

EXPANSION OVERVIEW

With the *Fame and Fortune* expansion for *Sid Meier's Civilization: The Board Game*, players may now expand their capital cities into metropolises, recruit specific great people, and invest their coins in a variety of ways. This expansion also provides the components necessary to add a fifth player to the game.

The new components included in this expansion are designed to be used all the time with the core game; however, the great people and investment decks may be easily added or removed from the game as players see fit.

COMPONENTS

- This Rulebook
- 4 Civilization Sheets
- 4 Trade Dials
- 4 Economy Dials
- 4 Plastic Connectors (for the trade and economy dials)
- 4 Culture Level Markers (1 per civilization)
- 4 Home Map Tiles (1 for each civilization)
- 7 Neutral Map Tiles
- 3 Relic Markers
- 6 Plastic Army Figures (for a fifth player)
- 2 Plastic Scout Figures (for a fifth player)
- 1 Plastic White Spanish Scout Figure
- 152 Small Cards, including
 - » 41 Fifth Player Cards (1 Setup, 4 Government, and 36 Tech)
 - » 4 Replacement “Flight” Tech Cards
 - » 1 Replacement “Angkor Wat” Wonder Card
 - » 5 Military Reference Cards (1 per player)
 - » 20 New Tech Cards (4 per player)
 - » 10 New Culture Event Cards
 - » 9 New Wonder Cards
 - » 42 Great People Cards
 - » 20 Investment Cards (4 per player)

- 9 Wonder Markers (3 Ancient, 3 Medieval, 3 Modern)
- 23 Investment Markers
- 5 Metropolis Markers (1 per player)
- 10 New Hut Markers (2 Friendly Barbarian, 1 Incense, 1 Iron, 1 Native Art, 1 Silk, 1 Spy, 1 Teacher, 2 Wheat)
- 5 New Village Markers (1 Friendly Workers, 1 Native Art, 1 Spy, 1 Uranium, 1 Wealth)
- 15 Fortification/Caravan Markers
- 8 Disaster Markers
- 23 Five-point Culture Tokens
- 14 Fifth Player Markers (7 Military Tech, 3 City, 4 Market Resource)
- 1 Reference Sheet (for a fifth player)

COMPONENT DESCRIPTIONS

This section identifies each component of the *Fame and Fortune* expansion.

NEW CIVILIZATION SHEETS, TRADE DIALS, ECONOMY DIALS, PLASTIC CONNECTORS, AND CULTURE LEVEL MARKERS

These components add four new civilizations (the Arabs, Greeks, Indians, and Spanish) to the core game and should be assembled as described in the core game rulebook.



NEW MAP TILES AND RELIC MARKERS

The *Fame and Fortune* expansion includes four new home map tiles, as indicated by the picture of the civilization's leader on the back of the tiles. In addition, there are seven new neutral map tiles that do not belong to any specific civilization. Some of these neutral map tiles have new squares on them called **RELICS**, which are described on page 9. The three included relic markers are also used with these new rules.



WHITE SPANISH SCOUT FIGURE

The white scout figure is included for the Spanish player's use, as explained in "Civilization Bonuses for New Civilizations" on page 6.



REPLACEMENT "FLIGHT" AND "ANGKOR WAT" CARDS

These cards replace the "Flight" and "Angkor Wat" cards that came with early printings of the core game. Simply remove the old cards and replace them with the new cards.



MILITARY REFERENCE CARDS

These reference cards are included for the players' convenience and list the major combat hand size and combat bonus modifiers, as well as the types of loot that can be claimed by the winner of a battle.



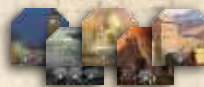
NEW TECH AND CULTURE EVENT CARDS

These cards are added to their respective decks. They add a number of new options to the core game, including metropolises, as described on page 10.



NEW WONDER CARDS AND MARKERS

These new wonder cards are added to the wonder deck, and the new wonder markers are placed with those from the core game. When playing with these extra wonders, players will need to build the wonder deck at the start of each game, as described on page 5.



GREAT PERSON CARDS

This deck of great person cards allows players to recruit the aid of specific great people from history, such as Hannibal or William Shakespeare. Rules for using this deck can be found on page 11.



INVESTMENT CARDS AND MARKERS

These cards and markers are used to indicate investments a player has made over the course of the game. Further details on investments can be found on page 13.



METROPOLIS MARKERS

These markers are used with the *Agriculture* tech to allow players to expand their capitals using the rules for “Metropolises” on page 10.



NEW HUT AND VILLAGE MARKERS

These markers are added to the existing hut and village markers from the core game. Their new effects are described on page 8.



FORTIFICATION/ CARAVAN MARKERS

These markers are used with the rules for disbanding figures to temporarily boost a city’s defense or production, as described on page 8.



NEW DISASTER MARKERS

These markers (which show forest on one side and water on the other) are used to indicate the effects of the “Flood” culture event and the *Ecology* tech.



FIVE-POINT CULTURE TOKENS

These larger denomination tokens are added to the culture token pool and make it easier for players to collect large amounts of culture.



FIFTH PLAYER COMPONENTS

Fame and Fortune includes an additional set of player components to allow up to five players to play at once using the 5-player setup shown in the diagram on page 6. These components include an additional set of cards (including government, tech, and setup), a reference sheet, another set of player markers (including military tech, city, and market resources), and an extra set of player figures (including 6 armies and 2 scouts).



FAME AND FORTUNE EXPANSION ICON

When necessary, components in this expansion are marked with the *Fame and Fortune* expansion icon on their front to allow easy distinction from the core game of *Sid Meier’s Civilization: The Board Game*.



EXPANSION SETUP

Before setting up the core game, use the following instructions to incorporate this expansion.

1. **New Civilizations:** Assemble the four new civilization sheets as described in the core game rulebook and add them to the civilization sheets from the core game. This is also a good time to add the four new culture level markers to those from the core game.
2. **New Tech Cards, Military Reference Cards, and Metropolis Markers:** Add the four new tech cards to each player's existing tech deck, and add the metropolis markers to each player's city markers. The military reference cards should be placed with each player's setup card.
3. **New Map Tiles, Hut and Village Markers, and Relic Markers:** Add the new home map tiles to those from the core game and shuffle the new neutral map tiles in with the other neutral map tiles. Then, add the hut and village markers to the markers from the core game. Players may also wish to store the relic markers with the hut and village markers, since all of them are used when exploring the map.
4. **New Wonders and Culture Events:** Shuffle the new wonder and culture event cards into their respective decks. Note that players must build the wonder deck before each game, as described in the next column.
5. **Replacement Cards:** Remove the old "Flight" and "Angkor Wat" cards from the core game, replacing them with the new cards that came with this expansion.
6. **Fifth Player Components:** Separate out the fifth player's plastic figures, cards, and markers to prepare them for use. The five-player setup diagram can be found on page 6.
7. **Great Person Deck:** If playing with the great person deck, see the rules on page 11. Otherwise, return the great person deck to the box.
8. **Investments:** If playing with investments, see the rules on page 13. Otherwise, return the investment cards and markers to the box.

BUILDING THE WONDER DECK

Now that the number of wonders available has increased, players will need to build the wonder deck a little differently in step 3 of the General Setup of the core game. To do so, carry out the following steps.

1. Shuffle the modern wonders, and then deal four of them, facedown, into a deck. Return the remaining modern wonders to the box without looking at them.
2. Repeat this process with the medieval wonders, dealing the four medieval wonders on top of the modern wonders dealt out in step 1.
3. Finally, repeat the process one last time with the ancient wonders, dealing the four ancient wonders on top of the medieval wonders.

Once the wonder deck has been built, Egypt (if playing) receives the top card of the deck, and then the top four cards are turned faceup and placed in the wonder market spaces.

NEW TERMINOLOGY

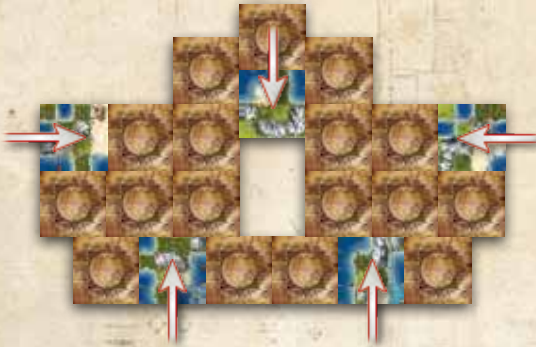
The *Fame and Fortune* expansion introduces two new terms.

BASIC BUILDING: A building that is not upgraded. For instance, a Granary is a basic building, but an Aqueduct is not.

IMMUNE TO ANARCHY: A player who is immune to anarchy never needs to change to the *Anarchy* government. Culture events cannot force the player to do so, and the player may switch directly to a new government type, even if they did not learn that government on the previous turn.

FIVE-PLAYER MAP SETUP

As in the core game, the arrows shown indicate tile orientation. The hole in the center of the map cannot be moved through in any way and is considered to be adjacent to the inside edge of map, rather than the outside (i.e., the great person Galileo cannot move figures next to the hole).



CIVILIZATION BONUSES FOR NEW CIVILIZATIONS

The bonuses each new civilization receives at the start of the game are summarized as follows.

ARABIA

Arabia gains one of each type of resource token found in the market. Specifically, they start with 1 incense, 1 iron, 1 silk, and 1 wheat. In addition, due to their *Mathematics* technology, Arabia's artillery military level marker starts the game at rank 2.

GREECE

Greece begins the game governed by **Democracy** instead of by **Despotism**. In addition, due to *Democracy*, Greece's infantry military level marker starts the game at rank 2.

INDIA

India starts the game with a metropolis instead of a normal capital. The metropolis must occupy two of the four center squares on India's home map tile and cannot be placed diagonally. The effects of having a metropolis are explained on page 10.

SPAIN

Spain takes the white Spanish scout figure and adds it to their figures. When figures are placed on the map, Spain places the white scout figure on the map as well. As with Russia, this increases the number of figures that Spain can have on the map at the same time. Note that, unlike with Russia, Spain's stacking limit still starts at 2, so Spain may not place all three of its figures in the same square at the start of the game.

A NOTE ON AMERICA

When playing with the great person deck as described on page 11, it is worth noting that America draws a great person card at the start of the game, just as though they had gained a great person during the game.

RULES CHANGES AND CLARIFICATIONS

All the rules found in this book supersede the rules found in the core game and should always be used when playing with the *Fame and Fortune* expansion. If not using the great person or investment decks, disregard the rules for those components. This section contains general rules changes that clarify and replace those found in the core game.

ADDING WONDERS TO THE MARKET BOARD

Each time a wonder is purchased from the market, the next wonder in the deck must be drawn and placed faceup in the market to replace it, along with its accompanying wonder marker. This rule was omitted from the first printing of the rulebook by accident.

OBSOLETING WONDERS IN THE MARKET

When obsoleting a wonder using a tech card, a player may choose a wonder still in the market to obsolete. In this case, the obsoleted wonder is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it, as indicated above.

LOOTING AFTER BATTLE

Although the losses incurred by the losing side remain basically the same, the looting system has been adjusted to simplify it and to avoid certain abuses of the game.

If the loser had one or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase effects from the following table. A winner receiving more than one loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times. For instance, a player receiving 2 loot could purchase a 2-loot effect, two different 1-loot effects, or the same 1-loot effect twice.

1 LOOT EFFECTS

- Steal up to three points of trade from the loser's trade dial.
- Steal up to three culture tokens from the loser.
- Steal any one resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice. This cannot affect investments.

2 LOOT EFFECTS

- Learn one of the loser's known techs that the winner does not know, without having to pay the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet. This cannot affect investments.

HOW TO USE THIS EXPANSION

All the rules found in this book supersede the rules found in the core game and should always be used when playing with the *Fame and Fortune* expansion. If not using the great people or investment decks, disregard the rules for those components. This section describes how to use the new component types and new game rules for the *Fame and Fortune* expansion.


NEW HUT AND VILLAGE EFFECTS

To provide more variety, this expansion adds hut and village markers with several new hut and village effects, as described below.



Friendly Barbarian: Immediately reveal and discard this marker, then either build one unlocked unit for free and add it to your standing forces, or build a figure for free and place it in the square where this marker was found (this placement must not exceed your stacking limit).



Friendly Workers: Reveal and discard this marker during city management to have one of your cities produce an extra 4  that turn.



Native Art: Immediately reveal and discard this marker, then gain either 3 or 6 culture tokens, as indicated on the hut or village marker.



Teacher: Keep this marker. Reveal and discard it during the Start of Turn Phase to learn a level I tech for free.



Wealth: Immediately reveal and discard this marker, then gain one coin token, placing it on your civilization sheet.

DISBANDING FIGURES, FORTIFYING CITIES, AND SENDING CARAVANS


In this expansion, armies and scouts may now be removed from the board voluntarily. This is called disbanding the unit. In order to do so, the player must first move the figure into the city center of one of their own cities. The figure is then removed from the board. Disbanding is strictly voluntary – figures may still move through friendly city centers as long as they don't end their movement there. By disbanding a figure in the city, the player can gain a benefit, either fortifying the city or sending a caravan to it, depending on whether an army or a scout is disbanded.

FORTIFYING A CITY

If a player disbands an army, they may choose to fortify the city that the army figure was disbanded in. To do so, the player takes a fortification/caravan marker and places it on the city center, fortification side up. A fortification marker indicates that temporary defenses have been built to protect the city. When a player defends a fortified city, they receive an extra +2 combat bonus.

If a fortified city successfully defends itself against an attacker in combat, the fortification marker is discarded (and if the city isn't successfully defended, the city is destroyed, of course). A city may only have one fortification marker on it at a time, and a fortified city cannot also have a caravan marker placed on it.

CARAVANS

If a player disbands a scout, they may choose to send a caravan to the city that the scout figure was disbanded in. To do so, the player takes a fortification/caravan marker and places it on the city center, caravan side up. A caravan marker indicates that the city is benefitting from a burst of productivity. When a player takes a build action in a city with a caravan marker, they may discard the caravan marker to have the city produce 2 extra  that turn.

A city may only have one caravan marker on it at a time, and a city with a caravan cannot also have a fortification marker placed on it.

SENDING A CARAVAN TO A CITY

The purple player disbands a scout figure from the city center.



Then, the player places a caravan marker on the city center.



RELICS

Three of the new neutral map tiles in this expansion contain a special square on them known as a relic – a ruin or object left over from a bygone age. When a map tile with a relic is discovered, place the matching relic marker on the appropriate square. While the relic marker remains in place, the square cannot be built in or altered by any culture event, tech, or other game effects (such as “Deforestation”). In addition, while the relic marker remains, no cities may be built adjacent to it, nor may any scout figures enter the square unless accompanied by one or more armies (not even if owned by a player whose civilization is governed by a **Republic**).

When one or more army figures end their movement on a relic square, their owner removes the relic marker from the board, gaining a special one-time ability as described below. Once the relic marker is removed from the board, the relic square may be built over or altered as normal.

ATLANTIS

The player who removes the Atlantis relic marker from the board learns a free tech of their choice at the start of the next turn. The player must have a legal space in their tech pyramid to place the new tech. Atlantis is a water square.



SCHOOL OF CONFUCIUS

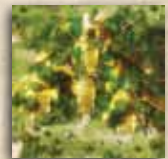
The player who removes the School of Confucius relic marker from the board immediately gains two great people. The School of Confucius is a mountain square.



Note: If the Greeks remove this relic marker, the Greek player first draws two great people and chooses one to keep and then draws two more great people and chooses one to keep.

SEVEN CITIES OF GOLD

The player who removes the Seven Cities of Gold relic marker from the board invests two coins for free at the start of the next turn (i.e., that player gains two investment markers, but does not lose two coin tokens to pay for them). The Seven Cities of Gold is a forest square.



METROPOLISES

The *Agriculture* tech introduced in this expansion allows a player to grow their capital into a metropolis. A metropolis is larger than a normal city and provides the following benefits:

- A metropolis has two extra squares in its city outskirts.
- When devoted to the arts, a metropolis produces a base of 2 culture instead of 1.
- A metropolis receives an extra +2 combat bonus when a player is defending it.
- A metropolis may extend partially into water and doesn't count as water for movement, so its owner can use it as a makeshift bridge.

Both squares containing a metropolis marker are that city's center, while the 10 squares surrounding the metropolis marker are the city's outskirts (the squares with arrows pointing to them on the diagram below).

METROPOLIS OUTSKIRTS

A metropolis has 10 squares in its city outskirts rather than eight.



GROWING A CAPITAL INTO A METROPOLIS

When a player learns the *Agriculture* tech, their capital immediately grows into a metropolis, if possible. To do this, the player removes their capital marker from the map and then takes their metropolis marker and places it on the map, according to the following rules.

- The metropolis marker must occupy the square that the capital marker occupied plus one of its four non-diagonally adjacent squares (this square is called its **EXPANSION SQUARE**).
- The expansion square must not contain any enemy figures.
- If the expansion square contains any friendly figures, the player immediately moves them to an adjacent square that they can legally end their movement in.
- If the expansion square contains a wonder, great person, or building, then the square's previous contents are overbuilt, as described in the core rulebook.
- An expansion square may be a water square. If so, the square is no longer considered to be water for purposes of movement.
- The metropolis's new outskirts cannot overlap another city's outskirts, nor can the outskirts extend off the map or into unexplored territory.

If a capital can be grown into a metropolis when *Agriculture* is learned, then it must be. However, if it cannot be grown into a metropolis that turn, the player must grow it into a metropolis during the Start of Turn Phase on any subsequent turn in which it becomes possible.

EXAMPLE OF METROPOLIS GROWTH

The purple player wishes to expand their capital into a metropolis. Squares A and B are legal expansion squares. Squares C and D are not legal expansion squares. C is illegal because the outskirts extend off the map. D is illegal because an enemy figure is in it.



The purple player decides to expand into square B, overbuilding the Harbor (and returning it to the market as per the core game rules). The purple player removes their capital marker from the map, replacing that marker with their metropolis marker.



GREAT PERSON DECK

This expansion introduces the great person deck. Using this deck makes pursuing culture victories more desirable and allows players to recruit specific great people from history. All players must agree at the start of the game whether or not to use this deck.

SETUP

During step 6 of the core game setup, do not shuffle the great person markers facedown. Instead, turn them faceup and sort them by type. There are six different types of great person markers in all: artist, builder, general, humanitarian, industrialist, and scientist.

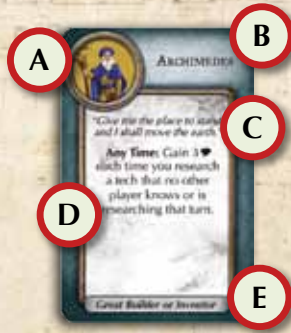
After sorting the great person markers, shuffle the great person deck and place it facedown near the great person markers.

GAINING GREAT PEOPLE

When a player gains a great person, that player draws a card from the great person deck, without revealing the card to the other players. The card indicates which great person the player gains, and the player takes the type of great person marker that matches the **picture** shown on the card. (The artist, builder, general, humanitarian, and scientist great person markers correspond to cards of the same name, but the industrialist markers correspond to the “Great Merchant or Explorer” cards.) The great person marker may be placed on the board or held in reserve as normal and otherwise behaves according to the core game rules. The great person card must be kept **face**down and secret from the other players until used.

GREAT PERSON CARD BREAKDOWN

- A. Picture
- B. Name
- C. Quote
- D. Effect
- E. Type



If no great person markers of the type shown on the drawn card are available, the player discards the great person card faceup to the bottom of the great person deck and draws again until he draws a type of great person that is available. If there are no great person markers available at all, then the player doesn't receive a great person.

Example: Rome gains a great person and draws a card from the great person deck. The drawn card is “Archimedes,” a great scientist. However, there are no scientist great person markers left, so “Archimedes” is discarded faceup to the bottom of the great person deck. Drawing again, Rome receives “St. Francis of Assisi,” a great humanitarian. There are two humanitarian great person markers left, so Rome takes one of the two markers and places the “St. Francis of Assisi” card facedown next to their civilization sheet.

Note: When the Greeks draw a great person, the Greek player draws until the player has two valid great person cards to choose between.

If the players go through the entire great person deck and a faceup card is revealed on top of the deck, turn the deck over and shuffle it to create a new deck.

GREAT PERSON ABILITIES

The abilities listed on great person cards are similar to those on wonder cards, but are generally less powerful and are often usable only by discarding the card. Each ability indicates when it can be used. When a player wishes to use a great person ability, the player turns the card faceup, revealing it to the other players, and then uses the ability. If the great person card must be discarded for the ability to be used, the player discards the card faceup to the bottom of the great person deck; otherwise, it remains faceup in front of its owner.

Note: A player cannot use a great person's ability unless they have at least one great person marker of that great person's type on the map. For example, in order to use the ability of “William Shakespeare,” the player must have at least one artist great person marker on the map.

KILLING GREAT PEOPLE

When a great person marker is killed (normally by a culture event or the destruction of a city), the player must check to see whether they now have too many great person cards of that type. A player may only have one great person card for each great person marker of that type they possess (including markers on the map and those held in reserve), regardless of whether the cards are faceup or facedown. Thus, a player with two artist great person markers may have no more than two great artist cards total. If a player has too many of the same type of great person card, they must randomly discard cards of that type (one at a time) until they no longer have too many.

Example: Rome has two artist great person markers on the map and possesses “William Shakespeare” (faceup) and “Michelangelo” (facedown). Egypt plays a culture event card that kills one of Rome's artist great person markers. Now, Rome has one too many great artist cards, so that player selects one of their two great artist cards at random without looking (“Michelangelo,” in this case) and discards that card faceup to the bottom of the great person deck.

INVESTMENT DECK

This expansion also introduces the investment deck. This deck provides more interaction between the economic victory path and the other three victory paths by allowing players to invest their coins in a variety of ways. All players must agree at the start of the game whether or not to use this deck.

Note: When playing with the Arabs, the investment deck must be used, as one of their civilization abilities depends upon it to function.

SETUP

During step 2 of General Setup in the core game, give each player their deck of four investment cards.

INVESTING COINS

Each player may invest one (and only one) coin each turn. Coins are invested during the start of the turn. Only **coin tokens** may be invested – coins printed on the map, on tech cards, or on buildings cannot be invested. In order to invest a coin, the player discards one of their coin tokens from play (lowering their number of coins by one) and then gains one investment marker.

The player then chooses one of their investment cards and places the investment marker on top of the card, keeping the card faceup for the other players to see. Each time a player invests, they may place the new investment marker on a different one of their investment cards, or they may pile several investment markers on top of the same card.

Investments do not count towards the 15 coins needed for an economic victory, but neither can investments be discarded from play by other players.

INVESTMENT EFFECTS

When adding an investment marker to an investment card, the player looks to see if an ability becomes active. An investment ability becomes active when the total number of investment markers on the card is equal to or higher than the number shown to the left of the investment ability. However, only the most expensive active ability on an investment card has an effect. Once a more expensive ability on an investment card becomes active, less expensive abilities on that card cease to function.

SUPERSEDING INVESTMENT EFFECTS

A player has three investment markers on the “Military-Industrial Complex” card. Therefore, the +4 combat bonus ability is active.



Then, the player places a fourth investment marker on the “Military-Industrial Complex” card, making its +8 combat bonus ability active. This four-marker ability supersedes the less expensive two-marker ability that previously provided the +4 combat bonus.



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INDEX

Agriculture Tech 4, 6, 10
Atlantis 9
Basic Building 5
Building the Wonder Deck 5
Caravans 8
Civilization Bonuses 6
Component Descriptions 2
Components 2
Disaster Markers 4
Disbanding Figures 8
Expansion Overview 2
Expansion Setup 5
Fame and Fortune Expansion Icon 4
Five-Player Map Setup 6
Fortifying a City 8
Great Person Card Breakdown 12
Great Person Deck 11
How to Use this Expansion 8
Hut Effects 8
Immune to Anarchy 5
Investment Deck 13
Looting 7
Metropolises 10
Military Reference Cards 3
New Terminology 5
Relics 9
Replacement “Flight” and “Angkor Wat” Cards 3
Rules Changes and Clarifications 7
School of Confucius 9
Seven Cities of Gold 9
Village Effects 8
Wonders 7



NEW HUT AND VILLAGE EFFECTS

This expansion adds several new hut and village effects, as described below.



Friendly Barbarian: Immediately reveal and discard this marker, then either build one unlocked unit for free and add it to your standing forces, or build a figure for free and place it in the square where this marker was found (this placement must not exceed your stacking limit).



Friendly Workers: Reveal and discard this marker during city management to have one of your cities produce an extra 4 ⤴ that turn.



Native Art: Immediately reveal and discard this marker, then gain either 3 or 6 culture tokens, as indicated on the hut or village marker.



Teacher: Keep this marker. Reveal and discard it during the Start of Turn Phase to learn a level I tech for free.



Wealth: Immediately reveal and discard this marker, then gain one coin token, placing it on your civilization sheet.

RELIC EFFECTS

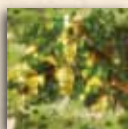
Three special squares known as relics may be found on the neutral map tiles in this expansion. The first player to end the movement of one of their army figures on a relic square removes its relic marker from the board and gains a one-time ability, as described as follows.



Atlantis: The player who removes the Atlantis relic marker from the board learns a free tech of their choice at the start of the next turn. The player must have a legal space in their tech pyramid to place the new tech. Atlantis is a water square.



School of Confucius: The player who removes the School of Confucius relic marker from the board immediately gains two great people. The School of Confucius is a mountain square.



Seven Cities of Gold: The player who removes the Seven Cities of Gold relic marker from the board invests two coins for free at the start of the next turn (i.e., that player gains two investment markers, but does not lose two coin tokens to pay for them). The Seven Cities of Gold is a forest square.

METROPOLIS BENEFITS



A metropolis is larger than a normal city and provides the following benefits:

- A metropolis has two extra squares in its city outskirts.
- When devoted to the arts, a metropolis produces a base of 2 culture instead of 1.
- A metropolis receives an extra +2 combat bonus when a player is defending it.
- A metropolis may extend partially into water and doesn't count as water for movement, so its owner can use it as a makeshift bridge.

Both squares containing a metropolis marker are that city's center, while the 10 squares surrounding the metropolis marker are the city's outskirts.