has moved to a dock, you cannot add newly purchased ships to it directly, they have to move from an island. Ships can be placed anywhere on an island, they don't interfere with clan members working on resource production



Collect Resources

Resources can be collected from all islands you own, where you have a clan member placed on the corresponding resource production area – factory, lake or forest.



Move a Ship

You can move a ship to add it to an existing fleet, or move a fleet of ships to a dock. There are 2 harbour docks at the junction of each continent that allow you to move from one continent to the other using the pathways on the map. Moving from one dock to another counts as an action. You can have up to 7 ships (any combination of types) on an island or on a dock in the harbour for one clan. If you move all ships out of an island you control, you give up your control over that island. When you lose control over the island, you return all the clan members to the pile.

After you've taken 3 actions

If you control a continent, you can take 4 actions.



Extra action

If you do not control a continent, you can choose to pay 5k Ocean Crystals to take a 4th action.



Redistribute Ships

After you have completed the actions, you may redistribute your ships on islands that you control.

Invade

Invade a neighbouring occupied island or a dock that contains another players' ships by moving one or more ships to it. **Make sure you follow these Rules of Warfare when performing the Invade action.**

Rules of Warfare -

- ◇ An attacking war fleet can have a minimum of 1 ship and maximum of 5 ships in an attack. You attack with the total of the damage power of the ships. To attack, set aside the amount of ammo mentioned on the ships you are using to attack.
- ◇ You must have the ammunition required to engage in battle. If you cannot pay the ammunition cost mentioned on the ship(s), you cannot use that ship.
- ◇ Follow the damage power mentioned on the ship tokens. Gunboat damage power is 1, Frigate is 3, Destroyer is 6.
- ◇ In a battle, the fleet with the higher damage power wins (sum of the power of attacking ships). Ammunition is scarce. So take only as many ships as you need to win the battle.
- ◇ The defender can choose not to defend against the attack. If so, no ammunition is spent by the attacking fleet.
- ◇ When the battle is complete, only one player's ships remain on the island or the harbour. The losing fleet ships go back to the common pile and can be purchased again in a future turn.
- ◇ When the defender loses the battle, they also discard all clan members on that island to the pile, and the winner places half the number of the winning clan members (rounded down) onto the island. *For example, if there were 2 or 3 member tokens of the defenders clan on an island, the winning clan draws one clan member token and places it on the island.*

From the second round onwards

1 gunboat and 1 clan member token are issued to each player for free at the start of every turn. These can be placed at any islands you own at the beginning of your turn as a free action.

The Isle of Myth

The Central continent with the Isle of Myth is unlocked after 4 turns.

Attacks on the Central Continent can be made from any continent that a player has **completely** controlled.

You must attack and establish an Advanced Base on an island next to the Isle of Myth before you can attack it. When you control the Isle of Myth, take the Isle of Myth token. The first player to reach the Isle of Myth immediately takes a one time bonus of 50k Ocean Crystals and 50k AlWood.

At the end of any round, if you are not the sole ruler of the continent you attacked from due to enemy attack or a natural disaster, you have to withdraw from the Isle of Myth to your Advance Base island if you still own it. Place the Isle of Myth token back on the board hiding the central island resources.

Note: If you reach the Isle of Myth, enemies can attack you at 3 places.

- They can target your fleet on the island of myth, and/or
- Take out your Advance Base Island, and/or
- Conquer any part of your starting continent and force you to pull back.

End Game Trigger

When the Isle of Myth is conquered, the end game is triggered and the game continues for 3 more rounds. Move the turn counter to the third position and move it down towards 1 after every turn. Position 1 marks the final round and the game ends at the end of this round..

Expert Version

3-6 players / 3 hours

- ◇ Follow the rules above with the following exceptions
- ◇ 6 moves per turn per player.
- ◇ No free resources or actions are issued except those mentioned on your role card.
- ◇ The Central continent with the Isle of Myth is unlocked after 6 turns.
- ◇ When the Isle of Myth is conquered, the end game is triggered and the game continues for 5 more rounds. Move the turn counter to the 5th position and move it down towards 1 after every turn. Position 1 marks the final round and the game ends at the end of this round.

2-player variant

- ◇ Choose two role cards (clans) each
- ◇ Players must move only one clan at a time, making sure to move alternate clans at every turn.

The Winner

The clan holding the Isle of Myth token at the end of the game wins. If no one is on the Isle of Myth, then the player who owns the most islands wins.





Game Design:
Aditya Prasad

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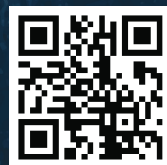
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