



Nations FAQ++

This document contains detailed descriptions of just about everything that you might wonder about regarding interactions between cards and comments about effects in the board game Nations, published by Lautapelit.fi 2013. Important rules that might be missed when reading the rulebook are repeated. You do not need to read this document to play the game. However, if you are uncertain about a specific card you can look it up here.

Updates in the latest version are marked **red**, second latest are marked **orange**, and all updates after version 1.0 have a [note] showing the latest update.

References (Like "See Golden Age/Bonus") are links, so in the pdf version you can click them.

General

First game

Try to not have any workers undeployed at the end of any round, especially at the end of the first round. Avoid building so much on wonders that you can not deploy all your workers.

It is important to not over-commit on Strength, Stability and Books. At the end of the first round you should (as a beginner) produce at least 3 Stone, 3 Gold and 2 Food. Try to improve that in later rounds.

Components

If your boards are slightly concave you can lightly flex them the other way to make them flat.

Production

Resources are produced before they are consumed, so there is for example no need to have a buffer from last round to feed your military. Remember that square effects

(Strength and Stability) are immediately taken into account, for example decrease Stability by 1 when you deploy a worker on Jaguar Warriors (Stability -1) and increase it by 1 when the worker is undeployed. During production Stability is not changed at all due to having a worker on Jaguar Warrior.

You may not voluntarily spend more resources than you have and lose VP, this can only happen when you are forced to lose something. [1.2]

Architects

All architects are cleared from the architects space before placing new ones there at the start of a round. Architects never accumulate, so any that are not used during a round (private or public) are lost.

Cards

In this document the card pack of cards that are not in the basic card pack are shown by these symbols:

- + : Advanced card
- × : Expert card
- : Promo card

In this document "You" refers to the Nation that has or buys the card that is described, or is affected by the event described.

Cards normally only affect the Nation they are placed in. Some cards, specifically those incurring an effect on the nations with least or most of something, can affect others as well. Another notable type is when cards affect All, then they will also affect the Nation it is in.

A card covered by another card (including printed start cards) can never be used again, even if a card that covered it is removed. Instead of removing a card you can flip upside down to show that there is no card with any effect in this position. New cards of the same type can be placed here normally.

A special action provided to you by a card on your player board can be used instead of a normal action. You can use the special action of a card in the same round that you bought it, but not in the same turn (as you can only do one action per turn).

Most and least

"Production: If most Strength: +2 Stone" : If you are the strongest

during the Production phase you get 2 extra Stone. You get nothing if shared strongest.

"If X: remove" : If you at any moment, even during the brief moment when someone undeploys a worker to deploy in another building or military, condition X is fulfilled, you must remove the card and lose the effects of it.

Resource loss

Worst case example:

At the start of the production phase you have 2 food and 3 books. You produce no books. You must pay 3 food, but only have 2. You pay 2 food, lose 1 VP due to lack of food, and pay 1 book (because it was 1 food you could not pay). After production you have 6 stone.

A war was purchased this round and you are defeated, causing a loss of 1 VP and 3 food (your stability is 0, so not reducing the effects). You lose the 1 VP and, because you have no food, must lose 3 books instead, but you **do not** lose a point from lack of food as you have already lost a point from food this round. You lose 2 books, lose 1 VP due to lack of books, and pay 1 stone.

The famine is -2 food. Because you have no food, you must make up the difference in books. Because you have no books, you must make up the difference in any other resources. You **do not** lose a point for food or books, as you have already lost points for both of them this round. You lose 2 of any other resource (or combination of resources) to pay for the famine.

In total, you have lost 1 VP for lack of food, 1 VP for lack of books, and 1 VP for the war. You have 0 food, 0 books, and 3 stone. In the next round you may once again lose VP for food and books.

In the even more extreme case when you have paid all your resources, paid 1 VP penalty for not having enough of the resource and 1 VP penalty for not having enough books, paid all the rest of your resources and still should pay more. Then you get no further penalty, same as in the case of having 0 VP you cannot lose more VP. [1.3]

B-sides

Greece

Special effect: see Golden Age/Bonus.

China

Special effect: If you pass first you receive 1 Food extra. Technically you receive this during the Production phase, but to make it easier to remember you can normally take it just when you have passed. You can only receive a maximum of 1 Food for passing first. On 5 players you receive the bonus if you pass first or second.

Rome

The 2 Strength is always active, you cannot deploy a worker on it. This means you start the game with 2 Strength. [1.4]

Advisor

The large square or round values at the bottom of most advisors are permanent effect (square) or production effects (round) that you benefit from as long as you have the advisor and regardless of any other effect on the advisor.

Antiquity

Augustus - See Most and least.

Hatshepsut - You must have Hatshepsut at the moment your Wonder is ready to get 3 Books, you get no bonus for previously finished wonders when taking Hatshepsut. When completing Titanic you get the bonus even if you lose Hatshepsut to it. [1.3]

Qin Shi Huang - See Most and least.

Saint Augustine - See Most and least.

+Archimedes - You can take an architect from the supply once per round and use it as a normal architect. You can use this effect in the round you buy Archimedes.

+Boudica - You may have Strength from other cards, but if you have at least 1 worker deployed on a military card you immediately lose Boudica, see Most and least.

+Cyrus the Great - You produce the bonus gold (remember, only in the production phase) if you bought at least one Colony during this round, no extra for buying more than one.

×Buddha - You must skip your first

turn only if you had Buddha since the last round, not if you buy Buddha as your first action in a round.

In the solo game you must roll after skipping your turn. [1.4]

×Hannibal - Your raid values count as 1 higher, so when you buy a battle you get 1 more resource than what you would have received normally. Other Nations have to pay 1 Gold more than the normal cost when they buy battles.

×Sun Tzu - You take one turn, and then another turn, instead of your first turn in a round. You must have Sun Tzu since the last round to benefit from the effect, buying Sun Tzu as your first action does not give you another immediate action. If you have Sun Tzu at the beginning of your first action in a round you get both actions, even if you replace Sun Tzu with the first of your two actions.

In the solo game you always roll for the shadow after benefiting from the Sun Tzu effect even if you only deploy workers on buildings.[1.4]

Medieval

Anna Komnene - Treat all negative production and Stability per-worker effects on your military cards as if they do not exist.

Harald Hardrada - See Most and least.

Sejong the Great - When you buy a Golden Age you get 2 Stone. This is different from Golden Age/Bonus. [1.1]

Thomas Aquino - See Most and least.

+Abu Bakr - Regardless of what resource you choose when you buy a Battle, you get 2 books extra.

+Eleanor of Aquitaine - You get the bonus gold if you bought at least one Colony during this round, no extra for buying more than one.

+Mansa Musa - You must have Mansa Musa at the start of your action to benefit from the effects, spending your last Gold to buy him does not give you his effect. If you use your last gold to buy another advisor you get the effect. [1.1] You can get the bonus multiple times in a round if you go down to 0 gold and then generate more, then spend all again. [1.2] You must spend your gold as an action, not lose it, to get the effect. [1.4]

×Alhazen - Once per round you can use a full action to choose two cards on the Progress Board. These two cards switch places with each other. As normal you may not take any more action, notably you can

not buy any card this turn. Next time it is your turn you may buy cards normally.

×Genghis Khan - All Nations, including you, have 3 Stability less as long as you have Genghis Khan.

×Marco Polo - You can trade with the supply, 2 Food or 2 Stone to get 4 Gold.

Renaissance

Elizabeth - The bonus Strength is only counted when checking if you are hit by the war, not for any other purpose.

Galileo Galilei - You only skip paying the normal gold cost to buy the card. If you buy a Golden Age and want to buy VP you must pay that cost normally.

Isabella - The bonus is for every colony from Renaissance (age 3) colonies. No bonus for colonies from age 1, 2 or 4.

Montezuma - This is an immediate effect when buying a War or Battle.

+Martin Luther - Any Nation, including you, that is defeated by a War must pay 4 additional food.

This 4 food is added to the resource loss incurred by the War. Choose what resources to mitigate with Stability in reverse player order.

Effects of stability may be split to reduce part of the loss from Martin Luther and part of the normal resource loss from the War.

+Pocahontas - The increase in requirement to conquer colonies is in effect for you as well.

+Tokugawa - The bonus is per card from the current age, so during round 5 and 6 Renaissance cards are counted, during round 7 and 8 Industrial cards.

×Niccolo Machiavelli - You must show both historical event cards to all players.

×Peter the Great - Choose one of the 3 resource bonuses if your Strength is more than the Strength of the War.

×Suleiman I - As long as you are strongest (and have workers you can take) you may take a worker each time it is your turn.

Industrial

Florence Nightingale - You will still lose books if lacking resources (or other resources if lacking books). No effect on War.

Frederick the Great - Minimum cost to deploy is 1 stone.

Lin Zexu

Marie Antoinette

+Abraham Lincoln - As long as you have workers you can take you may take a worker each time it is

your turn.

+**Benjamin Disraeli** - You get the bonus food if you bought at least one Colony during this round, no extra for buying more than one.

+**Marie Curie** - You can take an architect from the supply twice per round and use it as a normal architect. You can use this effect in the round you buy Marie Curie.

×**Alfred Nobel** - The two effects are separate. Even if you have no workers on Industrial (age 4) buildings, you may still not buy War. You only get the stone bonus during the production phase.

×**Shaka Zulu** - Other Nations get the bonus when buying a colony, not you.

×**Simon Bolivar**

●**Nikola Tesla** - This action may be performed as many times as you want in a round, but only one time per turn. Use the die for the solo game.

Battle

Remember that you only benefit from the best Raid value if you have at least 1 worker on that military card. Having more than 1 worker on a card makes no difference, you never get multiples of the Battle effects.

Antiquity

Battle of Cannae

Battle of Kadesh

Siege of Alesia

Siege of Troy

+Battle of Thermopylae

+Milvian Bridge

×Battle of Issus

×Crossing the Alps

Medieval

Battle of Agincourt

Battle of Hastings

Battle of Poitiers

Battle of Tanneberg

+Battle of Manzikert

+The Horns of Hattin

×Battle of Ain Jalut

×Siege of Constantinople

Renaissance

Battle of Poltava

Fall of Constantinople

La Noche Triste

Siege of Rhodes

+Battle of Cajamarca

+Battle of Noryang

×Fall of Louisburg

×Siege of Vienna

Industrial

Battle of Tsushima

Battle of Waterloo

Fashoda Incident

Surrender at Yorktown

+Battle of Austerlitz

+Battle of Borodino

×Battle of Trafalgar

×Battle of Balaclava

Building

Start

Farm

Quarry

Caravan

Temple

Antiquity

Aqueduct

Brewery

City Wall

Forum

Lighthouse

Lyceum

Synagogue

Ziggurat

+Granary

+Mine

+Pagoda

×Confucian Academy

×Forge

×Library

Medieval

Cathedral

Madrassa

Market

Monastery

Mosque

University

Watermill

Windmill

+Ball Court

+Castle

+Guild hall

×Hippodrome

×Mint

×Ocean Fishing

Renaissance

Colonial Trading

Courthouse

Dike

Observatory

Parliament

Sawmill

Terrace Farming

Theatre

+Bank

+Sacrificial Altar

+Shipyard

×Chateau

×Hamмам

×Printing Press

Industrial

Factory

Hospital

Hydro Plant

Penal Colony

Railroad

Urban Center

Voortrekker

Zeppelin

+Engineering School

+Sewer System

+Stock Exchange

×Coal Mine

×National Park

×Radio

Colony

Antiquity

Hispania

Israel

Macedonia

Nubia

+Babylonia

+Gaul

×Armenia

×Hindu Kush

Medieval

Greenland

Lombardy

Sicily

Tibet

+England

+Prussia

×Crusader States

×Saharan Trade

Renaissance

Aztec Empire

Incan Empire

Quebec

South Africa

+Brazil

+Phillipines

×The Caribbean

×Virginia

Industrial

Congo

India

Nigeria

Ostafrika (Tanganyika/Africa Orientale in translations) [1.4]

+Algeria

+Hong Kong

×Australia

×Libya

●**Grand Duchy of Finland** - This special action allows you to skip a turn without passing.

Golden Age

Bonus

Golden Age Bonus X means you get X more of the same resource you get from a Golden Age you buy, or if you pay resources to get the VP you pay X less. Minimum 0, you can not gain resources from buying VP. If you have several Golden Age bonus effects they all apply, so if you have both bonus 1 and bonus 2 you effectively have Golden Age bonus 3.

Antiquity

Aeneid
Iron Working
Map Making
The Bible
+Silk
+The Odyssey
×Coinage
×Mahabharata

Medieval

Compass
Divina Comedia
Heavy Plough
Magna Carta
+Spectacles
+Three Kingdoms
×Gunpowder
×The Quoran

Renaissance

Clocks
Gutenberg bible
Microscope
Romeo and Juliet
+Don Quixote
+Telescope
×Principia
×Thermometer

Industrial

Das Kapital
Dynamite
Origin of Species
Vaccine
+Candide
+Electricity
×Kalevala
×Spinning Jenny

Military

Start

Axeman

Antiquity

Chariot
Hoplite
Immortal
Legionary

+Archer
+Trireme
×Elephant
×Phalanx

Medieval

Camel Archer
Cho-Ko-Nu
Horse Archer
Longboats
+Knight
+Longbowman
×Cataphract
×Greek Fire Galley

Renaissance

Conquistador
Jaguar Warrior
Redcoat
Samurai
+Frigate
+Ranger
×Hakkapeliitta
×Mercenary

Industrial

Cavalry
Cossack
Hussar
Rifleman
+Conscript
+Submarine
×Dreadnought
×Machine Gunner

War

Antiquity

Hunnic Invasions
Pelopponesian War
Warring States
Wars of Alexander
+Parthian Wars
+Three Kingdoms
×Hyksos Invasion
×Punic Wars

Medieval

Byzantine-Arab War
First Crusade
Hundred Years War
Reconquista
+Viking Raids
+War of the Roses
×Mongol Invasions
×Vandalic War

Renaissance

Great Northern War
Imjin War
Mughal Invasion
War of Jenkins' Ear
+Cortes Expedition
+Dutch Liberation War
×Thirty Years War
×War of Cyprus

Industrial

Balkan Wars
Franco-Prussian War
Opium War
Second Boer War
+Anglo-Afghan War
+Napoleonic War
×American Civil War
×Crimean War

Wonder

You can place a ready Wonder over an existing wonder, even if you have free wonder slots (exception: Mechanical Turk). A wonder effect that happens when a wonder is ready is performed even if the new wonder replaces the wonder with that effect. [1.4]

Antiquity

Colosseum - You may complete this wonder even if you do not have 2 food to pay, but then you will have to pay 1 VP plus books for the food you could not pay. [1.3]

Hanging Gardens

Pyramids

Stonehenge

+**Great Lighthouse** - Every time you pay 3 Gold for a card you buy (normally a card from row 3) you get 1 Book. If another Nation has Hannibal also Battles from row 2.
+**Sphinx** - For every Wonder you complete after Sphinx you get 5 Stone.

+The Oracle

×**Solomon's Temple** - Score for this at the same time as you score for Books. This means you can get maximum 4 VP if you build Solomon's Temple in Antiquity and are not defeated by a War during the whole game.

×**Terracotta Army** - All Nations with the least Stability when Terracotta Army is ready (even you) lose 4 Gold.

×**Petra** - You can trade with the supply, 1 Food for 3 Books or 3 Gold or 3 Stone.

Medieval

Alhambra - You can take an architect from the supply once per round and use it as a normal architect.

Notre Dame - See Most and least.

Porcelain Tower - If you lose your advisor through any effect and you have two advisors, you lose both. If you lose the advisor placed on Porcelain Tower you can place a new one on it. An advisor on Porcelain Tower can be replaced by

another advisor, or both advisor and Porcelain Tower can be replaced by ready Wonder.

Sankore University

+**Angkor Wat** - See Most and least.

+**Chichen Itza** - You get the VP immediately, regardless of Strength or if any Nations (even you) will be defeated.

+**Moai Statues**

×**Krak des Chevaliers**

×**Great Wall** - If you pass first you are only protected against the 1 VP loss directly incurred by the war, it has no effect on resource loss or lack of resource VP loss.

×**Piazza San Marco** - You can trade with the supply, 2 Gold for 5 Books or 5 Food or 5 Stone.

●**Hagia Sophia** - See Most and least.

Renaissance

Machu Picchu

Sistine Chapel - You get the books when you hire an architect normally to build on a wonder, you cannot hire architects without building on a wonder. [1.2]

Taj Mahal

Versailles - For the rest of the round when Versailles is finished you count as having the least Stability, same as nations in revolt. This holds for both events and other effects.

Your Stability marker is not moved, if you have positive Stability it can mitigate the resource loss from defeat in a war. [1.3]

+**Potala Palace** - This is for the end of game scoring only. Score 2 VP if you have Porcelain Tower and 2 advisors.

+**Royal Society** - Only skip paying the normal stone cost when placing a worker with this special action. Upkeep for military works as normal.

+**Uraniborg** - See Golden Age/Bonus.

×**Forbidden Palace**

×**Himeji Castle** - To get the 4 stone you must buy and place a building card on top of a building card from an earlier age (for example an age 3 building card on an age 1 or 2 building card).

×**Red Fort** - Every time you pay 1 Gold for a card you buy (normally a card from row 1) you get 2 food.

●**Kremlin** - As long as you are strongest you have the 4 extra Stability. If you are tied or below someone in Strength you immediately lose the bonus.

●**Mechanical Turk** - The 2 VP received when ready stay with the Nation that completed the Wonder, even if it is given away. Mechanical

Turk may not be replaced by another wonder, but may replace another wonder when built or received from another player. The receiving player chooses which wonder space to place it on.

Industrial

Darwin's Voyage

Ford Motor Company

South Pole Expedition - You may complete this wonder even if you do not have 5 food to pay, but then you will have to pay 1 VP plus books for the food you could not pay. [1.3]

Suez Canal

+**Big Ben** - The scoring is done in the final scoring. Only your own colonies count. [1.4]

+**Brandenburg Gate** - The Nation with the most Strength gets both stone and gold, even if it is you who builds Brandenburg Gate.

+**British Museum** - The Nation with the least Strength loses 10 books, even if it is you who builds British Museum.

×**MIT** - Just when you have bought and placed a new building card you may deploy one worker on this card without paying the normal stone cost. A worker may be undeployed to deploy it in this way.

×**Statue of Liberty** - This happens only in the final scoring. You must have more workers than all others to get the bonus.

×**Titanic** - Every Nation chooses to either pay 4 Gold or remove their advisor in reverse player order. If you do not have an advisor you must pay 4 gold (losing VP an books as normal if you are unable to pay). Remove both advisors if you have Porcelain Tower and do not pay the gold.

Event

Remember that to win positive effects you must be the best to get it, but for negative effects all will suffer.

Remember the rules for 5 players, see page 21.

Remember that choices all must do are performed in reverse player order.

Workers are never removed from the Player board.

Stability only reduces losses from defeat in war, it does not reduce losses from event effects. [1.3]

Effects only happen once, except if

there is a special note. Note this especially for effects that start with "May", you may only make that choice once. [1.4]

Antiquity

Aryan Migration

Ashokas conversion - Workers are undeployed, so will be available to deploy next round. Several may be undeployed. Done in reverse player order. [1.4]

Assyrian deportations

Atilla

Bread and Games

Bronze Age Collapse - The Nation with most Strength is safe, as well as the Nation with most Stability. If one Nation is both strongest and most stable it is safe. Others lose 1 VP.

Christianity - This is a choice, you do not have to do it even if you can.

Code of Hammurabi

Exodus

Han dynasty - Taking this is a choice, but you must take both or none.

Hellenism - If most Strength is shared all lose 2 Food.

Ionian Colonisation

Jain Ascetism - If you lost any VP due to being defeated by War or lost any VP when paying resources when defeated by War, get those VP back. Remember you must pay as much resources as you can before paying Books+1VP for not having enough. Most stability does NOT get VP others lost to war. [1.4]

Olympic games - This reordering comes after the new player order has been determined. On 5 players the Nations with most Stability goes first, secondmost goes second. Ties are broken by player order.

Pax Romana

Philosophy

Qin Unification - All Nations with more Strength than the War Strength this round get 1 VP. If no War was bought then nothing happens.

Spartacus revolt - This reordering comes after the new player order has been determined.

Rigveda - To make tracking this easier you can in most situations take the Book immediately when you buy a War or Battle.

Sea Peoples - You may only remove an architect on a wonder under construction, not an architect that you have access to use (like the one provided by Archimedes).

Shang Oracle Bones

Taoism

Yellow Turban Rebellion

Zoroastrian revival - This is a

choice for the Nation with most Stability. Either you get 4 Stone or the others lose 3 Food. If shared most then nothing happens. On 5 players the Nations with most Stability makes the choice, player order breaks ties.

Medieval

Benedictine Rule

Black Death - Errata: "Remove" should be "Return". Worker is placed into the Population track, you choose where. If no worker has been taken you place it on top of either side and take it first when you grow.

Caste system

Chanson de Roland

Council of Clermont

Ecological Collapse - This reordering comes after the new player order has been determined. All choose before the player order is updated. All who paid will go before all who did not pay, but relative player order in those groups stay the same.

Feudal dues - Errata: "turn order"- should be "player order". Skip the Player order phase this round.

Fourth Crusade - Nation with least Strength only loses books if Nation with most Strength paid the gold. If most Strength does not (or cannot) pay gold then nothing happens. In a 5-player game the Nation with the most Strength makes the choice (and if tied the player of those that is first in player order), the bonus then applies to both strongest Nations. The negative effect applies normally to the two Nations with the least Strength.

Hajj from Mali - If you have 2 or less Gold then nothing happens.

Hanseatic Salt Trade

Hunt for Prester John

Iconoclasm - You lose both 2 Food and 2 Gold.

Imperial Examination

Justinian Code

Martyrdom of Ali

Paper Money

Peace of God - If no War was bought then nothing happens.

Raid on Lindisfarne

Religious Schism

Sack of Baghdad

Scholasticism

Song Resistance - If you lost any resources or VP due to being defeated by War, get all that back including penalties for not having enough of a resource.

Stupor Mundi - To keep track of this you can temporarily keep Golden Age cards you buy this round next to your player board.

Zanj Revolt - This reordering

comes after the new player order has been determined.

Renaissance

Absolute Monarchy - You cannot discard an advisor on its own, it must be replaced with a new advisor.

African Slave Trade

Blackbeard

City Upon a Hill

Columbian Exchange

Council of Trent

Crop Rotation

Dutch Revolt - This reordering comes after the new player order has been determined.

Expulsion of Jews

Glorious revolution - This is a choice, you either do both or nothing happens. On 5 players the Nation with the secondmost stability chooses first. If both makes the choice then secondmost goes last and most stability goes second to last.

Habeas Corpus Act

Janissaries - Taking this is a choice, but you must take both or none.

Kangxi Era - This reordering comes after the new player order has been determined.

Little Ice Age - This is a choice, done in reverse player order.

Magellan's expedition - This is for every Colony bought this round, so you can get it multiple times. Note that you only get the gold when the event happens.

Mercantilism - This is a choice, done in reverse player order. You can undeploy multiple workers. The workers go to your available workers area.

Muntzer Revolt - This reordering comes after the new player order has been determined.

Papal Indulgence - The free architect comes from the supply, must be used immediately or be lost and does not cost any stone to use. If most Stability is shared all pay 2 gold.

Peace of Westphalia - This reordering comes after the new player order has been determined.

Pilgrims - Most Food must take the worker, there is no choice. If shared most then nothing happens.

Salem Witch Trials - Remove both advisors if you have Porcelain Tower.

Sinking of the Vasa - This is a choice. If several share least Stability the choice is done in reverse player order. You cannot have less than 0 Strength, even temporarily.

Spice Trade Tulip Mania

Industrial

American revolution - This is not a choice, if you have a Colony you must remove it.

Anarchism - Remove both advisors if you have Porcelain Tower.

Californian Gold Rush

Dreyfus Affair

Emigration - Errata: "Remove" should be "Return". Worker is placed into the Population track, you choose where. If no worker has been taken you place it on top of either side and take it first when you grow.

Entente Cordiale - The workers may be deployed to different military cards. You may undeploy workers to be able to deploy them. Workers may be undeployed from one military card and be deployed to another military card.

First Vatican Council

French Revolution - This is not a choice, if you have an Advisor you must remove it. If you have Porcelain Tower and two advisors you must remove both.

General strike

Great Exhibition - The free architects come from the supply, must be used immediately or be lost and does not cost any stone to use.

Industrial Revolution - To win this you must have more workers deployed in Industrial (age 4) buildings than all others, if shared nothing happens.

Irish Potato Blight

Krakatoa

March to Moscow - This is not a choice, if you have a Colony you must remove it.

Romanticism

Scramble for Africa - You only get 1 VP if you have at least 1 Industrial (age 4) Colony, not more if you have more than 1 and nothing if you only have older colonies.

Sepoy Mutiny - This reordering comes after the new player order has been determined.

Sick Man of Europe

Sokoto Caliphate - This is a choice, done in reverse player order.

Taiping Rebellion - This reordering comes after the new player order has been determined.

Tennis Court Oath

Tonghak movement - You both lose the books and gain the stone.

Weltpolitik - You get both 5 gold and 5 stone per Industrial (age 4) Colony, nothing for older colonies.

Women's Suffrage

FAQ

Buildings and military

Q: Can you build the same building/military card several times?

A: Yes. All buildings and military are unique, but when playing with the B-sides you can have 2 of the same card.

Q: Can you place many workers on a building/military?

A: Yes, but only one **per action**. [1.3]

Q: Do you get VP for placing a worker on a building/military?

A: No. VP for workers and military are only scored at the end of the game.

5 players

Q: In a 5-player game with 2 Nations having the most Strength, who gets the bonus from a strongest Nation event?

A: Both.

Q: In a 5-player game with 3 Nations having the most Strength, who gets the bonus from a strongest Nation event?

A: None.

Solo game

Q: What does the Books on the solo tiles mean?

A: That is how many books the shadow opponent gains at the start of this round. Depending on the actions shown on a roll of 5 or 6 there might be further changes to the total amount of Books the shadow opponent has this round.

Q: Is the shadow opponent affected by war?

A: No, it does not even lose books. [1.2]

Q: Should I roll the die after every action?

A: Yes, except after **deploying a worker to a building**. [1.3]

Q: If I am second in player order and

pass as my first action, will the shadow player roll at all?

A: Yes, the shadow player rolls the die before you take an action. It does not matter for that roll if you pass or deploy a worker on a building (actions that are not followed by a roll) as your first action. [1.3]

Q: Are the strength and stability values for the shadow accumulated?

A: No, they are reset every time you draw a new solo event tile. [1.3]

Q: If a war has been bought or rolled, what happens if I roll a column with a war again?

A: It is discarded, like in the normal game only 1 war can be bought each round. The die roll of the shadow represents it buying cards. [1.4]

Q: Is the effect applied each time you roll a 5 or 6, or only the first?

A: Every time. [1.4]

Other

Q: What happens when I take a worker?

A: You either have to pay 3 food in every production phase or your stability decreases by 3. There is no other type of payment for taking a worker, except the lost opportunity to take your bonus.

Q: When does "Scoring" happen, like on Statue of Liberty? (Scoring: +2 VP if most workers)

A: It is the end of game scoring. Any other scoring is listed differently, like "End of each age: +1 VP" on Solomon's Temple.

Q: How are "Used" markers placed?

A: Only place "Used" markers on a card if the action has a limit on the number of turns it can be used in a round, for example "Action, 1 per round". If a card has "Action", but no limit, you can use it several times in a round.

Q: How many rounds is the game?

A: 8. 4 ages and each age is 2 rounds. At the end of each age is a small scoring for Books, with a reminder in the form of a VP marker on the score board.

Q: If I move a worker from a Temple (Stability 1) to a Ziggurat (Stability 2), is my Stability reduced by 1 before being increased by 2?

A: Yes, as the worker is first undeployed (not an action) and then deployed. You might risk losing an advisor that depends on not having the lowest Stability (for example Qin SHi Huang).

Q: How is player order determined for Nations in revolt?

A: All players in revolt count as lowest and equal, so no change in turn order for those with equal strength that are also in revolt. This is true for a player that just completed Versailles as well. [1.1]

Q: How is negative Stability counted at the end of the game?

A: It is summed up as normal, so negative Stability reduces your total for resources. [1.1]

Q: Is row 1 on the progress board different from row 2 and 3?

A: No, you use the number of columns indicated depending on the number of players, same number of cards on all rows. [1.3]

Design

Q: Page 15, what is the o in "It is impossible for any nation to suffer any losses due to strength o war."?

A: That o is a 0.

Q: Why is the 4:th age indicated by "II II" instead of "IV" at the bottom?

A: IV was indeed the logical choice, and that's what we had there originally. However, we changed it first to IIII cause the printer told us that a slight miss cutting of the cards would either take out the bottom of the V away, or the V would be too high. Later, IIII was sometimes mixed with III, so we decided to make them II II.