THE SANDS OF TIME

A civilization-building game for 1-6 Players
By Jeff Warrender (jeffrey.warrender@gmail.com)
Rules version 19.3d

My name is Ozymandias, king of kings
Look on my works, ye Mighty, and despair!
- *Shelley, "Ozymandias"*

The sands of time sweep across the ages, burying the cities and monuments of civilizations, leaving only whispers of the glory of ancient societies. In this game, each player rules over a civilization in the ancient world, attempting exploits that will be remembered long after the civilization has withered. History is ephemeral, however, and players must record tales of their greatness to ensure that their accomplishments will be remembered. Players must harvest, build, and fight their way to a place in the history books, lest they be swept away by the Sands of Time!

OVERVIEW

The goal for the player is to accumulate the most Victory Points (VPs) by scoring Chronicle cards that boast of the player's exploits. Players will score points from Chronicles at the end of each of the game's three Dynasties.

Each Dynasty is divided into several Generations, each of which can be thought of as the reign of an individual ruler. During each Generation, the players have access to action cards, representing edicts delivered by the player to his people announcing what aspects of his empire he wishes to address – implementing advances, initiating combat, managing the empire's unrest, and so on.

If the player asks too much of his people, he will incur Unrest, which determines his cost to build structures in his empire, to implement advances, and to initiate battles with other players.

The game's action takes place on a reproduction of the Roman "Orbis Terrarum" map. It is divided into 28 Territories, each of which has a capacity for Citizens and Structures, and a resource (Crops or Gold) that inhabitants of the Territory will produce.

Players will receive Crops and Gold at the start of each turn and will use them to erect Structures, and add warriors (Gold) or to reduce Unrest, initiate combat, and annex new territories (Crops).

Peaceful interaction between players is also possible, largely through the placement of caravans, which permit diffusion of the players' cultures. Players must strike the right balance between competition and cooperation with their neighbors, to propel their civilizations from insignificant, forgettable kingdoms into empires worthy of the attention of historians, and the most lucrative Chronicle cards.

GAME EQUIPMENT

1 map board
1 Chronicle board
6 Sets of 67 wooden units: 25 Peasants/markers (cubes), 10 Warriors (octagonal cylinders), 10 markers (discs), 20 trade routes (sticks) and 1 "capital" marker (building)
42 unpainted wooden cubes (8 mm)
126 half-sized Cards, 21 per player:
      7 Chronicle Cards
      11 Action cards
      3 Emphasis cards
126 Tiles
      28 Resource tiles (15 Crops, 13 Gold)
      72 Structures tiles
      24 Advance tiles
2 Marker discs, one tan and one black
2 six-sided dice
6 player abacus cards
6 reference cards
1 three minute sand timer
1 Cup (not provided)

Map Board: The board has five features. (a) A map of 28 territories. Territories that share a border or are connected by red lines are considered adjacent, and the five island territories – Sicilia, Cyprvs, Rhodes, Britannia, and Fortunata – occupy the entire sea space surrounding them; there is no gameplay difference between these territories and the 23 land territories. (b) A scoring track, starting at the top left of the board and wrapping around to the bottom. (c) The Unrest track (Note that the "fist" icon 👊 represents Unrest), (d) the Dynasty and Generation tracks (lower right), and (e) a text box for three bonus actions, which players may use on their turns.

Chronicle Board

The Chronicle board is divided into three areas, each corresponding to one of the game's three "*civilization categories*": Civil (navy), Political (brown), and Cultural (beige) (or, "columns", "helmet", and "head", respectively). (This term,

"civilization categories", will be used extensively throughout this rulebook.)

Each area contains two bins, labeled with a letter, into which Chronicle cards can be placed. It also contains a "Heritage track" for that civilization category. Finally, it contains the two Level 1 Advances in that civilization category. The Advance trees will be built with these Level 1 Advances as the "trunks".

Resource tiles There are 28 such tiles, which will be placed into the 28 Territories on the game board during setup. Each tile shows a "Capacity", a number between 3 and 5 (representing the maximum number of citizens and Structures tiles that a Territory may hold) and an icon, either wheat (representing the Resource "Crops") or a stack of coins (representing the Resource "Gold"). The back of the tile has a number, "2+", "3+", etc., indicating the minimum number of players that must be in the game for that tile to be used.

Player Cards

Each player has a set of 21 cards, which consist of three types of cards:
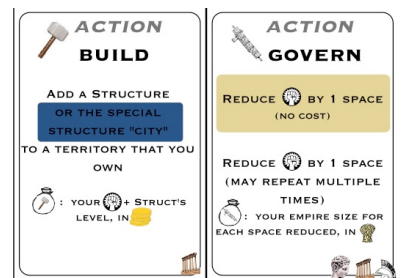
Chronicle cards **(7)** The Chronicle cards are the primary source of Victory Points in the game. Each card has 6 different accomplishments

the player can claim to have achieved, and the player selects the accomplishment he wishes to score for by placing the card in the corresponding bin.
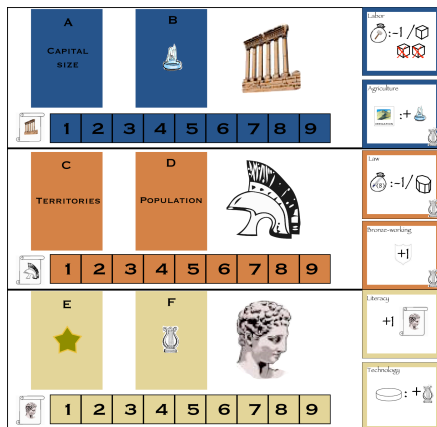
Action Cards **(11)** The Action Cards will be placed by the player, two at a time, to select his actions each turn. Many action cards have one or more

symbols in the lower right, indicating a civilization category with which that action is associated.

Emphasis Cards **(3)** There are 3 emphasis cards, one for each civilization category. These cards may be deployed in place of an action once per Generation. Each card unlocks abilities on several Action cards and Structures, and entitles the player to a potential movement on the heritage track in that category.
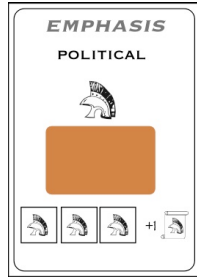
Advance Tiles
Advances are arranged in rows referred to as "trees", with each category having two advance trees. During setup, a player places a marker on a tree of his choosing, at the lowest advance (or, the "root"); as he progresses, he moves his marker further along the tree, gaining access to better technologies.
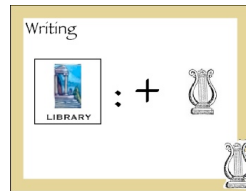
Structure Tiles
The Structure tiles represent building accomplishments, and are placed directly into Territories. The reference card gives detailed information about each Structure.

Sand timer Each turn, players will simultaneously select two Action cards. The sand timer may be used to encourage players to complete this selection in a reasonable length of time.

Control markers Each player has a set of 11 control markers, which are used to denote control of Territories and access to Advances. Markers with a filled yellow circle denote "provinces", the original Territories of the player's empire; markers with an empty yellow circle are used to denote "colonies", Territories gained through conquest. Markers may be flipped to their blank side when placed on the Advance trees.

GAME PLAY

Initial Setup

1. Set up the board.

- Place the map board in the center of the table.

- Resource tiles will be placed randomly. But first, separate the Resource tiles by the color on the backs of the tiles as follows:

  - In a six-player game, place all of the tiles in the cup and then randomly place one tile face-up on the dot on each Territory on the board.

  - In a five-player game, remove the two tiles with orange backs (marked "6") from the cup, and do not place tiles on the Territories marked with an orange dot.

  - In a four-player game, also remove the four tiles with blue backs marked "5+", and do not place tiles on the Territories marked with a blue or orange dot.

  - In a three-player game, also remove the six tiles with black backs marked "4+", and do not place tiles on the Territories marked with a blue or orange or black dot.

  - In a two-player game, also remove the four tiles with red backs marked "3+" and do not place tiles on the Territories marked with a blue or orange or black or red dot.

Note: Only the Territories with Resource tiles are in play. The other Territories are off-limits for players' citizens; however, Caravans may still be placed on the borders of such territories.

Note: Given the random nature of the Resource tile placement, asymmetric distributions of Resource tiles will likely be commonplace. Players may, by unanimous consent, agree to rearrange some or all of the Resource tiles if they feel the arrangement is potentially imbalanced.

- Place the tan disc on the Start space on the Generation Track.

- Place the black disc on the Start space on the Dynasty track.

- Place the Chronicle board next to the map board, such that the numbers on the heritage tracks are aligned with those on the Unrest track.

2. Give players pieces

- Give each player a set of playing pieces, and a deck of Chronicle cards, Action cards, and Emphasis cards in the corresponding color. Also give each player a reference card, seven unpainted cubes, and an abacus card.

- Each player:
  - o places one of his cube markers on the Unrest track on space "3"
  - o places one of his cube markers at "0" on the scoring track on the Map Board.
  - o places one of his cube markers near each of the three Heritage tracks on the Chronicle board.
  - o places an unpainted cube on each of the 4 arms of his abacus card.

Suggestion: The backs of the Resource tiles correspond to player colors. During storage of the game, the Resource tiles for a given player count may be stored with that color of playing pieces.

3. Separate the Structures tiles

- Separate the structures by type, laying them face-up on the table.

4. Initial Territory placement

- Each player takes the three control markers with a solid yellow circle into his hand – his "province" markers.
- Randomly determine a Start Player, and give him one die (set the other to the side of the board).
- Beginning with the Start Player, each player in turn places a control marker (disc) in any one Territory, with the solid circle facing up.
- Players then go back around in reverse order and place a control marker in a second territory, which must be adjacent to the first.

- The players go around once more in the original order and place control markers in a third Territory, which must be adjacent to one of the other two Territories they control.
- Each player then places two peasants (cubes) and one warrior (octagon) into each of his Territories.

5. Capital Selection

- Beginning with the Start Player, each player selects one of his three Territories to serve as his Capital, and replaces his control marker with his Capital marker ("Settlers of Catan" city piece) in that Territory. (He holds on to the marker, for use in step 7). He then ensures that the control markers in the other two Territories he controls have filled yellow dots facing up.

6. Caravan and additional citizen placement

- Beginning with the Start Player, each player places one of his caravan pieces on the border between his Capital and any adjacent Territory.
  - o He may then increase his Heritage to "1" in one of the three civilization categories
- Each player then adds one Peasant to any one Territory that he owns.

7. Advance Tree Setup

- Separate the Advance tiles into piles (by type and level), and shuffle each pile.
- For each civilization category, randomize the two Level 2 Advance tiles and place each, face-up, next to one of the two Level 1 Advances on the Chronicle board. This creates six Advance "trees", each of which has two Advances, one Level 1 and one Level 2.
- Set the remaining piles aside for now, keeping the tiles in them face-down.
- Each player places the marker he retained from step 5, "blank" side up, on any Level 1 advance of his choice. (Players should attempt to do this as close to simultaneously as they are able).

Generation Sequence

The Game consists of three Dynasties, each of which is divided into several Generations. Each Generation follows this sequence:

1. **Receive Resources**
2. **Player Turns**
3. **Check for Population Growth**
4. **Check for Overcrowding**
5. **Check for End of Dynasty**

Phase 1: Receive Resources

Simultaneously, in each Territory that a player owns, he receives one Resource (Crops or Gold, as indicated on the Territory's Resource Tile) for each of his own peasants in the Territory, *up to* the Territory's Capacity (the number on the Resource tile). He tracks his resource holdings on his abacus. The player does not include his warriors, or his peasants that are located in Territories that he does not own.

Phase 2: Player Turns

Phase 2 consists of the following three-step sequence:

(a) Players simultaneously place two cards face-down on the table.

(b) Beginning with the Start player, each player reveals and executes the two cards he selected.

(c) The Start player advances the Generation and Dynasty tracks, and rolls the die to check for the end of the Generation.

If the die result of (c) does not end the Generation, the entire sequence is repeated. More detail is provided on this sequence:

(a) The start player flips over the 3-minute sand timer. Each player examines his Action and Emphasis cards, and selects two, setting them face-down on the table in front of them. If the player wishes, *one* of the cards that he selects may be an Action card that he used previously during this Generation (assuming that this is not the first turn of the Generation, of course).

A player may only play one Emphasis card per Generation.

(b) Beginning with the Start Player, each player reveals the cards he selected. If he selected two Action cards, he may execute these in whatever order he desires. The actions are described in detail below, in the section "Actions Explained".

Many of the Action cards, and several structures, have text in a colored box (the boxes are color-coded by civilization category: navy = civil, beige = cultural, brown = political). The action/ability described in the box is ordinarily "locked", and may not be used by the player unless he has "unlocked" that category either by having achieved an Advance that gives permanent access to those boxes, or by selecting an Emphasis card in the same category.

In addition, if he desires, the player may use up to one of the Bonus actions (on the upper right of the board) each turn, at any time during the turn. *He does not declare his intention to use a bonus action until his turn.*

At turn's end, if the player used a Bonus action, he increases his Unrest by 1 space on the Unrest track. If he used an Action card that he had previously used this Generation, he increases his Unrest by 1 space on the Unrest track.

If the player uses an Action with a civilization symbol (in the lower right of the card) matching his Emphasis card, he places a marker (unpainted wooden cube) on an open box on the Emphasis card. If at any time all three boxes are filled, the player increases his marker by 1 on that civilization category's Heritage track.

A player may choose not to use an Action card he selected.

(c) After all players have taken a turn, the Start Player advances the tan marker one space on the Generation Track, **AND** the black marker one space on the Dynasty Track. He then rolls the die. If the result on the die is equal to or less than the number on the space the tan marker occupies on the Generation track, Phase 2 ends and Phase 3 begins. Otherwise, Phase 2 continues; return to (a), but leave previously used Action and Emphasis cards on the table.

Note: If the black marker reaches the first space of the next Dynasty on the Dynasty Track without the Generation ending, the Generation continues; the Dynasty does not officially end until Phase 5.

Phase 3: Check for Population Growth

If the marker on the Dynasty Track has reached, or reached and passed, a "P" space during this generation, population growth occurs. (Otherwise, continue on to Phase 4). Each player adds

one Peasant (cube) to each Territory that he owns. This is automatic, and a player may not choose not to add Peasants in this way, unless he lacks sufficient cubes in his supply.

Phase 4: Check for Overcrowding

If at least one Territory that a player owns contains more total Citizens (from all players, counting both peasants and warriors) than the capacity of the Territory, the player's Unrest is increased by 1 space on the Unrest track.

If any Territory has more citizens (from all players) than double the capacity number on the Territory (*disregarding* any adjustments from Aqueducts/Cities), each player removes a citizen (of his choice) simultaneously. This is repeated until the Territory is at or below double its capacity.

Phase 5: Check for End of Dynasty

If the marker on the Dynasty Track has reached or passed the first space for the next Dynasty, scoring occurs. Flip over all the Chronicle cards on the Chronicle board. Evaluate each player's cards in turn order, beginning with the start player.

For each Chronicle card that a player placed, the player verifies that his empire meets or exceeds the threshold on the card for the scoring category in which the card was placed.

If it does, the player confirms that the number on the upper right of the Chronicle is equal to or less than the position of his marker on the Heritage track in the same category.   If so, the player receives the number of Victory Points indicated on the card (the number on the upper left).

Exception: If the player wishes to score two cards in the same civilization category, his marker must be at a position equal or greater than the *sum* of numbers on the upper right of the two Chronicles. So, if he wishes to score card 3 in category C (territories) and card 4 in category D (population), his heritage in the "helmet" category must be 7 or greater.

If he is not eligible to score the card, or if the card does *not* reflect his empire, he receives no VPs for that card.

A player who scored a Chronicle increases his marker by one space on the Heritage track in the same civilization category.

- +1 Unrest if at least one Territory is over capacity

- Double capacity is an absolute population limit (ignore effects from Aqueduct)

- Has Dynasty Track reached the first space of the next Dynasty (i.e., has the color changed)?

- Receive Victory Points from Chronicles
    o Chronicle must be valid

    o # on upper right must be less than or equal to position on Heritage track in same category

- Increase heritage track by 1 if you scored a Chronicle in that category

Generation End

The Start Player passes the die to his left; that player becomes the new Start Player.

Move the tan marker back to the Start space on the Generation Track.

Each player resets his abacus back to zero resources, and reclaims his used Action and Emphasis cards into his hand.

GAME END

After 3 Dynasties are complete, the game ends. Three bonuses are paid out: the player(s) with (i) the most owned Territories, (ii) lowest Unrest, and (iii) most total Scoring symbols (add *both* types, fountains and lyres) on owned Structures and Advances, each receive 3 Victory points. In case of a tie, all involved players receive the 3 Victory Points.

The player with the highest total number of Victory Points is the winner. In the event of a tie, the player who scored the most points from Chronicles during the final Dynasty is the winner.

Actions Explained

The ten Actions that players may use during *Phase 2* of the turn sequence are described below.

Chronicle

The player selects any of his 7 Chronicle cards still in his hand and places it, *face-down*, on the Chronicle board in the bin corresponding to the category he hopes to score in.

The player may not place a Chronicle in a bin in which he has already placed a card, nor may he remove one card from a bin and replace it with another, nor may he move a card from one bin to another. (There is no limit to the number of players that may place a Chronicle card in a given bin, but each player may only place one card per bin)

Muster

The player may pay one Gold to add a Warrior from his supply.

Or, if he has unlocked the Political category, in each Territory

- Pass die to the left

- Reset the Generation track

- Reset abacus
- Reclaim used Action/Emphasis cards

- 3 Bonus VPs for:
  - Most Territories
  - Lowest Unrest
  - Highest total of Lyre and Fountain symbols

- Place a Chronicle card onto the Chronicle board

Strategy Hint: Select a Chronicle card that you think you'll realistically be able to achieve by the time the Dynasty ends!

Thematic note: Chronicles represent the boasts of rulers; they have commissioned an artisan to create a work declaring to the world and to posterity the great accomplishments of their reign.

- Add a Warrior
  - Cost: 1 Gold
- OR (locked) Convert one Peasant into one Warrior per Territory or vice versa
  - Cost: 1/citizen (Gold)

that he owns, he may pay one Gold to convert one Peasant to a Warrior, or to convert one Warrior to a peasant.

Conquer

Conquer enables a player to Attack another player, or to Annex a Territory.

The player selects **one** Territory in which to execute the Conquer ability. He then does one or both of the following:

(A) Attack

The player may only Attack if he and at least one other player have Citizens in the Territory he has selected. He identifies the player that he wishes to attack. He pays Crops in an amount equal to his current Unrest level.

To resolve the attack, first, each player computes his combat strength. Peasants each contribute 1 point of combat strength and Warriors each contribute 2 points of combat strength.

Next, each player takes a die, and places it on the table under his hand, with the side of his choosing face-up. The number a player chooses must be equal or less than the difference between the maximum Unrest (7) and his current Unrest level.

Players reveal simultaneously, and each multiplies the number of pips he has showing by 3, and adds the product to his combat strength. (Either player may, if he wishes, voluntarily relinquish his right to increase his combat strength in this way. He must declare this before the other player has selected a number).

The player with the higher total combat strength is declared to be the Victor. In case of a tie, the non-active player is the Victor. The Victor loses one Citizen, and increases his Unrest by the number showing on his die. The loser loses 2 Citizens of his choosing. Additionally, if the loser is the inactive player, he must retreat all of his surviving citizens from the Territory to an adjacent Territory that he owns (if he cannot do so, he returns *all* of his remaining Citizens from the Territory to his supply). If he is also the owner of the Territory, he removes his Control marker from the Territory.

If the player loses ownership of his Capital, he selects a different Territory that he controls to serve as his new Capital, and replaces the control marker in that Territory with his Capital marker. Players do NOT adjust their Heritage tracks, but future placement of Trade Routes may be influenced by the relocation of the player's Capital.

Attack Sequence:
   o Cost: Unrest (crops)

- Compute combat strength (2 per Warrior, 1 per Peasant)

- Simultaneously select number on a die (+3 to combat strength per pip)

- Victor loses 1 citizen, loser loses 2 citizens
- Victor increases Unrest (die)
- If Victor initiated battle:
   o Loser retreats all surviving citizens to an adjacent owned Territory
   o Loser removes control marker, if he owns Terr.

Strategy Hint: Sometimes, an attack is worthwhile even when you lack sufficient Crops to Annex the Territory. The loss of control of a valuable Territory can be a significant setback for an opponent.

(B) Annex

The player may *Annex* the Territory if the Territory is unowned, or owned but unoccupied by Citizens of the owner. The active player must have **more Citizens** in the Territory than any other player. (Note: It is not necessary to *Attack* prior to *Annexing* an unowned or vacated Territory) He pays Crops equal to the number of Territories in his current empire, and places one of his markers, "colony"-side (open yellow circle) up. A player may not control more than 10 Territories.   The Territories in a player's empire do *not* have to be contiguous (except for the initial placement during setup).

Raid

The player may use *Raid* to move any or all of his Warriors to a Territory or Territories adjacent to the ones they previously occupied.

Then, the player receives one resource on his abacus for each Warrior he has in a *single* Territory that he does not own, of the type produced by the Territory, up to the Territory's capacity limit. If the Territory is owned by another player, that player loses the same number of resources on his own abacus. A player may Raid even if a Territory is unowned or if the owner has no resources of the appropriate type.

Build

Build is used to add one Structure tile to a Territory that the player owns. The player chooses any available Structure tile from the supply and places it into a Territory that he owns. (If he wishes to build a City, he must have unlocked the Civil category).

He must then pay the Structure's Build Cost, in Gold. The Build Cost is the sum of the player's Unrest and the Level of the Structure (1, 2, 3, or 4, as noted by on the reference card). Note: The Level of a City is the Territory's Capacity number.

If the player has an active Emphasis card in the same civ. category as the Structure, he places a marker in an open box on the Emphasis card.

Restrictions:
- A Territory may only contain one of any particular Structure.
- A player may not build more Structures in a Territory than

its base capacity.

Govern

Govern is used to reduce Unrest by one or more levels.

The player reduces his current level on the Unrest track, paying Crops in an amount equal to the number of Territories he owns, for each level reduced. (So, if the player owns 3 Territories, he must pay 3 Crops for each level by which he reduces his Unrest).

Advance

The player may (i) advance one of his markers to the next Advance tile to the right on an Advance tree, or, (ii) if he has unlocked the "cultural" category, may add a new marker at Level 1 to an Advance tree on which he does not already have a marker.

There is no cost for this action, but the player may only take the action if his Unrest is less than or equal to the number on his Heritage track in the same civilization category as the Advance tree he wishes to move/place on.

If the tile he moves onto does not have any tiles further to the right on its tree (i.e., if the player is the first to achieve that Advance), the player draws two tiles from the draw pile for the next higher Level in the same civ. category, selects one and places it face-up to the right of the tile his marker now occupies; he returns the other to the top of its draw pile.

Crucially, the position of a player's marker on an Advance tree signifies that he has access to the Advance on the tile he occupies *and all lower-level Advances on the same tree*.

Thematic note: The first civilization to discover a technology gains the benefit of "discovering" a successor technology.

Trade Route

The player places a Trade Route piece (stick) on the border between two Territories. The Trade Route must either touch one of the player's own Cities or his Capital, or it must trace back in an unbroken chain of his own Trade Route pieces to connect to one of his Cities or his Capital. He pays two Crops, or two Gold (his choice).

Note: Each player has two "Trade Route" cards, but the second may only be used if he has unlocked the cultural category.

Note: For the purposes of Trade Routes *only*, Territories that do

Thematic note: Trade was a rich source of cultural exchange in the ancient world. In this game, this is modeled with the heritage tracks – cultural exchange via trade routes spreads your reputation, making it easier to score, and puts you in contact with new ideas, making it easier to advance.

not have Resource tokens (and are therefore not available for placement of Citizens or Structures) MAY have Trade Routes placed on their borders, and players MAY connect Trade Route chains through such Territories.

If he places the Trade Route on a border of a Territory containing a Capital or City that none of his Trade Routes currently touch, or if he places the Trade Route on a border that contains a "Trade Good", he increases his position on a Heritage track of his choice, by one space (regardless of how many of these conditions he meets; in other words, a single Trade Route placement results in at most one increase on a Heritage track).

Migrate

The player may move any or all of his Citizens up to one adjacent Territory. Citizens moving out of a Territory may be moved into any adjacent Territories, and need not end up in the same Territory. The total number of Citizens in a Territory *may* exceed the Territory's Capacity limit.

Next, if he has unlocked the cultural category, the player may place a Trade Route on the border between two Territories. In addition to the customary restrictions (must connect to his own City or capital), one of the Territories must contain one of his citizens. (Unlike the *Trade Route* action, this action has no cost).

Note that the Structure "Roads" allows any Territories adjacent to the Territory with Roads to be considered adjacent to each other; so a player moving **through** a Territory with Roads may move his Citizens farther than to a neighboring Territory. However, to move through another player's Territory containing Roads, that player must grant permission for his Territory to be traversed.

- Move citizens to an adjacent Territory

- Place a Trade Route
  - Must have a citizen in one of the Territories

- Roads in a Territory makes Territories adjacent to that Territory adjacent to each other

Tribute

The player may EITHER:

Receive one Resource from each of his "colonies" (a Territory with an open yellow circle maker), of the type produced by the colony

OR

Receive one Resource from each foreign player with a Trade Route that touches his Capital, of the type produced by that Territory. (Each foreign player with a Trade Route touching the Capital loses one Resource of the same type). This is repeated for each of the player's cities.

Bonus Actions

A player may use one bonus action per turn, at any time during his turn. After the turn ends, his Unrest will increase by 1. He may use the same Bonus action in more than one turn, with no additional penalty.

Oppress

Oppress is used to produce resources in *one* Territory that he owns. The player increases his current holdings of the resource produced by the Territory by the number of his own peasants in the Territory.

Patronage

Patronage entitles the player to a temporary boost of +2 in his Heritage in any one civilization category. This boost lasts for this turn only; the player should not adjust his position on the Heritage track. It does not affect scoring in Phase 5.

Tax

Tax is used to receive one Gold for each Trade Good that the player's Trade Routes touch, or to receive one Crops for each Trade Good that the player's Trade Routes touch.

Maximum Unrest

If the player, by selecting a Bonus action, re-using an Action card, or due to Overcrowding, is required to increase his Unrest beyond the maximum value, he loses 1 VP for each step above

- Receive a resource from each colony

OR (AND if civil category is unlocked)

- Receive a resource from each player that touches your Capital or City

7. He may not voluntarily increase his Unrest beyond 7 in a battle.

Chronicles

There are six Chronicle types in the game:

A (Civil): "Capital Size"

Add up the total of the levels of the structures that are present in the player's Capital. (Recall that a City's level is the capacity of the Territory it occupies).

For example, a Capital with capacity 4 containing a City and an Amphitheater (Level 3) has a total "size" of 4 + 3 = 7.

B (Civil): "Fountain symbols"

Count the total number of "fountain" symbols on Structures the player owns and Advances the player has achieved based on the position of his markers on the Advance Trees (again, for each branch of an Advance tree, consider the tile on which his marker rests *and all lower-level Advance cards on the same branch*). Advances confer Fountain symbols on the lower right of the tile, and some depict ways that additional symbols can be acquired based on the player's accomplishments in building and advancing.

C (Political): "Territories"

Count the total number of Territories that the player owns.

D (Political): "Population"

Count the total number of the player's Citizens (peasants and warriors) that are on the board.

E (Cultural): "Trade Goods"

Add up the total number of Trade Good spaces touched by the player's Trade Routes.

F (Cultural): "Lyre symbols"

Count the total number of "lyre" symbols on Structures the player built and Advances the player has achieved based on the position of his markers on the Advance Trees. Advances confer Lyre symbols on the lower right of the tile, and some depict ways that additional symbols can be acquired based on the player's accomplishments in building and advancing.

Structures

The structures are listed in the following format:

Name of the structure (Level of the Structure)
Special abilities: What benefit does the Structure confer?

Quarry (1)
Special abilities: The owner's Build Cost in this or adjacent territories is reduced by 1. Confers 1 Fountain symbol.

Irrigation (1)
Special abilities: When receiving Resources during Phase I, add 1 to the capacity of this Territory; effectively, the cap on production is now one higher than the number on the Territory. The limit on population for the purpose of Phase 5: Check for Overcrowding is not increased, nor is the limit of resources that may be stolen by a player using the Raid action.
Locked Ability: (Civil) When you use the *Muster* action, you may add 1 peasant to this Territory, at a cost of 1 Gold.

Victory Arch (1)
Special abilities: +1 to the player's Heritage on the "political" track. Must be placed in a "colony" (open-yellow-circle control marker). Should the player lose ownership of the Territory containing the Arch, he reduces his position on the political track by 1.

Roads (2)

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 on the border between two Territories.

Library (2)
Special abilities: The player receives a +1 Heritage in any one category. Should the player lose ownership of the Territory containing the Library, he reduces his position on any one Heritage track by 1.

Colosseum (2)
Special abilities: When computing the Empire Size for the purposes of paying to use the *Govern* ability, or to *Annex* new Territories, do not count this Territory towards the total. Confers 1 Fountain symbol.

City (capacity of the Territory)
Special abilities: Interacts with several Advances. A player's Caravan may originate from one of his Cities. Confers 2 Fountain symbols.
Locked Abilities: (Civil) +1 Fountain (Cultural) +1 Lyre (Political) +3 Combat Strength

Amphitheater (3)
Special abilities: Confers 1 Lyre symbol
Locked Ability: (Cultural) When using the Build, Conquer, or Caravan action in this or an adjacent territory, the cost is reduced by 1.

Walls (3)
Special abilities: Owner receives +5 to combat rating when involved in combat in this Territory. Confers 2 Fountain symbols. Note: Walls do not require a foreign player to fight a battle before annexing a Territory, if the Territory is otherwise unoccupied by the owner.

Aqueduct (3)
Special abilities: The capacity of each adjacent Territory (not including this one) that is also owned by the owner of this Territory has its capacity (for *citizens*, not for Structures) increased by 1. Confers 1 Lyre symbol

University (4)
Special abilities: Confers 2 Lyre symbols.

Wonder (4)
Special abilities: Receive 1 Victory Point during each scoring round. Confers 2 Fountain symbols.

Advances

Civil

Level 1
Agriculture: Each Irrigation owned by the player provides one Fountain.

Labor: (Optional) Build Cost is reduced by number of owner's peasants in the Territory. After building, remove two peasants (return them to the supply).

Level 2
Ornamentation: Any Structure whose level is greater than the current Dynasty number provides one additional Fountain.
Engineering: Each Roads or Colosseum owned by the player provides one Fountain.

Level 3
Despotism: Unlocks Civil (blue) boxes on Action cards
Public works: Each Amphitheater or Aqueduct owned by the player provides one additional Fountain.
Sanitation: For each Territory containing a city that the player owns, the Capacity number (for Citizens *only*) is increased by 1

Level 4
Vision: Each Wonder owned by the player provides 1 extra VP.
Centralization: Each City owned by the player provides two additional Fountains.
Bread and circus: The player's Unrest cannot exceed 5.

Cultural

Level 1
Technology: Each marker that the player has placed on an Advance tree provides one Lyre symbol.
Literacy: +1 heritage in the Cultural (head) category

Level 2
Music: Provides two Lyre symbols.
Writing: Each Library owned by the player provides one Lyre

Level 3
Technology: Each Colony owned by the player provides one Lyre
Drama: Each Amphitheater owned by the player provides one additional Lyre
Democracy: Unlocks Cultural (tan) boxes on Action cards

Level 4
Aesthetics: Provides three Lyre symbols.
Reputation: In combat, the number selected by the player is multiplied by 4 rather than 3, and the product added to the combat strength.
Philosophy: Each University provides an additional Lyre for each Advance of Level 3 or greater that the player has achieved.

Level 5
Ethics: Provides two Lyre symbols
Sculpture: Each Wonder owned by the player provides one Lyre symbol.

Political

Level 1
Bronze-working: The player's combat strength in any battle is increased by 1
Law: Cost to annex is 1 less for each of the player's Warriors in the Territory

Level 2
Iron-working: +1 to the player's Warriors' combat strength
Aggression: Unlocks Political (brown) boxes on Action cards

Level 3
Chariots: The player's warriors are +1 in battle in plains territories (i.e., no mountains)
Nationalism: The player's warriors are +1 in a "province", Territory that the player owned at the beginning of the game (solid yellow circle)
Veneration: +1 to Heritage bonus in Political category.

Level 4
Elephants: The player's warriors are +1 in battle in mountain territories
Triremes: The player's warriors are +1 in battle in island territories

Frequently Asked Questions

A complete and authoritative FAQ is maintained at http://www.sandsoftimefaq.com

Does Sicilia extend into the Adriatic (between Italia and Gracia)?

No. Sicilia is adjacent to Cyprus, Ægyptus, Libya, Mauritania, Hispania, Italia, and Græcia. It is not adjacent to Illyria.

Similarly, Rhodes is adjacent to Græcia, Asia Minor, Syria, and Cyprus. It is not adjacent to Dacia or Sarmatia.

Britannia is adjacent to Dacia, Germania, Gallia, and Hispania. Fortunata is adjacent to Hispania, Sicilia, Mauritania, and Æthiopia.

Can I fill the boxes in an Emphasis card with Actions I used in turns prior to the one in which I played the Emphasis card?

No. Boxes may only be filled subsequent to selection of the Emphasis card.

If I build a structure or complete an advance in the first Action of my turn, may I use the benefit that it confers in the second Action?

Yes.

Does a locked scoring symbol (fountain, lyre) on a City count toward my total if I played an Emphasis card in that category in the Generation in which scoring occurs?

Yes.

If I score two Chronicles in the same civ. category, is the Heritage bonus I receive from the first applied immediately (so as to affect my Heritage for the second)?

No. Heritage bonuses from scored Chronicles technically happen after scoring of *all* Chronicles is complete.

Is there a limit to the number of players that may occupy [X]?

Generally, no. Specifically:

- Each player may place a Chronicle card in a given bin
-Any number of players may place a Caravan on a given border
-Any number of players may have citizens in a given Territory
-Any number of players may have a marker on the same Advance tree

Does my empire need to stay contiguous?

No. During initial setup, all three of your initial Territories must touch, but for the rest of the game, you may annex any Territory that you are able to annex, and no harm is caused if another player annexes one of your Territories in a way that divides your empire.

How can Roads make an island in the middle of the Mediterranean adjacent to the continents?

They used bridges. Very long bridges.

Variant

Solo play

Setup

1. Follow the ordinary instructions for setup, placing the resource tiles as for a 2 player game. Then, remove whichever tiles are in Syria and Asia Minor.
2. After you have claimed three territories, add two "foreign empires" to the board.
   a. Take the black playing pieces. Place a control marker and a warrior in any three territories that you wish; these territories must be contiguous, and at least one must touch one of the territories you selected for yourself.
   b. Next, take the blue playing pieces. Place a control marker and a warrior into any two territories that you wish; these territories must touch, and at least one must touch one of the territories you selected for yourself.

Game play

Play the game normally, with the following adjustments:

- During population growth, add a warrior to each foreign territory
- If you roll a 6, the black empire attacks one of your territories. You may choose the territory that is attacked, and must move as many warriors from the black empire into that space as is physically possible based on the arrangement of the black territories (moving a warrior 1 adjacent space). Place a black peasant into any territory that is vacated by this movement.
- When you are attacked by a foreign empire, or when you attack a foreign empire, the foreign empire always selects a 1 on the die. If you lose a battle, you must follow the standard rules about vacating the territory. The foreign empire then annexes the territory.
- The second time that you roll a 6, the blue empire attacks one of your territories, following the above rules. Each subsequent time a 6 is rolled, alternate between black and blue.