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Illustrations by Andrew Bosley

THEOCRATIA

NOT FINAL

Introduction

Sometimes, eternity can feel like it's dragging on, so to overcome the boredom, you and your friends decide to make a little wager: you give yourselves a couple of thousand years to meddle in the lives of the folks on a distant planet. Once the time's up, whoever has earned the most love and admiration from these people wins the bet.

Note: For the purposes of these rules, we will abbreviate the words Civilization(s) and hexagon(s) to **Civ(s)** *and* **hex (hexes)***, respectively.*

Content

Civ colors: Magenta 🟥 | Turquoise 🟦 | Violet 🟪 | Pink 🟫 - Civ components:

16 Priests
in 4 colors, 4 per Civ

4 Fortress
in 4 colors, 1 per Civ

8 Pyramids
in 4 colors, 2 per Civ

12 Barracks
in 4 colors, 3 per Civ

12 Factories
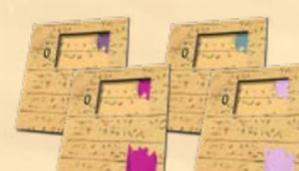in 4 colors, 3 per Civ

20 Houses
in 4 colors, 5 per Civ

40 Warriors
in 4 colors, 10 per Civ

4 Civ Chronicles
in 4 colors, 1 per Civ

Player colors: Red 🟥 | Brown 🟫 | Blue 🟦 | White ⬜ - Player components:

16 Conversion tiles
4 per player
(1 Starting tile + 3 Unlockable)

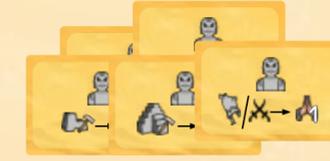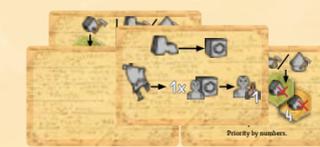**4 Cosmo trackers**
1 per player

4 Malus trackers
1 per player

Cards

40 Power cards
front ... back

5 Round Bonus cards

4 Civ Development cards

1 End Round Bonus card

96 Crystals
15 per player + 20 Neutral (Green)
+ 16 Polluted (Black)

13 Pyramid tokens

2 First Player tokens
Current round ... Next round

12 D6 Dice
in the 4 Civs colors, 3 each

1 Dice bag

8 Plain Monsters

3 Desert Monsters

this Rulebook

1 Game board

1 Temples board

Game Idea

SETTINGS

Theocratia is set on an imaginary island where 4 Civs thrive and develop, explore the lands, build new structures and, more generically, forge their own fate.

Players (2 to 4) take on the roles of highly advanced aliens that manipulate the lives of these four civilizations, who view them as Gods, in a wager to determine which alien/god will be the most worshiped.

The goal of the aliens is to be adored by the most successful Civs more than their rivals, and to do that they try to influence the way Civs develop to their own advantage (i.e. if you are the Blue player, you want the 4 Civs to do their actions on the Blue hexes, showing the lakes).

The alien with the most points at the end of the game wins the bet.

Important: As a player, you do *not have* any specific pieces, apart from your trackers and the 4 Conversion tiles. What's technically yours, are the *hexes in your color* on the Game board, so if the rules refer to a building *of your own*, it means a building *that occupies* one of the hexes in your color.

GAME OVERVIEW

A standard game lasts 5 rounds, and in each round you will **roll 9 dice**, taking them from the bag: each number on the dice represents an **Action** that Civs can perform, as indicated on the Game board.

Then, in turn, you **draft 2 dice (1 at a time)** and assign the corresponding Actions to a Civ of your choice.

At the end of each round, once all players have taken their Actions, the **4 Civs will perform an additional Action**, determined by their current *Development card*.

BOARD SETUP

1. Place the **Game board** on the table.
2. Place the **Temples board** next to it. Place 1 **Priest** of each Civ on their starting space (below the 0) in every Temple track.
3. Put all the **dice** inside the provided **bag** and place it by the Game board.
4. Separate the **Civ components** by their color and place them in 4 distinct *Civ areas*, next to Game board, within everyone's easy reach. Assemble the **Civ Chronicles** (see *Civ Chronicles*, p.18) so that the only visible page is the first one, showing the number 0.
5. Place the **4 Civ Fortresses** on the Game board, in the hexes showing their symbol.
6. Place **2 Barracks** and **2 Factories** on the Game board in the hexes showing their symbols, adjacent to their relative Fortress, to complete the Civs setup.

   Note: It doesn't matter which Civs begin with a Barrack and which Civs begin with a Factory. We suggest you to follow this order just to avoid any unnecessary cognitive load: the Magenta civ on the topmost space, with a Barrack, followed in clockwise order by the Turquoise civ, with a Factory. The Violet civ occupies the next space in clockwise order, and starts with a Barrack. Finally, the Pink civ begins on the last remaining empty space with a Factory.

7. Now:
   - Give the 2 Civs beginning with a Barrack **1 Neutral crystal** each, to be placed in their Civ area, along with **2 Warriors**, to be placed in their *Warriors supply*, taking them from their Civ area.
   - Give the 2 Civs beginning with a Factory **2 Neutral crystals** each and **1 Warrior**, instead.
8. Place **1 Crystal of the corresponding color** on each hex on the Game board, excluding those already occupied by the buildings placed so far, the desert hexes and the Volcano in the middle. Place them as it follows:
   Red on the lava fields, **Brown** on the rocky areas, **Blue** on the lakes, **White** on the cloudy mountains, and **Green** on the plains hexes.
   Place the remaining Crystals in a shared reserve, by the Game board.
9. Place **4 Black (Polluted)** crystals on each Round Spot on the Temples mat.
10. Place the **Plain Monsters** and the **Desert Monsters** on the hexes showing their symbols.
11. Place the **Cosmo trackers** on the space 0 of their corresponding Temple track.
12. Place the **Malus trackers** on the space 0 of their corresponding Malus track.
13. Shuffle the **4 Civ Development cards** and place 1 next to each Civ area.
14. Shuffle the **5 Round Bonus cards** and place 1 face-up on each Round space in the Temples board, randomly.
15. Shuffle the **40 Power cards** to form a face-down *Power deck*. Deal each player 1 to keep secret from other players and finally place the Power deck by the Game board, within easy reach, leaving some space next to it to create a discard pile.

    Note: if at any point during the game you need to draw a Power card and the Power deck is empty, shuffle the discard pile to create a new Power deck where to draw from.

16. Place the **End Round Bonus card** the and the **Next round First player token** by the 1st Player Action, on the appropriate spaces.

Important: The tracks on the Temples board will serve both as Cosmo and Worship track. Whenever you earn or spend 1 (or more) Cosmo, move the Cosmo tracker up or down accordingly on your Temple track. Whenever you earn 1 Worship from a Civ, move the corresponding Priest on your Temple track 1 space up.

PLAYERS SETUP

17. Have each player choose 1 color among the 4 available and sit down at the table in the same order (Red, Brown, Blue, White). Give each player their own **Starting Conversion Tile** to keep, and place all the other ones by the Temple tracks marked spaces, one tile per player each.
18. The last person to have been a god is the first player (or you can just chose randomly), and they take the **Current round First Player token**. Then, beginning with the first player and following the colors order:
    · The 1st player moves their Cosmo tracker on the space 2 of their own Temple track.
    · The 2nd and 3rd player move their Cosmo tracker on space 3
    · The 4th player starts with 4 Cosmo.
19. Starting from the last player and going backwards, each player chooses one of the Civs (not already picked by someone else) and places **1 House** on the hex in their own color adjacent to that Civ Fortress.
20. Collect the Crystal that was in the hex you just built on and place it in the chosen Civ area. Other players do the same.
21. *Only in your first games*. Move the Priest of the chosen Civ from the starting space to the space 0 on your Temple track. Other players do the same.

    Now the game can begin!

In this setup example, Blue is the first player (18): they begin the game with 2 Cosmo, White and Red begin the game with 3, while Brown begins with 4. At (19), Brown chooses the Magenta Civ, Red picks the Violet one, White picks the Pink Civ, and finally Blue goes with Turquoise, the only remaining Civ. Each player places 1 House of their chosen Civ on their own hex adjacent to that Civ's Fortress, also taking the Crystal that was there, and placing it in the same Civ area, as shown on (20).
Finally, they move the Priest of the chosen Civ on their own Temple track 1 step forward (21): those people began to worship those who favored them.

Scoring track (see End of the Game, p.19)
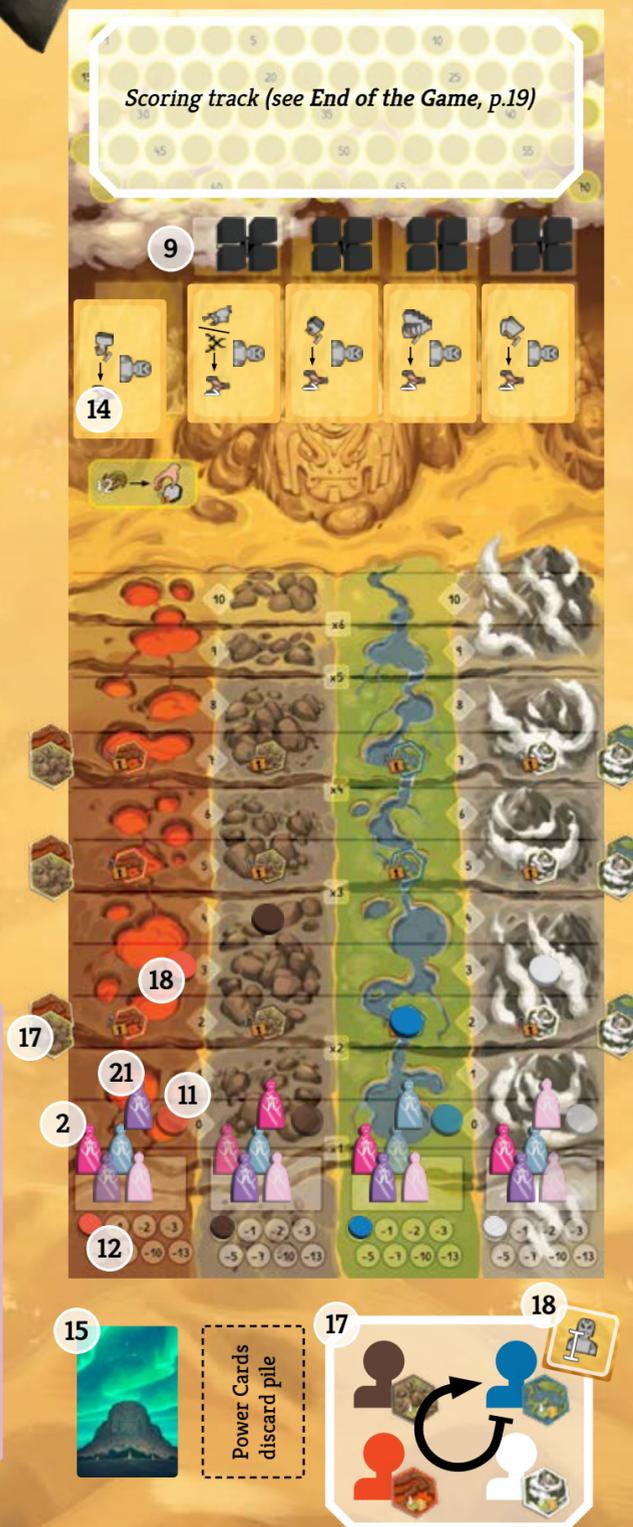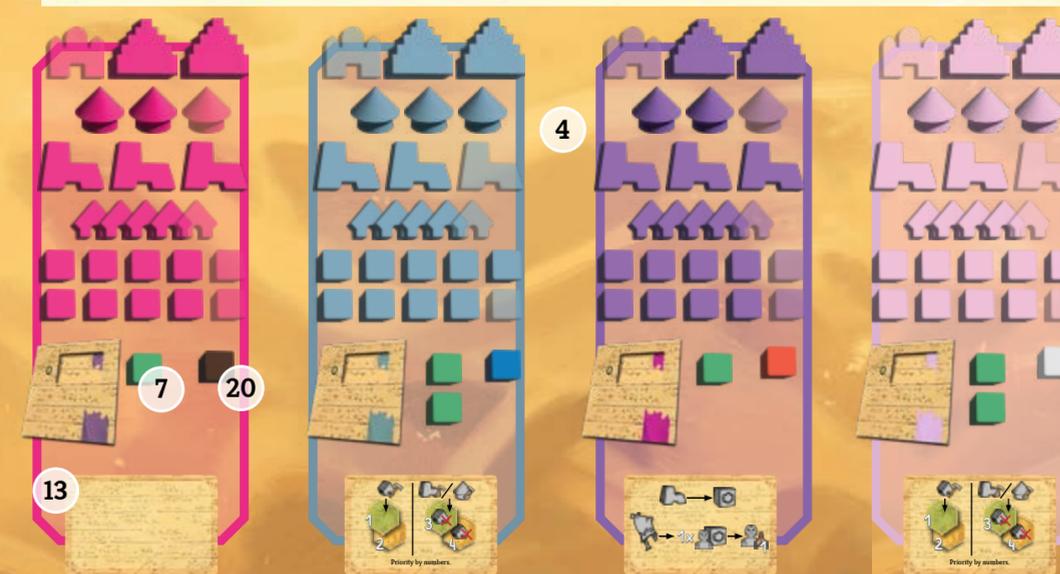
Playing areas on the board:

Actions table

Civ selection and Warriors supply area

Civ Action rows (1 per Civ)

Warriors supplies (1 supply of 5 Warriors per Civ)

Power Cards discard pile

Priority by numbers

Gameplay

The game plays in **5 rounds** (**4**, if there are only **two players**).
In each round there are **2 turns** (**3**, if there are only **two players**) and **1 Civ Development Phase**.

ROUND SETUP

- At the beginning of each round, place back the **End Round Bonus card** and the **Next round First player token** on the Game board (in the first round, this is *step 16 of the Setup*).
- Take the **4 Black crystals** on the current round space and place 1 of them on each Civ area (*skip this step in the first round*).
- Then, according to the number of players:

4 Players:
- Take **9 dice** from the bag and roll them.
- Place the dice on the corresponding spots in the Actions table, according to their value. If there are more than 3 dice showing the same number, turn the excess dice to the next number from 1 to 6. If there are more choices, move the dice with repeated colors first.
  To ease this process, roll the dice in small groups.

3 Players
- Take **7 dice** from the bag and roll them.
- Place the dice on the corresponding spots in the Actions table, according to their value. If there are more than 3 dice showing the same number, turn the excess dice to the next number from 1 to 6. If there are more choices, move the dice with repeated colors first.
  To ease this process, roll the dice in small groups.
- Take **1 die** from the bag and roll it. Place it on its corresponding Civ Action row, on the leftmost space.
- Regardless of the number, on the turns **I, III** and **V**, this Civ will immediately **Expand**, following the *Expansion Development Card* rules (p.17).
- Take **1 more die** from the bag (draw until it is in a different color from the previous one) and place it on its corresponding Civ Action row, on the leftmost space.
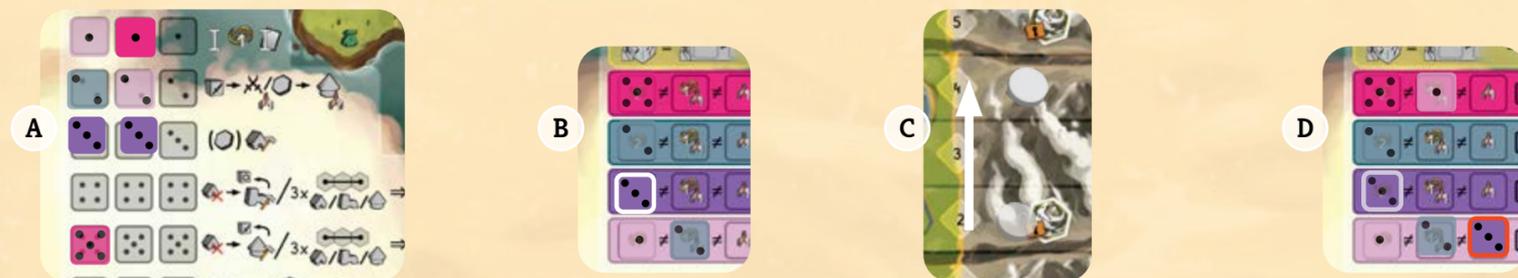
2 Players
- Take **7 dice** from the bag and roll them.
- Place the dice on the corresponding spots in the Actions table, according to their value. If there are more than 3 dice showing the same number, turn the excess dice to the next number from 1 to 6. If there are more choices, move the dice with repeated colors first.
  To ease this process, roll the dice in small groups.
- Take **1 die** from the bag and roll it. Place it on its corresponding Civ Action row, on the leftmost space.
- Regardless of the number, this Civ will immediately **Expand**, following the *Expansion Development Card* rules (p.17).
- Take **1 more die** from the bag (draw until it is in a different color from the previous one) and place it on its corresponding Civ Action row, on the leftmost space.

- Draw **1 extra die** from the bag and place it on the **End Round Bonus card** to specify which Civ will it affect. You don't need to roll this die, only the color matters.

Changing exceeding dice

In this 3 players example, out of the seven rolled dice, four show the 6 value.
Since there are only three spaces per Action, one has to be turned into a 1, and because there are two Magenta dice, it is one of those two that is changed.

TURN SEQUENCE

Starting from the first player and proceeding in clockwise order, everyone resolves the following sequence:
- Draft any of the available die from the Actions table and assign it to any Civ, placing it on the leftmost free spot on the chosen Civ Action row.
- If you match the color of the chosen die with the Civ (by placing the die on the row having the same color), *immediately* gain the bonus you just covered**:
  - ◆ **2 Cosmo**, for the leftmost space (🌀);
  - ◆ **1 Cosmo and 1 Worship**, for the space in the middle (🌀);
  - ◆ **1 Worship** for the rightmost space (🛐).
  Move the Cosmo tracker and/or the corresponding Civ Priest accordingly on your Temple track.
- Use the chosen Civ to take the Action corresponding to the dice you drafted.

Once everyone has taken their turn, repeat this sequence a second time (3 times, in a 2-players game).
Now, carry on with the Civ Development Phase.

Turn sequence example

In a 3-players game, White and Red are the last two players of the round. There are two Violet 3 and one Magenta 1 dice remaining in the Actions table.
White takes one of the Violet dice (**A**).
With that die, they activate the Violet civ (**B**), earning 2 Cosmo for matching the die with its Civ. They gain 2 Cosmo (**C**), moving their Cosmo tracker accordingly, and resolve the Expand action for the Violet civ, finally ending their turn.
Red is the next player, and they take the other Violet 3.
Unfortunately for them, the Violet civ was just activated with the other 3 die, so Red can't use this last remaining one to earn some extra bonuses.
Even though they may choose to discard a Power Card to ignore this restriction, they prefer not to, and activate the Pink civ instead (**D**).

CIV DEVELOPMENT PHASE

After everyone has completed their 2nd turn, the player that has the **End Round Bonus Card** resolves its effect (see *End Round Bonus Card*, p.17), and then, starting from the leftmost Civ (usually Magenta), apply the effect of the assigned **Civ Development card** (see *Civ Development Cards*, p. 17), giving the Worship points to the eligible players.
Finally, slide each Civ Development card from right to left, moving the leftmost card to the rightmost Civ.

Slide Civ Development Cards

In this example: before the end of a round (**A**), as they slide, after they have been resolved (**B**), and once moved (**C**).

ACTIONS

Each die number corresponds to an Action that a Civ can perform. You can spend 2 Cosmo to change the face of a die. Each 2 Cosmo you spend, change the die +/- 1.
You are phisically changing its face, so the "same number restriction" will apply, eventually.
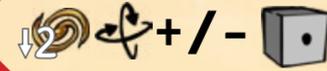
**Important:** You can't change a 6 die, nor *into* a 6.

1. FIRST PLAYER ACTION

When you choose a 1, place the die on the space of a Civ row as usual. However, this will not affect the Civ itself in any way, except for any bonus you may benefit from if the die and civ colors match.
Then, take the **Next round First player token** from the Game board or from the player having it.
If no one else has already taken the **End Round Bonus card**, you may pick it (along with the die on it), draw the **top Power card** from the Power deck otherwise.
Earn 1 Cosmo, moving your Cosmo tracker accordingly.

Important: The Next round First player token will always be taken over by the last player of the round who picked a 1.
Whoever has it at the end of the round, also takes the Current round First Player token, and will be the 1st player for the next round.

First Player Action example

Red picks a Pink 1 die, and places it on the Pink civ row (A), earning 1 Cosmo and 1 Worship from the Pink civ, and moving their Cosmo tracker and Pink priest accordingly (B).
They take the Next round First Player token from Blue, who used the same action on their turn, and draw a Power card (Blue also decided to take the End Round Bonus card along with its die, previously) (C).
Red concludes their turn by earning 1 Cosmo more, thanks to the Action itself (D).
Since Red played last for this round and no one can take the Next round First Player token from them, at the beginning of the next round they will also take the Current round First Player token, and go first in choosing the die and civ to activate (E).
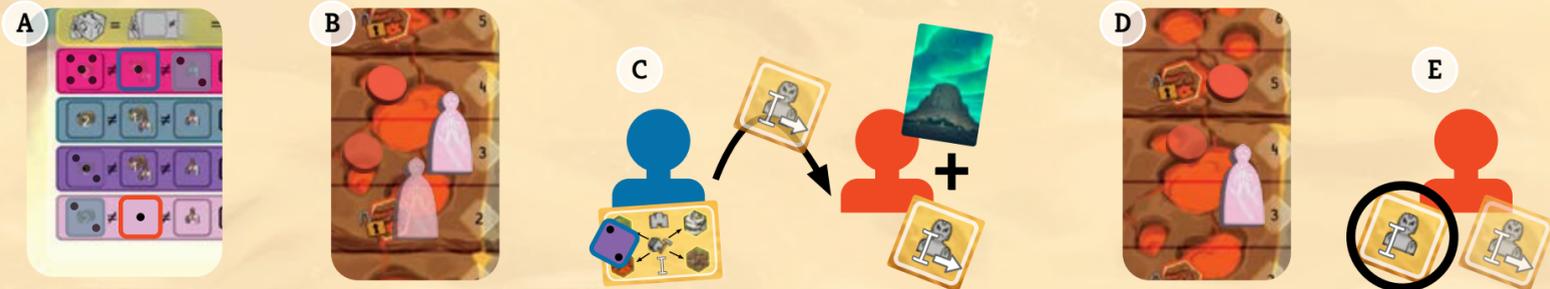
2. WAR/CONVERT

To make a **War**, spend the required amount of **Warriors** ( ) from the chosen Civ **Warriors supply** and attack **1 target** on the Game board. The amount of Warriors to spend depends on the target.
Spend:
- 1 Warrior to attack a **Monster**
- 2 Warriors to attack a **House**
- 3 Warriors to attack an upgraded building (**Factory** or **Barrack**)
Remove the target from the Game board (returning it to its Civ area if it's a building).

Warriors to spend to attack (or convert)

1 x
2 x
3 x

Important:
- You can never attack a **Fortress** or a **Pyramid**.
- If there are not enough Warriors in the Civ supply, that Civ can not attack.
- A Civ can not attack (or Convert) its own buildings.
- You can not attack a building of your own (on an hex in your color), regardless of the Civ it belongs to.

To conclude your attack, move the Warriors you just used from the Civ supply and place them on their **Civ Chronicles** (see p. 18), filling any remaining empty spaces on the current page. When you entirely fill the spaces on a page, turn it to reveal the next page and remove everything (returning the Warriors to the Civ area and the Crystal to the shared reserve). If you still have Warriors to place, place them on the new page's spaces.
If you attacked and removed a **Monster**, **draw 1 Power card**.
Finally, earn **1 Worship** from the chosen Civ Priest. Each player who owns a Barrack in the same Civ will also earn **1 Worship** from it.
If in the **Round Bonus card War/Holiday** is active, earn **1 additional Worship** from the Civ.

If you have a **Conversion tile** (see *Conversion tiles*, p. 18), you can **Convert** a building instead of destroying it.
All the rules of *War* attacking apply, but instead of removing a building, you put your Conversion tile under it.

**Important:** You can not Convert Monsters, nor the **Vulcano** in the middle of the Game board.

COMPENSATION *(happens also when building a Pyramid, p.13)*
- If the targeted building belongs to another player, that player earns **1 Worship** from the attacked Civ.
- If the targeted building is an upgraded building (**Barrack** or **Factory**), the attacked player also draws a **Power card**.
- If the targeted building is Converted (and not destroyed), the attacked player *also* get their highest level **Conversion tile**, unlocking it and claiming it for free (see *Conversion tiles*, p.18).

Important: if you attack or Convert a neutral building (i.e. on Yellow or Green hexes), no Compensation happens.

Attacking a building & Compensation

Red uses a Violet 2 die to make War using the Turquoise civ (A). They want to attack one of the three Magenta buildings, but since Turquoise has 2 Warriors in the supply, the only valid targets are the two Houses. Red decides to destroy the one belonging to Brown.
Red goes ahead and attacks it, returning the House to Magenta's Civ area (B).
Then, Red moves the Warriors they just spent to the Turquoise Civ Chronicles, filling 2 empty spaces (C).
Finally, they earn 1 Worship from the Turquoise Civ. White also earn 1 Worship from the Turquoise civ, because they own a Barrack of that Civ (D).
Since the House belonged to another player, Compensation happens and Brown earns 1 Worship from the Magenta civ (E).
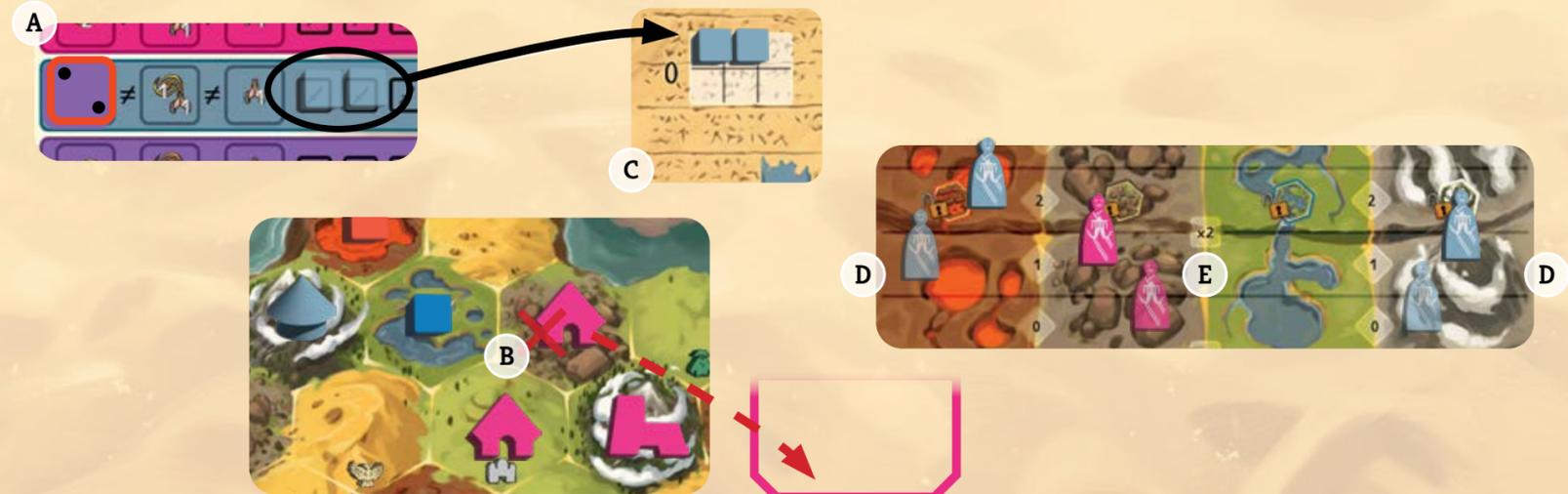
Converting

Let's assume Red wanted to Convert the other Magenta House instead:
Red uses a Violet 2 die to Convert using the Turquoise civ (A). Just as if they were attacking, there must be at least 2 Warriors in Turquoise civ's supply. There are, so Red places their Starting Conversion tiles under the building, covering the hex on the game board (B).
Then, Red moves the Warriors they just spent to the Turquoise Civ Chronicles, filling 2 empty spaces (C).
Finally, Red earns 1 Worship from Turquoise, and so does White, because they own a Turquoise Barrack (D).
No Compensation happens, as the Converted House was on a neutral hex.
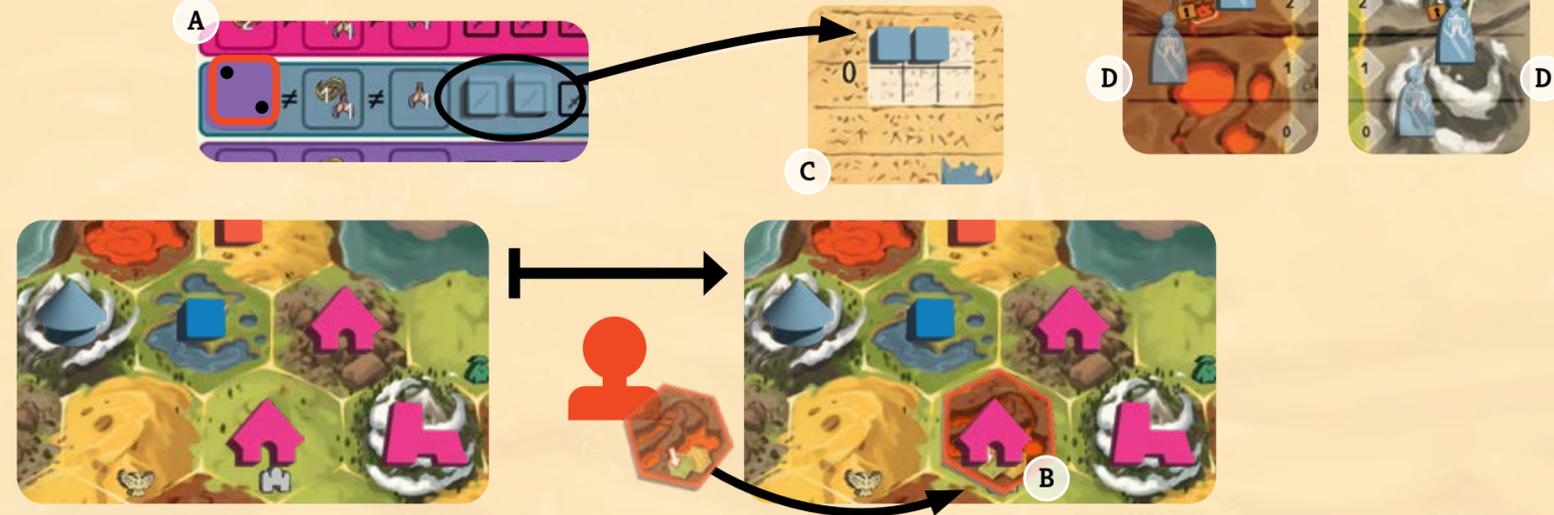
3. EXPAND

When you choose the **Expand** Action, take a **House** from the chosen Civ available pieces and place it on a **free hex in your own color** that is also adjacent to another building of the same Civ. Then, move the **Crystal** from the hex to the Civ area you just used.
If you have a **Conversion tile**, you can use it to change another hex color to your own color, before placing the House. Still move the Crystal from the hex to the Civ area you are using.
If the current **Round Bonus card Expansion** is active, earn **1 additional Worship** from the same Civ.

> **Important**: If there is no hex in your color adjacent available and you do not have a Conversion tile, you can not take the Expand action.

Expand

Reds picks a Pink 3 die, and uses it to Expand the Magenta civ (A). Red could either build a Magenta House on their own hex (B), or they could change the color of any of the other hexes adjacent to the Magenta Fortress and/or House. They have a Conversion tile, so they decide to change the color of one of the hexes (Brown). They take the Brown crystal from the game board and place it on the Magenta civ area, then cover the hex with their tile (D). Finally, they build a Magenta House, taking it from the civ area (E).

4. FACTORY
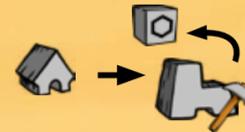
Take a **Factory** from the chosen Civ available pieces and choose an existing **House** of the same Civ, in one of your hexes. Return the House to the Civ available pieces, and place the Factory in its place.
The Factory immediately produces **1 Crystal in your own color**: take it from the reserve and place it on that Civ area.
All other Factories of the same Civ also **produce their own Crystal**, in the color of the hex they are on.
Furthermore, **all other Factories** on your hexes, regardless of the Civ, **produce your own Crystal** (i.e. for each of your Factory on the Game board, take your Crystal from the reserve and place it on the corresponding Civ area.)
If you do not have a House in the chosen Civ, you cannot take the Factory action.
If the **Round Bonus card Factory** is active, earn 1 **additional Worship** from the Civ you just used.

> **Important**: If you do not have a House in a Civ, or if that Civ does not have any more availabe Factories to build in its Civ area, you can not perform this action using that Civ.

Factory

Red uses a Violet 4 die to use the Factory action with the Turquoise civ. They have a House in this Civ, so they can take the action (A).
First, Red returns the Turquoise House to the Civ available pieces, in that Civ area, then places 1 of the same Civ's available Factories in its place (B).
This Factory immediately produces 1 Red Crystal, that the player places in the Turquoise Civ area (C).
This action also activates all other Turquoise Factories, so Blue produces 1 Crystal in their own color for having a Turquoise Factory (D).
Finally, Red activates all the other Factories they have: 1 in the Pink civ, in this example, taking 1 Red crystal from the reserve and adding it to the Pink Civ area (E).
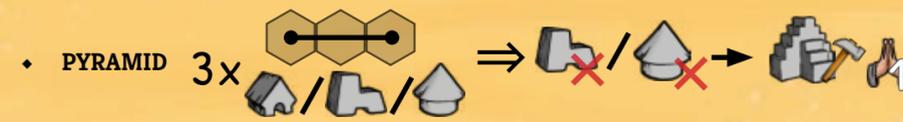
5. BARRACK

Take a **Barrack** from the chosen Civ available pieces and choose an existing **House** of the same Civ, in one of your hexes. Return the House to its Civ area, and place the Barrack in its place.
The new Barrack and all other Barracks of the same Civ **produce a Warrior**: take them from the Civ available pieces and add them to that Civ **Warriors supply**.
If the **Round Bonus card Barrack** is active, earn **1 Worship** moving the appropriate Civ Priest on your Temple.

Important: If you do not have a House in a Civ, or if that Civ does not have any more availabe Barracks to build in its Civ area, you can not perform this action using that Civ.

Barrack

Red chooses a Pink 5 die to use the Barrack action with the Pink civ (A), also earning 2 Cosmo for matching the die with the Civ.
They remove the only House they have in the Pink (B), and replace it with one of the available Barracks, taking the piece from the Pink civ area (C).
Both the newly built Pink Barrack and the already existing one activate, producing 1 Warrior each. Red takes 2 Warriors from Pink civ available pieces and places in that Civ Warriors supply (D)

• PYRAMID

You can either use a 4 or a 5 to build a **Pyramid**, provided you meet *both* the following conditions:
- You have a **Factory** or **Barrack** in the chosen Civ (the Pyramid will be built in its place)
- There is at least one group of **3 adjacent buildings**, including yours, that will be removed to build the Pyramid (Fortresses and other Pyramids are not valid targets).

If any of the two previous conditions is not satisfied, you can not build a Pyramid.

To build a Pyramid, take 1 from the chosen Civ available pieces and put it in place of your upgraded building. Then, remove the 2 other buildings that belong to the group of 3 adjacent buildings (checking if any Compensation happens), returning them to the Civ available pieces.
If the Civ has already built 2 Pyramids and no more are available, you can not take this action.

Once you have built a Pyramid, earn **1 Worship** from the chosen Civ, moving its Civ Priest on your Temple, choose **1 Pyramid token** from the available ones and immediately get its bonus.
Then, flip it face-down and keep it in front of you as a reminder: you can not build more than 2 Pyramids during a game.
If the **Round Bonus card Pyramid** is active, earn **1 additional Worship** from that Civ.

Whenever a **Holiday** is declared by a Civ that of whom you own a Pyramid (i.e. there's a Civ Pyramid on one of your hexes), you earn **1 Worship** by that Civ (see *Holidays*, p.14).

At the end of the game, each Pyramid grants you the benefit to advance **1 Worship** step for a Civ of your choice (see *End of the game*, p.19).

Important: Compensation also happens when another player removes one of your buildings to construct a Pyramid.

Pyramid

Red chooses a Magenta 5 die to build a Pyramid using the Pink civ (A).
They have a Barrack in this Civ's color (B), and it is part of a group of 3 adjacent buildings that can be removed (C), so the two mandatory conditions are met.
Red removes the three Pink buildings, returning them back to the Pink Civ area, and builds one of the available Pink Pyramids in place of their own Barrack they just removed (D).
Now, Red earns 1 Worship from the Pink civ, moving the Priest accordingly on their own Temple track (E), and take one of the available Pyramid tokens: this token immediately lets Red gain 5 Cosmo, so they slide their Cosmo tracker up 5 spaces and flip the token to show the have used it (F).
Finally, Brown gets 1 Worship from the Pink Civ as Compensation for their House that was removed to build the Pyramid (G).
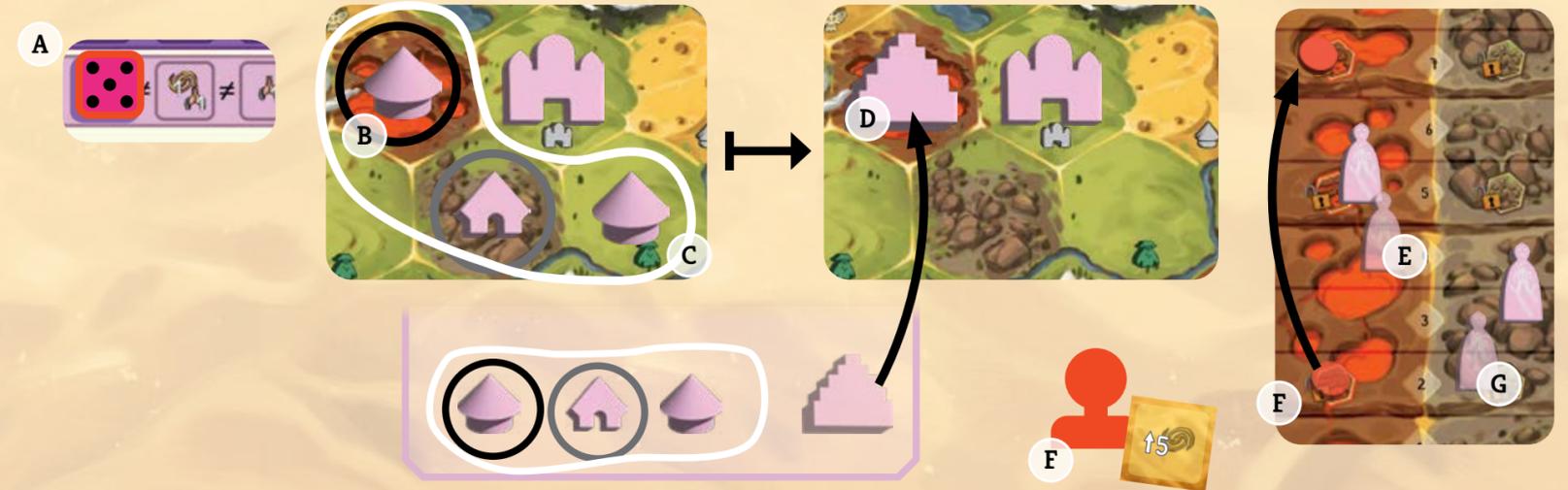
6. DIVINATION

Move your **Malus tracker 1 step forward** on your **Malus track**. Then, choose any action from 1 to 5, immediately change the number of the die to the chosen Action's one and resolve it following the rules as described so far.

> ### Divination
>
> Red picks a Violet 6 die (A).
> They immediately move their Malus tracker one step forward on their Malus track (B) and, since they want to Expand using the Magenta Civ, they turn the face to a 3 and place the die on the Magenta row in the Civ selection area (C).
> Now they perform the Expand action as described in its section and the game continues normally.

HOLIDAYS

During your turn, you can pick any die and decide not to perform the corresponding Action to declare **Holiday** instead.
First, make sure the die is in the **same color** of the Civ you want to declare Holiday. You can use a Power card to bypass this restriction (see *Power cards*, p.18).
Then, in order:

- Count all the buildings of that Civ on the Game board, excluding Pyramids. This is the *Civ size*.
- **Spend** as much **Cosmo** as the *Civ size*. If you do not have enough Cosmo, you can not declare Holiday for this Civ.
  Note: Any Cosmo you get as a bonus when placing a die is obtained before the Action begins, and you can spend it, if needed.

- **Spend** as many **Crystals** as the *Civ size*, taking them from the chosen Civ area. If there are not enough Crystals, you can not declare Holiday for this Civ. If there are more Crystals available than needed, you are free to choose which ones to use.
- For each Crystal you spend to perform the Holiday, apply the following effects:
  - Green Crystal: No effect.
  - Your own color Crystal: No effect.
  - Another player color Crystal: **1 Worship** to that player, from the Civ declaring Holiday.
  - Black Crystal: **1 step** forward of your **Malus tracker** on your Malus track.
- **Place the Crystals** you just used on the Civ Chronicles, filling any remaining empty space on the current page. When you entirely fill the spaces on a page, turn it to reveal the next page and remove everything, returning the Crystals to the shared supply and the Warriors to the Civ Warriors supply. If you still have Crystals to place, place them on the new page's spaces.
- Earn as much **Worship** from the chosen Civ as the **number of Houses** that Civ has on the Game board, plus the Fortress (i.e. number of Houses +1***)
- If the current **Round Bonus card Holiday** is active, earn **1 additional Worship** from the Civ you just used.

> **Important:** When a player uses a Civ to declare a Holiday, everyone owning a Pyramid in that Civ (including the player declaring it), earns 1 Worship from that Civ.

***Thematically, holidays are for common people and it's the common people adoring you when you declare one!

Declaring Holidays
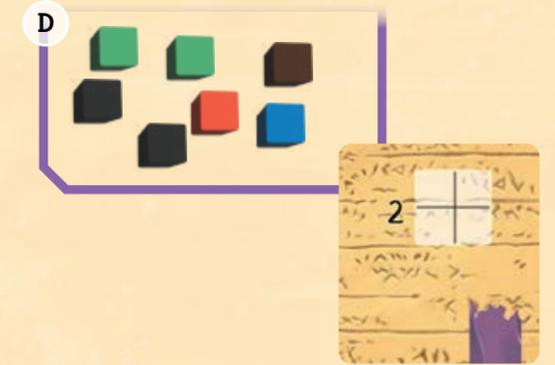
In this example, Red wants to declare Holiday with the Violet civ.
They pick a Turquoise 4 die and discard one Power card to ignore the same-color restriction that players have to comply with (A).
Then, they place the die on the Violet Civ row (B) and follow the Holiday resolution steps.

- Violet *Civ size* is 7: 3 Houses + 2 Factories + 1 Barrack + the Fortress, so Red spends 7 Cosmo, which they have, to declare Holiday (C).
- There are exactly 7 Crystals in the Violet civ area, and Red must spend all of them: 2 Green Crystals + 1 Red + 1 Brown + 1 Blue + 2 Black (D). Therefore, both Brown and Blue get 1 Worship from the Violet civ (moving the corresponding Priest on their Temple track) (E), and Red moves their Malus tracker 2 steps forward on its track (F).
- Red places these 7 Crystals they just spent on the empty spaces of the current Violet Civ Chronicles page, filling it with 4 of them. Then, they remove the Crystals (returning them to the shared reserve), turn the page and lay the remaining 3 Crystals on the newly uncovered empty spaces (G).
- Red gets 4 Worship from the Violet civ (3 Houses + 1 Fortress) and moves its corresponding Priest accordingly on their Temple track (H).
- Finally, since the Violet Pyramid is on a White hex, White gets 1 Worship from the Violet civ (I).

Pyramid Tokens

15 Gain 5 Cosmo.

Draw 2 Power cards.

x3 Move your Malus tracker 3 steps back.

Gain 1 Worship from a Civ of your choice.

Build a House with the Civ you have used to build the Pyramid (following the Expand Action rules).

Build a Factory with the Civ you have used to build the Pyramid (without needing a House).

Upgrade one of your Houses into a Factory with the Civ you have used to build the Pyramid. That Factory immediately produces 1 Crystal in your color.

Build a Barrack with the Civ you have used to build the Pyramid (without needing a House).

Upgrade one of your Houses into a Barrack with the Civ you have used to build the Pyramid. That Barrack immediately produces 1 Warrior.

Each Civ produces 1 Crystal in your color (even if you do not any Factory in a specific Civ).

Cards

- **ROUND BONUS CARDS**
A Bonus Card will grant anyone in that round doing the corresponding Action 1 additional Worship.
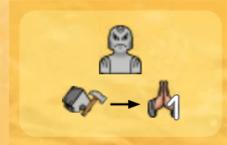
Expansion
Each player building a **House** during the current round earns 1 extra Worship from the Expanding Civ.
This includes also placing a House through **End Round Bonus card** or a **Pyramid token**.
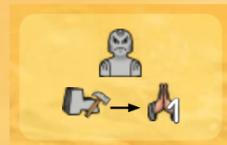
Factory
Each player building a **Factory** during the current round earns 1 extra Worship from that Civ.
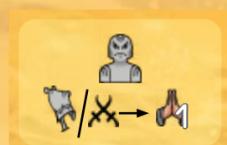This includes also placing a Factory through a **Pyramid token**.

Barrack
Each player building a **Barrack** during the current round earns 1 extra Worship from that Civ.
This includes also placing a Barrack through a **Pyramid token**.

Pyramid
Each player building a **Pyramid** during the current round earns 1 extra Worship from that Civ.

Holiday/War
Each player declaring **Holiday** or **War** (or **Converting**) during the current round earns 1 extra Worship from that Civ.

Factory Round Bonus card

In this round the Factory Bonus card is active, and both Red and Brown used a 4 die to build a Factory.
Red used the Magenta civ, while Brown used the Pink civ, so they move each one the corresponding Priest 1 step up on their own Temple tracks.

- **END ROUND BONUS CARD**

Before you apply the effects of the *Civ Development cards*, the player in posses of the **End Round Bonus card** takes an extra **Expand** action for the Civ indicated by the die on this card, solving as described in the **Expand** action paragraph (pp.10). If there is no adjacent valid hex, nor the player has a Conversion tile to use, they simply skip the action and the game continues.

- **CIV DEVELOPMENT CARDS**
At the end of each round, after the players have played 2 dice and you have eventually resolved the End Round Bonus card, each Civ will **Develop** as indicated on the assigned card.
There are 2 *Expansion* cards, 1 *Holiday* card and 1 *Blank* card, for a total of 4.
The 2 *Expansion* cards work the same way, while the *Blank* card means the Civ does nothing.

Expansion
When Expanding a Civ, resolve the following steps, in order:
- Look for the **empty Green hex closest** to the Civ Fortress and also **adjacent** to an already existing building of that same Civ. If there are no Green hexes available, look for the closest **empty Yellow hex** adjacent.
In case of multiple eligible hexes, the **first player** ultimately picks one. On that hex, the **Civ builds 1 House**.
- *If there are no Neutral empty hexes adjacent available*, look for the **closest House** of this Civ on a **Green hex** to the Fortress. If none, look for the **closest House** on a **Yellow hex**. In case of multiple eligible hexes, the **first player** ultimately picks one.
Upgrade this House either into a Factory or a Barrack (returning the House to the Civ available pieces), so that the number of these two Civ's upgraded buildings on the Game board will be equal once upgraded. If the number is already even, the **first player** chooses which one to upgrade into.
- Finally, each player with at least 1 building (even in another Civ) on an hex **adjacent** to the hex where the Civ just Expanded, gains 1 **Worship** from this Civ.

If there is no valid target (i.e. there's no empty neutral adjacent hex, nor a House on a neutral hex), skip this Development phase.
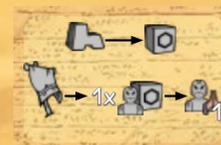
Holiday
Each Civ's **Factory produces a Crystal** in the color of the hex it occupies: add those Crystals to the Civ area.
Then, the **Civ spends 1 Crystal per player color**, if they have it: place those Crystals in the Civ Chronicles (see *Civ Chronicles*, p.18)
All players whose Crystal was spent this way gain **1 Worship** point from the Civ.

Expansion Development card
At the end of this round, the Magenta civ Expands. There are one green hex (adjacent to the Factory) and one desert hex (adjacent to the House) available, but since green hexes have priority, the new House is built there.
Red has a Barrack adjacent to this newly built House, so they earn 1 Worship from the Magenta civ and move its Priest accordingly on their own Temple track.
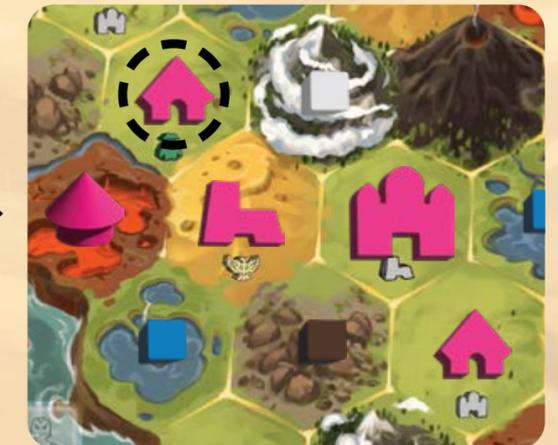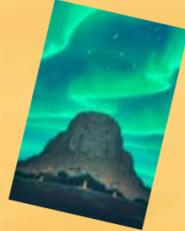
Everyone begins with **1 Power card** in their hand, and you can acquire more cards as a compensation when losing buildings or fighting Monsters (see *War - Compensation*, p.9 and *Pyramid*, p.13).
You can play a Power card during the appropriate turn phase to apply its effect.
You can also discard a Power card to either:
- **Change the color of the die you chose**, allowing you to benefit from the matching colors bonus or to declare a Holiday, or
- **Ignore** the "same number" **restriction** and allow a Civ to perform the same action twice in a row.

Power cards anatomy

Cost, if any. Pay it by sliding your Cosmo tracker as many spaces downwards.

Required Action, if any. Some cards can only be played only during Actions that correspond to the number(s) shown here.

Effect

Build a Pyramid on a House, or using only 2 Buildings.

CONVERSION TILES

Conversion tiles allow you to *Convert* the terrain of a hex, and make it yours.
The only exception to this, are the **4 Starting Conversion tiles**: they can only be used to **convert Neutral hexes** (Green and Yellow). You can tell the Starting tiles apart from the others because of the **different borders**, showing the color of the owner player, and because of the Green and Yellow hexes icons.
Each player begins the game with their own Starting Conversion tile, and can unlock up to 3 more. If you look at the Temples board, you'll see that the spaces 2, 5 and 7 are marked. As soon as any Civ Priest reaches one of these levels on your Temple track, it "unlocks" the corresponding Conversion tile for you to claim.
Keep the tile in front of you to use at the appropriate moment.
At any time, during your turn, you can claim any of your "unlocked" Conversion tiles, paying 2 Cosmo and sliding down your Cosmo tracker accordingly.

Starting Conversion tiles - Can convert only Neutral hexes

Unlockable Conversion tiles

CIV CHRONICLES

Each Civ has its own Chronicles where their history is written, and the progress in the book reflects their prestige and success.
Chronicles start with the page showing the number 0 on top, and by filling the visible spaces with Crystals and Warriors, their level of development will eventually increase (you turn page) and the number showing will change.
At the end of the game, during the Scoring phase, the value of a Civ will depend on the number showed on the top page.
To assemble the Civ Chronicles, stack the pages in order, with the highest number on the bottom, so that when closed, the visible page shows the number 0.
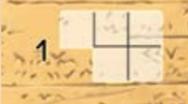
How many Warriors and/or Crystals does each page fit
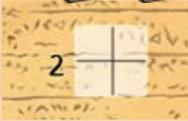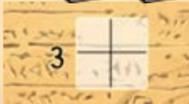
6 x ⚔ / 💎
0

5 x ⚔ / 💎
1

4 x ⚔ / 💎
2

4 x ⚔ / 💎
3

3 x ⚔ / 💎
4

3 x ⚔ / 💎
5

2 x ⚔ / 💎
6
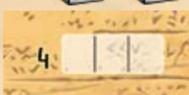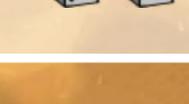
When you fill a page, returns the Warriors to their Civ area and the Crystals to the shared reserve, then remove the page to reveal the next one.
Note that to turn the 5/6 page, you need to fill both areas, one after the other, beginning with the 5th one.

END OF THE GAME

After the 5th round, the game ends and you proceed with the Final Scoring.
First, move your **Cosmo tracker** from your Temple track to the **Scoring track** (the track on the upper side of the Temples board) and place it over the same number of points as the first **Temple multiplier above** the Cosmo tracker. This is your **starting score**, and can be anywhere between 1 to 6.
Then, for each **Pyramid** you own, get **1 Worship** from a Civ of your choice. Now, **remove** from the game the **Priest farthest** on your Temple track, effectively ignoring the score for that Civ. In case of multiple Priests tied for this, you can choose which one to ignore. Everyone else does the same.
Check the number in the **first multiplier** right **above** each remaining Priest and **multiply it by the number shown on the current page** of its Civ Chronicles.
Then, move your Cosmo tracker on the Scoring track accordingly. Everyone else does the same.
Remember that you trigger the 6th are of a Civ Chronicle only if you completed the 5th one!
Finally, **subtract** the points indicated on the space where your **Malus tracker** is on, moving your Cosmo tracker accordingly. Once everyone has done this, too, the winner is the player with the most points!

If you score more than 70 points, flip the Cosmo tracker so that it shows the number 70, start counting again from 0 and add 70 to your score.

Final Scoring
In this example, Blue is checking their final score, and since they concluded the game with 5 Cosmo remaining (A) and the first multiplier above it is x3, their starting score is 3: they place their Cosmo tracker accordingly on the Scoring track (B).
Then, they ignore the Priest farthest on their Temple track. In this case, the Magenta and Pink ones are tied, and Blue decides to ignore Pink (C), as the Magenta Civ reached the number 6 on its Chronicles, and will be worth more points.
Now, for each remaining Priest, they multiply the value on its Civ Chronicles page by the multiplier right above the meeple:
- Magenta Priest: 6 (Civ Chronicles value, as the 5th area has been filled) x 5 (multiplier on the Temple track) = 30 (D)
- Turquoise Priest: 7 (Civ Chronicles) x 3 (Temple track) = 21 (E)
- Violet Priest: 4 (Civ Chronicles) x 4 (Temple track) = 16 (F)
Blue scored 67 points from its Priests and adds them to their 3 points starting score, for a total amount of 70 points (G).
Finally, they subtract 5 Malus points, as per their Malus track: their final score is 65 (H).

Blue Temple track and Malus track at the end of the 5th round

Civ Chronicles at the end of the 5th round:
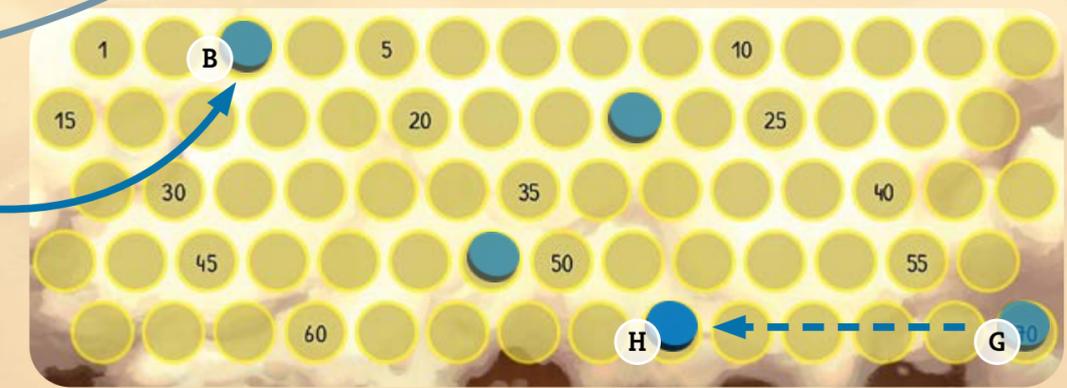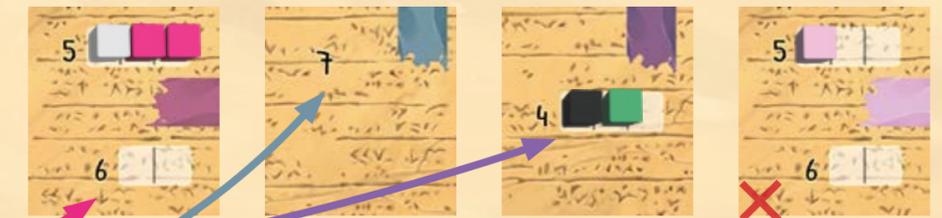
Notes on the Rules and Icons Summary

COLORED AREAS

Inside the colored boxes, you will find different types of informations. Here a brief summary:

Specifications and more details on the matter	Important things to remember and exceptions to standard rules	Examples

Within the Examples (and in the Setup), these colored boxes represent the 4 Civ areas, where each Civ available pieces and produced Crystals are:

Magenta Civ area	Turquoise Civ area	Violet Civ area	Pink Civ area

ICONS SUMMARY

- Red | Brown | Blue | White player
- Any player
- Cosmo
- Worship
- Any Civ
- Fortress
- House
- Factory
- Barrack
- Pyramid
- Warrior
- War
- Build
- Convert/ (Use a) Conversion tile
- Holiday
- Crystal
- Polluted crystal
- Any die
- Value 1 Die
- Value 6 Die
- Any Die value from 1 to 5
- Malus tracker
- Power card
- Power deck
- Power cards discard pile
- Unlock (a Conversion tile)
- Plain Monster
- Desert Monster
- (Neutral) Green hex/terrain
- (Neutral) Yellow hex/terrain
- 1st Player | 1st Round, on the Temples board
- End Round Bonus card
- Rotate a die

Mojito STUDIOS.