

RULES (CORE RULES)

The fate of a nation lies in your hands... Can you use your cards to maximize your advantage and lead your civilization into a Golden Age?

COMPONENTS

PERSIA



ROME



ABBASID CALIPHATE



EGYPT



1 score pad



15 province cards



28 coins



1 progress marker

GAME OVERVIEW

Over 7 rounds, your task is to build the most impressive civilization the world has ever seen, by playing cards from your player deck into the 4 areas around your civilization board.

Drawing **4 cards each round**, you will play 3 cards and return 1 to the top of your deck for later. Each area around your civilization board offers you a different way to advance your nation.

Collect resources, gain coins to expand your scope of action, **construct unforgettable buildings**, and **place your leaders...** but make sure you don't neglect your **military**! When the round ends, you have an opportunity to add a **province** to your civilization – if your military can provide them with the best protection. Each civilization will need to make the most of their nation's resources and forge their own path toward a Golden Age. Ultimately, history will only remember the victor, whose civilization has scored the most points at the end of the game.

SETUP



Shuffle all the province cards and draw 7. Place those cards in a row on the table, in ascending numerical order ①. Remove the remaining province cards from the game.

Place all the coins in a general supply ② near the row of province cards.

Create your individual player deck

Choose a civilization. Place your corresponding civilization cards ③, civilization board ④ (silver symbol up) and civilization overview ⑤ in front of you. Shuffle your player deck and place it face down a short distance from your civilization board. Draw 4 cards from your deck. Overlap 2 of them so they line up with the resource streams in your resource area, below your Civilization tableau ⑥. Return the remaining 2 cards to your deck face down, placing 1 of your choice at the top and 1 at the bottom. If there are coin symbols in your resource area (on your cards and/or civilization board), immediately receive that many coins ⑦.

We recommend you use the civilizations Rome and Persia while you are still learning the game. Egypt and the Abbasid Caliphate are more complex, but offer new game options. You can find explanations for your civilization board and your corresponding player deck on your civilization overview. The province cards are explained in more detail at the end of these rules.



Each player takes 2 coins ⑧. The person who got up first this morning takes the progress marker ⑨. The player with the progress marker always starts the round.

HOW TO PLAY

You play 7 rounds, each divided into 3 phases.

Phase I: Income

At the start of the round, first check how much income you have unlocked on your cards and civilization board. Take that number of coins from the general supply.

Phase II: Play cards from your hand

Both players simultaneously draw the top 4 cards of their player deck.

Swap up to 2 cards for 1 coin each:

At the start of Phase II, you may return 1 or 2 coins to the general supply and draw a new card for each coin. For each new card place one card from your hand at the bottom of your deck. This may also be the newly-drawn card.



Next, decide which 3 of the 4 cards in your hand you will play. Starting with the player who holds the progress marker, take turns to play 1 card, deciding immediately how you will use it. At the end of Phase II, return your remaining card to the top of your deck (face down).

There are 4 ways you can use a card from your hand:

- 1) receive 2 coins, or
- 2) increase your military strength, or
- 3) increase your resources, or
- 4) construct a building or place a leader.

1) Receive 2 coins

Discard 1 card to immediately receive 2 coins from the supply. Put your coins in front of you and place the spent card face up on your personal discard pile.

You may look at the cards in your discard pile at any time.

2) Increase your military strength

You can increase your military strength by playing a card into the military area on the right of your civilization board. Rotate the card and place it so the red military symbol on the card lines up with the highest free red band on your civilization board.

This may activate a symbol printed on your civilization board, but that symbol only remains unlocked while a card is there.

There are 3 types of military symbol (sword, horse, and shield). At the end of each round, you can use your military strength to win a province by having the highest total number of the symbol types shown on that province card.



Example:

Rome plays a card into their military area.

The horse symbol on the card they played increases their military strength by 1 horse symbol.

Rome's card also activates the sword symbol on their civilization board because it lines up with that symbol. This increases Rome's military strength by 1 sword.

3) Increase your resources

Playing a card in the resource area at the bottom of your civilization board increases your number of available resources (wood, brick, stone, gold). Place the card below your board so the resources on the card line up with the resource streams on your civilization board, as well as with any cards you have previously played there.

When increasing your resources by playing a card with a coin symbol, you only receive that coin once from the general supply. All other resources have a **permanent** effect for as long as the card is in your resource area.



Example:

Rome plays this card into their resource area. They now have 1 wood, 1 brick, and 1 gold available. Rome immediately and only once takes the coin printed on that card from the general supply.

4) Construct a building or place a leader

If you play a card into the display above your civilization board, you can construct the building or place the leader shown on that card. **This allows you to use the effects printed on the bottom half of the card.** You can play a card into your display if you have the corresponding resources required on the card. You do not need to “spend” cards to pay a cost. If you do not have enough resources in your resource area to meet that requirement, you can pay 2 coins to the general supply for each missing resource.



Example:

Rome wants to build a brewery. In order to construct the brewery by placing it in their display, Rome must have 2 wood, 2 brick and 1 stone available. Because Rome only has 2 wood and 2 brick, and does not have 1 stone available, they must pay 2 coins for the missing stone.

Rome pays 2 coins into the general supply and then places the brewery in their display.

You can arrange your buildings and leaders however you wish. You may construct as many buildings as you wish, and place as many leaders as you wish. However, you can normally only have 1 leader in play at one time. **This means that if you wish to play another leader, you must play it on top of your previous leader.**

Optional: Move up 1 progress level in your progress area to unlock more abilities

Whenever you construct a building or place a leader, you must decide whether you wish to **remove your last-played resource card** to move up 1 progress level. If you do, flip that card face down and place it in the progress area on the **left of your civilization board** so that the cog wheel on the card lines up with the highest free green band on your civilization board. This allows you to unlock more abilities, rewards, and victory points.



Unlocked abilities

If you unlock new abilities by constructing buildings, placing leaders, using your military strength or moving up a progress level, you may use those abilities from that turn onwards.

Phase III: Receiving province cards; progress marker check; coin limit

If you have each played 3 cards from your hand (and returned your 4th card to your deck), you end the round by checking 1) **who wins the province card for that round** and 2) **who gets the progress marker for the next round**.

1) Province card

The player who best meets the conditions of the current (left-most) province card wins that card (i.e. the player with the highest number of the military symbols matching those on that province card). They place that card

near their civilization board.

In case of a tie, the player with the progress marker wins the province.

Province cards can give you victory points, and may have an immediate or later effect. If the province card you just won has an immediate effect, apply that effect right away.

Finally, as the cost for winning that province, you must discard your last-played military area card. Place it face up on your discard pile.



Example:

Rome has won a province after best meeting the conditions for that province: they currently have the most sword and horse symbols.



Rome places the province card face up in front of themselves, then checks whether that province card has an immediate effect. In this case, it does not.

Finally, Rome discards their last-played military area card onto their discard pile.

You can choose not to compete for a province card. If you are the only player competing for a province card, take the card as described above. If both players choose not to compete for the province card, or if no one has any of the required symbols, return that province card to the box.

The province cards are explained in more detail on pages 7 and 8.

2) Progress marker

The progress marker goes to the player whose civilization has moved up the most progress levels in their progress area, i.e. the player who currently has more cards on the left of their civilization board. In case of a tie, the progress marker switches players.



Example:

Rome has 3 cards in their progress area. If they have more cards there than their opponent, Rome takes or keeps the progress marker. If both players have 3, the marker switches players.

3) Coin limit: maximum of 7 coins at round end

If you have more than 7 coins at the end of the round (Egypt: more than 5), return any surplus coins to the general supply.

END OF THE GAME

The game ends **after you have played 7 rounds**, resolved the final province card, given the progress marker to the correct player, and checked whether you are within the coin limit. Return the remaining card in your hand to the box (instead of placing it on your deck). Next, count up your respective victory points, which represent your cultural advancement over the course of the game. You score victory points from:

- 1) your buildings and leaders
- 2) your civilization board
- 3) your provinces, and
- 4) the progress marker.

Note down the victory points you have scored from your played cards, province cards and civilization board, as listed on the score pad. **Holding the progress marker scores you 3 victory points.** The winner is the player with the most victory points. In case of a tie, the winner is the player who holds the progress marker.

Important: Leaders that are hidden underneath another card do not count toward your final score! (Exception: Persia and Rome can receive points for their hidden cards if they reach the relevant progress level.)



0 VP



4 VP



7 VP



3 VP



6 VP



3 VP



4 VP



5 VP



1 VP



3 VP



3 VP



4 VP

Progress marker: 3 VP



Golden Age: 3 VP
Progress level 6: 2 VP
Progress level 7: 1 VP

Persia scoring example:

- 1) Buildings and leaders = 32 VP
 - 2) Civilization board = 6 VP
 - 3) Provinces = 11 VP
 - 4) Progress marker = 3 VP
- Persia's total:**
52 victory points

OPTIONAL

Play two games in a row. Note down your respective points for your first game and then swap civilizations. Use the same provinces as for your first game.

After you have both played the same 2 civilizations, the winner is the player with the most overall points from both games.

PROVINCE CARDS

PROVINCES (1-15):

At the end of each round, you can compete to win the leftmost province in the row. Each province card has 1-3 military symbols on its left side (sword, horse, or shield).

The player with the most symbols of those types in their military area, display and on their civilization board wins that province card. They place it near their civilization board. You do not need to have all the symbols shown on the province card.

When you win a province, you must pay for it by discarding your **last-played military area card** face up onto your personal discard pile.

Each province card has 1 of 3 province icons printed on the right-hand side, which may score you victory points from cards you have played and/or your civilization board. You may also gain immediate and/or later effects from your province cards (resources, coins, victory points, and abilities).

In case of a tie, the player who holds the progress marker wins the province.



(1) GAUL

You win this province if you have the most swords and horses at the end of the round.

Permanent effect: You have 1 wood available whenever you need it.



(2) INDUS

You win this province if you have the most swords and shields at the end of the round.

Permanent effect: You have 1 brick available whenever you need it.



(3) CAUCASUS

You win this province if you have the most military symbols at the end of the round.

Permanent effect: You have 1 stone available whenever you need it.

Game end: Score 1 victory point.



(4) BRITANNIA

You win this province if you have the most swords and shields at the end of the round.

Once only: Immediately receive 4 coins.

Game end: Score 1 victory point.



(5) ARMENIA

You win this province if you have the most military symbols at the end of the round.

Once only: Immediately receive 2 coins.

Game end: Score 2 victory points.



(6) GERMANIA

You win this province if you have the most swords and horses at the end of the round.

Once only: Immediately receive 3 coins.

Game end: Score 2 victory points.



(7) MAGHREB

You win this province if you have the most swords at the end of the round.

Once only: Immediately place a card from your discard pile into your progress area.

OR: Immediately place your last-played military area card in your progress area, instead of discarding it.

Game end: Score 2 victory points.



(8) AKSUM

You win the province if you have the most horses at the end of the round.

Permanent effect: You have 1 gold available whenever you need it.

Game end: Score 1 victory point.



(9) MAURETANIA

You win the province if you have the most horses and shields at the end of the round.

Permanent effect: Turn this card to swap 1 card from your hand for free.

Game end: Score 3 victory points.



(10) SCYTHIA

You win the province if you have the most horses and shields at the end of the round.

Once only: When you win this province, you do NOT need to discard your last-played military area card.

Game end: Score 3 victory points.



(11) CARTHAGE

You win this province if you have the most swords at the end of the round.

Once only: Immediately receive 1 coin.

Game end: Score 4 victory points.



(12) ANDALUSIA

You win the province if you have the most horses and shields at the end of the round.

Game end: Score 1 victory point for each pair of 1 progress area card and 1 military area card around your board.



(13) ANATOLIA

You win this province if you have the most swords and horses at the end of the round.

Game end: Score 2 victory points, plus 3 additional victory points if you have flipped your civilization board to its Golden Age side.



(14) LIBYA

You win the province if you have the most shields at the end of the round.

Game end: Score 1 victory point for each coin in front of you. (If Egypt is in play, include any coins on the Nile that belong to you.)



(15) BABYLONIA

You win the province if you have the most shields at the end of the round.

Game end: Score 4 victory points, plus 2 additional victory points if you hold the progress marker.

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Warning! Not for children under 3 years.
Small parts. Choking hazard. **Attention !** Ne convient pas aux enfants de moins de 3 ans.
Petits éléments. Danger de suffocation. **Avvertenze!** Non adatto a bambini di età inferiore a 3 anni. Piccole parti. Rischio di soffocamento.

*Get answers to your
questions about the game
and its rules here:*



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