

10. THE SHORT GAME

A full game of Mega Civilization takes 10-12 hours to complete. The setup for 'The Short Game' provides a set of rules and pre-constructed decks of Civilization Advances that allow a game of 5 to 6 turns, which means 6-8 hours accordingly. This scenario is recommended for experienced players. If this is the first time you play the game, it is recommended to play the scenario 'The First Game' before starting a full game or this scenario.

HOW TO SET UP THE SHORT GAME?

The game provides a set of 9 different cards showing pre-constructed sets of Civilization Advances.

For each different number of players, it is important to select the right theme-set cards, as described. We strongly recommend not to vary these selections.

5 players

Conquering the Seas, Sacred Constructors, Coin and Commerce, Exploring the Deserts, Mystical Palaces.

6 players

Conquering the Seas, Sacred Constructors, Coin and Commerce, Exploring the Deserts, Early Merchants, Mystical Palaces.

7 players

Conquering the Seas, Sacred Constructors, Coin and Commerce, Exploring the Deserts, Early Merchants, Spreading Knowledge, Mystical Palaces.

8 players

Conquering the Seas, Sacred Constructors, Exploring the Deserts, Early Merchants, Spreading Knowledge, Emerging Empire, Mystical Palaces, Cultural Heights.

9 players

Conquering the Seas, Sacred Constructors, Coin and Commerce, Exploring the Deserts, Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

10 players

Conquering the Seas, 2x Sacred Constructors, Coin and Commerce, Exploring the Deserts, Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

11 players

2x Conquering the Seas, 2x Sacred Constructors, Coin and Commerce, Exploring the Deserts, Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

12 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, Exploring the Deserts, Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

13 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

14 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, 2x Early Merchants, Spreading Knowledge, Cultural Heights, Emerging Empire, Mystical Palaces.

15 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, 2x Early Merchants, 2x Cultural Heights, Spreading Knowledge, Emerging Empire, Mystical Palaces.

16 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, 2x Early Merchants, 2x Cultural Heights, 2x Spreading Knowledge, Emerging Empire, Mystical Palaces.

17 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, 2x Early Merchants, 2x Cultural Heights, 2x Spreading Knowledge, 2x Emerging Empire, Mystical Palaces.

18 players

2x Conquering the Seas, 2x Sacred Constructors, 2x Coin and Commerce, 2x Exploring the Deserts, 2x Early Merchants, 2x Spreading Knowledge, 2x Cultural Heights, 2x Emerging Empire, 2x Mystical Palaces.