Winning the Game

Each victory card is divided into two agendas; the players' objective is to complete one agenda on four of the five victory cards next to the map.

The meaning of each agenda's icon is described on the back pages of the rulebooks.

When a player completes an agenda, that player places one of his or her control tokens next to that agenda's victory card. Even if the player ceases to satisfy the agenda later, the token remains and the player does not need to complete an agenda on that card again.

At the end of each round before resolving the event dial, if a player has completed one agenda on four of the five victory cards, that player wins.

If two or more players meet the conditions for victory, the tied player who has control tokens on more victory cards is the winner. If still tied, the tied player with the most world wonders wins. If still tied, the tied player with the most friendly spaces wins.

Fort Victory Cards

Fort victory cards are a type of victory card. Unlike standard victory cards, fort victory cards provide only one agenda: controlling a number of forts. Additionally, players must continually meet the criteria of these agendas; if a player loses control of a fort and no longer meets the criteria for one of these agendas, that player removes their control token from the agenda's card.

The "Fortified" victory card (left) requires a player to control one or more forts. The "Expeditionary" victory card (right) requires a player to control two or more forts.
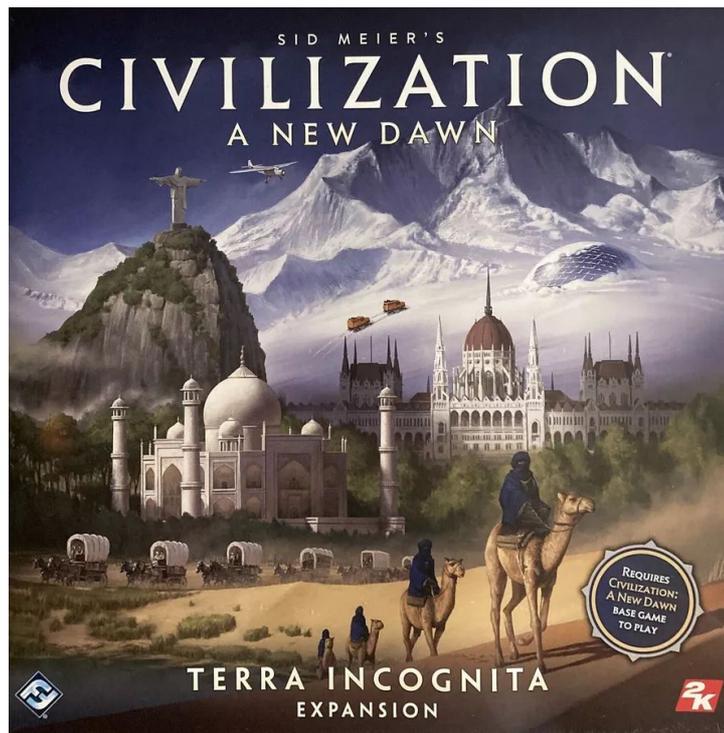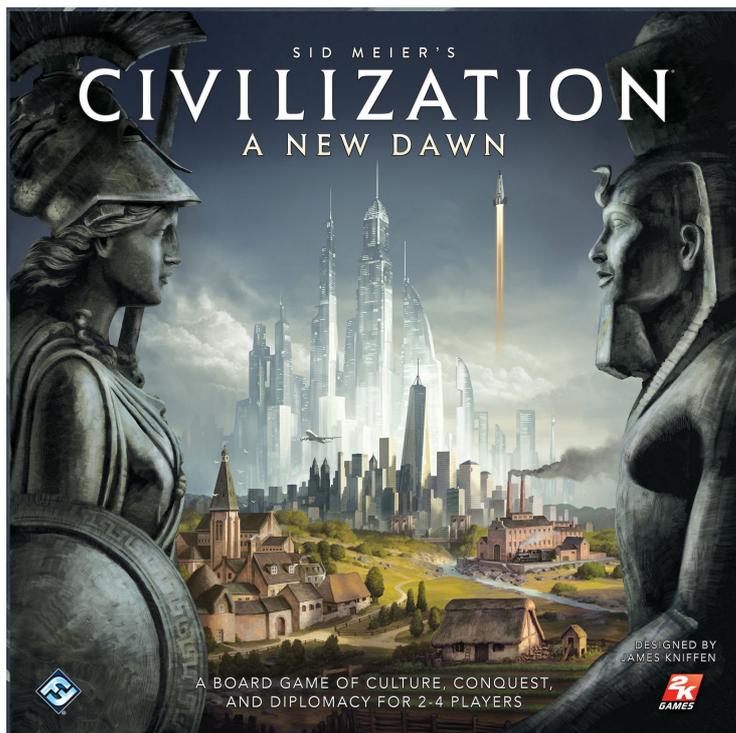
Rules Clarifications

- All components except trade tokens are limited to the quantities included in the box.
- When a player's component is destroyed, it is returned to that player and can be used again.

SID MEIER'S

CIVILIZATION

A New Dawn

Unified rules of play with Terra Incognita expansion (revision 7)

Contents

Setup

To set up a game of Civilization, perform the following steps:

1. Select Leader and Player Color

Follow these steps:

Purple Player's Components

Leader Sheet — Unique Focus Card — Focus Cards — Cities — Armies — Caravans — Diplomacy Cards — District Tokens — Control Tokens — Tech Dial — Government Tokens

a. Each player takes one random leader sheet and the unique focus card with that leader's picture on the back.

b. Each player chooses a player color and takes the pieces (cities, armies, caravans, district tokens, control tokens), cards (focus and diplomacy), and tech dial of that color.

c. Each player takes one district reference sheet (on the back of Terra Incognita leader sheets) and one of each of the six types of government tokens.

d. Each player rotates the pointer on their tech dial to "0."

2. Construct Focus Rows

Each player places the focus bar of their color below their leader sheet. Then, each player takes their six focus cards that display "I" on the back and places them faceup in the slots below their focus bar according to the order on their leader sheet. The "Irrigation" card is placed in the leftmost "1" slot.

a. If a player has a unique focus card of tech level "I," that card replaces the card of the same type in their focus row.

b. Each player places one of their armies on their military focus card and one of their caravans on their economy focus card.

Governments

Players choose a government for their civilization, represented by the six types of government tokens.

Government Token

Players begin the game without a government. When the event dial reaches the government icon, each player may change to a new government. To change to a new government, the player chooses one of their focus cards in either of their "1" slots and places the government token of the same type on that card. If that player had a government token on another card, they must remove that token.

When a player resolves a focus card with a government token on it, the card is resolved as though it is a number of slots farther to the right of its current slot equal to the number of arrow symbols on the government token.

Diplomacy Cards

Diplomacy cards provide useful bonuses to players who send caravans to city-states and rival cities. Each player has a set of diplomacy cards corresponding to that player's color, and each city-state has a pair of city-state diplomacy cards.

A player gets no effect from his or her own diplomacy cards, but he or she can use the diplomacy cards he or she takes from city-states and other players. A player cannot have more than one diplomacy card from each city-state and each other player.

When a player takes a diplomacy card from another player, its color must match that player's color and it must currently be in that player's deck of diplomacy cards.

If a player attacks a city-state or rival space, he or she must return any diplomacy cards he or she has taken from that city-state or player.

City-States

A city-state is a small, sovereign state that is neutral toward all players. City-states are valuable trading partners, rewarding players who send caravans to them. Each city-state has two diplomacy cards that share the city-state's name.

Seoul, Scientific City-State
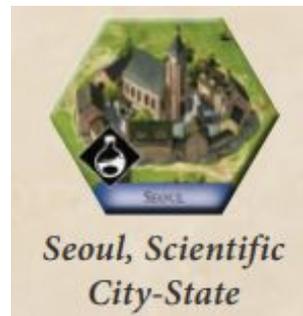
When a player moves a caravan to a city-state, that player places two trade tokens on the card in his or her focus row that shares the city-state's type. If the player does not already have that city-state's card, he or she takes one of its cards from the side of the map and places it next to his or her leader sheet. The player cannot take the city-state's card from another player.

The terrain of all city-states is grassland, but the defense bonus of all city-states is eight.

A player cannot move more than one caravan into the same city or city-state each turn.

While a barbarian is in a city-state's space, caravans cannot move into that space and the city-state cannot be attacked.

Conquering and Liberating City-States

Players can gain some of a city-state's benefits by attacking it or by liberating it from another player.

When a player attacks and conquers a city-state, that player places one of his or her unused cities in that space and places the city-state token on the card in his or her focus row that shares the city-state's type. Then, all of that city-state's diplomacy cards are placed facedown to the side of the map.

When a player resolves a focus card that has a city-state token on it, he or she can spend the city-state token as a trade token. The token remains on that focus card instead of returning to the supply, but it cannot be spent more than once per turn.

If a player attacks and defeats a rival city on a conquered city-state, he or she may either conquer it or liberate it. If the player liberates it, he or she returns the city-state's token to its space instead of placing a city. Then, the player flips that city-state's cards faceup and takes one of them.
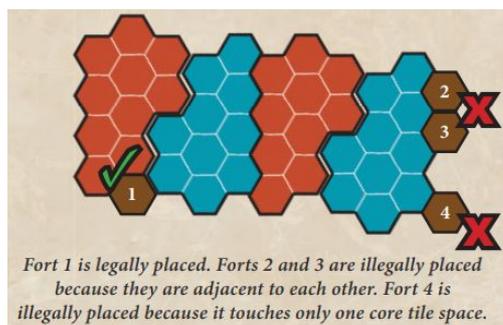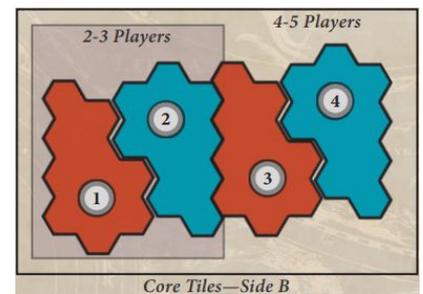
3. Construct Starting Map

Follow these steps to construct the starting map:

a. Deal one random tile that has a capital-city icon (star) and a fort token to each player. Return unused capital-city tiles and fort tokens to the box.

b. Randomly determine a first player and give the event dial to this player.

c. Shuffle the remaining tiles to create the map tile stack and set it near where the map will be.

d. Draw four tiles—two tiles instead if there are two or three players—from the bottom of the map tile stack. These are the core tiles.

e. Determine which side will be used for the core tiles by rolling a die. On a result of 1–3, use side A for all core tiles; otherwise, use side B.
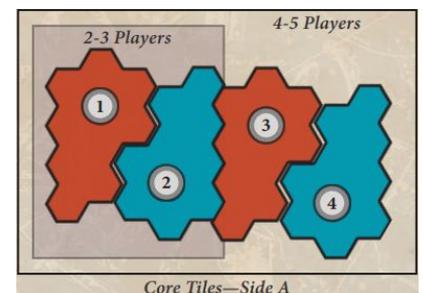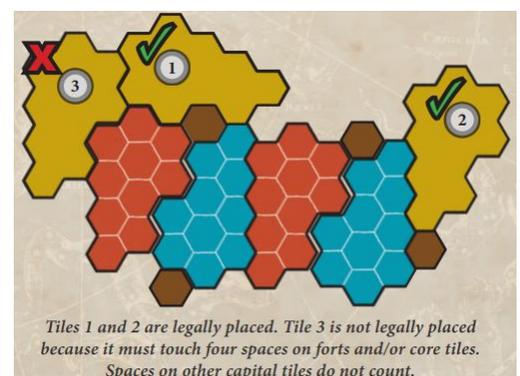

Core Tiles—Side A

f. Form the core by placing the core tiles, one at a time, in the center of the table. Place the tiles in the order and orientation shown for the side being used. Then, place a trade token anywhere on each of these tiles to mark them as the core tiles.

Core Tiles—Side B

Fort 1 is legally placed. Forts 2 and 3 are illegally placed because they are adjacent to each other. Fort 4 is illegally placed because it touches only one core tile space.

g. Starting with the first player and proceeding clockwise, each player places their fort token on the table so that it touches at least two spaces on the core tiles. A fort token cannot touch another fort token or a space with a city-state.

h. Starting with the first player and proceeding clockwise, each player places their capital tile. Each tile can be placed on either of its sides, but the tile being placed must touch at least four spaces on core tiles and/or fort tokens. After a player places their tile, that player places their capital city on that tile's capital city icon.

Tiles 1 and 2 are legally placed. Tile 3 is not legally placed because it must touch four spaces on forts and/or core tiles. Spaces on other capital tiles do not count.

i. Remove the trade tokens from the map.

4. Populate Map

For each space on the map that has an icon, place one token that matches that icon on that space. While doing so, observe these rules:

a. Place barbarian tokens so that the letter on the token matches the letter on the space.

b. Place city-state tokens so that the icon and black frame (star, diamond, or circle) on the token match the icon and black frame on the space.

Natural Wonder (The Dead Sea)

Oil Resource

City-State Diplomacy Cards (Palenque)

Barbarian "J"

City-State (Palenque: flask icon, star frame)

5. Place City-State Cards

For each city-state token placed on the map, place both copies of that city-state's diplomacy card on top of each other and next to the map, in view of all players. Keep the unused city-state diplomacy cards in a stack nearby.

6. Set Direction Token and Event Dial

The first player places the barbarian direction token against any edge of the map (it does not matter which direction each number points). Then, the first player sets the event dial pointer so that it points to the helmet with the star.

Starting Section

7. Separate Wonder Cards

Follow these steps:

a. Separate the world wonder cards by type into four piles. The type is indicated by the card's color and by the icon to the left of the wonder's image.

b. Divide each wonder pile by era into three facedown piles. Randomize each era pile and remove one card at random from each ancient and medieval era pile. Return the removed wonders to the game box without revealing them.

TAJ MAHAL

Wonder Era — Medieval Wonder

Wonder Type Icon

Wonder Type Color

Number of Wonders to Use of Each Era for Each Wonder Type

Ancient   Medieval   Modern

Resources and Natural Wonders

Resources and natural wonders power the creation of amazing world wonders. There are four types of resources.

Marble   Mercury   Oil   Diamond
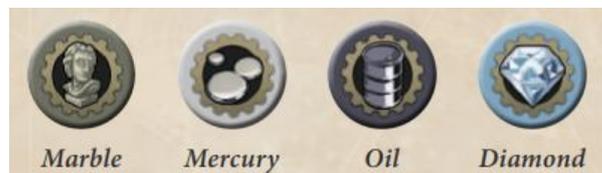
Players can collect these tokens from the map by placing control tokens, and spend them when building world wonders. When a player spends a resource token, it is returned to the supply.


"Crater Lake" Natural Wonder

A natural wonder token can be spent as a resource of the type shown on the token. However, when a natural wonder token is spent, it is not returned to the supply. The natural wonder token can be spent again during future turns, but it cannot be spent more than once per turn.

Spaces with natural wonder tokens do not have a terrain type, but the terrain difficulty of all natural wonder spaces is five.

If a control token is removed from a natural wonder's space due to a card effect or a barbarian, that natural wonder's token is returned to that space.

Forts

Forts are defensible territories on the map represented by the fort tokens placed during setup. Fort spaces are treated as forests with a terrain difficulty value of 3. Players cannot build cities adjacent to forts, and cannot place control tokens (including districts) on forts. Caravans and armies can move into forts, but if an army moves into a fort that is not controlled by a player, it must end its movement and perform an attack.

Fort Token
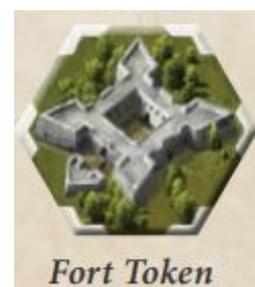
When an army attacks an uncontrolled fort, the fort defends with a combat bonus of 6. If the attacker wins, they place one of their unused cities on the fort, which functions as a normal city.

While a player has a city on a fort, that player controls that fort. Controlling one or more forts will bring a player closer to victory by satisfying the agendas on the new fort victory cards (see 'Winning the Game').

The Map

Spaces and Terrain

The five basic types of terrain each correspond to a slot on the focus bar: grassland (1), hills (2), forest (3), desert (4), and mountains (5). A terrain's slot number is its difficulty. When a space appears to have more than one terrain, its terrain is the type that covers the most area in the space.

Water

The sixth terrain type, water, does not appear on the focus bar. Water has a difficulty of one, but players generally cannot interact with water unless a card specifically allows them to do so.

Exploration

Rather than building the entire map at the start of the game, players use their caravans and armies to explore the world and extend its boundaries.

While moving a caravan or an army, if that figure is in a space on the edge of the map and on a tile with a capital city, that figure may spend one space of movement to explore. When a player explores, they perform the following steps:

1. Draw the bottom tile from the map tile stack.

2. Place that tile so that it touches four spaces already on the map, including the space from which the player is exploring. The new tile can be placed with either of its sides faceup. If the tile cannot be placed because it cannot fulfill the placement requirements, it is discarded to the top of the map tile stack and the exploration ends.

3. Populate the new tile with any barbarian, resource, natural wonder, and city-state tokens printed on it, following the rules under step 4 of Setup. If a city-state token is placed, set its city-state cards near the map.

4. If a completely enclosed hole in the map is formed, fill the hole with water tokens.

The barbarian direction token can be moved to accommodate a new tile placement.

After an army or caravan explores, it may continue to move using its remaining spaces of movement (minus the one spent to explore), but cannot explore again during the same move.

8. Create Wonder Decks

For each type of wonder cards, do the following:

a. Place the modern-era cards of that type facedown to start the deck.

b. Place the medieval-era cards of that type facedown on the modern-era cards.

c. Place the ancient-era cards of that type facedown on the medieval-era cards.

d. Flip the top card of the deck faceup and place the deck in view of all players.

9. Organize Wonder Tokens

Next to each wonder deck, place all of the world wonder tokens that display the same type icon and color as the cards in that deck.

10. Deal Victory Cards

Place the two fort victory cards ("Fortified" and "Expeditionary") next to the map. Then, select three additional victory cards at random and place them faceup together with the fort victory cards. Return the remaining victory cards to the game box.

11. Create Supply

Place the trade tokens and the remaining resource tokens in piles near the map to form the supply.

The game is now set up and ready to begin.

Game overview

Civilization is played over a series of turns. As the players take turns, they use their cards to build their civilizations from single cities to sprawling empires filled with wonders and technology.

The Player Turn

A player's turn revolves around the concept of the focus row, which is the row of six cards below his or her focus bar. The focus row represents a nation's various pursuits, such as scientific advancements, cultural developments, and military production.

The cards in a player's focus row shift to different slots as the player takes turns. A card generally shifts toward the fifth slot until it is used, which is when it moves back to the first slot. From there, it will slowly shift toward the fifth slot again.

This process represents the investment of time; a card resolved in the fifth slot has a greater impact than a card resolved in the first slot. A key strategy in the game is knowing when to resolve a card in a low slot for its immediate effect and when to wait to resolve a card for its maximum effect.

A player's turn consists of these steps:

1. Check for Victory (**first player only**)

If a player has completed one agenda on four of the five victory cards, that player wins (see 'Winning the Game').

2. World Events (**first player only**)

World events occur periodically that affect the map and all of the players, such as barbarian attacks.

Before each of the first player's turns (excluding the first turn), the first player advances the event dial, possibly producing one of these events (see 'The Event Dial').

 Barbarian Movement Icons

Barbarians rove around the map, seeking caravans to plunder and cities to raze. When the pointer rotates to this icon, each barbarian on the map moves. To determine the direction they all move, the first player rolls a die and matches the result to a direction on the barbarian direction token. Each barbarian token moves one space in the rolled direction. If a barbarian moves into a space that contains a player's component, that player resolves the corresponding effect:

Caravan: The component is destroyed and returned to its player's economy focus card.

Unreinforced Control Token or **Non-Capital City**: The component is destroyed and returned to its player. If a control token or city is removed from a natural wonder's space due to a barbarian, that natural wonder's token is returned to that space.

Reinforced Control Token: The token is flipped to its unreinforced side and the barbarian returns to the space it moved from.

Capital City: The player chooses and discards a total of two trade tokens from the cards in his or her focus row.

Army: That army is defeated and returned to its player's military card, and the barbarian is placed on the last non-water space it occupied. Any city or control token in the army's space is protected from the barbarian and is not removed or flipped to its unreinforced side.

If a barbarian moves into a water space, it continues to move in the rolled direction until it reaches a non-water space. If a barbarian would move off the edge of the map, it moves in the opposite direction instead.

If a barbarian reverses direction due to the edge of the map or a reinforced control token and it reverses onto a water space, it continues moving in that direction until it reaches a land space.

After barbarians move, if a space contains more than one barbarian, roll a die and move one of those barbarians in the rolled direction. Repeat until no space contains more than one barbarian.

The Event Dial

The event dial governs effects that are not part of any player's turn, such as barbarian activity. Before the first player starts each of his or her turns (excluding the first turn), he or she must rotate the event dial's pointer clockwise to the next section. If that section has an icon, the first player resolves the effect of that icon. Then, the first player starts his or her turn. Each icon on the event dial is described below.

District Icons

When the dial pointer rotates to this icon, players resolve the effects of each of their districts in clockwise order, starting with the first player.

Government Icon

When the dial pointer rotates to this icon, each player has the opportunity to change their government (see 'Governments').

Wonder Icons

When the dial pointer rotates to this icon (except during setup), after resolving any other icons on the same space on the dial, place a trade token from the supply on each faceup wonder on top of a wonder deck. If a wonder would have a second trade token placed on it, remove that wonder from the game instead (return the trade token on it to the supply) and flip the next wonder in its deck faceup.

When building a wonder, any wonder that has a trade token on it has its cost reduced by 1. When that wonder is built, return that trade token to the supply.

Barbarian Spawning Icon

Barbarians regularly respawn throughout the game. When the pointer rotates to this icon, each defeated barbarian token is placed back on the map.

Each barbarian token displays a letter. When a barbarian token respawns, it is placed on the barbarian icon that displays the same letter.

A barbarian respawns only if its matching space is empty or occupied by a caravan or army (the caravan or army is returned to the player's card); otherwise, the barbarian remains off the map, awaiting the next opportunity to respawn.

3. Choose a Focus Card

The player chooses one of the six cards in his or her focus row and offsets it to indicate that it was the chosen card.

4. Resolve the Focus Card

The player resolves the chosen card's effect.

Players may spend any number of trade tokens on the chosen card to enhance the effects of the card.

Culture: Place control tokens to expand your territory, allowing you to acquire resources from the map and mature your cities.

Science: Advance your tech dial, allowing you to replace the cards in your focus row with better versions that have special effects.

Economy: Move caravans to city-states and rival cities to gain trade tokens and diplomacy cards. Trade tokens increase a focus card's effect.

Industry: Build world wonders to gain powerful, unique effects. Build cities to expand your reach into new areas of the map and increase the number of world wonders you can have.

Military: Move your armies to attack a barbarian, city-state or rival piece.

Growth: Build districts that trigger effects during district events. Reinforce control tokens to provide defense bonuses to their spaces and adjacent spaces.

5. Reset the Focus Row

The player picks up the chosen card, shifts all cards in lower slots to the right by one slot, and then places the chosen card in the leftmost focus row slot.

After the player resets the focus row, the turn ends and the next player in clockwise order takes the next turn.

Players continue to take turns in clockwise order until the game ends.

Key Concepts

Players must familiarize themselves with these terms to understand how to resolve focus cards.

Spaces and Terrain

Each hex on a map tile is a space. Spaces on the map have a terrain represented by art. The five basic types of terrain each correspond to a slot on the focus bar: grassland (1), hills (2), forest (3), desert (4), and mountains (5). A terrain's slot number is its difficulty.

Terrain affects many aspects of the game. In general, terrain that corresponds to a higher slot is more difficult to expand into and more difficult to conquer.

The sixth terrain type, water, does not appear on the focus bar. Water has a difficulty of one, but players generally cannot interact with water unless a card specifically allows them to do so.

| Grassland (1) | Hills (2) | Forest (3) | Desert (4) | Mountain (5) | Water (1) |

Friendly and Rival

Many cards refer to spaces or game pieces as friendly or rival. All of the control tokens and plastic figures of a player's color are friendly to that player. All of the control tokens and plastic figures of other colors are rival to that player. Similarly, the spaces that contain a player's cities or control tokens are friendly to that player, and spaces that contain cities and control tokens of other colors are rival to that player.

Caravans and Armies do not cause a space to be friendly or rival.

Control Tokens

Control tokens expand your territory, allowing you to acquire resources from the map and mature your cities. When reinforced, control tokens are powerful defensive tools that are useful for protecting valuable territory and cities that house world wonders.

Unreinforced Side   Reinforced Side

Trade Tokens

Trade tokens enhance the effects of focus cards. Players gain trade tokens by sending caravans to city-states and rival cities and through the commercial hub district.

When a player resolves a focus card, he or she may spend any number of trade tokens on that card. Each trade token spent produces the effect indicated on the bottom of that focus card:

Culture: One additional control token may be placed.

Science: The tech dial advances one extra space.

Economy: Each caravan may move one additional space.

Industry: If building a wonder, the player's production increases by one.

Military: If attacking or defending, the player's combat value increases by one during that attack.

Growth: One additional control token may be reinforced.

When a trade token is spent, it is returned to the supply.

A focus card cannot have more than three trade tokens on it. Trade tokens in excess of three are immediately returned to the supply. City-state tokens do not count against this limit (see 'City-States').

Science Focus Cards

The science focus card advances a player's tech dial, allowing the player to discover new technologies. The card's focus row slot determines how much the dial advances.

To advance a tech dial, the player rotates the dial's pointer clockwise a number of spaces (dots and numbers) equal to the number of the science card's focus row slot.

Each focus card has a tech level, and some spaces on the tech dial are paired with a tech level.

When the dial's pointer advances to (or passes) a tech level space, the player may gain a new focus card. He or she can choose any card from his or her focus card deck whose tech level exactly matches the tech level reached on the dial. The chosen card replaces the card of the same type in his or her focus row; the replaced card is returned to the deck.

The blue player's tech dial advances to a level-IV space. He chooses to gain "Flight," so he must replace the military card in his focus row, which is "Iron Working."

If a player reaches more than one tech level space on the tech dial during a single turn, he or she gains both spaces' effect.

If a player's tech dial would rotate past space 24, the next space is space 15. The pointer proceeds toward space 24 again, and more level-IV focus cards can be gained.

If all players agree, the players can continue the game while a player is choosing a focus card from his focus deck.

Cities and Mature Cities

Cities are the focal points around which empires are built. They allow players to extend into new areas of the map.

A city is mature when each space adjacent to it either contains a friendly control token or is a water space. Cities on the edge of the map can mature faster because they have fewer adjacent spaces.

Because the orange player's city is on the edge of the map, it only has four adjacent spaces. Those four spaces either contain friendly control tokens or are water, so the city is mature.

Mature cities are fully developed cities that contribute to the well-being of a player's civilization. They act as new starting points for caravans and armies.

Empty Spaces

A space is empty if it does not contain any tokens or plastic figures of any kind.

Focus Cards and the Focus Row

There are six types of focus cards. A focus card's type is indicated by an icon in the upper-left corner.

Focus Card Icon and Type

Each player's focus row contains one card of each type.

The cards in a player's focus row shift to different slots as the player takes turns. A card generally shifts toward the fifth slot until it is used, which is when it moves back to the first slot. From there, it will slowly shift toward the fifth slot again.

The focus bars have an additional "1" slot. Both of the slots numbered "1" are treated as the first slot, and when resetting a focus card, the card must be placed in the leftmost focus row slot.

When resolving a focus card "as if it was in the first slot," that card is resolved as if it was in the leftmost slot. The slots numbered "2," "3," "4," and "5" are still considered the second slot, third slot, fourth slot, and fifth slot, respectively.

During the game, players acquire advanced versions of their starting focus cards, which have a greater impact on the game. An advanced card is resolved using the same rules as the starting card of that type, but it may have an additional effect (e.g., allowing caravans to cross water).

When a player replaces a card in his or her focus row, all trade tokens on that card are moved to the replacement card.

A player can resolve a focus card for no effect.

If the attacker defeats a city or control token (including district), all rival armies and caravans in the space are defeated and returned to their players' focus cards.

If the attacker defeats a city that has a world wonder token, the token remains in the space (under the attacker's new city) and the attacker takes the matching wonder card. If the city was a capital city, the attacker must move the token to one of his or her cities. If the attacker cannot move the token because all of his or her cities already have a world wonder token, the attacker cannot take the wonder's card or token.

After the attack, the attacking army remains in the attacked space unless that space still contains a city-state, unclaimed fort, or rival piece (for example, if the player liberated a city-state or attacked a space containing more than one rival piece). In such cases, the attacking army returns to the last space it occupied before its attack that does not contain a barbarian, city-state, or rival piece. In either case, the army forfeits all remaining spaces of movement.

Military Clarifications

Abilities that remove pieces or replace one player's piece with another player's piece cannot target a space with an army.

If a player unsuccessfully attacks a target, he or she can attack it again during the same turn.

If a player conquers a city or city-state and has no cities remaining to place there, that player places a reinforced control token instead. If that token is on a city-state's space and an attacker defeats it and conquers the city-state, he or she must replace the token with a city if possible.

If a player must place a control token (instead of a city) on a city-state or world wonder token, he or she has still conquered that city-state or gained control of that world wonder.

Compare Combat Values

The player with the higher final combat value wins the attack (the defender wins ties). If the defender wins, the attacking army is defeated and returned to its player's military focus card.

If the attacker wins, he or she resolves an effect based on the target of the attack:

Army or **Caravan**: The defender is defeated and returned to the appropriate card in its player's focus row.

City-State: The attacker conquers the city-state by placing the city-state's token on the card in his or her focus row that shares the same type. Then, the attacker places one of his or her cities in the city-state's space. Both of that city-state's diplomacy cards are placed facedown to the side of the map (see 'City-States').

Barbarian: The attacker removes the barbarian from the map and places one trade token on any card in his or her focus row.

Control Token: The attacker replaces the token with one of his or her unused control tokens on its unreinforced side. If the token is on a natural wonder space, the attacker takes that natural wonder's token from the defending player.

District: The attacker replaces that district with their own unreinforced, non-district control token.

Non-Capital City: The attacker replaces the city with one of his or her unused cities. If the space was a city-state's space, the attacker conquers or liberates it.

Capital City: The attacker takes up to two trade tokens from the defending player's focus cards and places them on his or her own focus cards, distributed as desired.

Uncontrolled Fort: the attacker places one of his or her unused cities on the fort, which functions as a normal city.

Resolving Focus Cards "Farther to the Right"

Some effects allow a player to resolve a focus card as though it is a number of slots farther to the right in that player's focus row. To do this, the player counts from the card's current slot to the right by the number of slots indicated and resolves the card as though it is in that slot (see example below). If a card would be resolved in a slot to the right of the "5" slot, it is resolved as though it is in the "5" slot.

The Monarchy government causes the growth focus card to resolve two slots to the right of its current slot, so it resolves as though it is in the "5" slot instead of the "3" slot.

If multiple effects modify a card's slot, those effects are applied in an order of the player's choice.

For any ability that depends on a focus card being resolved in a specific slot (e.g., "If you resolved this card in the fifth slot"), the card is treated as though it is in the farther-right slot.

If a card is resolved in a named slot (e.g. "Resolve that card as though it is in the first slot"), abilities that cause that card to resolve farther to the right will modify that named slot. Any ability that causes a focus card to resolve "as though it is in the first slot" refers to the leftmost slot in the focus row.

Unique Focus Cards

There is one unique focus card for each leader, which follows the same rules as all other focus cards.

Players who have a tech level I unique focus card replace the tech level I card of the same type in their starting focus row. Each player with a tech level II or higher unique focus card can choose to gain their card any time they have an opportunity to gain a focus card of that card's tech level.

⚙ Industry Focus Cards

The industry focus card allows a player to build either a new city or a world wonder. If building a city, the card's focus row slot determines which types of terrain the player can consider. If building a world wonder, the focus row slot contributes toward the cost of that wonder.

Building Cities

To build a new city, the player takes one of his or her unused cities and places it on an empty space within the number of spaces indicated on the industry focus card, counting from any friendly space.

The player must obey the following rules:

- The player cannot build on a space that contains any component other than a caravan, a friendly army or a friendly control token. If built on an army or caravan, the components share the space; if built on a friendly control token, the token is removed from the map and returned to its player.
- The player cannot build adjacent to a city-state, city or fort.
- The player cannot build on or count through a water space or any space whose terrain corresponds to a higher focus row slot than the industry card's slot.
- The player cannot count through a rival space or a barbarian token.

If the red player resolves her "Pottery" industry card in the second slot (hills or lower), she can build only in the indicated spaces.

Defender rolls

The defender rolls one die (if the defender is a barbarian, city-state or uncontrolled fort, the player to the right of the attacker rolls for the defender) and adds bonuses corresponding to the defender's type:

Uncontrolled fort: The bonus is 6.

City-State: The bonus is 8.

Barbarian: The bonus is the difficulty of the defending space's terrain.

Rival Piece: The bonus is the sum of each of the following that apply:

- **Army** or **Caravan**: The bonus is the difficulty of the terrain that figure is in.
- **Control Token**: The bonus is the difficulty of the defending space's terrain. The bonus also increases by +1 for each friendly reinforced control token adjacent to the defender, and increases by +1 if the defender itself is a reinforced control token.
- **City**: The bonus is the same as for a control token, but the space's terrain difficulty is doubled (e.g., mountain terrain adds a bonus of 10 instead of 5).
- **All**: If there is at least one army friendly to the defender (other than the defender itself) in the space, the defender adds +2 to its combat value.
- **All**: Bonuses on the defender's cards and leader sheet.

Spend Trade Tokens

After determining combat values, the attacker can spend trade tokens from his or her military card. Then, the defender can spend trade tokens from his or her own military card.

When a player spends a trade token during combat, that player may choose to increase his or her combat value by +1, or to reroll their die.

- A player can decide whether or not to spend more trade tokens after seeing the result of a roll or reroll.
- The attacker must spend all the trade tokens they wish to spend during an attack before the defender spends any of their trade tokens.

🛡 Military Focus Cards

Players use the military focus cards to move their armies around the map. To move an army, the player moves the figure one space at a time up to the distance indicated on the card. An army on a military card can move out of its player's capital city or mature cities as though it was already in that city's space.

Each player controls the number of armies indicated on their current military focus card. When a player gains a military card with more armies on it than their previous card, that player places the additional army on the new military card. A player who controls more than one army must fully resolve the movement of one of their armies (including its attack, if any) before moving another army.

Players perform attacks to defeat barbarians, conquer city-states, and capture rival territory. The defender (the target of the attack) must be a barbarian token, rival or uncontrolled city-state, rival or uncontrolled fort, rival army, rival caravan, rival city, or rival control token.

When an army enters a space with one of those pieces, that army must end its movement, forfeiting any remaining spaces of movement, and perform an attack.

Combat

The attacker and defender each roll one die and add attack bonuses to determine their combat values. The player with the higher final combat value wins the attack (the defender wins ties).

Choose Target

If an army is attacking a space with multiple pieces, the player controlling the attacking army chooses one of those pieces to be the target of the attack. If an army attacks a space with a barbarian, the barbarian must be the target.

Attacker rolls

The attacker rolls one die and adds bonuses from the following sources:

- The number of the military card's slot.
- Attack bonuses on his or her cards and leader sheet.

Building World Wonders

World wonders provide powerful, unique effects to the players that control them. There are four types of world wonders: cultural, economic, scientific, and militaristic. A wonder's type is indicated on its card and token by both an icon and a color. Wonder type determines which deck a wonder belongs to.

A wonder's cost is the number printed in the lower-left corner of the wonder card. Resources that a player can spend toward that cost are displayed in the lower-right corner.

To build a wonder, the player chooses one of the faceup wonder cards on top of a wonder deck and pays its cost in production, which is the sum of:

- The number of the industry card's focus row slot.
- Two production for each eligible resource the player spends.
- One production for each trade token the player spends from the industry card.
- One production for a trade token on the wonder card.

If the player's production equals or exceeds the wonder's cost, the wonder is built. The player places the wonder card next to his or her leader sheet and places the matching wonder token under a friendly city that does not already have a wonder token. Then, the player reveals the next wonder of that type by flipping the top card of that wonder deck faceup.

A player cannot build a wonder if all of his or her cities already have a wonder token.

A player controls a world wonder while its token is under a friendly city (or in rare cases, under a friendly control token). Another player can attack a rival space that has a world wonder token to take control of the wonder.

If a barbarian destroys a city that has a world wonder, the world wonder token remains in that space and a player can gain control of it by placing a city or control token on it.

Culture Focus Cards

Culture focus cards allow players to place control tokens, which expands territory and claims resources. The card's focus row slot determines which types of terrain the player can place control tokens on.

To place a control token, the player takes one of his or her unused control tokens and places it on a space adjacent to a friendly city. If that space contains a resource or natural wonder token, he or she places that resource or natural wonder token next to his or her leader sheet.

The player must obey the following rules:

- The player cannot place the token on a water space or on any space whose terrain corresponds to a higher focus row slot than the culture card's slot. All natural wonders are treated as having a terrain difficulty of five.
- The space cannot contain a barbarian token, rival army, city, city-state, fort, or control token.
- The token must be placed on its unreinforced side (the side that does not have a white circle around the icon).
- When placing control tokens, the player can split the tokens he or she places among multiple cities.
- If a player must place a control token but has none remaining, he or she may remove a friendly control token from the map first.

Unreinforced Side of Control Token
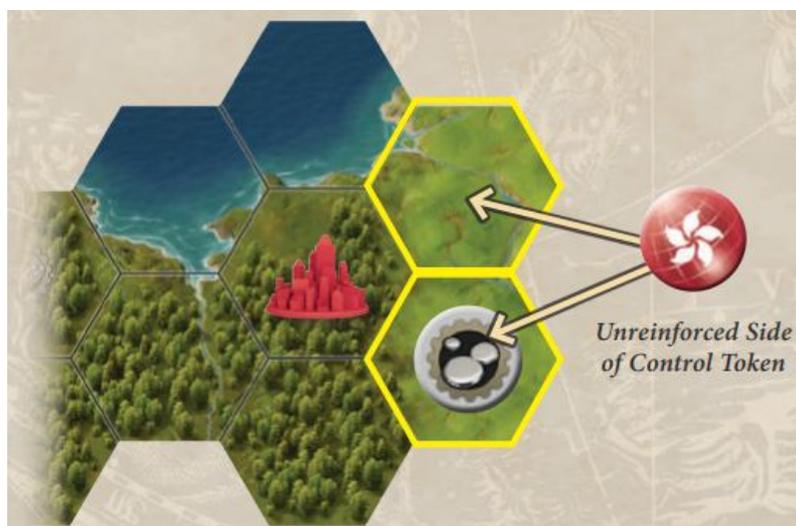
Trade

When a player moves a caravan to a city-state or rival city, he or she resolves the following steps according to the destination:

1. The player returns the caravan to his or her economy card.

   After a caravan returns to its economy card, it cannot move again that turn.

2. The player gains two trade tokens from the supply.

   a. City-State: The trade tokens are placed on the card in his or her focus row that shares that city-state's type.

   b. Rival City: The trade tokens are placed on cards in his or her focus row, distributed as desired.

3. The player may take one diplomacy card.

   a. Unconquered City-State: If a copy of that city-state's diplomacy card is next to the map, he or she places that card next to his or her leader sheet. The player cannot take that card if he or she already has a copy of it. (When a caravan moves to the space of a conquered city-state, it resolves the effect of moving to a rival city.)

   b. Rival City: The player chooses one of that rival player's available diplomacy cards and places it next to his or her leader sheet. If the player already has one of the rival player's diplomacy cards, he or she must return it before taking another card from the rival player.

Economy Focus Cards

Economy focus cards allow a player to interact with city-states and rival cities by moving caravans. The card's focus row slot determines which terrain types the caravans can move into.

Each player starts the game with one caravan on his or her economy card. During the game, a player may gain better economy cards that increase the number of caravans he or she can use. When this occurs, he or she places the unlocked caravans on his or her economy card.
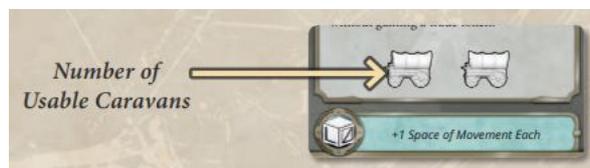
To move a caravan, the player moves the figure one space at a time up to the distance indicated on the card. A caravan on an economy card can move out of its player's capital city or mature cities as though it was already in that city's space. If a caravan does not reach a city-state or rival city in a single turn, it remains on the board and can be moved again the next time the player resolves the economy card.

The player must obey the following rules:

- The player cannot place or move a caravan onto a water space or any space whose terrain corresponds to a higher focus row slot than the economy card's slot.
- The space cannot contain a barbarian token.
- The player cannot move more than one caravan to the same city or city-state during the same turn.
- Caravans can move into and through spaces occupied by armies, caravans and control tokens, both friendly and rival, and unoccupied forts.
- Caravans can move through city-states and rival cities, but they cannot stop and remain in those spaces.

Growth Focus Cards

Growth cards allow players to build districts. Growth cards also allow players to reinforce control tokens.

To reinforce control tokens, the player chooses a number of his or her control tokens up to the number of the growth card's slot. The player flips each of the chosen tokens to its reinforced side.

Unreinforced Side   *Reinforced Side*

When a player is resolving their growth card, that player can spend trade tokens from that card to reinforce one control token for each trade token spent in this way. This can be done whether or not the card's effect was used to reinforce control tokens.

Reinforced Control Tokens

Reinforced control tokens are powerful defensive tools that are useful for protecting valuable territory and cities that house world wonders.

Reinforced control tokens offer some protection against barbarians. When a barbarian moves into a space that contains a reinforced control token, the barbarian returns to the space it moved from and the control token is flipped to its unreinforced side.

When a player is defending, he or she must determine the combat value of the defending component. A reinforced control token increases its own combat value by one, and it also increases the combat value of each adjacent friendly city and control token by one. These bonuses can stack to increase defense significantly—a city surrounded by several reinforced control tokens is difficult to conquer.

Districts

Districts are a type of control token that represent specialized regions of your civilization. Districts follow all rules for control tokens with the following exceptions:

- Districts are placed using growth focus cards. Abilities that allow a player to place control tokens cannot be used to place districts.
- Districts follow the same placement rules as control tokens, with one exception: when placing a district, a player can replace one of their control tokens with that district. If they do, that district is placed on its unreinforced side, even if it replaced a reinforced control token.
- When a district is defeated during an attack, the attacker replaces the district with their own non-district control token on its unreinforced side.
- Abilities that replace one player's control token with another player's control token can replace districts. If a district is replaced by such an ability, it is replaced with a non-district control token.

Each type of district has its own ability. Players resolve their district abilities when the pointer on the event dial reaches the district icon. Players resolve their districts in clockwise order, starting with the first player. Each player resolves the abilities on their districts in the order of their choice.

Many districts allow a player to do something within a certain number of spaces of that district. While resolving such a district ability, players count through all spaces, including rival spaces and water, and ignore terrain difficulty.

The back side of the leader sheets included in Terra Incognita have a reference for these district effects. The complete rules for each effect follow.

⬤ Commercial Hub

To resolve a commercial hub district, choose one of the following:

- Place a trade token from the supply on a card in your focus row for each of your mature cities.
- Place a trade token from the supply on your economy focus card for each friendly space with a desert that is in or adjacent to your commercial hub's space.

🛡 Encampment

To resolve an encampment district, resolve either or both of the following:

- Defeat a barbarian or rival army within two spaces of your encampment. If a barbarian is defeated, place one trade token on any card in your focus row as normal.
- Reinforce a friendly control token within two spaces of your encampment's space.

⚗ Campus

To resolve a campus district, place one trade token from the supply on your science focus card for each friendly space with a mountain or natural wonder that is in or adjacent to your campus' space.

⬤ Industrial Zone

To resolve an industrial zone district, choose one of the following:

- Place a trade token from the supply on your industry focus card for each friendly space with a forest that is in or adjacent to your industrial zone's space.
- Discard three trade tokens from your industry focus card to build a city on a legal space within two spaces of a friendly space.

🎼 Theatre Square

To resolve a theater square district, choose one of the following:

- Place one control token in a space within two spaces of your theater square's space.
- Place one control token in a space within two spaces of a friendly city that has a wonder.