

EMPIRE NAME: _____ PLAYER: _____ DATE: _____ EMBLEM: _____

MAP LEGEND

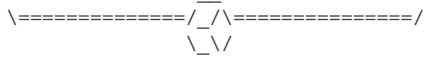
- } Water Cannot cross w/o Sailing nor build
- { Plains No building restrictions
- . Mountains ∅ to build
- * Barbarians Raid for O
- * Ore deposit Needed to construct Mines

BUILDINGS

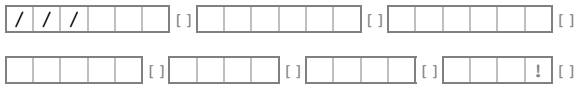
Activation

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

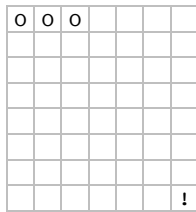
[] Level I	[] Level II	[!] Level III
Farm (8) / Population	School (12) S Science	Colony (Opponent's sheet only) Activate buildings as if yours; Opponent: :(
Mine (8) O Gold	Garrison (12) M Military (/ => X)	



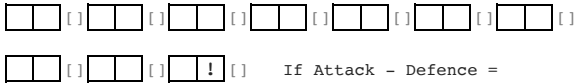
POPULATION Groups: [X] to Build +4 / SS / CC



GOLD

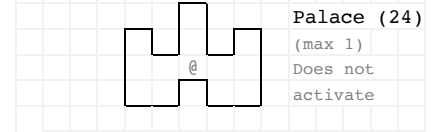
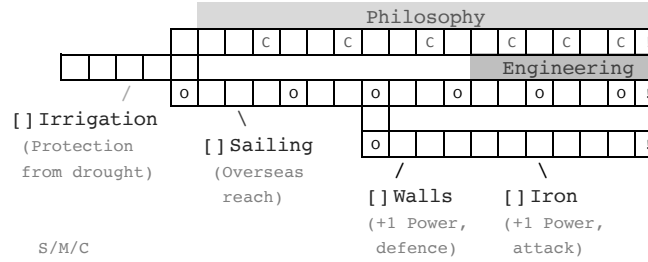


MILITARY Armies: [X] to Attack/Defend



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

SCIENCE



SCORING

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

TURN STRUCTURE

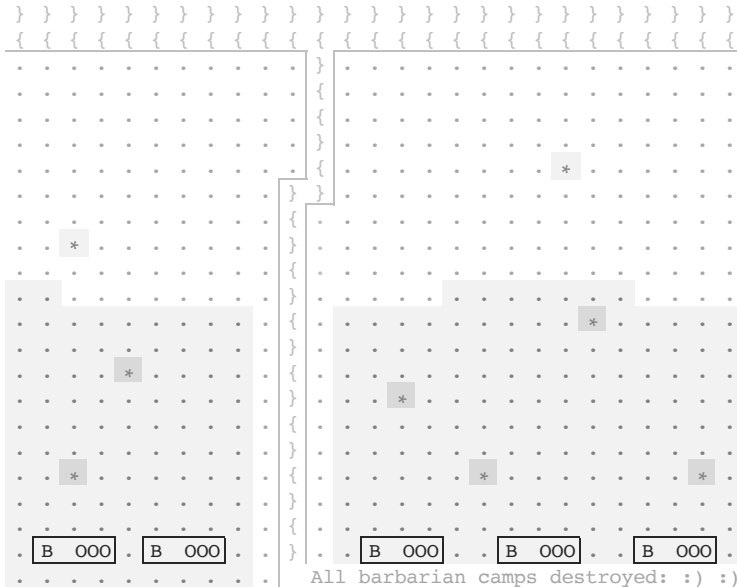
- DICE Roll 5 dice
- DIPLOMACY Pay ∅ x no. players: reroll any dice
- DISASTERS Reroll 1s and resolve. Repeat if needed

1		Drought (if no Irrigation) -// or :(
2		C Raid (if Barbarians)
3		C Defend 1 or :(∅∅∅
4		C Revolt (if :(> :))
5		C Defend 1, :(or -Bld
6		

- DEVELOPMENT Build/Activate/Trade/Culture
- DEPLOYMENT Military actions

ANYTIME

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



All barbarian camps destroyed: :) :

TRADE

5+ 6+	- :)	∅∅∅ S	O
4+ 5+ 6+	- :)	∅∅∅ SS	OS
3+ 4+ 5+ 6+	- :)	∅∅∅ C	OC
2+ 3+ 4+ 5+ 6+	- :)	∅∅∅ CC	OC

-caravans->

CULTURE

5 5 4 6	- 15
2 3 4 5 5 6	- 20
3 3 5 2 4 6 5	- 30
4 5 4 5 6 5 6	- 35

/ O / O S :) :) !
O O S S :) :) :

HAPPINESS

:)	0 4 8 12 16 20 24 30 42 60	80
:(0 2 4 8 12 16 20 24 30 40	50

TOTAL

