

DIE CIVILIZATION

Game Idea- Create your own civilization and try to achieve supremacy through research, military might, expansion, or the pursuit of gold. Acquire resources, manage your cities, and research new technologies over the course of 20 turns.

Players- 1-4

Objective- There are four ways to achieve victory.

Earn 100 gold

Acquire 10 cities

Research 4 Modern Age technologies

Destroy all other player's cities (Multiple players)

Needed-

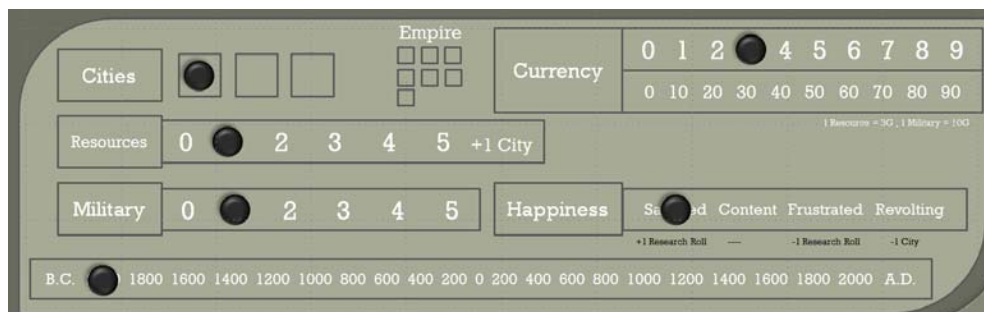
Game Sheet

5 Dice

Up to 9 counters

Pen/Pencil

Setup-



Place 6 counters on the game board as shown. Place the counters to indicate you have 1 primary city, 1 resource, 1 military, 3 Gold, a satisfied population, and a counter on 2000 BC on the timeline.

Gameplay-

A turn is divided into 2 phases.

Phase 1: Acquiring Resources

First Roll- Player rolls 2 dice.

2 or 12-	Player proceeds to Barbarian Roll
7-	Player earns 1 resource, repeat First Roll
11-	Player earns 1 gold, repeat First Roll
3,4,5,6,8,9,10-	Player proceeds to Match Roll

Match Roll- Player rolls 2 dice.

First Roll Match-	Player earns 1 resource, repeat Match Roll
7-	Resource phase is over
Any other number-	Player rerolls

*Resources: If you receive a resource and you already have 5, you earn another city. Place a counter on one of your 3 primary city spots, or if you already have 3, mark one of the Empire cities. Move the resource counter to 0. If you have acquired a city this way, your upkeep this turn will not require more resources than you have.

Barbarian Roll- Roll 2 dice to indicate barbarian strength.

Player has Military- Player rolls 2 dice to beat the barbarian roll. If player wins the roll, then proceed to research phase. If the player loses the roll, they lose one military unit and proceed to research phase. If there is a tie, redo both rolls.

Player does not have Military-

Player rolls 3 dice. If player loses the roll, they lose a primary city and proceed to research phase. End phase if the player has no primary cities.

Upkeep- Each primary city (excluding Empire cities) requires 1 resource per turn. Consume the appropriate number of resources with the resource counter and move the Happiness counter left one level if you can. A player may purchase resources to satisfy this requirement (this is also the time they may purchase military units or purchase technologies). If you do not satisfy the resource requirement, consume resources you do have and move the Happiness counter to the right one spot if you can. Use the status effect shown for this turn.

Phase 2: Research Phase

Player receives up to 4 research rolls in an attempt to gain technology. This is based on the number of primary cities they have and the current happiness level. If you acquire a technology, use your pen (or highlighter) to mark it.

First Roll-	Roll all 5 dice. Set aside any you wish to keep, or use current roll to research a technology. Proceed to Rolls 2,3,4 if you have them.
Rolls 2, 3, 4-	Reroll the dice you do not wish to keep, up to all 5. You must reroll all dice if the previous roll was used for technology.

Alternately- Declare a production/economy roll and attempt to roll over 20. Use the same rules as the research phase. Player may acquire up to 4 resources or 12 gold in 1 turn if they have 4 rolls. Undeclared rolls are assumed to be for research.

End Turn- Move Timeline counter to the right by one increment. Proceed to next player or start next turn.

Ending the Game- The game ends when one of four victory conditions are met or the player(s) have completed all 20 turns.

***Phase- War**

At the end of a turn, a player may declare war on another player. The attacking player sets aside a number of their military units to attack the other player, but must wait until their next turn to start attack rolls. On their next turn, the attacking player has as many attack rolls as military units they set aside.

Defending Player has Military-

Attacking player rolls 2 dice. Defending player rolls 2 dice. Player with less loses 1 military. Reroll if there is a tie.

Defending Player has no Military-

Attacking player rolls 2 dice. Defending Player rolls 3 dice. Attacking player loses 1 military if roll is smaller number. Defending player loses 1 city if roll is smaller number.

A player is defeated and eliminated from the game if that player is attacked without a city or a military unit.

***Multiple Players (Optional but recommended)**

If it is not a player's turn, they may participate in the active player's Match Rolls of the resource phase and acquire resources for themselves. They must roll at the same time/rate of the active player. They receive a resource if they roll the active player's match. They discontinue Match Rolls if the active player gets a 7 or they roll 7 themselves, however they can't end the active players turn.

***Military Domination- Single Player**

If you wish to engage in Military Domination in single player you can do so. A barbarian encampment can be used to fill in the role of another player. A barbarian encampment is composed of 1 city and 1 military unit. At the end of every turn roll 1 dice, if it is a 6, add another military unit.