

HISTORIA

Recreate the last 12,000 years of history. From the dawn of Civilization, through agriculture and navigation, nuclear energy and then into the future!

In Historia, each player controls a Civilization starting in the late stone age. The aim is to develop that Civilization from the first sparks of fire to the development of the Singularity.

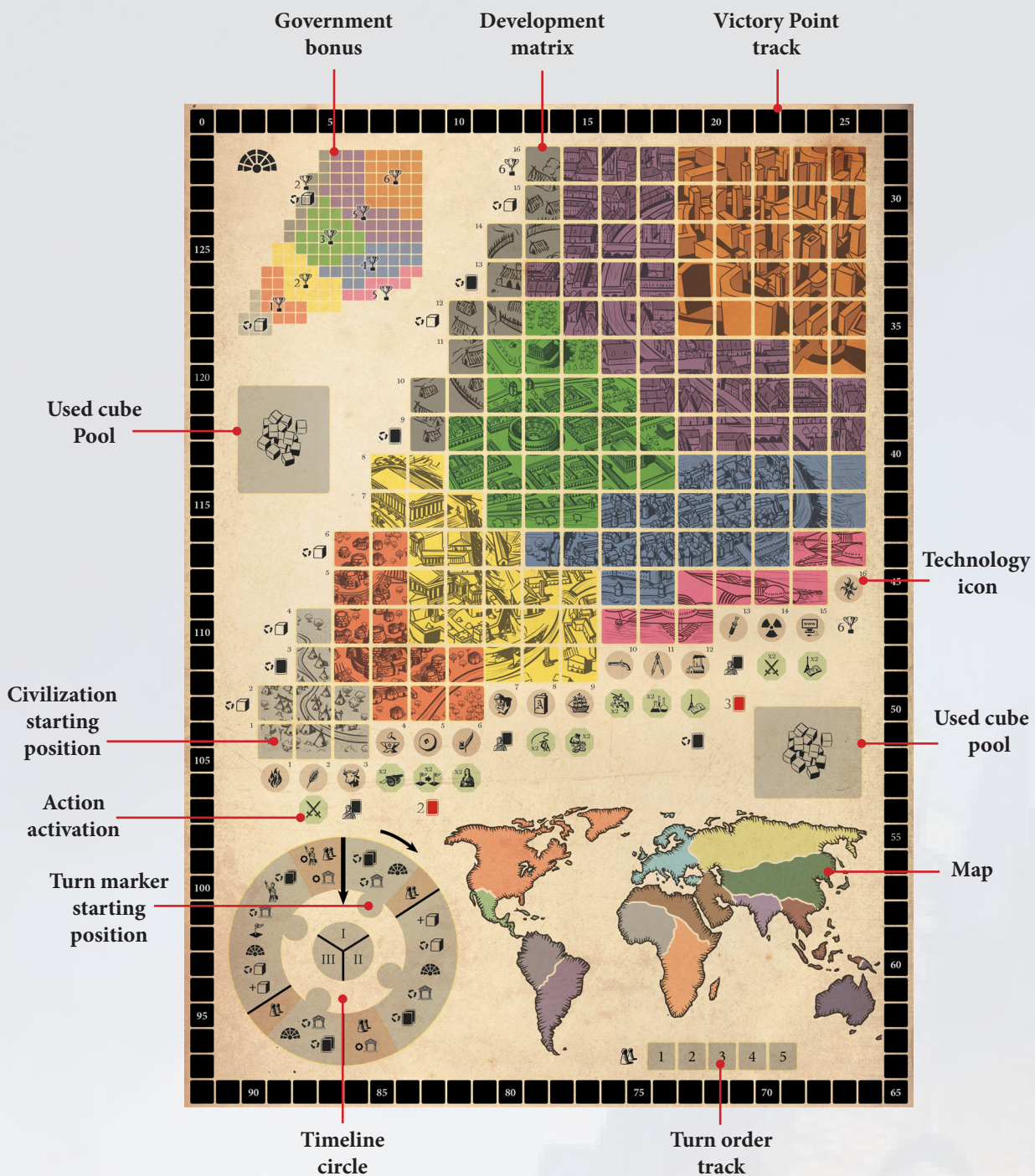
Civilizations discover new technology and expand over the planet. Trade with more developed neighbors to learn new innovations or exploit the land to gain more power for future actions. Develop your military and wage wars with each other.

Building great Wonders allows a Civilization to stand above the others, and in the late game attract tourists. Leaders and national advisors help guide you through the game.

The winner will be the player having the most impact on the history of mankind.

CONTENTS

- 1 Gameboard
- 2 Timeline markers
- 45 Power cubes (9 for each player)
- 5 VP markers (1 for each player)
- 5 Turn order markers (1 for each player)
- 5 Matrix markers (1 for each player)
- 50 Action cards (10 for each player)
- 25 Advisors cards (5 for each player)
- 15 Leader cards
- 42 Wonder cards
- 7 Civbot cards (6 actions and 1 level card)
- 10 Milestone tokens
- 13 Territory tokens
- 1 Rulebook
- 5 Player reference sheets



GAMEBOARD

The gameboard is divided into several parts:

Map: Divided into territories. A white border between two territories indicates they are adjacent.

Timeline Circle: Used to represent the passing of time. The outer circle is divided into 4 sections, each of which represent a game turn. The inner circle tracks the three Eras of the game.

Victory point track: Used to track the players Victory Points (VP). When a Civilization gains VP, move their VP marker on the track.



Turn order track: Used to keep track of the turn order of the players.

Development Matrix: This represents the Military Level of each Civilization (on the vertical) and the Technological Level (on the horizontal).

Government bonus: Indicates the bonus associated with each form of Government.

Used cube pool. Two equivalent spaces which contain the Used cubes of all players. Cubes in these pools are not available for performing actions.

SETUP

1. Place the **gameboard** on the table.
2. Put the **timeline markers** on the **timeline circle**: one on the Turn marker starting position, and the other on the central Era track on Era I.
3. Separate the **Wonder cards** into 3 decks (one for each Era – see backs of cards). Shuffle each deck and put them next to the gameboard. Draw 7 cards from the first Era deck and place them face up on the table forming the *Wonder row*.
4. Each player chooses a color and takes 4 **Power cubes** of the chosen color, placing 1 of them in one of the **Used cube pools** on the board and keeping the other 3 in front of him. Remaining cubes are placed in a general supply.
5. Each player takes the 10 **Action cards** of his color and sets aside the War  and Tourism  cards (these cards are obtained later in the game). The 8 Action cards remaining form a player's hand.
6. Randomly assign each player a Civilization and give them the corresponding 5 **Advisor cards**. Each player shuffles his own deck of Advisors and places it face down on the table in front of them, drawing the top card into their hand. You may allow players to choose their Civilization instead.
7. Randomly determine the turn order for each player and mark this on the Turn order track.
8. Each player puts a VP marker on space 0 of the **VP track** and a Matrix marker in the bottom-left corner of the **Development matrix**.
9. Place a random **territory token** face up on each territory of the map.
10. Put all **Milestone tokens** face down on the table, mix them up and then each player in Turn order takes one of them, turns it face up, and places it face up on any space of the Development Matrix that is not adjacent (even diagonally) to another Milestone token. Continue doing this until 6 tokens have been placed and return unused tokens to the box. Note that in a 4-5 player game, players earlier in Turn order will place more tokens.
11. Separate the **Leader cards** into three decks (one for each Era – see the back of the card). The last player in Turn order draws a number of Leader cards from the first Era deck equal to the number of players, looks at them and chooses one, passing the remaining cards to the next player in reverse Turn order. This procedure is repeated until all players have a Leader Card. Leader cards are then placed face up in front of each player.
12. Following the Turn order, each player puts one **Power cube** (from their remaining 3) on an empty territory of the map and scores the VP on the token. The territory token remains on the map.

THE GAME

GAME STRUCTURE

The game is divided into **3 Eras**. Each Era is divided into **4 Turns** for a total of 12 Turns in a full game.

At the end of each Turn, the Turn marker on the Timeline Circle is moved clockwise to the next section and each player resolves the actions indicated (see “Turn End”, paragraph 4).

After 4 Turns, when the Timeline circle has been completed, the Era marker is moved to the next Era and the Turn marker is placed on the first segment. After the last turn of the third Era, the game ends.

VICTORY CONDITIONS

The winner is the player with the most Victory Points at the end of the game.

THE TURN

Each Turn is composed of a variable number of Action rounds, depending on the number of **Action cards** played. In each Action round, players choose and perform Actions by playing Action and/or Advisor cards from their hand.

ACTION CARDS

To perform actions, each player simultaneously chooses a number of Action and/or Advisor cards from their hand and places them face down.

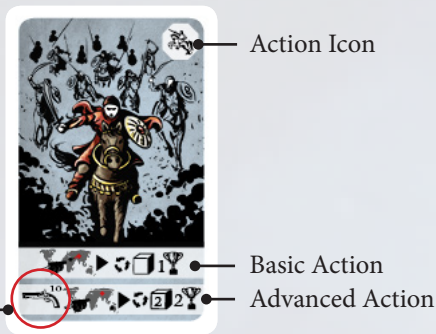
The number of cards played in an Action round depends on the Technology Level of the Civilization. The starting number of available actions is 1. If a player is at Technology level 5 (the Wheel), he can play up to 2 cards. If a player is at Technology level 13 (Medicine), he can play up to 3 cards.

When all players have chosen their cards, they are revealed simultaneously.

The playing of a card must follow these rules:

- **At least 1 Action / Advisor card** has to be played in each round, even if it cannot be resolved.
Example: Carlo can play 2 action cards per round. He can however, decide to play only one. Bea can only play one card, and has to play one Action / Advisor card each round.
- Once a card is revealed, **it cannot be withdrawn**, even if the action cannot be performed.
- Some Actions cost **Power cubes** which the player must have available in front of him to perform the Action. When Power cubes are used, they are moved to one of the **Used cube Pools** on the board.

- In **Turn order**, players resolve all of their played Action cards.
- On a player's turn, he **decides the order of resolution of his action cards**. If a card has more than one effect, the card will specify the order of resolution. *Example: Advanced Expansion recovers 1 Power cube first, and then places a Power cube to a territory on the map.*
- Some Action cards have both a **Basic action** and an **Advanced action**. Advanced actions usually cost more, but are more powerful.
- Some actions have a **requirement**. If the requirement is not met, the action has no effect.



Requirement for the Advanced Action

Action Icon

Basic Action

Advanced Action

Example: In order to perform Advanced Raid Action a Civilization needs to have reached at least Technology level 10 (Gunpowder).

After an Action card is resolved, it is placed face up in the **Discard queue** of the player (cards should be placed so that the action icons are visible). Advisors are removed from the game after their effect has been resolved instead of going to the Discard queue.

Discard Queue

The most recent card played (with the red line) is placed on top of the other cards as shown.



When all cards of all players have been resolved, a new Action round begins. This process is repeated until **one or more players play the Revolution Action**.

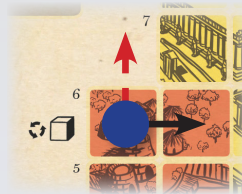
ACTION DESCRIPTION



Military: Develop the Military strength of the Civilization. The player uses 1 Power cube to gain 1 Military Level: move the marker on the development matrix one space upwards and put the cube in a Used cube pool.

The advanced action (requires Metal Working) allows a player to use 3 Power cubes to gain 2 Military Levels.

- If the Civilization **cannot increase** its Military level due to there being no space to move to, the action has no effect. However, if the marker is **already at the top** of the Development Matrix (Level 16), each level increase **gives 2 VP** instead.
- A bonus granted by the new Military Level (see page 9) is gained immediately and can be used in the next action **during the same Action round**.



The Blue player cannot increase his Military.

He must improve his Technology first.

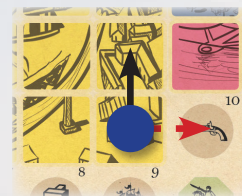
- If the Matrix marker moves onto or over a **Milestone token** on the matrix, the bonus on the token is gained and the token is discarded.



Technology: Discover new technologies.

The player uses 1 Power cube to gain 1 Technology Level. To do this, move the marker on the development matrix one space to the right and put the cube in a Used cube pool. The advanced action (requires Science) allows a player to use 3 Power cubes to add 2 Technology Levels.

- If the Civilization **cannot increase** its Technology level due to there being no space to move to, the action has no effect. However, if the marker is already at the far right of the Development Matrix (Level 16 - Singularity), every further Technology level increase **gives 2 VP instead**.
- A bonus granted by the new Technology Level (see page 9) is gained immediately and can be used **during the same Action round**.



The Blue player cannot increase his Technology.

He must improve his Military first.

- If the Matrix marker moves onto or over a **Milestone token** on the matrix, the bonus on the token is gained and the token is discarded.



Art: Build Wonders. The player uses 1 Power cube to take 1 Wonder card from the Wonder Row. The Wonder is placed in his player's area and the Power cube is put in a Used cube pool.

The advanced action (Requires Writing) allows a player to use 3 Power cubes in order to take 2 Wonders.

- Wonders may be activated to produce their bonus anytime the player is taking an action, starting from the next action (even if this is during the same Action round).
- The cards in the Wonder row on the table are **not replenished**. The Wonder row is only refilled as specified in the Timeline circle (Page 8).



Exploit: Exploit your population. The player recovers up to 2 Power cubes of his own color from the Used cube pools on the board and/or the map. If a player abandons a territory by removing his last cube, then the player loses VP equal to the VP value of the territory token.

The advanced action (requires Printing Press) allows a player to spend 1 VP to recover 4 Power cubes.

- The exploit action can be performed even if the Used pool contains fewer cubes than the player will recover. Simply recover all the player's cubes.



Expansion: Expand the Civilization on the map. The player puts 1 Power cube onto the map into a territory adjacent to one of their currently occupied territories.

The advanced action (requires the Wheel) allows a player to recover 1 Power cube from the Used pool before putting a cube on the map.

- Civilizations which have **Navigation** Technology can expand into **any Territory**.
- If a Civilization expands into an empty territory, it gains the Territory Bonus of the **Territory Token**.
- America and Russia are **not** adjacent. Central America and South America are adjacent across the Panama strait. Oceania and Indochina are adjacent since they share a border.



Trade: The Civilization trades with an adjacent Civilization that has a higher Technology Level. The player who used Trade gains 1 Technology Level.

In the basic action, the adjacent Civilization who the trade is done with, gains 2 VP. In the advanced action (requires Navigation), they gain 1 VP instead.

- Civilizations which have **Navigation** Technology can trade with **any Civilization**.
- Civilizations which share a territory are considered adjacent.



Raid: Raids your neighbors. The Civilization launches a raid on an adjacent Civilization that has a lower Military Level. Note that a Civilization in the same territory as you is considered adjacent, and may be raided.

The raider recovers up to 1 Power cube of his own color from a Used cube pool and gains 1 VP.

The advanced action (requires Gunpowder) allows a player to recover up to 2 Power cubes and gains 2 VP.

- If there are **no adjacent Civilizations** with a lower Military Level, the raid **has no effect**.
- If the player cannot recover all the Power cubes, the VP are still gained.



Example: Bea's Civilization (Blue) is located in Africa. She can raid the Purple Civilization in South America as she has Navigation technology. Bea's Military level is higher than the other Civilization, so she recovers 1 Power cube and gains 1 VP.



War: Declare war on a Civilization sharing the same territory. The War action card is only available if the Civilization's Technology level is at least 2 (Agriculture).

The Civilization with the higher Military Level wins the war and gains 2 VP. The loser removes his **Power cube** from the contended territory of the Map and puts it in a Used cube pool.

In an Advanced War (requires Nuclear energy), the winner gains 4 VP.

- Once a War Action card has been played, the war has to be carried out even if the player cannot win or no Civilization can be attacked.
- In case of the same Military level on both sides, the war has no effect.
- A player cannot lose their last cube on the map: If a player loses a war with their last cube on the map, their opponent still gains VP, but the cube is not removed.
- If more than two Civilizations have a Power cube on the same territory, the attacker decides who is going to be attacked.



Example: Bea (blue) and Carlo (red) share the same territory. Carlo has Military level 8, Bea's Military level is 7. Bea plays an Advanced Military action, while Carlo a War action. In Turn order, Bea precedes Carlo, so the Advanced Military action of Bea is resolved first and Bea reaches Military level 9. When Carlo's war is resolved, assuming that Carlo does not share any other territory, he loses the war and the territory and Bea gains 2 VP.





Tourism: Attract tourists to visit your Wonders. The Tourism action card is only available if the Civilization technology level is at least 12 (Industry).

The player gains 1 VP for each four Wonders (rounded down).

Advanced Tourism (Requires Internet) allows a player to gain 1 VP for each three Wonders (rounded down).



Revolution: Marks the last Action round of the current Turn. The Revolution action (or an Advisor with the Revolution effect) **cannot be played** if the player's Discard queue contains **less than 3 action cards** at the beginning of the action phase.

A player who played a Revolution action takes back the last (most recent) card from the card queue  (usually the revolution action itself) and one card of his choice .

Example: Carlo's discard queue contains 2 cards. He can play 3 action cards per round. However, he cannot play a Revolution action since his discard queue at the beginning of the action phase only contains 2 cards.

At the end of an Action round where 1 or more Revolution cards have been played, the Turn marker is moved to the next section on the Timeline Circle and **Turn End procedure starts**.

TURN EXAMPLE

The game starts with 3 players. **Ada's** Civilization is in Middle-East, **Bea** in China and **Yuri** in North America. The initial turn order is Ada, Bea and Yuri.

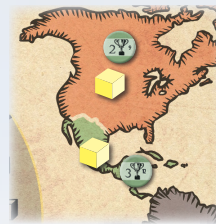


The players simultaneously play an Action Card. **Ada** plays Technology, **Bea** plays Military and **Yuri** plays Expansion. Actions are resolved in Turn order.



Ada uses 1 Power cube and gains 1 technology level.

Bea uses 1 Power cube and gains 1 military level. She then moves one cube from the Used cube pool back in front of her (The bonus associated with attaining level 2 military).



Yuri moves one Power cube on to the map expanding his Civilization into Central America. He gains 3VP as the territory is empty (VP equal to the value of the Territory Token).

The next Action round begins. **Ada** plays Expansion, **Bea** plays Raid, and **Yuri** plays Technology.



Ada expands her Civilization into China. She does not gain any VP from the territory token since there is already a Civilization there.

Bea performs a raid on **Ada** (who has a lower Military level) and gains 1 VP and recovers 1 Power cube.



Yuri develops Agriculture by paying 1 Power cube.

At the end of the second action round, **Ada** has no cubes in front of her and 2 in the Used cube pool, **Bea** has 3 cubes and none on the Used cube pool, while **Yuri** has no cubes and 2 in the Used cube pool.

The third Action round starts. Both **Ada** and **Yuri** play Exploit and they recover 2 cubes each.



Bea plays a Trade action with **Ada** and discovers agriculture, **Ada** gains 2VP.

In the fourth Action round, **Ada** plays Art, **Bea** plays technology and **Yuri** plays Revolution.

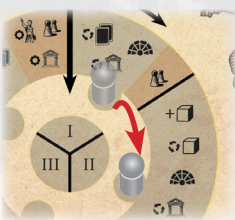
Ada uses 1 **Power cube** and chooses a Wonder from the Wonder row. The Wonder is placed in front of her.







Bea uses 1 **Power cube** and discovers Animals. She then takes the top Advisor card from her pile of national advisors (a bonus for reaching this technology level).

Yuri performs the revolution and takes back the newest card from his Discard queue (Revolution) and another card of his choice.

The first turn is over.



The Turn End actions are performed: All players recover 2 cards , take Government bonuses  and then recover Wonders .

Turn order is updated .

The Turn marker is then moved to the next turn

At the beginning of the second turn, the Discard queue of **Ada** contains Exploit and Art, **Bea** has Trade and Technology in her Discard queue, while the Discard queue of **Yuri** is empty.


4. TURN END


At the end of each Turn, each action specified by an icon on the corresponding segment of the Timeline Circle will be performed. Icons in the larger gray zone indicate actions that each player performs themselves. The icons in the smaller brown zone indicate the actions which affect other aspects of the game.


All icons in the gray zone are resolved before any icons in the brown zone.


In the gray zone, the 'Add Power cube' action must be resolved first, whilst the other actions can be done in any order.


In the brown zone, the 'Turn order' action must be resolved first.

 **Add Power cube:** Each player adds 1 Power cube of his color from the general supply to the Used cube Pool on the board.

 **Recover cards:** Each player takes back the first (oldest) 2 cards from his queue.

 **Recover Wonders:** Each player may re-activate (turn back straight) all of his Wonder cards.

 **Recover Power cubes:** Each player recovers from the Used cube pool, a number of Power cubes equal to the number of territories that his Civilization occupies.

 **Government bonus:** Each player gains the bonus corresponding to the form of government of his Civilization (shown by its position on the Development Matrix).

Government Type	Government Bonus
Clan	Recover 1 Power Cube
Nomadic	Gain 1 VP
City state	Gain 2 VP
Empire	Gain 3 VP
Mercantilism	Gain 4 VP
Enlightenment	Gain 5 VP
Consumerism	Gain 6 VP
Utopian	Gain 5 VP
Barbarians	Recover 1 Power Cube and Gain 2 VP

GAME COMPONENTS



Turn order: A new Turn order is determined. The player with the lowest VP is the new first player, and other players follow in Turn order in increasing VP. The player with the highest VP being the last player. In case of a tie, precedence is given to the player who played later in the previous turn.

Example: The turn order is Carlo, Bea and Ada. At the end of the turn Ada has 26 VP, Bea and Carlo 23 VP. The new turn order is Bea, Carlo and Ada. Bea precedes Carlo since she was after Carlo on the previous turn.



Reset Wonders: The Wonder cards remaining in the Wonder Row are discarded and 7 new Wonder cards are drawn and displayed. New Wonder cards come from the deck corresponding to the Era of the next turn.

Example: in the 2nd turn of the game, reset Wonders with cards from Era 1. In the 4th turn of the game (the end of Era 1), use cards from Era 2.



Leader bonus: Leaders shape the development of Civilizations. Each leader card has two conditions. If a Civilization meets either of the conditions, the player gains the VP shown on the card for that condition. If both conditions are met, the player only scores the one with the highest VP. Whether any VP are gained or not, each Leader card is then removed from the game.

Example: At the end of the Second Era, Lorenzo il Magnifico grants 3 VP if the Civilization has reached Technology level 9 (Navigation), or 6 VP if the Civilization has 6 Wonders or more. If both of these conditions are met, only 6 VP are gained.



Reset Leader: New leaders are assigned. The first player (in the new Turn order) draws a number of Leader cards equal to the number of players, chooses one of them and passes the remaining cards to the next player in Turn order. This is repeated until all players have a Leader Card.

The Leader cards are placed face up in front of a player and scored in the next Leader bonus stage.



Territory bonus: At the end of each Era and for each territory, each Civilization scores the VP specified on the Territory token if it is the only Civilization in that territory. The territory token stays on the board.

BOARD

MAP

The territories on the map are used to represent the expansion of each Civilization.

A Civilization is considered **adjacent to another** if they share a territory, or if they are on two adjacent territories. If a Civilization has developed the Navigation technology, all territories are considered adjacent. However, only Civilizations with Navigation have this privilege.

Example: Civilization A is in North America and has Navigation. It is adjacent to Civilization B in Africa. Civilization B does not have Navigation, so it is not adjacent to Civilization A.

Each territory has a **number** associated with it (printed on the territory token). This number is used to drive the expansion of the Civbots (see "Civbots").

DEVELOPMENT MATRIX

The development matrix is used to represent both the **technology** (on the horizontal) and **military** (on the vertical) achievements of a Civilization.

Technology Level: This represents the technological development of the Civilization. Each technology level also has a symbol denoting what that level gives.



The Blue Civilization has a Technology level of 4. This means that Fire, Agriculture, Animal Handling and Metal Working have been discovered.

The Yellow Civilization has only discovered Fire and Agriculture.

Military Level: This represents the military development of a Civilization.



The Yellow Civilization has Military level 4

The Green Civilization has Military level 2.

Government type: Each cell of the development matrix is colored which represents the type of government that Civilization has. This government type grants a bonus at the end of the Turn.



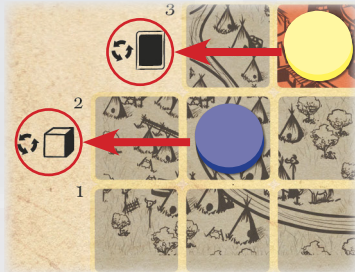
The Government bonus is shown in the upper-left corner of the game board.

Example: A player in the green zone of the Development Matrix at the end of the Turn gains 3 VP.

DEVELOPMENT MATRIX BONUSES

When a new military or technology level is developed, the Civilization may gain a bonus. The bonuses that can be gained are as follows:

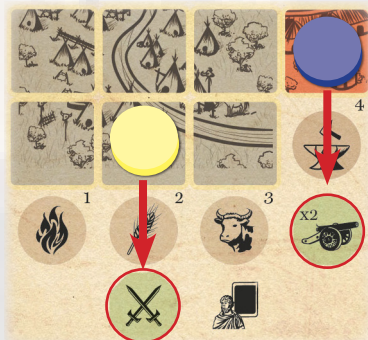
Recover a Power cube or an Action card. Respectively move 1 Power cube from the **Used cube Pool** to your player area or take back into your hand the first card (oldest) of your Discard queue.



*The yellow player takes back the oldest card from his Discard queue.
The Blue Civilization recovers a Power cube from the Used cube Pool on the board.*

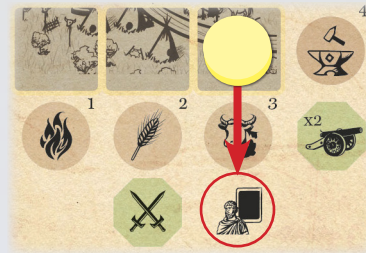
Provides a new Action card or Advanced Action. Some technology levels give either a new Action card (Level 2 – War, and Level 12 – Industry) or the ability to use an advanced version of an Action card.

When given a new Action card, the card is added directly to the player's hand and it can be used from the next Action round.



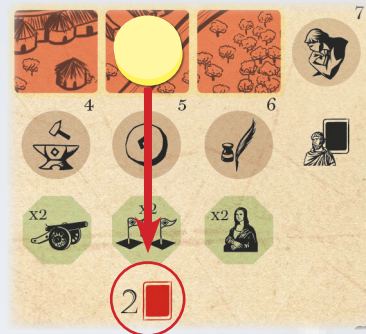
The Yellow player can play the War Action card, while the Blue player can also play the advanced version of the Military Action card.

New National Advisor. Upon reaching Technology level 3 (Animals), level 7 (Philosophy) and level 13 (Medicine) draw a new Advisor card from your Advisors deck.
Note: One of the milestone tokens also allows you to draw a new Advisor.



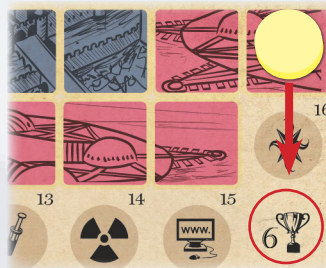
The Yellow player can draw a new Advisor card from his Advisor deck.

Number of actions. When reaching Technology level 5 (Wheel), and level 13 (Medicine) the Civilization gains an additional action. From the next Action round, the player can now play two or three cards in each round.



The Yellow player can make 2 Actions per round.

Victory Points. Some Technological advancements grant Victory Points when discovered.



The Yellow player gains 6 VP when discovering the Singularity (Technology Level 16).

POWER CUBES

Each cube represents the Power of a Civilization in terms of manpower, richness, and resources.

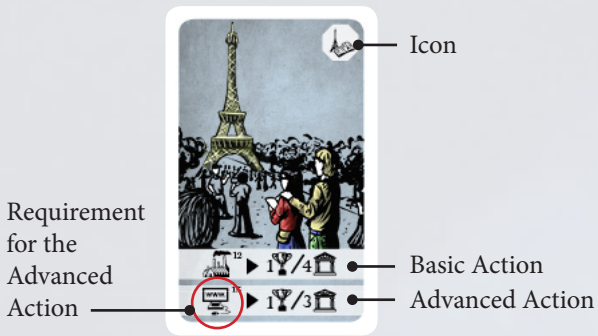
Cubes in front of a player represent power that are available to be spent on performing various actions.

Cubes in the **Used cube Pool** represent power that will be used again once it has been recovered back to a player's personal supply.

ACTION CARDS

Actions cards are used to perform actions during the game. Each card shows either one or two possible action effects: **Basic and Advanced**. If there is only one action effect, it is considered a Basic action.

When a card is being resolved, the player may choose to perform either the Basic or Advanced action, but must have the required Technology level to do so.

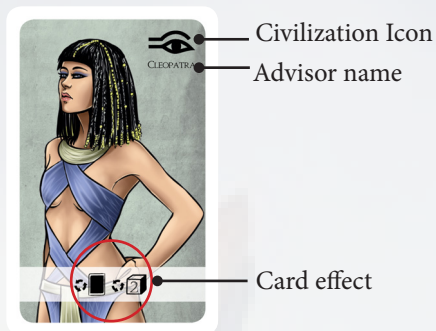


Example: In order to perform the Advanced Tourism Action, a Civilization needs to have reached at least the technology level 15 (the Internet).

ADVISOR CARDS

National Advisors are **additional bonus actions** specific to each Civilization. Each player starts with 1 Advisor card in his hand and the rest face-down in an Advisors deck.

When some technologies (Animals, Philosophy and Medicine) are developed, the player adds 1 Advisor card to his hand by drawing it from his deck. When an advisor card is used, it is permanently discarded.



Example: Egypt's advisor Cleopatra allows the recovery of the oldest card from the players Discard queue, and also recovers 2 Power cubes.

LEADER CARDS

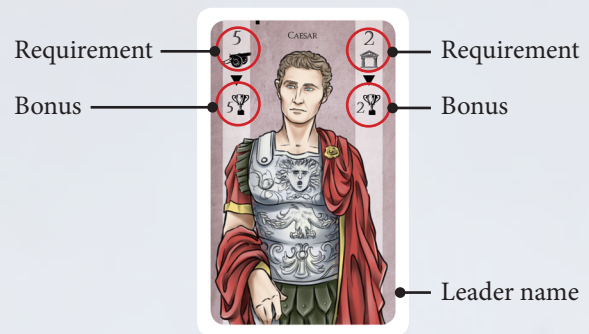
Each Leader card represents a possible leader for your Civilization. Leaders guide the Civilization by shaping objectives and **granting VP** if some conditions will be met at the end of an Era.

The Era in which the Leader is used is shown on the back of the card.

Leader cards are scored at the end of an Era, and a player gains VP if one of the requirements is satisfied.

If both requirements are satisfied, the Civilization scores only the higher value.

If neither requirement is met, the Leader card is discarded with no effect.



Example: The Leader card Caesar provides 5 VP if the Civilization has reached a Military Level of 5, or 2 VP if the Civilization has 2 or more Wonder cards. If the Civilization has both of these, it scores 5 VP only.

WONDER CARDS

Wonders are built using the Art action and grant a bonus if a condition is met.

Once built, a Wonder can be activated by rotating the card 90 degrees. A Wonder card that is rotated cannot be activated again until rotated back. There is no limit to the number of Wonders a player can have.

A player can activate as many wonder cards as he wants during his actions. Some Wonders can only be activated if the player has a majority in something; in case of tie, the Wonder cannot be activated.



Example: the Sphinx requires majority in the number of Wonders, and it allows the player to gain 1 VP.

MILESTONE TOKENS

Milestone tokens represent important achievements of the Civilizations.

The first Civilization reaching a position on the Development Matrix containing a Milestone token immediately gains the bonus shown on the token and the Milestone token is removed from the game.

TERRITORY TOKENS

A territory token gives a VP bonus to the Civilization which first explores the territory (Exploration bonus) and also to a Civilization if it is the sole occupier at the End of an Era.

Territory tokens also have a unique number on them. This is the **territory number** (used with Civbots)

Exploration bonus: The bonus is gained when a Civilization expands into the territory if it was **empty**. This bonus is also awarded during the initial Setup of the game.

End of Era bonus: The bonus is granted at the end of each Era if the Civilization is the **only one** with a cube on the territory.

CIVBOTS

The Civbots are Civilizations automatically guided by the game. Civbots are used when playing the Solo game and may optionally also be used when playing with fewer than 5 players.

Civbot behavior is driven by the Civbot cards; each card specifies one or more actions that will be performed by the Civbot on that turn.

Possible actions are: Gaining a Technology and/or Military level, building a Wonder, scoring, expanding on the map and waging wars.

SETUP

The starting number of Civbots is 5 minus the number of players, although you may play with less.

Example: In a 2 player game, up to 3 Civbots are added.

Put a Matrix marker of all Civbots on the Development Matrix in the normal starting position (Military and Technology level of 1).

Each Civbot starts with one Power cube on the map. Place them in empty territories, starting with the highest territory number.

Example: In a 3 player game, the 2 Civbots will start in territories 12 & 13, assuming neither of these territories are occupied by a player. If territory 12 is occupied, the Civbot will start in territories 11 & 13.

Place the VP marker for each Civbot on the VP track. They score VP for the territory they occupy at the start.

For each Civbot, the players choose a difficulty level (Easy, Medium, or Hard) and place the turn order marker on the difficulty level card to indicate this.

CIVBOT TURN

Civbots play at the end of each turn, before any end of turn actions. Civbots act in order of difficulty level, highest first. If two Civbots have the same difficulty level, use the order of the cubes on the Civbot card from left to right. The actions are resolved as Civbot cards are drawn.

Draw a number of Civbot cards according to the difficulty (Easy – 3, Medium – 4, Hard – 5).

With the **Technology action**, the Civbot gains one Technology level. If the new level grants a bonus, the Civbot does not get this bonus.

With the **Military action**, the Civbot gains one Military level. If the new level grants a bonus, the Civbot does not get this bonus.

The **Art action** is performed by taking a random Wonder card from the Wonder row and removing it from the game. If no Wonder is available the action is not performed.

Wars are waged only if the Civbot can win them. War is declared against the weakest possible Civilization (human or Civbot). If more than one war could be declared, the Civbot attacks the human player with the lowest Military. If no human player can be attacked, war is performed against the weakest Civbot.

If more than one **territory** of the same enemy can be attacked, the Civbot attacks the territory having the highest number. The Civbot gains 2VP (or 4VP if it has developed nuclear energy).



Example: Bea (blue) and Yuri (Yellow) are playing with 1 Civbot (Green). Military levels are: Bea 2, Yuri 3, Civbot 5. The Civbot performs a War action. Bea has a lower Military than Yuri, but does not share a territory with the Civbot so Yuri is attacked. Of the two territories which Yuri shares with the Civbot, Russia is attacked as it has a lower territory number.

Expansions are performed to an adjacent empty territory with the highest number. This scores the Civbot the VP according to the territory token. If there are no empty adjacent territories, the Civbot expands into the adjacent territory with the highest territory number.

The usual rules for Navigation affect Civbot expansion.

If the Civbot has no available Power cubes, the expansion is not performed.

The **Scoring** action gains the Civbot a number of VP. Civbots gain VP whenever a player trades with them. When all cards of a Civbot have been resolved, all the Civbot cards are shuffled together and the same process is followed for all other Civbots.

At the end of each turn, a Civbot scores VP for its Government and territory bonus, as per the rules for human players.

If a Civbot reaches a milestone token, it scores any VP indicated and the token is removed from the game.

The last territory of a Civbot can be attacked and destroyed.

The presence of Civbots is **not** taken into account when considering the majority condition on some of the Wonders.

Example: Bea has the Ishtar Gate and military level 6 while Ada and Carlo have military level 5. A Civbot has military level 7. Bea can still activate the Wonder and gain VP.

SOLO GAME

Solo games are played against 4 Civbots. The aim of the game is to survive and score the most VP.

Do not use the Leader cards.

You can lose your last cube on the map as the result of a war with a Civbot. If this happens, you are eliminated and lose the game.

At the end of the third Era the game ends, the player wins if he has more VP than the civbots.

CREDITS

Designer: Marco Pranzo

Illustrations: Miguel Coimbra and Marina Fischetti

Development: Michele Quondam

Rulebook: Paul Grogan

Playtesters: to be completed

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