

Civilite

a game for exactly three players

by David Brain

Create a Civilisation that will be remembered through the ages with the help of Great People who will build Wonders, make Progress and even go to War for you. But don't overreach yourself or you may just Collapse...

COMPONENTS

The game comprises the following:

- 6 Wonder of the World cards
- 4 Progress cards
- 8 Great People (4 red/4 blue) cards
- 15 Resource markers (5 cubes in blue, red, yellow)

SETUP

Place the six *Wonder* cards to one side where they can be seen. Each player takes five Resource markers of one colour to form their supply but must then put one Resource marker into a central pool. The *Progress* cards are placed in the centre of the table beside the pool.

Shuffle and deal one red and one blue *Great Person* card face down to each player including a “dummy” player who should be placed between two randomly chosen players. The dummy player's cards are revealed and placed with the blue *Great Person* card nearest the next player clockwise from the dummy (see example overleaf.)

HOW TO PLAY

Each round follows the same sequence: activate *Great People*, make *Progress*, build *Wonders*, check for *Collapse*, pass cards. The game (normally) ends at the end of any round in which the fifth *Wonder* is built.

The winner will be the Civilisation that has earned the most points from *Wonders*, *Progress* and Resources.

END OF THE GAME

The game ends at the end of any round in which the fifth *Wonder* is built, or, once three *Wonders* have been built, then if all four *Progress* cards are controlled by players but no *Wonder* was built in that round.

Players now score: 3 points for each face-up *Wonder*, 2 points for each *Progress* card they control, 1 point for each of their Resources not in the pool, and 1 point for each face-down *Wonder*. The winner is the player with the most points. In the case of a tie, the winner is the player with fewest of their Resources in the pool.

ACTIVATE GREAT PEOPLE

Each player places their two *Great Person* cards face-down in front of themselves, one on the left and one on the right. The actions on the cards that are adjacent (in the middle) will be activated; the actions on the outside will not. All *Great Person* cards are then revealed simultaneously. See overleaf for actions.

The players take their turns in clockwise order from the dummy player (the dummy cards are not activated) but may activate their cards in either order. *If a player does not have enough Resources in their supply then they may not add them to Progress cards. A player does not have to activate an action, or add all the indicated resources.*

MAKE PROGRESS

After all *Great People* have been activated, the *Progress* cards are resolved. The player with the majority of Resources on the card takes control of it - *they make a discovery in that field of society* - but must discard one of their resources from that card to the pool - *the cost of making a discovery*. They should take and place the card in front of themselves. If there is a tie for the majority then the card remains where it is; *it may therefore stay in the possession of a player who is not even currently tied for majority on the card.*

BUILD WONDERS

Once all *Progress* cards have been resolved, a *Wonder* may be built by any player who has control of both *Progress* cards that match the symbols on the *Wonder*, as long as the matching *Wonder* hasn't already been built by another player. They take the *Wonder* card and place it in front of themselves. All Resources on those *Progress* cards are returned to the appropriate players' supplies (not to the pool) and those two *Progress* cards are returned to the centre.

CIVILISATION COLLAPSE

If a player ends the round with all 5 of their Resources *in the pool*, then their Civilisation is deemed to have Collapsed. They may reclaim three of their Resources from the pool but they must turn a *Wonder* card they have built face-down. If they do not have a *Wonder* card, the player may reclaim another Resource instead.

PASS CARDS

Cards are now passed – the card on the left to the player on the left and the card on the right to the player on the right (see example overleaf.) Always include the dummy cards in this process, except that cards passed to the dummy are placed in the furthest position away from the player (see example overleaf.) *Note that the dummy may have moved position as a result of the Diplomat action.* This is the end of the round. If the game is not over, begin a new round.

GREAT PEOPLE

GENERAL

Add up to 2 Resources to the Military Progress card.
OR take 1 of your Resources back into your supply from anywhere (*i.e. the Pool or any Progress card*).

INVENTOR

Add up to 2 Resources to the Science Progress card.
OR take 1 of your Resources back into your supply from anywhere (*i.e. the Pool or any Progress card*).

PROPHET

Add up to 2 Resources to the Religion Progress card.
OR take 1 of your Resources back into your supply from anywhere (*i.e. the Pool or any Progress card*).

ARTIST

Add up to 2 Resources to the Culture Progress card.
OR take 1 of your Resources back into your supply from anywhere (*i.e. the Pool or any Progress card*).

LEADER

Add up to 1 Resource to any Progress card except for Culture.

OR **Declare War**: you may replace a Resource on a Progress card belonging to another player with one of your own. The replaced Resource is put into the pool. *If (and only if) you have no Resources in your supply, you may move one of your Resources from a different Progress card.*

DIPLOMAT

Add up to 1 Resource to any Progress card except for Military.

OR you may move the Dummy player cards to a position between any two players (*rearranging the order of the cards if you wish.*) **In addition**, the Diplomat has **War Immunity** - you cannot be chosen by a Leader who chooses to Declare War.

MERCHANT

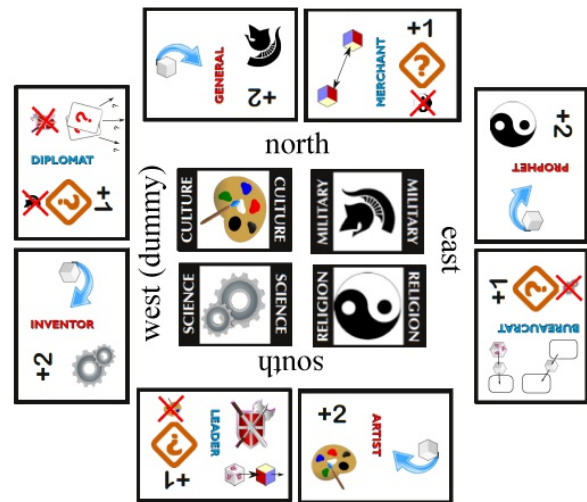
Add up to 1 Resource to any Progress card except for Religion.

OR exchange any two Resources belonging to *different* players on different Progress cards. Neither of these Resources need to belong to the player who chose the Merchant.

BUREAUCRAT

Add up to 1 Resource to any Progress card except for Science.

OR move one of **your** Resources from one Progress card to another Progress card. The Resource cannot come from your supply. **In addition**, if you are the target of Declare War, you may move your replaced Resource to another Progress card instead of putting it in the pool.



EXAMPLE OF SETUP & PLAY

West is Dummy. The blue card (Diplomat) was placed next to North as North is the next player clockwise. North therefore plays first.

North puts 2 Resources on the Military Progress card (General) and Swaps two Resources (Merchant.)

East takes 1 Resource from the pool (Prophet) and puts 1 Resource on any Progress card except Science (Bureaucrat.)

South puts 2 Resources on the Culture Progress card (Artist) and Declares War on another player (Leader.)

EXAMPLE OF CARD PASSING

East will pass the Prophet to North and the Bureaucrat to South.

North will pass the General to West (the dummy) and the Merchant to East.

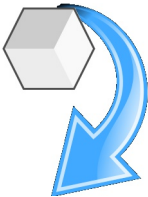
South will pass the Leader to West (the dummy) and the Artist to East.

West (the dummy) will pass the Diplomat to North and the Inventor to South.

The passed cards are placed in the dummy such that the Leader will pass to North and the General to South in the next round (assuming that the dummy does not change position!)

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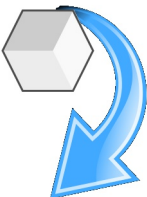
Playtest and development thanks to Sebastian Bleasdale, Richard Breese, Matthew Dunstan, Paul Evans, Brett Gilbert, Jason Howlett, Paul Mansfield, Dave Mortimer, Alan Paull, Ian Vincent and Dave Weeks



GENERAL

+2

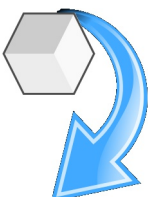




INVENTOR

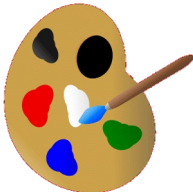
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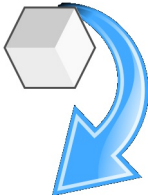




ARTIST

+2





PROPHET

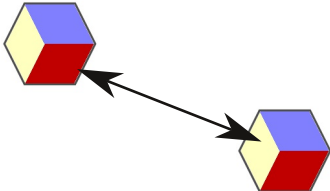
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MILITARY



MILITARY



MERCHANT





+1



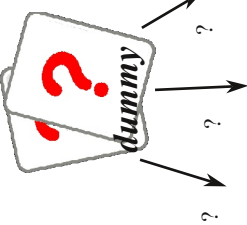
LEADER





+1



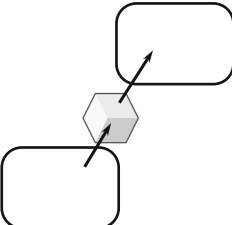


DIPLOMAT

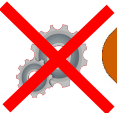




+1



BUREAUCRAT





+1

Civilite Civilite	Civilite Civilite	Civilite Civilite
Civilite Civilite	Civilite Civilite	Civilite Civilite
Civilite Civilite	Civilite Civilite	Civilite Civilite

The Statue  	The Temple  	The Colossus  
The Pyramid  	The Lighthouse  	Hanging Gardens  
SCIENCE  SCIENCE	CULTURE  CULTURE	RELIGION  RELIGION

Civilite Civilite	Civilite Civilite	Civilite Civilite
Civilite Civilite	Civilite Civilite	Civilite Civilite
Civilite Civilite	Civilite Civilite	Civilite Civilite