

## How to use this reference sheet

Assumption:

- This reference sheet assumes that you have read the complete rules of the game and are familiar with how the game works

This reference sheet is useful when:

- You have not played the game for some time and do not remember all the rules details (e.g. starting money, scoring methods)
- You are teaching the game and want to give a simple and structured overview

The concise reference sheets are submitted to their respective game entries at [www.boardgamegeek.com](http://www.boardgamegeek.com). The complete set is also submitted to the “Sid Meier’s Civilization: The Board Game” (Fantasy Flight Games) game entry, for the convenience of those who wish to download all in one go.

Please send a message to my Boardgamegeek mailbox if you find any errors or have any comments. My username is hecose.

Blog: [hiewandboardgames.blogspot.com](http://hiewandboardgames.blogspot.com)

Games covered:

1. 10 Days in Asia
2. **1960: The Making of the President (new in v12)**
3. **7 Wonders (typo corrected in v12)**
4. A Game of Thrones
5. A Game of Thrones: A Clash of Kings
6. Acquire
7. Africa
8. Age of Empires III
9. Age of Steam (2<sup>nd</sup> edition)
10. Agricola
11. Airships
12. Aquaretto
13. Ark
14. Around the world in 80 days
15. At the Gates of Loyang
16. Automobile
17. Axis & Allies: Battle of the Bulge
18. Axis & Allies: Guadalcanal
19. **Axis & Allies Europe 1940 (new in v12)**
20. **Axis & Allies Global 1940 (new in v12)**
21. **Axis & Allies Pacific 1940 (enhanced in v12)**
22. Babel
23. Barbarossa
24. Beowulf
25. Blue Moon
26. Bohnanza
27. Bonnie and Clyde (Mystery Rummy)
28. Bootleggers
29. Brass & 2P variant
30. Britannia

- 31. Campaign Manager 2008
- 32. Carcassonne Discovery
- 33. Carcassonne The City
- 34. Carson City (new in v12)
- 35. Cash a Catch
- 36. Caylus
- 37. Caylus Magna Carta
- 38. Chateau Roquefort
- 39. Chicago Express
- 40. Chinatown
- 41. Citadels
- 42. ColorMonsters
- 43. Colosseum
- 44. Container
- 45. Cosmic Encounter
- 46. Crusader Rex (rules v1.4)
- 47. Cuba
- 48. Die Dolmengotter
- 49. Die Macher
- 50. Dixit
- 51. Domaine
- 52. Dominion
- 53. Downfall of Pompeii
- 54. Dschunke
- 55. Dune (Descartes edition)
- 56. Dungeon Lords
- 57. Eastern Front 2
- 58. El Capitan
- 59. Elfenland
- 60. Fearsome Floors
- 61. Felix: the cat in the sack
- 62. Fluch die Mumie
- 63. Formula De
- 64. Frank's Zoo
- 65. Fresh Fish
- 66. Funny Friends
- 67. Galaxy Trucker
- 68. Ghost Stories
- 69. Giants (new in v12)
- 70. Goa
- 71. Greed Incorporated
- 72. Hannibal: Rome vs Carthage
- 73. Hansa
- 74. Hansa Teutonica
- 75. Hare and Tortoise
- 76. Hollywood Blockbuster / Traumfabrik
- 77. Homesteaders
- 78. Ice Flow
- 79. In the Shadow of the Emperor
- 80. In the Year of the Dragon
- 81. Indonesia
- 82. Inca Empire
- 83. Incan Gold / Diamant
- 84. Innovation
- 85. Java
- 86. Kayanak
- 87. Keltis
- 88. Klunker
- 89. Le Havre
- 90. Loco
- 91. London
- 92. Lord of the Rings
- 93. Lord of the Rings: Battlefields
- 94. Lord of the Rings: Friends & Foes
- 95. Lord of the Rings: Sauron
- 96. Lord of the Rings: The Confrontation
- 97. Louis XIV
- 98. Macao
- 99. Mamma Mia
- 100. Mamma Mia Grande
- 101. Manila
- 102. Mare Nostrum
- 103. Medici
- 104. Medici vs Strozzi
- 105. Medina
- 106. Metropolis
- 107. Mexica
- 108. Mordred
- 109. Mykerinos
- 110. Nefertiti
- 111. Niagara
- 112. Norenberc
- 113. Notre Dame
- 114. O Zoo le Mio (Zoosim)
- 115. Oltremare
- 116. On the Underground
- 117. Once Upon A Time
- 118. Pacific Victory
- 119. Pack & Stack
- 120. Palazzo
- 121. Perikles
- 122. Pick Picknic
- 123. Planet Steam
- 124. Poison
- 125. Power Grid
- 126. Power Grid – Factory Manager
- 127. Power Struggle
- 128. Puerto Rico
- 129. Quo Vadis?
- 130. R-Eco
- 131. Race for the Galaxy
- 132. Railways of the World (new in v12)
- 133. Rommel in the Desert
- 134. Royal Turf

- 135. Santiago
- 136. Scotland Yard
- 137. Settlers of Catan Card Game & 1<sup>st</sup> expansion
- 138. Shipyard (new in v12)
- 139. Show Manager
- 140. Sid Meier's Civilization: The Board Game (Fantasy Flight) (new in v12)
- 141. Snow Tails
- 142. Sole Mio
- 143. Space Alert
- 144. Stone Age
- 145. Strozzi
- 146. Struggle of Empires (corrected in v12)
- 147. Taj Mahal
- 148. Tales of Arabian Nights
- 149. Tempus
- 150. That's Life
- 151. Thebes
- 152. Thief of Baghdad
- 153. Through the Desert
- 154. Thurn and Taxis
- 155. Ticket To Ride Card Game
- 156. Ticket To Ride series ref chart
- 157. Tikal II (new in v12)
- 158. To Court The King
- 159. Tongiaki
- 160. Trias
- 161. Tribune
- 162. Twilight Struggle
- 163. Um Reifenbreite
- 164. Uruk – Wiege der Zivilisation
- 165. Vinci
- 166. Wallenstein
- 167. Wasabi
- 168. Waterloo
- 169. Wilderness War (correction pending)
- 170. Witch's Brew
- 171. Wizard
- 172. Yspahan
- 173. Zooloretto

## 7 Wonders

### Start:

- Remove cards depending on #players.
- Use only (#players + 2) Guilds. Random and secret.
- Randomly assign wonders and side. (Side A if learning)
- \$3

Structure: 3 Ages, at the start of which receive 7 cards, then followed by 6 turns.

### Turn:

1) Choose 1 card.

2) Action (simultaneous), pick 1 of these:

a) Build card

- Top left is cost. If own prerequisite building, build for free.
- Lower right is free building after this one.
- To build, must either produce required resources or buy from neighbours.
- If buying, \$2 per resource. May not use money earned in current round. Neighbour may not refuse, also does not lose resource. Resources only bought for 1 turn.
- No duplicates
- Brown & grey cards tucked under upper left of board.

b) Build 1 stage of wonder

- Pay cost. Tuck card face-down under current stage.

c) Discard card for \$3

3) Pass cards. Clockwise in Ages I & III, Anticlockwise in Age II.

### End of Age:

- Compare military strength with neighbours. Get -1VP token if weaker, +1/3/5VP token for Age I/II/III if stronger, none if tied.

### End:

- 1VP per \$3
- VP's for wonders and buildings
- Science symbols: for each type – (#symbols)<sup>2</sup> VP, for each set of 3 different symbols – 7VP.
- Tiebreaker is money.

### Others:

- Wonder stages do not correspond to Ages.
- For 2P expert variant, see rules.

### Tips:

- No more Raw Materials or Manufactured Goods cards in Age III.

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