

RACE TO CIVILIZATION

Through the epic adventure game, "Heroes of the World," you are about to take part in the development of human civilization by playing the role of famous figures such as Plato, Charlemagne, Queen Victoria, as well as many others... The game covers two great historical epochs : the Ancient epoch, running from 2500 BC to 500 AD, and the Modern epoch, between 500 and 1900 AD.

The participation of these individuals in the great discoveries by humanity will determine the ending of one epoch, the beginning of a new one, and the final outcome of the game.

The fate of your civilization lies in your hands! It's up to you to play your "Heroes" in such a way so that you have as big a population as possible dwelling in territories that are rich in new discoveries. This will allow you to acquire Civilization points. You will have to confront other players who will do everything in their power to surpass your efforts.

With "Heroes of the World" you will advance through the ages, making great discoveries and embodying the most important figures in human history...

"Heroes of the World" is a family game for:

- 2 to 5 Civilizers,
- aged 10 years or older,
- who want to play for an hour or longer.

Who wins?

The game ends in the Modern epoch when 8 out of the 9 Territories on the game board have completed their Discovery scales. The player who possesses the most Civilization points at this moment in time wins the game.

When you open the box... you will find:

A game board representing 9 Territories of two different colors and the oceans. The 5 beige-colored Territories correspond to the Ancient epoch of the game.

The 4 other orange-colored Territories correspond to the Modern epoch. In each Territory, one finds a Discovery scale, with 3 or 4 spaces, on which the Discovery counters are placed during the course of play. A track for counting the Civilization points runs around the entire game board.

125 individual character pieces in 5 different colors, each representing 1 Population counter

40 horsemen in 5 different colors, each representing 5 Population counters

9 Wonder of the World cards of two different colors for the two epochs

76 "Hero" cards

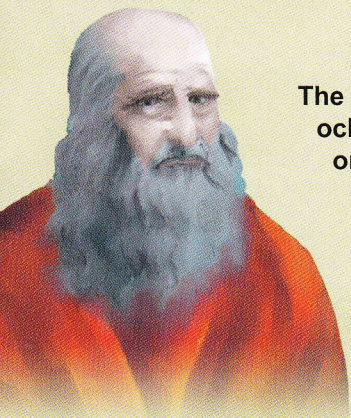
53 square Discovery counters

A black cloth bag

An ivory-colored Conquest die

A results tile for the Conquest die

60 cardboard gold coins.



Who are the Heroes, what are the Discoveries and the Wonders of the World?

• Presentation of a "Hero" card:

An illustration of the character

The period to which they belong, beige for the Ancient epoch and orange for the Modern epoch.

Their name, title and the dates in which they lived

Their Population number, from 0 to 7


Their number of Discoveries, from 0 to 2

Their Conquest value, from 0 to 4

Their Treasury in gold, from 0 to 5

A background color determining the dominant aspect of the "Hero", red for Conquest, blue for Discovery and green for mixed.

Their Territories of influence, from 1 to 5



Charlemagne
King of the Franks and Holy Roman Emperor
(* AD 742 - † AD 814)

Population: 4
Discoveries: 1
Conquest: 4
Treasury: 0


Mediterranean Europe

• Presentation of a Discovery counter:

The name of the Discovery

The epoch in which the Discovery is to be made, beige for the Ancient epoch and orange for the Modern epoch

The number of Civilization points that it provides, from 0 to 4.



Metallurgy
4

• Presentation of a Wonder of the World card:

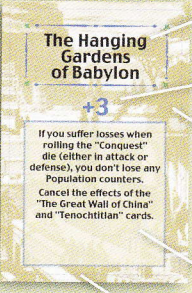
The name of the Wonder

The number of Civilization points the Wonder provides to its buyer

The epoch in which the Wonder is to be built, beige for the Ancient epoch and orange for the Modern epoch.

The powers of this Wonder described on the card.

A picture of the Wonder



The Hanging Gardens of Babylon
+3

If you suffer losses when rolling the "Conquest" die (either in attack or defense), you don't lose any Population counters.
Cancel the effects of the "The Great Wall of China" and "Tenochtitlan" cards.

To start a game...

• Each player chooses a color and receives the corresponding 25 individual counters and 8 horseman counters (1).

• Each player places one Population counter on the free corner space of the Civilization points track (2).

• The oldest player separates the Discovery counters into two stacks according to color: beige for the Ancient epoch and orange for the Modern epoch.

• He places all of the beige Discovery counters into the black bag (3) (The orange Discovery counters corresponding to the Modern epoch will be used later in the game).

• He places the 5 beige Wonder cards aligned face up next to the game board, so that all of the others players can read them (4). The 4 orange Wonder cards will be used later in the game.

• He places the gold coins next to the game board and distributes one of them to each player. The rest of the coins will serve as a bank (5).

• He separates the "Hero" cards into two distinct packs according to their epoch: those with a beige backing for the Ancient epoch, and those with an orange backing for the Modern epoch. He shuffles both packs and the beige pack of "Hero" cards is placed near the game board. The orange pack of "Hero" cards will be used later in the game (6).

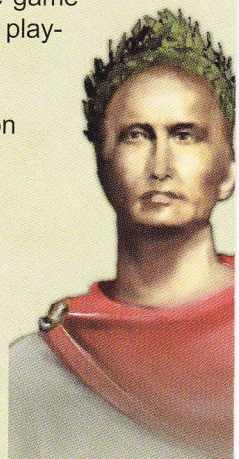
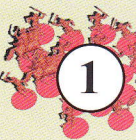
• He randomly deals to each player two "Hero" cards with beige backing (7).

• He turns up the first three "Hero" cards remaining in the beige pack and aligns them next to the game board so that the cards are visible to all of the players (9).

• Each player picks up seven of his Population counters (9).

• Starting with the oldest player and moving clockwise, each player places, one after another, 1 Population counter on one or more beige Territories (and only the beige Territories) of their choosing, until all of their initial 7 counters have been placed (10).

Starting with the oldest player, you are now ready to commence the Ancient epoch...





Each player's turn is composed of the following steps:

1. You pick up a new "Hero" card of your choice:

- either by taking one of the 3 visible "Hero" cards next to the game board,
- or by drawing the (unknown) card from the top of the pack. Thus, you now have 3 "Hero" cards in your hand.

2. You play one of the "Hero" cards in your hand:

- Start by placing your "Hero" in front of you, visible to everyone.

Your "Hero" only has influence within **HIS** or **HER** Territories (indicated on the card). You can settle your population, place your Discoveries, and launch Conquests there.

• Now :

- You have to play the actions your "Hero" can carry out, according to his/her values.
- If your "Hero" does not have the value needed for an action, proceed to the next action.

• Starting from the TOP of the card and proceeding TOWARDS THE BOTTOM

- Start placing your Population counters
- Make discoveries
- Launch a Conquest, but only if you desire to do so
- Earn money for your Treasury and spend it if you like

You must follow the above order when playing.

In detail, here are the actions your "Hero" can carry out:

• Population Placement

You receive a number of Population counters equal to the Population value of your "Hero". You can place your Population counters as you wish, but only within the Territories influenced by your "Hero".

Example: Charlemagne can distribute his 4 Population counters between Europe and the Mediterranean. The blue player decides to place 3 counters in Europe and 1 in the Mediterranean territory.

• Drawing and placing Discoveries:

From the cloth bag, you draw the same number of Discovery counters as the Discovery value of your "Hero". You must play the Discoveries made by your "Hero". The Discovery counters are placed on the Discovery scales present in the Territories. Be careful! You can only place a single Discovery in a given Territory during your turn. It's up to you to decide how to distribute your Discoveries among the Territories influenced by your "Hero". If you can't place all of your Discoveries because certain Discovery scales are already completed, then you must choose which one(s) you will place. You will put the other(s) back in the bag.

You do not need to have Population counters in a Territory to place a Discovery there.

Example: Charlemagne draws 1 "School" Discovery counter worth 2 Civilization points. The blue player decides to place the School in Europe in order to complete the Discovery scale and thereby trigger a count of the Civilization points in this Territory.

• Counting Civilization points:

If the Discovery scale of a Territory is completed during your turn, you must immediately count up the number of Civilization points in this Territory. During the Ancient epoch, with the beige color, a Territory is completed after 3 Discoveries. During the Modern epoch, with the orange color, a Territory is completed after 4 Discoveries.

Here is how you should proceed:

- Determine which 3 players have the most Population counters in this Territory. Only they may win Civilization points and advance their character piece along the Civilization points track.

• Next, carry out the count as follows:

1. The player with the greatest number of Population counters receives all of the Civilization points from the Discoveries present on the Discovery scale of the Territory.
2. The player who comes in second wins half of the Civilization points provided by the Discoveries (rounding to the higher number).
3. Lastly, the third-place player wins a number of points equal to the value of the weakest Discovery placed on the Discovery scale of the Territory (which may be equal to 0!).

In case of a tie between two players, you must decide the winner by comparing the number of Discoveries made by each player's "Heroes" (placed in front of them) during the course of the game. The one with the most comes first. If there is still a tie, it is the number of "Heroes" who have a Discovery value that decides, or if that fails, it is the player seated to the right of the player whose turn it is who comes first.

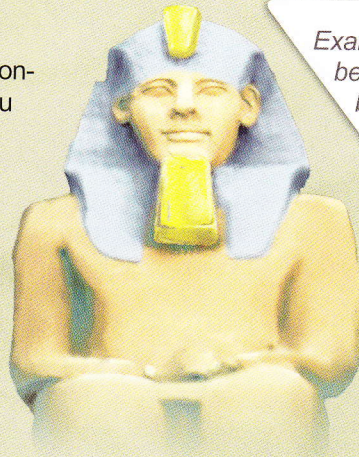
Example: Charlemagne, by placing the School, has filled the Discovery scale in Europe. The total number of Civilization points is 12 (Banking System 4, Physics 3, Painting 3, School 2). Each player present in Europe counts his or her population : the blue player has 15 Population counters, the green 12, red 8, and yellow 4.

The blue player with a majority wins all of the 12 Civilization points; the green player who comes in second wins half, or 6 Civilization points; and the red player in third place wins 2 Civilization points, equal to the value of the School, which is the weakest Discovery.

A Territory whose Discovery scale is complete is still in play!!

• Launching a Conquest

You may launch your "Hero" on a phase of conquest only if he has a Conquest value. But you are never obliged to launch a Conquest. A "Hero" may only initiate a Conquest in one of the Territories under his influence if he possesses at least one Population counter in this Territory. You will be designated as the Conqueror and your adversary as the defender. The Conquest value represents the power of your "Hero" and the damage he can inflict according to the result of the Conquest die roll. If you decide to launch a Conquest, you must announce which Territory and which player you will attempt to conquer. Then you roll the Conquest die in order to determine whether you have succeeded or not.



Example : Charlemagne does not receive any gold because the value of his Treasury is 0. But the blue player has amassed 3 gold coins by other means. He decides to spend 2 gold coins in order to move 4 Population counters from Europe to the Mediterranean and to the Americas. He moves 1 Population counter to the Mediterranean where he now has 7 counters, and 3 Population counters to the Americas, where he had previously not yet settled.

- Building a Wonder: costs 7 gold coins
You can build one or more Wonders of the World that will provide you with Civilization points and special powers. You can choose

from among 9 Wonders: 5 for the Ancient epoch and 4 for the Modern epoch.

Once you decide to build a Wonder, you immediately win **3 Civilization points**.

Next, select among the available Wonders the one whose powers interest you the most. You place it in front of you so everybody can see it.

You can use the power of your Wonder **only once during each epoch**. When you have used its power, turn your Wonder card face down. All of the Wonders built during the Ancient epoch can be played again during the Modern epoch.

Players can build as many Wonders as their gold allows.

A Wonder can neither be destroyed nor stolen by another player.

You can play the power of your Wonder whenever you want during your turn (some powers can be played when it is not your turn).

- Convert your gold : 2 gold coins equals 1 Civilization point.

You can convert your gold into Civilization points at any time during your turn.

When you have finished playing your "Hero": if you have chosen one of the 3 visible "Hero" cards, you must turn the card on top of the pack face up and place it in line with the two other visible cards. The player to your left can then begin his turn, repeating the same sequence, and so on until the end of the Ancient epoch.

The Ancient epoch comes to an end when 4 out of the 5 beige Territories have completed their Discovery scales.

If you are able to complete the Discovery scales in the last two Territories during your turn, choose which of the Territories where you want to complete the Discovery scale first. The other Territory will not be taken into account when calculating Civilization points.

Example: At the end of the Ancient epoch, the green player has 22 Civilization points, the blue player 19, the red player 15, and the yellow player 13.

The Results of the Conquest die roll are presented in details on the special results tile included in the game.

Example: Charlemagne launches a conquest in the Mediterranean. The blue player who has 6 Population counters attacks the green player who has 9. The blue player rolls the die and obtains a Massacre (see the results tile). He destroys 6 Population counters belonging to the green player (value of Charlemagne's conquest 4 + value of the historical epoch 2). The green player only has 3 Population counters left in the Mediterranean and Charlemagne now has a majority with 6 counters.

• Winning gold and spending it:

You will receive a number of gold coins equal to the value of your Treasury indicated on your "Hero" card.

You may not spend your gold before this phase

even if your treasure chests are full! Similarly, **you may only spend your gold when it's your turn**. The gold will permit you to carry out three very different actions that will help you win Civilization points. As long as you possess gold, you may spend it in whatever way you wish!

- Migration: costs 2 gold coins

You move 4 of your Population counters from one of your Territories towards other adjacent Territories. Two Territories are considered to be adjacent when they have a common border.

Example: Europe is adjacent to the Americas. The Americas are adjacent to Russia and to Asia on the other side of the board (11).



You prepare the Modern epoch, proceeding as follows:

- You remove all of the beige Discoveries from the beige Territories, except for the beige Discovery with the highest value in each Discovery scale. The fifth Territory, incomplete, follows the same rule as long as one Discovery has been played there.
- You take out all of the beige Discoveries remaining from the Ancient epoch that are still in the bag. They will no longer be used. You replace them with the orange Discovery counters from the Modern epoch which you now put into the bag.
- The Wonders that have been played during the Ancient epoch are turned face up and their special powers are available once again. You remove all of the Wonders of the World from the Ancient epoch that have not been bought. You place the 4 new Wonders for the Modern epoch next to the game board.
- The players return the "Hero" cards that they hold in their hand. They keep the "Hero" cards that they have played in front of them. The pack of "Heroes" from the Ancient epoch is retired from the game.
- You place the pack of orange "Hero" cards from the Modern epoch next to the game board.
- You deal two orange "Hero" cards to each player. These cards constitute the players' starting hands for the Modern epoch.
- Next, you turn up the first 3 "Hero" cards in the pack of orange cards and align them next to the game board so that the cards are visible to all of the players.

- Each player takes 7 Population counters.
- Starting with the player whose turn it is and still proceeding clockwise, each player places, one after another, 1 Population counter only on the orange Territories of their choice, until all 7 Population counters have been placed.

Starting with player whose turn it is, the Modern period can now commence following the same rules as during Ancient epoch.

**All of the Territories are now in play!
Modern epoch comes to a close when
8 out of the 9 territories have completed their Discovery scales**

Example: At the end of the Modern epoch, the red player has 52 Civilization points, the blue player 47, the green player 45, and the yellow player 39. The red player wins the game.

Additional rules for game with only two players:

- Choose 2 colors to represent your civilization, in order to have enough counters.
- Don't take into account the third place when counting up the Civilization points in a Territory, but the Wonder card "The Ajanta Caves" allows you to win Civilization points as if you were the third-place player when counting up Civilization points.
- Do not play with the Wonder cards "The Pharos of Alexandria".

Special thanks to :

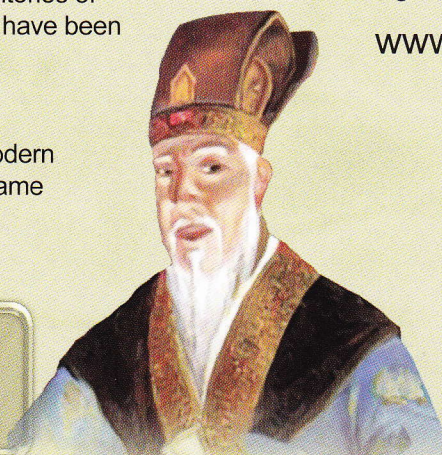
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