

A GAME BY STEFAN RISTHAUS

GENTES



GLOSSARY
OF CIVILIZATION
CARDS



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GLOSSARY OF CIVILIZATION CARDS

Below we explain the civilization cards, sorted by era.

ERA I

NAME
OF THE CARD

REWARDS
AND DISADVANTAGES

NAME
OF THE CARD

REWARDS
AND DISADVANTAGES

Altar

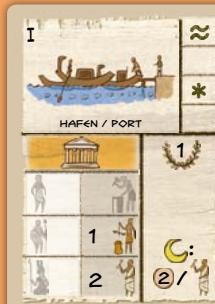


Requirement: You need 1 *oracle city*.

Immediately: Get 3 victory points. Get 1 noble and mark this on the population chart.

In each heyday phase once: Perform the *scribe* action for 4 coins and 1 hourglass without taking an action tile.

Port

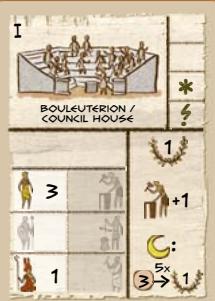


Requirement: You need 1 *temple city*.

Immediately: Get 1 victory point.

In each decline phase: Take 2 coins for each scholar marked on your population chart.

Council House



Immediately: Get 1 victory point. Get 1 artisan and mark this on the population chart.

In each decline phase: Buy up to 5 victory points for 3 coins each.

Trading Post



Requirement: You need 1 city (either *trade*, *oracle* or *temple city*).

Immediately: Get 3 victory points. Get 1 artisan and mark this on the population chart.

In each decline phase: Buy up to 5 victory points for 3 coins each.

Well



Immediately: Get 1 victory point.

Permanent: Receive the same amount of coins a second time during the regular *tax collector* action. This action can be combined with the same action of the civilization card *Tenement* and the hometown of inventors.

Tenement



Immediately: Get 0 victory points. Get 1 scholar and mark this on the population chart.

Permanent: Receive the same amount of coins a second time during the regular *tax collector* action. This action can be combined with the same action of the civilization card *Well* and the hometown of inventors.

Frieze



Immediately: Get 1 victory point.

In each heyday phase once: Perform the *philosopher* action for 2 coins and 1 hourglass without taking an action token.

Catapult



Immediately: Get 2 victory points. Build 1 *oracle city* (*city* or *hometown*) without receiving the rewards.

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Marketplace



Immediately:
Get 0 victory points.

In every decline phase:
Take 2 coins for each merchant marked on your population chart.

Shrine



Immediately: Get 3 victory points. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

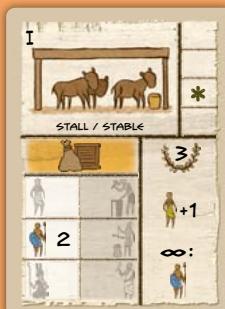
Mine



Immediately: Get 0 victory points. Surrender 1 artisan and mark the loss on the population chart.

In each decline phase:
Take 5 coins.

Stable



Requirement: You need 1 *trade city*.

Immediately: Get 3 victory points. Get 1 noble and mark this on the population chart.

Permanent: You have 1 additional "virtual" artisan (do not mark this on the population chart!).

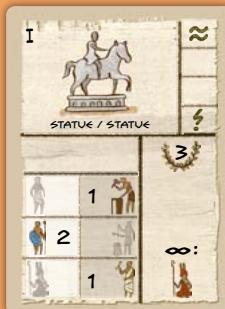
Treasure Chamber



Immediately:
Get 0 victory points.

In each decline phase:
Take 5 coins.

Statue



Immediately:
Get 3 victory points.

Permanent: You have 1 additional "virtual" priest (do not mark this on the population chart!).

Forge



Immediately: Get 0 victory points. Surrender 1 scholar and mark the loss on the population chart.

In each decline phase:
Take 2 coins for each artisan marked on your population chart.

Monument



Immediately:
Get 1 victory point.

In each heyday phase once: Perform the *philosopher* action for 2 coins and 1 hourglass without taking an action token.

Scriptorium



Immediately: Get 2 victory points. Get 1 soldier and mark this on the population chart.

Permanent: If you take the regular *philosopher* action, get 1 additional person (you are limited in your choice according to the regular action).

Road



Immediately: Get 0 victory points. Build 1 *trade city* (city or hometown) without receiving the rewards.

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Training Ground



Immediately: Get 1 victory point. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

Winery



Immediately: Get 3 victory points. Get 1 artisan and mark this on the population chart. Get 1 merchant and mark this on the population chart.

Incense deposit



Immediately: Get 2 victory points. Get 1 artisan and mark this on the population chart.

∞ Permanent: You have 1 additional “virtual” merchant (do not mark this on the population chart!).

Shipyard



Immediately: Get 1 victory point.

☀ In each heyday phase once: Perform the *scribe* action for 4 coins and 1 hourglass without taking an action tile.

ERA II

Repository



Requirement: You need 2 *oracle cities*.

Immediately: Get 7 victory points. Get 1 scholar and mark this on the population chart. Surrender 1 noble and mark the loss on the population chart. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

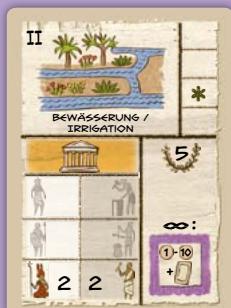
Hospital



Requirement: You need 1 *temple city*.

Immediately: Get 3 victory points. Get 1 soldier and mark this on the population chart. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

Irrigation



Requirement: You need 1 *temple city*.

Immediately: Get 5 victory points.

∞ Permanent: Pay between 1 and 10 coins at your choice for a regular *scribe* action.

Barracks



Immediately: Get 3 victory points. Get 1 priest and mark this on the population chart.

∞ Permanent: You have 1 additional “virtual” noble (do not mark this on the population chart!).

Court



Requirement: You need 1 *oracle city*.

Immediately: Get 4 victory points. Get 1 soldier and mark this on the population chart.

∞ Permanent: Take 1 additional person during a regular *philosopher* action (limited to the selection according to the regular action).

Granary



Requirement: You need 1 *trade city*.

Immediately: Get 3 victory points. Surrender 1 merchant and mark the loss on the population chart.

☾ In each decline phase: Get 3 victory points.

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Estate



Immediately:
Get 7 victory points.

Theater



Immediately:
Get 5 victory points.
∞ Permanent: Pay between 1 and 8 coins at your choice for a regular *philosopher* action.

Lighthouse



Requirement: You need 1 *trade city*.
Immediately: Get 3 victory points. Build 1 city of any kind (*trade, oracle or temple city; city or hometown*) without receiving the rewards.

Meeting Place



Requirement:
You need 1 *temple city*.
Immediately: Get 6 victory points. Get 1 merchant and mark this on the population chart.

Auditorium



Immediately:
Get 4 victory points.
∞ Permanent: You have 1 additional "virtual" artisan and 1 additional "virtual" scholar (do not mark them on the population chart!).

Villa



Requirement:
You need 1 *trade city*.
Immediately:
Get 6 victory points.
☾ In each decline phase:
Buy up to 5 victory points for 3 coins each.

City Wall



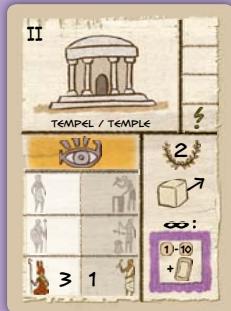
Immediately: Get 4 victory points. Surrender 1 artisan and mark the loss on the population chart.
☾ In each decline phase:
Get 3 victory points.

Cartwright



Requirement:
You need 1 *temple city*.
Immediately: Get 6 victory points. Get 1 noble and mark this on the population chart. Get 1 merchant and mark this on the population chart.

Temple



Requirement:
You need 1 *oracle city*.
Immediately: Get 2 victory points. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.
∞ Permanent: Pay between 1 and 10 coins at your choice for a regular *scribe* action.

Workshop



Immediately: Get 4 victory points. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.
∞ Permanent: Pay between 1 and 8 coins at your choice for a regular *philosopher* action.

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Assembly



Immediately: Get 18 victory points. Surrender 1 noble and mark the loss on the population chart. Surrender 1 priest and mark the loss on the population chart.

Colossus



Requirement: You need 2 *trade cities*.

Immediately: Get 11 victory points. Get 1 merchant and mark this on the population chart. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

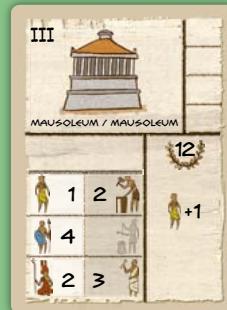
Acropolis



Requirement: You need 1 *temple city*.

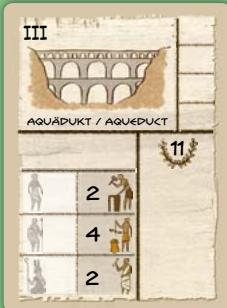
Immediately: Get 5 victory points.
In each decline phase: Get 1 victory point for every city (*city* and *hometown*).

Mausoleum



Immediately: Get 12 victory points. Get 1 noble and mark this on the population chart.

Aqueduct



Immediately: Get 11 victory points.

Observatory



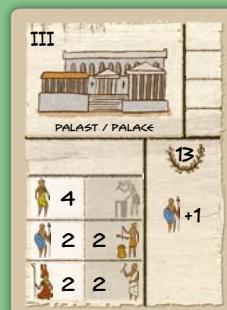
Immediately: Get 12 victory points. Get 1 scholar and mark this on the population chart.

Library



Immediately: Get 11 victory points. Surrender 1 priest and mark the loss on the population chart. Build 1 *oracle city* (*city* or *hometown*) without receiving the rewards.

Palace



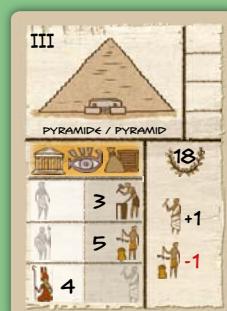
Immediately: Get 13 victory points. Get 1 soldier and mark this on the population chart.

Hanging Gardens



Immediately: Get 10 victory points. Get 1 noble and mark this on the population chart.

Pyramid



Requirement: You need 1 each of *trade*, *oracle*, and *temple city*.

Immediately: Get 18 victory points. Get 1 scholar and mark this on the population chart. Surrender 1 merchant and mark the loss on the population chart.

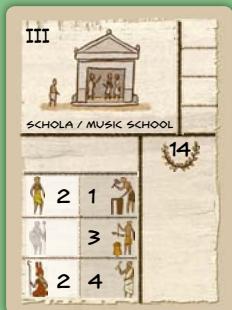
NAME
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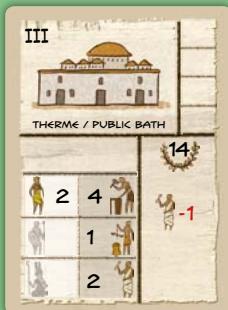
REWARDS
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Music School



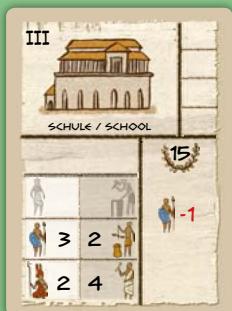
Immediately:
Get 14 victory points.

Public Bath



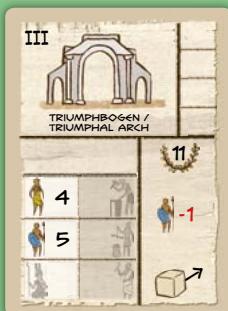
Immediately: Get 14 victory points. Surrender 1 scholar and mark the loss on the population chart.

School



Immediately: Get 15 victory points. Surrender 1 soldier and mark the loss on the population chart.

Triumphal Arch



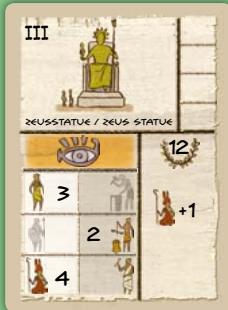
Immediately: Get 11 victory points. Surrender 1 soldier and mark the loss on the population chart. Remove 1 wooden cube from your time track. If you have already removed all of these wooden cubes, take 1 wooden cube and place it either on the oracle or temple area of your mat.

Sphinx



Immediately: Get 10 victory points. Get 1 priest and mark this on the population chart.

Zeus Statue



Requirement:
You need 1 oracle city.

Immediately: Get 12 victory points. Get 1 priest and mark this on the population chart

If a player may determine the cost of an action, he must still take an action tile and the number of hourglasses shown on the tile. However, he ignores the cost shown on the tile and chooses an amount instead. This amount is paid by the player and he performs the action with this amount. The player may freely select an amount within the range of the card, even higher than the action tile.

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