

VLAADA CHVATIL'S THROUGH the AGES

A STORY OF CIVILIZATION

INTRODUCTION

Each player develops a civilization from Antiquity to Modern Times, striving to leave a lasting impression on history. Your civilization scores *Culture Points* for its influence on world affairs through literature, drama, religion, wondrous constructions, great leaders, and even international treaties. Not all influence is positive: You can spread your culture with spear and sword, or make history with a fateful assassination. It is up to you to decide if your civilization will make its mark by encouraging the arts, by launching a crusade, or by building fast food franchises.

ABOUT THIS RULEBOOK

THREE WAYS TO PLAY

You do not have to read this entire rulebook before you play your first game of *Through the Ages*. This book contains rules for the *Simple*, *Advanced*, and *Full* versions of the game.

You should start with the *Simple Game*, which introduces the basic game mechanics. In addition to being a shorter game, it is less confrontational, giving new players a chance to learn how to build civilizations without the threat of an aggressive rival destroying what they have built. Experienced players may want to return to the *Simple Game* when introducing a new player to *Through the Ages*.

The *Advanced Game* includes game mechanics which make the game more interactive. You will be able to play it once you understand the concepts in the *Simple Game*. It gives experienced players a shorter alternative to the *Full Game*.

The *Full Game* is the longest and most complex version. This is the version that allows you to develop your civilization from the Bronze Age through the ages to Modern Times. Be warned: even the *Simple Game* can take several hours, when played for the first time. You should not try the *Full Game* until you know how long it takes you to play the *Advanced Game*.

NOTES ON THE TEXT

The rules and game mechanics are presented in the order in which you will encounter them during play. Thus it is possible to play your first game while reading this rulebook. In addition, each player has an *Overview Card* providing a brief summary of key points of the game.

When you need to look something up, key points and examples are highlighted.

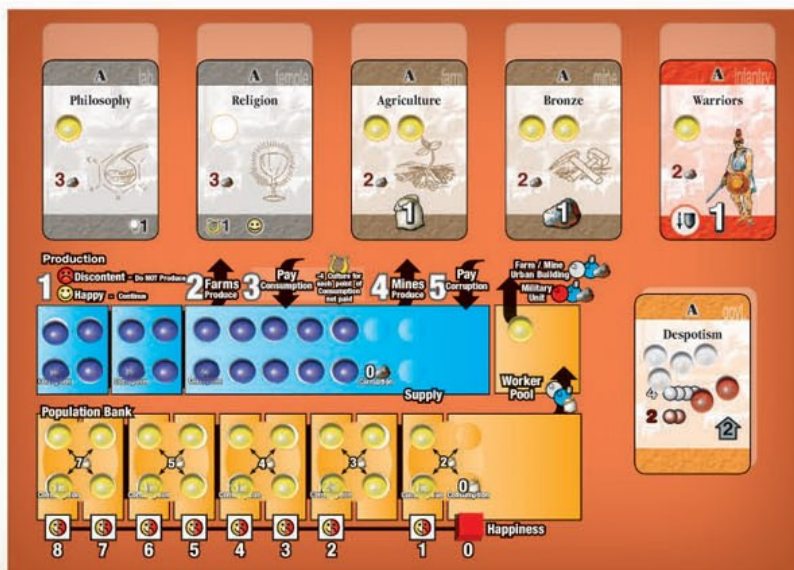
KEY POINT: THE KEY POINTS OF THE GAME ARE EXPLAINED IN BOXES LIKE THIS ONE.

Example: Examples of how the rules work are written like this.

Tip: Although part of the fun of a new game lies in exploring the strategy, the tips written in boxes like this will help you to discover your own strategy more quickly and help new players avoid costly mistakes.

INITIAL SET UP

This shows the initial set up for a civilization. As the picture applies to all three versions of the game, it is on the first page for ease of reference.



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SIMPLE GAME

This version of **Through the Ages** is designed to teach you the basic game mechanics. You can begin playing the game as one player reads the rules in this section. All players can follow along by looking at their *Overview Cards* (side named *Simple Game*). If something is unclear, refer to the *Grand Example* at the end of the *Simple Game* section on page 10.

SET UP

GAME COMPONENTS

- 1 Game Board
- 1 Rulebook
- 275 Wooden Counters (120 yellow, 90 blue, 35 white, 30 red)
- 40 Player Cubes (10 of each player color)
- 4 Player Mats
- 4 Reference Cards
- 341 Cards (185 Civil, 155 Military, 1 start player)

THE PLAYING FIELD

Through the Ages is a card game. Rather than conquering territory on a map, players develop their civilizations by laying cards on the table in front of them. The center of the table is reserved for the game board: The *Card Row* is the long strip from which players will select their cards. The *Score Board* keeps track of points and provides a place to put the various decks of cards.

CARDS

There are two types of cards: *Civil Cards* (with light-colored backs) and *Military Cards* (with dark-colored backs). The cards are classified according to the *Age* in which they appear:

- A — ANTIQUITY (500 B.C. TO 1000 A.D.)
- I — MIDDLE AGES (1000 A.D. TO 1500 A.D.)
- II — AGE OF EXPLORATION (1500 A.D. TO 1900 A.D.)
- III — MODERN AGE (1900 A.D. TO THE PRESENT)

Cards should be divided into eight decks — a *Civil Deck* and a *Military Deck* for each *Age*.

In addition, there are 4 *Civilization Cards* (or player mat) with 6 *Initial Technology* cards on them. Each player should take a player mat corresponding to his or her color.

CARDS USED IN THE SIMPLE GAME

For the *Simple Game*, set aside the *Civil Cards* from *Ages II and III* and the *Military Cards* from *Ages I, II, and III*. These cards are not used in this version of the game.

The **Development of Politics** card from *Military Deck A* should also be set aside. Shuffle the remaining 9 *Military Cards* and set them face down on the *Score Board* in the place named *CURRENT EVENTS*.

Shuffle *Civil Deck A*. (Be careful not to get cards from other *Ages* mixed in.) Deal 13 of these cards onto the *Card Row* so that 5 are in the first (lightest color) section and 4 are in each of the other two sections. Place the rest of this deck next to the *Card Row*.

Each *Civil Deck* from the other *Ages* (*Ages I, II, and III*) has 5 cards marked 3+ (for 3 or 4 players) and 5 marked 4+ (for 4 players).

- IF THERE ARE ONLY 2 PLAYERS, SET ASIDE THE CARDS MARKED 3+ OR 4+.
- IF THERE ARE ONLY 3 PLAYERS, SET ASIDE THE CARDS MARKED 4+.
- IF THERE ARE 4 PLAYERS, DO NOT WORRY ABOUT SETTING THESE CARDS ASIDE.

Of course, for the *Simple Game*, *Civil Decks II and III* have already been set aside, so you only need to concern yourself with *Civil Deck I*. Shuffle *Civil Deck I* and place it on the light square of the *Score Board*. Finally, choose the player who gets the **Starting Player** card.

CIVILIZATIONS

Each player chooses a color and takes the corresponding *Civilization Card* and *Score Markers* (colored blocks). Each player also takes 25 yellow tokens, 18 blue tokens, 4 white tokens, and 2 red tokens. Each player also gets an *Overview Card*.

The *Civilization Card* and tokens are placed in front of the player as shown in the *Initial Set Up* on the first page of these rules.

YELLOW TOKENS

POPULATION IS REPRESENTED BY THE YELLOW WORKER TOKENS. EACH PLAYER HAS A PERSONAL SUPPLY OF YELLOW TOKENS.

Of your 25 *Worker* tokens, place 18 in your *Yellow Bank*, the yellow strip on your *Civilization Card*. The remaining 7 form the initial population of your civilization. Of these, 6 are placed on the cards as shown in the picture of the *Initial Set Up*. They will work and produce something. The remaining *Worker* is placed in the orange rectangle, which designates your *Unused Workers Pool*. *Unused Workers* do not produce anything, but they can be put to work during the course of the game.

When your civilization's population increases, take one *Worker* from your own *Yellow Bank* and place it on the *Unused Workers* rectangle. The new *Worker* is ready to be assigned a job. If your civilization's population decreases, take one *Worker* from one of your cards or from your *Unused Workers Pool* and return it to your *Yellow Bank*.



These 25 tokens are the maximum population of your civilization. Tokens in your *Yellow Bank* are arranged from left to right, so it is easy to see how many you have left.

You can think of the tokens in your *Yellow Bank* as representing territory your civilization could expand into. When your population increases, you gain a *Worker*, but the increase in population means that less territory remains for expansion.

The *Yellow Bank* is divided into five separate regions. As long as there is at least 1 yellow token left in the right-most region, the territory is only sparsely populated. The 0 symbol means that the people do not need any *Food*. (They can hunt or grow it for themselves.) The 2 with the arrows pointing to the tokens mean that increasing the population costs 2 *Food*.

After you take the final yellow token from the right-most region of your *Yellow Bank*, your territory is more densely populated. Now the 1 symbol applies, meaning that it requires 1 *Food* to feed your population every turn. Population increases now cost 3 *Food*.

The applicable consumption symbol is the one in the left-most empty area of your population bank. The cost to increase population is centered inside the area from which the token is generated. If you have no yellow tokens left in your *Yellow Bank*, your civilization consumes 6 *Food* every turn and can not increase its population.

BLUE TOKENS

EACH PLAYER HAS HIS OR HER OWN SET OF BLUE TOKENS. A BLUE TOKEN CAN REPRESENT EITHER FOOD OR RESOURCES, DEPENDING ON THE CARD THAT PRODUCED IT.

The blue strip on your *Civilization Card* is your *Blue Bank* where you keep the blue tokens that are currently not available to your civilization. At the beginning of the game, all your blue tokens are in your *Blue Bank*.



BLUE TOKENS CAN REPRESENT EITHER FOOD OR RESOURCES.

A blue token represents *Food* when it is sitting on a *Farm* card and *Resources* when it is sitting on a *Mine* card. When *Food* is consumed or *Resources* are used, some of your blue tokens are returned to your civilization's *Blue Bank*.

Your civilization's ability to stockpile *Food* and *Resources* is limited. Once you take the last blue token from your *Blue Bank*, your civilization can not produce any more *Food* or *Resources*. You can not produce more *Food* or *Resources* unless you have at least one blue token in your *Blue Bank*.

You can think of the blue tokens in your *Blue Bank* as representing how much storage space is left to store your civilization's *Food* and *Resources*. In the *Advanced Game*, stockpiling *Food* and *Resources* – i.e., having few tokens left in your *Blue Bank* – encourages *Corruption*. In the *Simple Game*, just ignore the divisions and numbers of the *Blue Bank*.

INITIAL TECHNOLOGIES

THE SIX CARDS ON YOUR CIVILIZATION CARD ARE YOUR INITIAL *TECHNOLOGIES*. THEY REPRESENT WHAT YOUR CIVILIZATION KNOWS AND WHAT IT CAN BUILD.

The two brown cards are *Production Technologies*. **Bronze Working** is a *Mining Technology*, which allows you to build *Mines*. **Agriculture** is a *Farming Technology*, which allows you to build *Farms*. The two gray cards are *Urban Building Technologies*. **Religion** allows you to build *Temples* and **Philosophy** allows you to build *Labs*. The red card is a *Military Technology*. **Warriors** allow you to build *Infantry Units*.

HAVING THE *TECHNOLOGY* TO BUILD SOMETHING IS NOT THE SAME AS HAVING THAT THING. THE NUMBER YOU HAVE IS DETERMINED BY THE NUMBER OF *WORKER* TOKENS ON THE CARD.

At the beginning of the game, you have 2 *Mines*, 2 *Farms*, 1 *Lab*, and 1 *Infantry Unit*. This is represented by the 6 yellow *Worker* tokens on the 4 cards. Your civilization has the potential to build a *Temple* but does not have one yet as there is no *Worker* token on your **Religion** card.

GOVERNMENT

THE ORANGE CARD REPRESENTS THE CIVILIZATION'S SYSTEM OF *GOVERNMENT*. IT SPECIFIES THE NUMBER OF *CIVIL* AND *MILITARY ACTIONS* AVAILABLE EACH TURN.

Every civilization begins with the *Government Despotism*. The 4 white symbols and 2 red symbols indicate that you can perform up to 4 *Civil Actions* and 2 *Military Actions* on your turn. To help keep track of *Actions*, you place 4 white tokens and 2 red tokens on the card. When you perform an action, remove the corresponding token. All the tokens are returned to the *Government* card at the beginning of your next turn.

The symbol specifies the *Urban Building Limit* of that particular form of *Government*. For **Despotism**, the number 2 means that you can build at most 2 *Temples* and 2 *Labs*. The number of *Farms*, *Mines*, and *Military Units* is unlimited. More civilized forms of *Government* have a higher *Urban Building Limit* (simulating their ability to manage a greater number of large cities).

CULTURE POINTS AND SCIENCE POINTS

The *Score Board* has two point counters on it. Your *Culture Point* and *Science Point* totals are represented by the position of your marker blocks on the counters.

The larger counter is for keeping track of *Culture Points*. When the game ends, the player with the most *Culture Points* is the winner.

THE *CULTURE POINTS* COUNTER CAN RECORD A MAXIMUM OF 190 POINTS. IF YOU GET MORE THAN 190, JUST MAKE A NOTE OF IT AND START COUNTING AGAIN FROM THE BEGINNING. THERE IS NO LIMIT TO THE NUMBER OF *CULTURE POINTS* YOU CAN HAVE.

The smaller counter is for keeping track of *Science Points*. *Science Points* are spent on new *Technologies*, so your *Science Point* total will go up and down.

YOU CAN NOT ACCUMULATE MORE THAN 40 *SCIENCE POINTS*. IF YOU GAIN MORE *SCIENCE POINTS* THAN CAN BE SHOWN ON THE COUNTER, YOU LEAVE YOUR *SCIENCE* MARKER IN THE LAST SQUARE ON THE RIGHT END OF THE POINT COUNTER.

At the beginning of the game, no one has any *Culture* or *Science Points*. Everyone's marker starts at zero.

CULTURE, SCIENCE, AND STRENGTH

THREE INDICATORS HELP TO KEEP TRACK OF THE CURRENT STATE OF THE CIVILIZATION'S *CULTURE*, *SCIENCE*, AND *MILITARY STRENGTH*.

Every civilization produces a certain amount of *Culture* and *Science* every turn. Symbols at the bottom of your cards indicate what they can produce.

At the beginning of the game, you produce no *Culture*. **Religion** allows you to build *Temples* which produce 1 *Culture Point* each. This is depicted on the bottom of the card: 1. If you had 2 *Workers* on this card, your civilization would make 2 *Culture Points* every turn. When you have no *Workers* on it, it produces nothing, so your block begins at zero on the *Culture* indicator.

The **Philosophy** card allows you to build *Labs* which produce 1 *Science Point* each. This is represented at the bottom of the card: 1. Because you begin with 1 *Worker* on this card, you already have 1 *Lab*. Your marker block should be on square 1 of the *Science* indicator to show that your civilization is producing 1 *Science Point* every turn. (Because you have not yet had a turn, your *Science Point* score counter is still at 0.)

The **Warriors** card allows you to build *Infantry Units* with a *Strength* of 1. This is represented by the white number at the bottom of the card. Because you begin with 1 *Worker* on this card, you already have 1 *Warrior Unit*; thus, the *Strength* of your civilization is 1, and your marker block begins on square 1 of the *Strength* indicator.

While *Culture Points* and *Science Points* are accumulated throughout the game, the *Culture*, *Science*, and *Strength* indicators just reflect the current state of your civilization. Their purpose is to save you time by eliminating the need to re-count these values every turn.

A CIVILIZATION'S *CULTURE*, *SCIENCE*, AND *STRENGTH* RATINGS ARE LIMITED BY THE MAXIMUM VALUES ALLOWED BY THE INDICATORS.

Because the *Culture* indicator only goes up to 30, you can only gain 30 *Culture Points* per turn. Because the *Science* indicator only goes up to 30, you can only gain 30 *Science Points* per turn. Because the *Strength* indicator only goes up to 60, your civilization can not have *Strength* greater than 60. If any of these values exceeds the maximum value of its indicator, your marker remains on the last square.

HAPPY FACES

The **Religion** card has a *Happy Face* indicating that *Temples*, in addition to producing *Culture*, make the population happier.

YOUR *HAPPINESS* INDICATOR IS ON YOUR *CIVILIZATION CARD*. USE ONE OF YOUR MARKER BLOCKS TO INDICATE YOUR CIVILIZATION'S *HAPPINESS*.



Your civilization's *Happiness* begins at 0. (Although you have the **Religion Technology**, you do not have any *Temples* yet.) When you build a *Temple* it moves to 1. A second *Temple* will move it to 2.

Other cards also have *Happy Faces*, sometimes several. A few cards have an *Unhappy Face* that cancels out 1 *Happy Face*. Your civilization always has *Happiness* at least 0 and never has more *Happiness* than 8.

In the *Advanced* and *Full Game*, it is important to keep your civilization happy. In the *Simple Game*, your civilization's *Happiness* gives you a few bonus *Culture Points* at the end of the game.

EXTRA CARDS AND TOKENS

Put the extra cards and tokens in the game box so they do not get mixed up with those being used in the game. Players may occasionally gain (or lose) extra tokens, but mostly each plays with his or her own personal supply.

Tip: Keep the extra tokens out of reach. This prevents people from accidentally taking extra tokens from the box or returning their tokens to the box instead of to their personal supply.

PLAYING THE GAME

Players take turns beginning with the **Starting Player** (the one holding the **Starting Player** card) and proceeding to the left. Every player will get the same number of turns – so the player on the **Starting Player's** right will get the last turn of the game.

The game begins in Antiquity, which serves as a preparatory round for the rest of the game. In the first round, players just choose a few cards to shape the way their civilizations will grow and keep track of that turn's production.

The game begins to pick up speed in the second round when players can use all their allotted *Civil* and *Military Actions*. Before each player's turn, a few new *Civil Cards* appear in the *Card Row*. The appearance of cards from *Age I* harbings the beginning of the Middle Ages.




From the third round on, *CURRENT EVENTS* cards are revealed. These can affect the fortunes of all civilizations.

When the last *Civil Card* is placed in the *Card Row*, the game is almost over. Those who have not yet played in that round take their turns, and the game ends when the player to the right of the **Starting Player** finishes his or her turn. Players score any end-of-game bonus points that may be applicable, and the player with the most *Culture Points* is the winner.

FIRST ROUND

In the first round, players can not build anything. They can only use their actions to take *Civil Cards*.

THE CARD ROW

The *Card Row* begins with 13 *Civil Cards* from Antiquity (labeled "A"). The first 5 are in the region marked , 4 are in the region marked , and the remaining 4 are in the region marked .

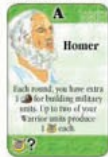
TAKING A CARD FROM THE FIRST REGION USES UP 1 CIVIL ACTION. TAKING A CARD FROM THE MIDDLE REGION USES UP 2 CIVIL ACTIONS. TAKING A CARD FROM THE THIRD REGION USES UP 3 CIVIL ACTIONS.

For most of the game, the number of *Civil Actions* you can take is determined by your system of *Government*. (**Despotism** lets you take 4.) In the first round, however, the following rule applies:

IN THE FIRST ROUND, THE **STARTING PLAYER** CAN ONLY USE 1 CIVIL ACTION. THE SECOND PLAYER CAN ONLY USE 2, THE THIRD PLAYER CAN ONLY USE 3, AND THE FOURTH PLAYER MAY USE ALL 4.

Thus, in the first round, the **Starting Player** can only take one of the 5 cards in the first region of the *Card Row*. The second player can take 2 cards from that region, or 1 card from the middle region. The third player can take 3 from the first region, 1 from the first region and 1 from the middle region, or 1 from the third region. Players do not have to use all their actions if they do not want to. There are 3 types of cards in Antiquity – *Leaders* (green), *Action Cards* (yellow), and *Wonders* (purple).

LEADERS (GREEN CIVIL CARDS)



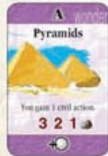
You can choose a historic personality to be the *Leader* of your civilization. This person's leadership can give your civilization special abilities and benefits.

When you take a *Leader* card, you keep it in your hand. *Leaders* can be put into play (except during the first round) for 1 *Civil Action*. A *Leader* card's effects apply as soon as it is put into play.

YOU CAN ONLY TAKE 1 LEADER CARD FROM EACH AGE.

So, if you take one *Leader* card from *Age A*, you can never take any more *Leader* cards from Antiquity, regardless of whether or not you actually put your *Leader* card into play. This does not prevent you from taking a *Leader* card from *Age I*.

WONDERS (PURPLE CIVIL CARDS)



Wonders are the most extravagant constructions in the game. They provide significant benefits, but they take time and *Resources* to build.

Wonders are the only cards that you put directly into play. You never keep a *Wonder* in your hand. If you take a *Wonder*, place it next to your *Government* card. The *Wonder* is now said to be "under construction"

YOU ARE ONLY ALLOWED TO HAVE 1 WONDER "UNDER CONSTRUCTION" AT A TIME. YOU CAN NOT TAKE A NEW WONDER CARD IF YOU ALREADY HAVE A WONDER "UNDER CONSTRUCTION".

When you complete the *Wonder*, place it above your *Government* card to indicate that it has been built. The *Wonder's* effects begin to apply and you are now allowed to take a new *Wonder* card – if you can afford it.

THE COST TO TAKE A WONDER CARD IS INCREASED BY 1 CIVIL ACTION FOR EVERY WONDER YOU ALREADY HAVE BUILT.

Example: **Karl** has already built 2 *Wonders*. He wants to take a *Wonder* card from the middle region of the *Card Row*. Beginning construction on that *Wonder* will use up 4 *Civil Actions* (2 to take a card from the middle region and 2 more because he already has 2 *Wonders* built).

Tip: Before you take a *Wonder* card, make sure you can build it and make sure you want it. There is no easy way to get rid of a *Wonder* "under construction", and it can keep you from obtaining a *Wonder* you need more.

ACTION CARDS (YELLOW CIVIL CARDS)



Unlike most other cards in the game, *Action Cards* have an immediate, one-time effect. It costs 1 *Civil Action* to play an *Action Card*, so you may only play one during your own turn. When you play an *Action Card*, do what is written on the card and then discard it.

YOU CAN NOT TAKE AN ACTION CARD AND PLAY IT DURING THE SAME TURN. ANY ACTION CARDS YOU TAKE CAN NOT BE USED BEFORE YOUR NEXT TURN.

EXAMPLE OF TAKING CARDS IN THE FIRST ROUND

Three players are choosing from among the following cards:



Adam is the **Starting Player**, so he has only 1 *Civil Action*. He takes the *Leader Moses* into his hand.

Barbara has 2 *Civil Actions*. She takes the *Colossus* and places it next to her *Despotism* card to show that it is "under construction". She decides to use her second *Civil Action* to take the *Engineering Genius* card to help build her *Wonder* more quickly. Until the *Colossus* is built, she can not take another *Wonder* card.

Cynthia has 3 *Civil Actions*. She would like to spend 2 *Civil Actions* to take *Hammurabi*, but that would leave her with 1 *Civil Action* that she could not use. The only cards left in the first region of the *Card Row* are *Leaders*, and if she takes *Hammurabi* she can not take a second *Leader* from *Age A*. She decides to take *Aristotle* for 1 *Civil Action* and the *Library of Alexandria* for 2 *Civil Actions*. *Aristotle* goes into her hand, and the *Library of Alexandria* is placed next to her *Despotism* card to show it is "under construction".

PRODUCTION AND MAINTENANCE

Production and maintenance happen automatically at the end of each player's turn.

PRODUCTION OF SCIENCE AND CULTURE

ADVANCE YOUR MARKERS ON THE **CULTURE POINTS** AND **SCIENCE POINTS** COUNTERS. THE AMOUNT BY WHICH TO ADVANCE SHOULD BE SHOWN ON YOUR **CULTURE** AND **SCIENCE** INDICATORS.

In the first round, players are not allowed to take actions that would alter the amount of *Culture* or *Science* produced by their civilizations, so at the end of your turn, you will score 1 *Science Point* but no *Culture Points*.

FOOD PRODUCTION AND CONSUMPTION

Every *Farm* produces *Food*.

YOU HAVE ONE *FARM* FOR EVERY *WORKER* ON A *FARMING TECHNOLOGY* CARD. FOR EACH *FARM*, PLACE 1 BLUE *RESOURCE* TOKEN ON THE CARD. THIS TOKEN REPRESENTS THE AMOUNT OF *FOOD* SHOWN ON THE BOTTOM OF THE CARD.



In the first round you have 2 *Workers* on the **Agriculture** card. Take 2 blue tokens from your *Blue Bank* and place them on your **Agriculture** card. *Farms* using this *Technology* produce 1 *Food* each (because of the **1** symbol), so these 2 tokens represent 2 *Food*.

Later in the game, you might get a new *Farming Technology* card that allows you to build more efficient *Farms*. The **Irrigation** card allows you to build *Farms* that produce 2 *Food*. When these *Farms* produce *Food*, you still only put 1 blue token on the card for each *Farm* (i.e., each yellow token makes one blue token). Because of the **2** symbol, each blue token on an **Irrigation** card represents 2 *Food*.

AFTER *FOOD* IS PRODUCED, YOUR CIVILIZATION CONSUMES THE AMOUNT OF *FOOD* INDICATED BY YOUR *YELLOW BANK*. THE AMOUNT CONSUMED IS DETERMINED BY THE CONSUMPTION NUMBER NEXT TO THE **0** ICON IN THE LEFT-MOST EMPTY REGION OF YOUR *YELLOW BANK*.



In the first round, you do not pay anything because you still have yellow tokens in the first region of your *Yellow Bank*. The **0** symbol on the right of the region indicates that you pay nothing. Later, after two *Workers* have been added to your population, the first region of your *Yellow Bank* will be empty and you will have to pay 1 *Food* every turn because the second region has the symbol **1**. You will pay 1 *Food* by moving a blue token from your **Agriculture** card to your *Blue Bank*.

indicates that you pay nothing. Later, after two *Workers* have been added to your population, the first region of your *Yellow Bank* will be empty and you will have to pay 1 *Food* every turn because the second region has the symbol **1**. You will pay 1 *Food* by moving a blue token from your **Agriculture** card to your *Blue Bank*.

RESOURCE PRODUCTION

YOU HAVE ONE *MINE* FOR EVERY *WORKER* ON A *Mining Technology* CARD. FOR EACH *MINE*, PLACE 1 BLUE *RESOURCE* TOKEN ON THE CARD. THIS TOKEN REPRESENTS THE AMOUNT OF *RESOURCES* SHOWN ON THE BOTTOM OF THE CARD.



Mine production works like *Farm* production. In the first round, you take 2 blue tokens from your *Blue Bank* and place them on your **Bronze** card. (The numbers on your *Blue Bank* represent *Corruption*. They do not apply to the *Simple Game*, so just ignore them.)

Resources represent various raw materials, not just metals. The **Bronze Technology** is a symbol of how advanced your industry is.

THE SECOND ROUND

THE TURN

EACH PLAYER GETS ONE TURN. ON YOUR TURN YOU DO THE FOLLOWING THINGS IN THIS ORDER:

1. ADD CARDS TO THE *CARD ROW*.
2. PLAY YOUR *CIVIL* AND *MILITARY ACTIONS*.
3. PERFORM PRODUCTION AND MAINTENANCE.

THE CARD ROW

Except during the first round, each player begins his or her turn by adding new *Civil Cards* to the *Card Row*. This is done in three steps:

1) REMOVE CARDS AT THE FRONT OF THE *CARD ROW*:

- In a 2-PLAYER GAME, REMOVE CARDS FROM THE FIRST 3 POSITIONS
 - In a 3-PLAYER GAME, REMOVE CARDS FROM THE FIRST 2 POSITIONS.
 - In a 4-PLAYER GAME, REMOVE THE CARD IN THE FIRST POSITION.
- IF A POSITION IS EMPTY (BECAUSE THE PREVIOUS PLAYER TOOK A CARD FROM THERE) THEN DO NOT TAKE A CARD FROM ANOTHER POSITION. IF THERE ARE NO CARDS IN THE FIRST POSITIONS THEN NO CARDS ARE REMOVED.

Cards removed this way do not come back into the game. Put these cards in the box so that they do not return to the game.

Example: In the previous example, the first card in the *Card Row* was taken, but the second was not. Because it is a 3-player game, cards must be removed from the first two positions. **Adam** is the **Starting Player**, so he begins the second round. He starts his turn by removing the **Homer** card from the second position and placing it in the box.

2) ALL CARDS MOVE TO THE LEFT, LEAVING NO OPEN POSITIONS BETWEEN THEM.

Thus cards move from more expensive positions to less expensive positions. The *Card Row* now has several empty positions, all of them on the right.

3) DEAL ONE CARD FROM THE *CIVIL DECK* TO EACH EMPTY POSITION.

On the **Starting Player's** turn in the second round, all these cards will come from *Civil Deck A*. Everyone else, however, will deal their cards from *Civil Deck I*. Place the remaining *Civil Deck A* cards in the box and start using *Civil Deck I* on the light square on the *Score Board*. This marks the beginning of Age I, the Middle Ages.

IN ROUND TWO, THE **STARTING PLAYER** ADDS CARDS TO THE *CARD ROW* FROM *CIVIL DECK A*. AFTER THIS, CARDS ARE ALWAYS ADDED FROM *CIVIL DECK I*.

USING CIVIL AND MILITARY ACTIONS

You are limited to the number of *Actions* allowed by your civilization's system of *Government*. Under **Despotism** you can perform 4 *Civil Actions* and 2 *Military Actions*. The 4 white tokens and 2 red tokens are used to keep track of these *Actions*. When you use an *Action*, take the corresponding token off your *Government* card (white for *Civil Actions*, red for *Military Actions*).

You may perform your *Actions* in any order, possibly alternating between *Civil* and *Military Actions* if you wish. Unless otherwise specified, you may perform the same *Action* as many times as you can pay for it. You do not have to use all your *Actions*, but you can not use more *Actions* than your system of *Government* allows.

POTENTIAL *CIVIL ACTIONS*:

- INCREASE POPULATION
- BUILD A *MINE* OR A *FARM*
- BUILD AN *URBAN BUILDING*
- UPGRADE A *MINE*, *FARM*, OR *BUILDING**
- DESTROY A *MINE*, *FARM*, OR *BUILDING*
- CONSTRUCT ONE STAGE OF A *WONDER*
- PUT A *LEADER* INTO PLAY
- DISCOVER A NEW *TECHNOLOGY* AND PUT IT INTO PLAY*
- PLAY AN *ACTION CARD*
- TAKE A *CIVIL CARD* FROM THE *CARD ROW*

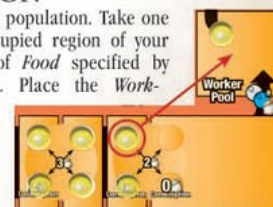
POTENTIAL *MILITARY ACTIONS*:

- BUILD A *MILITARY UNIT*
- UPGRADE A *UNIT**
- DISBAND A *UNIT*

Actions marked with asterisk (*) are described later because it is unlikely that you will have the ability to perform them in the second round.

INCREASE POPULATION

It costs 1 *Civil Action* to increase your population. Take one yellow token from the right-most occupied region of your *Yellow Bank* and pay the amount of *Food* specified by the number pointing to the token. Place the *Worker* token in the *Unused Workers Pool* (the orange rectangle on your *Civilization Card*).



At first, increasing your population only costs 2 *Food*. At the end of your first turn, your civilization produced 2 *Food*, so you are able to increase your population in round two. (The 2 *Food* are represented by the 2 blue tokens sitting on the **Agriculture** card. The card says that each of these tokens is worth 1 *Food*.)

TO INCREASE YOUR POPULATION:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A SPECIFIED AMOUNT OF *FOOD* (MOVE BLUE TOKENS FROM A *FARMING TECHNOLOGY* CARD TO YOUR *BLUE BANK*).
- YOU INCREASE YOUR POPULATION (MOVE ONE YELLOW TOKEN FROM YOUR *YELLOW BANK* TO YOUR *UNUSED WORKERS POOL*).

BUILD A MINE OR FARM

It costs 1 *Civil Action* to build a *Mine* or *Farm*. In addition, you must pay the amount of *Resources* specified on the *Technology* card (the red number on the left). Move one *Worker* from the *Unused Workers Pool* to the *Technology* card. That yellow token now represents a *Mine* or a *Farm*, depending on whether it is a *Mining Technology* or a *Farming Technology*. If you do not have enough *Resources* or if you do not have an *Unused Worker*, then you can not build. At the end of your turn in round one, your civilization produced 2 *Resources*. (On your **Bronze** card are two blue tokens. The card indicates that each is worth 1 *Resource*.) This is enough to build one *Farm* on the **Agriculture** card or one *Mine* on the **Bronze** card.

TO BUILD A FARM OR A MINE:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A SPECIFIED AMOUNT OF *RESOURCES* (MOVE BLUE TOKENS FROM A *MINING TECHNOLOGY* CARD TO YOUR *BLUE BANK*).
- YOU BUILD THE *FARM* OR *MINE* (MOVE ONE YELLOW TOKEN FROM YOUR *UNUSED WORKERS POOL* TO THE *FARMING* OR *MINING TECHNOLOGY* CARD).

Your new *Farm* or *Mine* will be producing during the production and maintenance phase of your turn.

BUILD AN URBAN BUILDING

You will probably not be able to build an *Urban Building* in the second round because those available to you cost 3 *Resources*, but it is possible if you have the right *Action Card*. *Urban Buildings* are built the same way *Farms* and *Mines* are. However, they are limited by the system of *Government*. (Your *Urban Building Limit* is the number in the lower right corner of your *Government* card.)

YOU CAN NOT HAVE MORE *URBAN BUILDINGS* OF THE SAME TYPE THAN THE *URBAN BUILDING LIMIT* SHOWN ON YOUR *GOVERNMENT* CARD.

Under **Despotism**, you can have a maximum of two *Labs* and two *Temples*.

TO BUILD AN URBAN BUILDING:

- YOU CHECK TO MAKE SURE YOU ARE NOT ALREADY AT THE LIMIT ALLOWED BY YOUR TYPE OF *GOVERNMENT*.
- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A SPECIFIED AMOUNT OF *RESOURCES* (MOVE BLUE TOKENS FROM A *MINING TECHNOLOGY* CARD TO YOUR *BLUE BANK*).
- YOU BUILD THE *URBAN BUILDING* (MOVE ONE YELLOW TOKEN FROM YOUR *UNUSED WORKERS POOL* TO THE *URBAN TECHNOLOGY* CARD).
- YOU ADJUST YOUR INDICATORS.

Your new *Urban Building* increases your civilization's production of *Science*, *Culture*, and/or *Happy Faces*. Adjust your markers on the indicators to show this. If you build a *Lab*, your *Science* indicator marker should be moved forward 1 square (but not your *Science Points* marker – the *Lab* will not produce *Science* until the production phase of your turn). If you build a *Temple*, move your *Culture* indicator marker and your *Happy Face* indicator marker ahead one square (but not your *Culture Points* marker).

DESTROY A BUILDING, FARM OR MINE

You can remove a *Worker* token from a *Building*, *Farming*, or *Mining Technology* card by spending 1 *Civil Action*. This destroys the improvement. It no longer produces, and you should adjust your indicators accordingly. The *Worker* is returned to your *Unused Workers Pool*. You do not put the token back in your *Yellow Bank*. No *Resources* are refunded when you destroy an improvement. All you get is an *Unused Worker*.

TO DESTROY AN IMPROVEMENT:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU DESTROY THE IMPROVEMENT (MOVE 1 YELLOW TOKEN OFF THE *TECHNOLOGY* CARD AND PLACE IT IN YOUR *UNUSED WORKERS POOL*).
- YOU ADJUST YOUR INDICATORS (IF YOU DESTROYED AN *URBAN BUILDING*).

BUILD A MILITARY UNIT

You can conscript a *Military Unit* the same way you build an improvement. The only difference is that conscription requires 1 *Military Action*. The cost in *Resources* is given by the red number on the *Military Technology* card. You may have as many *Units* of each type as you want. Once you build a *Unit*, adjust your *Strength* indicator marker.

TO BUILD A MILITARY UNIT:

- YOU USE 1 *MILITARY ACTION* (MOVE 1 RED TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A SPECIFIED AMOUNT OF *RESOURCES* (MOVE BLUE TOKENS FROM A *MINING TECHNOLOGY* CARD TO YOUR *BLUE BANK*).
- YOU BUILD THE *UNIT* (MOVE ONE YELLOW TOKEN FROM YOUR *UNUSED WORKERS POOL* TO THE *MILITARY TECHNOLOGY* CARD).
- YOU ADJUST YOUR *STRENGTH* INDICATOR.

The **Leader Homer** and some *Action Cards* give you special *Resources* "for building *Military Units*". Instead of using blue tokens to represent these *Resources*, you keep track of them in your head. When you build or upgrade a *Military Unit*, you use these special *Resources* first. This may give you some *Units* for free. When you have used up all these special *Resources*, you go back to paying for *Units* the usual way. Any special *Resources* left unused are lost at the end of your turn.

DISBAND A MILITARY UNIT

Disbanding a *Military Unit* is like destroying an improvement except that it costs 1 *Military Action* instead of 1 *Civil Action*.

TO DISBAND A MILITARY UNIT:

- YOU USE 1 *MILITARY ACTION* (MOVE 1 RED TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU DISBAND THE *UNIT* (MOVE 1 YELLOW TOKEN OFF THE *MILITARY TECHNOLOGY* CARD AND PUT IT IN YOUR *UNUSED WORKERS POOL*).
- YOU ADJUST YOUR *STRENGTH* INDICATOR.

CONSTRUCT ONE STAGE OF A WONDER

Wonders are built in several stages. For each stage, you must pay 1 *Civil Action* and the number of *Resources* specified by the numbers on the bottom of the *Wonder* card. For example, the **Pyramids** cost 3 2 1 to build. This means you have to build it in three stages; the first stage of construction costs 3 *Resources*, the second stage 2 *Resources*, and finishing the **Pyramids** costs 1 *Resource*. These stages must be built in order, and each stage costs 1 *Civil Action*. It is not necessary to build all the stages in the same turn, but you are allowed to build as many times as you can pay for.

When you build a stage, use a blue token from your *Blue Bank* to cover up the number corresponding to that stage. These tokens do not represent *Food* or *Resources*. They merely serve to keep track of which stages have been built. (These missing tokens may prevent you from being able to produce if you run out of tokens in your *Blue Bank*. In the other versions of the game, taking these tokens may increase *Corruption*, but in the *Simple Game* you do not have to worry about the effects of unscrupulous government contractors.)

When the last stage is built, the *Wonder* is complete. Return the blue tokens to your *Blue Bank* and move the *Wonder* to the space above your *Government* card to show that it has been built. It takes effect immediately. If it produces anything, it will begin producing this turn and any special abilities it gives you can be used immediately.

A *WONDER* WORKS ITS *WONDERS* WITHOUT *WORKERS*. YOU NEVER PUT *WORKERS* ON A *WONDER*. A *WONDER* PRODUCES AUTOMATICALLY, UNLIKE AN *URBAN BUILDING* WHICH IS PRODUCING ONCE FOR EACH *WORKER* ON THE CARD.

This is the advantage of a *Wonder* over a *Building*, but *Wonders* are more difficult to build than *Buildings*. Furthermore, for each *Wonder* you have built, you must pay 1 additional *Civil Action* when you take another *Wonder* card from the *Card Row*.

TO BUILD ONE STAGE OF A WONDER:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A SPECIFIED AMOUNT OF *RESOURCES* (MOVE BLUE TOKENS FROM A *MINING TECHNOLOGY* CARD TO YOUR *BLUE BANK*).
- YOU BUILD THAT STAGE OF THE *WONDER* (TAKE ONE BLUE TOKEN FROM YOUR *BLUE BANK* AND USE IT TO COVER UP THE NUMBER REPRESENTING THE COST OF THE STAGE THAT YOU BUILT).

ONCE YOU HAVE BUILT THE LAST STAGE OF THE WONDER:

- YOU RETURN THE BLUE TOKENS ON YOUR *WONDER* CARD TO YOUR *BLUE BANK*.
- YOU PLACE THE *WONDER* CARD ABOVE YOUR *GOVERNMENT* CARD.
- YOU ADJUST YOUR INDICATORS.
- YOU DEAL WITH THE *WONDER'S* SPECIAL EFFECTS, IF IT HAS ANY. (SEE BELOW.)

PUT A LEADER INTO PLAY

Every civilization can have a *Leader* – a historical personality whose influence is felt throughout the entire *Age*.

Putting a *Leader* into play costs 1 *Civil Action*. Take the card from your hand and put it on the table next to your *Government* card. You may put the card into play even if you drew it from the *Card Row* this turn. (Note that drawing a *Leader* card from the *Card Row* and putting it into play are two separate *Actions*.) The *Leader's* effects begin immediately.

Your civilization can only have one *Leader*. Furthermore, if you draw a *Leader* card, you are not allowed to draw any more *Leader* cards from that *Age*. If you have a *Leader* in play and you play a new *Leader* (from a different *Age*, of course) then discard the old *Leader*. The old *Leader's* effects no longer work, and the new *Leader's* effects begin immediately.

TO PUT A LEADER INTO PLAY:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU REMOVE YOUR PREVIOUS *LEADER* FROM PLAY (IF THERE WAS ONE) AND LOSE ANY BONUSES THAT *LEADER* GAVE YOU. (ADJUST YOUR INDICATORS.)
- YOU PUT THE NEW *LEADER* CARD ON THE TABLE NEXT TO YOUR *GOVERNMENT* CARD.
- YOU ADJUST YOUR INDICATORS TO REFLECT ANY BONUSES PROVIDED BY YOUR NEW *LEADER*.
- DEAL WITH ANY SPECIAL EFFECTS YOUR NEW *LEADER* HAS. (SEE BELOW.)

SPECIAL EFFECTS OF WONDERS AND LEADERS

Some *Wonders* and *Leaders* have additional special effects which are written on the card. Some can increase your number of *Actions*. The *Pyramids*, for example, give you 1 extra *Civil Action* each round. When you complete the *Pyramids* you immediately take one white token from the box and put it on your *Government* card. (So you can use it on the turn you build the *Pyramids*.) *Hammurabi* also gives you 1 extra *Civil Action*, but takes away one *Military Action*, so you put one of your red tokens back in the box when you take the new white token out. When your civilization gets a *Leader* to replace *Hammurabi*, you put one of your white tokens back and take back a red token and put it on your *Government* card. Note that when you gain an *Action* token, you put it on your *Government* card and can use it that turn; when you lose an *Action* token, you can take away one of the tokens that you have already used that turn.

Tip: Some *Leaders* and *Wonders* have special effects or limitations that do not apply to the *Simple Game*. (Examples include the *Colossus*, *Columbus*, or *Genghis Khan*.) Just ignore any effects you do not understand.

PLAY AN ACTION CARD

Playing an *Action Card* costs 1 *Civil Action*. Unlike other cards, you can not use an *Action Card* the turn you draw it from the *Card Row*. *Action Cards* have an effect which takes place immediately. Once you play the card, discard it.

Action Cards can give you extra *Resources* or *Food*. When you gain a *Resource* this way, you take a blue token from your *Blue Bank* and place it on the proper *Technology* card, just as if it were produced by a *Mine* or a *Farm*.

Action Cards can give you *Culture Points* or *Science Points*. Score the points on the point counter immediately. Note that this does not affect your indicators at all, only your counters. The points are only gained on the turn you play the card. Some *Action Cards* include the effect of another *Action*. A card that allows you to build a *Building* at a discount includes the *Action* of building in its effect. A card that allows you to increase your population and gives you back *Food* includes the *Action* of increasing your population. (Note this is not the same as a discount; you can only use the card if you could increase your population without it.) You do not have to pay any extra *Civil Actions* to perform the *Action* included in the card.

TO PLAY AN ACTION CARD:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU DO WHAT IT SAYS ON THE CARD (WHICH MAY INCLUDE ANOTHER *ACTION*).
- YOU DISCARD THE *ACTION CARD*.


YOU CAN NOT PLAY AN *ACTION CARD* THAT YOU TOOK FROM THE *CARD ROW* DURING THE SAME TURN.

Example: In the first round, *Barbara* placed the *Colossus* “under construction”. She only has 2 *Resources* and it costs 3 to build the first stage of the *Colossus*. She is holding the *Action Card Engineering Genius*, which she drew on her previous turn. This card allows her to build one stage of a *Wonder* for 2 *Resources* less. She plays this card, pays 1 *Resource*, and builds the first stage of the *Colossus*. This cost her 1 *Action Point*, so she has 3 left. In the *Card Row* is another *Engineering Genius* card which costs 2 *Action Points* to take (because it is in the middle region of the *Card Row*). She can

take this card, but can not use it this turn because *Action Cards* can not be used the turn they are taken. This would leave her with 1 *Action* which she could use to increase her civilization’s population or to take another card.

Tip: The *Action Cards* that include another *Action* are advantageous because they save you one *Civil Action*. However, those that do not include an *Action* provide more general effects and are helpful in more situations.

TAKE A CARD FROM THE CARD ROW

This is the same as in round one. In the *Age 1* deck, however, you encounter a new type of card: *Technologies*. Under the *Technology* card’s name is a blue number and the  symbol. That tells you how many *Science Points* it costs to put the *Technology* into play. In the second round, you only have 1 *Science Point*, so you probably can not put any *Technology* cards into play this round, but you can take one from the *Card Row* and save it for later.

Technology cards come in several colors. Most of them have already been discussed in the section on *Initial Technologies*. The brown ones are *Farming* or *Mining Technologies*, the gray ones are *Urban Building Technologies*, the red ones are *Military Technologies*, and the orange ones are systems of *Government*. There are also blue *Special Technology* cards. They have special effects that do not require you to build anything.

There are multiple copies of most *Technology* cards. (How many copies depends on the number of players.) So even if someone else takes the *Technology* you need, you still have a chance to get it later.

YOU ARE NOT ALLOWED TO TAKE A *TECHNOLOGY* CARD IF YOU ALREADY HAVE THAT SAME *TECHNOLOGY* IN YOUR HAND OR IN PLAY ON THE TABLE.

SUMMARY OF CIVIL CARDS

LIMITATIONS ON TAKING CIVIL CARDS:

- YOU CAN ONLY TAKE ONE *LEADER* (GREEN CARD) FROM EACH *AGE*.
- YOU CAN ONLY TAKE A *WONDER* (PURPLE CARD) IF YOU HAVE NO *WONDER* “UNDER CONSTRUCTION”. TO TAKE A *WONDER*, YOU MUST PAY 1 EXTRA *CIVIL ACTION* FOR EACH *WONDER* YOU ALREADY HAVE BUILT. THE *WONDER* CARD IS PLACED ON THE TABLE IMMEDIATELY, INDICATING THAT IT IS “UNDER CONSTRUCTION”.
- YOU CAN TAKE AS MANY *ACTION CARDS* (YELLOW CARDS) AS YOU CAN PAY FOR. YOU CAN NOT PLAY AN *ACTION CARD* THE SAME TURN YOU TAKE IT.
- YOU CAN NOT TAKE A *TECHNOLOGY* CARD (ORANGE, RED, BLUE, BROWN, OR GRAY CARD) WITH THE SAME NAME AS A *TECHNOLOGY* CARD YOU ALREADY HAVE IN YOUR HAND OR IN PLAY ON THE TABLE.

There is a limit to the number of *Civil Cards* you can keep in your hand.

YOU CAN NOT TAKE A NEW *CIVIL CARD* INTO YOUR HAND UNLESS THE NUMBER OF CARDS CURRENTLY IN YOUR HAND IS LESS THAN YOUR TOTAL NUMBER OF WHITE TOKENS.

So at the beginning of the game, you are limited to 4 *Civil Cards*. If you are holding 4, you can not take a new one into your hand until you play one of them. You can, however, take a *Wonder* because that does not go into your hand. If for some reason you have more cards in your hand than allowed, you do not have to discard any. The limit only prevents you from taking new cards.

Tip: Think carefully about the cards you take. If you are holding cards you can not play, then you may be unable to take the cards you need and you may be unable to use all of your *Civil Actions*.

PRODUCTION AND MAINTENANCE

Production and maintenance are the same as in round one. In round two, however, the civilizations begin to differentiate. A civilization that built a third *Farm* will produce 3 *Food* instead of 2. A civilization that built a third *Mine* will produce 3 *Resources* instead of 2. A civilization that built an *Urban Building* will produce a *Culture Point* or an extra *Science Point* depending on the type of *Building*.

Food and *Resources* that were not used during the turn are not lost. The blue tokens remain on the cards, even as new blue tokens are added, making it possible to save up for bigger projects in later turns. (But be careful: if you run out of blue tokens, you can not produce any more *Food* or *Resources* until some blue tokens are spent.)

Tip: A typical second round tactic is to increase population and build 1 *Farm* or *Mine*. This uses up all your *Food* and *Resources*. Your two remaining *Civil Actions* depend on the cards you took in the first round and the opportunities available in the *Card Row*.

In the *Simple Game*, military *Strength* is not important. Military build-up can pay off at the end of the game, when it earns you bonus *Culture Points*, but there is no reason to spend *Resources* on it in the early rounds. Even in the *Full Game*, players usually wait a few turns before beginning military build-up.

LATER ROUNDS

It usually takes a few rounds to build up the *Science Points* to play a *Technology* card. These cards can give you the ability to upgrade your *Units*, *Buildings*, *Mines*, and *Farms*. Also, *Events* begin occurring in the third round.

EVENTS

During set up, you should have placed 9 *Event* cards from *Military Deck A* on the *CURRENT EVENTS* stack. Beginning in round three, the **Starting Player** should reveal the top card before taking his or her turn. The *Event* described by the card applies to all players.

Events in *Age A* are positive, benefiting the civilizations. For example, **Development of Agriculture** says, "Each civilization produces 2 *Food*." This means you take 2 blue tokens from your *Blue Bank* and put them on your *Agriculture* card, where they represent 1 *Food* each. (If you have already discovered the *Irrigation Technology*, you may instead take 1 blue token from your *Blue Bank* and put it on the *Irrigation* card where it represents 2 *Food*.)

Tip: Some *Events* allow you to build a *Unit* or a *Building* for free, but they require you to have an *Unused Worker*. It is a good idea to keep one *Unused Worker* in your *Unused Workers Pool* so you can take advantage of these opportunities.

In the other versions of the game, *Events* work a bit differently.

PLAY A TECHNOLOGY CARD

For 1 *Civil Action*, you can play a *Technology* card from your hand, if you have enough *Science Points* to pay for it. (*Government Technology* cards have a special cost. See below.) You may play a *Technology* that you drew this turn or one you drew earlier. The number of *Science Points* to pay is given by the blue number next to the Q symbol. Move your *Science Points* marker back that many spaces. If you do not have that many *Science Points*, you can not play that card yet.

Many *Technology* cards are improvements over your *Initial Technologies*. The type of *Technology* is described on the card. **Iron**, for example, is a *Mining Technology*, allowing you to build *Mines*. It is played so that it partially covers your **Bronze** card. Blue and yellow tokens on your **Bronze** card remain there, and your **Iron** card has no tokens initially.

Some *Technology* cards allow you to build new types of *Urban Buildings* (*Theaters*, *Arenas*, and *Libraries*) or *Military Units* (*Cavalry*). These cards should be placed next to the cards of the same color that you already have in place.

A new *Building*, *Farming*, *Mining*, or *Unit Technology* only gives you the ability to build something. It does not give you the thing itself until you take the action that moves a *Worker* token onto the card.

The *Special Technologies* (blue cards), however, give you their bonuses immediately – they do not require a *Worker*. Some give you additional *Civil* or *Military Actions* (allowing you to take a white or red token from the box and put it on your *Government* card). Some give a discount on building projects or *Wonders*. Some increase your military *Strength* (adjust your indicator immediately). The **Cartography** card gives you a bonus during *Colonization*. This bonus has no meaning in the *Simple Game* because you will not be *Colonizing*. *Special Technology* cards should be placed next to your *Government* card.

TO PLAY A TECHNOLOGY:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT CARD*).
- YOU PAY THE SPECIFIED NUMBER OF *SCIENCE POINTS* (MOVE YOUR *SCIENCE POINTS* MARKER THAT MANY SPACES BACK).
- YOU PLACE THE CARD ON THE TABLE.
- IF YOU PLAY A *SPECIAL TECHNOLOGY* CARD, YOU APPLY ITS EFFECT (WHICH MAY INVOLVE ADJUSTING YOUR INDICATORS).

The picture at the end of the *Simple Game* section shows where your *Technology* cards should be played.

PLAY A GOVERNMENT CARD

Your system of *Government* is also represented by a *Technology* card. However, changing your *Government* is not as easy as playing other *Technologies*. But it can be worth the price: more advanced *Governments* give you more *Actions*, they have higher *Urban Building Limits*, and sometimes they give special bonuses. There are two ways to change your system of *Government*.

REVOLUTION

Revolution represents change of *Government* by force. It costs you all of your *Civil Actions* – you are not allowed to take any *Civil Actions* on your turn. In addition, you must pay the lesser of the two *Science Point* costs specified on the card.

TO DECLARE A REVOLUTION:

- IT MUST BE YOUR FIRST AND ONLY *CIVIL ACTION* ON YOUR TURN. (ALL YOUR WHITE TOKENS MUST BE ON YOUR OLD *GOVERNMENT CARD*.)
- YOU PAY THE LESSER NUMBER OF *SCIENCE POINTS* SPECIFIED BY THE *GOVERNMENT CARD*. (MOVE YOUR *SCIENCE POINT* COUNTER BACK THAT MANY SPACES.)
- YOU REPLACE YOUR OLD *GOVERNMENT CARD* WITH YOUR NEW *GOVERNMENT CARD*.
- TAKE RED AND WHITE TOKENS FROM THE BOX – OR PUT SOME BACK – ACCORDING TO THE NUMBER OF *ACTIONS* ALLOWED BY YOUR NEW *GOVERNMENT*. WHEN COMPUTING YOUR TOTAL NUMBER OF *CIVIL* AND *MILITARY ACTIONS*, INCLUDE ANY BONUS *ACTIONS* PROVIDED BY *WONDERS*, *LEADERS*, AND *SPECIAL TECHNOLOGIES*.
- PLACE ALL YOUR WHITE TOKENS NEXT TO YOUR *GOVERNMENT CARD* TO SHOW THAT THEY HAVE ALL BEEN USED THIS TURN. THE NUMBER OF RED TOKENS USED SHOULD CORRESPOND TO THE NUMBER THAT WERE USED BEFORE YOU DECLARED *REVOLUTION*.
- RESOLVE ANY OTHER EFFECTS ON THE NEW *GOVERNMENT CARD*. (**THEOCRACY**, FOR EXAMPLE, GIVES YOU ADDITIONAL *HAPPY FACES*.)

Although you can still use all your *Military Actions* on the turn in which you declare a *Revolution*, you do not get to do much else. (The **Breakthrough Action Card** can be used to declare a *Revolution*, if it is your only *Civil Action*. **Breakthrough** allows you to play a *Technology* and then gain *Science Points*, and a *Government* is a *Technology*. It still costs you all of your *Civil Actions* to declare a *Revolution* with a **Breakthrough** card.)



Example: Adam's civilization is governed by **Despotism** under the *Leader* **Hammurabi**, so he has 5 *Civil Actions* and 1 *Military Action*. For 1 *Civil Action*, **Adam** takes **Monarchy** from the *Card Row*.

He can not declare a *Revolution* to **Monarchy** that turn because he needs all his *Civil Actions* to do so. On his next turn, **Adam** chooses *Revolution* as his first and only *Civil Action*. He pays 3 *Science Points*, and replaces **Despotism** with **Monarchy**. **Monarchy** normally gives 5 *Civil Actions* and 3 *Military Actions*. Because **Adam** has **Hammurabi**, however, he will have 6 *Civil Actions* and 2 *Military Actions*. He takes tokens from the box so that he has 6 white tokens and 2 red tokens. He places the white tokens next to his **Monarchy** card to show that his *Civil Actions* have been used. The red tokens are placed on the card because he still can use both his *Military Actions*.



PEACEFUL CHANGE OF GOVERNMENT

It is possible to change your *Government* for only 1 *Civil Action*.

CHANGING YOUR *GOVERNMENT* COSTS ONLY 1 *CIVIL ACTION* IF YOU PAY THE GREATER NUMBER OF *SCIENCE POINTS* (THE PRICE IN PARENTHESES).

In a peaceful change of *Government*, you still must replace your old *Government* card and re-compute your total number of *Civil* and *Military Actions*. After the change, the number of used *Civil Actions* will be 1 more than it was before the change. The number of used *Military Actions* will be the same.

Example: If **Adam** had 9 *Science Points* in the previous example, he could take **Monarchy** for 1 *Civil Action*. Then for his second *Civil Action*, he could play **Monarchy** for 9 *Science Points*. As calculated above, **Monarchy** combines with **Hammurabi** to give **Adam** 6 *Civil Actions*. He will have 2 white tokens beside the **Monarchy** card and 4 white tokens on the card to represent the 4 *Civil Actions* he still has available this turn.

UPGRADE A BUILDING, MINE, OR FARM

Initially, you can only build *Buildings*, *Mines*, and *Farms* from *Age A*. *Technologies* from *Age 1* allow you to build *Level 1 Buildings*, *Mines*, and *Farms*.

THE LEVEL OF A BUILDING, MINE, OR FARM IS THE SAME AS THE AGE THE CARD IS FROM. THOSE FROM AGE A ARE LEVEL 0.

Playing the *Technology* does not automatically give you *Buildings*, *Mines*, or *Farms* of the new *Level*. You must either build them directly as described above or upgrade old ones. Upgrading works like building except that the *Worker* comes from a lower level card of the same type (instead of your *Unused Workers Pool*) and the cost is the difference between the new one and the old one.

TO UPGRADE A BUILDING:

- YOU USE 1 *CIVIL ACTION* (MOVE 1 WHITE TOKEN OFF YOUR *GOVERNMENT* CARD).
- YOU PAY A NUMBER OF *RESOURCES* EQUAL TO THE DIFFERENCE BETWEEN THE BUILDING COST OF THE NEW BUILDING AND THE BUILDING COST OF THE OLD BUILDING (MOVE BLUE TOKENS REPRESENTING THAT MANY *RESOURCES* FROM YOUR *MINING* CARDS TO YOUR *BLUE BANK*).
- UPGRADE THE BUILDING (MOVE 1 *WORKER* TOKEN FROM THE OLD CARD TO THE NEW CARD).
- ADJUST YOUR INDICATORS.

Upgrading a *Farm* or a *Mine* works exactly the same way (except that indicators do not need to be adjusted). A *Farm* can only be upgraded from another *Farm*. A *Mine* can only be upgraded from another *Mine*. An *Urban Building* can only be upgraded from another *Building* of the same type: *Temples* must be upgraded to *Temples*, not *Theaters* or *Labs*.

Upgrading *Buildings* makes your *Workers* more efficient – one *Worker* can produce more. Do not forget that you can build advanced *Buildings*, *Mines*, and *Farms* directly. Furthermore, you can still build ones from an older *Age* even if you have the *Technology* that allows you to build those of a newer *Age*.



Example: In the picture, **Barbara** has 4 *Level 0 Mines* and 8 *Resources*. She has just played **Iron** for 5 *Science Points* and 1 *Civil Action*.

Iron allows **Barbara** to build a *Level 1 Mine* for 5 *Resources* or upgrade a *Level 0 Mine* to *Level 1* for 3 *Resources*. She could upgrade 2 of her *Mines* to *Level 1* for 6 *Resources* and 2 *Civil Actions*. That would leave her with 2 *Resources*. For 1 *Civil Action* she could use them to build a new *Level 0 Mine*. This would be ineffective, however. For the same amount of *Resources* (8), she can build one *Level 1 Mine* for 5 and upgrade one *Level 0 Mine* for 3. Either way gives her 2 *Level 1 Mines* and 3 *Level 0 Mines*, but the second option only costs 2 *Civil Actions*.

THE URBAN BUILDING LIMIT

In addition to producing more per *Worker*, higher level *Urban Buildings* allow you to produce more while staying within the *Urban Building Limit* defined by your *Government*.

Tip: **Despotism** only allows you 2 *Buildings* of each type. Once you have 2 *Labs* and 2 *Temples*, you can not build any more *Urban Buildings* unless you play a new *Technology*. You could change to a new *Government* with a higher *Urban Building Limit*. The **Drama Technology** will allow you to build *Theaters*. Or you could play **Alchemy** which would allow you to upgrade both your *Labs*.

Note that the *Urban Building Limit* applies to each type of *Urban Building*, regardless of *Level*. Thus a **Despotism** can only have 2 *Labs*, 2 *Temples*, 2 *Libraries*, 2 *Theaters*, and 2 *Arenas*. The number of *Farms*, *Mines*, *Wonders*, and *Units* is not limited.

HIGHER LEVEL FARMS AND MINES

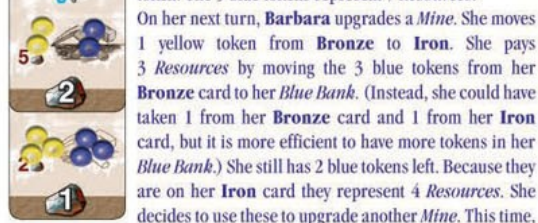
DURING PRODUCTION, EVERY YELLOW WORKER TOKEN ON A FARM OR MINE PRODUCES 1 BLUE TOKEN. THIS BLUE TOKEN REPRESENTS THE AMOUNT OF FOOD OR RESOURCES INDICATED BY THE CARD ON WHICH IT RESTS.

So if you have a *Level 1 Mine* (represented by a *Worker* on your **Iron** card), you place 1 blue token on your **Iron** card during production. But this blue token represents 2 *Resources* instead of 1 because of the 2 symbol on the **Iron** card. When you use this token to pay for something (by returning it to your *Blue Bank*) it counts as 2 *Resources*.

You are allowed to make change(s) by moving a blue token from a higher level *Mine* to a lower level *Mine*. Moving a blue token from your **Iron** card (where it represents 2 *Resources*) to your **Bronze** card (where it represents 1 *Resource*) is the same as paying 1 *Resource*. However, it is never legal to move a blue token from a lower level card to a higher level card. For example, you can not remove 2 blue tokens from your **Bronze** card and put one on your **Iron** card and one in your *Blue Bank*, even though such a maneuver would not increase your total number of *Resources*. Analogous rules apply for *Food*.

Sometimes after upgrading or making change(s), you will have blue tokens on a card that has no yellow tokens. This is legal. For example, you can use your **Bronze** card for making change(s) even if you do not have a *Level 0 Mine*. Similarly, if a card says "Your civilization produces 2 *resources*", you may take 1 blue token from your *Blue Bank* and place it on **Iron**, whether or not there is a *Worker* on **Iron**.

Example: In the previous example, **Barbara** spent all her *Resources*, ending up with 3 *Level 0 Mines* and 2 *Level 1 Mines*. During her production phase, each produced 1 blue token. The 5 blue tokens represent 7 *Resources*.



On her next turn, **Barbara** upgrades a *Mine*. She moves 1 yellow token from **Bronze** to **Iron**. She pays 3 *Resources* by moving the 3 blue tokens from her **Bronze** card to her *Blue Bank*. (Instead, she could have taken 1 from her **Bronze** card and 1 from her **Iron** card, but it is more efficient to have more tokens in her *Blue Bank*.) She still has 2 blue tokens left. Because they are on her **Iron** card they represent 4 *Resources*. She decides to use these to upgrade another *Mine*. This time,

she pays 3 *Resources* by moving 1 blue token from **Iron** to **Bronze** and the other from **Iron** to her *Blue Bank*.

Tip: Initially, an **Iron mine** seems inefficient. Instead of paying 3 *Resources* to upgrade a *Mine* from *Level 0* to *Level 1*, you can increase production the same amount by paying 2 *Resources* to build a new *Level 0 Mine*. The advantage of the *Level 1 Mine* is that it only requires 1 *Worker* to produce as much as two *Level 0 Mines*. Furthermore, because the number of blue tokens is limited, it is more efficient to store *Resources* on higher level *Mining* cards.

UPGRADE A UNIT

UPGRADING A MILITARY UNIT IS THE SAME AS UPGRADING A BUILDING, MINE OR FARM, EXCEPT THAT IT COSTS 1 MILITARY ACTION INSTEAD OF 1 CIVIL ACTION.

After upgrading a *Unit*, adjust your *Strength* indicator. If a card gives you extra *Resources* for building *Units*, these extra *Resources* also apply to upgrading *Units*.

Example: **Adam** pays 1 *Civil Action* to play **Patriotism 1**, which gives him an extra *Military Action* and 2 extra *Resources* for *Units*. He can upgrade one **Warrior Unit** (costing 2 *Resources*) to **Swordsmen** (costing 3 *Resources*). This would normally cost 1 *Military Action* and 1 *Resource*, but he pays nothing – he uses his extra *Military Action* and one of the extra *Resources*. To build a second **Swordsmen Unit**, he uses the remaining extra *Resource* from **Patriotism 1**, so he only pays 1 *Military Action* and 2 *Resources*. If he decides to use another *Military Action* to build a third **Swordsmen Unit**, he will pay the full price of 3 *Resources*.

MAINTENANCE

Don't forget that your people need to eat. After producing *Food*, you must pay the consumption number shown in the left-most empty region of your *Yellow Bank*.

Tip: Initially, *Food* may seem unimportant, but do not underestimate the need for *Farms*. Soon your population will be eating 1 *Food* per round, making it difficult to increase your population further. Sometimes it can even be advantageous to destroy a *Building* to free up a *Worker* for a new *Farm*.

HUNGER

IF YOU CAN NOT PAY THE FOOD COST, YOUR CIVILIZATION ENCOUNTERS FAMINE AND LOSES 4 CULTURE POINTS FOR EVERY FOOD YOU CAN NOT PAY.

Usually, it will not come to this because *Food* is produced immediately before you pay. Just make sure your civilization is always producing at least as much *Food* as it eats.

SPEEDING UP THE GAME

Once everyone understands the basic mechanics, players can speed up the game by allowing one player to begin his or her turn while another player is finishing. As soon as you are done using your *Military* and *Civil Actions*, let everyone know. The next player can immediately begin adding cards to the *Card Row*

and playing his or her *Actions*. Meanwhile, you can finish up your production and maintenance.

Tip: Note that you produce *Food*, *Resources*, and *Science Points* at the end of your turn. This means that you can plan out your next turn while others are executing their *Actions*. If all players do that, the game will be faster and more enjoyable.

ENDING THE SIMPLE GAME

The *Simple Game* is over at the end of the round in which the last *Civil Card* is placed in the *Card Row*. Each player still discards cards from the first positions of the *Card Row* and slides the remaining cards forward, but no new cards are added. Once the player to the right of the **Starting Player** finishes his or her turn, each civilization scores the bonus points.

Leftover *Food*, *Resources*, and *Science Points* are not worth anything, nor are cards that remain in hand. Players should try to use up as much as they can before the game ends.

AT THE END OF THE SIMPLE GAME, EACH CIVILIZATION SCORES:

- 2 *Culture Points* for each *Level 1 Technology* it has in play (including its *Government*)
- 2 *Culture Points* for each point of *Strength* it has
- 2 *Culture Points* for each *Happy Face* it has (no more than 16 *Culture Points*)
- 1 *Culture Point* for every *Science Point* it produces per round
- 1 *Culture Point* for every *Food* and *Resource* it produces per round

GRAND EXAMPLE

In addition to showing how to score the bonus points at the end of the game, this example shows where one's cards should be placed on the table and what a developed civilization looks like.

Let's check the indicators first:

With 1 **Warrior Unit** (*Strength* 1), 2 **Swordsmen Units** (each *Strength* 2), and the **Cartography Technology** (+1 *Strength* bonus), the civilization has a *Strength* of 6. With one *Level 1 Theater* (2 *Culture*), three *Level 0 Temples* (1 *Culture* each), **St. Peter's Basilica** (2 *Culture*), the **Library of Alexandria** (1 *Culture*), and **Theocracy** (1 *Culture*), the civilization produces 9 *Culture* per round.

The *Theater* and *Temples* also produce a total of 4 *Happy Faces*. **Theocracy** produces another 2. **St. Peter's Basilica** doubles the number of *Happy Faces* so the indicator is at "8+".

The **Library of Alexandria** produces 1 *Science*. Each *Level 1 Lab* would produce 2 *Science*, but thanks to **Leonardo da Vinci**, one of them produces 3.

The civilization produces 6 *Science* per round.

Note that the **Great Wall** gives no benefits because it is still "under construction". How many bonus points does this civilization score in the *Simple Game*? The 8 *Technologies* from Age I are worth 16 *Culture Points*. Its *Strength* of 6 is worth 12 *Culture Points*. Its *Happy Faces* are worth 16 *Culture Points*, which is the maximum. It produces 7 *Resources* and 4 *Food*, so those are worth 11 *Culture Points*. Its production of 6 *Science* is worth 6 more *Culture Points*. In total, this civilization will score 61 bonus *Culture Points* at the end of the game. When added to the *Culture Points* scored during the game, this should be more than enough to win. (Don't worry if your civilization doesn't measure up – this civilization was just created for this example.)

2

ADVANCED GAME

After playing the *Simple Game*, you are probably ready to learn the additional mechanics in the *Advanced Game*. This version includes the cards from *Age II* and introduces more interaction between the civilizations.

The *Simple Game* is only designed to teach new players the basics of **Through the Ages**, but the *Advanced Game* is designed to be a shorter alternative to the *Full Game*, providing plenty of challenges.

ADDITIONAL CONCEPTS IN THE *ADVANCED GAME*:

- **MILITARY CARDS** (FOR INTERACTION BETWEEN CIVILIZATIONS)
- **POLITICAL ACTIONS** (EACH PLAYER MAY TAKE 1 **POLITICAL ACTION** AT THE BEGINNING OF HIS OR HER TURN)
- **HAPPINESS** (YOUR PEOPLE NEED ENTERTAINMENT)
- **CORRUPTION** (THE MORE YOU STOCKPILE **FOOD** AND **RESOURCES**, THE HARDER IT IS TO KEEP THEM FROM BEING STOLEN)
- **TACTICS** (YOUR **UNITS** CAN FORM **ARMIES**)
- **OBsolescence** (SOME THINGS BECOME OBSOLETE AT THE END OF AN *Age*)

SET UP

The *Advanced Game* uses *Civil* and *Military Decks* A, I, and II and some cards from *Military Deck* III. If there are fewer than 4 players, do not forget to remove cards from *Civil Decks* I and II.

Remove the 4 black *War* cards from *Military Deck* II and place them in the box. In a 2-player game, you should also remove the 6 blue *Pact* cards from *Military Decks* I and II.

Shuffle *Military Deck* A and count out 2 more cards than there are players. Place them face down on the **CURRENT EVENTS** square of the *Score Board*. Place the rest of the deck in the box. Do not let anyone look at these cards.

Place cards from *Civil Deck* A on the *Card Row*. As in the *Simple Game*, the remainder of this deck will be discarded after the **Starting Player** uses it to add cards to the *Card Row* in round two. Shuffle *Civil Deck* I and *Military Deck* I and place them on the game board. *Civil Deck* II and *Military Deck* II should be set to

one side until they are needed (*Age* II). Do not forget to sort out the cards marked **4+** and/or **3+** from the *Civil Decks* when less than 4 players are playing.

Military Deck III contains the cards which determine the 4 bonuses that will be given out at the end of the game. Shuffle this deck and then reveal cards one at a time until you have revealed 4 green *Event* cards. Put them someplace where everyone can read them. The other cards from *Military Deck* III can be returned to the box.

Civilizations are set up as in the *Simple Game*. (See the *Initial Set Up* picture on the first page.) The spots in your *Yellow* and *Blue Banks* are marked to show you where you put your tokens during initial set up. It is possible, however, to gain additional blue and yellow tokens in the *Advanced Game*. If you have more tokens than you have marked spots, just keep the extras in the right-most region of your *Yellow* or *Blue Bank*.

PLAYING THE GAME

The first round is the same as in the *Simple Game*. From the second round on, however, you may draw 1 *Military Card* (from *Deck* I) for each unused *Military Action*. These cards are drawn after you deal with production and maintenance, so it is not possible to use a *Military Card* on the turn on which you drew it.

In addition to elements introduced by the *Military Cards*, players must concern themselves with *Happiness* and *Corruption*.

Events are not automatically revealed in the *Advanced Game*. Instead they are revealed as an effect of a player's *Political Action*. (See below.)

When the last *Civil Card* from *Deck* I is placed in the *Card Row*, it marks the beginning of *Age* II and the end of *Age* I. This makes some cards from *Age* A obsolete.

When the last *Civil Card* from *Deck* II is placed in the *Card Row*, it marks the end of *Age* II. This can make some cards from *Age* I obsolete. Furthermore, it marks the end of the game: at the end of the round, the players add on the bonus points determined by the 4 *Age* III *Event* cards and the civilization with the most *Culture Points* is the winner.

MILITARY CARDS

TYPES OF MILITARY CARDS

As with *Civil Cards*, the types of *Military Cards* can be distinguished by their color and by the type name in the upper right corner.

POLITICAL ACTION CARDS

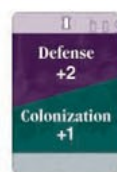


Events (green), *New Territories* (also green), *Aggressions* (brown), and *Pacts* (blue) are played at the beginning of your turn as your *Political Action*. They are covered in the next section.



TACTICS

Red *Tactics* cards are played for 1 *Military Action*. They describe how your civilization organizes its *Armies* (and give you a bonus for each *Army*).



DEFENSE/COLONIZATION BONUS CARDS

Two-color *Bonus* cards give you a bonus either for *Defense* or *Colonization*. *Defense* is needed when a stronger foe tries to play an *Aggression* card against you. *Colonization* is used when a *New Territory* appears. Each *Bonus* card gives one bonus if it is used for *Defense* and a different bonus if used for *Colonization*.

DRAWING MILITARY CARDS

DURING PRODUCTION AND MAINTENANCE YOU MAY DRAW 1 *MILITARY CARD* FOR EACH UNUSED *MILITARY ACTION*. NO MORE THAN 3 CARDS MAY BE DRAWN THIS WAY PER TURN.

In round 1, you have no *Military Actions*, so you will not have any *Military Cards* before the end of your second turn.

Tip: It is a good idea to complete production and maintenance in this order:

1. Score *Science Points* and *Culture Points*. (This is the step players forget most often.)
2. Produce *Food* and deal with *Consumption*.
3. Produce *Resources* and deal with *Corruption*.
4. Take any *Military Cards*. (Do this last, so the new cards do not distract you.)

DISCARDING MILITARY CARDS

If the number of *Military Cards* in your hand exceeds the number of *Military Actions* your civilization may take, you have to discard some of them. Unlike with *Civil Cards*, you may take *Military Cards* even if you have met or exceeded this limit. You discard excess cards of your choice after your *Political Action*

at the beginning of your next turn. (You must discard them even if you choose not to use your *Political Action*.)

Military Cards are discarded face down. Keep a separate pile for each *Age*. Keep the used and discarded *Military Cards* from the current *Age* close by. If the *Military Deck* runs out of cards, shuffle this discard pile and continue drawing from it. *Military Card* discard piles from previous *Ages* can be kept in the box.

POLITICAL ACTIONS

After adding new cards to the *Card Row*, you may take 1 *Political Action*.

YOU CAN NEVER PLAY MORE THAN 1 *POLITICAL ACTION* PER ROUND.

FUTURE EVENTS (GREEN CARDS)



As your *Political Action*, you may play an *Event* or *New Territory* card from your hand. These cards are played face down on the *FUTURE EVENTS* deck. Your civilization has taken an action that will change the course of history: You immediately score a number of *Culture Points* equal to the *Age* the card is from. (This is marked on the back of the card, so everyone can see.) So, for an *Age I* card, you score 1 *Culture Point* (even if you wait until *Age II* to play it).

Every time someone plays a *FUTURE EVENT* card this way, a *CURRENT EVENT* occurs: turn up the top card from the *CURRENT EVENTS* deck. (Note that these cards are not automatically turned up as they are in the *Simple Game*.) If it is a *New Territory*, everyone gets a chance to *Colonize* it. If it is an *Event*, do what the card says and discard it to the *OLD EVENTS* pile.

Once the last *CURRENT EVENT* has been revealed, shuffle the *FUTURE EVENTS* deck and place it on the *CURRENT EVENTS* spot. If the *FUTURE EVENTS* deck contains cards from different *Ages*, order the cards (only looking at the back side) so that all the cards from the earlier *Age* are drawn before those from the later *Age*.

TO PLAY A *FUTURE EVENT* (GREEN *EVENT* OR *NEW TERRITORY* CARD) AS A *POLITICAL ACTION*:

- YOU PLACE THE CARD ON THE *FUTURE EVENTS* PILE.
- YOU SCORE A NUMBER OF *CULTURE POINTS* EQUAL TO THE *AGE* THE CARD IS FROM.
- YOU REVEAL AND RESOLVE THE TOP CARD OF THE *CURRENT EVENTS* DECK.
- IF THAT WAS THE LAST *CURRENT EVENT* IN THE DECK, YOU MAKE A NEW DECK BY SHUFFLING THE *FUTURE EVENTS* PILE AND RE-ORGANIZING THEM ACCORDING TO *AGE*.

Tip: The total number of cards in the *CURRENT EVENTS* and *FUTURE EVENTS* piles is always equal to two more than the number of players. Every time you add a *FUTURE EVENT*, one *CURRENT EVENT* is revealed.

RESOLVING EVENTS

When you reveal an *Event*, read the card to all players. Then you all do what it says. Many *Events* apply to all players, but some just apply to a few players. Several of these help those with greater *Strength* (“strongest” civilizations) and hurt those with lesser *Strength* (“weakest” civilizations).

IF TWO OR MORE CIVILIZATIONS HAVE THE SAME *STRENGTH*, THE STRONGEST AMONG THEM IS THE ONE THAT WILL HAVE ITS TURN FIRST AND THE WEAKEST IS THE ONE THAT WILL HAVE ITS TURN LAST.

So the player whose turn it is has a stronger civilization than any other with the same *Strength* rating. This reflects the fact that the player whose turn it is has the potential to be stronger because his or her civilization will have the first chance to increase its *Strength*. Similarly, the one who just played has the weakest civilization in case of a tie – his or her civilization had the most recent chance to improve.

The same tie-breaking system is used if a card talks about the civilization “with the most” or “with the least” *Culture Points*. (Note: The *Immigration Event* card allows multiple civilizations to benefit from it, if tied.)

IN A TWO-PLAYER GAME, “THE TWO STRONGEST” MEANS “THE STRONGER” AND “THE TWO WEAKEST” MEANS “THE WEAKER”.

Thus these cards will not affect both players of a two-player game the same way.

Tip: When you play a *FUTURE EVENT* card, remember what it will do and try to be the one who gets the most benefit (or the least harm) from it. By looking at what your opponents are doing, you can guess what cards they put in the *FUTURE EVENTS* deck.

If you think the *CURRENT EVENTS* deck holds several cards which will hurt the weakest civilizations, you might want to avoid revealing one if you are weak. Skip your *Political Action* and save your *Event* card for next time, when you have had a chance to improve your *Strength*.

On the other hand, playing a *Event* card is a good idea if you have the strongest civilization – and you are the one who will win any tie-breakers.

If a card would force you to give up more of something than you actually have, you only lose as much as you have.

When a card says you must “decrease” your population, you return 1 yellow token from your *Unused Workers Pool* to your *Yellow Bank*. If you have no *Unused Workers*, you must remove (and return to your *Yellow Bank*) a *Worker* from one of your cards. Do not forget to adjust your indicators.

The *Event* card should be placed in the *OLD EVENTS* discard pile to ensure that it is not accidentally shuffled back into one of the other decks.

COLONIZING NEW TERRITORIES

A *NEW TERRITORY* IS WON BY THE CIVILIZATION THAT IS WILLING TO SEND THE GREATEST COLONIZATION FORCE.

When a *New Territory* is revealed as a *CURRENT EVENT*, the player whose turn it is may either make a bid or pass. Each player in turn must either make a higher bid or pass. A player who has passed is out of the bidding and may not bid later. The bidding keeps going around the circle until all but one player has passed. That player, the highest bidder, wins the *New Territory*. (If everyone passes, just place the *New Territory* card in the *OLD EVENTS* discard pile.)

The bid is a number representing how much *Strength* the civilization will sacrifice if it wins the *New Territory*.

When you win a *New Territory*, you must sacrifice one or more *Military Units*: add up their *Strength* and return their yellow tokens to your *Yellow Bank*. Do not forget to adjust your civilization’s *Strength* indicator.

To supplement your sacrificed *Units*, you may discard a number of *Colonization Bonus* cards from your hand. Add their *Colonization Bonuses* to the *Strength* of the disbanded *Units*.

THE TOTAL *STRENGTH* OF SACRIFICED *UNITS* AND *COLONIZATION BONUSES* OF THE DISCARDED CARDS MUST EQUAL OR EXCEED YOUR BID.

Because of the *Colonization Bonus* cards, it is possible to bid higher than your *Strength*. You do not have to specify how you will pay for your bid until you win the *New Territory*. However, you are not allowed to make a bid if you can not pay, and you are not allowed to change your mind once you have bid.

The *Colossus Wonder* and the *Cartography, Navigation, and Satellites Technologies* also give you a *Colonization* bonus that is used to help pay for your bid.

YOU CAN NOT PAY FOR A *NEW TERRITORY* WITH JUST BONUSES. YOU MUST SACRIFICE AT LEAST ONE *UNIT*.

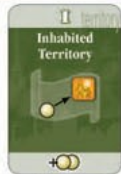
When you win a *New Territory*, it becomes your *Colony*. Place it to the left of your *Government* card. The bottom of the card describes its permanent bonuses. This could be a *Strength* bonus or *Happy Faces*. (Adjust your indicators.)

If the card gives you blue or yellow tokens, take them from the box and add them to your *Blue* or *Yellow Bank*. They are yours until the end of the game (as long as you do not lose the *Colony*).

A *New Territory* also has an immediate effect. If it gives you *Resources* or *Food*, move blue tokens from your *Blue Bank* to your *Mining* or *Farming* cards to indicate the gain. If it gives you *Culture Points* or *Science Points*, score them immediately. If it gives you *Military Cards*, draw them. If it increases your population, move the indicated number of yellow tokens from your *Yellow Bank* to your *Unused Workers Pool*.

If you lose a *Colony* (because of an *Event* or an *Aggression*), you only lose the permanent bonuses. The immediate effects have already occurred and do not have to be undone.

Tip: Think before you bid. After you sacrifice *Units* for *Colonization*, your civilization will be weaker and *Bonus* cards used for *Colonization* are cards you could have used for *Defense*. This makes you a prime target for *Aggression*. Ideally, you would like to *Colonize* a *New Territory* during your own turn, allowing you to build new *Units* immediately.

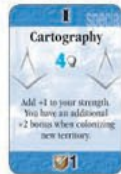


Example: Karl bid 4 for the *Inhabited Territory*. Everyone else passed so it becomes his *Colony*. He must send a *Colonization* force of *Strength* 4. *Cartography* gives him a +2 bonus, so he only needs to come up with 2 more. His *Colonization Bonus* card gives him an additional +2, but he must sacrifice at least 1 *Unit*. He can either

sacrifice his *Warriors Unit* for a total *Strength* of 5 or sacrifice his *Swordsmen Unit* and save the *Bonus* card for later.

Karl decides to sacrifice his *Warriors*. He returns the yellow token to his *Yellow Bank*. Also, he discards his *Colonization Bonus* card. He takes the *Inhabited Territory* and places it next to his *Government* card. As a permanent bonus, this *Territory* gives him 2 new yellow tokens from the box which he places in his *Yellow Bank*. As an immediate effect, he takes 1 yellow token from his *Yellow Bank* and puts it in his *Unused Workers Pool*.

If he loses his *Colony* later, he will return 2 yellow tokens from his *Yellow Bank* to the box, but he will not have to decrease his population.



AGGRESSION (BROWN CARDS)



An *Aggression* card allows you to use your *Political Action* to attack another (weaker) civilization.

When you play an *Aggression* card, announce which civilization you are attacking and read the card. In addition to using up your *Political Action*, this also costs you a certain number of *Military Actions* specified by the card.

The *Aggression* fails unless the attack has more *Strength* than the defense. The *Strength* of your attack is equal to the *Strength* of your civilization. You can make your attack stronger by sacrificing *Units*. (Do not adjust your civilization's *Strength* indicator yet.) The *Strength* of the sacrificed *Unit* is added to the *Strength* of your attack. (In effect, it counts twice, because it is already contributing to the *Strength* of your civilization.)

The defender then has a chance to match the *Strength* of the attack. The *Strength* of the defense is equal to the *Strength* of the defending civilization. The defender also has a chance to sacrifice *Units*. Furthermore, the defender can play *Defense Bonus* cards.

THE *STRENGTH* OF THE SACRIFICED *UNITS* IS NOT LIMITED AND WHEN ADDED TO THE CIVILIZATION'S *STRENGTH*, THE RESULT MIGHT GO OVER MAXIMUM VALUE OF 60.

UNSUCCESSFUL AGGRESSION

If the defense has as much *Strength* as the attack (or more) the *Aggression* card is discarded and has no effect. There is no punishment for the attacking civilization (except that it has used its *Political Action*, an *Aggression* card, some *Military Actions*, and possibly has sacrificed several *Units*).

SUCCESSFUL AGGRESSION

If the *Strength* of the attack is greater than the *Strength* of the defense, the *Aggression* is successful and the players perform the actions described by the card. The *Aggression* card is then discarded.

With most *Aggression* cards, the attacker gains something and the defender loses something. Note that when you take *Food* or *Resources* from a rival, you do not take the blue tokens. Your rival returns blue tokens to his or her *Blue Bank* and your civilization produces that many *Food* or *Resources*.

If a card says you should take more of something than your rival has, your rival only loses all he or she has and you only gain as much as your rival loses.

If a civilization's population decreases, return 1 yellow token from the *Unused Workers Pool* to its *Yellow Bank*. (If it has no *Unused Workers*, a yellow token must be taken from one of its *Technology* cards.)

TO PLAY AN *AGGRESSION* CARD:

- AS YOUR *POLITICAL ACTION*, YOU LAY DOWN THE CARD, ANNOUNCE THE TARGET, AND PAY A SPECIFIC NUMBER OF *MILITARY ACTIONS*.
- YOU SPECIFY WHICH *UNITS* YOU ARE SACRIFICING AND ANNOUNCE THE TOTAL *STRENGTH* OF YOUR ATTACK.
- THE DEFENDER SPECIFIES WHICH *UNITS* HE OR SHE IS SACRIFICING, PLAYS ANY *DEFENSE BONUS* CARDS HE OR SHE WISHES, AND ANNOUNCES THE TOTAL *STRENGTH* OF THE DEFENSE.
- IF THE ATTACKER HAS HIGHER *STRENGTH*, THE CARD TAKES EFFECT. OTHERWISE, IT HAS NO EFFECT.
- IN EITHER CASE, DISCARD THE *AGGRESSION* CARD. BOTH THE ATTACKER AND THE DEFENDER RETURN ANY SACRIFICED YELLOW TOKENS TO THEIR *YELLOW BANK* AND ADJUST THEIR CIVILIZATIONS' *STRENGTH* INDICATORS.

Tip: *Through the Ages* is not about offense. The defending civilization has all the advantages – it can sacrifice *Units* once the *Strength* of the attack has been fixed, it wins any ties, and it can use *Defense Bonus* cards. Furthermore, the attacker must pay *Military Actions*, leaving fewer *Actions* for building *Units* or drawing new *Military Cards*.

It rarely pays to sacrifice *Units* to strengthen your attack. The defender can still sacrifice *Units* or use *Defense Bonus* cards to make up the difference.

The most effective way to use *Aggression* cards is to attack a weaker civilization, forcing a rival into a choice between losing *Units* or suffering the unpleasant consequences of the *Aggression* card.

To avoid such extortion, it is a good idea to maintain a reasonably strong military. Note that *Aggression* cards are played as a *Political Action* at the beginning of the turn. That means if someone begins building up *Units*, everyone else has a turn to respond before those *Units* can be used to support *Aggression*.



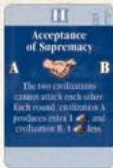
Example: Adam's civilization has *Strength* 14 versus Barbara's 10. As his *Political Action*, he plays *Spy* against Barbara. This costs him 1 *Military Action*. Guessing Barbara might have a *Defense Bonus* card, Adam sacrifices 1 *Riflemen Unit* (with *Strength* 3) to increase the *Strength* of his attack to 17.

Barbara is holding a *Defense Bonus* card that she can play to give her side +4. Added to her civilization's *Strength* of 10, this would have been enough to fend off the attack. It looks like Adam guessed right when he decided to sacrifice that *Unit*. Now Barbara will have to play her *Defense Bonus* card and sacrifice *Units* if she wants to win. Barbara's only *Units* are *Knights* with *Strength* 2. She decides that using her *Defense Bonus* card and sacrificing 2 *Units* would make her civilization too vulnerable. Instead, she accepts the penalty imposed by the card. The impact is softened somewhat by the fact that she only has 3 *Science Points*.

Barbara loses all 3 *Science Points* and Adam scores 3. (The card allows him to score 5, but he can not score more than Barbara loses.) Adam moves 1 yellow token from his *Riflemen* to his *Yellow Bank* and adjusts his *Strength* indicator to show that his civilization now has *Strength* 11.



MAKING AND BREAKING PACTS (BLUE CARDS)



Pacts allow two civilizations to cooperate for mutual benefits. *Pacts* are only used if there are 3 or more players in the game. As your *Political Action*, you can play a *Pact* card as an offer to cooperate with another player. The other player then has the option to accept or reject your offer.

If the *Pact* is rejected, you return it to your hand. You have used up your *Political Action* and you continue with your turn. (The next step of your turn is to discard excess *Military Cards*. Even if you have to discard, you may choose to discard something else and keep the *Pact* card.) If the *Pact* is accepted, place the card in front of you and put colored blocks next to the letters A and B to indicate the roles played by your two civilizations in the *Pact*.

YOU CAN ONLY HAVE 1 PACT IN PLAY IN FRONT OF YOU. PUTTING A NEW PACT INTO PLAY AUTOMATICALLY CANCELS THE OLD ONE.

Note that the old *Pact* is only cancelled if your new *Pact* offer is accepted; if it is rejected, the card returns to your hand and does not cancel the *Pact* already on the table. Note also that when you accept a *Pact* offer from someone else, his or her civilization keeps the *Pact* card so it does not cancel the *Pact* you have in play in front of you. Thus it is possible to participate in several *Pacts* at once, although only one of them can be a *Pact* that you offered.

ASYMMETRIC PACTS

Some *Pacts* affect the two parties differently. When you offer a *Pact* you must specify whether your civilization will take the role of civilization A or civilization B. The player to whom you offer the *Pact* must accept or reject the offer you make. He or she can not choose to accept the *Pact* with the roles reversed. If the *Pact* is accepted, place colored blocks next to the letters A and B on the card to indicate which civilization is which.

Tip: Some *Pacts* allow one civilization to pay another in exchange for not being attacked. If your civilization is weak, you can use this to encourage a rival to direct his or her *Wars* and *Aggressions* elsewhere. If your civilization is strong, you can use the *Pact* with the roles reversed to extort payment from a weak rival.

TABLE TALK AND PACTS

Offering a *Pact* uses up your *Political Action* whether it is accepted or not. Some players may try to get around this rule by asking, "Does anyone want to make a *Pact*?" or even, "Who wants 1 extra *Food* per turn?" Strictly speaking, this is against the rules. The player should forfeit his or her *Political Action* because a *Pact* was offered. No one should be allowed to accept the *Pact* because the offer was illegal: the *Pact* card was not revealed, it was not offered to a specific player, and the roles were not defined. However, it is your game and you can set different rules for table talk if everyone understands and agrees to them.

CANCELING PACTS

You may use your *Political Action* to cancel any *Pact* you are participating in (regardless of which civilization initially made the offer). The *Pact* card is discarded and the *Pact* ends immediately.

Tip: Because canceling a *Pact* uses up a *Political Action*, it is not possible to attack that same turn. Thus, a *Pact* that prevents a rival from attacking you (by an *Aggression* or *War* card) can be cancelled, but it at least guarantees that you can not be attacked without warning.

There are other ways to cancel a *Pact*. As described above, you can cancel a *Pact* you offered by getting someone to accept your offer of another *Pact*. Some *Pacts* say that an attack by one civilization upon another automatically cancels the *Pact*. If a *Pact* does not say it prevents attack and if it does not say that an attack cancels it, then the *Pact* remains in force even if one civilization attacks the other.

ADVANCED GAME MECHANICS

HAPPINESS

In the *Simple Game*, *Happy Faces* have no function except to give bonus points at the end of the game. In the *Advanced Game*, however, it is important to keep your people happy.

As in the *Simple Game*, you use your *Happiness* indicator to keep track of the number of *Happy Faces* your cards are producing. Your *Happiness* indicator divides your *Yellow Bank* into sections. The first section is the first region of the *Yellow Bank*. This is the 1 *Happy Face* section represented by 1 😊 symbol. The 2 *Happy Face* section is the second region of the *Yellow Bank*. After that, each region is divided into 2 sections, with a certain number of *Happy Faces* corresponding to each column of the *Yellow Bank*.

IF A SECTION OF YOUR YELLOW BANK HAS NO YELLOW TOKENS, YOU MUST HAVE AT LEAST THE SPECIFIED NUMBER OF HAPPY FACES TO KEEP EVERYONE HAPPY.

At the beginning of the game, your civilization has no *Happy Faces*. As long as you have yellow tokens in the right-most region of your *Yellow Bank*, however, you do not need any *Happy Faces* to keep everyone happy. If you increase your population twice, then the 1 *Happy Face* section of your *Yellow Bank* will be empty, indicating that you need at least 1 *Happy Face*.



IF YOU DO NOT HAVE ENOUGH HAPPY FACES TO KEEP EVERYONE HAPPY, THEN YOU HAVE 1 DISCONTENT WORKER FOR EVERY HAPPY FACE YOU NEED TO MAKE UP THE DIFFERENCE.

Discontent Workers do not work. To keep track of your *Discontent Workers*, move 1 yellow token from your *Unused Workers Pool* to your *Happy Face* indicator for each missing *Happy Face*. Thus for each section to the left of your *Happy Face* marker block, you will either have yellow tokens in your *Yellow Bank* or a yellow *Discontent Worker* token on the indicator.



Tip: Try to keep your population happy. Some *Events* punish civilizations with *Discontent Workers*.

Yellow tokens representing *Discontent Workers* are not considered to be in your *Yellow Bank*. In fact, they are still considered to be in your *Unused Workers Pool*. You are allowed to use them as *Workers* to build new *Buildings*, *Farms*, and *Mines*. You do not have to worry about *Discontent Workers* until production and maintenance.

UPRISING

IF YOU HAVE MORE DISCONTENT WORKERS THAN YOU HAVE UNUSED WORKERS, YOU HAVE AN UPRISING ON YOUR HANDS. DURING AN UPRISING, YOU SKIP YOUR PRODUCTION AND MAINTENANCE PHASE.

Your civilization scores no points. It produces no *Resources* or *Food*. (But it does not *Consume* any *Food* either, nor does it lose *Resources* to *Corruption*.) You may not draw any *Military Cards*.

The problem is that some of your *Discontent Workers* have been forced to work. This has made them angry enough to incite rebellion.

Tip: You want to avoid an *Uprising*. It is much better to spend an action destroying a *Building* or disbanding a *Unit* to free up a *Worker* than it is to lose all your production.

Example: Because **Karl** has no yellow tokens in the 2 *Happy Face* section of his *Yellow Bank*, he needs 2 *Happy Faces* to keep everyone happy. His civilization is only producing 1 *Happy Face*, so he has 1 *Discontent Worker*, represented by the yellow token on his *Happy Face* indicator.



Karl pays 4 *Food* to increase his population. That removes the final token from the 3 *Happy Face* section of his *Yellow Bank*. Now he needs 3 *Happy Faces*, and thus has 2 *Discontent Workers*. The new *Worker* is placed in this section of the *Happy Face* indicator to show it is *Discontent*. **Karl** avoids an *Uprising* and his civilization produces as usual.

On someone else's turn, the **Development of Warfare** Event is revealed. This allows every player with an *Unused Worker* to build a **Warrior Unit** without paying any *Resources*. **Karl** decides to take this opportunity and moves one of his *Discontent Workers* from the indicator to his **Warriors** card. This *Worker* is still *Discontent*. (At least, **Karl** still has 2 *Discontent Workers* – he does not have to keep track of which 2 they are.) **Karl** will face an *Uprising* during his next production and maintenance phase unless he can do something about it.

On his next turn, **Karl** plays the **Bread and Circuses** Technology. He uses his second *Discontent Worker* to build an *Arena*. This *Arena* produces 2 *Happy Faces*. Now his civilization has a total of 3 *Happy Faces*. **Karl** has avoided the *Uprising* and now has no *Discontent Workers*.



CORRUPTION

Stockpiling *Food* and *Resources* leads to *Corruption*. Your *Blue Bank* is divided into several regions. The corruption number in the left-most empty region tells how much you lose to *Corruption*.

Corruption is calculated after production of *Resources* (which happens after *Food* production and *Consumption*). If you have at least 1 blue token left in the right-most region of your *Blue Bank*, there is no *Corruption*. Once you remove the last token in the right-most region, you have *Corruption* 2, meaning that you must pay 2 *Resources*. (It does not matter how many blue tokens is returned to your *Blue Bank* when paying for the *Corruption*.) Note that *Corruption* is always paid for with *Resources*, never with *Food*.

If all the blue tokens have been taken from the first two regions, you must pay 4 *Resources*. If you have no blue tokens left in your *Blue Bank*, you must pay 6 *Resources*.

Tip: Advanced *Farms* and *Mines* can help reduce your losses to *Corruption* by reducing the number of tokens you use to represent *Food* and *Resources*. Some *Territories* and *Special Technologies* can help with *Corruption* by giving you more blue tokens. Even so, it is difficult to avoid *Corruption* entirely.

Tip: You can tell how many blue tokens will be removed from your *Blue Bank* by counting the number of yellow tokens you have on *Mines* and *Farms*. When making your calculations, do not forget that you may be returning a token or two to pay for *Consumption*, which happens before *Corruption*.

ALTERNATE CORRUPTION RULE

Through the Ages is a complex game. It is easy to overlook one element while focusing on another, and *Corruption* can take many players by surprise. Your group may want to play with this alternate rule: When your *Mines* produce, you have the choice to reduce the production of blue tokens by 1. By not letting one **Bronze Mine** produce, you lose 1 *Resource*, but that can be preferable to paying 2 *Resources* for *Corruption* caused by removing that token. Note that this applies only to *Mines*. All your *Farms* must produce as long as there are enough blue tokens.

If you decide to use this alternate rule, make sure that everyone is aware of it and agrees to play by it.

ADVANCED TECHNOLOGIES

The Age of Exploration (*Age II*) contains many new *Technologies*. Most of them are improvements over *Age I* and *Technologies* and have the same type-name in the upper right corner.

THERE ARE NO PRE-REQUISITES FOR ANY *TECHNOLOGY*. YOU CAN PLAY A *TECHNOLOGY* FROM *AGE II* OR *III* EVEN IF YOU DO NOT HAVE THE CORRESPONDING *TECHNOLOGY* FROM AN EARLIER *AGE*.

LEVELS

Some cards refer to the *Level* of a *Technology*, *Building*, or *Unit*. The *Level* is equal to the *Age* the card is from. *Technologies* from *Age I* are *Level 0*.

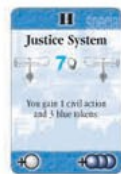
HIGHER LEVEL FARMS, MINES, BUILDINGS, AND UNITS

When you play a higher level *Technology*, place it above your other *Technologies* of the same type. **Iron** is played above **Bronze**. **Coal** is played above **Bronze**. **Coal** is played above **Bronze**. If you do not have **Iron**, you play **Coal** above **Bronze**.

Having a higher level *Technology* does not prevent you from building more lower level *Farms*, *Mines*, *Units*, and *Buildings*. You are allowed to upgrade lower level things to a higher level without passing through intermediate *Technologies*. (You can upgrade a **Bronze Mine** to a **Coal Mine**, regardless of whether or not you have the **Iron Technology**.) The *Resource* cost to upgrade is the difference between the build costs of two *Technologies*. (So it costs 6 *Resources* and 1 *Civil Action* to upgrade a **Bronze Mine** to a **Coal Mine**.)

Note that if you only have blue tokens on **Coal**, you can pay 1 *Resource* by moving 1 token from **Coal** to **Iron**. If you do not have the **Iron Technology**, you can pay 1 *Resource* by moving 1 blue token from **Coal** to **Bronze** and moving 1 blue token from your *Blue Bank* to **Bronze**. Making change when dealing with *Food* is done similarly.

SPECIAL TECHNOLOGIES (BLUE CARDS)



UNLIKE MOST OTHER *TECHNOLOGIES*, *SPECIAL TECHNOLOGIES* REPLACE THEIR OLDER VARIANTS.

When you play a *Special Technology* with the same illustration as a *Special Technology* from a previous *Age*, the previous card is discarded. You gain the bonuses of the new *Technology*, but those are not cumulative with the bonuses of its predecessors.

Example: Suppose you have **Code of Laws**, which gives you an extra *Civil Action*. **Justice System** gives you an extra *Civil Action* and three blue tokens. When you play **Justice System**, you do not have a total of two extra *Civil Actions*; you only have one extra *Civil Action* and three extra blue tokens.

USING CONSTRUCTION TECHNOLOGIES TO UPGRADE BUILDINGS

The **Masonry**, **Architecture**, and **Engineering** *Technologies* reduce the costs of *Urban Buildings*. The following example details how these cards work when you upgrade a *Building*.



Example: **Masonry** reduces the cost of all *Urban Buildings* of *Level I* or higher by 1 *Resource*. This means that a *Level I Lab* only costs 5 *Resources* (instead of 6), but a *Level 0 Lab* still costs 3. Thus, you can upgrade a *Level 0 Lab* to *Level I* for 2 *Resources* instead of 3, and you can upgrade a *Level 0 Lab* to *Level II* for 4 instead of 5. However, you get no discount when you upgrade a *Level I Lab* to *Level II*: **Masonry** reduces the cost of each by 1, so the difference between their costs remains the same.

Architecture reduces the cost of *Level I Buildings* by 1 and *Level II Buildings* by 2. If you have **Architecture**, a *Level I Lab* costs you 5 (instead of 6) and a *Level II Lab* costs you 6 (instead of 8). So upgrading a *Lab* from *Level I* to *Level II* only costs 1 *Resource*.



TACTICS (RED CARDS)



You may acquire *Tactics* cards when you draw from the *Military Deck*.

YOU MAY PLAY A *TACTICS* CARD FOR 1 *MILITARY ACTION*.

A *Tactics* card allows you to group your *Units* into *Armies*. The card specifies which *Units* you need to make an *Army*. For example, the **Legion** gives you one *Army* for every 3 *Infantry Units*. The **Mobile Artillery** gives you 1 *Army* for each *Cavalry-Artillery* pair.

YOU MAY ONLY HAVE 1 *TACTICS* CARD IN PLAY. WHEN YOU PLAY ANOTHER *TACTICS* CARD, THE PREVIOUS CARD IS AUTOMATICALLY DISCARDED.

For each *Army* your *Units* can form, add the bonus specified on the *Tactics* card to the *Strength* of your civilization. Note that the type of *Military Unit* is important, not its *Level*.

Example: Karl's *Tactics* of a **Medieval Army** gives +2 *Strength* for every *Infantry-Cavalry* pair. So two of Karl's *Infantry* join with both his *Cavalry* to form two *Armies*, giving him a bonus of +4; the third *Infantry Unit* (it does not matter which one) is not in an *Army*.



Let's calculate his civilization's *Strength*. His 2 **Warriors Units** have 1 *Strength* each. His 1 **Swordsmen Unit** and his 2 **Knights Units** have 2 *Strength* each. This is a total of 8 *Strength*. Because each *Army* gives a +2 bonus, his civilization has 12 *Strength*.



WHEN YOU SACRIFICE AN ENTIRE *ARMY* TO PAY FOR ATTACK, DEFENSE, OR COLONIZATION, COUNT THE *ARMY'S* BONUS AS PART OF THE *STRENGTH* OF THE SACRIFICED *UNITS*.

Example: Let's continue the previous example. If Karl attacks a rival, he can sacrifice 1 **Knights Unit** to bring the *Strength* of his attack up to 14.

If he also sacrifices his **Swordsmen Unit**, the *Strength* of his attack goes up to 18: his initial 12, plus 2 for the **Knights**, plus 2 for the **Swordsmen**, plus 2 from the *Tactics* bonus because the **Knights** and **Swordsmen** form 1 *Army*. Karl could also keep the **Swordsmen** and sacrifice both **Warriors** and both **Knights**. Each **Warrior-Knight** pair would count as 5 *Strength*: 2 for the **Knights Unit**, 1 for the **Warriors Unit**, +2 for the *Army* bonus.

Note that you do not have to keep track of which *Units* are in an *Army*. When sacrificing *Units*, any combination that matches the specifications given by your *Tactics* card counts as an *Army*, regardless of the order in which those *Units* were built.

ANTIQUATED UNITS

Sometimes, *Age* matters. You can use modern *Units* with older *Tactics* without any penalty. With advanced *Tactics*, however, you need to use *Units* which are no more than 1 *Age* older than the *Tactics*. These *Tactics* cards have two bonuses specified on them; if you form an *Army* that does not meet the *Age* requirement, you only get the smaller bonus (the bonus in parentheses).

IF ONE OR MORE *UNITS* IN AN *ARMY* IS MORE THAN 1 *AGE* OLDER THAN THE *TACTICS* CARD, THE *ARMY* ONLY GIVES YOU THE LESSER *STRENGTH* BONUS.

If your *Tactics* card has only one bonus specified, you do not need to worry about this rule – it is impossible to violate the *Age* requirement of these *Tactics* (because they are from *Age I*, for example).

Example: Barbara has the *Units* and *Tactics* shown in this picture. The **Defensive Army** *Tactics* card allows her to build 2 *Armies*. The *Tactics* card is from *Age II*. She can use the **Swordsmen** from *Age I* without penalty, but the **Warriors** from *Age I* are too antiquated to give her the full benefit of the *Tactics* card. Her civilization's *Strength* is 22: 13 from the *Units*,



+6 for the one *Army*, and +3 for the *Army* with the antiquated *Infantry Unit*.

THE END OF AN AGE

Not counting the end of Antiquity, which happens at the beginning of round two, you will see two *Ages* end in the *Advanced Game*: *Age I* ends when the last card from *Civil Deck I* is placed in the *Card Row*; *Age II* ends when the last card from *Civil Deck II* is placed in the *Card Row*.

When an *Age* ends, some cards from the previous *Age* – i.e., cards 2 *Ages* older than the new *Age* – become obsolete. (So when *Age I* ends, some cards from *Age A* become obsolete. Cards from *Age I* can endure for the duration of *Age II*.)

WHEN AN *AGE* ENDS THE FOLLOWING CARDS FROM THE PREVIOUS *AGE* ARE DISCARDED:

- CARDS STILL IN HAND
- LEADERS
(DO NOT FORGET TO ADJUST INDICATORS AND RETURN TOKENS TO THE BOX)
- WONDERS UNDER CONSTRUCTION
(RETURN ANY BLUE TOKENS ON IT TO YOUR *BLUE BANK*)
- PACTS

CARDS FROM THE *AGE* THAT JUST ENDED DO NOT BECOME OBSOLETE UNTIL THE END OF THE NEXT *AGE*.

Note that *Technologies*, *Tactics*, *Colonies*, and completed *Wonders* do not become obsolete and are not discarded.

In addition to placing the new *Civil Deck* where the old *Civil Deck* was, you need to remove the old *Military Deck* and replace it with the *Military Deck* for the new *Age* (unless the change of *Ages* marks the end of the game).

END OF THE GAME

Once the last card from *Civil Deck II* is placed in the *Card Row*, the game is nearing the end. This is the end of *Age II*, so certain *Age I* cards immediately become obsolete as described in the previous section. Players then play out the rest of the round in *Age III* (but without *Civil Deck III* or *Military Deck III*).

When the player to the right of the **Starting Player** has completed his or her turn, it is time to count bonus *Culture Points*. The four *Event III* cards that were revealed at the beginning of the game now take effect and players score their bonuses accordingly. The player who ends up with the most *Culture Points* wins.

3

FULL GAME

In the *Full Game*, you take your civilization through the ages: from Antiquity to Modern Times. The *Full Game* is recommended for players who fully understand the rules and cards introduced in the *Simple Game* and the *Advanced Game*. It has few new mechanics, but because it covers all the *Ages*, it is best for players who know the game well enough to play swiftly and efficiently.

SET UP

The *Full Game* uses all the cards. The *Card Row* is filled with cards from *Civil Deck A*, as in the *Simple Game*. As in the *Advanced Game*, 4, 5, or 6 cards (depending on the number of players) are taken at random from *Military Deck A* and placed face down to make the *CURRENT EVENTS* deck.

Civil Deck 1 and *Military Deck 1* are shuffled and placed on the appropriate places of the *Score Board*. The Decks from the other *Ages* are set to one side. Do not forget to remove marked *Civil Cards* when less than 4 players are playing, and the *Pact* cards when only 2 players are playing. Civilizations are set up as in the *Simple* or *Advanced Game*.

PLAYING THE GAME

Initially, the game is the same as the *Advanced Game*. Agriculture and *Happiness* will play a bigger role in the *Full Game*, however, because each time an *Age* ends, each civilization loses two yellow tokens from its *Yellow Bank*. *Wars* begin to break out in *Age II*, threatening civilizations that can not keep up with the arms race. *Age III* brings *Technologies*, *Wonders*, and *Leaders* from Modern Times. Modern *Wonders* and *Events* give you bonus points that you score immediately.

The *Air Force* introduces a new dimension to *war*. When *Age III* ends, *Age IV* begins and players play out their turns to the end of the round. Then, unlike the *Advanced Game*, everyone gets one more turn. The game ends with everyone scoring bonus points indicated by the remaining *Age III* cards in *CURRENT* and *FUTURE EVENTS* card piles. The player with the most *Culture Points* wins.

NEW MECHANICS IN THE FULL GAME

AIR FORCE

The **Air Force** card introduces a new type of *Military Unit*. An *Air Force Unit* works just like any other *Unit* except for the way it relates to *Armies*.

AN AIR FORCE UNIT CAN BE A PART OF ANY ARMY. AN AIR FORCE UNIT DOUBLES ITS ARMY'S BONUS FROM THE TACTICS CARD.

No *Tactics* card requires an *Air Force Unit*. An *Army* can have at most 1 *Air Force Unit*. If you have more *Air Force Units* than *Armies*, you still add their *Strength* to your civilization, but the extra *Units* do not give you any additional *Tactics* bonus.

Example: Karl's civilization is using **Entrenchments**. He has 2 *Armies*, one with an antiquated *Unit*. (The **Swordsmen** from *Age I* are too outdated to give him the full bonus for *Age III Entrenchment Tactics*.) Karl also has 1 **Air Force Unit**.

The total *Strength* of his *Units* is 24. **Entrenchments** gives him +9 for his *Army* and the **Air Force Unit** doubles this bonus to give him +18. The *Army* with the antiquated *Unit* is only worth +5. This gives his civilization a total *Strength* of 47. A second **Air Force Unit** would give him 5 more *Strength* and change his +5 bonus to +10, for a total *Strength* of 57. A third **Air Force Unit** would not give him an additional *Tactics* bonus. Moreover, its 5 *Strength* would put Karl over the limit of the *Strength* indicator, so his civilization's total *Strength* would be at the maximum of 60.



WARS



The black *Military Cards* are *Wars*. *Wars* are played the same way as *Aggression* cards: you use your *Political Action*, you pay the specified number of *Military Actions*, you read the text, and you announce which rival you are declaring *War* upon.

THE OUTCOME OF A WAR YOU DECLARE IS NOT DETERMINED UNTIL THE BEGINNING OF YOUR NEXT TURN.

This gives each civilization one turn to increase its *Strength*. The player who declares the *War* is at a disadvantage, however, because he or she had to spend *Military Actions* in order to declare the *War*.

THE OUTCOME OF A WAR

When you declare a *War*, you leave the card in front of you. At the beginning of your next turn, you and your rival determine the outcome. At this point, you may sacrifice *Units* to increase the *Strength* of your side of the *War*. Then your rival may sacrifice *Units* to increase the *Strength* of his or her side. This increase of *Strength* works just as it does with *Aggression* with one exception:

NEITHER SIDE MAY USE DEFENSE BONUS CARDS TO INFLUENCE THE OUTCOME OF A WAR.

In *Aggression*, the attacker can never lose anything and the defender can never gain anything. In a *War*, either side can profit.

THE SIDE WITH THE GREATER STRENGTH IS THE VICTOR IN THE WAR. THE DIFFERENCE BETWEEN THE VICTOR'S STRENGTH AND THE STRENGTH OF THE VANQUISHED IS CALLED THE "STRENGTH ADVANTAGE". THE BONUSES AND PENALTIES OF A WAR ARE IN PROPORTION TO THE SIZE OF THIS DIFFERENCE.

As with *Aggression*, the victor is taking something away from the vanquished and thus can not gain more than what the vanquished lost.

Tip: When sacrificing *Units* to win a *War*, don't forget that there are other players who will be ready to take advantage of your weakness.

After you and your rival resolve the outcome of the *War*, discard the card. You then continue with your turn. The *War* was your *Political Action* on your previous turn, so you still have a *Political Action* available on this turn.

Tip: *War* is most advantageous (and most devastating) when there is a large difference in *Strength*. Build up your military even if you can only build a little bit, so that when you lose a *War* you will not lose by as much. Be careful about declaring a *War*. Your rival will have all the advantages. Your rival will build *Units* after you and will have all his or her *Military Actions* available. When it comes time to sacrifice *Units*, your rival sacrifices after you.

Because defenders have all the advantages, it is difficult to win **Through the Ages** through military might. Players who ignore their military, however, find that it is easy to lose through military weakness.

Tip: It might happen you will play several games of **Through the Ages** without any *War* being declared. That is okay; even when not played, *Wars* still have a significant impact on the game. The mere fact that someone could play them influences the game enough.

END OF AN AGE

As in the *Advanced Game*, when an *Age* ends all players must discard *Leaders*, *Pacts*, unfinished *Wonders*, and cards in hand from the *Age* prior to the one that just ended. The *Civil* and *Military Decks* for the new *Age* are placed on the *Score Board*.

In addition, the *Full Game* includes the following rule to simulate your population's increasing demand for good *Food* and entertainment:

AT THE END OF AGE I, AGE II, AND AGE III, EVERY CIVILIZATION MUST RETURN 2 YELLOW TOKENS FROM ITS YELLOW BANK TO THE BOX.

You do not have to return yellow tokens that are in use. If you do not have any yellow tokens in your *Yellow Bank*, then you return nothing.

Tip: This is the biggest difference between the *Advanced Game* and the *Full Game*. Watch the *Civil Deck* carefully so that you will be prepared for the dawn of the new *Age*.

Keep your people happy. When you lose those two yellow tokens, it will probably increase the number of *Happy Faces* you need. Furthermore, increasing your population will cost more, making it more difficult to gain control of your population and prevent an *Uprising*.

LEAVING THE GAME HONORABLY

At the beginning of your turn, you have the right to announce the fall of your civilization and leave the game. Your score will not count and everyone still in the game will finish ahead of you.

You may leave the game even if someone else has already declared *War* on you. In this case, the *War* card is discarded and has no effect.

Tip: If a rival is no threat to you, think twice before declaring a *War*. The card's only effect may be to force him or her out of the game.

When you are adding cards to the *Card Row*, remove cards from the first positions of the *Card Row* according to the number of players left in the game. The last player remaining in the game wins.

END OF THE GAME

AGE IV

When the last card from *Civil Deck III* is placed in the *Card Row*, it marks the end of *Age III* and the beginning of *Age IV*. Some cards from *Age II* become obsolete and each civilization loses two yellow tokens from its *Yellow Bank*.

Age IV has no cards. No new cards are added to the *Card Row* and no one draws any more *Military Cards*.

THE LAST ROUND

If *Age III* ends at the beginning of the **Starting Player's** turn, then it is the last round and each player takes one more turn. If *Age III* ends at the beginning of anyone else's turn, play to the end of the round and then everyone gets one more turn. This rule ensures that everyone will have at least one turn after the end of *Age III*, giving everyone the chance to complete their *Age III Wonders*, which can be worth many *Culture Points*.

There is no point to declaring *War* in the last round because you will not get another turn in which to resolve the outcome. Note that *Aggressions* are still legal, and you do resolve the outcomes of any *Wars* declared the previous round.

YOU ARE NOT ALLOWED TO SACRIFICE *UNITS* IN THE LAST ROUND.

When resolving an *Aggression* card, only the defending civilization can add to its *Strength* and it can only do so with *Defense Bonus* cards. When resolving a *War* declared the previous round, the civilization with the greater *Strength* wins, as there is no longer a way for either side to increase its *Strength*.

SCORING POINTS FOR EVENTS FROM AGE III

All *Event* cards from *Age III* give civilizations bonus *Culture Points*. Some of them may be revealed during the course of the game. Regardless, when you play one as a *FUTURE EVENT*, you are guaranteed that those bonus points will be scored.

AT THE END OF THE GAME, REVEAL ALL REMAINING AGE III EVENT CARDS FROM THE CURRENT AND FUTURE EVENTS DECKS AND SCORE BONUS CULTURE POINTS ACCORDING TO THESE CARDS.

Tip: It does not pay to tear down what you have built just to build one or two more *Culture* producing *Buildings*. Your opponent may have played a *FUTURE EVENT* that gives you *Culture Points* for the thing you wanted to tear down.

The player with the most *Culture Points* wins.

Before scooping everything back into the box, take a moment to appreciate your fellow players' civilizations and thank them for a fun game. Now might also be a good time to apologize for assassinating Shakespeare.

4

OTHER WAYS TO PLAY

The *Full Game* has been carefully tuned to please the majority of our play testers. However, every group is different, and you may find that you prefer one or more of the following variants. Most of these variants work with either the *Advanced Game* or the *Full Game*.

EASIER VARIANT

If you want to give your civilizations more room to grow, try this:

EASIER VARIANT:

- EVERY PLAYER BEGINS WITH ONE EXTRA YELLOW TOKEN.
- THE *URBAN BUILDING LIMIT* IS 1 GREATER THAN THE NUMBER GIVEN BY THE *GOVERNMENT CARD*.

One extra yellow token may not seem like much, but it makes it that much easier to increase your population, and it delays the onset of *Discontent Workers*. The higher *Urban Building Limit* allows you to build, even while remaining in *Despotism*.

NO GANGING UP VARIANT

Although *Through the Ages* is not about war, a civilization that falls behind militarily can find itself facing multiple aggressors. To keep players who neglect their military from being completely crushed, try this:

NO GANGING UP VARIANT:

- A CIVILIZATION CAN ONLY BE ATTACKED BY ONE ENEMY IN ONE ROUND.

To keep track of who is attacking whom, everyone puts at the beginning of the game one of their colored marker blocks in the center of the table. When you play an *Aggression* or a *War* card against another civilization, you take its block from the center of the table and put it in front of you to show you are attacking it. When it comes time to take your next *Political Action*, you return the block to the center of the table (unless you choose to attack the same civilization again). If the civilization you want to attack does not have its block in the middle of the table, that means you can not attack it that turn because it is being attacked by someone else.

Tip: Even in this variant, you will be attacked if you allow your military to fall far behind. This rule just gives you a better chance to catch up.

PEACEFUL VARIANT

If your group likes to play nice, this variant lets you focus just on building:

PEACEFUL VARIANT:

- REMOVE ALL *AGGRESSION* AND *WAR* CARDS.

You probably also want to remove the *Pacts* that lose their usefulness when no one can attack.

Tip: You still need military power for *Colonization*, and the cards that give rewards for a strong military are still in the game.

This is a good way to introduce a new player to the game. The inexperienced player will probably finish behind everyone else, but at least he or she will be able to play the game without being crushed.

You should also consider trying this variant if the “interactive” part of the game keeps leading to arguments among your friends.

DRAW MILITARY CARDS AS A MILITARY ACTION

Military Cards are drawn randomly, adding the thrill of uncertainty to the game. If you prefer more control over your *Military Cards*, you may try this:

DRAW MILITARY CARDS AS AN ACTION:

- YOU DO NOT DRAW ANY *MILITARY CARDS* AT THE END OF YOUR TURN.
- INSTEAD, YOU MAY PAY 1 *MILITARY ACTION* TO DRAW A *MILITARY CARD* DURING THE ACTION PHASE OF YOUR TURN.
- THE NUMBER YOU MAY DRAW IS ONLY LIMITED BY YOUR NUMBER OF *MILITARY ACTIONS*.

You can take *Military Cards* without limitation, but after your *Political Action* you can only keep as many *Military Cards* as you have *Military Actions*. This rule increases the importance of *Military Actions* and allows you to adjust your actions to the cards you draw. (For example, when you draw a *Defense Bonus* card, you do not need to build up your military so much.)

Tip: This variant will make the game move more slowly. When you play by the standard rules, people have time to look at their new *Military Cards* and think out their actions while others are playing. With this variant, everyone must wait for the player to study each new card. Consider carefully whether you want to play longer in exchange for more control.

BONUS POINTS VARIANTS

There are a number of other ways to deal with the bonus points cards from *Age III*. Remove the 13 *Events* cards from *Military Deck III* to make a bonus deck. Shuffle it, and then do one of the following.

PUBLIC BONUS CARDS VARIANT:

- TURN UP 4 (OR 3 OR 5) BONUS CARDS AS YOU DO IN THE *ADVANCED GAME*.
- THESE CARDS ARE REVEALED AT THE BEGINNING OF THE GAME AND REMAIN PUBLIC.

AGE-BY-AGE VARIANT:

- DEAL OUT THE TOP 5 CARDS FROM THE BONUS DECK FACE DOWN.
- REVEAL 1 BONUS CARD AT THE BEGINNING OF THE GAME.
- REVEAL 1 BONUS CARD AT THE END OF THE FIRST ROUND.
- REVEAL THE NEXT 3 BONUS CARDS AT THE END OF *AGES I, II, AND III*.

PRIVATE BONUS CARDS VARIANT:

- REMOVE THE TOP BONUS CARD AND DEAL THE OTHER 12 BONUS CARDS AMONG THE PLAYERS.
- EACH PLAYER CHOOSES 1 BONUS CARD (OR 2 CARDS IN A 2-PLAYER GAME).
- EACH PLAYER KEEPS HIS OR HER CHOSEN CARD SECRET, REVEALING IT ONLY AT THE END OF THE GAME.

OPEN CHOICE VARIANT:

- PLACE ALL 13 BONUS CARDS FACE UP ON THE TABLE.
- LET EACH PLAYER CHOOSE 1 BONUS CARD (OR 2 CARDS IN A 2-PLAYER GAME). THESE CARDS ARE KEPT PUBLIC THROUGHOUT THE GAME.

In all cases the remaining cards should be shuffled back into *Civil Deck III*. You have to play with these *Events* cards, otherwise most of the *Events* from *Age II* will never be revealed. Moreover, they ensure that the game will be thrilling to the end, as there are still some unknown bonuses remaining to be scored. If you don't like this uncertainty, or if you think a variant results in too many bonus points at the end of the game, try combining any of the previous variants with the following:

FEWER BONUSES VARIANT:

- DO NOT SCORE BONUS POINTS FOR *AGE III EVENT* CARDS LEFT IN THE *CURRENT EVENTS* AND *FUTURE EVENTS* DECKS AT THE END OF THE GAME.

With this variant, it is still to your advantage to play *FUTURE EVENTS*, especially if you know a card you want revealed is coming up in the *CURRENT EVENTS*. Furthermore, because it is not certain that the *Age III Event* card you play will be revealed, you do not have to be as careful when deciding whether or not to play it and it still gives you 3 *Culture Points*.

It is not recommended to use the Fewer Bonuses Variant without using one of the other bonus card variants. End-of-game bonuses are an important part of *Through the Ages* because they reward various aspects of civilization development.

Enjoy *Through the Ages*, however you choose to play it.

EXPLANATIONS OF SELECTED CARDS

GENERAL PRINCIPLES

DISCOUNTS ON BUILDINGS, WONDERS, FARMS, AND MINES

The *Action Cards* **Rich Land**, **Ideal Building Site**, **Engineering Genius**, and **Efficient Upgrade** each give a discount on a certain building *Action*. You can only use the card to perform the specified *Action*. (**Engineering Genius** can only be used to build 1 stage of a *Wonder*, even if you have a *Technology* that allows you to build multiple stages.) This discount can reduce the building cost to 0. If the discount is more than the *Action* would normally cost, you can use the card, but it does not give you extra *Resources*.

DISCOUNTS FOR MILITARY UNITS

Homer and the *Action Cards* **Patriotism**, **Wave of Nationalism**, and **Military Build-Up** give you special *Resources* for *Military Units*. This means that when you build *Units* each turn, you do not pay *Resources* until you have used up the special *Resources* represented by the card. (You keep track of these special *Resources* in your head, not with blue tokens.) Any *Resources* "for military units" left over at the end of the turn are lost.

By contrast, the discounts given by **Frederick Barbarossa** and **Winston Churchill** apply to every *Unit* built under the circumstances specified by these cards.

STRENGTH BONUSES

Alexander the Great, **Joan of Arc**, **Napoleon**, the **Colossus**, the **Great Wall**, the **Transcontinental Railroad**, and some *Special Technologies* increase your civilization's *Strength*. When you sacrifice a *Unit*, you only gain the value of the *Unit's Strength* because the bonus is given to your civilization, not your *Unit* (even with cards like **Alexander the Great** which give your civilization a bonus per *Unit*).

Genghis Khan, however, gives his bonus to each *Cavalry Unit*, so they are considered to have a higher *Strength* when you sacrifice them.

AGE III EVENT CARDS

Usually, the bonuses from *Age III Event* cards are scored at the end of the game, but if one does appear as a *CURRENT EVENT*, it is scored immediately.

The *Events* **Impact of Science** and **Impact of Strength** give out bonus points based on the relative standings of the players. Ties are broken in the usual way: in favor of the player whose turn it is. At the end of the game, break ties as though it were the **Starting Player's** turn.

EFFECTS OF WARS AND AGGRESSIONS

After *War* or a successful *Aggression*, the defeated civilization loses something. If there is a choice to be made over what is lost, the victor is usually the one who makes it. The only exception is the case of population loss, where the vanquished decides which yellow tokens will be removed from cards. Thus with **Raid**, the victor chooses which *Building* is destroyed. With **Plunder** or **War over Resources**, the victor chooses a combination of *Food* and *Resources* that adds up to the given total. In **War over Technology**, the victor chooses a combination of *Special Technologies* and *Science Points*.

A vanquished civilization can lose no more than it has. The victor can not gain more than what the vanquished lost. When the vanquished loses *Food* or *Resources*, the blue tokens are returned to his or her *Blue Bank*. The victor gains *Food* or *Resources* by moving tokens from his or her own *Blue Bank*.

INDIVIDUAL CARDS



CHRISTOPHER COLUMBUS

If you have a *New Territory* card in your hand, you can place it on the table and make it your *Colony*. This uses up your *Political Action*, but you do not have to sacrifice any *Units* and no one else can make a bid for the *New Territory*. You gain any of the immediate benefits and move your indicators to reflect your new *Colony's* bonuses. **Columbus** remains your civilization's *Leader* even though his special ability can not be used again during the game.



MAXIMILIEN ROBESPIERRE

Maximilien Robespierre reverses the roles of *Civil* and *Military Actions* during a *Revolution*. To declare a *Revolution*, you must have all your *Military Actions* unused. The *Revolution* uses all of your *Military Actions*. After the *Revolution*, you have the same number of used *Civil Actions* as you did before. Note that **Maximilien Robespierre** takes away your ability to pay all your *Civil Actions* for a *Revolution*.



ISAAC NEWTON

You must have 1 unused *Civil Action* to play a *Technology*, but **Isaac Newton** returns the used *Civil Action*. When declaring *Revolution*, you must have all your *Civil Actions* unused. After the *Revolution* you will have 1 unused *Civil Action*.



NAPOLEON BONAPARTE

As for the phrase "your best army": If you have some *Armies* with antiquated *Units* and some without (or some with *Air Force* and some without), then they will have different *Tactics* bonuses. In this case, take the best bonus. If you have no *Armies*, **Napoleon Bonaparte** gives you no bonus.



NIKOLA TESLA

Your *Labs* from *Ages* I, II, and III act as *Mines*. During production, place 1 blue token on the *Lab* card for each yellow token. A blue token on a *Lab* represents *Resources* equal to the *Lab's Level*. Your *Labs* produce every time your *Mines* produce, and their production counts towards the **Impact of Industry Event**.



ST. PETER'S BASILICA

Every *Happy Face* is counted twice, so this doubles the effects of **Joan of Arc** and **Michelangelo**.



TRANSCONTINENTAL RAILROAD

Your best *Mine* is represented by a *Worker*. Thus your most advanced *Mining Technology* card with at least 1 *Worker* will get 1 extra blue token during production.



FIRST SPACE FLIGHT

Add the *Levels* of all your *Technology* cards. This includes *Unit*, *Building*, *Farming*, *Mining*, *Special*, and *Government Technologies*.



HOLLYWOOD AND INTERNET

Every *Worker* on the specified type of card gives you twice as many *Culture Points* as the *Age* the card is from. Cards without *Workers* and *Workers* on *Age A* cards are worth no points.



SCIENTIFIC COOPERATION

If one civilization has no *Science Points*, neither civilization can play a new *Technology*.

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