

Vlaada Chvátil THROUGH the AGES

A NEW STORY OF CIVILIZATION

NEW LEADERS AND WONDERS



Dear Players,

This expansion was planned and developed over several years. The original goal was just to add these new leaders and wonders. During development, we had many more candidates, most of them in various versions. The people and monuments that made it into our final selection are those we felt enhance gameplay the most – those that are most fun and interesting to play. (Sometimes, this meant leaving out stuff that was more impactful from the historical point of view, but hey, this is a game.) Also, we decided it would be a shame to let the political part of the game go untouched, so we added some new cards to the military decks, too. Not much – we wanted to spice up this part of the game, not redefine it.

The most challenging task was balancing all the new stuff. Luckily, there are many players around the world who have mastered our game. So we implemented the expansion in our digital version of *Through the Ages*, and we invited the best online players to play several thousands of expansion games in the app. The results of their games, as well as their opinions, helped us balance all the new cards. We are really grateful for their help – as without them, it would be impossible to balance the expansion to this extent. Also, it was a joy to play and discuss the game with such great players!

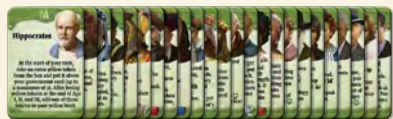
And since we also had both lots of data and lots of well-founded opinions about the base game, the last logical piece of the puzzle was to adjust the cards that were exceptionally strong or weak in the base game and add those rebalanced cards to this expansion, together with slight tweaks to game length.

Honestly, all this took much longer than we expected. But *Through the Ages* is a very special project for us, so we do not regret the extra effort we put into the expansion – we hope you will love the result as much as we loved working on it.

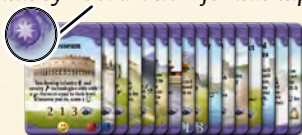
Vlaada & the CGE Team

IN THIS EXPANSION ...

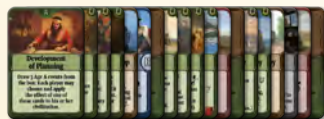
Cards with this symbol are new for this expansion.



24 new leaders
(six in each age)



16 new wonders
(four in each age)



19 new military cards
(one in Age A, and six in each of the others)



21 proxy leader cards
(seven in Ages I, II, and III)



15 proxy wonder cards
(five in Ages I, II, and III)



6 additional civil cards denoted 3+
(one in Age I, two in Age II, and three in Age III)

Civil cards with this symbol replace the base game card with the same name.

- 7 rebalanced leader cards
- 5 rebalanced wonder cards
- 7 rebalanced technology cards



Use the new military decks instead of the decks from your base game.

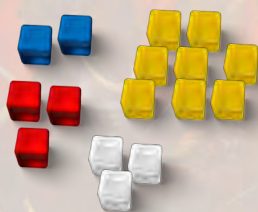
wonder board



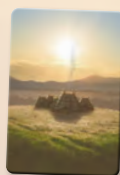
leader board



Use this side for 2-player games.
Use the other side for 3- or 4-player games.



We've included some more tokens because the new cards might need more of them. The tokens are also used to denote various effects of the new cards, as explained in the *Appendix*.



Use this to mark the starting player so you can tell who is one turn ahead and who starts the last round.

PARTS OF THE EXPANSION

This expansion consists of three parts, which can be used independently:

rebalanced cards for the base game

new military cards

new leaders and wonders

This rulebook explains each part of the expansion in its own section.

REBALANCED BASE GAME

In rebalancing the game, we relied on the opinions of experienced players and on statistics from tens of thousands of online games. We are making the following adjustments:

REBALANCED CARDS

Some cards were so strong that experienced players nearly always took them, even from the expensive end of the card row. We have made these cards slightly less powerful. They are still good, but now it pays to think a moment and weigh whether the card will truly be worth the cost.

By contrast, other cards were so weak that taking them, even at the lowest cost, would usually hurt your chances of winning. And some cards were okay, but only in certain situations. Experienced players knew which cards these were, so they did not come into play very often. We decided to make these cards stronger so they would become a full-fledged part of the game. Some of these rebalanced cards are now among the best of their age.

GAME LENGTH ADJUSTMENTS

Our data showed that games with more players (especially three-player games) were, on average, one round shorter than the average two-player game. Players had the feeling that Age III went really fast, not giving them a chance to enjoy the civilization they had built.

Furthermore, there was an obvious imbalance in the action cards – we used the same number in all player counts, which made them harder to get in three- and four-player games.

We've handled both problems by adding six action cards with the (3+) symbol. In addition, we have moved three technologies from (4) to (3+). The result is that three- and four-player games will have slightly more cards than they did before.

COMPATIBILITY WITH THE APP AND THE NEW CARDS

The digital and tabletop versions of the base game were developed together. Even so, we ended up with a few differences. We adjust those cards in this expansion:

- *Wealthy Territory I* and *Professional Sports* now use the values used in the digital version.
- The wording of the *Transcontinental Railroad's* effect was changed to make it compatible with new cards in this expansion.

Fun Fact: *Professional Sports* was changed for all three reasons: It differed slightly from the digital version, it needed to be made a little stronger, and we wanted to add a second *Professional Sports* to the three-player game.

HOW TO REBALANCE YOUR DECKS

If you choose to rebalance your base game, do the following:

- For each leader and wonder with the (4) icon, find the corresponding card in the original set and replace it with the new version.
- Do the same with the 7 technology cards:
 - *Communism* and *Fundamentalism* are simple. Each is in the game only once, and you replace the original card with the new card.
 - *Republic* and *Professional Sports* are each in the game twice. Replace both copies of each. (Originally, one of the two copies was (4). Now, it will be (3+).)
 - Be careful with *Military Theory*. Your original game has two copies. Replace the (4) copy with the new (3+) copy. The other *Military Theory* card (for all player counts) should remain in the deck.
- Add the six yellow action cards with the (3+) icon. They are for three or four players and are marked as (3+).
- The new Age I *Wealthy Territory* is included in the reprinted Age I military deck. Details are on the next page.

KEEPING THE OLD CARDS

Our changes are based on a very large data set. However, if your group's playstyle is very atypical, it is possible that we strengthened cards that were already strong in your games, or weakened cards your group rarely played. You can, of course, simply trust us and use the rebalanced cards. But if that makes the game less fun, it's okay to use the old versions of some selected cards.

But please do use the new *Republic* and *Professional Sports*, because they add to the number of cards in a three-player game.

CARD COUNTS

The table below summarizes the changes made to the ages of the game:

	marked 3+	marked 4	with 3 (4) players
	ORIGINAL GAME		
Age I–III	6 techs	3 techs	→ add 6 (9) cards
	REBALANCED GAME		
Age I	6 techs, 1 action	3 techs	→ add 7 (10) cards
Age II	7 techs, 2 actions	2 techs	→ add 9 (11) cards
Age III	8 techs, 3 actions	1 tech	→ add 11 (12) cards

So it's not quite as simple as before, but it does have a certain symmetry.

NEW MILITARY CARDS

The new military decks include 16 new cards to add a little more variety to your game. *Wealthy Territory I* has been rebalanced to match the digital version. And 3 military bonus cards have been added to keep the card ratios the same.

This is the simplest part of the expansion. Just leave the original military decks in the box and use the new ones.

Using entirely new decks ensures that cards from the base game will be indistinguishable from the expansion cards when you look at their backs. Selected military cards are explained in the *Appendix*.

Tip: If you refrain from reading the *Appendix* before your first game, drawing military cards and revealing events will become a new adventure!

NEW LEADERS AND WONDERS

This is the most exciting part of the expansion: 40 new leaders and wonders!

Some of the new effects are more complex than those from the base game. Explanations can be found in the *Appendix*. However, they all work intuitively, and soon you won't need the *Appendix* except in certain edge cases. (Doubling the cards dramatically increased the number of combinations and interactions.)

If you're teaching the game to a new player, it might be best to start with the base game. But if everyone already knows how to play, you probably can't wait to try out the new cards. There are several ways to use them.

PURE EXPANSION GAME

The simplest way to acquaint yourselves with the new cards is to **replace all the old leaders and wonders with the new ones**. Each deck will have the same number of leaders and wonders as before, and the game follows the usual rules.

Tip: If you put the new cards in their decks without reading them, your game will again be something of an adventurous journey into the unknown.

SECRET MIX

Once you start combining the base game leaders and wonders with the new ones from the expansion, you get a huge number of new combinations. Also, we can now increase the number of leaders in three- and four-player games, to mitigate the fact more players compete for them.

Set out all the leaders and wonders from the base game and the expansion and organize them by age. Shuffle each of these stacks and **draw leaders and wonders at random:**

- For a two-player game, use 6 leaders and 4 wonders for each age.
- For a three- or four-player game, use 7 leaders and 5 wonders for each age.

Without looking at them, **add these randomly selected cards to the corresponding civil decks.** Return the unused cards to the box.

The game follows the usual rules. In games with three or four players, you will have a slightly larger selection of leaders and wonders in each age.

PUBLIC MIX

For experienced players **this is the recommended way to use this expansion.** It offers a vast number of combinations while enabling strategic planning.

PROXY CARDS

After Age A, the actual leader and wonder cards will not be in the deck. **For civil decks I, II, and III, replace the leaders and wonders with the proxy cards:**



- With two players, use leader proxies 1 to 6 and wonder proxies 1 to 4 in each age.
- With three or four players, use all the proxy cards – leader proxies 1 to 7 and wonder proxies 1 to 5.

(In other words, for a two-player game, leave out the proxy cards marked 3+.)

Shuffle all decks.

LEADER AND WONDER BOARDS

These boards will show you which cards are in the game. Each board is double-sided. The two-player sides have spaces for 6 leaders and 4 wonders. The other sides have spaces for 7 leaders and 5 wonders.

For each board, **use the side corresponding to the number of players**, and place the board where everyone can see it. The ideal location is just above the card row.

SELECTING LEADERS AND WONDERS

Take the leader and wonder cards from the base game and the expansion and **organize them into eight stacks** – a wonder stack and a leader stack for each age.

Shuffle each stack and randomly draw the **appropriate number of leaders** (6 for two players, 7 for three or four) and the **appropriate number of wonders** (4 for two players, 5 for three or four) for each age. Those are the leaders and wonders that will be used in the game. Return the other cards to the box.

Shuffle the Age A leaders and wonders into the Age A deck. So far, this is exactly like the Secret Mix setup described on the facing page. But now you will get to look at the cards.

Place the Age I leaders and wonders on the spaces of the leader and wonder boards. The boards have one space for each card. Order doesn't matter – the cards' order will be randomized by the proxy cards.

The Age II and Age III leaders and wonders can be kept in face-up stacks nearby. Anyone may look at these stacks at any time. If there is room, you can fan them out or even place them in rows above the leader and wonder boards. Once you know the cards well, it will be enough to simply see their names.

ROUND 1

- In round 1, **leaders and wonders in the Age A deck show up in the card row, as usual.**
- If anyone wants to know what's left, **players can look at the rest of the Age A deck.**
- Before replenishing the card row with Age A cards, **shuffle the deck**, because players are not supposed to know the order in which these cards will appear.

LATER ROUNDS

- As soon as you start using the Age I deck, it is possible that proxy cards will be dealt to the card row. **When a proxy card appears, replace it with the matching card on the leader or wonder board.** For example, when proxy leader number 4 is dealt to the card row, replace it with the leader from space 4 of the leader board. Thus, cards from the leader and wonder boards will enter the card row in a random order.
- **Discard the proxy card to its discard pile.** (For example, an Age I proxy card goes to the discard pile for Age I civil cards.)

END OF AGE I

- At the end of Age I, all the proxy cards have been drawn, so the leader and wonder boards will be empty. **Deal out the Age II leaders and wonders to their boards.**

END OF AGE II

- At the end of Age II, **deal out the Age III leaders and wonders to their boards.**

Note that the proxy cards are replaced as soon as they are dealt to the card row. So when you are making your decisions, you are looking at the actual leaders and wonders in the card row, just like always. The leader and wonder boards show you which leaders and wonders are left in the deck (represented by proxies).

Tip: If you get in the habit of discarding leaders and wonders to their own separate discard piles, at the end of the game, the proxy cards will be in the discard piles for the appropriate civil decks and the leaders and wonders will be sorted separately, ready for when you set up the next game.

OTHER VARIANTS

Of course you can use the new leaders and wonders however you wish.

Do you like the Public Mix option, but not the amount of information available at the start of the game? Keep the future leaders and wonders secret, revealing them only at the start of their age.

Do you want to use all of the new leaders and wonders and have an additional leader and wonder available in each age? Give each civil deck a randomly selected leader and wonder from the base game. You'll have a wider selection, and the appearance of old friends among all the new cards will be a welcome surprise.

Do you want to influence which cards appear in the game? Instead of choosing randomly, you can choose cards that everyone agrees on. Or give each player two wonders and three leaders from each age and let them choose – each player picks one leader and one wonder, and the rest from that age are chosen randomly. If you are playing Secret Mix, this also gives each player a little bit of secret information.



Example of setup for three or four players.

NEW RULES

This expansion is not about new rules. It's about the effects and combinations that the new cards bring to the game. However, to make the new cards work, we need to adjust and clarify a few things:

PRODUCTION BONUSES



Some cards produce extra resources. This is depicted by the symbol at the base of the card and, on certain cards, clarified in the text. This is not actually a new game mechanic. It is already used by two pacts – *International Trade Agreement* and *Acceptance of Supremacy*.

Whenever you produce resources (at the end of your turn or when evaluating events that cause you to produce) **do your usual production first** – add a blue token for every yellow token on each mine technology card (and laboratories with *Bill Gates*). You also get the benefits from the *Transcontinental Railroad* and *Machu Picchu* at this time.

Next, **add up all your resource production bonuses**. (These come from symbols and base game pacts. This is also when you should subtract the penalty from side B of *Acceptance of Supremacy*.) **Gain these resources all at once**. Thus, if you have three cards that each give you a bonus , you don't have to put three blue tokens on *Bronze* – you can put one token on *Coal*. (If your total is negative, then you lose resources instead of gaining them.)

Production bonuses also count whenever a card counts your resource production. For example, they count for the *Empire State Building* and *Impact of Balance*. *Impact of Industry* is, however, an exception, because it specifically says it applies only to production from your mines.

Tip: To help you remember your production bonuses, you can put red tokens at the bottom of your mine cards. Each red token represents the number of blue tokens your bonuses allow you to add. For example, if you have *Roman Roads*, put a red token on *Bronze* in Age I. If *Isabella* then comes to lead your civilization, you can add a second red token or move the token up to *Iron*, if you have it. At the end of Age I, when the *Roman Roads* stop producing , adjust your red tokens to reflect your new production level.

See *Machu Picchu* in the *Appendix* for a tip on how to denote its benefit or the benefit of *Transcontinental Railroad*.

RESOURCES FOR A SPECIFIC PURPOSE



From the base game, we already know about temporary resources for building and upgrading military units. (These come from action cards or from *Churchill*.) This expansion includes more cards that offer temporary resources for a specific purpose.

Although you've probably been playing this the right way, the base game rules are not as clear as we would like, so we have decided to state the full rules here.

Resources for a specific purpose are always temporary resources. This means:

- You do not represent them with blue tokens. You just keep track of them in your head.
- When paying for things that these resources can apply to, you automatically spend them first, until they are all used up.
- Any temporary resources left over will disappear at the end of your turn.



APPENDIX

In this appendix, you will find explanations of selected cards. We also include bookkeeping tips for tracking some of their effects.

For a complete list of cards, more detailed explanations, and some interesting facts about the card's development and its real-life counterpart, visit www.throughtheages.com/expansion.

AGE A CARDS



CONFUCIUS

Confucius allows you to play any military card as an event. You behave exactly as if you prepared an actual event – the other players will not know until that card is revealed later.

When a non-event military card is revealed as a current event, the event is "Everyone gains 1 ⚡" even if Confucius is no longer in play.



SUN TZU

When it is time for you to draw military cards, you always take 2, even if you have no military actions left. Then you can draw up to 3 more, depending on your number of leftover military actions, as usual.

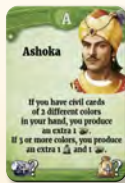
While you have Sun Tzu in play, your exclusive tactic does not move to the common tactics area. If you replace your tactic, your previous tactic remains in your play area next to your new exclusive tactic. No one can copy it, not even you! (Because only common tactics can be copied.)

At the beginning of your first turn without Sun Tzu, all the tactics cards in your play area will go to the common tactics area ... almost as though someone had published them in a book.

Sun Tzu also has an effect that lasts through the ages. When he leaves play, put his card under your current tactic. (We'll assume you have one. If not, he just goes to the discard pile.)

The card marked with Sun Tzu has a permanent +1 ⚡ for the rest of the game. It is its own special tactic. When it reaches the common tactics area, do not merge it with other tactics. It can be copied according to the usual rules.

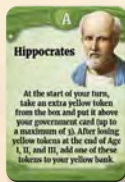
Note: While Sun Tzu is in play, your tactic is not special yet. If your standard happens to be on a card in the common tactics area, same-named cards will merge with it as usual until Sun Tzu leaves play to give it the +1 bonus.



ASHOKA

The "colors" are brown (farm or mine techs), gray (urban building techs), red (military unit techs), blue (special techs), orange (governments), green (leaders), and yellow (action cards). (Wonders are purple, but they won't be in your hand.)

Ashoka's effect assumes that each player's hand of civil cards is public knowledge. If you aren't playing with your hand of civil cards face up, you will have to reveal the appropriate number of different-colored cards when you use Ashoka's effect. If your group is not comfortable with this, then you should not play with Ashoka.



HIPPOCRATES

The tokens above your government card are just a reminder of the effect. They cannot be affected by mechanics or effects that apply to your yellow tokens or your workers.

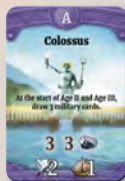
If you have no tokens in your yellow bank at the end of an age, then you lose none, but you can still gain one from the legacy of Hippocrates.



ROMAN ROADS

Imagine the Roman Roads have an extra symbol printed at the bottom of the card, but the symbol changes depending on the age.

Use red tokens to track the Age I production, as explained on the facing page. Update your stats at the end of each age.



COLOSSUS (REBALANCED)

You draw the cards at the beginning of the age, regardless of whose turn it is. In general, this means you start your first Political Phase of the new age with three cards of that age.

AGE I CARDS



SALADIN

At the end of your first turn with Saladin, take a white token from the bank. To mark your decision, either put the white token on your government card for use as a civil action or put it on your strength rating marker and advance the marker 2 spaces. At the end of any turn, you may choose the other option. Don't forget to move your strength marker back 2 spaces when you remove the token from it.

While the white token is on your government card, it is just like any other civil action token. In particular, it counts toward your civil action total and thus it must be spent during a revolution.

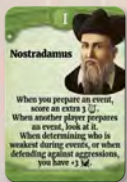
When Saladin leaves play, his white token leaves play. If it leaves your strength marker, don't forget to move the marker back 2 spaces. If the token is being used as a civil action when Saladin leaves play, you may remove a civil action token that has already been spent.



JAN ŽIŽKA

The farmers only count toward tactics. They do not have strength and they cannot be sent to colonize – not even as part of an army. The *Great Wall* does not apply to them.

Regardless of level, the farmers count as Age A units, which means that in Age II tactics they will be antiquated. As always, you do not choose whether your farmers are infantry or artillery – your units automatically form armies in the way that maximizes your strength rating.




NOSTRADAMUS

Nostradamus allows you to look at the events other players prepare. Rotate these events ninety degrees in the future events deck. You may review these future events at any time, even if Nostradamus is no longer in play.

The events that were prepared before you put Nostradamus in play are not rotated, reminding you that you are not allowed to look at them.

When the future events deck becomes the current events deck, you have one last chance to review the rotated cards. Then they get straightened and the deck is shuffled.

To denote Nostradamus's conditional +3 , place a token three spaces ahead of your strength rating marker. (Use a token matching your color – unless your color is green, in which case, use a white token.) Anyone who wants to play an aggression against you must first exceed this augmented strength rating.

Nostradamus's strength bonus only counts for aggressions and when evaluating part of an event's effect that cares about the weakest players. In particular, it does not count for *Boudica* or when evaluating part of an event's effect that cares about the strongest players.

Note: With certain events, it is possible for Nostradamus to make your opponent both the weakest and the strongest civilization. In this case, both effects apply. Sometimes this means nothing happens – the civilization steals its own yellow token or gains points that it immediately loses. Other times it may be more interesting, such as when the confusing prophecy causes a civilization to demolish its own building for the construction materials. If a civilization must take food or resources from itself, it should lose them first, then gain them, which may result in a reorganization of blue tokens.



JOHANNES GUTENBERG

Gutenberg's civil action is not represented by a token and it is not part of your civil action total. It is not spent when you declare a revolution.

Gutenberg's civil action does not have to be used the first time it applies. For example, you could spend regular civil actions to take a library technology and develop it, then use Gutenberg's action to build a library with a discount.

Gutenberg's action may be used to play an action card that is used to develop, build, or upgrade a library or laboratory. The benefit from Gutenberg's action is cumulative with the benefits of the action card.

Note: Technically, one takes and develops library and lab technologies, but this imprecise wording makes the card simpler to understand.



ELEANOR OF AQUITAINE

You gain back only civil actions that are spent. For example, if you have spent one and you use your second to replace Eleanor, you get only two back (bringing you back up to your full total).



FORBIDDEN CITY

Whenever you count your discontent workers, subtract two (but don't go below zero, of course). Forbidden City has no effect on your number of happy faces.

Mark this extra contentment by taking two white tokens from the box and placing them on the two spaces to the left of your happiness rating marker. These are spaces that do not have to be covered by available workers when you check for an uprising.



MACHU PICCHU

You can mark the effect with two white tokens. Put one under the farm's yellow token and one under the mine's yellow token. If you have no Age A or Age I farms (because they were all destroyed or upgraded) then Machu Picchu does not affect your food production. Similarly for mines.

The production comes from the mine, not from the wonder, so the mine's production counts for *Impact of Industry* and *James Watt's* culture bonus.

If you have *Transcontinental Railroad* and no mines higher than level I, then your Machu Picchu mine will also be your best mine for the *Railroad*. Place a second white token below that mine to remind you that it produces 3 blue tokens. However, if you get an Age II or Age III mine, *Transcontinental Railroad* will apply to that mine instead.



SILK ROAD

The Silk Road's effect applies to the first action card you play on your turn, with one exception – on the turn in which you build the first stage, the effect applies to the first action card you play after the stage has been built.

Every action card has an effect that can be improved by Silk Road. If the card gives you food, resources (including resources for a special purpose), science, culture, or military actions, you gain one more. If the card gives you a discount, the discount is greater by one. If the card gives you two benefits, both are increased.

Example: *Patriotism I* normally gives 2 for building or upgrading military units and 1 extra military action. With *Silk Road*, it gives 3 and 2 military actions.

If the action card's benefit is dependent on how many other civilizations meet a certain criterion, *Silk Road* gives you one more in total, regardless of how much you would normally get from the card. For example, *Silk Road* always gives you an additional 1 when you play *Endowment for the Arts*, even if the card would normally give you 0 .

Silk Road does not duplicate the civil action represented by the action card. For example, *Efficient Upgrade* still upgrades one building, not two, and *Engineering Genius* is still limited to one stage of a wonder.



HIMEJI CASTLE

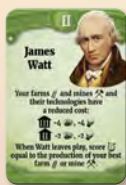
Your unit is “attacking” if you were the one who declared the war or aggression. If it was the other player who played the card, your unit is “defending”.

When you play an aggression, you declare which unit you are sacrificing, if any. You may attack any civilization with a strength rating less than your temporary strength. Thus, your rival knows your strength before deciding whether and how to defend. Your unit is sacrificed even if the aggression is unsuccessful. By contrast, when defending against an aggression, you know whether the sacrifice will be enough.

In a war, you don't decide whether to sacrifice until the war is being evaluated.

Sacrificing works the same way here as it does during colonization – the yellow token representing the sacrificed unit goes to your yellow bank and not to your worker pool.

AGE II CARDS



JAMES WATT

His discounts work just like discounts from construction technologies, except they apply to farms and mines and the numbers are different. For example, you can upgrade from Age I to Age II or from Age II to Age III with a discount of 2. (Yes, this means upgrading Age I farms costs no resources.)

For the culture bonus, your “best mine” is the one that produces the most resources. You might have an Age I mine that is better than your Age II mine thanks to *Machu Picchu*.



CATHERINE THE GREAT

When you use Catherine's effect, rotate her card 45 degrees to remind everyone that you cannot use it again.



CHARLES DARWIN

If you have Darwin and *St. Peter's Basilica*, your temples produce the amount of happy faces printed on them – the two effects apply simultaneously and cancel each other out.



ANTONI GAUDI

The discount is based on the types of buildings you have built, but you ignore any buildings of the same type as the technology you are developing. For example, if you have 2 labs , 1 arena , and no temples , you get a discount of

2 for developing *Opera* or *Organized Religion* , but only 1 for developing *Scientific Method* .

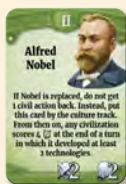


MARIA THERESA

Her culture and science effect applies every time you move a yellow token from your yellow bank to your worker pool. This includes:

- “gain 1 population” effects, such as *Ocean Liner Service* and *Immigration*.
- the population gain effect depicted on *Inhabited Territory*.
- the usual “increase your population” action.

For *Inhabited Territory II*, two population is gained, so you apply Maria Theresa’s effect twice.



ALFRED NOBEL

Once the Nobel Prize is in play (represented by the card next to the culture track) any civilization can gain 4 from its effect. Nobel’s civilization can gain 4 even on that same turn, regardless of whether the two technologies were developed before or after Nobel was replaced. A civilization may get culture from the Nobel Prize multiple times during the game, but only once per turn.

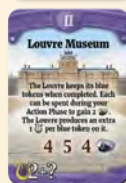
The Nobel Prize effect is mandatory – you can’t choose to ignore it and gain an action back when you replace

Nobel. If Nobel leaves play by other means (*Iconoclasm*, *Infiltration*, the end of Age III), the effect does not trigger and Nobel simply goes to his discard pile.



TRANSCONTINENTAL RAILROAD (REBALANCED)

The wording has been slightly changed so it works like *Machu Picchu*. (See *Machu Picchu* in Age I.)



LOUVRE MUSEUM

Spending a blue token from the Louvre does not require an action. You can spend one or more tokens at any time.

When you spend a token, you return it to the bank, then gain 2 . If you don’t have *Iron*, you will have to mark this gain with two tokens on *Bronze*. If you don’t have *Iron* and your bank is out of tokens, you will gain only 1 (the Louvre token moves to the bank, then moves to *Bronze*) but that might be worth it if it helps you complete the *Empire State Building*. Blue tokens on the Louvre are not resources. If an effect causes you to lose more resources than you have, you are not required to spend Louvre tokens to make up the difference.

AGE III CARDS



PIERRE DE COUBERTIN

De Coubertin’s Olympic Games effect is not a political action, and you may use it even if you have given up your political action as part of an *International Agreement*.

When declaring the Olympic Games, put de Coubertin next to the military board to denote that his effect is in play. It applies to your own Politics Phase during that turn, and it ends before the Politics Phase of your next turn. When it ends, take the card back and rotate it 45 degrees to show the effect has been used.



MARLENE DIETRICH

Dietrich improves all of your highest-level theaters. As an example, suppose you have 3 level II theaters and the level III theater technology with no theaters on it. In this situation, Dietrich improves all 3 level II theaters. However, as soon as you upgrade one, Dietrich’s effect will apply only to the level III theater. (She can’t pass up the opportunity to star in movies.)

Dietrich’s military effect doubles the unit only for purposes of tactics. Its strength is not doubled.

As always, your armies form in the way that maximizes your strength rating. In rare cases (if you have multiple

armies, some antiquated, and some with air forces) this may present a puzzle that your fellow players can help you solve.

The effect also applies to armies sent for colonization. For example, sending two infantry and one cavalry unit can count as two *Medieval Armies*. But you can’t just send one infantry and claim it’s a *Medieval Army* – the doubling only works on units actually in the colonization force.



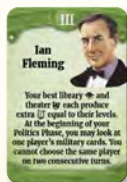
NELSON MANDELA

Your number of surplus happy faces is equal to the amount by which your happiness rating marker overlaps non-empty subsections of your yellow bank. For example, if you have 7 happy faces and your leftmost empty subsection is number 5, then you have 2 surplus happy faces. Don’t forget that you can never have more than 8 happy faces. If your yellow bank is empty, you have no surplus happy faces, regardless of how many are produced by your cards.

You gain culture for your surplus happy faces during your End-of-Turn Sequence after discarding excess military cards. This surplus culture gain is not part of Production and does not count toward your culture rating.

If you have *Forbidden City*, ignore 2 discontent workers when you take Mandela. If this means all your discontent

workers are ignored, taking Mandela costs 3 civil actions more. However, *Forbidden City* has no effect on your number of surplus happy faces. These two cards do not work together very well.



IAN FLEMING

After you look at a player's military cards, shift and rotate Fleming's card toward that player to remind yourself that you can't look at that player's cards next turn. If you don't look at anyone's cards, return Fleming to the usual position. In a two-player game, you will only be able to look at your opponent's cards every other turn.

Even if you have given up your political action (to an *International Agreement*) you can still use Fleming's espionage effect.



MARIE CURIE SKLODOWSKA

For this card, your "best mine" is the one with the highest level, even if *Machu Picchu* gives you a lower level mine that produces more.



UNITED NATIONS

When counting wonders, the United Nations counts itself. When you evaluate the event, it applies to all players, just as though it were turned up as the current event. But you get to keep the card so you can play it during a later Politics Phase.



INTERNATIONAL RED CROSS

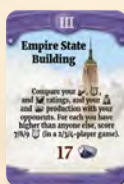
This wonder cannot be built with resources. Stages are built with food. You score 6 for each stage you build.

Construction technologies allow you to build multiple stages for one action, as always. *Engineering Genius* allows you to build 1 stage, but its discount is wasted, so you would essentially be discarding it just to get it out of your hand.

Other players may work on your wonder during their Action Phases. The player spends 1 civil action and 3 food to build one stage of the Red Cross and score 6 . The player cannot build more than one stage per turn. This is not a regular wonder-building action – action cards and construction technologies do not apply to it.

The blue token for that stage comes from your blue bank because you are the owner of the wonder. If your blue bank is empty, use a blue token that is in play on one of your technology cards.

When the Red Cross is completed, whether on your turn or on someone else's, count up all the colonies in play (not just your own colonies). You score points for all of them, and the Red Cross counts as a wonder you completed, regardless of who built the final stage.



EMPIRE STATE BUILDING

There are no tiebreakers. In categories in which you have the same rating as someone else, you get nothing.

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MILITARY CARDS



DEVELOPMENT OF PLANNING

When this event is revealed, randomly select 3 Age A military cards from those that were not used to form the initial current events deck. The card you choose is applied only to your civilization. Multiple players may choose the same card.



DARK AGES

For example, suppose a civilization has 9 . That's 5 more than 4 , so 5 is their "surplus". They lose half of that rounded up, so they lose 3 .



CALL TO ARMS

In a three- or four-player game, the weakest civilization loses 2 civil actions and draws 2 military cards and the second weakest loses 1 action and draws 1 card. In a two-player game, the weaker civilization loses 2 actions and draws 2 cards.

A civilization that cannot lose the specified number of actions (because of *Rebellion*) will draw cards only for the actions actually lost. If Call to Arms is revealed in Age IV, civil actions are still lost even though no military cards can be drawn.



FREEDOM OF MOVEMENT

Effects that reduce costs or give discounts (construction technologies, *Shakespeare*, *James Watt*) apply to both cards, as they do during upgrading. Action cards cannot be used. You are not allowed to exceed your urban building limit.



AUTONOMOUS TERRITORY

When you colonize this territory, you choose one of the four rewards depicted in the middle of the card.



INTERNATIONAL NEGOTIATIONS

If the weakest player has less than 3 , less than 3 , and less than 3 , then nothing happens.

Note that the choice is made by the player revealing the event, so it is possible that the choice could be made by the weakest civilization, the strongest, or by a third party.



ARMS INDUSTRY

For each of the 3 types of technology, players compare the highest-level card they have in play. A card counts even if it has no units on it.

First determine the total amount each player should gain. Then players gain the amount to which they are entitled all at once. For example, if you gain 2 for each type, then your total gain is 6 and you can represent that as 2 blue tokens on *Coal*. It's analogous to the Production Bonuses rule explained on page 6.



AGGRESSION: KIDNAP

The card taking limitations are:

- You can't exceed your hand limit.
- You can't take a technology card if you already have the same-named card in your hand or in play.
- You can't take two leaders from the same age.

It is legal to kidnap an action card during your Politics Phase and play it during the Action Phase of that same turn. (The rule against playing action cards applies only to cards taken during the same Action Phase.)

If civil cards in hand are not public knowledge in your gaming group, then you will get to look at your opponent's civil cards only if the aggression is successful. At that time, you look at the cards and choose one to take. You may also choose to take no card.



HUSSARS

The tactical strength of Hussars is equal to 2 plus the level of the lower-level unit in the army. For example, a knight plus a tank would make an army with a tactical strength of 3, because the knight is a level I unit. *Genghis Khan's* warriors are level 0 cavalry units, so any Hussar army with one of them has tactical strength 2. The best you can do is combine two tanks for a tactical strength of 5.

If you have multiple armies, each may have a different tactical strength. Pair the units in the way that gives the highest possible total.

Why did we introduce a new game mechanic just for one card? Well, we wanted an army of two cavalry units, but playtesting showed that strength 3 was too weak and strength 4 was too strong. This new mechanic solved that problem. And we discovered it was fun!