

Civilization: The Analog Game

3-4 Players

You are a settler seeking to build a new civilization. You decide to start off making a city in a new land, but you quickly find a number of other civilizations popping up around you. You must build up to be the best civilization in the land if you hope to stand the test of time.

Game Pieces:

- Gold Coins
- Unit and Building Cards
- City Boards
- Shop Board
- 6-Sided Die
- Civilization Cubes (Colored Cubes)

Objective:

The objective of the game is to be the first player to earn 20 Victory Points.

Setup:

Place the building and unit cards into the shop.

Each player is beginning a new civilization and will start with 1 city. Level 1 cities have an income of 1 gold per turn, grant 1 victory point, 2 slots where players can build buildings, and 2 slots for units.

Each civilization should also place a civilization cube in the location at the bottom of the shop to keep track of each civilization's victory point total throughout the game. Since level 1 cities give 1 victory point, players should place their cubes in the '1' spot.

Each player will also start with 4 gold. The little coins with numbers 1 and 5 are the pieces of gold.

Game Play:

Start:

Each player rolls the die. The person with the highest roll goes first and play continues in a clockwise direction.

Player Turns:

Each player's turn goes through 3 phases:

1. Collection Phase
2. Rolling Phase
3. Building Phase

Collection Phase:

At the start of your turn, collect gold earned by Farms and Cities.

Rolling Phase:

Roll the die to use Warriors and Invention Studios during this phase. Roll once for all Warriors and once for all Invention Studios.

Building Phase:

During this phase, players can:

- Buy cards
- Sell Cards
- Buy Cities
- Upgrade Cities

Buy Cards:

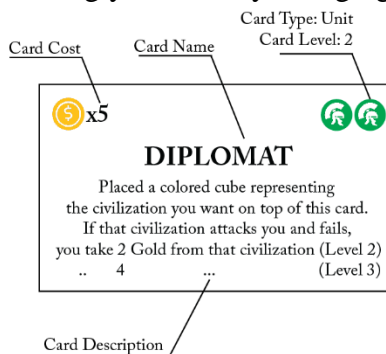
Use gold to buy Units or Buildings for your civilization. See cards for details.

There are some simple rules for buying cards:

- Players cannot buy more than one of the same card in a single turn
- Players cannot own more than one of each city level 3 card

Units:

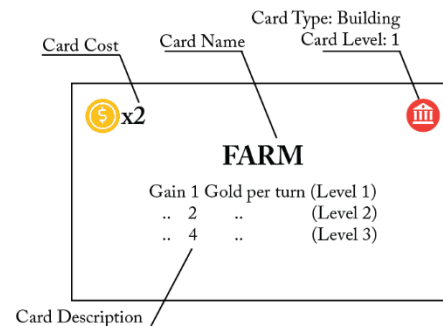
Units interact with other civilizations. Certain units are “placed” within other civilizations. Use a colored cube to indicate the civilization it is placed in. You can move the civilization a unit is in during your turn by changing the colored cube.



Buildings

Buildings provide benefits to a civilization that help it prosper.

Players cannot own more than one of the same building in a single city.



Sell Cards:

Players can sell the cards they own for half of their cost. If the cost is odd, round down. Sold cards are placed back into the shop.

The Spy card cannot be sold, but can be discarded in order to open up its card slot. The Spy is not placed back into the shop upon being discarded, but is removed from play.

Buy Cities:

Buying a city costs 5 gold. The new city starts at level one and grants 1 victory point. Players cannot own more than 3 cities.

Upgrade Cities:

Upgrading a city to level 2 costs 6 gold, and upgrading to level 3 costs 12 gold.

Each city upgrade increases gold income by 1 gold per turn, grants 1 victory point and 1 building slot. A level 3 city gives 3 gold per turn, 3 victory points, and has 4 building slots.

A card's level is determined by the level of the city it is in, and upgrading the city immediately upgrades the card. Players can only place a card in a city if the card's base level is equal to or less than the city level.

Game End:

The game ends when a player attains 20 Victory Points. If all of the cards that grant Victory Point have been purchased and no one has 20 points, the person with the highest Victory Point count wins.

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