

Długość gry

Rozgrywka może zająć od 10 do 12 godzin. Gracze mogą także zagrać w scenariusz dla początkujących "Pierwsza rozgrywka" - zajmuje on tylko 1-2h. Kolejny scenariusz "Krótka Gra" dostarcza tych samych emocji co pełna wersja ale rozgrywka rozpoczyna się w późniejszym okresie. Dzięki temu grę można ukończyć w 6-8 godzin.

Historia i rozwój

Somewhere around 1999 John Rodriguez, living in Texas, USA, picked up the idea to create a bigger map and some extra cards for his favorite game: Civilization by Francis Tresham. Much historical research ensued with larger and larger maps, new civilizations and new advances. A few years later, he shared his map and cards on the internet, creating the forum Civproject where anyone with ideas could contribute to his project.

At the same time Flo de Haan, living in the Netherlands, Europe, had similar ideas creating extensions to his favorite game Civilization and started searching the internet for resources. He came across the forum and after a while John and Flo decided to work together to take this shared idea to a higher level. They worked on the design, artwork and simplicity to this enormous game which now accomodates up to 18 players. At first it was just an extension to the original game, but now they started working on the game from scratch. No single detail was safe. Rules would change radically, new ideas were launched and sometimes failed and years went by testing, testing, changing, testing, adding, removing, testing, changing and testing again. For years, each with their own group of players on either side of the ocean, John and Flo kept discussing their findings and fully redesigned the first idea to the game it is today. As each game takes a full day and requires a group of people to play, the effort to perform the most comprehensive testing was a real challenge.

Here it is, Mega Civilization: a game for 5-18 players. Created by devoted Civilization-fans who put their heart into this wonderful game.

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Pegasus Spiele