



The SANDS of TIME



Play Aid

Generation Sequence of Play

1. Receive Resources

1 resource per peasant per controlled territory (up to capacity limit)

2. Player Turns

Each player selects 2 cards (action and emphasis) simultaneously; cards are resolved in turn order; start player advances generation and dynasty, rolls die.

If generation does not end, another player turn

3. Check for Population Growth

4. Check for Overcrowding

5. Check for End of Dynasty and Chronicle Scoring

6. Prepare for a new Generation

The Chronicles

Chronicle / Chronik	
1	1
A	2
B	2
C	4
D	14
E	2
F	2

The following is a list of all six chronicle categories, which are the main source of victory points for the players. For each chronicle card that a player placed, he verifies that his empire meets or exceeds the threshold on the card for the scoring category in which the card was placed.



A (Civil): Capital Size

The player adds up the total of the levels of the structures that are present in the player's capital.

Remember: A city's level is the capacity of the territory it occupies. The capital territory itself is not a city.



B (Civil): Fountain Symbols

The player counts the total number of fountain symbols on structures he controls and advances he has achieved based on the position of his markers on the advance trees. Some advances provide fountain symbols on the lower right of the card, and some depict ways that additional symbols can be

acquired based on the player's accomplishments in building structures and advancing.

Note: A city contains a locked fountain symbol. If the player has achieved the advance despotism, or if the player used the civil emphasis card in this generation, this symbol is unlocked, and each city provides one additional fountain symbol in this scoring round.

Remember: For each branch of an advance tree, consider the card on which the player's marker rests and all lower-level advance cards on the same branch.



C (Political): Territories

The player counts the total number of territories that he controls. These are his provinces and colonies.



D (Political): Population

The player counts the total number of his citizens (peasants and warriors) that he has on the board.



E (Cultural): Trade Goods

The player adds up the total number of trade good symbols on borders touched by his caravans.

Note: Only in 5-player-games it is possible to get to the highest chronicle cards in this category.



F (Cultural): Lyre Symbols

The player counts the total number of lyre symbols on structures he owns and advances he has achieved based on the position of his markers on the advance trees. Many advances provide lyre symbols on the lower right of the card, and some depict ways that additional symbols can be acquired based on the player's accomplishments in building structures and advancing.

Note: A city contains a locked third lyre symbol. If the player has achieved the advance democracy, or if the player used the cultural emphasis card this generation, this symbol is unlocked, and each city provides one additional lyre symbol in this scoring round.

Remember: For each branch of an advance tree, consider the card on which the player's marker rests and all lower-level advance cards on the same branch.

The Structures

The structure tiles are listed in the following format:
Civilization Category: Civil, political, cultural. If the player already played an emphasis card in the same civilization category as the structure, he immediately places a marker cube in an open box on the emphasis card when he builds this structure.

Name of the structure, (level of the structure), number of tiles in game

Special abilities: What benefit does the structure provide?

Locked ability: (if any)

Civil structures



Quarry (I) 8

Special abilities: Provides 1 fountain symbol. When using the build action in this or an adjacent territory, the cost is reduced by 1 gold.



Colosseum (II) 8

Special abilities: Provides 1 fountain symbol. When computing the empire size for the purposes of paying to use the govern action, or to annex new territories, the owner does not count this territory towards the total.



Aqueduct (III) 8

Special abilities: Provides 1 fountain symbol. The capacity of each adjacent territory (not including this one) that is also controlled by the controlling player of this territory is increased by 1 for citizens (not for structures).



Wonder (IV) 8

Special abilities: Provides 2 fountain symbols. The owner receives 1 victory point during each scoring round at the end of each dynasty.

Political Structures



Victory Arch (I) 8

Special abilities: +1 to the player's heritage on the political track. Must be placed in a colony. Should the player lose control of the territory containing the Arch, he reduces his heritage on the political track by 1. If the player chooses the colony

as his new capital, he has to remove the victory arch without reducing the political heritage.



Roads (II) 8

Special abilities: All territories adjacent to this territory are adjacent to each other. However, roads do not affect the placement of caravans: they must still be placed across the border between two territories.



Walls (III) 8

Special abilities: Provides 2 fountain symbols. The owner receives +5 to his battle strength when involved in battle in this territory.

Note: Walls do not require another player to fight a battle before annexing the territory, if the territory is otherwise unoccupied by citizens of the owner.

Cultural Structures



Library (II) 8

Special abilities: The player receives a +1 heritage in any one category. Should the player lose control of the territory containing the library, he reduces his position on any one heritage track by 1.



Amphitheater (III) 8

Special abilities: Provides 1 lyre symbol
Locked Ability: 🏹 When using the build, conquer, or caravan action in this or an adjacent territory, the cost is reduced by 1.



University (IV) 8

Special ability: Provides 2 lyre symbols.

Any Category



Irrigation (I) 8

Special abilities: When receiving resources in phase 4.1, the owner adds 1 to the capacity of this territory; effectively, the production capacity is now 1 higher than the number on the territory. The limit on population in phase 4.4 is not increased, nor is the limit of resources that may be taken by a player using the raid action.

Locked ability: 🏰 When the owner uses the muster action, he may add 1 peasant to this territory, at a cost of 1 gold.



City (special: The level is the territory's capacity number, between III-V) 12

Special abilities: Provides 2 fountain symbols. Interacts with several advances. A player's caravan may

originate from one of his cities.

Locked Abilities: 🏰 +1 fountain symbol; 🍷 +1 lyre symbol; 🛡️ +3 battle strength.

Note: A player's capital territory is not a city.

The Advances

The following is a list of all advances in the game, by civilization category. A player may have advances but does not have to use them.

CIVIL

Level 1



Agriculture: Provides 1 lyre symbol. Each irrigation owned provides 1 fountain symbol.



Labor: The build costs are reduced by the number of the controlling player's peasants in the territory. After building, remove 2 peasants to the supply.

Level 2



Engineering: Provides 1 fountain symbol. Each road or colosseum provides the owner 1 additional fountain symbol.



Ornamentation: Provides 1 fountain symbol. Any structure whose level is greater than the current dynasty number provides 1 additional fountain.

Level 3



Despotism: Provides 1 fountain symbol. Unlocks all civil boxes on action cards and structures.



Public Works: Provides 1 fountain symbol. Each amphitheater or aqueduct owned by the player provides 1 additional fountain symbol.



Sanitation: Provides 1 fountain symbol. For each territory containing a city that the player controls, the capacity number (for citizens only) is increased by 1.

Level 4



Bread and Circus: Provides 1 fountain symbol. The player's maximum unrest level is 5.



Centralization: Provides 1 fountain symbol. Each city owned by the player provides 2 additional fountain symbols.



Vision: Provides 1 fountain symbol. Each wonder owned by the player provides 1 additional victory point during scoring at the end of each dynasty.

POLITICAL

Level 1



Bronze-Working: Provides 1 lyre symbol. The player's total battle strength in any battle is increased by 1.



Law: Provides 1 lyre symbol. The cost to annex is 1 less for each of the player's warriors in the territory.

Level 2



Aggression: Provides 1 lyre symbol. Unlocks all political boxes on action cards and structures.



Iron-Working: Provides 1 lyre symbol. +1 to the layer's warriors' battle strength.

Level 3



Chariots: Provides 1 lyre symbol. The player's warriors are +1 in battle strength in plains territories (i.e., not in mountains or islands).



Nationalism: Provides 1 lyre symbol. The player's warriors are +1 in battle strength in a province (territory that the player controlled at the beginning of the game).



Democracy: Provides 1 lyre symbol. Unlocks all cultural boxes on action cards.



Veneration: Provides 1 lyre symbol. The owner gets +1 heritage in the political category.



Drama: Provides 1 lyre symbol. Each amphitheater owned by the player provides 1 additional lyre symbol.

Level 4



Elephants: Provides 1 lyre symbol. The player's warriors are +1 in battle strength in mountain territories (only).



Aesthetics: Provides 3 lyre symbols.



Tribes: Provides 1 lyre symbol. The player's warriors are +1 in battle strength in island territories (only).



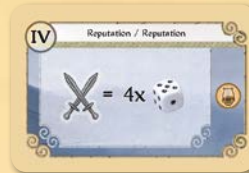
Philosophy: Provides 1 lyre symbol. Each university provides 1 additional lyre for each advance of level 3 or greater that the player has achieved.

Cultural

Level 1



Literacy: The owner gets +1 heritage in the cultural category.



Reputation: Provides 1 lyre symbol. In battle, the number selected by the player is multiplied by 4 rather than 3, and the product added to the battle strength.



Technology: Each advance tracking marker that the player has placed on an advance tree provides 1 lyre symbol.



Ethics: Provides 2 lyre symbols.

Level 2



Music: Provides 2 lyre symbols.



Sculpture: Provides 1 lyre symbol. Each wonder owned by the player provides 1 lyre symbol.



Writing: Provides 1 lyre symbol. Each library owned by the player provides 1 lyre symbol.

Level 3



Appropriation: Provides 1 lyre symbol. Each colony controlled by the player provides 1 lyre symbol.



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