

# Patchistory

Jun-Hyup Kim & Yeon-Min Jung

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## 1 Game Story

Our history has been forged in great moments. Those moments are told and retold for generations, creating a record of our struggles, our joys.

Now we begin a new record.  
We return to those great moments,  
and create a new history.  
We will patch a new tapestry of events  
to forge a history of our choosing.

Your civilisation may give rise to countless heroes such as Aristotle, Gandhi or Elizabeth I. You may construct dazzling Wonders like the Hanging Gardens, the Eiffel Tower, the Great Wall of China or many others. Create your own history and build the greatest civilisation our world has ever seen in - Patchistory.

## 2 Objective

Across three Eras, the players will develop their nations. The development and prosperity of their country will be represented by Culture. At the end of Era III, the player with the most Culture will be declared the winner.

### 3 Components

#### 4 Component Overview

##### Capital Tiles



Each Capital Tile has two sides, Liberty (easier) and Equality (harder). The Liberty side is indicated by a small “L” icon and the Equality side by a small “E” icon. Select one of the two Capital Tiles to start the game. You should not mix the Capital Tile types within a single game.

On the Liberty side, each player will have a different starting arrangement and 2 workers will be placed after the initial auction. On the Equality side, each player will have the same starting arrangement and 1 worker will be placed after the initial auction.

##### Icons



##### Player Screen



Player Screens are used to hide your Goods, Culture and Coin during the game. The Player Screen also contains a quick reference to the costs and rewards of war, the maintenance costs paid during

the *Maintain Heroes & Wonders* phase and the actions that can be taken during the *Diplomacy & Management* phase.

##### Reference Board



The Reference Board is divided into three sections. On the left is the descendants section where you will place your workers until they are born. This will also show the maintenance cost you must pay for your workers.

In the middle is a status track used to show your current Military Force, Political Influence and Transport Level.

On the right is the production track used to track your overall production of Resources, Food, Culture and Coin.

The status and production tracks are not intended to imply upper bounds, if you would run off the end of the track, use some mechanism to indicate that you have wrapped round. The Reference Board should be placed in front of the Player Screen, visible to the other players.

##### Terrain Tiles



Both sides of the Terrain Tiles are used during the game. One side will have a white era icon (hereafter referred to as the White Side) and one side will have a black era icon (hereafter referred to as the Black Side).

On the White side you will find the coloured, General Buildings, some of which will have Activity Boxes (indicated by a golden frame). On the Black Side you will find the white-coloured Special Buildings along with Heroes and Wonders.

Terrain Tiles are divided up into one or more Rooms of varying sizes. A Room which occupies one quarter of a Terrain Tile is the most basic unit

of size and is referred to as a 1x1 room. Each Room may hold at most one worker.

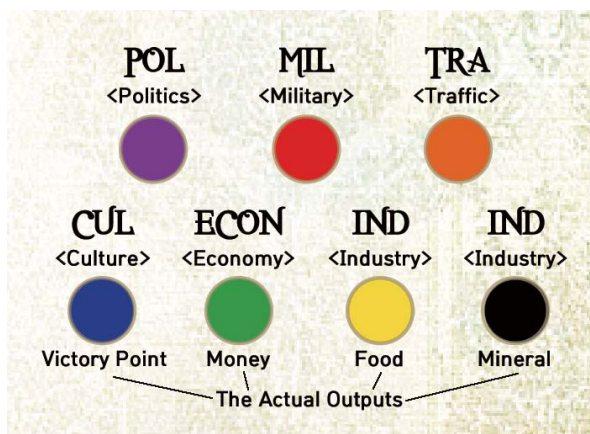
## Trade Routes



Trade Routes represent connections between different Kingdoms. Through Trade Routes you can either peacefully gain Goods and negotiate alliances or aggressively threaten or go to war with your opponents. When placing a General Trade Route, ensure that the “Start” space faces the Kingdom of the player placing the route. There may be any number of General Trade Routes between any two Kingdoms.

Allied Trade Routes represent a strong Alliance between two Kingdoms. Once an Alliance is established, neither Kingdom may take any aggressive action (e.g. War or Threatening) without first breaking the Alliance. There can only be a single Allied Trade Route between any pair of Kingdoms.

## Status Markers



These markers are placed on the tracks of your Reference Board to track the overall status of your Kingdom.

## Prosperity Cards



Prosperity Cards are played during the *Vote* phase at the end of each era. The cards will reward players for their relative standings in either the production levels of a specific Good or the number of a particular room type in their Territory. There are a total of 15 cards covering different Goods and room types.

## First Player Marker

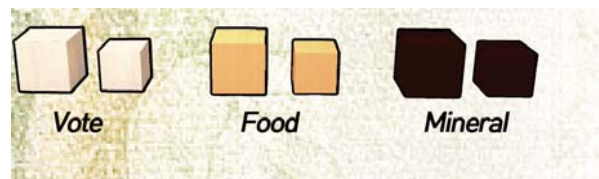


Marks the First Player in each round. All other players must refer to the holder as “King” or “Queen” as appropriate. The First Player Marker is passed clockwise at the end of each round.

## Workers

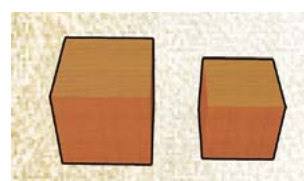
8 workers per player colour.

## Goods Cubes



Each Good is represented by a particular colour of wooden cube. Each colour comes in two sizes: small representing 1 unit of that Good; and large, representing 3 units of that Good.

## Round & Phase Tokens





These are placed on the Timeline Board to indicate which round and phase of the game the players are currently executing.

## Construction Tiles



Construction Tiles have Wasteland spaces on one side and General Buildings on the other. These are used when reclaiming spaces (replacing them with Wasteland) or constructing new buildings. They are the size of a 1x1 Room.

## Coin Tokens



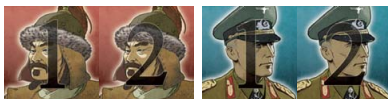
These tokens represent Coin and come in three denominations: 1, 2, and 5.

## Culture Tokens



These tokens represent Culture and come in five denominations: 1, 5, 10, 20 and 80.

## Auction Tokens



These tokens are used during the auction phase in the two-player game. They are also used during the Negotiation step of the myPhaseNegotiation & War phase. One token features Genghis Khan and the other features Rommel. Both tiles have a Red side, with the number 1, and a Blue side with the number 2.

## Timeline Board



The Timeline Board indicates the current round and which phase of the game is currently being played.

## 5 Initial Setup

- If playing with Liberty Capital Tiles, each player randomly chooses a Capital Tile to start with.
- Each player takes a Player Screen, a Reference Board and the 8 worker pieces of the same colour.
- Each player places their 8 workers on the descendants section on the left hand side of their Reference Board.
- Each player takes one of each of the eight different status markers and marks their current production levels on their Reference Board according to their Capital Tile.
- Each player takes: 4 Food, 3 Coin, 4 Random Construction Tiles and 20 Culture. These are all placed behind their Player Screen.
- Each player receives 3 random Prosperity Cards.
- In a 3 or 4 player game, each player constructs a General Trade Route between their kingdom and the kingdom of the player to their left. In a 2 player game, no initial Trade Routes are placed.
- The remaining General Trade Routes are placed near the play area in the Public Storage.
- The remaining Construction Tiles are placed Wasteland-side up and shuffled.
- The Terrain Tiles should be sorted by Era, and the deck for each Era should be shuffled well.
- The remaining Goods should be placed near the play area in a Public Storage.
- The starting player will be the one who has most recently played a civilisation game.

### Example

Given the Capital Tile shown below, the player should set up his Reference Board as shown. 8 workers are placed on the Descendants track. 4 Food, 3 Coin, 20 Culture and 4 Construction Tiles are placed behind the Player Screen. Finally one General Trade Route is placed facing the Kingdom on the left in a 3 or 4 player game.

## 6 Game Overview

The game is played across three Eras and each Era consists of five Rounds. During each Round, the following phases will be carried out in order:

1. *Auction & Patching Terrain Tiles*
2. *Diplomacy & Management (Domestic Politics)*
3. *Movement*
4. *Negotiation & War*
5. *Production & Maintain Workers*

In addition, the following three phases will be carried out at the end of the fifth round of each Era (i.e. three times during the game):

6. *Maintain Heroes & Wonders*
7. *Vote*
8. *End of an Era*

The game ends after the *End of an Era* phase in Era III.

### 6.1 General Rules

- The tracks on the Reference Board are one of the most important pieces of information in the game. Their position will mostly change during the *Patching Terrain Tiles* and *Movement* phases. Players should make every effort to ensure they are accurate and up to date at all times.
- All tokens (Goods, Coin, Culture, Construction Tiles) should be kept behind the Player Screens at all times.
- A player may not have less than 0 Culture.
- Portions of the game may be played simultaneously by all players. However, if a conflict in the order of actions should arise during one of these portions, play should be carried out starting with the player holding the First Player Marker and proceeding clockwise.
- The small gear icon next to an ability on a card should be read as “Produce the following Goods each round during the *Production & Maintain Workers* phase”. The effect of these abilities should be reflected on the Reference Board of the owning player.
- “Cost -X” on a card means you gain a Goods discount for a particular cost.
- “POL -X” on a card means you lower the cost in Political Points for a particular action by the specified amount. The cost in Political Points for an action can never be reduced below 1.
- “Set” on a card means set the cost of some action or some status on your board to a particular value. This value is maintained regardless of any other penalties or bonuses they player may be subject to. A card may “Set” the cost in Political Points for an action to 0.
- “Goods” means Food, Resources, Culture and Coin.
- The tokens provided (with the exception of the Construction Tiles) are not intended to be a limit. Use alternative markers if any particular Good runs out during play.
- If a card or effect requires you to pay workers, you must move workers from your territory or from Trade Routes back to the Descendants section on your Reference Board.
- “Remove” means take something out of the game completely (i.e. put it back in the box).
- Where the specific rules for a Hero or Wonder contradict the general rules, the rules for the Hero or Wonder take precedence.

## 7 Playing the game

### 7.1 Auction & Patching Terrain Tiles

These instructions are for a 3 or 4 player game.

There are special rules for this phase in the first turn of the game. See 7.1.4 for details.

In this phase each player will purchase a Terrain Tile at auction and patch it into their territory.

“Patching” means placing a Terrain Tile over or under your Capital Tile or other Terrain Tiles in your territory.

#### 7.1.1 Arrange the Auction

1. Draw a Terrain Tile from the appropriate deck for the current Era and place it with a random side facing up on the table (it may help to pick up the deck and deal from the bottom).

2. If the face up side of the card is White, place the next card with its Black side face up. If the first card had its Black side face up, place the next card White side face up.
3. Continue in this way, alternating Black and White sides, until you have placed as many Terrain Tiles as there are players in the game.
4. If playing with 3 players, keep track of the colour the round started with and start the next round with the opposite colour. So if one round comes up White-Black-White, the following round should be Black-White-Black, the round after that White-Black-White again and so on.

#### Example

3 player game: White-Black-White or Black-White-Black 4 player game: Black-White-Black-White or White-Black-White-Black

#### 7.1.2 The Auction

All players must now participate in the auction. If, at this point, any player has no Coin to participate, they must exchange exactly 3 Culture for 1 Coin. They may not elect to spend more Culture. If they don't have 3 Culture, they pay however much they have and take 1 Coin.

The auction starts with the player holding the First Player Marker and proceeds clockwise. On your turn, what you can do depends on your current situation:

- If you have the highest bid on a card, you do nothing this turn.
- If you have no bid on any card, you must place a bid on a card. To do so, take some amount of Coin and place it on one of the Terrain Tiles (to make it easier to tell who made which bid, it can be helpful to place it on the corner of the card closest to you). If any other player has already bid on a card, you must place a higher bid or bid on a different card.
- If you had a bid on a Terrain Tile but have now been outbid by another player, you must either increase your bid to exceed the current highest bid on the card, or take your original bid and move it to another Terrain Tile. You may increase your bid at this point, but may not reduce it. Once again, if any other player has already bid on a card, you must place a higher bid or bid on a different card.

Once each of the players has the highest bid on a single Terrain Tile, the auction is over. All bids go

to the Public Storage. The winner of each Terrain Tile takes the card and must immediately patch it into their territory (see 7.1.3).

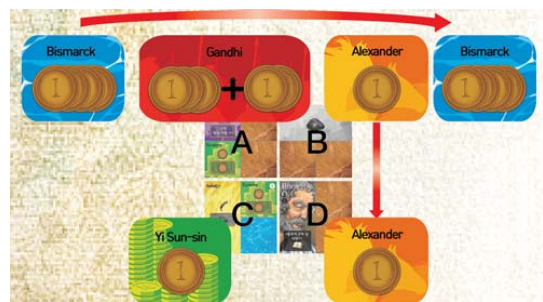
Notes:

- Players may only bid on a single Terrain Tile at one time.
- Bids may be increased but never reduced.

#### Example

Player order for the auction: Gandhi - Alexander - Lee Sun Sin - Bismark:

1. Gandhi bids 3 Coin on Terrain Tile A.
2. Alexander bids 1 Coin on Terrain Tile B.
3. Lee Sun Sin bids 1 Coin on Terrain Tile C.
4. Bismark wants Terrain Tile A, so he bids 4 Coin on A.
5. Gandhi isn't willing to let go of Terrain Tile A, so he adds 2 Coin to his existing bid of 3 for a total of 5, outbidding Bismark.
6. Bismark doesn't think Terrain Tile A is worth 6 Coin so he moves his bid from Terrain Tile A to Terrain Tile B, outbidding Alexander.
7. Alexander has no more Coin to raise his bid, so he moves his Coin from Terrain Tile B to Terrain Tile D.
8. All players have one successful bid on a Terrain Tile so the auction is over.



#### 7.1.3 Patching Terrain Tiles

Once you have won an auction, you must immediately patch the Terrain Tile into your territory. The following restrictions apply:

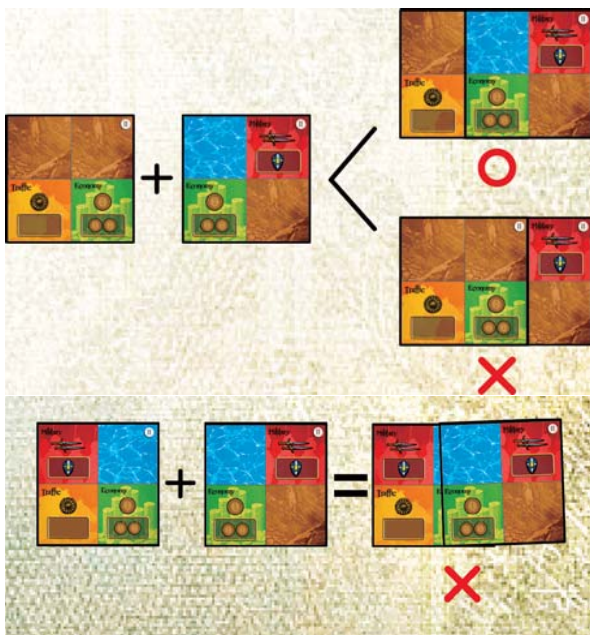
- The card you have won must be patched with at least some portion either over or under at least one room of one of the cards already in your territory.



- 



- Water rooms can be patched on top of any other room type but no room may be patched over a water room (not even another water room).



- 
- 1st era
- 2nd era
- 3rd era

- 7

You should now update your Reference Board to take account of the new arrangement.

#### Example

A Kingdom with CUL 1, POL 1, ECO 1, MIL 1, TRA 1 and Food1, patched a Terrain Tile over the Industry Room and should now adjust the Reference Board to show CUL 1, POL 2, ECO 1, MIL 1, TRA 1 and Resources 1.

*Political Influence (POL) = number of active books in the territory*

The players will gain an amount of Political Points equal to their Political Influence (POL) status which they can spend on Diplomacy or Management actions. Changes to their Political Influence (POL) during the phase will have no impact on the amount of Political Points they have available to spend.

#### 7.1.4 The First Round Auction

These instructions are for a 3 or 4 player game. Each player starts the game with 3 Coin and a special auction is held in the first round to ensure fairness.

1. Turn over a Terrain Tile and place it with a random side face up. The First Player decides whether to bid on the Terrain Tile or whether to wait and see what else come up.
2. Turn over a second Terrain Tile (placing it with the opposite side face up as in the normal auction rules). Now the second player may choose to bid on either of the first two Terrain Tiles (outbidding the First Player if possible/necessary) or wait and see what else comes up.
3. (Only in a 4p game) Turn over a third Terrain Tile (alternating the face up side again). Now the third player may choose to bid on any one of the three face up tiles (outbidding the other players if necessary) or wait and see.
4. Turn over one last Terrain Tile (alternate sides as usual). The last player **must** now bid on one of the face up Terrain Tiles.
5. From this point, follow the normal bidding process for an auction starting with the First Player again.

Once the auction has concluded, patch the Terrain Tile you have won and then immediately place workers according to the Capital Tile used (2 for Liberty, 1 for Equality). These workers are taken from the top of the descendants section of the Reference Board and may be placed in any Room. There is a limit of 1 worker per room.

## 7.2 Diplomacy & Management

In this phase players will use their Political Influence to take Diplomatic and Management actions. At the beginning of this phase, the players should check their Political Influence (POL) status on the Reference Board.

- The Diplomacy phase begins with the starting player and proceeds clockwise.
- Each player will get one opportunity to take Diplomacy actions, although they may take multiple Diplomacy actions at once.
- Once all players have had a chance to take Diplomacy actions, they will move onto Management.
- In general the Management phase can be conducted simultaneously, however, if conflicts do arise, conduct the Management actions in clockwise order starting with the First Player. Each player takes all the Management actions they want before the next player goes.
- Terrain Tiles may reduce the cost in Political Points of an action to 1, but never less. Some cards may however *set* the cost in Political Points to 0.
- Whenever you see a cost written like this [X/Y/Z] it means the cost in Goods is X in Era I, Y in Era II and Z in Era III.
- The number in parentheses after each action name indicates the cost in Political Points to take that action. The same information is indicated by the purple dots beside each action on the player summary.
- Political Points are not refreshed between the Diplomacy and Management phases.

#### 7.2.1 Diplomacy Actions

**Aid (2):** Offer three Goods (either Coin, Food, Resources or a mixture thereof) to any other player you are connected to via a Trade Route. If the player accepts, you receive 5 Culture. If the player rejects the aid, you keep the Goods and gain 2 Culture. A player who accepts Aid may not offer Aid to other players in the same round.

**Threaten (3):** You may threaten any other player you are connected to via a Trade Route that



you own (i.e. one where the “Start” space is next to your kingdom). You may not threaten a player if there is an Allied Trade Route between you and that player, even if other Trade Routes exist.

- In order to threaten a player, your Attack Force must be higher than that player’s Defensive Force.

*Military Force (MIL) = Number of active swords in your territory + any bonuses from Heroes/Wonders.*

*Attack Force = Military Force (MIL)*

*Defensive Force = Military Force (MIL) + Number of active shields in your territory.*

- If your Attack Force is higher than your opponents Defensive Force, you may demand either 3 Coin or 2 Culture. The player being threatened must pay if possible.
- If your Attack Force is 5 or more points higher than your opponents Defensive force, the demanded amounts increase to 5 Coin or 4 Culture. The player being threatened must pay if possible.
- If the player being threatened lacks sufficient Goods to pay, they must pay whatever amount of the requested Good they have.

**Break Alliance (All):** This action costs all of your Political Points for the turn (i.e. if you wish to break an Alliance, it can be the only action you take during the whole *Diplomacy & Management* phase).

- For each Political Point spent on this action, take 1 vote from the Public Storage.
- Remove one Allied Trade Route you are connected to and place it back in the Public Storage. Any workers on the Trade Route are placed back into their owner’s territory.

### 7.2.2 Management Actions

#### General Actions

**Trade (1):** Pay [2/3/4] Food to the Public Storage and move a single worker from your territory onto the “Start” space of a Trade Route

you are connected to. In the case of a General Trade Route, only the player closest to the “Start” space may occupy it. Only a single worker can be on a General Trade Route at any given time. Allied Trade Routes may be occupied by one worker from each of the Allied Kingdoms.

**Exchange (1):** You may Exchange a single type of Good you own into other Goods from the Public Storage. The relative value of the goods is as follows: 1 Resource = 2 Food = 2 Coin. Each Exchange action allows you to convert from a number of Goods of a single type equal to your Transport Level (TRA).

#### Example

If you have 1 Political Point and 3 Transport Level (TRA), you could exchange 3 Resources for 6 Food or for 2 Coin and 4 Food or for 5 Coin and 1 Food. You could also exchange 3 Food for 1 Resource and 1 Coin, and so on. Having only 1 Transport Level (TRA) would restrict those exchanges to only consuming a single Resource or Food. Your Transport Level (TRA) controls how many of the original Good you may exchange, the conversion values control how much and what you can get from that input.

**Birth (2):** Move one descendant from your Reference Board and make him a worker in your territory. You always take the descendant from the lowest numbered space that is still covered. The cost for this action is 4/5/6 Food. You may place the worker on any Room in your territory. No Room may be occupied by more than one worker. If the Room the worker is placed in contains an Activity box (indicated by a gold border) it is immediately activated.

#### Honor Actions

**Honor Heroes (2):** Pay [1/2/3] Food to the Public Storage and gain 1 Culture per hero you possess.

**Honor Wonders (2):** Pay [0/1/2] Resources to the Public Storage and gain 1 Culture per wonder you possess.

#### Construction Actions

**Construct Trade Route (2):** Each player may only take this action once per round. Pay 2 Resources to place a General Trade Route connecting your kingdom to another.

- Ensure that the “Start” space faces the Kingdom of the player taking this action.
- You may not construct Allied Trade Routes using this action.
- There is no limit on the number of trade routes which may exist between two kingdoms.
- Once the supply of General Trade Routes has been exhausted, this action may no longer be taken.

**Reclamation (2):** Pay 1 Resource to place a Construction Tile, Wasteland side up, over any other 1x1 Room in your territory, including water. It is not possible to Reclaim any Room bigger than 1x1. The Construction Tile used should come from behind your Player Screen. Once you have taken the action, draw a new Construction Tile from the Public Storage if any remain.

**Construct Building (3):** Pay Resources to the bank to construct a building. The amount to be paid depends on the building type: 2 Resources for Industry, Transport or Economy buildings; 3 Resources for Military, Political and Cultural Buildings. Buildings may be constructed over any 1x1 room in your territory except for water rooms.

- You may only use the Construction Tiles from behind your Player Screen when constructing buildings.
- Once you have constructed a building, you should draw a new Construction Tile from the Public Storage if any remain.
- If you ever cover the Construction Tile, either with a Terrain Tile or another Construction Tile, simply remove it from the game.

### Campaign Action

**Campaign (\*):** Once per Round, each player may spend any amount of Political Points to gain the same amount of votes.

#### Example

Gwanggaeto the Great possesses 6 active books in his Kingdom and so has 6 Political Points to spend. During the Diplomacy phase, Gwanggaeto the Great threatens his neighbour, Aristotle who has an inferior Military force. He ends the Diplomacy phase having used 3 of his Political Point. During the Management phase, Gwanggaeto the Great constructs a

#### Example (cont)

General Trade Route by spending 2 Resources and 2 Political Points. With only 1 Political Point left, he goes on campaign and receives 1 vote from the Public Storage. He has no Political Points remaining, so he ends the Management step.

## 7.3 Movement

During the movement phase players will move their workers according to their current Transport Level.

*Transport Level (TRA) = Number of active wheels in your territory.*

A player’s Transport Level applies to each worker they possess, so, with a Transport Level of 2, a player could move each of their workers 2 spaces. In general, the *Movement* phase can be played simultaneously by all players. However, in the case of a conflict, the phase should be played clockwise starting with the First Player. Each player should then move all of their workers before the next player does the same.

### 7.3.1 Movement within the territory.

- Each Terrain Tile is made up of one or more Rooms.
- For each Transport Level, a given worker may move to any Room which is orthogonally adjacent to the one the worker is currently standing in. Diagonal movement is not permitted.
- Only one worker is allowed in each Room. Workers may move through Rooms containing other workers but may not stop there.
- Workers may occupy water Rooms.
- Workers will activate any Activity box (indicated by a gold box) in the room where they finish their movement. This is the only use for workers within the territory.

### 7.3.2 Movement on a General Trade Route

- First, move any workers standing on the Negotiation Room into the War Room.
- Next, move any workers standing on the Rest space of a Trade Route onto any Room of their owner’s choice within their territory. This will activate any Activity Box in that Room immediately. Only one worker is allowed in each Room.

- Finally, any other workers on Trade Routes must move.
- Each worker on a Trade Route, must move at least one space and at most a number of spaces equal to your Transport Level (TRA).
- All movement must be made away from your territory.
- If your Transport Level (TRA) is 0, you must move any workers on Trade Routes to the Rest space on that Trade Route.
- A worker may also voluntarily move to the Rest space.
- If the worker reaches the Negotiation Room, it must immediately halt its movement regardless of how much movement it has left.
- If the two kingdoms at either end of the trade route are also in an alliance together (indicated by the presence of an Allied Trade Route between them), any worker reaching the Negotiation Room is immediately placed on a Room of its owner's choice in their territory.

### 7.3.3 Movement on an Allied Trade Route

- Almost exactly the same as on a General Trade Route.
- Workers can stop on any space, regardless of the facing of the camels on those spaces.
- Any worker reaching the end of an Allied Trade Route is immediately placed on a Room of its owner's choice in their territory.

## 7.4 Negotiation & War

Once the Movement phase has completed check for any workers in Negotiation or War Rooms of General Trade Routes. If there are no such workers, skip the *Negotiation & War* phase. Otherwise, starting with the First Player and proceeding clockwise each player resolves any Negotiations and Wars triggered by their workers. Note that all the Negotiations followed immediately by all the Wars initiated by one player are resolved first before play proceeds to the next player.

### 7.4.1 Negotiation

If the active player has a worker on a Negotiation Room, he, and the player at the other end of the General Trade Route must now decide if they want to be peaceful or aggressive. To do this, one player takes the Patton token and the other player takes the Genghis Khan token. Each player secretly chooses a side. If they want to be aggressive, they

should indicate this by selecting the side which is red (which will have the number 1 on it). If they want to be peaceful, they should indicate this by selecting the side which is blue (which will have the number 2 on it). Once both players have selected a side, they are revealed simultaneously and resolved as follows:

If both players decide to be peaceful:

- The two players must now decide whether or not to form an Alliance.
- If both players agree to an Alliance, the player whose worker initiated the Negotiation places an Allied Trade Route between them in the orientation of his choice.
- The two players are now forbidden from threatening each other unless the Alliance is first broken.
- If no Allied Trade Routes are left to be constructed, the players can not elect to form an Alliance.
- If there is a worker on any War Room between the two kingdoms, the players can not elect to form an Alliance.
- When an Alliance is formed, any workers standing on Negotiation Rooms between the two kingdoms are immediately returned to their home territory. This happens regardless of whether the corresponding Negotiation has been conducted yet. The owner may place the worker in any room of their choice. No more than one worker per Room.
- Regardless of whether an Alliance was formed or not, the worker which initiated the Negotiation is moved immediately to a Room of its owner's choice in their territory. This will immediately activate any Activity Box in the Room. No more than one worker per Room.

If one player or both players decide to be aggressive:

- War is declared and will be resolved in the next Negotiation and War phase.
- Any player who decided to be aggressive is considered to be an Invader. They must immediately pay for War Preparations. The cost is  $[0/1/2]$  Resources. If a player lacks sufficient Goods, they must pay what they have and then in addition pay 6 Culture per Resource they were short.
- A player who decided to be peaceful is considered to be a Defender. They are not required to pay any War Preparation, but will also receive less Culture in the event of victory.

### 7.4.2 War (What is it good for?)

If the active player has a worker in the War Room of a General Trade Route (which will be the result of a war being declared in the previous round) then the War is now resolved.

1. Any Invaders (there may be 1 or 2) start with Strength equal to their Attack Force. Defenders start with Strength equal to their Defensive Force.

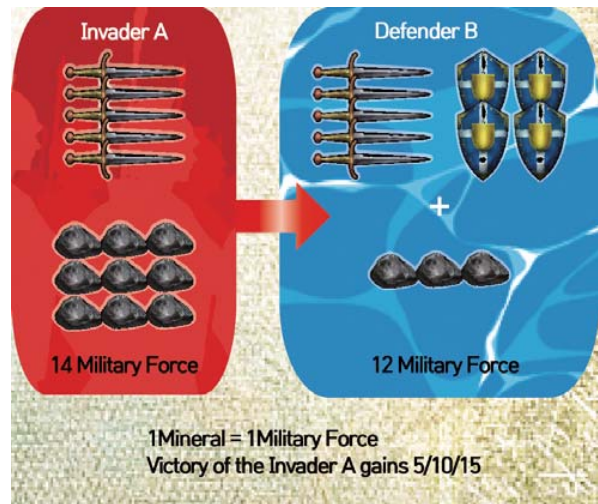
*Military Force (MIL) = Number of active swords in your territory + any bonuses from Heroes/Wonders.*

*Attack Force = Military Force (MIL)*

*Defensive Force = Military Force (MIL) + Number of active shields in your territory.*

2. From behind their Player Screens, the two players take some or none of the Resources they possess and conceal them in their hands. Once they have both done this, the amount of Resources is revealed and the same amount is added to their Strength. The Resources are then returned to the Public Storage.
3. The side with the higher Strength wins the war. In the case of a tie, Defenders win. In the case of a tie between two Invaders, both are considered to lose the war.
4. The winning player (if any) receives Culture: [5/10/15] Culture for a winning Invader; [3/6/9] Culture for a winning Defender. This Culture is taken from the Public Storage.
5. In addition, if the difference in Strengths was 5 or more, the winner receives 7 Culture from the loser for a “perfect victory”. This bonus can apply to Invaders or Defenders. It is important to note that this Culture is taken from the losing player, not the Public Storage.

Once the war is over, the worker which triggered the war is immediately moved to a Room of its owners choice in their territory. This will immediately activate any Activity Box in the Room. No more than one worker per Room.



## 7.5 Production & Maintain Workers

### 7.5.1 Production

In the production phase each player takes Goods from the Public Storage according to the production from their territory and any trade routes they occupy.

#### *Buildings, Heroes & Wonders*

Ensure the positions of the tokens on the production section of the Reference Board are correct.

Production tokens are only adjusted based on the active symbols in the Rooms in your territory. Symbols outside of Activity Boxes are always active as long as they have not been patched over. Symbols inside of Activity Boxes are only considered active if there is also a worker in the room.

Symbols on Heroes and Wonders are always considered to be active and do not require a worker. Production tokens are also moved according to any Heroes and Wonders in your territory with abilities with a cog symbol.

Finally, based on the position of each production token, take the specified amount of the appropriate Good from the Public Storage and place it behind your Player Screen.

#### *Trade Routes*

In addition, the player should take the Goods indicated by any Trade Route spaces occupied by their workers. Note that Trade Route spaces do not affect the production section of the Reference Board.

### 7.5.2 Maintain Workers

In this step, you must feed your workers. The amount of Food you must pay is indicated by the highest uncovered number in the descendant section of the Reference Board.



If you have enough food, you must pay the full amount. If you do not have enough food, you must pay what you can and then additionally pay 3 Culture for every Food you were short.

## 7.6 End of Round

The First Player Marker should now be moved to the left.

If this is the last round of a given Era (always the Fifth round) you should additionally carry out the following three phases:

## 7.7 Maintain Heroes & Wonders

Maintenance costs are 2 Food per hero and 1 Resource per wonder. If you have enough Goods, you must pay the full amount. If you do not have enough Goods, you must pay what you can and then additionally pay 3 Culture for every Food you were short and 6 Culture for every Resource you were short.

## 7.8 Vote

### 7.8.1 Voting

The players will now Vote on the set of Prosperity Cards which will be used to score this Era.

1. Each player selects one of the Prosperity Cards they received at the beginning of the game and places it facedown in the center of the table.
2. Once all players have selected a card, the cards are shuffled and all cards are revealed.
3. Starting from the first card, the players will now vote on the cards in the order they were revealed. The vote will determine which cards are chosen as well as determining how many points they will be worth.
4. For each card vote, the players take some number of votes from behind their player screen and conceal it in their hands.
5. Once all players have concealed some number of votes, the votes are revealed and placed on top of the card being voted on.
6. Voting then proceeds to the next card.
7. Once all cards have been voted on, any remaining, unused votes are returned to the Public Storage.

### 7.8.2 Scoring

First, remove the card or cards which received the fewest number of votes. If any cards remain, score them one at a time.

Here is a breakdown of the different Prosperity Cards in the game:

**Advancing Agriculture!:** Rank the players according to their current Food production as shown on their Reference Board. This should equal the number of active Food icons in their territory along with any bonuses from Heroes or Wonders.

**Advancing Technology!:** Rank the players according to their current Resource production as shown on their Reference Board. This should equal the number of active Resource icons in their territory along with any bonuses from Heroes or Wonders.

**Advent of Capitalism!:** Rank the players according to their current Coin production as shown on their Reference Board. This should equal the number of active coin icons in their territory along with any bonuses from Heroes or Wonders.

**Arms Race!:** Rank the players according to their current Military Force (MIL) as shown on their Reference Board. This should equal the number of active swords in their territory along with any bonuses from Heroes or Wonders. Shields are not counted.

**Commoners' Street!:** Rank the players according to the number of General Building rooms in their territory. General Buildings are Culture, Transport, Industry, Politics, Economy, and Military. Special Buildings (the ones with a white background), Water, Wasteland, Heroes, or Wonders are not included. General Buildings which have been patched over do not count.

**Connect the World!:** Rank the players according to the number of Trade Routes connected to their kingdom. You only count General Trade Routes which you constructed (i.e. ones where the "Start" space is next to your Kingdom) but you count all Allied Trade Routes connected to your Kingdom regardless of who constructed them.

**Conquer the Seas!:** Rank the players according to the number of Water rooms in their territory. Water which has been patched over does not count.

**Farther! Faster!:** Rank the players according to their current Transport Level (TRA) as shown

on their Reference Board. This should equal the number of active wheels in their territory along with any bonuses from Heroes or Wonders.

**Flourishing Population!:** Rank the players according to the number of workers in their kingdom. This includes any workers on Trade Routes.

**For the Community!:** Rank the players according to their current Political Influence (POL) as shown on their Reference Board. This should equal the number of active books in their territory along with any bonuses from Heroes or Wonders.

**Glorious Culture!:** Rank the players according to their current Culture production as shown on their Reference Board. This should equal the number of active Culture icons in their territory along with any bonuses from Heroes or Wonders.

**Grand Buildings!:** Rank the players according to the number of Special Building rooms in their territory. Special Buildings are the ones with a white background. General Buildings, Water, Wasteland, Heroes, or Wonders are not included. Special Buildings which have been patched over do not count.

**Great Leaders!:** Rank the players according to the number of Heroes in their territory. Heroes which have been patched over do not count.

**Marvelous Heritage!:** Rank the players according to the number of Wonders in their territory. Wonders which have been patched over do not count.

**Pioneer the Wildlands!:** Rank the players according to the number of Wasteland rooms in their territory. Wastelands which have been patched over do not count.

Once the players have ranked themselves appropriately, they then receive points according to the number of votes on the card:

**4 Player Game:** The player with the highest status/most items of the specified type receives 1 Culture per vote on the card. The player in second place, receives 1 Culture for every two votes on the card (round down). The player in third place receives nothing. The player in last place loses 1 Culture for every two votes on the card (round down).

**3 Player Game:** The player with the highest status/most buildings of the specified type receives 1 Culture per vote on the card. The

player in second place, receives 1 Culture for every two votes on the card (round down). The player in third place receives nothing.

This scoring information is summarised on the prosperity card itself, the columns indicate the number of players and the row indicates the payout for being at that relative position.

Players who tie for positions instead reduce their relative position by the number of other tied players (e.g. two players tied for first would instead score as if they were second, three players tied for second would instead score as if they were fourth).

Once all cards have been scored, remove all played Prosperity cards from the game.

#### Example

A prosperity card which received 7 votes is being scored. The player in 1st place will get 7 Culture, 2nd place 3 Culture, 3rd place 0 Culture and 4th place will lose 3 Culture.

## 7.9 The End of an Era

If any Heroes or Wonders have scoring related to *The End of an Era* they are scored now.

Remove any unused Terrain Tiles from the current Era and prepare a new deck of 25 Terrain Tiles for the next Era (skip this at the end of Era III).

## 8 Game End

The game ends at the end of Era III.

Goods are worth nothing unless you have a Hero or Wonder that allows you to convert them to Culture.

The player with the most Culture wins the game. If multiple players are tied for most Culture, they can either rejoice in a shared victory or play another game to settle it.

## Appendix A 2 Player Rules

The two player rules are slightly different from the rules for 3 or 4 players. This section details those differences.

### A.1 Initial Setup

Do not place any General Trade Routes during the initial setup.

In addition to all other materials, the players should each choose one of the Auction Tokens to use during the game.

## A.2 Auction

- Each auction will involve just two Terrain Tiles.
- It doesn't matter which side is face up - the winner of each Terrain Tile will choose which side they want to use when patching.
- The players are free to examine both sides of the Terrain Tiles on offer.
- The players should assign the labels 1 & 2 to the cards.
- Instead of bidding in turn, the players will hide some amount of Coin in their hands.
- They will also hide one of their Auction Tokens oriented to indicate which of the two Terrain Tiles they are bidding on.
- If the players have bid on different Terrain Tiles, they each take the card they were bidding on.
- If the players bid on the same Terrain Tile, the player who bid the higher amount wins (First Player wins ties) and takes the Terrain Tile in question. The losing player takes the other Terrain Tile.
- All Coin bid is returned to the Public Storage.

## A.3 Patching

Although you can usually allow patching to proceed simultaneously in a 3 or 4 player game, this is not recommended for a 2 player game. Instead, the First Player should first patch the Terrain Tile they won and then the other player should patch the Terrain Tile they won.

## A.4 Scoring Prosperity Cards

No Prosperity Cards are eliminated in a 2-player game - both played cards will always score.

First look at the card, or cards, with the most votes. The winning player on this card scores 1 Culture per vote placed on the card. The losing player scores nothing. If one card had fewer votes than the other, then the winning player on that card scores 1 Culture for every two votes placed on the card (round down) and the losing player scores nothing.

## Appendix B Wonders & Heroes

This section provides clarifications and additional details on the special effects of the various Wonders and Heroes in the game.

Any production symbols on the cards are not noted here as their effects are already described elsewhere.

Wonder and Hero effects only last as long as the Wonder or Hero in question is in your kingdom. If you ever patch over a Wonder or Hero, its effects will stop.

### B.1 Era I Wonders

**Colosseum:** When taking the **Campaign** action, in addition to the votes you also receive 1 Culture and 2 Coin from the Public Storage.

**Colossus of Rhodes:** After winning a war (either as an Invader or as a defender), gain an additional 3 Culture.

**The Great Wall:** You are considered to have 1 additional active shield per worker you have, whether in your territory or on a Trade Route. When an opponent threatens you, you should reduce the Goods you must pay by 1.

**Hanging Gardens of Babylon:** During the Production step, gain 1 Culture per water room in your kingdom. When patched, pay 1 worker, taking it from anywhere in your territory or on a Trade Route and return it to the highest numbered, unoccupied space on the Descendant Track on your Reference Board.

**Lighthouse of Alexandria:** Any player who acts as invader against the kingdom containing the Lighthouse of Alexandria must pay an additional Resource for war preparation. This means the cost of war preparation becomes  $[1/2/3]$ .

**Parthenon:** During the production step, you gain 1 Culture for every two Economy buildings you have (round down). In addition, no other player can take Coin from you using the **Threaten** action.

**Petra:** During the production step, gain 1 Coin for each trade route connected to your kingdom. Note that only General Trade Routes constructed by you (i.e. ones where the "Start" space is next to your kingdom) count. All Allied trade routes count.

**Pyramids of Giza:** Lose 5 Culture during *The End of an Era* phase at the end of Era I. Lose 5 Culture during *The End of an Era* phase at the end of Era II. Gain 40 Culture during *The End of an Era* phase at the end of Era III.

**Ziggurat of Ur:** Gain 2 Culture per worker, whether in your territory or on a Trade Route, during *The End of an Era* phase.

## B.2 Era I Heroes

**Alexander the Great:** Pay one less Food when taking the **Honor Heroes** action.

**Aristotle:** No effect beyond the symbols on the card.

**Cyrus the Great:** Whenever you gain Goods from a Trade Route during the production step, gain 1 Culture.

**Emperor Constantine:** When you patch this Hero, you may immediately form an alliance with one other player whom you are not already allied with. The Alliance is indicated by placing an Allied Trade Route between the other player's kingdom and your own. If there are any workers on any Negotiation Room between the two kingdoms, they are immediately returned to their owner who may place them anywhere within their territory (no more than 1 worker per room).

**Gaius Julius Caesar:** Increase your Military Force (MIL) by 1 for every 1 Political Influence (POL) you possess.

**Gwanggaeto the Great:** Increase your Military Force (MIL) by 1 for every 2 Wasteland rooms in your territory (round down).

**Homer:** During the production step, gain 1 Food for every 2 Wasteland rooms in your territory (round down).

**Moses:** When you patch this hero, you gain one worker at no additional cost.

**Qin Shi Huang:** The Construct Building action costs 1 fewer Political Points (to a minimum of 1), and the building you construct costs 1 fewer Resource.

## B.3 Era II Wonders

**Angkor Wat:** Water Rooms within your kingdom count as both Water and Wastelands for the purposes of Prosperity Cards or any Wonder/Hero ability that depends on this. This does not allow you to ignore the normal patching restrictions for Water Rooms.

**Chichen-Itza:** Whenever you patch a wonder after the Chichen-Itza is patched, immediately gain 2 Resources. In order to count for this bonus, the wonder must be visible after patching. At the beginning of the *Voting* phase, before any of the normal steps of that phase, you may return any number of your workers from your Territory or Trade Routes to the descendant track on your Reference Board. For each worker returned in this way, gain 5 Culture.

**Forbidden City:** You lose 3 Military Force (MIL) as long as the Forbidden City is patched.

**Hagia Sophia:** When taking the **Honor Heroes** action, in addition to the Culture you also receive 1 Vote and 2 Coin from the Public Storage.

**Kremlin:** You must pay 1 worker and 7 Culture when patching the Kremlin. If you cannot afford this, you must pay as much as you are able to, but are still permitted to patch the Kremlin. The worker must be removed from your Territory or a Trade Route and returned to the Descendant Track on your Reference Board.

**Machu Picchu:** You do not need to pay any maintenance during the *Maintain Heroes & Wonders* phase.

**Seokguram:** Counts as 2 wonders whenever you need to count the number of wonders you own (e.g. when using the **Honor Wonders** action). It counts as only 1 wonder for the purposes of maintenance.

**Taj Mahal:** When using the **Honor Wonders** action gain an additional Culture per wonder you own.

**Timbuktu:** When patched immediately construct a General Trade Route between your kingdom and another, if any remain in the Public Storage. In addition, whenever you gain Goods from a Trade Route (Allied or General) gain one additional Good of the same type.

## B.4 Era II Heroes

**Christopher Columbus:** In the Production step, you gain 1 Food per water room in your territory. When patched, remove one descendant from your Reference Board and return it to the box. You always take the descendant from the lowest numbered space that is still covered, as such, this will result in an increase in maintenance costs.

**Elizabeth I:** Your Military Force (MIL) is increased by 2 for each Water Room in your territory occupied by one of your workers. After the *Vote* phase, you retain any unused votes instead of returning them to the Public Storage.

**Genghis Khan:** Your Military Force (MIL) is increased by 1 for each trade route connected to your kingdom. Note that only General Trade Routes constructed by you (i.e. ones where the "Start" space is next to your kingdom) count. All Allied trade routes count. When taking the **Trade** action, your cost in Food is fixed at 1.



**Jeanne d'Arc:** When taking the **Campaign** action, gain an additional 2 votes. During a War, you may use 2 votes as 1 Resource when boosting your Strength.

**Martin Luther:** During the production step, gain 1 Culture per Industry building in your territory containing both an activity box (indicated by a gold border) and one of your workers. In addition, your Military Force (MIL) is increased by one for every Industry building in your territory containing both an activity box (indicated by a gold border) and one of your workers.

**Napoleon Bonaparte:** Whenever you win a war, you may immediately carry out a **Threaten** action on the losing side. This action succeeds regardless of the relative Military Forces involved. This action does not cost any Political Points.

**Vasco da Gama:** Once per game, during the *Auction* phase, after the Terrain Tiles are revealed but before any bidding takes place you may select one of the Terrain Tiles and take it for free. You do not then participate in that auction round, but may patch the Terrain Tile as normal. In addition, when taking the **Exchange** action, you may exchange any number of goods regardless of your Transport Level (TRA) although you are still limited to converting from a single type of good in each **Exchange** action.

**William Shakespeare:** During the Production step, gain 1 Coin for every Culture building in your territory.

**Yi Sun-sin:** Your Military Force (MIL) is increased by 1 for each Water Room in your territory. When patched, remove one descendant from your Reference Board and return it to the box. You always take the descendant from the lowest numbered space that is still covered, as such, this will result in an increase in maintenance costs.

## B.5 Era III Wonders

**Apollo 11:** During the Production step gain 1 Culture per Transport Level (TRA). In addition, during the Production step, gain 1 Culture for each Trade Route connected to your kingdom. Note that only General Trade Routes constructed by you (i.e. ones where the "Start" space is next to your kingdom) count. All Allied trade routes count.

**Big Ben:** Double the Culture gained or lost for you, and you alone, for a single Prosperity card

during the *Vote* phase. If you come last in all cards, you must still double the loss on one of them.

**Christ the Redeemer:** Christ the Redeemer is considered to be 1 Hero when taking the **Honor Heroes** action. When taking the **Honor Heroes** action, in addition to the normal Culture you receive a further 3 Culture from the Public Storage.

**Eiffel Tower:** Gain 4 Culture for every worker you have at the end of the game.

**Red Cross:** After any War ends (regardless of your involvement) you may pay exactly 1 Food to gain 5 Culture. In addition, when taking the **Aid** action, your opponent may not refuse the aid.

**Schwerer Gustav:** When patched, you may remove one Trade Route connected to your Kingdom. Note that only Allied Trade Routes or General Trade Routes with their "Start" space next to your kingdom may be removed in this fashion. During a War, when you use Resources to boost your Strength, the first three Resources you use boost your Strength by 2 instead of 1. Any additional Resources after the third will give the usual boost of 1 Strength. In addition, the **Threaten** action costs 1 fewer Political Points (to a minimum of 1).

**Statue of Liberty:** Once the Statue of Liberty is patched into your territory, you may ignore the usual territory size limit when patching Terrain Tiles. Note that the Statue itself must still be patched into the usual 7x7 area. You also gain 3 Culture per Wasteland created using the **Reclamation** action in your territory at the end of the game. Once the Statue of Liberty has been patched into your territory, you are not permitted to patch over it later.

**Stealth Aircraft:** Once per round, after winning a war, you may use the **Reclamation** action on your opponents territory. This action is free both in terms of Goods and Political Points. You use one of your own Construction Tiles for the Wasteland. All other normal rules and restrictions for **Reclamation** apply.

**Wall Street:** Gain 2 Culture for every 3 Coin you have at the end of the game (round down).

## B.6 Era III Heroes

**Andrew Carnegie:** During the production step, gain 1 Coin per Transport Level (TRA). In addition, gain 5 Culture whenever you take the **Trade** action.

**Antoni Gaudi:** Gain 5 Culture whenever you take the **Construct Building** action during the Management step. The **Construct Building** action costs 1 fewer Political Points (to a minimum of 1), but the building you construct costs 1 additional Resource.

**Che Guevera:** Gain 10 Votes from the Public Storage when patched. Your Political Influence (POL) is set to 6 regardless of any other card effects.

**George S. Patton:** During the *Negotiation & War* phase, after any Negotiation which results in War immediately move the worker which initiated the Negotiation into the War Room. This causes the War to be resolved this round rather than waiting until next round.

**Karl Heinrich Marx:** Gain 1 Culture per General Building (the coloured ones) at the end of the game. In addition, your worker maintenance cost is set to 5 Food regardless of the number of workers you actually have.

**Mahatma Gandhi:** Gain 2 Culture when taking the **Aid** action, regardless of the outcome. In addition, when you take the **Threaten** action, the other player's Military Force (MIL) is considered to be 0. Also, gain 1 Culture per Industry Room which produces Food in your territory at the end of the game.

**Nelson Mandela:** During the production step, gain 1 Culture per worker you own.

**Otto von Bismarck:** You may take the **Threaten** action against any other player regardless of Alliances or Trade Routes. In addition, gain 5 Culture when taking the **Threaten** action.

**Pope John Paul II:** On the round this card is patched, you cannot lose any Culture due to any **Threaten** actions against you or due to a "perfect victory" against you in a war. In addition, during the production step, gain 2 Culture per Culture building in your territory containing both an activity box (indicated by a gold border) and one of your workers.

## B.7 US Promo Heroes

**Benjamin Franklin:** No effect beyond the symbols on the card.

**Harriet Tubman:** When patched you may look at the Prosperity Cards being held by all other players. In addition, when patched all other players must return one of their workers from anywhere in their territory or on a Trade Route

to the highest numbered, unoccupied space on their Reference Board.

**Montezuma:** When patched you may return up to three of your workers from anywhere in your territory or on a Trade Route to the highest numbered, unoccupied spaces on your Reference Board. You gain 7 Culture for each worker you returned this way. In addition, each other player must return the same number of their workers in the same way but gain no Culture for doing so.

**Pacal:** Once Pacal is patched into your territory, your territory size limit is increased to 6x6 in Era I, 7x7 in Era II and 8x8 in Era III. Note that Pacal must still be patched within the normal area for the current Era. Once Pacal has been patched into your territory, you are not permitted to patch over him later. In addition, when taking the **Birth** action, you pay two less Food than normal.

**Richard Nixon:** During the *Vote* phase, after the Prosperity Cards have been revealed, you may swap one Prosperity Card for another Prosperity card used in an earlier era in this game.

**Sacagewa:** Your Political Influence (POL) is increased by 1 for each Hero in your Territory. In addition, during the production step, gain 1 Food for every 2 Heroes in your Territory (round down).

## Credits

**Author:** Kim Jun Hyup (Noda),  
Jung Yeon Min(Rotten)

**Development:** Noda & Rotten

**Direction:** Kim Jun Hyup

**Production Company:** Deinko and Stuntkite  
Publishing

**Illustration:** Kyu Du Yeol (Main), Kim Jung  
Hyun

**Cover Art:** Lee Young Gon

**Card & Component Design:** Kim Jun Hyup

**Layout:** Kim Jun Hyup, Jung Eun Hye,  
Jung Yeon Min

**Calligraphy Design:** Lee Jung Eun

**Font Design:** Juan Casco

**Translation:** Noh Seo Yeon, Shin Sang Gyu

**Translation Support:** Jung Da Jung, Lim Jee  
Ho, Lee Hyun, Kim Se Hwa, Yoon Young Ji,  
Choi Seung Kwon

**Corections:** Ji Hye Rim, Kim Jun Hyup

**Rulebook Design:** Jung Eun Hye, Sung Yu Jung

**Video Direction:** Park Jong Kuk

**Main Testers:** Goo Hyun Min, Shim Sung Woo,  
Ahn John Hyen, 3355 Members

**English Rules Rewrite:** Gareth P. McSorley