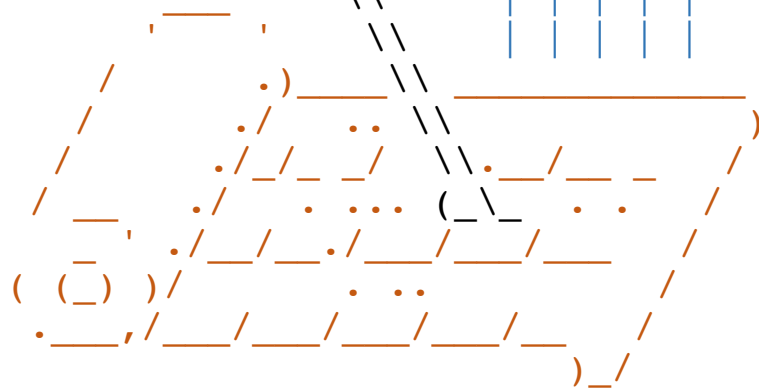
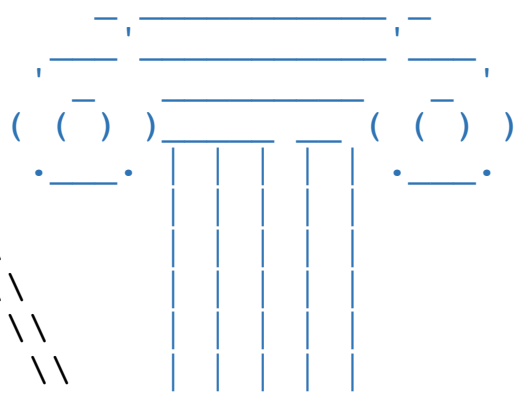


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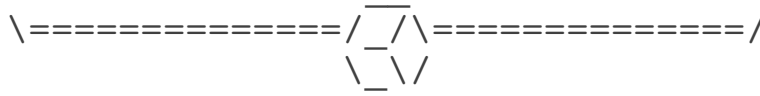


R U L E B O O K

v1.0

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# Overview



*ASCII Empires is a board game in which 1–7 players lead early Mediterranean civilizations through antiquity by advancing science and culture, constructing buildings and interacting through trade or conquest. The game is named for its use of text-based visuals inspired by the 1967 ASCII character encoding standard.*

*The gameplay can be described as “roll-and-write”. Each civilization’s progress in various fields and their production and use of resources are marked on a piece of paper, the Empire sheet. Each turn begins with rolling of five dice. During a brief round of diplomacy, some dice may be rerolled; the players then proceed to use the results to mark their sheets. When any of several possible game end conditions is triggered, points are calculated and the player with the most points wins.*

## Components

Besides these rules, you will need:

- One Empire sheet per player
- Pens or pencils
- 5 six-sided dice: 3 of one colour and 1 each of two different colours. The set referenced by the rulebook is 3 white, 1 green and 1 black dice, but any colours will do as long as the players can tell them apart.

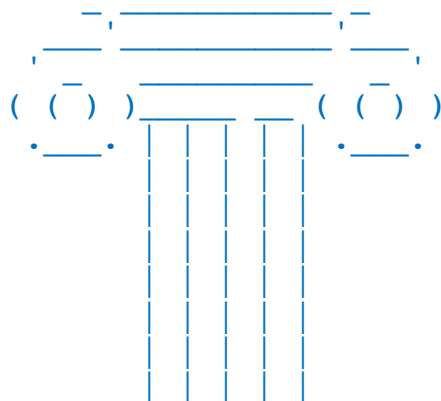
The rules and Empire sheets of ASCII Empires can be downloaded online: the game is “print-and-play”.

## Setup

Print an Empire sheet for each player. A4 size is recommended; if you plan to play several games, printing on both sides of the paper helps conserve trees. The sheets may be printed either in greyscale or in colour.

Players should sit around a table facing each other. The tablespace in the middle is considered **the Mediterranean Sea**. (The fact that the top side of each Empire’s map borders on water serves as a reminder.) In multiplayer games, the seating order dictates which Empires will be connected at the start of the game (see *Reach*, p. 7).

You may name your Empire and give it an Emblem (e.g. your initials or a small picture). The Emblems are used for flavour but also to distinguish different players’ Colonies (p. 8). You are then ready to start playing!



# The Empire Sheet

The **Population track** shows Workers (/) which can be trained as Soldiers or Specialists.

**Gold** can be spent to fuel various useful game actions.

The **Military track** shows Armies which can be Deployed to attack other players or to defend from outside attacks.

Each **turn** consists of five phases.

**Disasters** are negative events that may occur as 1s are rolled and the rows of the Disaster grid become filled. Some of them can be avoided with the right preparation.

EMPIRE NAME: \_\_\_\_\_ PLAYER: \_\_\_\_\_ DATE: \_\_\_\_\_ EMBLEM: \_\_\_\_\_

**MAP LEGEND**

- Water Cannot cross w/o Sailing nor build
- Plains No building restrictions
- Mountains 0 to build
- Barbarians Raid for 0
- Ore deposit Needed to construct Mines

**BUILDINGS**

Activation

6	#	M	S	G	F
5		M	S	G	F
4		S	G	F	
3			G	F	
2				F	

Level I: Farm (8) / Population, Mine (8) / Gold

Level II: School (12) / Science, Garrison (12) / Military

Level III: Colony (Opponent's sheet only), Palace (24) (max 1) Does not activate

**SCIENCE**

Philosophy, Engineering, Irrigation (Protection from drought), Sailing (Overseas reach), Walls (+1 Power, defence), Iron (+1 Power, attack)

**POPULATION** Groups: [X] to Build +4 / SS / CC

**GOLD**

**MILITARY** Armies: [X] to Attack/Defend

If Attack - Defence = 1 : ( 0/O 2+ Build/Raze Colony

**TURN STRUCTURE**

- DICE Roll 5 dice
- DIPLOMACY Pay 0 x no. players: reroll any dice
- DISASTERS Reroll 1s and resolve. Repeat if needed
- DEVELOPMENT Build/Activate/Trade/Culture
- DEPLOYMENT Military actions

**ANYTIME**

Taxation : ( -> OO  
Conscription : ( -// -> MM

**TRADE**

You: 5 6, 4 5 6, 3 4 5 6, 2 3 4 5 6, 1 2 3 4 5 6

Opponents w/ reach: 000 S OS, 000 SS OS, 000 C OC, 000 CC OC, 000 CC OC

-Caravans->

**CULTURE**

5 5 4 6 - 15  
3 3 4 5 6 - 20  
4 5 4 5 6 - 35

/ 0 / 0 S :) :)  
0 0 S S :) :)

**HAPPINESS**

: ( 0 4 8 12 16 20 24 30 36 40 44 48 52 56 60 64 68 72 76 80  
: ( 0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50

All barbarian camps destroyed: ( : )

**SCORING**

Farms	x2	=
Mines	x2	=
Schools	x4	=
Garrisons	x4	=
Colonies	x7	=
Palace	x36	=
Gold	x1	=
Armies	x3	=
Mastery (!)	x21	=
Culture		=
Happiness - Unhappiness		=
<b>TOTAL</b>		

The **legend** on the top explains map features, available Building types and the dice needed to activate each type.

**Buildings**, once constructed, can be activated to produce resources or to advance the various tracks of your Empire.

The **Science track** unlocks additional dice, increasing your Empire's power as the game proceeds. Its branches provide new powers and other benefits.

Completing **Caravans** increases your Empire's Happiness and provides other benefits to you *and* to other players.

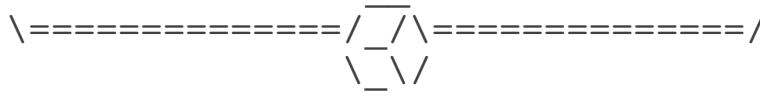
The end game **scoring** reflects your Empire's progress in various fields.

Buildings are constructed on the **Map** by connecting the dots of the grid. Colours and "\*" symbols reflect terrain features which have some gameplay significance.

Checking the boxes of the **Culture grid** represents advances in arts and provides points and various useful bonuses.

Some game effects provide **Happiness** or **Unhappiness** which may influence your end game scoring considerably. Unchecked Unhappiness may trigger the "Revolt" disaster.

# Playing the Game



## Turn Structure

ASCII Empires is played in turns. With the exception of the solo mode (see p. 12), the number of turns is not set beforehand. Instead, the players take turns until one of several game end conditions (p. 11) is met.

Each turn consists of five phases:

1. **Dice:** The five dice are rolled. Any player may do this (as the results will be the same for all players).
2. **Diplomacy:** The players discuss the results and may collectively spend Gold to reroll some of the dice (p. 10).
3. **Disasters:** All dice still showing the value 1 are rerolled. This may result in Disasters being triggered (p. 10).
4. **Development:** This is where most of the game action takes place. The die faces are now considered final and the players take actions simultaneously using the die results available to them.
5. **Deployment:** Players may Deploy Armies to perform one or more military actions (p. 8).

The players then begin another turn if no game end conditions have been met. Otherwise, the scores will be calculated after the final Deployment phase and the player with the most points wins.

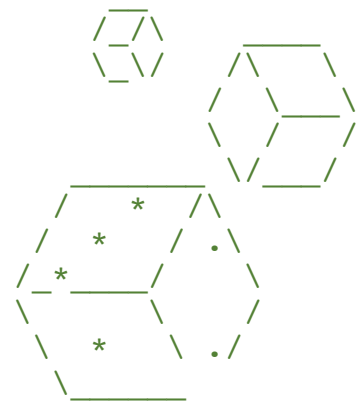
## Using Dice

In the Development phase, players use the dice to improve their Empires. Each die can be assigned to one of the following actions:

- Constructing buildings (p. 5)
- Activating one building type
- For Trade (p. 9)
- For Culture (p. 9)

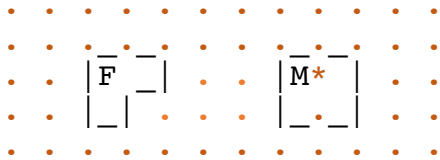
The following rules always apply:

- The actions may be taken in any order.
- Each action may be taken several times.
- Each individual die may only be used once per player per turn.
- Players' decisions are independent of one another. (Players may use the same dice for different purposes.)
- You may only use dice that are available to you based on your progress on the Science track (p. 7). At the beginning of the game, only white dice are available but the green and black die are still rolled for the purpose of checking for Disasters.



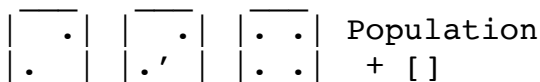
# Buildings

Construction is one of the main ways for the Empire to expand. **Buildings** are constructed by connecting dots on the map with lines. (A connection between two adjacent dots counts as one line.)



*The (F)arm and the (M)ine take 8 lines each to complete. The Mine has to be built around an Ore deposit (\*).*

**The number of lines you may draw** on a turn is equal to the combined value of dice used for construction. You may use one or more Great Person bonuses from the Population track (p. 6) to increase the number of lines by 4.



*Example: The 3 white dice display values 2, 3 and 4 and you have 1 Great Person. If all three dice are used for construction, the total number of possible lines is 2+3+4 = 9. This is enough to construct a Farm or a Mine, each of which takes 8 lines to complete. The remainder (9-8 = 1) is lost, because no buildings can be constructed with a single line. Alternatively, you could use only the "4" result and the Great Person bonus of +4, sparing the "2" and "3" results for activating buildings, Trade or Culture.*

There are **six different building types** (Table, p. 6) divided into three **Levels**.

- To construct a Level II building, you need to have at least one staffed building of each Level I type. Correspondingly, Level II buildings are a prerequisite for Level III buildings.
- Constructing all Level III buildings triggers the end of the game and provides a scoring bonus.

Some rules always apply when constructing:

- Any number of buildings can be constructed on a turn.
- A building has to be completed (its outline fully drawn) on a single turn. (You may not start constructing a building and finish it on a later turn.)
- Buildings may not touch or overlap, including with buildings destroyed by game effects.
- Buildings must be constructed in the orientation shown on the Empire sheet. (You cannot rotate them.)
- If any part of a building's outline would intersect Mountainous terrain, the construction costs one Gold. (If you have no Gold, you may not build there.)
- The Mine building type must be constructed around an Ore deposit ("\*"). These are mostly, but not exclusively, located in the Mountains.

A building may be **staffed** (with a letter inside) or empty. The Palace needs no staff.

- Once complete, a building may be staffed by crossing one of your available workers ("/" becoming "X") and marking the letter (e.g. "F" for Farm) inside the building. The Worker is now a Specialist working in that building.
- You must staff buildings on the same turn they were constructed, if able. (You cannot carry empty buildings and idle workers from one turn to the next).

Staffed buildings can be **activated** using a die. When activated, each building produces a distinct advantage (Table, p. 6).

- A single die may activate all of your buildings of the same type.
- A single die may only activate one type of building.
- A building may be activated any number of times each turn.
- A building may be activated on the same turn it was built, provided it is staffed and a suitable die is still available.

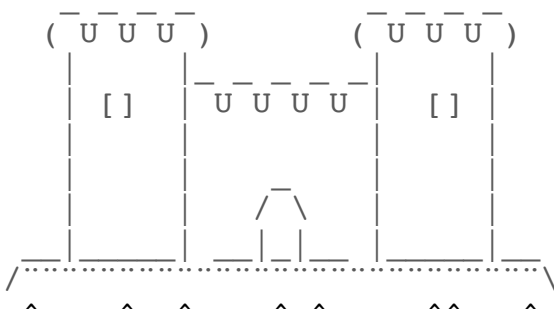
Level	Name	Lines to complete	When activated
I	(F)arm	8	A new Worker ("/") is added to the population track
	(M)ine	8	A new Gold ("O") is added to the Gold track
II	(S)chool	12	The leftmost box of the Science track (or any one of its two branches) is checked.
	(G)arrison	12	A Worker is crossed off, becoming a Soldier (the leftmost box of the Military track is checked)
III	(#) Colony	-	You may activate one building type as if affected opponents' buildings also belonged to you. The opponents gain 1 Unhappiness.
	Palace	24	N/A (The palace is never activated, nor does it need a Specialist: it is where <i>you</i> live. You may only build one.)

To activate a building, the die must have a high enough value. Farms can be activated with any die equal to or greater than 2, while Mines can only be activated with a 5 or 6. The die values necessary to activate a building are shown in the table.

6	#	M	S	G	F
5		M	S	G	F
4			S	G	F
3				G	F
2					F

A "6" may activate a Colony or any other building type. A "3" can activate Garrisons or Farms, while a "2" may only activate Farms.

*Example:* You have two Schools and a Farm and access to dice showing the results 2, 4 and 5. You may use both 4 and 5 to activate the two Schools (for a total output of 4 Science) and the 2 to activate the Farm (to produce one Worker).



## Population

To grow, your Empire needs citizens. **Workers** are produced by Farms and recorded on a player's **Population track** with slashes ("/"). You start with three Workers.

Workers are useful in several ways. They can:

- Become Specialists who staff buildings and enable them to be activated (p. 5).
- Be trained as Soldiers when activating Garrisons (p. 8).

Whenever one group of boxes of the Population track is completely filled in (with Workers or Specialists), a Great Person emerges. You may at any time check the smaller box next to the group to:

- Draw 4 lines to the map for the purpose of building.
- Check 2 boxes of the Science track.
- Check any 2 boxes of the Culture grid.

Filling the entire Population track triggers the end of the game and provides a scoring bonus.



## Gold

**Gold** is a versatile resource. It is produced by Mines but can also be gained by advancing Trade, Science and Culture. Available Gold is recorded on the **Gold track** by filling the squares with circles ("O"). When spent, the circles are crossed over ("Ø").

There are many uses for Gold:

- One Gold ("Ø") lets you modify a die value by 1 in either direction in the Development phase for the purpose of construction, building activation, Trade or Culture. The same die can be modified several times by spending more Gold. The die is not turned – it retains its original value for the other players. A modified die value may exceed 6 (rising to 7+ – it does not "go over" to 1) but cannot go lower than 2.
- One Gold ("Ø") lets you also hire a new Worker. (Add "/" to Population track.)
- With three Gold ("ØØØ"), you may check one box of a Science, Culture or Military track (reflecting patronage of scientists or artists, or hiring mercenaries, respectively).
- Five Gold ("ØØØØØ") lets you provide bread and circuses to the people, increasing Happiness (p. 10) by one.
- Gold can be spent for rerolls in the Diplomacy phase (p. 10).

Filling the entire Gold track triggers the end of the game and provides a scoring bonus.

## Science

Scientific progress gives your Empire access to additional dice and other bonuses, increasing your options and allowing more powerful turns. Science is produced by **Schools**. Each time one of your Schools is activated, you may check the leftmost box of your Science track.

The track branches at certain points: once past these, you may check boxes in any branch you have started. The upper branch of the Science track reflects advances in human sciences. The middle and lower branch represent advances in natural sciences.

Various points on the track provide one-time or lasting benefits upon researching them (checking the indicated box).

- *Irrigation* makes you immune to the Drought disaster.
- *Philosophy* (checking the first box of the upper shaded area) gives you access to the Green die for the rest of the game.
- *Engineering* gives you access to the Black die for the rest of the game.
- *Sailing* gives you Reach (see next section) to all other players for the purposes of military actions or trade.
- *Walls* makes your Armies (p. 8) more powerful for the purposes of defence.
- *Iron* makes your Armies (p. 8) more powerful for the purposes of attacking.
- Whenever you check a box with a "C" symbol, you may cross any one box on the Culture grid.
- Whenever you check a box with a "O" symbol, you may gain one Gold.

Finishing any branch triggers the end of the game and provides a scoring bonus.

## Reach

In multiplayer games, it is relevant to consider which players have **Reach** to one another for the purposes of military actions or trade. This is determined by two things:

- Seating order: players sitting next to one another always have Reach to each other (exception: 2-player games, p. 12).
- Progress on the Science track: once a player has researched *Sailing*, their Reach will expand.

Reach is most easily thought of as the ability to cross the “water” that separates the players and board areas. At the beginning of the game, your Caravans and Armies cannot cross water. They can move into the Empire on your immediate right or left; however, they cannot cross the river that divides those boards, nor can they cross the Mediterranean Sea to reach the players on the opposite side of the table. Thus, at the beginning of the game, you have Reach to the right side of your left-side neighbour’s board and to the left side of your right-hand neighbour’s board. Once your Empire has researched *Sailing* (p. 7), you can cross rivers and the Sea, and therefore have Reach to all areas of all players’ boards.

## Military

The art of war is of vital importance to the Empire. Mustering and deploying armies allows you to attack opponents or even establish a Colony in their territory. There are also the Barbarians, a non-player enemy faction which you may wage war against.

Military units are produced by **Garrisons**. Each time one of your Garrisons is activated, you may cross off a Worker from your Population track (“/” becoming “X”) and check the leftmost box of your **Military track**. The boxes of the Military track are arranged in cohorts of 2. When a cohort is completely filled in, it becomes an **Army**. Checking the final box triggers the end of the game and provides a scoring bonus.

Armies can be **Deployed** to various ends in the Deployment phase. As you deploy an Army, you check the smaller box next to it (to show it has been used) and gain 1 point of **Power** (2 points instead if you are the defending or attacking side and have researched *Walls* or *Iron*, respectively). You may deploy several Armies at once. As an attack is being resolved, players may deploy additional Armies. Only

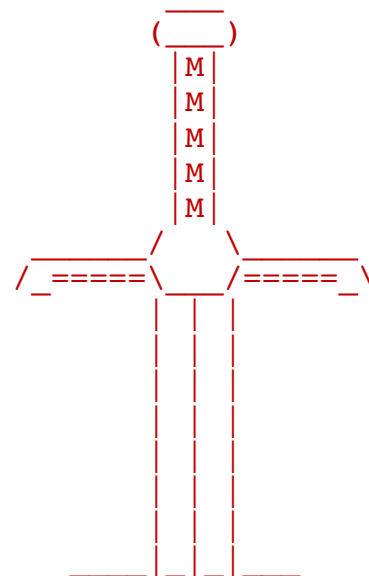
after no one wishes to deploy any more Armies are the effects resolved. Power is to be used instantly for military actions: it does not carry over to the next turn.

You may use 1 point of Power to defend against attacks:

- Cancel a Barbarian raid on your Empire (see Disasters, p. 10).
- Reduce the Power of an opponent’s attack on you by 1.
- Reduce the Power of an opponent’s attack on another player by 1, provided you have Reach to the defender.
- Prevent the destruction of your Colony by the Revolt disaster (p. 10).

You may use 1 point of Power to attack:

- Destroy a Barbarian camp, provided there are unraided Barbarian camps on a sheet you have Reach to (p. 7). This yields you three Gold (OOO). When all camps on your sheet are destroyed (regardless of who destroyed them), you immediately gain 2 Happiness.
- Attack another player’s Empire to whom you have Reach. They lose 1 Gold (if able) and gain 1 Unhappiness. If they lost Gold, you gain 1 Gold.





You may use 2 points of Power to:

- Establish a Colony on another player's territory where you have Reach to.
- Raze an opponent's Colony on your territory. The Colony is crossed over and cannot be activated.

**Colonies** are permanent settlements on other players' territory. They can only be established by a successful attack with Power 2 or more: not through regular construction.

- A Colony is established by drawing a 5x5 area on any free area on the opponent's map. Mark it with your Emblem.
- The Colony may not touch or overlap other buildings. If its outline intersects Mountainous terrain, pay 1 Gold.
- The opponent may not build in the area taken by another player's Colony.

*Example:* Carthage has three Armies and Rome has one. The Carthaginian player deploys two Armies for 2 Power to establish a Colony in Rome. The Roman player deploys his only Army, reducing Carthage's Power to 1. The Carthaginian player now has a choice: she may use the single point for a regular attack or establish the Colony by deploying her remaining Army for a total of 2 unopposed Power.

Colonies can be activated with a die showing "6". When activating a Colony, you can activate any one building type, counting both your own buildings and the colonized players' buildings (as if they belonged to you). Those players then gain one Unhappiness.

## Trade & Caravans

Trade can make several Empires better off. Acquiring exotic goods makes citizens happier but also allows other players to earn Gold. Unlike Population, Gold, Military and Science, Trade is not produced by a building. Instead, die results may be allocated directly into one of the five Caravans of varying length.

Caravans are completed as follows:

- To check a box, you have to use a die with the specified number or higher.
- The boxes of any given Caravan have to be checked in order from left to right.
- The rows can be completed in any order.
- You may have several unfinished Caravans travelling at once.
- You may check multiple boxes per turn if suitable dice are available.

When the Caravan's journey is finished (the last box of a row is checked), you must announce this to the other players. You will then receive the reward indicated on its right: Happiness, Gold, and Science or Culture. Moreover, each other player with Reach (p. 7) to your Empire earns the reward listed on the sheet.

Checking all boxes of all Caravans triggers the end of the game and provides a scoring bonus.

## Culture

Patronage of the arts adds to the prestige of your civilization. Cultural progress allows you to gain Gold, Population, Science or Happiness as creative people from all around the known world flock to your Empire.

The boxes of the **Culture grid** may be checked by using a die with exactly the indicated result. As a row or column of the grid is completed, you gain the associated reward. Rows provide points for end game scoring; columns provide one-time rewards. The boxes may be checked in any order.

Checking every box of the Culture grid triggers the end of the game and provides a scoring bonus.

## Diplomacy

The Diplomacy phase comes right after the dice are first rolled at the beginning of a turn. The players have a chance to reroll any or all dice. They might, for example, choose to reroll all dice displaying a value of 1 (and thus, about to trigger Disasters in the following step). A reroll is only possible if the players collectively spend Gold equal to the number of players (e.g.  $\emptyset\emptyset\emptyset\emptyset$  in a 4-player game).

- The requirement can be met by each player paying one Gold, but this need not necessarily be the case. The players must negotiate. Even one player alone may perform a reroll by paying the cost. The other players need not agree; they only need not pay.
- The cost is paid only once per reroll, no matter the number of dice rerolled.
- Any number of dice can be rerolled any number of times.
- If there are several different proposals for rerolls, follow the Order of Play rules to determine who goes first (p. 12).

## Disasters

The Empire is under constant threat from natural calamities and Barbarian raids. **Disasters** are checked for each turn after the Diplomacy phase.

1. If any dice showing the value "1" remain at this stage, they are rerolled separately from the rest.
2. Each player looks at the results and checks the leftmost unchecked box from the Disaster grid rows corresponding to those numbers.
3. If any further 1s resulted from the reroll, the process is then repeated until no 1s remain.
4. The rerolled dice are then placed with the rest and may be used normally during the ensuing Development phase.

Whenever the third (shaded) box of any row of the Disaster grid is checked, the corresponding Disaster hits. One row may only trigger once, so if those numbers are later rolled again, nothing happens.

Many Disasters only trigger under certain conditions and/or offer the players a choice.

- A *Drought* only affects players who have not yet researched Irrigation (p. 7). The affected player must cross over two Workers or gain one Unhappiness.
- A *Barbarian raid* happens only if there are still undestroyed Barbarian camps on the player sheet. It can be prevented by Deploying 1 Army. The players who cannot or choose not to do this up to three Gold and gain one Unhappiness.
- A *Revolt* only affects players whose Unhappiness (in terms of crossed boxes) is larger than their Happiness. It can be prevented by Deploying 1 Army and gaining 1 Unhappiness. Otherwise, a building (the player chooses which) is destroyed and cannot be used for the rest of the game. No new buildings may be built in the same space. You may choose an opponent's Colony as the target, but they may prevent its destruction by deploying 1 Army.

Hardship breeds creativity: the triggering of some Disasters allows player to check any one box from the Culture grid.

## Happiness

A good ruler cares about the Happiness of their subjects. A happy population provides points at the end of the game, but creeping Unhappiness may counter some of the gains and provoke Revolts (see above).

Happiness is gained through Trade (p. 9), Culture (p. 9) and military victory over Barbarians (p. 8). Unhappiness results from

Disasters, opponents' attacks on and Colonization of your Empire (p. 8), Conscription and Taxation (p. 11). Whenever you gain Happiness or Unhappiness, check the leftmost unchecked box of the corresponding track. The leftmost still unchecked box shows your current score. Neither Happiness nor Unhappiness may exceed the track. In the end game scoring, Unhappiness is deducted from Happiness. This may result in a negative score.

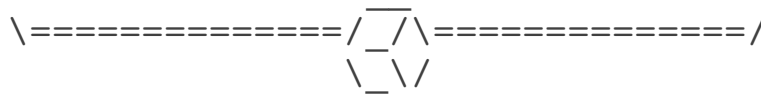
## End of the Game

The end of the game is triggered as soon as any player has completely filled any of their tracks (Population, Gold, any branch of the

Science track, Military, Trade, Culture) or constructed each Level III building type – i.e. whenever a “!” symbol is checked. A player who foresees that they will end the game this way must announce it at the very beginning of that Development phase, and must then carry out this plan. The only exception is when you trigger the end of the game by influencing an opponent's sheet (e.g. if you complete a Caravan that causes the final box in their Culture grid to be checked).

After the final Development phase and the ensuing Deployment phase, the points are calculated and the player with the most points wins. If several players are tied for most, follow the tiebreakers (p. 12).

## Additional Rules



## Conscription and Taxation

If you find your coffers empty or enemy forces at your gate, you may gain one Unhappiness to immediately get two Gold (Taxation) or to convert up to two Workers to Soldiers (Conscription). No Mines or Barracks are required for these actions. Taxation and Conscription can be performed anytime (including as reaction to an unfortunate dice roll or another player's declared attack against you) and can be repeated if you really need to.

## Learning game

For the first few turns in a game with new players, it is recommended that the players take their Development steps sequentially in

clockwise order so that everybody can see how each uses the dice. The players still use the same set of die faces.

## Open Information

Players may inspect each other's sheets at any time. In the Development phase, even though players take most of their actions independently of one another, there are some instances where a player has to announce to others what they are doing:

- Whenever they complete a Caravan (as this may provide benefits to others)
- Whenever they plan to trigger the end of the game. This must be announced at the very start of the Development phase; otherwise, such action may not be taken.

## Order of Play

For the most part, the order in which players execute their actions does not matter. Whenever it could (mostly in the Diplomacy or Deployment phases, although players may invoke this rule at any time), the players declare their actions in the order of

- the most undeployed Armies, or if tied,
- the most unspent Gold, followed by
- the most advanced single Science track, followed by
- the highest population.

The same logic is followed for tiebreakers in end game scoring.

## Player Count

Theoretically, any number of players can join a game of ASCII Empires. For practical purposes, 1–7 players is recommended. Some adjustments are made for 1–2 player games.

In a **solo game**,

- You can still use Caravans and interact with Barbarians.
- Once all Barbarian camps are destroyed, you may build exactly one Colony to the Barbarian’s land following the normal rules (it does not take space on your map; just mark it on the sheet). Upon activating it, you may activate any building type as if you had 2 more of that building.
- The game ends after 20 turns. Other triggers do not cause the game to end (but you still get the Mastery bonuses).

In a **two-player game**,

- The players do not have Reach to one another at the beginning of the game (they are located on opposite sides of the Mediterranean). They may only gain Reach through researching *Sailing*.

## Scoring

The scoresheet is part of the Empire sheet. The following items are scored:

- Buildings: the indicated number of points for each of building of that type. Destroyed buildings do not count.
- Gold: two points for each unspent Gold
- Armies: three points for each Army (deployed or undeployed)
- Mastery: 21 points for each “!” symbol checked (it is possible to reach several during the final turn)
- Culture: total points from all completed rows of the Culture grid
- Happiness minus Unhappiness: leftmost unchecked number on :) track minus leftmost unchecked number on :( track.

## Symbols

O	Gain 1 Gold
∅	Spend 1 Gold
/	Gain 1 Worker
-/	Check off 1 Worker
:)	Gain 1 Happiness
:(	Gain 1 Unhappiness
S	Check a box on Science track
M	Check a box on Military track
C	Check a box on Culture grid
!	End game trigger / Mastery bonus

