

# ANCIENT CIVILIZATIONS

Whose civilization will grow the largest?



# CREATE YOUR OWN CIVILIZATION

Your map must include the following:

- Your name
- The name of your civilization in big letters
- The physical features you choose in Section 1
- Symbols to show what resources your civilization has from Sections 2, 3 and 4.
- Color – be creative!



# YEAR ONE

During the first year of your civilization, your population grew in size thanks to your food choices. The world also experienced some random events, as it does every year. Fortunately, you did not encounter any other civilizations... yet.

# YEAR ONE – FOOD BONUSES

Your population grows based on how much food is available to feed your citizens. Some types of food are more efficient than others. Use the values shown to determine how much your civilization grows from food this year.

- Beans **+10 citizens**
- Chickens **+10 citizens**
- Corn **+15 citizens**
- Cows **+20 citizens**
- Fish **+10 citizens**
- Oranges **+5 citizens**
- Potatoes **+15 citizens**
- Wheat **+20 citizens**

# YEAR ONE – THE PLAGUE

In the very first year of your civilization, a terrible disease struck many your animals. This disease spread to your human population as well, creating a devastating plague.

If you have cats, chickens, cows, dogs or horses, **you have lost 50 citizens.**

# YEAR ONE – RANDOM EVENTS

As always, random events happen to the world. These could be natural disasters, new technology discoveries, or even unexplained circumstances.

This year, we will draw **five** random event cards.



# YEAR TWO

During the second year of your civilization, your population grew in size thanks to your food choices. The world also experienced some random events, as it does every year. You also encountered a neighboring civilization and decided to trade peacefully.

# YEAR TWO – FOOD BONUSES

Your population grows based on how much food is available to feed your citizens. Some types of food are more efficient than others. Use the values shown to determine how much your civilization grows from food this year.

- Beans **+10 citizens**
- Chickens **+10 citizens**
- Corn **+15 citizens**
- Cows **+20 citizens**
- Fish **+10 citizens**
- Oranges **+5 citizens**
- Potatoes **+15 citizens**
- Wheat **+20 citizens**



# YEAR TWO – TRADE!

One day while wandering near the border of your civilization, you encounter people you do not recognize. After a formal greeting, you share one of your resources in exchange for one of the resources from this newly-discovered civilization.

**Both civilizations must agree on what is traded.**

# YEAR TWO – RANDOM EVENTS

As always, random events happen to the world. These could be natural disasters, new technology discoveries, or even unexplained circumstances.

This year, we will draw **ten** random event cards.

# YEAR THREE

During the third year of your civilization, your population grew in size thanks to your food choices. The world also experienced some random events, as it does every year. You also encountered a neighboring civilization and decided to **make war!**



# YEAR THREE – FOOD BONUSES

Your population grows based on how much food is available to feed your citizens. Some types of food are more efficient than others. Use the values shown to determine how much your civilization grows from food this year.

- Beans **+10 citizens**
- Chickens **+10 citizens**
- Corn **+15 citizens**
- Cows **+20 citizens**
- Fish **+10 citizens**
- Oranges **+5 citizens**
- Potatoes **+15 citizens**
- Wheat **+20 citizens**

# YEAR THREE – WAR!

One day while wandering near the border of your civilization, you encounter people you do not recognize. For reasons no one will ever understand, you decide to **fight**.

You send **half** of your citizens to war. After a long, bloody series of battles, **they are all dead**, except...

# YEAR THREE – WAR!

To calculate your losses, take half of your population, subtract your war bonuses from the right, and then subtract this total from your current population.

For example, if I have **100 citizens** and I have an **ocean** civilization with **horses**, I send **50** citizens to war and my war bonus is  $10+10=20$ , so I lose  $50-20=30$  citizens and my new population is **70 citizens**.

- Bronze +**10 citizens**
- Camels +**5 citizens**
- Desert +**5 citizens**
- Horses +**10 citizens**
- Iron +**15 citizens**
- Island +**15 citizens**
- Mountains +**15 citizens**
- Ocean +**10 citizens**
- Pine trees +**5 citizens**
- Rainforest +**5 citizens**
- River +**5 citizens**
- Stone +**5 citizens**
  
- Horses **and** iron, stone or bronze +**20 citizens**



# YEAR THREE – RANDOM EVENTS

As always, random events happen to the world. These could be natural disasters, new technology discoveries, or even unexplained circumstances.

This year, we will draw **five** random event cards.

# YEAR FOUR

During the fourth year of your civilization, your population grew in size thanks to your food choices. The world also experienced some random events, as it does every year. You also encountered a neighboring civilization and, realizing the mistake you made last year, again decided to trade peacefully.

# YEAR FOUR – FOOD BONUSES

Your population grows based on how much food is available to feed your citizens. Some types of food are more efficient than others. Use the values shown to determine how much your civilization grows from food this year.

- Beans **+10 citizens**
- Chickens **+10 citizens**
- Corn **+15 citizens**
- Cows **+20 citizens**
- Fish **+10 citizens**
- Oranges **+5 citizens**
- Potatoes **+15 citizens**
- Wheat **+20 citizens**



# YEAR FOUR – TRADE!

One day while wandering near the border of your civilization, you encounter people you do not recognize. After a formal greeting, you share one of your resources in exchange for one of the resources from this newly-discovered civilization.

**Both civilizations must agree on what is traded.**

# YEAR FOUR – RANDOM EVENTS

As always, random events happen to the world. These could be natural disasters, new technology discoveries, or even unexplained circumstances.

This year, we will draw **ten** random event cards.

# YEAR FIVE

During the fifth and final year of your civilization, your population grew in size thanks to your food choices. The world also experienced some random events, as it does every year. You also encountered a neighboring civilization and, forgetting the mistakes of your past, decided to **make war!**



# YEAR FIVE – FOOD BONUSES

Your population grows based on how much food is available to feed your citizens. Some types of food are more efficient than others. Use the values shown to determine how much your civilization grows from food this year.

- Beans **+10 citizens**
- Chickens **+10 citizens**
- Corn **+15 citizens**
- Cows **+20 citizens**
- Fish **+10 citizens**
- Oranges **+5 citizens**
- Potatoes **+15 citizens**
- Wheat **+20 citizens**

# YEAR FIVE – WAR!

One day while wandering near the border of your civilization, you encounter people you do not recognize. For reasons no one will ever understand, you decide to **fight**.

You send **half** of your citizens to war. After a long, bloody series of battles, **they are all dead**, except...

# YEAR FIVE – WAR!

To calculate your losses, take half of your population, subtract your war bonuses from the right, and then subtract this total from your current population.

For example, if I have **100 citizens** and I have an **ocean** civilization with **horses**, I send **50** citizens to war and my war bonus is  $10+10=20$ , so I lose  $50-20=30$  citizens and my new population is **70 citizens**.

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- Ocean +**10 citizens**
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- Rainforest +**5 citizens**
- River +**5 citizens**
- Stone +**5 citizens**
  
- Horses **and** iron, stone or bronze +**20 citizens**



# YEAR FIVE – THE PLAGUE

After the war, civilizations that had not built up an immunity to animal diseases faced even tougher losses, after disease spread from your enemy to your own population.

If you did not suffer the plague in Year One, **you have now lost 100 citizens, unless you are on an island or in the mountains.**

# YEAR FIVE – RANDOM EVENTS

As always, random events happen to the world. These could be natural disasters, new technology discoveries, or even unexplained circumstances.

This year, we will draw **five** random event cards.

# YEAR FIVE – THE END

After five years, it is time to tally up your final population. While this is not the end for your civilization (unless everyone has already died 😞), this is the end of the game.

What have we learned about civilizations? What would we do differently next time?