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Dedicated to Nanette Rowland

7 Ages®: 6000 years of Human History

by Harry Rowland

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RULES OF PLAY

Players: 2 – 7

Ages: 7+

Time to play: 7+ minutes (variable, determined by number of players and starting and ending age)

Complexity: Moderate

“All the world’s a stage,
And all the men and women merely players:
They have their exits and their entrances;
And one man in his time plays many parts,
His acts being seven ages.”

Shakespeare; *As You Like It*

Introduction

7 Ages® is a game covering 6000 years of human history from 4000 BC/E to 2000 AD/CE. Players lead dynasties that decide the fate of the world across the epochs.

Components

The game consists of the following:

- 2 x A1 (594 x 840mm) full colour maps of the world;
- 6 full colour countersheets (576 x 5/8" and 300 x 1/2" counters);
- 110 full colour cards; and
- rules & players’ guide (you’re reading it).

If any of these components are missing, please write to:

Australian Design Group
PO Box 6253
Los Osos, CA, 93412 USA
Website: www.a-d-g.com.au

Preparing to play

Lay out the 7 Ages maps so they form a map of the world. Shuffle the cards and place them face-down. Sort the large counters into the 15 empire colours. Put the

unnamed leaders (and the ‘no leader’ markers) into a cup. Set aside the rest of the counters for the moment.

Deal 7 cards face-down to each player. You are now ready to start the game.

Winning the game

The winner is the player with the most glory points when the game ends. If several players tie, the player with the most advanced empire wins (or first to progress past the 49th progress level if more than one empire has). If still equal, they both win.

The game ends at the end of the turn when any empire progresses beyond the age of Aquarius (i.e. exceeds the 49th progress level) or immediately when an empire acquires the internet. That player gains 7 bonus glory points, for being so illustrious. The game can instead end at a time you predesignate.

Who goes first?

Each player chooses one of their cards and plays it face-down. Everyone reveals their chosen card. Whoever played the highest value card goes first. Discard all the cards played.

If several players tied for the highest card, those players play another card (which is also discarded). This continues until only one player is left. If you run out of cards, the tied players draw and play cards from the deck until a winner emerges.

Give the turn marker to the winner. Then, in order of first card played (highest to lowest), each player picks a glory marker, which they place on the ‘0’ space of the glory track, and takes the empire counters of the same colour (dark and light). If two (or more) players played the same value card, the player to the left of the first player chooses first.

The empire counters they chose are dedicated to the players for the entire game. The remaining empire counters are available to be built by any player during the game.

Example: Beth, Jack, Ray and Patrice are playing a 4 player game of 7 Ages. Beth and Jack play a '7' card, while Ray and Patrice play a '1' value card. Jack and Beth must now both play a second card, and Beth wins with a '5' to Jack's '4'.

Beth gets the turn marker and chooses the orange and yellow empire counters. She places the orange/yellow glory marker on the '0' space of the glory track.

Jack then picks the red and pink counters. Ray (on Beth's left) picks the light blue/dark blue counters and Patrice picks the light green/dark green colours. The other 7 empires are available for anyone to build during the game.

If any colours are still available, more players can enter the game after it has started. Simply deal them 7 cards, place their glory marker on the same space as the player coming last and place the relevant empire counters in front of the new player. Continue play.

Playing the game

All players now place one of their action markers face-down on each empire card they have in play.

If you have fewer empires in play than your maximum, you may place one additional action marker face-down in front of you, not on any empire.

In a two-player game, each player's maximum is 7 empires at any one time. With 3 players, the maximum is 5; 4 with 4 players and 3 empires each with 5 or more players.

Each action marker only affects the empire it is placed on. Thus playing 'start empire' on an empire in play will have no effect.

If an additional marker is placed not on any empire, that marker's only effective actions are (1) Start empire, (5) destiny or (6a) Civilise (only for the playing of event and artefact cards).

Once placed, you may always carry out an action even if the empire is discarded by the time its action is to be performed.

Keep your unused action markers face-down (so no one else can see what you have chosen to do this turn).

Wild card

The *wild card* action marker may be played like any other action marker. It may be turned over during any action to convert into an action of that type, even if you have already used that action this turn.

An empire with a *wild card* action marker does not get the free progress during the End of Turn. If you use the *wild card* to perform the same action twice in a turn, you lose 1 glory point (if you have any).

Actions

The actions are taken in this order:

- (1) start empire
- (2) production
- (3) trade and progress
- (4) manoeuvre
- (5) destiny
- (6) civilise
- (7) discard empire

Each player who has chosen to start an empire will turn over that action marker, then start an empire. Then the players who have chosen production will turn over that marker and perform that action, and so on.

Usually, players will be able to perform the same action simultaneously. When it matters (e.g. when empires close to each other are both manoeuvring), the player with the turn marker turns over their action marker and does that action first, and then the other players follow suit in clockwise order after that player has finished.

You can always decide not to turn over a marker, in which case your empire instead misses its go.

If you forget to turn over one of your action markers until that action is finished, your empire misses its go.

1. Start empire

When you choose a *start empire* action, play any card from your hand to start the empire shown on the card.

You can only start an empire if there is a set of counters not being used for another empire.

Each empire can be started multiple times in a game.

If any of the features of a starting empire provide a choice, the player setting up the empire must choose between them.

Example: The Moors (card 69) start their progress marker offset -2 from the leader or in the same space as the Arabs' marker. The Moor player must choose which it will be. The Moors' starting areas though are not a choice, they must set up in Mauretania and each Arab-controlled area in Europe.

When is an empire eligible to start?

Most empires can only be started in some of the ages. These are listed in the 'Age' section on the empire's card. For this purpose, the game is in the age occupied by the most advanced empire on the progress track. Some empires can start in a particular age only if another specified empire is (or isn't) on the map.

Example: If the most advanced empire in a game was the Phoenicians on progress level 6, the game would be in age 1. The Carthaginians (card 92) can normally only start in age 2 but, since the Phoenicians are in play, the Carthaginians can start in age 1.

Once you've placed the empire's progress marker on the progress track, the empire is in the age its progress marker occupies.

Setting up a new empire

Choose an available colour to represent the empire you are starting. You must choose one of your dedicated colours if one is available.

The mixes of units differ for each colour. Some have more units of some types and less of others, some have better quality units, and so on. So, you should choose a colour that best suits the empire you want to start.

Place the empire's progress marker on the progress track, offset from that of the most advanced empire by the + or - modifier listed under 'Set-up' on your empire's card.

Progress markers can never be lower than progress level 1.

Example: *The Macedonians (card 15), at progress level 8 (age 2), are the most advanced empire in the game when the Huns (card 68) starts. The Huns will be offset against the Macedonians by the “-2” shown on the ‘Set-up’ section of the Huns card. So the Huns progress marker goes onto progress level 6, in age 1.*

If there are no empires currently on the map, you can play an empire card from any age. Its starting age is the lowest (non-conditional) age listed in its age range. Its progress marker starts on the left-most space of that age. You can only play an empire if you can satisfy its set up prerequisites.

Example: *Beth has the Egyptians (card 1), the English (card 37) and the Pirate State (card 98) in her hand. There are no empires on map. If Beth starts the Egyptians, she would place their progress marker on the 1 space. If she set up the English instead, they would start on space 22 (4th age). She couldn’t start her Pirates at all (because they must set up within 3 areas of another empire).*

Starting areas

The area(s) listed in the ‘Starts’ section of the empire’s card have a reference letter and number after their name. These letters and numbers are replicated on the map. Simply cross-reference them to locate the empire’s start area(s).

Initial money

The empire starts with the amount of money stated in the ‘Money’ section on its card. Place the empire’s money marker on that space on the money track.

Initial units

Some empires have named leaders specified on their card as being available in a particular age. If your empire starts in that age, you can choose *one named* leader for it.

Example: *Susan starts the English empire in the 4th age. She may set up either Shakespeare or Elizabeth and decides to set up Elizabeth in England.*

You then build initial units for the empire. This is done exactly like the building units’ part of a *production* action (see 2) except that any number of built units may be set up in the starting area. Your empire can use the ability of an administrator you set up to reduce the cost of its initial units (except infantry).

Place any elite markers listed in the ‘special’ section of the empire’s card when you set up your initial units.

Unless your empire has a ‘no cities’ symbol for this age, you may also pay to fortify your starting area(s).

Move the empire’s money marker down the track to show how much money it has remaining after all your purchases. You can’t spend more money than it has (no credit, I’m afraid).

Place the empire’s units and any named leader in its start area. If the empire has several starting areas, you can distribute the units as you choose between those areas. Naval counters may only be set-up in a coastal land area.

What if someone else is already in your starting area?

The ‘Special’ section on some empire cards says that you convert certain forces (including any leaders) in

your starting area to yours. This usually means that your empire was a later evolution of that other empire. Any city they have in the area is converted to one of your’s (without being reduced). It doesn’t matter if the city has a higher value than you could have placed yourself. If you would have otherwise put a capital in the area, the converted city becomes your capital instead.

If there are any other units already in your empire’s start area, you must now resolve conflict in that area (see 4).

Placing a capital

Unless your empire has a ‘no cities’ symbol for this age,

< Insert ‘no city’ symbol here >

set-up a level 1 capital in one of your starting areas (your choice). If the empire captured a level 5 or 7 city while resolving conflict in its start area, it instead starts with a capital one level lower (3 or 5) in that area.

You may also set-up any forts listed in the ‘Special’ section of the empire’s card in any starting area (your choice).

Put the empire’s remaining capital marker(s) on its card to show the empire’s colour.

Special set-up actions

The ‘Special’ section of an empire’s card explains how the empire differs from other empires.

All ‘initial’ effects (e.g. initial changes to the cost of units) apply only while setting up the empire..

You carry out any special actions the empire gets (e.g. free *manoeuvre* actions) immediately after you have set up the empire and resolved any conflicts in its starting areas.

Other special effects apply as long as specified (or as long as the empire exists if no limit is specified).

2. Production

Production lets an empire earn income, which it can spend to maintain its existing units and buy new units.

Earning income

When you choose a *production* action for one of your empires, it first receives income for each area it controls. Add the income it earns to its saved amount on the glory track (maximum of 199 at any time).

Each undisordered area produces the income listed on the terrain effects chart on the map, plus the value of any city in that area. A disordered area earns no income (even if it has a city, wheat or oil).

Example: *Egypt is a fertile area with a level 1 city. Fertile areas with wheat produce 5 income and a level 1 city adds 1, so Egypt will earn 6 income this turn. If it were disordered, it would earn no income.*

Wheat is only added to the value of a non-fertile area when the empire is in age 5, 6 or 7.

Example: *Germany with a level 3 city provides 5 money to the Germans while they are in age 1, 2, 3 or 4. In age 5, Germany provides 7 money and, in ages 6 and 7, 8 money (because the forest disappears).*

Oil is only added to the value of an area when the empire is in age 7.

Some empires earn income in other ways (see 'Special' section of their card). Event cards can also affect income.

Halve your total income if your empire has no capital.

Maintaining existing units

The empire must now pay 1 money to maintain each unit it has on the map. If you can maintain them all, you must do so. If you can't, you choose which are not maintained.

Artefacts, cities, fortifications and leaders don't require maintenance. Units of barbarian empires (those with a 'no cities' symbol for the age they are in) don't require maintenance.

Return any units the empire can't maintain to the force pool. This may leave some areas neutral. Place a disorder marker in each (undisordered) *land* area that isn't now neutral if any unit in that area was not maintained.

Building new units

The empire can now spend money to build new units. It can only build units available at the empire's current progress level or earlier (some empires have special rules that vary this). You can work out when units are available by looking for the circled progress level on the unit or looking for the unit's picture on the progress track.

The cost of each type of unit is listed on the map (under the progress track). The minimum cost of a unit, after all modifications, is 1 money.

You can only build naval units in coastal land areas and sea areas (not ocean areas) the empire controls. All other units can only be built in the empire's land areas.

You can only place as many units in each area as the value of the city in the area (e.g. you could place 5 units in an area with a level '5' city). You can place *one* unit in each area without a city.

< Insert 'fort' symbol here >

An empire can fortify any number of land areas in a *production* action, for 5 money each. Each area can only have one fort. A barbarian empire can't build fortifications.

< Insert 'elite' symbol here >

An empire can build elite markers for 10 money each. Place all built elite markers on the empire's card.

< Insert 'no cavalry' and 'no ship' symbol here >

Some empires have symbols that prevent them building naval units and some have symbols preventing them building cavalry units. Each of those restrictions applies until the empire has traded (at least once) with an empire that isn't so restricted.

< Insert 'Elephant' symbol here >

An empire can only build elephants that have been added to its force pool. If an empire at progress 10 or more takes control of an area with an elephant symbol, add that elephant to its force pool (even if that means taking it from another empire).

Add a random unnamed elephant (if any remain available in the common force pool) to an empire's force pool if it is at progress level 10 or more and progresses by trading (see 3.) with an empire that controls an elephant area.

When an elephant dies or isn't maintained, remove it from its empire's force pool (unless the empire controls that elephant's area) and place it back in the common force pool.

Remove all elephants from the game immediately the first empire enters age 7.

< Insert 'Nuke' and 'star wars' symbol here >

You can only build nukes or star wars if any are available in the common force pool.

Spending money at other times

During *Civilise* you may remove disorder and during *Harvest Glory* buy Glory. The relevant sections below explain how this is done.

3. Trade and progress

An empire can choose a *trade and progress* action to try to advance along the progress track, to swap a card with a neighbouring empire, or to provide or receive financial aid.

How to trade

Pick an empire controlled by *another* player, for your empire to trade with. That other empire must be within range of your empire. If there is a choice, you must choose an empire that hasn't traded so far this turn. If there are no empires in range, you trade against the deck.

If your empire trades with an empire that also chose a *trade and progress* action this turn, the trade will complete both empires' *trade and progress* actions.

When is an empire within range?

An empire is within range of your empire if the smallest number of areas between them (counting their closest area but excluding yours) is less than or equal to the age your empire is in. For example, if one of your areas is adjacent to one of another empire's, then there is 1 area between them, and they are within range of each other from the first age.

You can't count through ocean areas until your empire is in age 4 or higher.

You can't count *through* areas controlled by another empire unless that player gives permission. That player may demand cards and/or money from your empire, which must be supplied immediately if you accept.

Since empires can be in different ages, it is possible for one empire to be in range of another but not vice versa.

Trading

Each player involved in the trade picks a card from their hand and places it face-down. If you don't have any cards in your hand, use the top card from the deck instead.

Add your card's value to the 'Trade' number on your empire's card. Subtract 1 from your total if your empire controls any disordered area. The empire with the higher total wins the trade.

If you are trading with the deck, play against the top card drawn from the deck without modifying it.

Effects of trading

The empire that won the trade:

- advances its progress marker by 1 progress level;
- may choose to advance it a second level if it chose a *trade and progress* action this turn; and
- may choose to advance it another level if it traded with an empire (not with the deck) that started on a higher progress level.

If the trade is tied, the empire that chose the *trade & progress* action advances its progress marker by 1 only. If both empires picked *trade & progress*, the empire lower in progress advances 1 space only. If they are equal in progress, neither advances.

Both trading empires keep the card their opponent (or the deck) played. Discard the card you played if you traded with the deck.

If 2 empires traded with each other (not with the deck), either may gift money to the other, adjusting their money markers to reflect the gift.

Example: *Your Syracusans, whose trade number is +2, choose to trade with the Romans, whose number is +1. The Romans are on a higher progress level.*

You play a 3-value card for Syracuse. With its trade number, Syracuse's total is 5. Caesar plays a 5 for Rome, so Rome's total is 6.

The Romans win the trade, and advance their progress marker one space. If only you had played your 5 card, you would have won and could have gone up 3 (1 for winning, +1 because Syracuse chose a trade and progress action and +1 more because Rome had the higher starting progress level). If you had played a 4 card, your totals would have been equal and you would have progressed 1 space.

You console yourself that you gained a 5 card, while Caesar got your lowly 3.

Luckily, the Roman player decides to give you 4 money to finance your war with Carthage.

4. Manoeuvre

An empire can choose a manoeuvre action to move its units within its empire or to expand into adjacent neutral areas or areas controlled by another empire.

Movement

Each unit can move from area to area each time its empire chooses a *manoeuvre* action. Each area it enters must be adjacent to the one it leaves. Areas joined by a crossing arrow are adjacent to each other.

The movement allowance printed on the unit limits how far the unit can move.

Units accompanied by an explorer for their whole move, add 1 to their movement allowance.

Each area on the map costs one or more points of a unit's movement allowance (see the terrain effects chart). As a unit enters an area, it uses up that many points. It can keep moving into further areas if it has any unused points but must have enough points left to pay the cost of each area it enters.

Naval and aircraft units only pay 1 movement point for each area they enter, regardless of the terrain in the area.

Star wars units have unlimited movement, so can go anywhere in a single move.

Leader movement

Leaders can only move by accompanying a unit for its entire move. Leaders can't accompany a star wars or nuke unit.

Naval transport

Each naval unit can transport one land or aircraft unit plus any number of leaders. The naval unit and the unit it transports must start the *manoeuvre* action in the same area and move together for the whole action. The move uses the naval unit's movement allowance and movement restrictions. It must end in a coastal land area.

Land unit movement restrictions

Infantry, cavalry and missile units can only move into land areas (*exception:* see naval transport).

Land units (except when using naval transport) must stop moving when they enter an area containing a unit from another empire, unless the moving empire already has twice as many units there as the other empire.

Naval unit movement restrictions

Naval units can only enter ocean, sea and coastal land areas.

Naval units can move through a sea or ocean area containing another empire's units if they already have twice as many naval units there as the other empire or if they don't end their move in any area controlled by that empire.

Example: *French ships start a manoeuvre action in Normandy. They could move through an English galley in the Bay of Biscay if they already have at least 2 naval units there or if they don't end their move in any area controlled by the English.*

They must stop moving when they enter any other area containing a unit from another empire, unless they already have twice as many units there as the other empire.

You can't move a naval unit so that it would move across land (e.g. you can't move a naval unit from the Atlantic Ocean to Yucatan and then to the Pacific). To indicate this, place ships on the coast closest to the sea area(s) that they can enter.

Your naval units can move across land if they move between the sea areas connected by the Suez and Panama canals. However, they need the permission of every empire controlling a land area adjacent to the canal and need to be in the ages (written on the map) when the canal is in operation.

Galleys can't enter ocean areas unless their empire's special rules permit it. They are also destroyed *immediately* they are in an ocean or sea area that isn't adjacent to a land area their empire controls.

Aircraft unit movement restrictions

Star wars units can move to any area on the map, ignoring other empires' units.

Nukes can also enter any type of area and ignore other empires' units, except that they can never enter an area containing another empire's star wars unit.

Other aircraft units must stop moving when they enter an area containing an aircraft unit from another empire, unless the moving empire already has twice as many aircraft units in the area as the other empire.

Apart from star wars units, aircraft may only end their move in a sea or ocean area if it also contains one of its empire's (non-aircraft) units or is adjacent to such an area.

Other movement restrictions

During its *manoeuvre* actions, an empire must always leave at least 1 non-aircraft unit in each *land* area it controls. It can vacate its ocean or sea areas. Aircraft may vacate any area.

Apart from leaders and aircraft units, you can't move a unit across a crossing arrow if the sea area it's in contains another empire's unit. If the crossing arrow is in 2 sea areas, units can cross unless both sea areas contain other empires' units.

Example: *Your spear unit wants to enter Andalusia from Morocco. If both the Western Mediterranean and the Pillars of Hercules contain another empire's unit, your spear can't move across. If only the Western Mediterranean contains a unit, the spear can cross.*

Removing disorder markers

To remove a disorder marker from an area your empire controls, the empire must finish one of its *manoeuvre* actions with enough units in the disordered area.

The number of units required is 1:

- + the defender's modifier for the terrain in that area (see the terrain effects chart).
- + the value of any city in the area (0 if any unit there is a non-archer missile unit).

An empire can remove more than one disorder marker in the same *manoeuvre* action.

Example: *There is a disorder marker in Mongol controlled Armenia. There is a Mongol unit already in the area but the defender's modifier in a mountain area is 3 and there is a level 1 city there, so the marker will only be removed if 5 (i.e. 1 + 3 + 1) Mongol units end there. The Mongols choose a manoeuvre action and move 4 extra units into Armenia. They remove the disorder marker at the end of the action.*

If any of these units crossed a river, or invaded or crossed a crossing arrow into the area, they would need even more units to remove the disorder this turn. If one of the units was a (non-archer) missile unit, the Mongols would need one less unit to remove the disorder.

Resolving conflicts with other empires

After all your empire's units have finished moving, resolve conflict in each area that contains its units and those of another empire (even one you control). If it's your empire's *manoeuvre* action, you decide the order in which to resolve its conflicts.

In each conflict, each player involved draws a card from the deck, looks at it, and places it face-down. A player with a tactician in the area can decide to discard their card and draw a replacement card. The replacement card must be used.

Each of them must secretly commit some or all of the units they have in the area (minimum 1) and may choose to use a tactician if they have one in the area.

Any player (not just those involved) can play event cards to affect the conflict.

Now, turn over all the cards and work out each side's conflict total, taking into account the effect of any event cards.

An empire's *conflict total* equals:

- the value of the card it drew from the deck;
- + the front line value of half the units it committed (owner's choice);
- + the support value of the remaining units;
- +1 per elite marker the empire has (maximum +3);
- +1 per age your empire is ahead of your opponent's;
- + the best front line and support value used by units you committed this round for *each* disorder marker your opponent's force has acquired; and
- + for the defending (non-active) empire only, the terrain modifier shown on the terrain effects chart for that area and +2 if there is a fortification there and + the city value (if any).

Committing any elephant(s) reduces the front line values of all chariots, light horse and horse archers your opponent committed, to 0.

Terrain modifiers

Terrain modifiers for the defender are cumulative. For instance, if the invader entered a mountain area across a river, the modifier would be 4 (3 for the mountain + 1 for the river). Terrain modifiers are based on the age of the defender, not the attacker.

The city value is reduced to 0 if the active player commits any missile unit (except archers).

Conflict outcomes

The empire with the lower conflict total loses all units, and any leaders, it committed in the round. The empire with the higher total loses nothing.

If both totals are equal, both empires lose the units they committed. However, a side that also committed a tactician to the round loses nothing in the event of a tie.

Set aside the surviving committed units and discard the cards drawn. Repeat the process with further rounds, using only the uncommitted units (tacticians can be reused), until the battle is won or both sides wholly destroyed.

If an elephant is lost during conflict, all surviving units on that side *must* immediately retreat.

Committed and uncommitted units

If you have no remaining uncommitted units, your committed units become uncommitted again, but your empire acquires a disorder marker for the rest of the conflict. There is no limit to how many disorder markers an empire can acquire.

Nukes

If an empire's only uncommitted unit in a conflict is a nuke, the owner may destroy it before the conflict round. The empire would then gain a disorder marker for having committed all its units and they would become uncommitted again.

If a nuke and star wars are committed during the same round, the nuke is destroyed before working out both sides conflict value.

If a nuke is committed and is not countered by star wars, all units in the area from both sides (committed and uncommitted) are lost. Move the empire that controlled the area back 1 progress level.

Take 5 glory points from a player who commits a nuke.

Retreating

You can always choose to retreat before drawing cards at the start of any round if *the other* empire has acquired a disorder marker in the conflict. If you have a tactician in the area, you can retreat if *either* side has acquired a disorder marker. If both are eligible to retreat, the active empire must decide first.

Units can only retreat to an adjacent area their empire controls and only if it doesn't contain a unit from another empire. Units can only retreat to an area they could enter during movement (not counting naval transport). Retreating units that have nowhere to go are lost. Units can retreat to different areas.

End of conflict

Remove 1 elite marker (if any) from an empire that loses a conflict. Remove all conflict disorder markers.

If both sides lose all their units in an area, the area reverts to neutrality. Otherwise, it is controlled by whichever side remains there.

If control of the area changes, remove any artefacts and fortification there and reduce any city there by a level (remove a level 1 city). Convert a capital into an ordinary city.

If an empire loses its capital city in a conflict, all that empire's saved money is lost, and half that amount is transferred to the empire that now controls the area.

If an empire without a capital loses a leader in a conflict that it also loses, all that empire's saved money is lost and half that amount is transferred to the empire that won.

Next conflict

The active player keeps resolving conflicts until all are resolved.

Fog of war

You can never examine another player's units.

Example (complete): Alex's French choose a manoeuvre action. The French are in age 5. Alex wants

to move Napoleon and his large army in Poland eastwards against the Russians who are in age 4.

Alex moves a force of 1 French rifle, 1 horse and artillery into the Russian controlled Pripet Marshes but still doesn't have twice as many units as the Russians (who have a knight and horse artillery). Alex moves a knight into the Pripet Marshes to get the required 2:1.

Now the remaining French units in Poland (less the 1 unit that must remain behind to control the area) move through the Pripet Marshes to Muscovy. Normally this would cost the cavalry 4 movement points. Luckily the French have the paved roads artefact and Moscau, the level 3 Russian capital, only costs all French units 1 movement point to enter.

After Alex has moved all his units, he commences conflict resolution. He chooses to resolve the conflict in Muscovy first.

Alex's force consists of Napoleon, 4 rifles, 1 knight, 2 artillery & 1 horse artillery. The Russians, controlled by Catherine, have 2 rifles, 1 spear, 2 cannons and 2 knights, all under the stout leadership of Kutusov (an unnamed tactician).

Alex not only has more units, but Catherine's units are sadly mostly obsolete compared to Alex's sleek war machine. Furthermore, the French units are elite (the French empire has an elite marker on its card) and they are the medium veteran colour as opposed to the Russians who are the large ponderous one.

Thus Catherine must make up in guile what she lacks in kit. Her units are fortified in a level 3 city which does give her some benefit.

Both players study their forces and pick-up a card from the deck. As they both have a tactician involved, they can both discard their card and choose a second if they so desire. Even after discarding, Alex only ends up with a conflict card of 2, so decides to make up for this hopeless card by committing most of his units in the first round leaving only 1 rifle out of the battle at this stage.

Catherine gets a 5 and decides to keep it, but commits only 1 spear, waiting to see how the battle develops before committing the bulk of her reserves.

Al's value is 49 (18 for the 3 Rifles +5 for the knight (including the -1 for the forest) +16 for the 2 artillery +6 for the horse artillery (including the -1 for the forest) +2 for the card +1 for being elite +1 for being one age higher).

Catherine's value is 10 (1 for the spear +5 for the card +2 for defending in a forest (usual +1 and another +1 as per the Russian special (see card 34)) +2 for the fortification). She doesn't get any benefit from the city due to French artillery being committed. Thus, Catherine's spear is returned to her force pool, while Al's committed units are put aside.

In the next round, Catherine picks a 3 card and keeps it while Alex gets a 6. Catherine knows that Alex only has his last rifle to put forward, so she decides to commit a rifle and a cannon.

This time Catherine's total is 20 (5 for the rifle +5 for the cannon +3 for the card +2 for the forest +3 for the capital +2 for the fortification). Alex's total is 14 (6 for the rifle +6 for the card +1 for being elite +1 for the higher age). Alex's rifle is lost.

All of Alex's units have now been committed, so he acquires a disorder marker and Catherine can retreat from now on. However, she can sense the ebb of battle flowing her way and she is not yet prepared to give up her capital.

Alex too can retreat because he has a tactician in charge (Napoleon), but even if he wanted to (which he doesn't), he has no adjacent friendly area to retreat to (the Pripet Marshes are contested).

All Alex's committed units are uncommitted again. Both players pick a new conflict card.

Alex is more cautious now and after picking a 5 conflict card puts forward a rifle and an artillery. Catherine's card is a 4 and she commits the remainder of her uncommitted units. Her total is 35 (5 for the rifle +5 for the cannon +4 for the front line value of her first knight and +3 for the support of the second (you only count the front line value of half the committed units, and both knights subtract 1 for the forest) +4 for the card +2 for the forest +2 for the fortification +10 for the French disorder marker (5 is the best committed Russian front line value and 5 is also the best Russian support value)).

Alex's total is 21 (6+8+5+1+1). Thus the 2 committed French units are lost and the Russian units are placed aside.

All Catherine's forces in Muscovy are now committed, so she acquires a disorder marker. All her committed units are uncommitted again.

Getting slightly desperate, and still believing that Catherine will run soon, Alex picks a 4 conflict card and commits all his remaining units. His total is 52 (12 for the two rifles +5 for the knight +8 for the artillery +6 for the horse artillery +5 for the card +1 for being elite +14 (6+8) for the Russian disorder marker +1 for being one age higher). Since it is all or nothing, Napoleon grabs a flag and advances to the front.

Catherine picks a 3 card and decides to dog it for one more round, putting forward a lone knight. Her total is 14 (4 for the knight +2 for the fortification +1 for the forest +4 for the French disorder +3 for the card).

The French win the round and the Russian knight is lost. As all the French are committed a 2nd time, they acquire a second disorder marker and their units become uncommitted again.

In the next round, Alex picks a 3 card and throws forward his entire army including Napoleon for a total of 50.

Catherine is beginning to be equally desperate and after her 2nd conflict card pick is a 4, decides on a death or glory ride as well, throwing everything she has at Alex. Her total is 53 (10 for the 2 rifles +4 for the knight +10 for the 2 cannon +4 for the card +3 for the forest (as there are now 2 Russian front line infantry) +2 for the fortification +20 for the 2 French disorder markers).

The Russians win a decisive victory as the remaining French units are all lost and returned to the force pool. Napoleon is captured and paraded through Moskau in a cage. As the French lost a battle, Alex removes the elite marker from his French card.

Catherine can now plot her own revenge in her return towards Paris.

Alex then easily wins the not-so important conflict in the Pripet marshes, cursing what might have been.

5. Destiny

A destiny action allows you to get rid of unwanted cards in your hand and to fill your hand with new cards.

First, discard any cards in your hand that you don't wish to keep, then draw cards from the deck to fill your hand to 6 cards.

6. Civilise

A *civilise* action allows you to add improvements to an empire, such as building cities and artefacts, upgrading units, adopting a new religion or a new government, acquiring a new leader, and so on. It also allows you to play event cards.

Playing cards

You can play any number of cards from your hand as events or artefacts during a *civilise* action (empires may only be played in a *start empire* action – see 1). Discard all played cards after use.

Playing event cards

Playing a card as an event allows you to implement the event specified on the card.

Some events can be played at other times during a turn. This will be stated on the card. If the card doesn't say when the event can be played, it can only be played during a *civilise* action.

When playing *Empire Fragments* (card 28) or *Civil War* (card 67), the empire with the capital (or leader if no capital) gains the saved money. If no capital (or not all leaders are on the one side) then the money is split equally.

If the event instructions conflict with the rules, the event takes precedence (i.e. it allows you to do something the rules would not normally allow).

Assassin events

An assassin event allows you to attempt to assassinate another empire's leader. The other empire must be within range of the empire taking the *civilise* action (i.e. it *can't* be played unless the *civilise* action is taken by an empire).

Draw a card from the deck. You can keep that card or discard it and continue drawing. If you have drawn as many cards as the event specifies (or 3 in the case of the Assassins empire), you must keep the last card. Keep the card's value hidden.

The target empire draws cards in the same way, with the number of cards being limited by the leader value on that empire's card.

When both empires have chosen a card, reveal them. The assassination succeeds and the target leader is lost if the empire taking the action has a *higher* valued card.

Playing artefact cards

Artefact cards can be played if the target empire is in the ages stated on the card. Industrial revolution and world war may also be played in earlier ages if certain conditions are met. This is indicated by a '†' after the age on those cards.

Some artefacts require prerequisites to be satisfied to be played. This is indicated by an ‘*’ after the artefact name on the card.

The particular requirements for, and effects of, each artefact are explained in the Players’ Guide. An artefact can’t be played if the artefact marker matching that artefact is already on the map or on the progress track.

When an artefact is played, put the matching artefact marker on the empire’s card if the player’s guide says so, or in one of its *land* areas if not.

Artefacts can’t be placed in an area already containing an artefact.

If an artefact marker is green, the empire getting the artefact gains 1 glory. If it is red, that empire loses 1 glory.

An artefact marker remains on the map until:

- the empire loses control of the area;
- the empire controlling the area advances past the latest age stated on the marker; or
- the artefact is removed by an event card.

Some artefacts (e.g. computing) also have a blue marker to place on the progress track as well as the artefact placed in the empire. Blue artefact markers on the progress track are never removed.

Place the blue marker on the progress track 7 spaces ahead of the target empire, *less the age the empire is in*.

The empire with the artefact, and all empires at or above its blue marker on the track ‘have’ that artefact. They gain all the benefits (and any penalties) of the artefact and satisfy any prerequisite for placing other artefacts.

Example: *The Sudanese (card 80) are on progress level 31 (in age 5) when they have industrial revolution played on them. Its blue marker is placed 2 spaces (7-5) ahead on the progress track. The Sudanese and every empire on progress level 33 or higher receive the benefits of industrial revolution and satisfy the prerequisite for having railway played on them.*

The colour behind the artefact’s name on the card indicates whether it is a green artefact, red artefact or requires an associated blue marker.

Removing leaders

An empire taking a *civilise* action can demote *one* of its leaders. Remove named leaders from the game; return unnamed leaders to the cup.

You might want to demote a leader if the empire has its maximum number of leaders already and there is a better leader you are eligible to receive.

Remove all an empire’s leaders whenever it moves into a different age (either forwards or backwards). Old age has seen them off (after all, they are now about a thousand years old).

Immediately remove a leader who is in an area without any of its empire’s units.

Promoting leaders

Your empire can promote *one* leader if it has fewer leaders on the map than the leader number on its card. You could demote one leader and promote another in the same action.

If the empire has a named leader for this age, you can promote that leader (your choice if several are available). Each named leader can only appear in the game once (sorry, no reincarnations allowed).

Example: *David’s English empire is still in the 4th age when he chooses a civilise action. As Shakespeare has not yet appeared, Dave may place him in any area the English control.*

There are also a number of unnamed leaders in the game. To promote one of them, randomly pick a leader from the cup. You can return it to the cup if you don’t like that leader. If it is a ‘no leader’ counter, you must return it to the cup. You can pick again if you haven’t already picked as many times as the leader number on the empire’s card.

Place a new leader in any area the empire controls.

The Players’ Guide describes the effect each leader has in the game. Multiple leaders of the same type have a cumulative effect (e.g. an empire with 2 philosophers wins ties against all empires that only have 1 or less).

Adopting a religion or government

If an empire with a religion or government is within range of your empire, your empire can adopt that religion or government during a *civilise* action. You can’t change an existing religion or government if any area in your empire is disordered. An empire can’t adopt both a religion and a government in the same action.

Simply place a marker for the religion or government on the empire’s card (and discard any existing religion or government marker, as appropriate). Apply any effects of the religion or government artefact (including earning 1 glory point because the marker is a green artefact). The empire can now exercise the benefits and suffers the penalties of the religion or government. These are explained in the players’ guide.

If you discard a religion or government to adopt another, place a disorder marker in every (undisordered) area in the empire containing a city or a leader.

An empire can sometimes adopt Confucianism in a *manoeuvre* action (see the players’ guide).

Modernising

If an empire has reached a sufficient progress level to build a particular unit type, you can turn over any on-map units that upgrade to that type. There is no cost to modernise units.

Example: *The Romans are at progress level 40. They can turn over all their on-map swords, upgrading them to motorised infantry. If the Romans had any on-map ship-of-the-line they could also upgrade them to battleships (progress level 39), galleys to frigates and so on.*

Units can even downgrade if they wish (e.g. a bomber can convert to a fighter and vice versa).

Urbanising

An empire can build or improve cities, either in 2 fertile areas or in one other area, unless it has a ‘no cities’ symbol for the age it is in. There can only be one city in each area.

To build a city, place a level 1 city in any land area the empire controls. To improve a city, increase a level 1

city to a level 3 city or a level 3 city to a level 5 city or a level 5 city to a level 7 city. There is no cost to build or improve a city.

A city can only be improved to level 3 if the empire is in age 2 or later. A city can only be improved to level 5 if the empire is in age 4 or later. A city can only be improved to level 7 if the empire is in age 7. These are marked on the progress track for easy reference.

The first city an empire builds is its capital. Make sure you use the capital city marker rather than the ordinary markers. Each empire can only have one capital at a time.

An empire with a builder leader can build or improve an extra city during the same *civilise* action. The extra city must be in the area the leader occupies and can't be a city already built or improved in the action.

If an empire has no capital, it can also convert any of the cities it controls into a capital (unless it has a 'no cities' symbol for the age it is in) by replacing the city counter on the map with a capital in the same area. This is in addition to any city it has built in the action.

Removing disorder

Finally you may remove disorder markers in any areas you control for 7 money each.

7. Discard empire

If an empire ever has no units on the map, the empire is discarded *immediately*. This does not use up an action.

Otherwise, you must use a *discard empire* action to remove one of your empires from the map. You would do this to free up space for another (better) empire.

Remove a discarded empire's units, forts, leaders, artefacts and markers from the map and its card, and return its card to the discard pile. Replace its capital city (if any) with a normal city at the same level. Other cities are unaffected.

Place its unnamed leaders back in the cup, and remove its named leaders in play from the game.

This empire's units are now available to start another empire (see 1.).

End of turn

Free progress

After all empires have finished their actions, increase each empire's progress level by one, unless it is currently in a dark age or took a *wild card* action this turn.

Harvesting glory

Each empire now earns glory for its player according to the 'Glory' section of its card.

Each card contains one or more icons, most with a number superimposed.

The icons indicate the glory categories (see card description at the start of the rules). To gain glory from a category, an empire must have more than zero of that particular category (e.g. you couldn't gain glory from most money if your empire has 0 money).

The number tells you how many glory points the empire earns for satisfying that condition:

- if the number is '1', the empire earns a glory point if it is the leading empire for that condition;
- if the number is a '2', the empire earns 2 glory points if it is the leading empire for that condition and 1 point if it is the second empire for that condition;
- if the number is a '3', the empire earns 3 glory points if it is the leading empire for that condition, 2 points if it is the second empire and 1 point if it is the third empire.

If several empires tie for a particular condition, the player whose turn it is (or the nearest player to their left) is considered to be the higher.

Example: *It's Greg's turn. An empire of Debbie's on Greg's left and Ray on Greg's right have both tied for second in most money. Debbie's empire is considered second and Ray's third in money this turn.*

Note that all empires count, and your own empires could cost you glory by stopping your other empires from achieving their objectives. If two of your own empires tie for a particular condition, you choose which is higher between them for that condition.

Glory from cities

The empire with the highest total city value is the empire with the greatest value of cities (e.g. a 3 city, 1 city and 1 capital would be a total city value of 5).

Glory from units

These icons provide glory to those who have the most naval units, cavalry units or land units.

Glory from artefacts

When counting glory from artefacts, only count green artefacts.

Glory from resources

The resource icons do not include a number. Instead, an empire gains 1 glory for each resource of that type it controls. Elephant areas are only counted if *no* empire is in age 7. Oil is only counted for empires in age 7.

Glory from areas

In counting areas, empires do not include any disordered areas. Empires only count as controlling desert or tundra areas if the 'Special' section of their card specifically says so.

Many empires gain glory from controlling areas within a particular region. The map delineates regions by thick blue lines. The region includes every sea and ocean area adjacent to a land area in the region.

Example: *The Japanese coast is in the North East Asia region.*

If a sea area is adjacent to several regions, it counts as being in each of them.

Example: *The Eastern Mediterranean is an area in Europe, Asia and Africa.*

Islands connected by a crossing arrow(s) belong to the mainland's region (e.g. Kurile Is. is part of North East Asia, Solomons is part of Australasia and Timor & Bali is part of South East Asia).

The region or sub-region all other islands belong to (if any) is indicated by the name in brackets after the

island's name on the map (e.g. Iceland is part of Europe).

The colour of the icon tells you whether the empire's glory condition is based on land areas (green), sea and ocean areas (blue) or both (green and blue).

<Insert 'no Europe' icon>

Some European empires earn glory for controlling the most (exclusively) non-European areas. They must have their capital in Europe and only compare themselves to other empires with a capital in Europe (even those that don't earn glory for the same condition).

Example: France gets 3 glory points if it controls the most land and sea areas outside Europe of all empires with a capital in Europe, 2 if it controls the second most, and 1 if it controls the third most. France controls the Western Mediterranean but it doesn't count as it is not exclusively outside Europe.

Glory from your homeland

Many empires have a house icon. These empires gain 1 glory point if they control *all* their starting areas but lose 1 if they control none of their starting areas.

Buying glory points

If the empire buying glory has renaissance, it can buy glory points for 20 money each. Otherwise, it can buy them for 50 money. An empire buys glory *before* it works out its icon glory points.

Event cards and glory points

Some event cards modify how many glory points each player may get. These modifications occur after glory points (including purchased glory points) are added up.

Example: Phillipa has the French, Picts and Ch'in in play. All players add up their glory. Before they do, Ashley plays the Glory? card, halving all glory this turn.

Phillippa counts first. The French are equal 2nd highest progress, and thus gain 2 glory points.

On the control of non-European land areas by a European based empire, France has more non-Tundra and non-Desert land areas than any other European based empire. Unfortunately, the Vikings are larger when they include their Tundra areas outside Europe, so Phillipa gets 2 glory for being 2nd top.

In France, Normandy (the French starting area) is controlled by the Normans, so she loses 1 glory.

France therefore ends up with a total of 3 glory this turn (4-1). Phillipa then counts up the glory from her Picts which gives her another point. She finally counts her Ch'in which gives her yet another point for a total of 5, halved for the Glory? card for a grand total of 2.5 rounded to 3 glory.

Everyone else counts up their glory harvest remembering to halve for the Glory? card.

Other glory conditions

Glory conditions in square icons earn glory immediately the condition is achieved. If possible, they can be earned more than once but are *never* earned during the harvesting glory step at the end of a turn.

Example: Phillipa wins a trade and progress action with her Cham empire (card number 85), gaining her 1 glory point.

The turn ends

The player with the turn marker hands it to the player to his or her left. The turn ends and the next turn starts (return to 'Playing the game').

Optional Rules

Feel free to add any of these rules to taste.

1) Total History

The first empire played in the game *must* be an age 1 empire.

2) Pursuit

If your units retreat from a conflict, you lose 2 units (your choice) for each aircraft unit your opponent has in the area. You lose 1 unit for each armour unit your opponent has there. You lose 1 unit for every full 2 other cavalry units your opponent has there.

Each cavalry unit you lose in the pursuit uses up 2 of the required losses. Each unit from a higher age than the pursuer also counts as 2 lost units (3 if cavalry).

3) Cadenced progress

At the start of each turn, give the 7 'cadenced progress' markers to the player with the turn marker.

Once everyone has placed their action markers at the start of the turn, that player places 1, 2 or 3 of those cadence markers (their choice) face-down on the boxes in the 'go slow' display on the map. The first cadence marker must be placed in the 'no advance' box. The second marker goes into the 'advance if trade +1 or more' box. The third marker goes into the 'advance if trade 0 or more' box.

Keep the remaining cadence markers face-down (so no one else knows what actions won't be advancing this turn).

After all empires have finished their actions, turn over the marker(s) on the 'go slow' track:

- empires that chose the same action as the marker in the 'none may advance' box do not get the free advance this turn;
- empires that chose the same action as the marker in the 'advance if trade +1 or more' box only get the free advance if their (modified) trade number is +1 or higher.
- empires that chose the same action as the marker in the 'advance if trade 0 or more' box only get the free advance if their (modified) trade number is 0 or higher.

If an empire being discarded is affected by a 'go slow', then *no* empires belonging to that player will advance. If one of those empires is affected by another 'go slow', it goes backwards 1 progress level.

The boxes are colour coded with each empire's trade number (as per the colour of the card value) to simplify who's going slow this turn.

Example: In Beth's turn, she places a 'manoeuvre' marker in the 'no advance' box on the 'go slow' display, 'civilise' in the 'advance if trade +1 or more' box and

'discard empire' in the 'advance if trade 0 or more' box.

Susan's Han chose civilise, her Chams chose wild card, which they converted into a manoeuvre, and her Finns chose discard empire. So, the Han don't get the free advance, but don't go backwards either (their trade number is +1). The Chams do go backwards because they were hit with both the manoeuvre marker and the effect of the Finn's discard empire marker (their trade number is '-2').

4) Technology

Normally, the maximum number of cards each player can hold is 6. However, if the empire that chose *destiny* is the most advanced empire in the game, that player can fill his or her hand to 7 cards.

On the other hand, if the empire that chose *destiny* is the least advanced empire in the game or if it wasn't played on any empire, that player can only fill his or her hand to 5 cards.

Ties are broken in the same manner as *harvesting glory*.

5) Redemption

After all hands have been dealt during *Preparing to Play*, each player in clockwise order starting with the dealer has the option to discard any number of their cards and fill their hand to 6 (*not* 7).

6) Faster history

The game ends immediately an empire enters an age higher than the starting age of the first empire played.

7) Take that!

For those (like Mike 'Siggo' Siggins), who don't like 'take that!' cards, during *civilise* you may only play artefact and event cards on empires within range of the empire taking the action. If no empire is *civilising*, the card may be played if any empire controlled by that player is within range.

To play event cards at any other time, the player playing the card must have an empire within range of the area or empire targeted by the card.

Where the event card is targeting a player, any empire that player controls that is within range of any empire controlled by the player playing the event, is sufficient to play the card.

Counter errata

Eriksson is an age 3 Vikings/Danes named leader. All spearmen have a movement of 2. All bombers have a movement of 7.

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