

## **Mare Nostrum Civilized Variant!**

Mare Nostrum is a great game that has stood the test of time. One characterization I have heard is that is a light civilization game. What I am proposing is a bit more civilization that contributes to the game mechanics and gives players another way to win.

### **SET UP**

Each player now has a civilization card/mat they can use to gain benefits or win the game.

Players can use cubes, coins or other markers to note the civics they have purchased.

All players start with no civics. (Alternately each player can start with one.)

### **GOALS/WINNING**

The use of the civics on the civilization board are to improve a nation and the change to win by either gaining 3 (all three levels of a color/genre) of 5 civilization tracks and at least one government.

### **VARIANT PLAY**

#### **Civics**

Players can purchase each civic with the costs of Level I = 3 Level II = 6 and Level III = 9 of commodities (no duplicates) or Coins.

Players must have the previous level in order to purchase the next level of Civics.

#### **Governments**

Players can purchase any government level (without having to use the previous) but cannot have more than one government at any one time.

#### **Benefits**

Players receive the benefits on each turn, if not taken in the turn they are lost.

Players can trade/negotiate one Level I or II capabilities with other players each turn in exchange for another Level I or II capability or compensation (commodity, coin, or other tradeable asset or action).

**Civilization Leader** – The player with the most civics can use any one civic benefit of another player. The Civilizations Leader holds the Civilizations Leader Card. If tied, no one benefit, but the last holder keeps the card in an inactive state.

#### **Civilizations Ravaged**

If a player's capitol is captured, remove its government and the conqueror's choice of one of the highest level civic the vanquished player holds from the player's civic card.