

# GENTES

## PLAY AID



### 1. HEYDAY PHASE

In clockwise order each player conducts a player turn:

Pay action => Place action tile and time tile(s) on time track => conduct main action:

- **Tax Collector:** Take coins (no action tile, only hourglasses)
- **New Starting Player:** Take coins; becomes new starting player in the following Decline Phase (action tile, no hourglasses)
- **Philosopher\*:** Train new persons
- **Navigator:** Build a city or hometown + rewards of one region
- **Scribe\*:** Take new civilization cards
- **Chronicler:** Play 1 civilization card

*\*The costs of the action tile determine the efficiency of the action*

### ADDITIONAL ACTIONS:

- **Oracle and Temple:** Return any 3 wooden cubes => train 1 person
- **Oracle:** Return 1 wooden cube => exchange persons up to two times
- **Temple:** Return 1 wooden cube => receive 1 “virtual” person

The round ends when all players have filled all spaces on their time tracks. A player may not voluntarily pass!



## 2. DECLINE PHASE

- Determine new starting player
- Clean up of time track, remove wooden cubes from hometowns and civilization cards
- Advance game turn marker and check for era change
- Activate cities and civilization cards
- Check card limit

## FINAL SCORING AFTER THE 6<sup>TH</sup> ROUND:

- **Score cards in hands:** Half of the victory points (rounded up; no bonuses etc.)
- **Hand cards that cannot be fulfilled:** Lose half of the victory points (rounded up)
- Receive 1 victory point per 10 coins
- Receive 1 victory point per 2 wooden cubes on oracle and temple
- Penalty for hourglasses on the time track:

Number of tiles	1	2	3	4+
Negative victory points	-2 victory points	-4 victory points	-8 victory points	-16 victory points