# CIVILIZATION
## A NEW DAWN & TERRA INCOGNITA

SETUP:

1. Each player takes: a) **Leader sheet** (random) & **unique Focus card** (leader's pic on back);
b) **Player colour:** take **Tech Dial** (set to **0**), **Pieces** (8 Cities, 2 Armies, 3 Caravans, 5 District & 34 Control tokens), **Cards** (5 Diplomacy and 24 Focus), **Focus Bar**;
c) **District reference chart** (use back of any expansion leader sheet); d) **6 Government tokens**.

2. Place Focus Bar below leader sheet &
- **6 level I Focus cards** (faceup) below bar, according to order on leader sheet.
- "**Irrigation**" card in leftmost slot.
- Any **unique Focus card** of level I Tech replaces card of same type.
- Place **1 Caravan** on Economy & **1 Army** on Military cards.

3. Construct Map: a) Deal each player 1 random map tile with **Capital-city icon** (star) + **1 Fort** token (unused capital-city tiles & Forts back to box);
b) **First Player** (random) takes Event Dial;
c) Shuffle & stack remaining **map tiles**;
d) Deal bottom 4 tiles (2 in 2-3P games) = **Core tiles**;
e) All core tiles placed on **same side (Roll die: 1–3=side A; 4-6=side B). f) Place Core** tiles as per **diagram**.
g) Place 1 trade token on each core tile.
h) **Place Fort** token (1st player, then clockwise): **Must** touch 2 spaces on core + cannot touch another Fort or City-state.
h) **Place Capital tile with Capital City** (1st player, then clockwise): can use either side; must touch 4 spaces on core +/- Forts. i) remove all trade tokens.

4. Populate Map: place 1 matching token on spaces with **icons**: a) **Barbarians** (match letter); b) **City-states** (match icon & black frame: star/diamond/circle);
c) **Natural Wonders;** & d) **Resources** (4 types).

5. Diplomacy cards x2 for each City-state on map.
6. Barbarian Direction Token: 1st player places against any edge of map (any orientation) & sets **Event Dial** pointer pointing to helmet with star.
7. Wonder Cards:
a) Separate into **4 piles** by type (colour & icon);
b) Separate each pile into ancient/medieval/modern;
c) randomize each era for each pile
8. Create 4 Wonder decks:
a) place **modern** cards as base (facedown);
b) **discard 1 medieval** card and place rest facedown on modern cards;
c) **discard 1 ancient** card and place rest facedown on medieval cards
9. Wonder Tokens: place next to each wonder deck (matching colour & icon).
10. Deal Victory Cards: 3 random VCs + 2 Fort VCs (rest back in box).
11. Create Supply:
- Trade tokens
- Resource tokens
12. Government:
None at start.
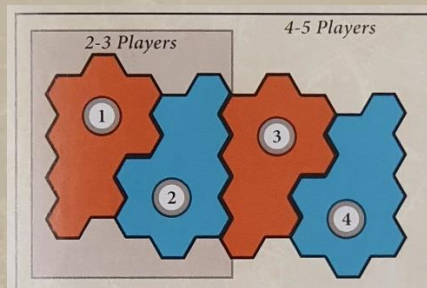
Core Tiles—Side A
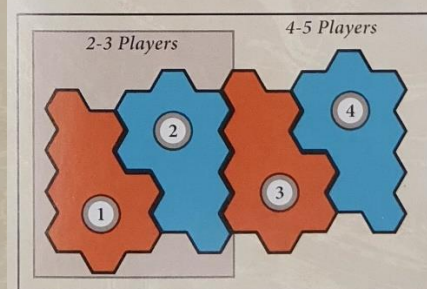
Core Tiles—Side B

GAME FLOW:
- **1st player** takes turn; then **clockwise** until game ends;
- At end of each round (before 1st player's next turn), advance **Event Dial** clockwise & resolve it.

A PLAYER'S TURN:
1. **Choose 1 Focus Card** in row (offset it to show);
2. **Resolve Card's effect**;
3. **Reset Card**: pick up chosen card, shifts all cards in lower slots to right by one slot, then places the chosen card in the "first" slot (= Leftmost slot).

EVENT DIAL ICONS:

Barbarian movement

Barbarians spawn

Districts may activate (player order)

Government may change

Wonder (resolve after other icon):
Faceup wonder cards **gain 1 Trade token** (reduces cost of building a wonder by 1);
OR card gets removed from game if already had trade token (remove trade token & flip next wonder faceup).

WINNING THE GAME:
- Complete 1 agenda on **4 of 5 Victory Cards**;
- Check at **end of round**, after Event dial resolved;
- Place a Control token whenever complete an agenda;
- **Fort VCs can be lost**: remove token whenever condition no longer met;
- **Tiebreakers**: 1) most **VCs** with Control tokens;
2) most **World Wonders**; 3) most **friendly spaces**.

MISCELLANEOUS:
- **Trade tokens**: **Max. 3** on each Focus card.
- **Districts**: when activating, can count through any map space (ignore terrain difficulty).
- **Focus Row has two "1" slots**: cards reset to leftmost slot; cards referring "first slot" mean leftmost slot.
- **Focus Row slot modifiers** (e.g. governments):
a) max. result is slot 5;
b) modifiers may allow activation of abilities that require specific slots (e.g. slot 3); c) If a card is in (or treated as being in) a named slot (e.g. 1st slot), modifiers will allow resolving the card at a higher slot.
- **District Details**: See back of any Leader sheet from expansion.
- **See FAQ** for errata + edge-case clarifications.

PEACEFUL VARIANT: No Fort VCs (but do place Forts as usual); Win by completing 1 agenda on 3 of 3 VCs.
HANDICAPS: Less experienced players start with 1 trade token on each Focus card. Can add 1-6 more if need further handicap (starting from leftmost card).
EPIC MODE: 2 Fort VCs + 4 random VCs;
Win by completing 1 agenda on 5 of 6 cards.
AUTOMA PLAYER:
Download rules + Focus cards from FFG website.