

# THE FAST PLAY RULES

## GAME OVERVIEW

The object of *Sid Meier's Civilization: The Boardgame* is to have the most impressive civilization when the game ends. During your game turn, you get the opportunity to move your game pieces, fight battles, discover new technologies, and build new military units, settlers, and settlements. By skillfully blending economic development, military might and diplomacy, you can create the greatest civilization and win the game!

### The Eras:

The game is divided into four eras:

- Ancient
- Medieval
- Gunpowder
- Modern

The game begins in the ancient era. An era ends when a player, who has already purchased two technologies of the current era, purchases another technology. The newly purchased technology becomes the first technology purchase of the next era, which begins immediately.

When the era changes, all units that are 2 eras behind the current era are removed from the board at the end of that turn. Settlers are always considered to be current era, regardless of when they were produced.

*Example:* When the Gunpowder era begins, all Ancient era units (land and naval) are removed from the board at the end of that turn.

### Technologies:

In the Fast Play rules, all the technology cards from the same era are “generic” and are treated the same. Ignore the descriptions of each technology on the cards. Technologies help your military units of that same era fight better, increase your civilization’s income each turn, and score victory points at the end of the game.

- For each technology that you own in an era in excess of your opponent, your military units of that era add +1 to their battle value.
- During each Production/Purchase phase, each technology that you own provides you with +1 gold income.
- Each technology that you own at the end of the game is worth 2 victory points.

### Wonders:

In these rules, all the Wonders of the world cards from the same era are treated the same. Ignore the description of each Wonder on the cards.

To build a Wonder, the player must “set aside” an amount of gold. This gold cannot be spent on anything else this turn. The player then rolls 1 die and adds 3 per era. Compare this total with the chart below:

Ancient Era	Medieval Era	Gunpowder Era	Modern Era
5-9	8-12	11-15	14-18

If the die roll is not a “1” **and** that player has set aside at least as much gold as the total, the player *must* claim a Wonder. The player pays the total in gold to the Bank and obtains a Wonder. If the set-aside gold is too little or the die roll is a “1”, there is no effect. A player may only make 1 attempt per turn to purchase, at any time during their Production /Purchase Phase. Three (3) Wonders are available in each era.

Once an era has ended, no further Wonders may be claimed from that era.

Wonders owned at the beginning of the Production/Purchase phase provide +2 gold income.

Wonders owned at the end of the game are worth 3 Victory Points.

## SET-UP

Put all the small round markers into an opaque bag or cup. Draw from the bag or cup when required. When a Settler “explores” a space, leave the marker drawn on that space to show that it has been explored.

Give each player 4 gold, two villages, two Ancient Infantry, and two Settlers in their chosen color. Determine a “first player” in some random fashion. The first player selects a starting region, followed by the other players in clockwise order. When all players have selected one starting region, the last player selects a second region. Other players follow in counter-clockwise fashion.

Players must place their second settlement such that it is adjacent to their first settlement. Players may not place either of their initial settlements in such a way as to prevent any player (including themselves!) from placing their second settlement adjacent to their original location. “Adjacent” in the initial setup means only by land (do not use sea spaces to determine adjacency).

Note: These rules effectively prohibit placing either of your starting settlements on a 1-space island.

Place one Settler, one Village, and one Ancient Infantry unit on each initial space chosen. Do not draw any markers for starting locations selected by the players. It is assumed that all starting locations are identical and contain no special resources or terrain.

Once all players have placed their starting units, re-determine the “first player” again (randomly). You are ready to begin!

## GAME TURN SEQUENCE

A game turn is divided into turn phases. During each phase, all players, beginning with the starting player and continuing clockwise, may perform the actions for that phase. When all phases have been completed, the turn ends. The player to the left of the starting player becomes the new starting player, and the turn sequence is repeated. Use some sort of marker or object to denote the starting player.

### Turn Phases:

There are three phases in each game turn:

1. Production and Purchase phase (skip on first turn)
2. Movement and Battles phase
3. Placing New Settlements phase

## Movement and Battles Phase

### Military Units

The military units are either armies or vehicles. There are specific armies and vehicles for each era. Armies are divided into infantry, cavalry, or artillery. Vehicles are also divided between fleets and aircraft. Please see the table in the Standard Rules, p.10 for pictures and classifications.

### Movement

During the movement and battles phase, a player may move none, some, or all of their military units and settlers. Each unit may move up to its movement point allowance, which is 1 for all units *except* Cavalry and Settlers, which may move 2 spaces. (And see Aircraft Movement below.)

Battles will always result when you move into a space containing another player’s units. At the end of your Movement/Battles phase, only one player’s units may remain in the space.

Armies and settlers move across water at no additional cost, using (only) their own fleets as “stepping stones”. All land unit movement (including transport by water) must be completed prior to fleet movement. Each fleet unit may “transport” up to 3 land units (that may move across a given fleet), and no land unit may remain “at sea”. Naval units may move after transporting units. Land units may attack via sea movement.

Note: The world “wraps” around the left and right edges. Please see the Standard Rules, p. 11 for further details.

### Movement Bonuses (symbolizing Roads and Railroads)

*General Rule:* If a unit begins its turn on a settlement space you own and moves directly to an adjacent settlement space you own, that movement does not count against that unit’s movement allowance.

*Ancient & Medieval Eras:*

The Bonus may only be used once per turn per unit.

*Gunpowder & Modern Eras:*

The Bonus may be used continuously by each unit until the unit moves into a non-settlement or non-owned space.

## Aircraft Movement

Aircraft may move either “strategically” or “tactically”. A “strategic” move allows an aircraft to move anywhere on the board provided that it is placed in a land space already occupied by that player and not occupied by another player. A “tactical” move allows an aircraft to move only 1 space, but it may attack the space it moves to. Tactical movement by sea and rail are allowed, just as if the aircraft was an infantry unit.

## Exploration

When a Settler moves into a space that has not been “explored” (any space not selected by the players at the start of the game), the Settler may end its move and immediately draw a token for that space. The token is shown to all players, and any actions required by the token occur immediately. Leave the token in the space to show that it has been explored.

## BATTLES

When you have completed all your movement, you fight any battles which result from your moves. Battles will occur wherever a player moves a military unit into a space occupied by another player. Settlers do not fight in battles; if alone in a space with military units of another player, the Settler is captured and immediately replaced with a Settler of that player’s color, if available.

## How to resolve battles

Military units from the **ancient era** are worth **one** battle value each.  
Military units from the **medieval era** are worth **two** each.  
Military units from the **gunpowder era** are worth **three** each.  
Military units from the **modern era** are worth **four** each.  
(See Aircraft exception below.)

## MODIFIERS:

There are two modifiers that can change the battle value if they apply:

### *BATTLE SPACE SUPERIORITY*

The attacker’s and/or defender’s battle values may change, based on the units involved, according to whether the battle takes place in any non-settlement space (“open space”) or in a space containing a settlement.

Open Space Battles:

- For each cavalry unit +1 battle value
- For each artillery unit -1 battle value

## Settlement Battles:

- For each *attacking* artillery unit +1 battle value
- For each *defending* infantry unit +1 battle value

Therefore, Cavalry are very useful in “open space” battles, while artillery are of less value in these contests. Artillery units are useful in attacking settlements. Infantry are good “all-around” and particularly in settlement defense.

## *SCIENTIFIC SUPERIORITY:*

Compare the number of *current era* technologies each player owns. The player with the larger number adds 1 to the battle value of EACH *current era* unit for each *extra current era* technology.

## Aircraft:

Aircraft have a base battle value of 5. Aircraft are immediately destroyed if they are ever alone in a space that contains military units of another player. (This includes immediately following a battle!) Aircraft may only be built if the player has at least 1 Modern era technology.

## COMBAT

Determine the TOTAL battle value for each side. Each player then rolls that number of dice. If neither player rolls any 6’s, both roll again. For each “6” rolled, the enemy must remove 1 unit (owner’s choice). Whichever player rolled the most 6’s wins the battle. If the comparison is a “tie”, the defender wins. The loser must “retreat” any surviving units. [Exception: Regardless of the number of 6’s rolled, if a side is completely eliminated in battle, the other side need not retreat.] Defending units may retreat to any unoccupied or self-occupied space adjacent to the combat space, except spaces from which the attacker entered combat. If unable to retreat, all remaining defending units are eliminated. The attacker must retreat to any single space from which attacking units entered this combat space. Retreat via self-occupied sea spaces is allowed.

**Example:** Chris moves 3 cavalry and 1 infantry into a space occupied by Brad with 1 cavalry and 1 infantry. (All units are Ancient.) Chris rolls 7 dice, while Brad rolls 3 dice. Chris rolls 2,3,3,4,5,6,6; Brad rolls 1,1,6. Chris wins the battle (2 v 1). Brad loses both his units, while Chris must also select one of her units to lose.

**Example:** Chris moves 3 cavalry and 1 infantry into a space occupied by Brad with 1 cavalry, 1 infantry and a settlement. (All units are Ancient.) Chris rolls 4 dice, while Brad rolls 3. Chris rolls a 4,4,5,5; Brad rolls 3,6,6. Brad wins the battle (0 v 2). Chris must select two units to lose and then retreat her remaining units.

**Example:** Glenn moves 1 cavalry (Gunpowder Era), 1 cavalry (Medieval Era), and 1 artillery (Medieval Era) to attack Jack's space containing 2 infantry (Medieval Era). Jack has 1 more current era technology than Glenn has. Glenn rolls 8 dice, while Jack rolls 4 dice. Glenn rolls 1,2,2,3,4,4,5,6, while Jack rolls 1,4,4,6. Jack wins the battle (1 v 1, defender wins ties), but both players must select a unit to lose. Then Glenn must retreat his remaining units.

“Hits” in excess of the number of units available to be lost have no effect.

Settlers do not normally retreat. Any Settlers remaining in a space occupied by enemy units (e.g. after a battle) are captured. Replace the Settler(s) with the appropriate color. If no Settlers are available in that color, the Settlers are simply removed.

To capture a settlement, the attacker must have at least 1 military unit remaining in the space after the battle. If only a Settler remains in a space occupied by an enemy settlement but no military units, the Settler must retreat.

### **Placing New Settlements Phase**

This occurs in player order after all players have completed their Movement/Battle phase. The Settler is simply exchanged for the settlement. No additional payment is required.

Settlements may only be placed (exchanged for a Settler) if adjacent to another settlement of that player. “Adjacent” includes using fleets as “stepping stones” at the instant of construction. There is no penalty for settlements becoming disconnected thereafter.

Settlements may only be placed on “explored” spaces.

### **Production/Purchase Phase**

During the Production/Purchase phase, each player receives income and spends that income or saves the gold for the future. Settlements, technology and wonders each produce income. Resources may also provide some gold when initially settled (“exploited”).

During this Phase, players essentially have a choice from the following list for each of their settlements:

- Build a military unit or Settler
- Upgrade the settlement
- Take gold

Gold may be used to assist a settlement in the production of a unit that it could otherwise not afford. Gold may be used to purchase technologies or wonders. Gold may be saved for future use.

Each settlement produces 1 gold per level. (Village = 1, Town = 2, etc.)

Each technology owned prior to the Production/Purchase phase provides its owner with 1 gold (per turn). Each wonder owned prior to this phase provides its owner with 2 gold (per turn).

Resources provide a one-time bonus to the player placing the settlement (“exploiting” the resource):

*Wine, Rare Metal, Gems, Spices:*

Place a Size Two settlement in exchange for the Settler.

*Horses:* take 2 gold;

ALL players may now produce cavalry units in the Ancient, Medieval or Gunpowder eras.

*Iron:* take 2 gold;

ALL players may now produce artillery units in the Gunpowder or Modern eras.

*Oil, Coal:* take 2 gold;

Oil or Coal must be exploited for the game to continue through the Modern era.

Note 1: Artillery (Catapult) units may always be purchased in the Ancient and Medieval eras.

Note 2: Cavalry (Tank) units may always be purchased in the Modern era.

Note 3: Aircraft may only be purchased if the player has (or obtains) at least 1 Modern era technology.

### **Purchasing Units (military units and Settlers)**

All military units cost 1 gold per era each (1 Ancient, 2 Medieval, etc.) Settlers always cost 1 gold, regardless of the era.

Each settlement may only purchase 1 Unit each turn.

A player may purchase units only from the current era.

Settlers are considered to be current-era regardless of when purchased and always cost only 1 gold.

Naval units are placed *in the settlement space* when purchased. These units may move into adjacent sea spaces only, and take no part in land battles. Except for retreat after attacking, naval units may never return to land spaces. If the settlement space in which they were placed is captured while the unit is located there, the unit is destroyed.

### **Upgrading settlements**

You can upgrade any number of settlements on each purchase phase, but you can only upgrade each settlement by one size per turn.

Settlements may only be *upgraded* to the level of the current era.

A Settlement that upgrades cannot also purchase a unit of any kind that turn, nor does the player receive any gold from this settlement.

### **Purchasing technologies and wonders**

Each technology costs three (3) gold, plus two (2) gold per era. (Ancient = 5, Medieval = 7, Gunpowder = 9, Modern = 11.)

Note: A player's purchase of technology that begins a new era costs the *new era's* amount.

*Example:* Fred already has 2 Ancient technologies and decides to purchase another technology. This technology will become Fred's first Medieval era technology and therefore costs Fred 7 gold.

A player may only purchase TWO technologies from each era. When any player has purchased two technologies of the current era, the next technology purchased by that player is their first technology from, and begins, the *next* era. No additional technologies may be purchased by that player on that turn. Other players also may purchase at most one technology from the new era this turn, and only if they have (or obtain)

two technologies from the now-previous era. This is the last turn that technologies from the era ending are available for purchase. ALL players may purchase only units from the *new* era immediately.

*Example:* Angela, Brad, Fred and Silvia are about to make purchases. Angela buys some Ancient units. Brad, who already has 2 Ancient technologies, decides to purchase 2 Ancient Catapults (each costs 1 gold) and then purchases a technology, which becomes the first technology from the Medieval era. Brad cannot purchase any more technology, but he decides to purchase 1 Medieval infantry (2 gold), and upgrades a Village to a Town. Brad may not place any of the three units he purchased in this Town this turn. Fred has a large surplus of gold and purchases his second Ancient technology (5 gold) and his first Medieval technology (7 gold). He cannot purchase any more technologies this turn, but he decides to purchase 1 Medieval Catapult (2 gold). Silvia has no Ancient technologies yet, but decides to purchase one while she can (5 gold). She can also purchase Medieval units and/or upgrade her settlements to Towns.

Wonders are only available during their era. Once an era ends, the new era's Wonders are available and the ending era's Wonders are not.

## **Ending and Winning the Game**

*Sid Meier's Civilization: the Boardgame* ends *immediately* upon the purchase of what would be a player's first post-Modern technology (cost=13). Players should count their Victory points and the player with the most wins.

If neither COAL nor OIL have been exploited when the Modern era begins, the game ends *immediately*.

### **Victory Points:**

1. Each settlement is worth 1 VP per size. (Village = 1, Town =2, etc.)
2. Each technology you own is worth 2 VP.
3. Each wonder you own is worth 3 VP.

## **THIS IS THE END OF THE FAST PLAY RULES.**

## THE GAME MARKERS

The markers discovered by Settlers work as follows:

*Minor Civilization:* The player with the lowest number of settlements receives the Minor Civilization. If this player is not the explorer, remove the Settler. If two or more players have the lowest number of settlements, treat the Minor Civilization as Barbarians, who destroy the Settler (if alone). Place a Cavalry unit of a neutral color (regardless of whether horses have been discovered) of the current era in that space, which never moves.

*Discover a Technology:* You receive a technology of the current era if you do not already have two (2) of them.

*Terrain:* Deserts, Mountains, and Jungles/Forests are all the same: No settlement may be constructed in such spaces!

*Treasure:* Receive 5 gold immediately!

*Fertile:* Place a Size Two settlement (a town) rather than a Size One settlement when you build here.

*Plague:* Remove all units from the space. If the era is Medieval, remove all units from adjacent spaces as well. If the era is Gunpowder or Modern, continue to expand the effects of the plague by 1 adjacent space per era. Any settlements in the affected spaces are reduced 1 size, but never below Village status.

The City cards are not used, as resources provide an immediate one-time reward to the first settlement built in the space.

## COINS

Treat all the bronze coins as 1, all the silver coins as 5, and all the gold coins as 10.

## Things To Note:

The available playing pieces for settlements in your color ARE a limiting factor. If you run out of a settlement of any size, you must wait for one to become available through elimination, either by combat or voluntarily removal (at any time). For example, if you capture a settlement but have no appropriately sized settlements remaining, you must decide whether to simply destroy this settlement or remove one of your other settlements and place it in this new location. Eliminated game pieces are available to be built again.