GENTES

A GAME FOR 2-4 PLAYERS

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TMG

In the first millennium BC, city-states and ethnic groups – sometimes spanning large areas – rose in the Eastern Mediterranean. Through conquest and commerce new states, kingdoms, and peoples rose and had their respective "heyday".

In Gentes, the players guide their people through the ups and downs of history, trying to obtain a permanent place in the annals of history. You train priests, soldiers, merchants, artisans, noblemen, and scholars, in order to establish significant cities and to build magnificent monuments.

A clever timing mechanism requires a multitude of different tactical decisions from the players.

COMPONENTS & SETUP

A 1 GAME BOARD Place this in the center of the table. If only playing with 2 players, flip the Game Board so the side with the "2P" icon beside the score track is face up.

B 6 TRAINING COST MEEPLES Place one of these randomly in each of the spaces in the upper right corner of the game board.

C 28 ACTION TILES Place these on the spaces of the Game Board matching their color and picture. Each Action Tile has several pieces of information. The number inside the circle indicates the cost (in coins) to perform the action. The hourglass symbol(s) indicate how much time it takes to perform the action. The dots along the side indicate the appropriate player counts with which to include the tile in the game. The image in the center indicates what action you're taking. Separate out any Action Tiles whose player count indicator does not match the number of players in the current game and return those to the box.

D 12 BONUS POINT TILES Each tile has a requirement, a victory point value, and a player count indicator. Separate out any tiles whose player count indicator does not match the number of players in the current game and return those to the box. Sort the remaining tiles by their image, and stack them on the spaces in the lower center of the board with a matching image. Each stack should have the highest victory point value token (8) on top, and the others (with a victory point value of 4) underneath that.

E 1 ROUND MARKER (purple) Place this on the "1" space of the Round Track.

F 40 INDICATOR CUBES (brown) Place these in a general supply within reach of all players.

G 4 PLAYER BOARDS Each player takes the color of their choice. Return any left over to the box, they will not be used this game.

H 60 HOURGLASS TOKENS Place one on each Player Board, on the indicated space of their time track. Place the rest in a general supply pile beside the board.

I 21 LOCK TOKENS Place one on each space depicting a lock 🔒 on the Player Boards, returning any unused ones to the box.

J 89 COINS (36 ones, 32 fives, 21 tens) Give each player 20 total value in coins. Place the rest in a general supply beside the board. How many coins a player has is public information at all times, and players can and should make change as needed from the general supply during the game.

There is not intended to be a limit on the amount of coins available in the general supply. In the rare case that you run out, use a suitable substitute.

K 24 CITY TOKENS Give each player the 6 City Tokens that match their player color. Return the rest to the box.

L 4 VICTORY POINT MARKER Place 1 on the "0" space of the Game Board's score track for each player color being used. Return the rest to the box. During the game, when you gain Victory Points, advance your Victory Point Marker that many spaces along the track to indicate how many points you have.

M 4 EXCESS VICTORY POINT TOKEN Give 1 to each player, matching their player color. Return the rest to the box. During the game, if your Victory Points would exceed the capacity of the score track, move your Victory Point Marker back to the beginning of the score track and place your Excess Victory Point Token beside the "0" space of the score track to indicate that you have that many more points.

N 1 START PLAYER MARKER Give the player who last destroyed a civilization the Start Player Marker. They will take the first turn of the game.

O 54 CIVILIZATION CARDS Sort these into three decks based on the Era number on the back of the cards. Shuffle each deck separately and place them near the bottom of the game board.

If it is your first time playing Gentes, consult the table to the right and give players the indicated cards from the Era I deck to add to their hand.

If all players have played before, deal out 3 cards per player from the Era I deck to the center of the table. For example, if there are 3 players, deal 9 cards in total to the center of the table.

Beginning with the player to the right of the start player and proceeding counter-clockwise around the table, players take turns selecting 1 card from the center of the table and adding it to their hand. Continue until each player has 2 cards in their hand.

Shuffle any leftover cards back into the Era I deck. You do not have to show other players which cards are in your hand. Now deal 8 cards from the Era I deck face up along the bottom edge of the board so that each card occupies one of the 8 card slots.

P 24 POPULATION MEEPLES (6 different types) Place one on the corresponding "0" spaces of the population chart on each Player Board. [picture] Return any unused ones to the box.

During the game, when you "train" population, you will advance the appropriate meeple one space towards the opposite side of the board to keep track of how many of that type of population you have trained. These meeples can not share a space with another meeple, nor may they move past another meeple. If you train population and there is another meeple in the way, you will push that meeple backwards, reducing how many of that type of population you have trained. No meeple may go below the zero space on their side of the population chart.

If it is your first time playing Gentes, give each player 4 total population, based on turn order, according to the table below.

If all players have played before, everyone takes 4 population in any combination they would like.

Q ADVANCED SETUP (optional) If all the players are experienced, you may agree to cover the first "Tax Collector" space on the board (that provides 4 coins for 1 hourglass) with an hourglass token to show that it can not be selected.
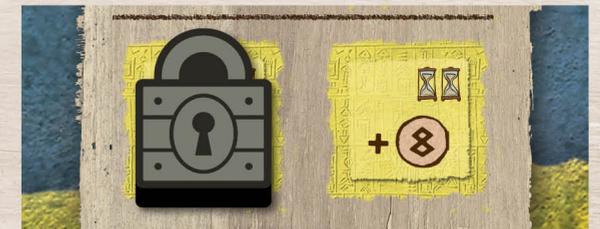
You are now ready to begin playing Gentes!

EXAMPLE OF A 3 PLAYER GAME

	CIVILIZATION CARDS	POPULATION
Starting Player	Treasure Chamber, Monument	1 noble, 2 priests, 1 merchant
2nd Player	Tenement, Training Ground	1 noble, 3 soldiers
3rd Player	Marketplace, Shipyard	1 artisan, 3 merchants
4th Player	Scriptorium, Road	1 artisan, 3 scholars

🌀 GAMEPLAY OVERVIEW

A game of Gentes lasts 3 "Eras", which are indicated on the Round Track and the back of the Civilization Cards.

An Era consists of 2 rounds, and each round has 2 phases – the **Heyday Phase** ☀ where you take turns performing actions by taking Action Tiles from the board or placing Indicator Cubes; and the **Decline Phase** ☾ where you return tiles to the board and perform other maintenance in preparation for the next round.

At the end of 6 rounds, the game ends and the player with the most Victory Points wins!

☀ THE HEYDAY PHASE

Beginning with the player who has the Start Player Marker and proceeding clockwise around the table, players will take turns. On your turn, if you have any empty spaces on your time track, you **must** perform an available action.

You may not select an action for which you do not have enough space on your time track to accommodate the Action Tile and/or Hourglass Tokens, nor may you select an action which you do not have enough coins to pay for.

Similarly, some actions (such as playing the Chronicler) may have other requirements, and you must be able to satisfy all the requirements in order to select the action. The main actions are described in full starting on page 6.

⬆ TAKING ACTION TILES

In order to perform an action with this symbol, you first take an Action Tile from the Game Board and place it into an empty space on your time track.

Example: Cybil takes this Chronicler Action Tile and places it into the first empty space on her time track.

Next, pay its cost (if any) by returning the paid coins to the general supply.

Example: The cost of Cybil's Action Tile is 1, so she returns 1 coin to the general supply.

Then, place the required number of Hourglass Tokens the Action Tile shows onto empty spaces on your time track.

Example: Cybil's Action Tile shows 2 hourglasses, so she places 2 Hourglass Tokens onto her time track.

Finally, perform the action depicted on the Action Tile. The main actions are described in full starting on page 6.

If you are unable to meet **all** of the requirements of an Action Tile, you **may not** take it.

⬇ PLACING INDICATOR CUBES

In order to perform an action with this symbol, you must be able to place an Indicator Cube on it (from the general supply). These actions may only be performed once per round; only one Indicator Cube may be placed on them at any given time.

Actions requiring Indicator Cubes can be found in two locations:

1) On Civilization Cards which you played on a previous turn and are currently face up in front of you (specifically the Altar, Shipyard, Monument, and Frieze cards).

Example: Khadijah places an Indicator Cube on her Monument card to take a Philosopher action.

2) On the same row as a City Token you placed on a Hometown space on a previous turn.

Example: Greg places an Indicator Cube next to his Hometown City Token in order to take the Scribe action shown on the same row.

In both of these cases, you'll pay the cost shown in coins (if applicable), place the number of indicated hourglass tokens onto empty space(s) on your time track, and perform the action depicted. If the action was on a Civilization Card, place an Indicator Cube on the card to show that you can not use it again this round. If the action was from one of your Hometown Cities, place an Indicator Cube next to the corresponding City to show that it can not be used again this round.

♾ MULTIPLE-USE ACTIONS

An action with this symbol may be taken any number of times per round (but only once per turn), and does not require you to take an Action Tile or place an Indicator Cube.

HOURGLASS TOKENS

If you select an action which has 2 or more hourglasses shown on it, you may choose to put each Hourglass Token into a separate empty space of your time track, or you may choose to put 2 of those Hourglass Tokens into the same empty space. You may not add Hourglass Tokens to a space of your time track that already has something in it.
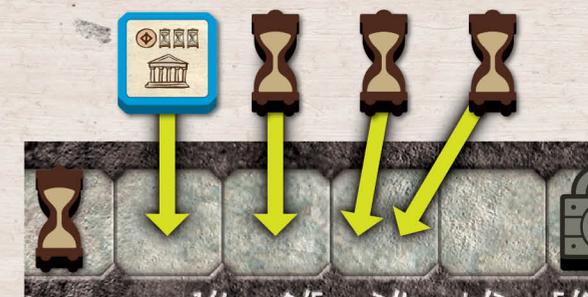
Example: When taking this Action Tile, Khadijah realizes that placing the 3 Hourglass Tokens into separate spaces will fill her time track and force her to pass on her next turn. She instead chooses to put 2 of them into the same space to allow her to allow her another turn this round.

PASSING

You may pass **only** if you are completely unable to perform any action, which means there are no empty spaces left in your time track. After you pass, you may take no further actions for the rest of this Heyday Phase. It is possible that players will take a different number of turns during the Heyday Phase, if they select actions that fill up their time tracks at different rates.

MODIFYING ABILITIES

Some Civilization Cards and Hometown rows have Modifying Abilities on them, which are indicated by their irregular border (three examples of which shown below).

If you have one of these Civilization Cards in play in front of you, or have a City Token on one of the corresponding spaces, you may use these to affect what you're doing in different ways (as described in detail later).

If they have a 🎲 symbol on them, they may only be used once per round. Place an Indicator Cube on the corresponding card or beside the corresponding City Token to show that you have used it. If they have the ♾ on them, they may be used every time the appropriate situation applies.

TAX COLLECTOR ∞

Gain coins

Place one Hourglass Token on your time track and take 4 coins from the general supply **OR** place 2 Hourglass Tokens on your time track and take 8 coins from the general supply.

LEADER

Become the next start player

Place the Leader Action Tile onto your time track and gain 2 coins from the general supply immediately. You will become the new starting player during the Decline phase of the current Round.

PHILOSOPHER

Increase your population

Train 1 or 2 of your population, adding them to your population track by advancing the appropriate meeples as needed. Which types of population you can train depends on the current position of the Training Cost Meeples and how many coins you paid when taking the Action Tile.

The amount spent on a Philosopher action is usually dictated by which Action Tile you selected – you may not spend more or less money unless you took an action or had an Ability Modifier that indicates otherwise.

If you are training only 1 of your population, find the amount you spent on the upper row of the chart on the Game Board, select any single Training Cost Meeple that is positioned below that value OR any lower value on the chart. Train 1 of that population type by advancing the appropriate Population Meeple one space on the population chart on your Player Board.

Example: By taking this Action Tile, Greg pays 4 coins and could train 1 of any population type...

If you are training 2 of your population, find the amount you spent on the lower row of the chart on the Game Board, select a Training Cost Meeple that positioned below that value OR any lower value on the chart. Train 1 of that population type by advancing the appropriate Population Meeple one space on the population chart on your Player Board. Then, once again, select a Training Cost Meeple positioned below the paid value or any lower value on the chart, and train 1 population of that type. You may choose the same type of population twice, or you may choose two different types of population.
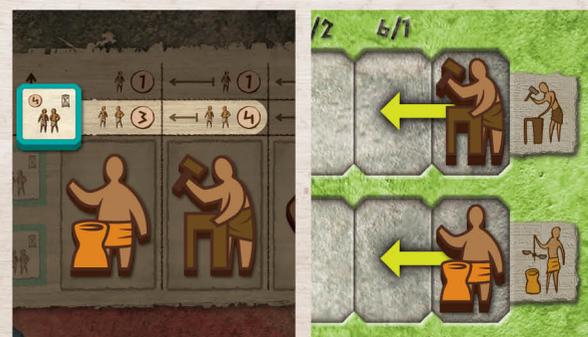
Example: Greg instead decides to train 2 population types: 1 merchant and 1 artisan. He advances the corresponding meeples on his population track accordingly.

Finally, rearrange the Training Cost Meeples in the Training Chart as follows:

1) Remove the Training Cost Meeples of the type(s) that you trained from their spaces.

2) Slide all remaining Training Cost Meeples to the left to fill the resulting empty space(s).

3) Place the meeples of the type(s) you trained into the rightmost, now empty space(s) -- reversing their relative order if you trained 2 different types of population.

If you train population and there is another meeple in the way, you will push that meeple backwards, reducing how many of that type of population you have trained.

Example: Cybil has 3 nobles and 3 artisans. If she were to gain another noble, she would lose 1 artisan.

As soon as you reach 18 or more total population on your population chart (not counting virtual population from Civilization Cards or Additional Options), take the top Bonus Point Tile from the appropriate stack (see Bonus Point Tiles on page 10).

SCRIBE

Gain Civilization Cards

Take cards into your hand by choosing ONE of the options shown on the Game Board:

If you paid at least 6 coins, you may take 1 Civilization Card of your choice from the Civilization Card discard pile into your hand.

OR if you paid at least 10 coins, you may take 2 Civilization Cards of your choice from the Civilization Card discard pile into your hand.

OR, based on how many coins you paid, you may take 1, 2, or 3 cards from the display of cards below the board. Choose one of the cost indicator(s) above the card slots that is *equal to* or *less than* the value of coins you paid to take this action. Note how many cards are next to that cost indicator. Take that many cards from the line of cards below the board and add them to your hand.

The cards you may select must be positioned directly below the cost indicator you chose, or below one of the previous cost indicators (any of them to the left of the one you chose).

After taking all your cards for this action, slide the remaining cards to the left to close the gaps, then fill the remaining empty spaces on the right by dealing new cards from the top of the deck with the current Era number on it. If there are not cards remaining in the deck, those slots remain empty until the next Era.

You are not required to take all of the cards you are entitled to. You may hold any number of cards in your hand, but be aware that during the Decline Phase, you will have to take 1 Hourglass token and place it onto your time track for each card beyond 3 that you have in your hand at that time. Cards you have already played do not count against this hand limit.

You may look through the discard pile or the stacks of cards at any time, as long as you shuffle the stacks afterward.

For example, if you paid 8 coins when taking a Scribe action, you could:

A: Take 3 cards, which must be the first 3 cards below the board, starting from the left.

B: Take 2 cards, selected from any of the first 6 cards below the board, starting from the left.

C: Take any 1 of the cards below the board.

NAVIGATOR

Build a City

Pay the amount of coins shown on the tile you took. Place the Action Tile and the indicated number of Hourglass Tokens onto your time track. Place one of your City Tokens onto an empty space on the Game Board with the city outline (🏛, or 🏛) as the Action Tile you took. If the Action Tile you took has the 🌀 symbol, you may select any empty space with the city outline.

Example: Cybil took the Navigator Action Tile shown, so she may place her City Token onto any of the empty spaces with the 👁 symbol.

If you place your City Token on one of the spaces on the map in one of the three color-coded regions (green, orange, or yellow), you immediately activate ALL your Cities in that region (including the City you just placed), gaining the benefits depicted below it, as shown on the table to the right.

Example: Cybil decides to place her City Token in Delphi, and so will activate all her Cities in the red region. She gains a 👁 cube from Delphi, 5 coins from Syracusae, and 2 Victory Points from Cnossus.

Place one Indicator Cube into one of the empty spaces below the 🏛 symbol on your Player Board, if possible. This will give you Additional Options during your turn (see Additional Options on page 10).

Place one Indicator Cube into one of the empty spaces below the 👁 symbol on your Player Board, if possible. This will give you Additional Options during your turn (see Additional Options on page 10).

Gain 5 value in coins from the supply.

Gain 2 Victory Points, advancing your Score Marker the appropriate number of spaces.

As soon as all 6 of your City Tokens are on the game board (because they have been built on the map or on Hometown spaces), you may take the top Bonus Point Tile of the appropriate type (see Bonus Point Tiles on page 10) .

From now on, if you perform an action that would cause you to build a city, you may choose to move one of your previously placed cities in order to complete the action. If you do so, you no longer have access to the benefits of its prior position.

HOMETOWNS

If you place your City Token on one of the 9 Hometown spaces on the board, you may choose ANY color of region on the map and activate all of your cities in that region (gaining the benefits shown below their icons).

Example: Khadijah places her City Token on the upper left Hometown space, and chooses to activate all of her green region Cities. She gains a 🏛 cube from Troia, 5 coins from Sinope, and another 5 coins from Sidon.

Additionally, having a Hometown grants you access to the Actions and Modifier Abilities in the same row as that Hometown. Each of the City Tokens you place in the Hometown area lets you use the action/abilities in its row once per round. When you use a City for an action/ability in this way, place an Indicator Cube next to it to show that you already used it this round and cannot use it again until the next round. The actions and abilities granted by these Hometown Cities are shown to the right.

Example: Greg places an Indicator Cube next to his City Token in order to use the Modifying Ability on the right.

Perform a "Scribe" action. The action costs 6 coins, and you must place 1 Hourglass Token onto your time track.

You may use this Modifier Ability when you perform a "Scribe" action (whether by taking an Action Tile, using a Civilization Card, or by using the previous Hometown action) to choose how much you want to pay (any amount from 1 to 10 coins), rather than the amount printed on the action. This lets you pay the exact cost of your desired card(s).

Perform a "Philosopher" action. The action costs 4 coins, and you must place 1 Hourglass Token onto your time track.

You may use this Modifier Ability when you perform a "Philosopher" action to choose how much you want to pay (any amount from 1 to 8 coins), rather than the amount printed on the action. This lets you pay the exact cost of the new population you want to train.

You may use this Modifier Ability when you perform a "Philosopher" action to train any 1 additional population that is within the cost range of what you paid, without paying any additional coins. Thus you may train 2 people when only paying for 1, or 3 people when paying for 2.

You may use this Modifier Ability when you perform a "Tax Collector" action to double the value of coins you take. This can be combined with the "Tenement" and "Well" Civilization cards.
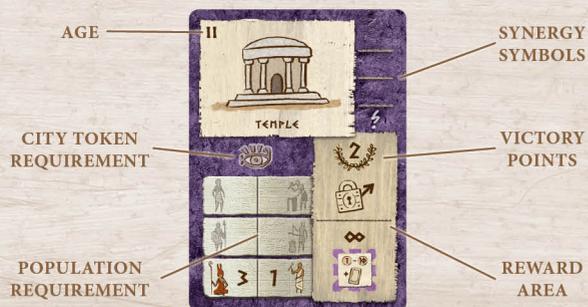
CHRONICLER

Play a Civilization Card

Select one Civilization Card from your hand which you meet the requirements for and play it face up in front of you.

The requirements are listed on the left side of the card – usually having at least a certain amount of certain types of population, and perhaps having a City Token built on one or more of specified types of spaces. You then receive the rewards and disadvantages printed to the right of the requirements. You may not choose to only receive some of them. The effects of all Civilization Cards are described in the included Glossary.

SYNERGY SYMBOLS

Finally, choose one of the symbols (≈, ⚲, ✳, ⚡) shown to the right of the illustration at the top of the card. Score 1 point for every Civilization Card you have in play with a matching symbol, including the card you just played. For example, if this is the first time you have played a card with the chosen symbol, you would gain 1 point. If this is the third card you have played with the chosen symbol, you would receive 3 points. You may want to overlap the cards you have played so that only their symbols and ongoing benefits show.

You will only score these additional points when playing cards from Era I and II - Cards from Era III do not have any of these symbols.

As soon as you have played 8 Civilization Cards total during the game, you may take the top Bonus Point Tile of the appropriate type (see Bonus Point Tiles to the right).

After playing a Civilization Card, it is also possible to meet the requirements for the Bonus Point Tile you would receive from having 18 total population. You must resolve the entirety of the immediate effects of the card before determining whether you can receive that Bonus Point Tile – thus if the same card would cause you to train enough population to reach 18, but also required you to lose population which drops you below 18, you would not gain that Bonus Point Tile.

ADDITIONAL OPTIONS

Any number of times per turn, you may return Indicator Cubes from your Player Board to the general supply to do the following things:

At any time, you may return Indicator Cubes from the squares below the 👁 symbol on your Player Board to trade up to 2 of your population for a different type. Decrease one of your population types by one on your population chart, and increase a different type of population by one on your population chart; then you may do this a second time.
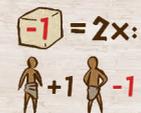
When playing a Civilization Card, you may return any number of Indicator Cubes from the squares below the 🏛 symbol on your Player Board to give yourself temporary virtual population of any type of your choice. This virtual population only lasts until you have finished playing this card and is not recorded on your population chart. Virtual population also does not allow you to take the Bonus Point Tile for having 18 population.

At any time, you may return any 3 Indicator Cubes from any of the squares on your Player Board to train 1 population of any type, recording it on your population chart.

BONUS POINT TILES

During the Heyday Phase, if you meet certain requirements after performing an action, you may take the top Bonus Point Tile from the appropriate stack and immediately score the number of Victory Points printed on it (8 for the first player to meet the condition, 4 for each subsequent player). You may only gain 1 Bonus Point Tile of each type.

PLAY 8 CIVILIZATION CARDS
Collect this Bonus Point Tile after performing a Chronicler action that gives you your 8th Civilization Card.

HAVE 18 TOTAL POPULATION
Collect this Bonus Point Tile after the size of your population reaches 18 (not counting virtual population from Civilization Cards or Additional Options).

BUILD ALL 6 CITY TOKENS
Collect this Bonus Point Tile after performing a Navigator action that allowed you to build your 6th City Token.

THE DECLINE PHASE

During the Decline Phase, you will reset the boards, perform other maintenance, and resolve Civilization Card effects that have the 🌙 icon. The Decline Phase can generally be resolved simultaneously, with everyone helping to reset the board, though if it's your first time playing you may want to move through the steps one at a time.

1 — RESET ACTION TILES, HOURGLASS TOKENS, & INDICATOR CUBES

First, return all Action Tiles on your time track to their spots on the Game Board.

Remove 1 Hourglass Token from each space in your time track and slide any that remain all the way to the left. Thus if you had spaces that contained 2 Hourglass Tokens, you will have leftover Hourglass Tokens taking up space during the next round.
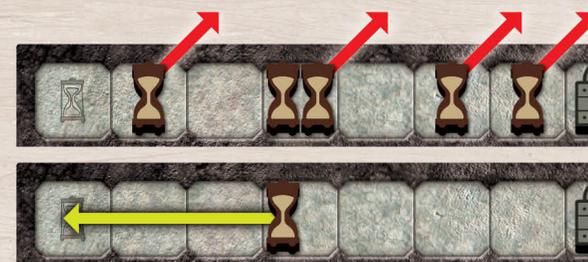
Take all indicator cubes off the main Game Board and any of your Civilization Cards, returning them to the general supply beside the board.

Do not take indicator cubes off your Player Board!

2 — DETERMINE NEW START PLAYER

If you took (and returned) the Leader Action Tile this round, take the Start Player Token from wherever it is – you will be the first player to take actions during any phase for as long as you have the Start Player Token. If no player took this tile, the Start Player Token remains with the person who currently has it.

3 — ADVANCE THE ROUND MARKER & CHECK FOR ERA CHANGE

Move the Round Marker one space to the right. If the round marker has advanced to a space below a new Era (I, II, III), take all Civilization Cards belonging to the previous Era from below the Game Board and from the stack of remaining cards, and place them in the discard pile space on the Game Board. Deal Civilization Cards from the stack that corresponds to the new Era that you have just entered to the 8 slots below the Game Board.

Upon reaching a new Era, each player removes one Lock Token from their Player Board, if able.

If you cannot remove a Lock Token because you have already removed them all, instead add an Indicator Cube to a space below the 🏛 or 👁 symbol on your Player Board (your choice).

Example: At the end of Era II, since Greg has already removed all of his Lock Tokens (by clever play of Civilization Cards), He instead places an Indicator Cube below his 🏛 symbol.

If you cannot advance the Round Marker because it was already on the 6th space of the Round Track, the game will end following this Decline Phase and you will proceed to final scoring. Otherwise, continue to the next round of play, starting with the Heyday Phase.
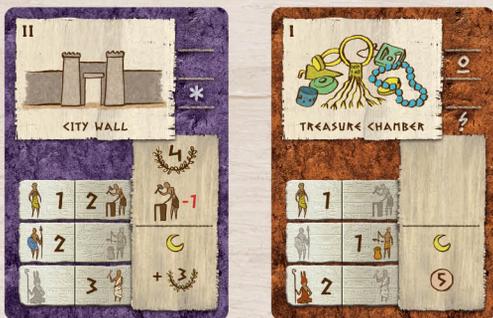
⚄ 🏛⚡☾ ACTIVATE CITIES & CIVILIZATION CARDS

Choose one of your City Tokens in each region of the map on the Game Board and take the reward shown below it.

Example: Greg only has 1 City Token in the red and green regions, and has 2 in the yellow region. He gains a 🏛 cube from Athenai, 2 Victory Points from Miletus, and chooses to gain a 👁 cube from Cyrene.

If you have a Civilization Card with the ☾ icon, you may choose to use the ability printed below that icon now.

Example: Khadijah activates her City Wall and Treasure Chamber cards, gaining 3 Victory Points and 5 coins, respectively.

You may activate Civilization Cards and receive the rewards from City Tokens in any order.

⚅ 🃏4+ ▸ ⏳4 5 6 7 CHECK HAND SIZE LIMIT

If you have more than 3 Civilization Cards in your hand at this time, you must place an Hourglass Token on your time track for each card beyond 3. If you have to take multiple Hourglass Tokens as a result of this, you can place 2 of them in the same space.

🌀 END GAME SCORING

If you have completed 6 rounds of play, perform the following final scoring steps below. Then the game ends, and the player with the most points wins! If there is a tie, the tied player with the most Civilization Cards in play wins. If still tied, the tied player with the most coins wins. Otherwise, it is a tie, and players grumble about their shared victory.

½ ✓ Score cards in your hand that you meet the requirements for. If you have any Civilization Cards in your hand which you meet the requirement for playing, you gain *half* the Victory Points printed on them (rounded up, for each card individually). You may remove cubes from your Player Board to perform Additional Options to meet these requirements. Place these cards into play, but ignore all other rewards/disadvantages. Do not gain any Bonus Point Tiles as a result of playing cards this way.

½ ✗ Lose Victory Points for cards in your hand that you don't meet the requirements for. If you have any Civilization Cards in your hand that you could not put into play, lose *half* the Victory Points printed on them (rounded up, for each card individually).

1 Gain 1 Victory Point for every 2 Indicator Cubes on your Player Board.

1 Gain 1 Victory Point for every 10 coins you have.

-? Lose Victory Points if you still have Hourglass Tokens on your time track, based on the table below:

1	2	3	4+
-2 Victory Points	-4 Victory Points	-8 Victory Points	-16 Victory Points

🌀 CREDITS