



ALONG HISTORY



FRANÇOIS
BACHELART



ANTONIO
MAINEZ



JULIE
GRUET

NOSTROMO
EDITIONS



FOREWORD

Stonefield, a medieval village well known for his main square adorned with a prehistoric monolith taller than three men. Adored by the nobility, it enjoys an excellent reputation and the best taverns, while its pastures and fields make it the granary of the region. As the canton's focal point, it hosts markets and fairs in all seasons, attracting opportunists and curious people. The oldest family to have settled here still lives here. For five generations, they have grown the cereals, maintained and run the old mill and sold the best bread in the area.

Two days after the summer solstice, the village is still fast asleep after several nights of festivities. The church chimes eleven o'clock, but only the farming family is working in the fields. The wheat harvest is in full swing, with the younger and the elders helping to make the sheaves. Wiping his brow, the youngest takes a deep breath of fresh air and looks up from his day's work. He looked at his sister and then at what she was looking at with clear anguish. A gruesome sight chills his blood. The horizon is riddled with spears and shining silhouettes. A river of metal flows slowly towards the village. The army moves slowly but is now close enough for them to recognise the coat of arms of the neighbouring province. A conflict has been raging for several weeks now, for obscure reasons of kings and egos. Warned by the cries of the eldest daughter, the parents hurried to drop their tools and help bring their ancestors to safety.

– Kids! Go and ring the village bell, gather the weapons in the house and go and hide in the grain silo.

– What about you?

– The silo is not big enough to hold us all. We'll meet you there when everything calms down again. Don't leave under any circumstances.

A silent exchange of glances between the two siblings and they go their separate ways. The younger boy heads for the village church, while the elder enters the thatched cottage with its wood and clay walls. In the main room, which doubles as a dormitory, kitchen and dining room, the calm gives way to the hustle and bustle of the outside world. The peasant woman forgot her mission for a moment, soothed by this familiar haven of peace. But the anguish of seeing it destroyed or burnt snaps her out of her torpor, like a nightmare from sleep. On the wall are two crossed swords, the legacy of distant ancestors, now decorative. She tears them off without waiting. They are heavier than she thought. She struggled to lift them. Outside, the house is surrounded by several buildings: stables, workshops, a mill and a storeroom. As she opened the trapdoor to the underground silo, the village bell rang, a sign of her younger brother's success. Reassured, she dives into the grain with only her two dull swords to fall back on.

- Aslaug -
Along History

OVERVIEW

Along History is a 2 to 5-player game lasting for 40 minutes or more. The box contains 3 Ages but a regular game of Along History plays in one Age. It is up to you to choose from the three Ages available which one you want to play. As you finish one Age, you could also decide to keep going with the next Age, as long as you follow the chronological order: Prehistory and Antiquity or Antiquity and the Middle Ages. For those of you who are not scared to play a longer game, you can of course play all 3 Ages one after the other (see the variants at the end of this rulebook).

In this rulebook, the rules are presented for a game of 2 Ages: Prehistory and Antiquity for a duration of approximately 80 minutes.

GAME CONTENT

1 rulebook

164 cards split into 3 decks corresponding to the 3 Ages (49 for Prehistory, 54 for Antiquity and 59 for the Middle Ages) and 5 player aids

7 special dice (3 green, 2 red, 1 blue and 1 black)

10 "Universal Resources" counters

20 silver coins worth 1 and 20 gold coins worth 5

1 "Achievements" game board

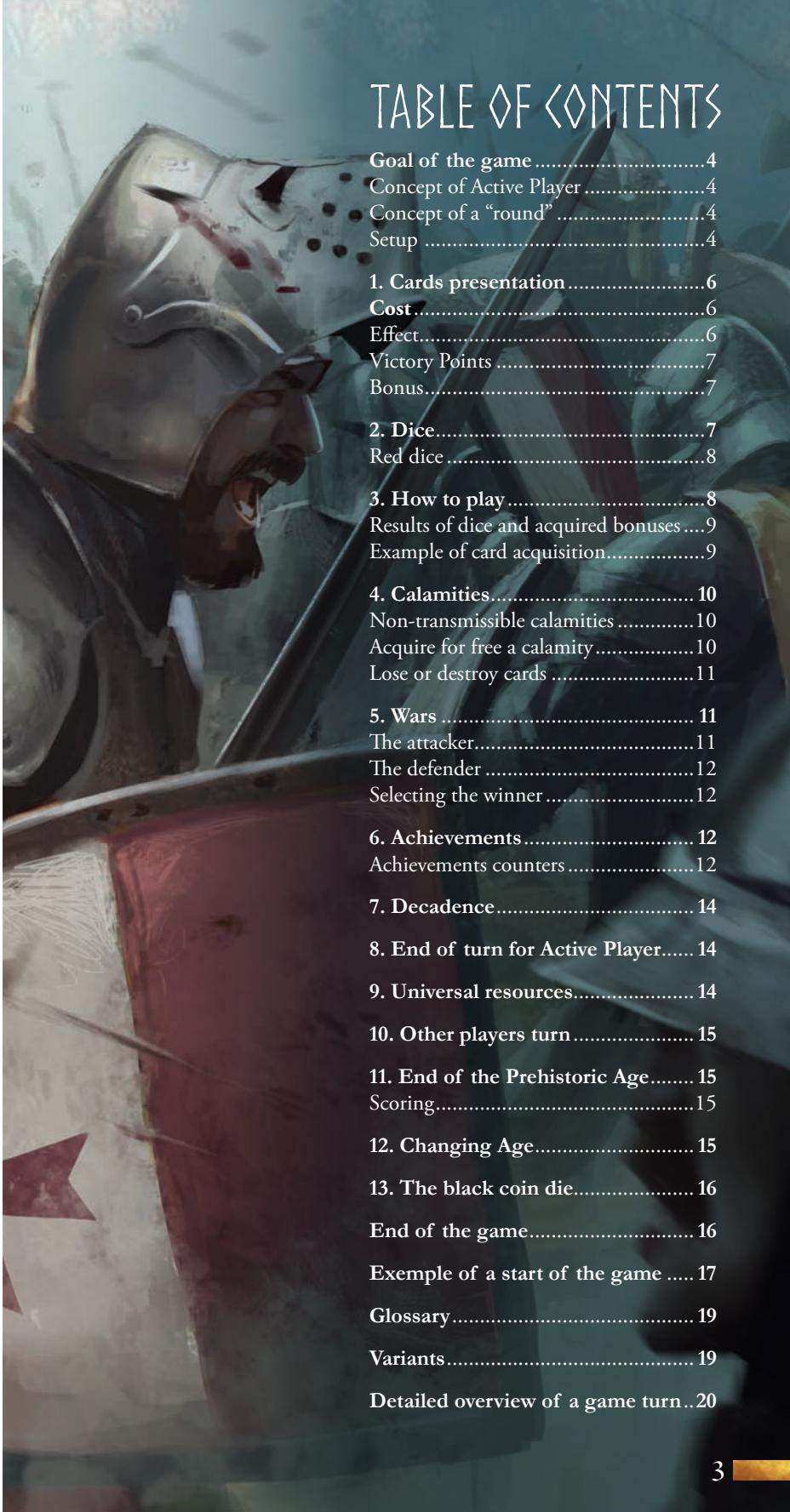
25 "Achievements" counters numbered from 1 to 7

10 wooden pawns (1 disk and 1 counter for each 5 colours: white, yellow, blue, green and red)

16 "Results" pawns with the faces from the green, blue and black dice

1 discard tile

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A detailed illustration of a knight in full metal armor, including a helmet and gauntlets. The knight is shown in profile, shouting with a determined expression. A sword is held in their right hand, pointing downwards. The background is dark and textured, suggesting a battlefield or a dramatic scene.

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GOAL OF THE GAME

Have the highest number of civilization points at the end of the game. If you play more than one Age, players score points at the end of each Age according to the cards they have acquired and their Achievements. The winner is the player with the highest civilization score at the end of the last Age played.

CONCEPT OF ACTIVE PLAYER

During each turn, one of the players is the Active Player and rolls the dice, with the possibility of changing certain results (see later in the rulebook). Once he has rolled the dice, he can use the results to acquire one or more cards and develop his civilization. Once their turn is over, each player, in a clockwise direction, will also try to acquire cards by using the results already obtained by the Active Player's dice. Once all the players have taken their turn, the player to the left of the Active Player takes possession of the dice and becomes the new Active Player.

CONCEPT OF A “ROUND”

A “round” is made of turns taken by the players (Active Player + other players). At the end of a round, the player on the left of the **Active Player** becomes the new **Active Player** to start the new round.

SETUP (SEE NEXT PAGE)

- 1 Each player must have enough room on the table to align two rows of cards in their play area: their Events area on top, which will normally hold 3 rads, and their Civilization area below, which is not limited in terms of amount of cards (at the beginning of the game, Civilization areas are empty).
- 2 Take the Prehistoric deck and shuffle it. The two other decks, the black coin die, the coins and the results pawns numbered 3 to 6 are placed aside. These will not be used during this Age.
- 3 Put the game board at the centre of the table (Achievements board) on whichever side. Each player picks a colour and place the corresponding disk on the zero square of the scoring track. Place the corresponding counter on the starting area of the Achievements board.
- 4 Place the 6 remaining dice near the board: 3 green, 1 blue and 2 red to create the supply. Place the blue and green results pawns there (the yellow ones are only used from the Antiquity onwards). Place the Universal Resources counters there as well, counting 2 per player (the remaining pawns can be placed back in the game box). Each player takes a Universal Resources counter and place it in their play area.
- 5 After sorting them based on their values, place randomly the Achievements counters on the corresponding spaces with the Achievements side face up (and not their numbers). The remaining counters are put aside and will be used for the following Age. The counter number 7 which forces players to gather 15 gold is not used when playing Prehistory.
- 6 Create Events Areas: each player gets 3 cards and aligns them in front of them in the upper part of their play area. This line represents the Events area. These are the first cards the player will try to acquire to lower them in their Civilization area to then gather victory points
Note: Calamity Cards  and Wonders  revealed during setup are immediately discarded and replaced by new cards. Once setup is complete, discarded card are shuffled again in the Prehistory deck.
- 7 The oldest player at the table is the Active Player and gets the discard tile.

EXAMPLE OF SETUP FOR 2 PLAYERS



1 CARDS PRESENTATION

The cards in Along History display various symbols explaining their effects in the game. Some cards also have text to describe their specific effect.

Note: some cards will allow you to divert from the rules in the base game. When a card contradicts the base game rules, the card takes precedence..

There are 5 types of cards which can be in your Civilization area:



Terrain Character Progress Wonder Calamity



*About the linked card symbol:

At a glance, you can see whether a card is linked to a free or destruction interaction with another card. For example, once you have acquired the Homo Sapiens card, you can buy the Settlement card without paying for it. **It was from Homo Sapiens onwards that man became sedentary.**

These two cards therefore have the linked card symbol.

The Calamity cards do not have this symbol because, even though their harmful effect usually leads to the destruction of a card, all the cards in the game are affected (this symbol would then have to be everywhere, which would no longer make any sense).

Note: although the «Volcanic Eruption» card leads to the destruction of the «Pompeii» card, only the latter has the symbol.

Terrain, Character, Progress, Wonder & Calamity cards are placed in your Civilization area once you acquire them. From there, they earn you effects, bonuses or victory points.

Wonder cards earn you a Universal Resources counter (see page 14).

1. COST

All cards have a population cost matching the green dice, to which is always added a Resource cost (Ingenuity, Strength or Culture) represented by the blue dice. The cost represents the total number of results of the indicated type required to acquire the card and to transfer it to your Civilization area (see Dice, page 7). The cost of a card can be reduced (even to zero), depending on the bonuses generated by the cards you have in your Civilization area. Keep a close eye on the effects of each card!

2. EFFECT

Many cards have a specific and permanent effect.

The text on the card explains when and how to apply the effect.



Example: the “Fishing” card, once acquired, is a progress allowing you to ignore the afflictions linked to famine (referring back to the “Famine” card!).

3. VICTORY POINTS

Each card in your Civilization area at the end of an Age will score you some victory points adding up from one Age to another. The player with the most victory points at the end of the game wins (see Scoring at the end of an Age, page 15).

4. BONUS

Some cards have one or more diamond-shaped symbols at the bottom of the card. Once you have acquired these cards in your Civilization area, they each provide one or more bonuses that can be added to your dice results. For example, the Fishing card (see previous page), once acquired, gives its owner one Population point.

Your civilization masters fishing techniques, it feeds itself better and your Population increases.

The bonus of a card is only available once and can only be used again when you start a new turn. When you use the bonuses of a card (this can be during your Active Player turn or outside), tilt the card 90° to remember that they have been used. When you use a bonus, add the number of symbols represented on the card you have just tilted to your result.

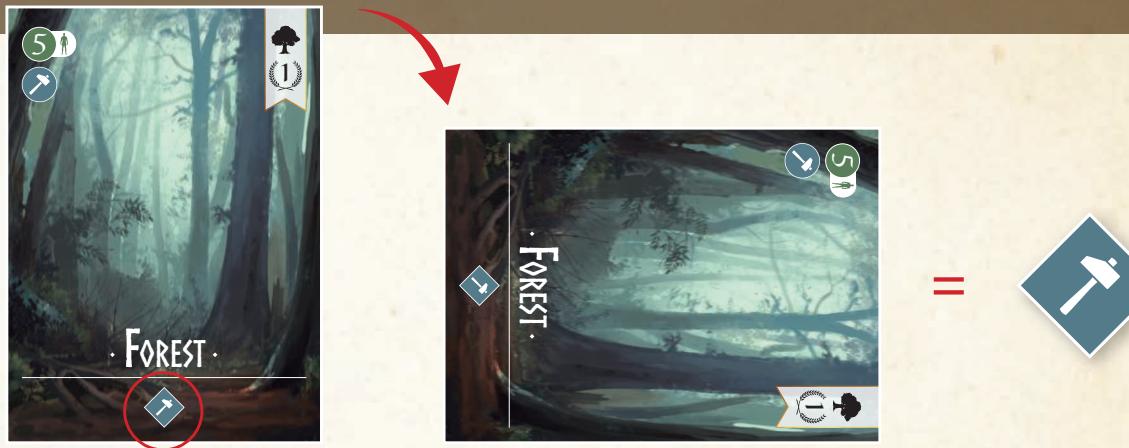
At the start of your next turn (see chapter 10, page 15), you will straighten all your tilted cards in your Civilization area and all your bonuses will become available again.

If you have several bonuses, it will be easy to acquire several cards in the same turn.

Some cards can generate several bonuses when they are tilted. These bonuses cannot be split and are assigned altogether to the same card. Cards which generate a Gold bonus add gold coins to your treasure (see Black Coin Dice, page 16).

Example: as long as the «Forest» card remains in your Civilization area, you can benefit from the free Ingenuity ➡ resource by tilting the card.

Note: Using a card bonus does not allow you to re-roll a die or exchange a card.



2 DICE

There are 4 types of dice

- Three green dice (Population) earning you between 1 to 3 Population points. 3 faces show 1 Population point, 2 faces show 2 Population points and one face shows 3 Population points.
 - One blue die (Resource) with 2 ➡ faces (Ingenuity), 2 🚶 faces (Strength) et 2 🏛 faces (Culture).
 - Two red dice with one ✖2 face (Multiplier), one ⚡ face (War), two 🎲 faces (Dice re-roll) and two ☀ (Golden Age).
 - One coin die (Gold) with three 3 Gold faces, one 4 Gold face, one 5 Gold face and one 6 Gold face.
- Reminder:** this die is not used in the Prehistoric Age.



RED DICE (SPECIFIC TO THE ACTIVE PLAYER)

Red dice give specific advantages to the Active Player. These dice do not earn you Population points or Resources but trigger effects. All the effects from red dice are optional.



“Re-roll dice”: discard this die allows you to re-roll all or some of the dice whose results do not suit you.



“Multiplier”: you can double the value from one of your other Population, Resources, Coin dice, War result or x2 from your other red die. Example: x2 x2 associated with 4 Gold = 16 Gold.



“War”: you can declare war to another player at the end of your turn (see War, page 11).



“Golden Age”: allows you to straighten all your tilted cards in your Civilization area. You can generate your bonuses several times during your turn.

3 HOW TO PLAY

Assuming you have chosen the Prehistoric Age to start with: the oldest player at the table is designated the first Active Player, takes the 6 dice and rolls them. He then acquires one or more cards from his Events area with the results obtained (each card has a cost in Population points and Resources at top left). Each player, clockwise, may attempt to buy cards using the same dice results as those generated by the Active Player. At the end of each round, the player to the left of the Active Player takes the dice and in turn becomes the Active Player for the new round.

A/ On your turn as Active Player, you will roll the 6 dice available. Your aim is to acquire as many cards as possible from your Events area, in order to move them down into your Civilization area where they will generate different effects, bonuses, victory points (at the end of the Age) and perhaps allow you to progress on the Achievements board.

B/ After rolling the dice, you may choose to discard one of them by placing it on the Discard Tile, either to re-roll another die hoping to get a better result, or to exchange one of the cards in your Events area with a card from an opponent's Events area. You may do this several times.

Caution: a die used to re-roll another die or to swap a card cannot be used again to acquire a card.

C/ Once you have completed your rolls, you can attempt to acquire one or more of the cards in your Events area. To do this, you must obtain at least as many symbols on the dice as the cost indicated on the card.

D/ For each acquired card, discard the corresponding dice and move the card down into your Civilization area.

Reminder: the result  of the red die allows you to re-roll all the dice you wish, not just one. As with the other dice, discarding the red die allows you to exchange a card.

DETAILS OF DICE RESULTS AND ACQUIRED BONUSES:

The result of a Population die cannot be used to acquire several cards. Any excess result is lost.

Example: If one of your dice shows 3 , you cannot allocate 2  to one card and 1  to another. The 3  results must be assigned to the same card.



Important: When you acquire a card, you can immediately earn the bonuses and/or trigger the effects of the card to potentially buy another card.

Important: once your 3 green Population dice and you blue Resources die have been placed on the discard tile, the player to the left of the Active Player receives the 4 corresponding Results pawns.

Exemple: the Active Player discarded the following dice



The following player will thus receive the following counters



Reminder: only the Active Player earns the effects from the red dice; this is why there are no red counters.

EXAMPLE OF CARD ACQUISITION

To acquire the “Settlement” card currently in her Events area, Sophie will need at least 5 with the green dice and at least one (Ingenuity) with a blue die.

During her turn, she rolls the 6 dice and gets the following:



1/ She decided to keep the green die (2 Population points) which she combines with the red dice x2 therefore earning her 4 Population points. She adds to that one of the 2 green dice (1 Population points) to get the 5 required Population points.

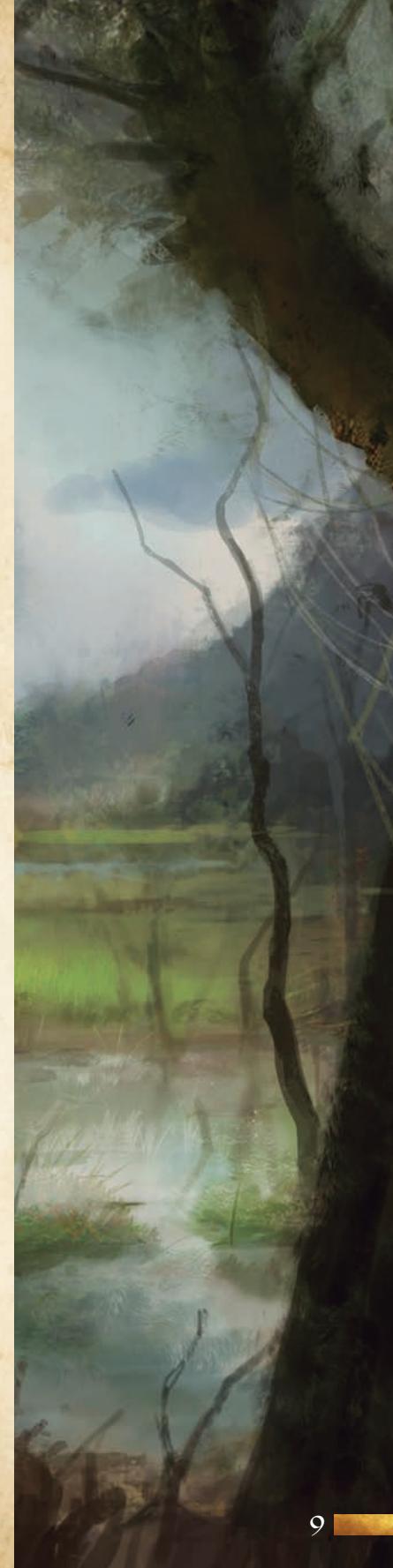
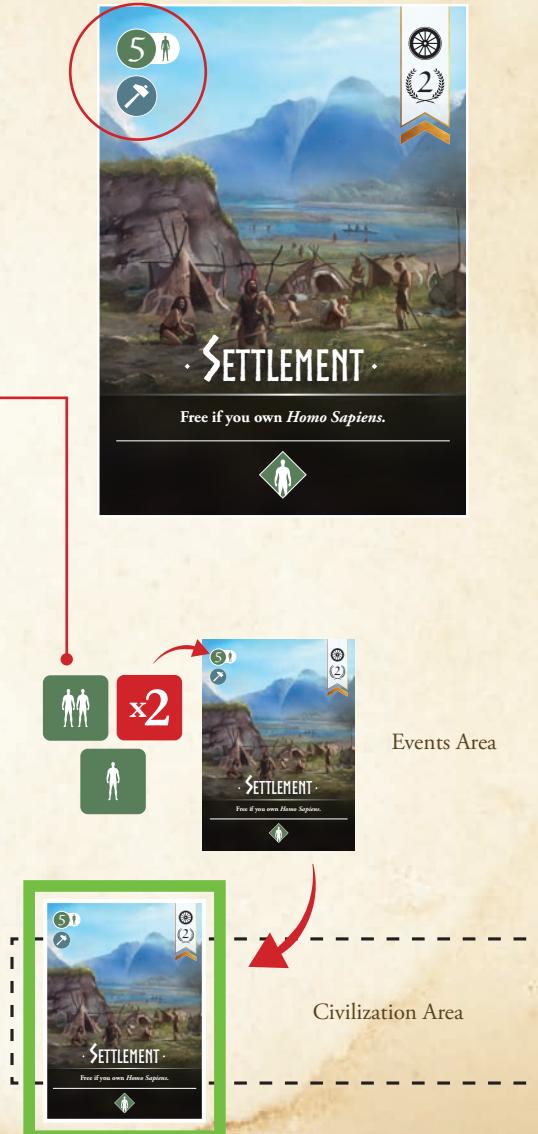
2/ To visualise this clearly, she places the dice she used to buy the card on the card she wants, leaving her with 3 usable dice.



3/ She does not have the symbol (Ingenuity) which would allow her to settle her civilization, and therefore acquire the card, but she still has the blue die and two other dice. She chooses to discard the red Sun die (Golden Age - its usefulness is detailed on page 9) in order to re-roll the blue die: she gets the symbol.

4/ She discards the green die (1 Population point) which is useless to her in order to re-roll the blue die and ... Bingo! she gets the symbol , which she needed to acquire the «Settlement» card, which moves down into her Civilization area. This card now earns her a bonus of 1 Population point, which she can use immediately by tilting her card.

As she cannot buy another card at this time, her turn is over.
When a player's turn is over, they draw cards to replenish their Events area: Sophie draws a new card to complete her Events area.



4 CALAMITIES

Cards with the  symbol represent Calamities that may befall your civilization.

At the start of your **turn as an Active Player**, if a Calamity card is in your Events area, **you must resolve it by the end of your turn** or suffer the negative effects described in the «Failure» paragraph of the card.

Calamities are resolved in the same way as other cards, by paying their cost using the results of your dice rolls.

Once resolved by paying its cost, a Calamity is placed in your Civilization area. Defeating the plague or overcoming a volcanic eruption is an integral part of your civilization's heritage!

Unresolved Calamities have the negative effects described in the Failure paragraph on the card, and are then discarded, or sometimes moved to another player's Events area.

Note: a Calamity appearing in your Events area at the end of your turn does not take effect immediately, even if you are the Active Player. It is only triggered at the end of your next turn as the Active Player that you will suffer any negative effects, if it has not been resolved yet. As long as you are not the Active Player, you risk nothing, which may give you a few turns to resolve the corresponding calamity.

1. NON-TRANSMISSIBLE CALAMITIES

By discarding a die, you can exchange cards from your Events area with those of another player. Calamities whose text box reads «NON-TRANSMISSIBLE» can NEVER be exchanged.

You must absolutely resolve them or suffer their negative effects to get rid of them (they are discarded once their negative effect has been applied, unless instructed otherwise on the card).

The other Calamity cards (without the «Non-transmissible» mention in their text box) can be exchanged normally.

Example: the Earthquake calamity is not transmissible: **you can't avoid the fury of the elements. On the other hand, Wolves (transmissible card) can be pushed back and sent to your neighbours...**

2. ACQUIRE FOR FREE A CALAMITY

Some cards, once placed in your Civilization area, allow you to acquire specific Calamities for free without having to resolve them or suffer their negative effects. Be wary of the effects of the cards in your different areas!

Example: you are not affected by the Calamity «Rough Winter» if you have the «Fire» card in your Civilization area. **A good fire will get you through the winter!** If the «Winter» card appears in your Event Zone and you have the «Fire» card, you can acquire it for free during one of your turns.



The linked card symbol is there. This card interacts with the Rough Winter (among others). Note that this is not indicated on this card. It is the Rough Winter card which explains the effect.



LOSE OR DESTROY CARDS

When an effect requires you to destroy or lose a card, that card is removed from your Civilization area and placed in the discard pile.

Negative effects from Calamities often destroy cards within your Civilization area. You must destroy the specified card first, if you have one of that type in your Civilization area.

If you do not have any cards of the specified type, you must still destroy one of your cards of your choice. If you have no cards in your Civilization area, this effect is ignored.

5 WARS

Wars are always resolved at the end of your turn, after the Calamity resolution phase and once the Result pawns (blue and green) are with the next player. A player can launch several wars in the same turn.

In **Along History**, there are two ways of declaring war on another player: **using a ‘Universal Resources’ counter, or the ⚡ (War) symbol of the red die**. Both effects are similar.

You never have to declare war on another player.

To wage war, in addition to having the corresponding effect, you must assemble the largest possible army in terms of Population points.



The “Fire” card used to wage war will add 2 points to the value of your army if you tilt it.



The “Armour” card will add 1 point to your army in war time, both for attack and defence and you do not have to tilt it to earn this bonus. This is a permanent bonus.

1. THE ATTACKER

It's time for you to prepare your army for the battle ahead. First thing to do: you can choose to use the Population bonuses on the cards in your Civilization area by tilting them. If they were already tilted, they cannot be used for your war. Then roll the 3 green dice, add to them the number of Population points that has just been tilted + any military bonuses (permanent effects - see below) on your cards.

For example, the tilted ‘Fire’ card for war adds 2 to the value of your army.

Some permanent effects on the cards in your Civilization area can also increase the value of your army (military bonus). These effects can be used even if the card is already tilted. Pay attention!

Once you have decided on your strategy (number of tilted cards to add your Population bonuses), roll the 3 Population dice. The Population total you get (dice + bonuses) represents your Striking Strength for this battle.

General: this feature appears in some Characters' text boxes.

For each General (tilted or not) in your Civilization area, you can re-roll all or some of the dice if you are not happy with the result.

Note: there are no Generals in Prehistory.



If already tilted, William the Conqueror does not have a Population bonus but its permanent power still earns you 1 extra point to your army value + General advantage.

2. THE DEFENDER

As **Defender**, you will also regroup your army by first selecting the cards with a Population bonus to tilt (if you have any), add any permanent bonuses to them and finally roll your 3 green dice to add their values.

3. SELECTING THE WINNER

If the Striking Strength is greater, the Attacker wins the war and gains a war chest stolen from the Defender: determine the difference in value between the two armies. This result corresponds to the maximum value of the Achievement counter that the Attacker will be able to steal from the Defender (see Accomplishments below).

If the Defender does not have an Achievement counter, there was no point in starting a war. If the Denser does not have a counter of the given value, the Attacker grabs a lower value counter.

Example: Cécile attacks Jordan. Striking strength of 11. Jordan defends and only obtains a defence value of 7.

The delta is $11 - 7 = 4$.

Jordan has 4 Achievement counters with values of 1, 2, 3 and 5.

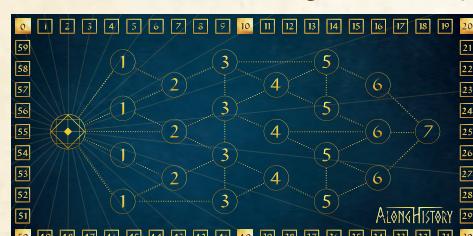
Cécile cannot take a counter with a value of 4 and will have to take Jordan's counter with a value of 3. The war is over.

A victorious Attacker can only take one counter in each war.

If the Defence Strength is greater than or equal to the Attacker, the Attacker is pushed back. The Defender does not gain any war chest. He can only rejoice at having repelled a belligerent opponent.

6 ACHIEVEMENTS

The last thing a player must do before the end of their turn is to check whether or not they can advance their civilization counter on the Achievements board. A player never has to advance their civilization counter if they do not wish to do so. If the Civilization cards acquired allow it, the player can advance his civilization counter on the Achievements board to earn an Achievement counter (which generates victory points at the end of the game).



When the game was set up, each numbered space was given an Achievement counter on its Symbol side. Each counter represents a condition that your civilization must fulfil in order to progress on the board. On the back of the counters is the number corresponding to its position on the board. This value will be added to your victory points at the end of the game. **Achievements counters are always placed face up in your playing area, where everyone can see them.**

THERE ARE 6 TYPES OF ACHIEVEMENTS COUNTERS



Holding a specific type of card (here a Terrain type card). An x2 or x3 indicates that to earn this counter, you must own several of them. This type of counter is available in progress, calamity, characters and wonders.



The sum of civilization points of the cards in your possession must at least equal the value indicated on the counter.



Minimum number of cards your civilization must have.



Your civilization must have at least two cards of different types (Terrain, Calamity, etc). Your civilization must have a treasure of at least 15 gold units.



Your civilization must have at least 6 visible bonuses (tilted or not). It can be a specific type of bonus.



Your civilization must have a treasure of at least 15 gold units.

During your turn, your counter can either stay where it is, move back one space, or move forward: it can then move forward several spaces as long as it does not reach a counter. Your Civilization counter must always follow along the lines printed on the board. The presence of an opposing counter on a square does not affect your movement. If you are moving forward, you may not move backwards. Vertical movement is permitted. If your civilization meets the criteria of one or more counters (check the data requested by the desired counter and compare it with the data on the cards in your Civilization area), you can move your counter to the counter of your choice and acquire it: your counter's move is then complete.

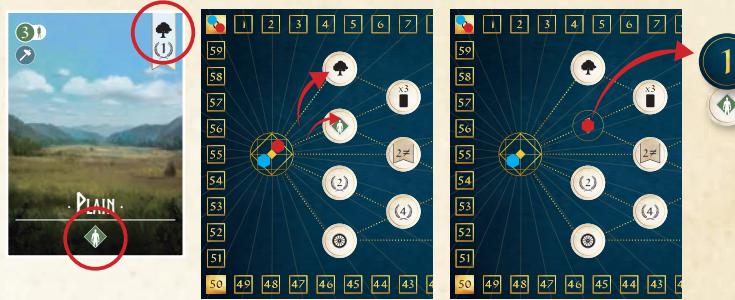
In the example below, each player initially has access to 5 Achievements counter. If your civilization meets the criteria of one or more counters (check the data requested by the counter you want and compare it with the data on the cards in your Civilization area), you can move your counter to the counter of your choice and acquire it. You can only acquire one counter per turn.

Example: Jordan (red player) completed his first turn, acquired a «Plain» card which gives him the Population bonus. He can therefore move his Civilization counter either to the square with the counter which requires the Population bonus, or to the top square which requires a Terrain type card. His card meets both criteria, but he chooses the bottom counter, which gives him the choice of holding 3 cards or holding 2 cards of a different type in the next turn.

The other counter gave him only one choice. He places his counter whilst getting the counter that he stores in his play area.

Cecile plays her turn and also has access to 5 Achievement counters. By acquiring «Homo Erectus», her civilization automatically discovers «Fire» because, luckily, this card was also in her Events area. This opens up a wealth of development opportunities. Apart from the 3-card requirement (Cecile only has two at the moment), all other counters are available to her (she meets all criteria). Cecile chooses to take the value 2 counter, which requires her to have at least two cards of a different type: all good as she has a character and progress.

Her good progress opens the way for her opponent to obtain value 3 counters...



A play never has to move their civilization counter to acquire an Achievement counter.

If you cannot, or do not wish to, move your counter forward on the board, you can move it back one space (and only one). This sometimes allows you to acquire a counter by going backwards.

It is possible to move your counter forward and thus acquire an Achievement counter during a turn within which your civilization has not acquired a card, as long as the required criteria are met in your Civilization area.

7 DECADENCE

Your civilization has just been awarded an Achievement counter. That's all very well, but you should know that every medal has its downside. When you win an Achievement counter, you MUST apply the **Decadence** rule.

This simulates the fact that, as your civilization evolves, some mistakes will be made. For example, you may abandon land that would have been very useful later on, forget a skill or technology, or lose a character too early who would have achieved great things later on.

Choose one of the cards in your Civilization & and place it under another card so that only the nature of the card and the victory points it generates are visible.

When the effect of a calamity forces me to destroy a card in my civilization zone, I can never remove a card that is in decadence (under another card). I must always remove an uncovered card. If I destroy a card that was on top of a card in decadence, the card in decadence becomes visible again and therefore active: it offers all its bonuses and effects again, if it has any.

Example: Cécile does not want that her civilization loses how to make fire (bringing a bonus of 2 Population points) and places her Homo Erectus card in decadence. “**Homo Erectus**” will disappear but it will at least have brought “Fire”.



Even though it is partly covered by the “Fire” card, the “Homo Erectus” card still sounds as a **card**, and its **2 victory points** used to make your civilization progress on the Achievement track in the upcoming turns. If the card would have had bonuses, these would have been covered by the Fire card and would have been lost. Even though the interaction symbol is still visible, no interaction is possible with the Homo Erectus card. **One should consider this card as not having a name or bonuses.**

The negative effects of decadence are not limited to these. At the end of the Age, when adding up points, each bonus (diamond shape) visible on a card in decadence will make you lose 2 victory points. Buying cards without bonuses, or not moving on the Achievements board can be considered as parts of a winning strategy.

Important: there is no decadence effect when a player only has one card.

8 END OF TURN FOR ACTIVE PLAYER

You can decide to end your turn at any point even if you still have unused dice.

Bear in mind that you can always trade a card from your Events area or reroll a die by discarding another.

9 UNIVERSAL RESOURCES



If, during your turn, no card is lowered into your Civilization area, whether voluntarily or not, you win a Universal Resources counter. The other way to gain a Universal Resources counter is by acquiring a Wonder card . At the time of acquisition or purchase, Wonders earn you a Universal Resources counter. You can store a maximum of two. Each counter, once discarded, gives you either 3 Population points, or of the Resource symbol of your choice (Ingenuity, Culture or Strength Action) or it starts a war. These counters are double-sided: one is a **3 Population points** side and one **Resources** side.

There is nothing preventing you from spending two Universal Resources counters in the same turn.

Important: You can use your Universal Resources to start a war. The 3 Population points Bonus can never be used to add to your military score. Only dice and bonuses generated by the card can be used to fight.

10 OTHER PLAYERS TURN

The turn of the other players then begins, in a clockwise direction.

If a player has tilted cards in his Civilization area at the start of their turn, they must straighten them before starting to play. This rule also applies at the start of the Active Player's turn.

If necessary, with the help of the Results pawns (the equivalent of the results obtained by the Active Player during his rolls of the 3 green Population counters and one blue Resource counter), each player will, in turn, also try to acquire cards by using the cards using the results obtained by the Active Player. Reminder: the red dice are not used because they are specific to the Active Player's turn.

A player may choose not to use a Results pawn (as if he were discarding a die) to exchange a card from his Events zone with that of another player. An opponent's card (he then flips the counter over to its black & white side to show that this counter is no longer no longer usable). He may not turn over a Results counter to obtain a new result on another counter (no dice rolls when you are not an Active Player).

Once a player has made his purchases, he can launch a war using a «Universal Resources» counter (in this case, dice will be rolled) and then move forward. dice will be rolled in this case) and then progress or not on the Achievements Track. As with the Active Player, a player who has not played a card in his Civilization Zone may take a Universal Resources counter.

When the last player finished their turn, they place the Results pawn back in the supply. A new round starts (see page 4: Concept of a round).

11 END OF THE PREHISTORIC AGE

As soon as a player gets the Achievements counter from the last level on the board (value 7), the Prehistoric Age comes to an end. The current round is completed, the scores are calculated for the first time.

Players then enter antiquity (next Age). Once this Age has ended, the Middle Ages can begin (last Age) if you have decided to play all three Ages (see "Changing Age", below).

An Age also ends (a rare occurrence with fewer than 5 players) if the corresponding deck runs out. As soon as a player draws the last card from the deck, the current round ends and the Age comes to an end.

SCORING AT THE END OF AN AGE

1/ Add up the victory points from each card in your Civilization area (also adding up the values from the cards in decadence).

2/ Add up the number of bonuses lost because of decadence. For each lost bonus, subtract 2 points from your total. When moving from one Age to another, do not shuffle cards when counting.

3/ Add up the total amount of points from the Achievements counters you own.

Translate your total score in victory points on the scoring track with your coloured disk.

12 CHANGING AGE

At the end of the Prehistoric Age, proceed as follows:

1/ All cards in the Events areas are discarded.

2/ All cards placed in decadence are discarded, as well as any cards that do not provide a bonus.

3/ If you have any leftover cards with bonuses, place them on top of each other, so that only the bonuses provided by the card appear. This legacy from the past will help you get off to a better start in Antiquity (see example on the next page).





Example: after calculating victory points, Jordan still has 3 cards which he places vertically. For the next age, he will have a heritage from the past made of a 3 populations bonus and a 1 Ingenuity bonus.

The **heritage from the past** cards are kept for the next age and only serve one purpose: help you acquire civilization cards of the next age. They are not taken into account for your progress on the Achievements board ad cannot be used to declare war or to be put in decadence.

You cannot only use the bonus(es) from one card every turn.

Once used, the card is place back in the box.

4. The Prehistoric Deck is stored back in the box. It will not be used again for the rest of the game.
5. Add the black coin die to the dice supply as well as 4 Coin Results pawns in the corresponding supply.
6. Place the coins in the centre of the play area.
7. Group all the Achievements counters and proceed to the new setup phase of the board (see initial setup). Replace the Civilization counters on the starting spot. The scoring disks are not moved of course. Players start this era with a Universal Resources counter. These counters are not kept from one era to another.
8. Shuffle the Antiquity deck and create and Events areas for each player as done previously for Prehistory: each player receives 3 cards which they align face up in front of them, then all **Calamity** cards and **Wonders** revealed during this step are immediately discarded and replaced by new cards. Once done with setup, discarded cards are shuffled again in the Antiquity deck.
9. Place the Antiquity deck at the centre of the table where all players can reach it.
10. The player on the left of the last Active Player will become the first Active Player for Antiquity.

If you then want to keep on playing the Middle Ages, you can proceed the same way when needed using the Middle Ages deck.

13 THE BLACK COIN DIE

As from Antiquity, money appear in the history of humanity and is symbolised by the black money die which is added to the original 6 base dice.

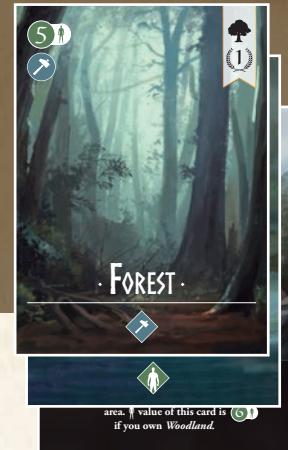


Once rolled, if you choose to keep it (it can be used as an action: swap or reroll the die), earn as many gold coins as the value shown.

Reminder: ● silver coins are worth 1 whilst golden coins are worth 5.

Golden coins are kept in your play area until they are spent or lost. Gold is kept from one age to another.

Some cards show an alternative cost in Gold on top of the other costs. These cards can either be acquired traditionally with Population and Resources, or be purchased with Gold. You can decide to spend gold at any point during your turn to purchase a card from you Events area which shows a cost in Gold and transfer it to your Civilization area.



END OF THE GAME

The winner of the game is the player with the most victory points by the end of the age or the ages played.

In case of a tie, the player with the Achievement counter with the highest value wins.

If still a tie, the Achievement counter with the second highest value breaks the tie and so on. In case of a perfect tie, the players share victory.

EXAMPLE OF A START OF THE GAME

TURN 1

I start as Active Player. My tribe is coming down from the trees and here they start their conquest of the world!

My Events area has 3 cards which might become the cradle of a grand civilization: a forest, swamps and ... vicious sabre-toothed tigers, which from the start consider my tribe as a food supply. I will have to get rid of them as quickly as possible because during each turn, these cute kittens turn my population results to 1 (explained in the text on the card and a symbol  reminds me of this).



I roll my 6 dice (not the black die as money is not introduced until Antiquity) and get:



I could sort, with the Strength action  and 4 , my tiger problem out and lower the card in my Civilization area but I prefer sending it to my neighbour and receive the forest which will allow me to produce an Ingenuity resource F every turn. I discard the red Golden Age die which is useless to me to reroll the blue die and receive the ingenuity  I need.

I discard the 2  green die and exchange my tiger card with the hunting card from one of my neighbours, who is clearly not happy.



I acquire the forest ( + 2  dice linked with my x2 red die + my last one  die which amounts to 5 ). The forest joins my Civilization area and I draw a new card (the Australopithecus). I move forward one the Achievements board. My opponents play their turn.



During their turn, they will then try their best to acquire new cards using the following resources without the possibility to swap any of the results (they use their results pawns corresponding to the blue and green dice of the Active Player):



The player who received my tiger will even have to play with one less population... Unless they decide to use their 1 Universal Resources to generate a Strength action, or forfeit one of their Results pawns to pass again the tiger.

TURN 2

The fellow player on my left is now the Active Player and I will therefore only be able to play with the results of their blue and green dice. However, I also have 1 Ingenuity resources thanks to my forest!



The new Active Player just finished their turn and the other players play one after the other. I have one culture resource and 6 Population points, my ingenuity resource F coming from my forest and still my Universal Resources counter.



My culture resource linked with my 3  points allows me to acquire the Australopithecus. I use my forest which I tilt to generate 1 ingenuity resource F which I link to my universal resource on its 3  points side, to which I add one  counter to acquire the Hunting card too. My tribe will grow as this Hunting card grants me an extra population point each turn!

This leaves me with one unused counter (2  points) which I flip to its black side, thus showing that I will not use it and rather activate a swap action. I give my swamp card to one of my opponents for a megalithic monument ... how wonderful!

I move forward again on the Achievements board and as my civilization is made of more than one cards, I have to place one of them in decadence. I choose the Australopithecus to keep my bonuses..

TURN 3

I've replenished my Events area and now begin a new turn with a civilization that is developing in the Forest, has mastered hunting techniques and whose Australopithecus status is now part of its past.

I begin my turn by tilting back the cards in my Civilization area that were tilted during my previous turn. Note that the Australopithecus card is now under my Forest card. I could have placed it under my Hunting card, but this has no effect. You can even place several Decadence cards under the same card..

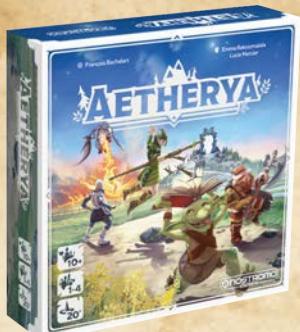


The 3rd Active Player offers us a very mediocre combination. And he did that on purpose!

Let's analyse the situation: I don't have any cards that can be acquired with a strength action  . I could give up my blue die to exchange a card that can be acquired with my  resource from my Forest and  point from my Hunt, but I choose to do nothing.

If I don't acquire a card this turn, I gain a Universal Resources counter, which will come in very handy the following turn. With the Homo Erectus card, Fire is acquired for free. Next turn, I try to acquire all three cards in my Events area, provided no one comes to do shopping by me by swapping cards... Note that Homo Erectus can be acquired with just 3  points + the  resource when you own Australopithecus! Alas, I do have this hominid, but having placed him in Decadence means he is as good as gone. On the other hand, his card still counts for progression conditions on the achievements board. Although I haven't bought a card, I could progress on the achievements board, but I don't and I take the opportunity to move my counter back one square.

PREVIOUSLY PUBLISHED BY NOSTROMO ÉDITIONS BY THE SAME DESIGNER:



AETHERYA

Cards game, optimisation



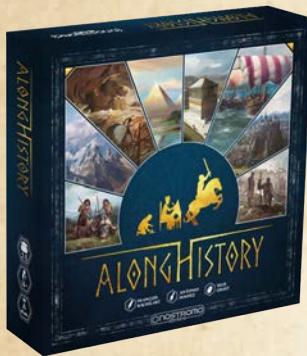
RIVALITY

Tile placement, confrontation



SA-RÊ

City building, resource management,
push your luck



ALONG HISTORY

Civilization card game



ORCS VS ORCS

Conquest game, majority, deck building



CLASH 451

A 2-players confrontational
cards game



99% PURE

A parody card game based on the
«Breaking bad» TV show



COMING...



**AETHERYA II
LA GENÈSE**

Tile placement game,
optimisation, interaction



**MISSION
ALDEBARAN**

Party game, scifi , one against all



...SOON!

60-90'



**March
2025**

**DRAKO
AETHERYA POCKET**

Cards game - optimisation



GLOSSARY

Buy: acquire a card from your Events area to place it in your Civilization area using gold.

Acquire: transfer a card from your Events area to your Civilization area using population dice, resources and/or your bonus and Universal resources counters.

Acquisition: effect earned when you acquire a card.

Golden Age: face of the red dire allowing the Active Player to flip back all his card (to straight position).

Bonus: advantage in Population, Resource or Gold earned through a card and symbolised by a diamond shape at the bottom of the cards.

Active Bonus: visible bonus not covered by a card in decadence.

Decadence: effect linked to the progression of your civilization triggering the removal of earned bonus as you place a card on top of another.

Discard: remove a card from your Events area to place it in the discard pile, or place a dire on the discard tile.

Destroy: remove a card from your Civilization area to place it in the discard.

Swap: give a card from your Events area to another player to take one in their Events area.

Permanent effect: effect triggered by a card even when tilted.

Failure: negative effect of a non-resolved Calamity.

Earn x Gold: effect to earn gold by acquiring a card from the Events area. Happens only once upon acquisition.

General: feature of some Characters allowing to re-roll population dice during wars.

Heritage from the past: usable bonuses on cards kept from previous Ages.

Tilt: rotate a card from your Events area 90° to use its bonus(es).

Achievement counter: counter earned when your civilization progresses on the Achievements board.

Active Player: player starting the game turn who is the only one able to roll dice.

Wonder: specific type of cards which earns you a Universal Resources counter when they enter your Civilization area.

Results pawns: pawns with the results from the Active Player's dice and used by other players.

Own a card: to have place an acquired card in one's own Civilization area.

Resolve: pay the cost of a Calamity not to suffer its negative effects.

Universal Resources: counter earned during a turn without acquiring a card or when acquiring a Wonder.

Civilization Area: play area where you place the cards acquired by your civilization.

Events Area: playing where are placed the cards one can acquire or purchase.

GAME MODES: VARIANTS

INITIATION MODE WHEN PLAYING WITH YOUNGER CHILDREN

You can simplify the way you play Along History for a younger audience.

In this case, the setup is slightly different: use the central board only to keep track of points, and don't place any pawns or counters on the board.

Instead, each player starts the game with 3 Achievements counters: 1, 3 and 5, which can be stolen at the end of a war. The Achievements and Decadence rules are not played.

An Age ends during the turn in which one of the players has at least 8 cards in his Civilization area. This makes the game less complex.

For a less aggressive game, you can also remove the **War** rule. The war result on the red dice is simply ignored as if it were a white face. If you're playing without wars, there's no need to distribute the 3 Achievements counters at the start of the game.

FOR SHORTER GAMES

Progressive mode: The first Age ends as soon as a player acquires a 5-value counter. When setting up, do not place the "6" and "7" counters on the board.

The second Age is played until the 7-value counter is reached.

Linear mode: each age ends with the "6" counter.

LONGER GAMES WITH EXPERT GAMERS

Play the 3 Ages in a row, up to the 7-value counter for each Age.

If you want to play through the 3 Ages in a slightly shorter game, there's nothing to stop you from using the Progressive (5-6-7) or Linear (6-6-6) modes.

DETAILED BREAKDOWN OF A PLAYER'S TURN

A - ACTIVE PLAYER'S TURN

1. Upkeep: the Active Player tilts back all tilted cards in their Civilization area.
2. Initial Roll: the Active Player rolls all their dice.
3. Actions: for each discarded dice, the Active Player can re-roll a die or swap a card from their Events area.
4. Acquisitions and Purchases: the Active Player earns civilization cards by paying the cost.
5. Calamities: the Active Player triggers the failure effects for non-resolved calamities.
6. Wars: the Active Player can attack their opponents if they meet the prerequisites.
7. Events Area: if there are less than 3 cards in their Events area, the Active Player fills it up by taking more cards.
8. Achievements: the Active Player checks whether they can or want to move their Achievements counter on the board and trigger the decadence effect if necessary.
9. Universal Resources: if no card was added to their Civilization area this turn, the Active Player earn a Universal Resources counter.

B. OTHER PLAYERS' TURN (CLOCKWISE)

1. **Upkeep:** the player tilts back all tilted cards in their Civilization area.
2. **Actions:** for each results counter flipped to its Black and white side, the player can swap a card from their Events area.
3. **Acquisitions and Purchases:** the player acquires civilization cards by paying their costs.
4. **Wars:** the player can start a war by discarding a Universal Resources counter.
5. **Events Area:** if there are less than 3 cards in their Events area, the player fills it up by taking more cards.
6. **Achievements:** the player checks whether they can or want to move their Achievements counter on the board.
7. **Universal Resources:** if no card was added to their Civilization area this turn, the player earn a Universal Resources counter.

C. CHANGE OF ACTIVE PLAYER (CLOCKWISE)

The used results counters go back to the supply near the game board.

Credits – Along History – Nostromo Editions – 2023

A game by François BACHELART

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Special Thanks: the designer would like to thank all the players who went through several development phases and tested the game to bring it to its final version: Cécile, Claire, Sophie, Jordan, Sabrina, Jean-Luc, Pierre, Clémence, Anne-Sophie, Guillaume, Morgane, Christophe, Arthur, Alex, Éric, Yann, Suzanne, Margaux, Sarah, Bibi, Pépinos, Julien, Rodolphe, Stéphanie, Olivier, Manu, Gilles, Stéphane, Hervé, José, Stéphan, Patricia, Evan, Dame Yaël, Delphine, Chantal, Séverine, Murielle, Christine, Loïc, Fred, Hélène, Xavier, Marian ... and many others.

A few words from the designer: Along History is a game with a special story. Created in 2011 under the name "Ages of Men", it was signed by Edge Entertainment in 2014 and developed with the team for a release in late 2016. The launch was finally cancelled a few weeks before it went into production following the buyout of Edge Entertainment by Asmodée. I acquired the rights to the game, continued to develop it, and presented it to several publishers who didn't want to take up the publishing. It was by creating my own publishing company that the game finally saw the light of day. I hope you enjoy the historical-playing experience with this game, which I'm particularly fond of. Publishing a game is not a long, quiet river, even if it's always an exciting journey.

- François BACHELART -