

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. 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

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 (2nd 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

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

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| 135. | Santiago | 163. | Um Reifenbreite |
| 136. | Scotland Yard | 164. | Uruk – Wiege der Zivilisation |
| 137. | Settlers of Catan Card Game & 1 st expansion | 165. | Vinci |
| 138. | Shipyard (new in v12) | 166. | Wallenstein |
| 139. | Show Manager | 167. | Wasabi |
| 140. | Sid Meier's Civilization: The Board Game (Fantasy Flight) (new in v12) | 168. | Waterloo |
| 141. | Snow Tails | 169. | Wilderness War (correction pending) |
| 142. | Sole Mio | 170. | Witch's Brew |
| 143. | Space Alert | 171. | Wizard |
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| 145. | Strozzi | 173. | Zooloretto |
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| 149. | Tempus | | |
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| 153. | Through the Desert | | |
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| 157. | Tikal II (new in v12) | | |
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| 162. | Twilight Struggle | | |

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)² 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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