

Game Objective

The objective of the game is to collect and complete the most Civilization Sets. A full Set consists of all twelve cards from a single civilization.

Components and Setup

The game includes one Game Map, a Civilization Deck with 72 cards, and a Bonus Deck with 12 cards.

To set up, place the map in the center of the table. Shuffle both the Civilization and Bonus Decks and place them face down. Each player is then dealt a starting hand of twelve Civilization Cards.

Gameplay

The game is played in rounds. On your turn, you must perform one of four possible actions.

- You can draw a card by taking the top card from the Civilization Deck.

- You may Initiate a Trade by proposing a one-card swap with another player, which they must agree to.

- You can also Challenge for a Card by choosing an opponent and picking a card from their hand. The opponent reads the question on the card; if you answer correctly, you win the card and 50 points, but if you are incorrect, the card stays with the opponent. In either case, your turn ends.

- Finally, you can buy a card by paying 100 Points to purchase a card from an opponent's hand, if they agree. You may only purchase one card per round this way.

Completing a Civilization

A complete Set is made of all twelve cards from a single civilization. To begin building a Set, you must place at least four cards of the same civilization from your hand onto the map, which declares your intention to complete that Set. At this point, any opponent may also place at least four cards of that same civilization to challenge you for control of it.

You earn 50 Points for every card you place on the map.

Special Rules

There are special rules for selling cards and using Wild Cards.

You may sell cards you have already placed on the map for 100 Points each.

A Wild Card can only be used for a civilization if you already have cards of that same civilization placed on the map. For example, to use the Hermes Wild Card, you must have at least four Greek civilization cards already on the map. If you have the Hermes card but no Greek cards on the map, you cannot use it.

Winning the Game

The player with the most completed Sets wins the game. If there is a tie in the number of Sets, the player with the most Points wins.