

RULE BOOK

The Ancient World (Second Edition)
Kickstarter Version 1.1



SETUP

2-4 Players 90 Minutes
(Component list on page 19)



3. Place the round marker on the start space.

4. Shuffle the district cards and place them in a deck face down on the board. Turn the top card of the deck face up.



6. Place the two action cover tokens on top of these two actions so that they are hidden. Place 1 ambrosia token on all other actions on the board.



8. Shuffle the empire A cards. Place the deck face down on the building symbol on the board. Draw a number of empire A card's place them face up in a row to the right. The number of cards depends on how many players there are: 2 players- 4 cards, 3 players- 5 cards, 4 players- 6 cards. Shuffle the empire B cards and place them off to the side. You will need them on round 4. Place the empire C cards in a pile, face-up next to the board. Players can look through this pile at any time.

9. Give each player a player board (which contains the capital city), "Fishing Dock" and "Wheat Fields" starting empire cards, 6 Coins, and the two starting military cards ("City Guard" and "Militia"). Give each player citizen tokens matching their board, with numbers 1, 2 and 3. Each player also places their respective starting titan on their player board. The art on the titan matches the art on the player board. Each player places a cube on the left-most space on their capacity track (space 4) and the left-most space on their income track (space 5).

Note: Use the side of the player board the does not have the city-state name or special abilities if this is your first game. You can learn more about this on page 17.

10. The player who has most recently won a game is first player and takes the 1st-player token. Player 2 in turn order now collects 1 extra coin and players 3 and 4 in turn order now collect 2 extra coins. *If you prefer, use a random method to decide first player.*



11. Place unused starting military cards, citizen tokens, starting empire cards, player boards, cubes, and starting titans in the box.



2. Place the coin, knowledge, ambrosia, and citizen tokens on the side of the board.

Ambrosia Tokens

Coin Tokens

Citizen Tokens

Knowledge Tokens



5. Shuffle the three decks of titan cards (1, 2, and 3 stars). Place them face down in three piles on the board. Turn the top card of each deck face up.



7. Shuffle the military cards and place the deck face down on the helmet symbol. Draw a number of military cards equal to the number of players and place them face up in a row to the right of the deck.



Military cards are placed up here to the left of the player board.



Districts and defeated titan cards are placed up here, in this top row to the right of the player board.

Empire cards are placed down here, in this bottom row to the right of the player board.



The capital city gives each player 1 food, 5 coins per round, a 2-army limit, and 4 capacity.

Place stored empire cards down here.

Capacity track and income track.

INTRODUCTION

In an ancient world forgotten by time, enormous titans terrorize the land. The five tribes have been fleeing from them for as long as anyone can remember, but things are about to change. Growing city-states pledge to end the reign of terror, determined to take on the titans and make the world a safer place for everyone. Each city-state competes to attract the tribes, eager for the strength of the combined peoples, with the hope that the titans can be defeated once and for all.

OVERVIEW

Players compete to grow the largest and most influential city-state by managing citizens, wealth, military, and by defeating titans. Players take turns sending citizens to take special actions or using military cards to attack titans. Players can purchase empire cards, which give more citizens, money, and abilities. After six rounds, the player with the most influential city-state wins.

OBJECTIVE

The goal of the game is to collect sets of tribe banners. Each empire card has one or more tribe banners. Tribe banners can also be gained by defeating titans. After six rounds, players gain victory points for sets of tribe banners and other special abilities, and the player with the most victory points wins.



GAME ROUND

The Ancient World is played over the course of six rounds. Each round has 3 phases, executed as follows:

1. Prepare: First, advance the round marker on the round track. If this were the first round, you would move it to the circle with a letter "A". If this were the second round, you would move it to the next circle to the right, and so on.

Some rounds add a new action or new effect to the game (listed in the round track). Follow the directions depending on the round:



Round 1: Use the Empire A deck.

Round 2: Reveal the Explore action.

Round 3: Reveal the Grow action.

Round 4: Switch to the Empire B deck.

A) Refresh Card Decks: *(Skip this section on the first round)* Discard any remaining empire cards on the board and place them in a discard pile to the side of the board. Draw new cards from the empire deck and place them face up on the board in the empire card track (the number of cards depends on how many players there are: 2 players- 4 cards, 3 players- 5 cards, 4 players- 6 cards.)



Discard any military cards that remain on the board. Draw new cards from the military deck and place them face up in the military card track until there are a number of cards equal to the number of players.

If the empire deck or military deck is ever depleted, shuffle the discard pile to refresh the draw deck.

B) Draw Titans: *(Skip this section on the first round)* If any player does not have a titan card on their player board, they must draw a new one and place it face up on their player board.

A titan card on a player's board is called a "threatening titan", and represents a titan coming to attack their city-state.

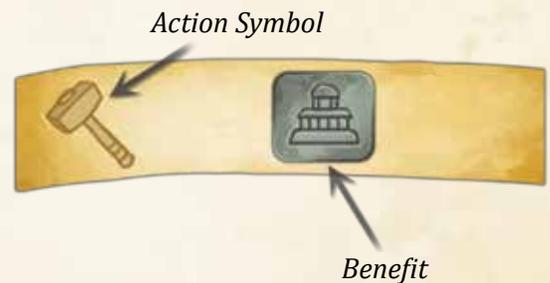
Players draw in turn order. Players draw from one of the titan decks depending on the round.

Round 2: One-star titans

Rounds 3-4: Two-star titans

Rounds 5-6: Three-star titans

Players do not draw the top, face-up card of each titan deck unless it is the last card in the deck. They must first draw from the face down cards below the top card. In the rare case that a titan deck is depleted, players draw from the next highest available. *Example: On round 4, the two-star titan deck only has one face up titan card. Player 1 draws this titan. Player 2 draws a three-star titan.*



2. Player Actions: Starting with the first player (the player with the first-player token) and continuing in clockwise order, each player may take one action per turn until all players have passed. The available actions are:

a. Place Citizen: A player may place one of their citizen tokens on an action space on the board. The player places the citizen as illustrated in the example to the right, just above the parchment in a row so that nothing is covered. When a player places a citizen token on an action, they perform the action immediately.

If a player places a citizen on an action space that has another citizen with a **higher skill** number (even one that they previously placed), they must pay 1 coin. If the player cannot pay the coin, then they cannot place a citizen there.

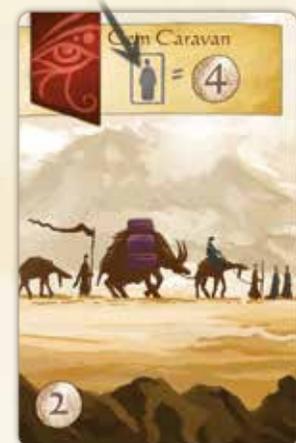
Ambrosia: After the player takes the listed action, the player may collect any ambrosia tokens that are on the action space. The player must complete the action **BEFORE** collecting the ambrosia there (they cannot claim the ambrosia and then perform the action).

A player may place a citizen on an action space and choose not to perform the action (and they can still claim the ambrosia).

Empire Cards: A player may also place citizen tokens on empire cards they own that give actions. Unlike actions on the board, empire card actions may only be used once per round, and only by the player that owns the card unless it states otherwise.

Citizen actions are described in detail in the "Citizen Actions" section on page 10.

Empire Card Action



Skill Number



b. Attack a Titan: A player may choose to attack a titan card. He may attack the top card in the one, two, or three-star piles, or any threatening titan card on any player board (even other players' boards). To attack, the player must pay coins to one or more military cards he owns. To use the military card, the card must not yet have been used in the round (indicated by not having any coins on the name section of the card). The cost is equal to one more coin than is already on the card. *For example, if there were 3 coins on the card, the cost to use the card would be 4 coins.*

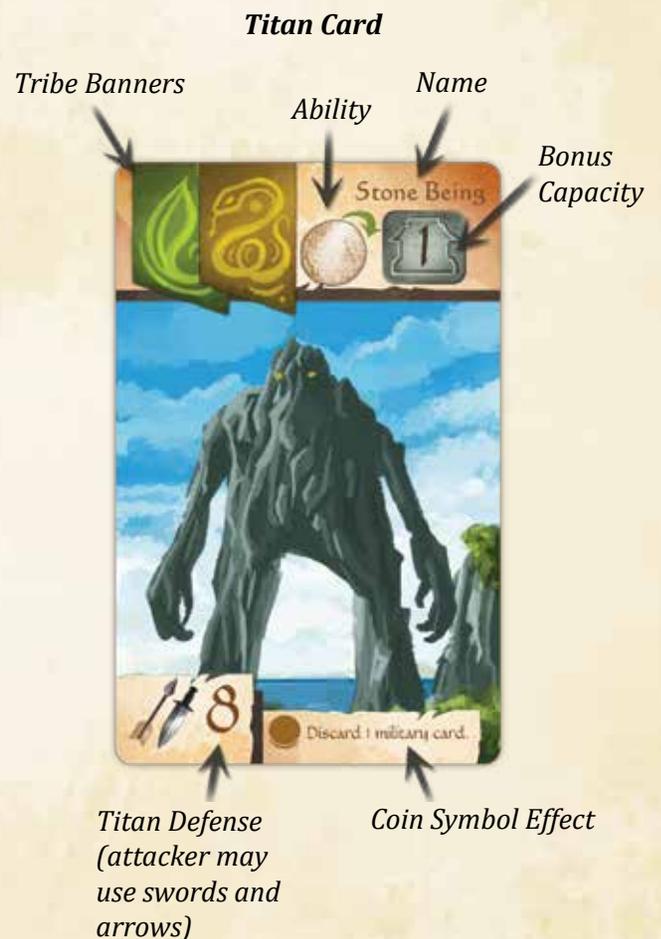
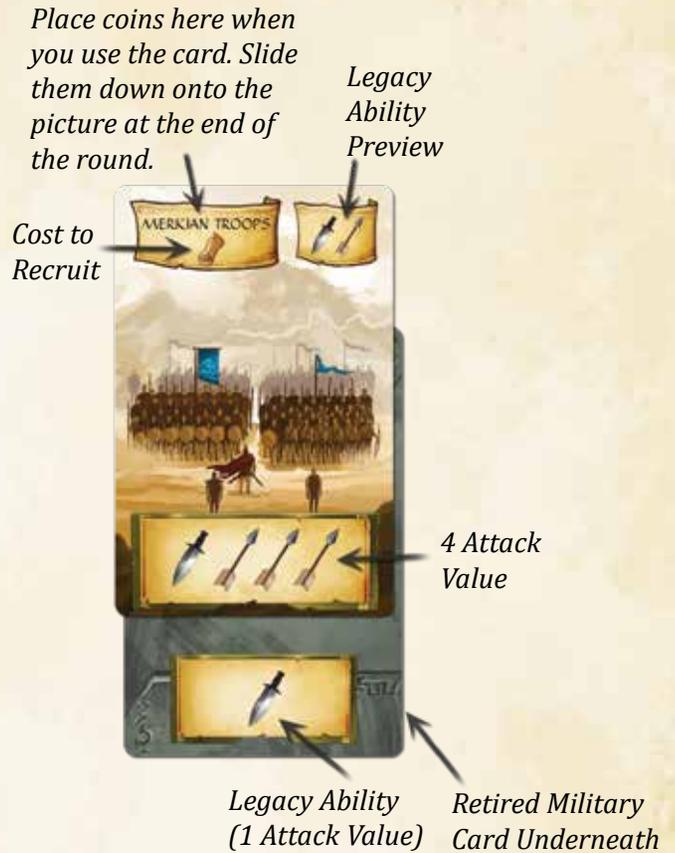
The player places the new coins on the name section of the card. The coins are placed on the name section to remind the player the card has been used once and may not be used again in the same round. Paying a military card gives a player temporary access to the attack symbols and other abilities on the card, including the legacy abilities from retired military cards (legacy abilities are explained in detail in the "Recruit" section on page 11).

Access to abilities gained by paying a military card only lasts for one attack action, not the entire round. Players may pay coins to multiple military cards in the same attack action.

To defeat the titan, the player must have an attack value equal to or higher than the titan defense value listed on the titan card. Attack value is gained from military cards used in this attack action as well as from empire, defeated titan, and district cards the player owns. There are two types of attack value: swords and arrows. If the titan card shows swords, the player may only count sword icons. If the titan card shows swords and arrows, the player may count swords and arrows.

When the player defeats the titan, they take the card and put it to the right of their player board in the row of districts and titans. They turn the next card in the titan deck face up (if they attacked a titan on a deck).

If the player attacked a titan on a player board, that space remains empty until a new titan is drawn in the prepare phase at the beginning of the next round.



As a last step, the player must roll the damage dice, which represent damage dealt to the player's city-state by the titan during the attack. The player must roll one die per banner on the titan card. The effects are described below:

Titan Symbol: 1 empire card is damaged per titan symbol. The player chooses 1 empire card that they own to flip face down. This card does not grant its abilities until it is repaired. If the player has no empire card that he can damage, nothing happens.

Coin Symbol: The effect detailed at the bottom of the defeated titan card immediately takes effect. These effects are described on page 15.

Blank: No effect.

A player may attack only one titan per turn.

A player may attack multiple titans in the round, as long as they have at least one unused military card (a military card with no coins on the name section of the card). A player may not attack without paying at least one military card (for example, a player may not attack a titan simply by combining swords and arrows from their empire cards).

Titan cards grant abilities, tribe banners, and capacity when defeated. When a city-state defeats a titan, more tribes flock to the capital, and new lands open up for development.

c. Build Stored: A player may build an empire card that they have stored at the bottom left corner of their player board. The player does not need to use a citizen to do this. Building empire cards is described on page 10.

d. Pass: If a player cannot or does not wish to attack a titan, build a stored empire card, or place a citizen token, they must pass. Once a player passes, they cannot take any more actions that round. Simply skip players that have passed until all players have passed.



Damaged Empire

Titan Damage

When a player rolls the damage dice, they must damage one Empire card for each titan symbol rolled.

If a player damages a card with a food, the player does not need to place a citizen in the starving box immediately. The only time players check for starvation is at the end of the round.

If the player damages an empire card that gives an extra army, the player must immediately discard any military cards in any armies that exceed the limit (including retired military cards).

Attacking a Titan Example

*Tim wants to attack the "Stone Being" titan. The titan has a defense value of 8, and Tim can use swords and arrows against it. Tim decides to use his "Merkian Troops", which have 3 arrows and 1 sword, and also have a legacy ability of 1 sword. The "Merkian Troops" card currently has 1 coin token on the **picture area** because Tim used it last round, which means he must pay 2 coins to the card to use it now. He places the 2 new coins on the card so that they are covering the **name area** (now there are 3 coins in total on the card). This gives Tim a total of 5 temporary attack value which he can use against the Titan. Tim also happens to have 3 sword abilities given to him from various empire cards (he does not need to pay anything to use these symbols on the empire cards). This gives Tim a total of 8 attack value, and he defeats the titan. Tim claims the titan card and places it next to his player board. Then Tim rolls 2 damage dice (one for each banner on the titan). He rolls one blank and one coin, and must discard 1 military card, as specified at the bottom of the titan card. As a last step, Tim turns the next titan card in the deck face up.*

3. End of Round:

When all players have passed, the round ends.

Game End? *If six rounds have passed, the game ends and players do not collect coins, knowledge, or ambrosia. Do not refill the board, but do check for starvation and confront any threatening titans remaining on player boards.*

1. First, each player must confront their respective threatening titan (the Titan card on their player board), if they still have one. Players cannot attack titans at this time, but each player must now roll a damage die for each banner on their threatening titan. Alternatively, a player may placate the titan by feeding it ambrosia in order to skip rolling the damage dice. The player must pay one ambrosia per banner on the titan. A player must pay the full amount of ambrosia required to avoid rolling the damage dice (they cannot pay one ambrosia to a three-banner titan and only roll two damage dice). Threatening titans remain on player boards even after damage dice have been rolled or players have fed ambrosia to the titans.

2. Each player collects coins, knowledge, and ambrosia for each coin, knowledge, and ambrosia symbol with the green arrow attached that they own on their player board and cards. *Note: Keep track of your coin income on the track at the bottom of your player board to make this step easier.*

Also, players slide down any coins that are on the name section to the picture section of any military card they own (thus allowing the cards to be used again on the next round).

3. Now place new ambrosia on the board depending on the number of players:

Players	Ambrosia
2	Place 1 on each action with no citizens
3	Place 1 on each action with 1 citizen or fewer
4	Place 1 on each action with 2 citizens or fewer

After placing ambrosia, players now reclaim used and any new citizen tokens and place them on their respective player boards.

The player with the first-player token flips it so that the side with the hand symbol is face down.

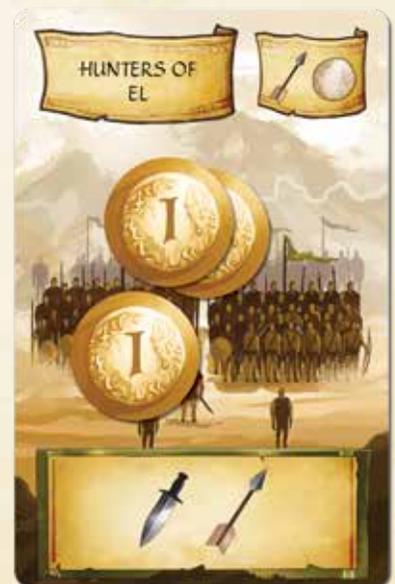


4. Finally, players check to see if they can feed all of their citizens. If a player does not have a food symbol for each citizen token that they own, they must place any un-fed citizen tokens to the left of the player board, in the “starving/new” area (the player can choose any of his citizens for this). Citizen tokens in the “starving” box cannot be used in the next round. At the start of the game, each player has one food from their capital city and one food each from their two starting empire cards- enough to feed their three starting citizens.



The next round now begins, starting with phase 1. If six rounds have passed, the game ends.

Threatening Titan



GAME END

After six rounds, the game is over. Players now count up victory points.

First, each player loses 4 victory points per starving citizen, and 1 victory point per damaged empire card.

Damaged empire cards are now all repaired in preparation for scoring in the next two sections.

Each player scores victory points for each color of tribe banner they have, up to a maximum of 6 banners per tribe.

Banners	Victory Points
1	2
2	4
3	7
4	11
5	16
6+	22

Players may score at most 6 banners in each tribe.

Finally, each player gains bonus victory points from all special empire cards they have, as described by the scoring text on each card.

Example: Chris owns the empire card "Citadel", which gives extra victory points for red banners. Including the "Citadel", he owns 5 red tribe banners, which means that this card ability grants him 7 extra victory points.

The player with the most victory points has the most powerful city-state and is the winner!

If players are tied, the player with the most coins wins. If players are still tied, the player with the most combined empire, district, and defeated titan cards wins. If players are still tied, the player with the most knowledge tokens wins.



Victory Point Symbol



Two Matching Green Banners



This Empire card gives extra victory points for red banners.



CITIZEN ACTIONS

Players may use their citizen tokens on the following actions.

a. Board Actions: Players may send citizen tokens to actions spaces on the board. Each action described below has an immediate effect, and some have special rules.



Labor: The player collects two coins.



Build: The player may pay to build one of the empire cards in the empire card row or any one of the cards from the empire C deck at the side of the board.

Reminder: players can look through the empire C deck at any time.

Additionally, **the player must have enough capacity to hold the empire card.** Capacity is granted by district cards and titan cards and a player's capital city (found on the player board). Each empire card takes 1 capacity. If the player does not have sufficient capacity, they may not gain a new empire card.



Capacity

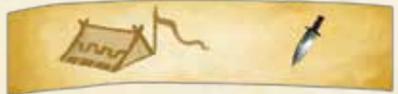
Note: Keep track of your current capacity on the capacity track at the bottom of your player board.

Empire Card



The player pays the cost in coins and knowledge to the supply and places the empire card to the right of their player board (in the bottom row of cards). Empire cards give bonuses and abilities, described in the sections "Card Abilities" on page 14.

Important: Do not refill the empire card row until the next round.



Draft: The player gains 1 sword attack value per citizen token they place on this action. This attack value is granted for the entire round and may be used in multiple titan attack actions.



Expand: The player must pay 1 knowledge or 3 coins to the supply. The player then draws the top 3 cards of the district deck and may choose to keep one of them. District cards grant additional capacity and may grant other abilities. The player places the 2 unchosen cards at the bottom of the district deck and immediately turns the next district card on the deck face up. District cards do not require capacity.



Learn: The player gains 1 knowledge from the supply. They must pay 3 coins to the supply.



Rebuild: The player may repair up to 2 damaged empire cards. They flip these cards face up. The player also takes the 1st-player token and flips it so the “hand” side is face up. This token may not be claimed again in the same round. The player also collects 1 coin.



Recruit: The player may recruit one of the military cards in the military card row on the board. At the start of the game, all players have an army limit of 2 (given by each player’s capital city), which means that no player may have more than 2 active military cards. Players can increase the army limit with district and empire cards.



On the player board, the capital city gives an army limit of 2.

Most military cards are free, but some have a cost that must be paid in order to be claimed. The cost is located just under the name. After the player chooses a card and pays the cost (if any), they must place it in one of their army slots. If there are no open army slots, the player must retire an active military card that they already own.

Important: A player may only retire a military card that has not yet been used to attack in the round (meaning the card has no coins on the name area).

To retire a military card, the player removes all coins on the card, returning them to the supply, and flips it over so that the legacy abilities are showing. Legacy abilities represent skills that the old soldiers learned and teach the new soldiers. If there are previous legacy abilities, these should also be showing. The player now places the new military card face up on top of the old cards, so that all the legacy abilities are showing from previous active military cards in the army.

Legacy abilities of a military card can also be seen on the front of the card, in the top right corner, but do not take effect until the military card has been retired.

Important: Do not refill the military card row until the next round.



New Military Card



Retired Military Cards

An Army



(Available on round 2)

Explore: The player may do one of the following:

- Draw 5 empire cards from the current empire deck and store 1 of them.
- Store 1 of the empire cards on the empire card row on the board.
- Store 1 of the empire cards from empire C deck.

When a player stores an empire card, they place it horizontally, near the bottom left corner of their player board. Stored cards do not grant any benefits to the player, but the player may buy them later using the “Build Stored” action (which does not take a citizen to use).

Stored cards are kept face-down. There is no limit to the amount of stored cards a player may own.

Cards drawn from the empire deck that are not stored are placed into the discard pile.



(Available on round 3)

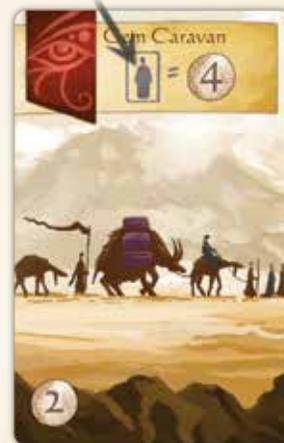
Grow: The player gains an additional citizen token by paying 3 coins. The player takes a citizen token in their player color in the lowest skill number possible. For example, if the player had citizen tokens with a skill of 1, 2, and 3, they would gain the citizen token with a skill of 4. New citizen tokens are placed to the left of the player board in the “starving/new” area and may not be used until the next round.

b. Empire Card Actions: A player may place one of their citizen tokens on an action on one of their empire cards. The player may only place a citizen token on the action if the card does not already have a citizen token on it.

Players may not place citizen tokens on empire cards owned by other players.

Some empire card actions are described in the “Card Clarifications” section on page 16.

Empire Card Action



AMBROSIA ABILITIES

At any time, players may spend ambrosia tokens they own to gain benefits, described below. There is no limit to the amount of ambrosia a player can spend to activate these abilities. When they spend it, they immediately return it to the supply.

Use a placed citizen again (costs 4 ambrosia): The player may place any one of their citizens that have already been placed on the board on a new action. They take this new action immediately. All normal action and placement rules apply. **NOTE: Players can only use this ambrosia ability during their turn, but it is a free action that can be taken before or after taking their normal action.**

Repair an empire card (costs 2 ambrosia): The player may repair one of their damaged buildings.

Feed a titan (costs 1 ambrosia per banner): The player may pay ambrosia when confronting their threatening titan at the end of the round in order to avoid rolling the damage dice. The cost is 1 ambrosia per titan banner. The player may not pay part of the ambrosia cost to roll fewer dice, they must pay the complete amount (1 per banner).

Add 1 to citizen skill (costs 1 ambrosia): The player may pay ambrosia to temporarily increase a citizen's skill number (when placing on the board). The skill increases only when placing the citizen and immediately returns to normal after the citizen has been placed and the action taken. The player may pay more than one ambrosia to increase the skill by 1 each.

Feed a citizen (costs 2 ambrosia): The player pay 2 ambrosia to gain 1 temporary food when checking for starvation. After this, the food is immediately lost.

Gain 1 sword (costs 2 ambrosia): The player gains 1 temporary sword when attacking a titan. This sword only lasts for one attack.

Gain 1 coin (costs 2 ambrosia): The player immediately gains 1 coin.



CARD ABILITIES

Empire/Titan/ District Cards



Card Action: The player may place a Citizen token and gain what follows the equals sign.



Army Limit: The player may have one army for each of these symbols he owns. An army consists of 1 active army and any retired armies below it.



Attack (arrow): The player has +1 attack value that may be used in any number of attack actions.



Attack (sword): The player has +1 attack value that may be used in any number of attack actions.



Citizen: The player gains a citizen token when he gains this card (only once). It must be the lowest-number citizen available.



Income: The player gains 1 coin each round, collected during the "End of Round" phase.



Food: Each round, each food symbol can be used to feed one citizen.



Gain Knowledge: The player gains 1 knowledge each round, collected during the "End of Round" phase.



Repair: Repair one damaged empire card (usually as an empire card action).



Explore Bonus: When you explore, draw additional empire cards to choose from equal to the number in the eye.

Gain Ambrosia: The player gains 1 ambrosia each round, collected during the "End of Round" phase.

Military Cards



Loot: When this army is used, the player gains 1 coin (after the titan is defeated and the dice are rolled).



Spy: When this army is used, the player gains 1 knowledge.



Attack (arrow): The player gains +1 attack value when the army is used.



Attack (sword): The player gains +1 attack value when the army is used.



Repair: When this army is used, the player repairs one damaged empire card right before they roll the damage die.



Many empire cards have multiple abilities. This card gives 1 Income and also has a card action. If a player places a citizen token here, they gain one knowledge.

TITAN DAMAGE

When a player rolls a coin symbol on the damage die, check the effect at the bottom of the titan card and apply it.

Lose a coin: You must pay a coin to the supply (if you have it).

Starve 1 ready citizen: If you have a citizen that you have not yet placed in the round, place them in the “starving/new” area. You cannot place that citizen this round. If you roll this when confronting a threatening titan at the end of the round, or if you have placed all of your citizens, there is no effect.

Put 1 coin on 1 army: Take a coin from the supply and place it on the picture section of one of your active military cards.

Lose X ambrosia: You must pay ambrosia to the supply (if you have it).

Discard 1 military: You must discard one of your active military cards. Also discard any coins on the card. If there are any retired military cards beneath it, they remain face down, and when you gain a new military card, you may place it on top of these retired military cards.

If you have no active military cards, this has no effect.

Discard all stored: If you have any stored empire cards, you must discard them.

Discard 1 district: You must discard one of your districts. If this decreases your capacity below the number of empire cards you currently have, you do not need to discard your empire cards. You cannot buy new empire cards until you gain unused capacity again.

If you have no district cards, this has no effect.

Example: Tom has six capacity and six empire cards. He loses a district and now has only three capacity. He does not discard any of his empire cards. But if he wants to build a seventh, he needs to gain at least four additional capacity before doing so.



Titan Damage

CARD CLARIFICATIONS

Aqueduct: When you gain a new citizen, also gain one coin per food you own.

Archivists of Bol: You gain one coin at the end of each round. Also, immediately after you buy this card, you may trade one of your citizens for an unused citizen with higher skill. You return any one of your citizen tokens to the supply and replace it with the next citizen in numerical order from the supply. Place the upgraded citizen token where the discarded citizen was located. *Example: Mary gains the Archivists of Bol. She returns her "1" citizen to the supply. She gains the "4" citizen and places it where the "1" citizen was, on the "Build" action space on the board.*

Barbarian Camp: When you roll damage dice, you may reroll one of the dice.

Cave Town: Gain a new citizen when you buy this card. Also, at the end of the game, gain two extra victory points.

Citadel of Ivories: At the end of the game, gain two extra victory points per three unused coin tokens you have.

City Center: Gain six victory points at the end of the game if you have five citizens (that are not starving).

Crypta Ship: When you place a citizen here, you take the explore action and also gain two coins.

Desert Caravan: When you place a citizen on this card, you gain one coin per food you own.

Distant Outpost: When you place a citizen on the learn action, remove a coin from a military card you own.

Forest Hideout: At the end of the game, gain four extra victory points if you have only three citizens.

Frog God Statue: At the end of the game, gain two extra victory points per three unused ambrosia tokens you have.

Guild of Scholars: Immediately after you buy this card, you gain one knowledge (only once). Also, immediately after you buy this card, you may trade one of your citizens for an unused citizen with higher skill. You return any one of your citizen tokens to the supply and replace it with the next citizen in numerical order from the supply. Place the upgraded citizen token where the discarded citizen was located. *Example: Mary gains the Archivists of Bol. She returns her "1" citizen to the supply. She gains the "4" citizen and places it where the "1" citizen was, on the "Build" action space on the board.*

Hall of War: Gain one coin at the end of each round. Also, you have one extra sword. At the end of the game, gain six extra victory points if you have a specified number (or more) of listed banners.

Hidden Library: At the end of the game, gain two extra victory points per unused knowledge token you have.

Holy Site: When you use this empire card action, remove all coins from one military card you own.

Monument: Gain one coin at the end of each round. Also, at the end of the game, gain four extra victory points if you have at least two defeated three-banner titans.

Moon Festival: At the end of the game, you gain four extra victory point per set of five different tribe banners you own.

Scribe Guild: When you perform the labor action, you may also gain one knowledge if you pay one coin to the supply.

Tea House: When you roll damage dice, you may reroll one of the dice.

Town Hall: When you place a citizen here, you gain 1 knowledge and also claim the first-player token (if the hand side is face down).

Trade City: This card gives one coin and one knowledge at the end of each round. Also, at the end of the game, you gain four extra victory points if you have at least four blue banners and five red banners.

Trade Route: At the end of the game, gain four extra victory points if you have at least six yellow banners.

Treasury: Gain two coins at the end of each round. Also, at the end of the game, gain six extra victory points if you have at least five blue banners and five yellow banners.

Zori Dramatists: If you are the first to pass, you may store an empire card. You may choose from either the card row on the board or you may draw one card randomly from the top of the pile.

CITY-STATE ABILITIES

After playing a game or two, you may want to play with city-state abilities.

The opposite side of each player board has a city-state name and a special ability. During setup, each player turns their player board to this side and has a special ability they can use throughout the game.

Unearthers of Umnok: You start with one knowledge token and also gain 1 ambrosia whenever you gain a knowledge token.

Merchants of Merlume: You start with +2 coins. You can use the growth action on the first round (but not the second round), even though it is normally unavailable. Do not remove the action cover token, but you can slide it to the side if you need to reference the action details. When using the growth action, you place your citizen on top of the action cover token.

Architects of Amnite: Ignore other citizens when you place a citizen on the build action. Also, you have +2 capacity.

Zealots of Zaltor: You can retire military cards that have already been used in the same round.

VARIANTS

Demanding Titans: If you would like the Threatening Titans to feel more dangerous, play with this change: It costs 2 ambrosia per banner to feed a Titan.

Threatening Titan Draft: When players must gain new Threatening Titans at the start of the round, draw 1 Titan card per player that needs one and place them in a row, face up. Players now choose one card each in turn order.

Costly Placement: If you would like the citizen placement to feel tighter, use this rule: If a player places a Citizen on an action space that already has a Citizen with a higher skill number, the player must pay coins equal to the difference in skill (instead of the normal one coin). If the player cannot pay coins, then they cannot place their Citizen there.

COMPONENTS



1st Player Token



68 Coin Tokens



16 Knowledge Tokens



2 Action-Cover Tokens

Round Marker



Board



8 Starting Military Cards



4 Starting Titan Cards



16 District Cards



40
Empire A Cards



34
Empire B Cards



25 Military Cards



35 Titan Cards

11 Empire C Cards



4 Player Boards



20 Citizen Tokens



8 Starting Empire Cards

Score Pad



3 Custom Dice

1 Round Marker

40 Ambrosia Pieces

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GAME PHASES

1. Prepare

Advance round track.

Discard remaining Empire and Military cards.

Refresh Empire card row.

Refresh Military card row.

Draw a new Threatening Titan.

2. Player Actions

Take turns taking one action until all players pass.

-Place Citizen

-Attack a Titan

-Build Stored

-Pass

3. End of Round

Confront Threatening Titan (roll damage or feed).

Collect coins, knowledge, ambrosia.

Slide down coins on Military cards.

Place new ambrosia on the board.

Reclaim Citizens.

Flip 1st-player token to "non-hand" side.

Check for starvation.

Placing New Ambrosia

Players	Ambrosia
2	Place 1 on each action with no citizens
3	Place 1 on each action with 1 citizen or fewer
4	Place 1 on each action with 2 citizens or fewer