

# SID MEIER'S CIVILIZATION

## THE BOARD GAME

FAQ version 2.0, updated 6/17/13

Following are the frequently asked questions, errata, and clarifications for *Sid Meier's Civilization: The Board Game*.

### ERRATA

This section contains general rules changes that clarify and replace those found in the core game.

#### AIRCRAFT

The cost of Aircraft is 12, as stated on the market board and reference sheet. The "Flight" tech cards from the original printing of the game are incorrect.

#### RAILROAD TECHNOLOGY

The Railroad technology card should have a coin icon.

#### METAL CASTING TECHNOLOGY

The Metal Casting technology card should not have a coin icon.

### ADDING WONDERS TO THE MARKET BOARD

Each time a wonder is purchased from the market, the next wonder in the deck must be drawn and placed faceup in the market to replace it, along with its accompanying wonder marker.

### OBSOLETING WONDERS IN THE MARKET

When obsoleting a wonder using a tech card, a player may choose a wonder still in the market to obsolete. In this case, the obsoleted wonder is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it, as indicated above.

### BATTLE TURNS

During the "Engaging in Battle" step of combat, players alternate taking battle turns, starting with the defender. Only the player currently taking his battle turn can use abilities (such as those found on tech cards or culture event cards) or play units. A player's **BATTLE TURN** consists of:

1. Opportunity to use an ability
2. Play a unit
3. Opportunity to use an ability
4. Battle turn ends

After a player plays his last unit, he does not take any more battle turns.

### LOOTING AFTER BATTLE

Although the losses incurred by the losing side remain basically the same, the looting system has been adjusted to simplify it and to avoid certain abuses of the game.

**If the loser had one or more figures in the square:** The winner gains 1 loot.

**If the loser was defending one of their non-capital cities:** The winner gains 2 loot.

**If the loser was defending their capital city:** The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase items from the table below. A winner receiving more than one loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times. For instance, a player receiving 2 loot could purchase a 2-loot effect, two different 1-loot effects, or the same 1-loot effect twice.

#### 1 LOOT EFFECTS

- Steal up to three points of trade from the loser's trade dial.
- Steal up to three culture tokens from the loser.
- Steal any one resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner's choice.

#### 2 LOOT EFFECTS

- Learn one of the loser's known techs that the winner does not know, without paying the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser's culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser's coin tokens and place it on the winner's civilization sheet.



# FAQ

This section answers frequently asked questions about *Sid Meier's Civilization: The Board Game*.

## GENERAL QUESTIONS

**Q: Can a player take the same city action with more than one of his cities in one turn?**

A: Yes. Each city has the option to build, devote to the arts, or harvest a resource.

**Q: If multiple players finish a tech victory on the same turn, who wins?**

A: The player who is first in the turn order wins. Alternatively, players may choose to play with the Advanced Tiebreaker variant as described on page 6.

**Q: If a player uses a tech or culture event card to gain a production bonus, and then uses Atomic Theory or "Ada Lovelace" to gain an extra city action, does he get the production bonus for both city actions?**

A: The production bonus can be used in either action, but once the bonus is used it cannot be used again. So if the player uses the production bonus to build a wonder, he cannot use the production bonus again during his second action with that city.

## CIVILIZATION SPECIAL ABILITIES

**Q: If the Chinese win a battle in which they have at least two army figures present, do they save one of their killed units before or after checking for the number of lost units?**

A: The loss of figures due to lost units happens first, after which the player may use the Chinese special ability to save a killed unit.

**Q: If the Germans research a tech which unlocks a level 3 or 4 unit and later researches a tech which unlocks the level 2 unit of the same type, do they still get the free unit and resource?**

A: Yes.

**Q: Does the German special ability apply if the Germans acquire the tech by means other than research?**

A: Yes.

**Q: Can the Russian player rebuild the white army figure if it is destroyed? Likewise, can the Spanish player rebuild the white scout figure if it is destroyed?**

A: Yes to both.

**Q: Can America split the 2 production gained when spending 3 trade amongst two city actions?**

A: No.

**Q: Can a player combine Egypt's ability to build unlocked buildings for free as an action with Engineering's ability to split production?**

A: No. These abilities cannot be combined in a single city management action.

**Q: Can Egypt use its special ability to build a wall?**

A: Yes. Walls are considered buildings.

## SCOUTS AND BLOCKADING

**Q: Can a scout gather icons and/or resources from a square in another city's outskirts? What if the square contains a building or a wonder?**

A: A scout can gather resources from a square in another city's outskirts, even if that square contains a building or wonder. If the scout sends those icons and resources to a different city, the original city cannot also use those icons and resources.

**Q: When a scout moves into or out of a square with a coin icon, is the coin total updated immediately?**

A: Yes. This can result in an economic victory.

**Q: Can a scout blockading an opponent's barracks/academy/general send the combat bonus to its home city?**

A: No. Scouts can blockade a square and send all icons home *except* for combat bonuses.

**Q: Can a player build an army figure with a city action and place it in a square of that city's outskirts that contains enemy figures? Does this initiate a battle?**

A: Yes. The battle takes place immediately.

**Q: If a player that is blockading a barracks moves his army figure off of that barracks to attack a city center, does the defender gain the benefit of the barracks?**

A: Yes. When the army figure leaves the barracks square and enters the city center, the barracks is no longer blockaded and may be used by the defender during the battle.

**Q: If a player's figure is blockading a square containing the 15th coin another player needs for an economic victory, and then moves off that square, does this trigger the victory condition?**

A: Yes. The player with 15 coins immediately wins (assuming the Advanced Tiebreaker variant is not being used).





## GOVERNMENTS

**Q: If, during the Movement Phase, a player obtains a tech which unlocks a new form of government (e.g., by conquering an opponent's city or using the Russians' ability), can they switch to that government during the next Start of Turn phase without *Anarchy*?**

A: Yes.

**Q: If, during the Start of Turn Phase, a player obtains a tech which unlocks a new form of government (e.g., through the use of a culture event card), can he switch to that government during the same Start of Turn Phase without *Anarchy*? Does turn order matter?**

A: Yes, the player may immediately switch to the new government without *Anarchy*. Turn order does not matter, even if the tech was learned due to a culture event card from another player who is after him in the turn order.

**Q: If a player's government enters *Anarchy* and his capital loses its action for the turn, does he still collect trade for his capital?**

A: Yes.

**Q: When a player is governed by *Feudalism*, can he harvest from the same resource icon on a square twice by harvesting with the city where the resource is found and with one of his other cities?**

A: No. Players cannot harvest from the same resource icon twice in the same turn, even with different cities (except through the use of *Atomic Theory*, see "Technologies").

## CULTURE EVENT CARDS

**Q: If "Bread and Circuses" is played to cancel the effects of a culture event card, can another "Bread and Circuses" card, "Jousting Tourney" card, or "Primetime TV" card be played to cancel the first "Bread and Circuses" card?**

A: Yes. If a "Bread and Circuses" card is played to cancel another "Bread and Circuses" card, "Jousting Tourney" card, or "Primetime TV" card, they cancel each other out. The culture event card that was originally played would then resolve as though it had never been cancelled.

**Q: Can a player cancel "A Gift from Afar" or "Exchange of Ideas" with "Bread and Circuses"?**

A: Yes, but only if he is directly targeted by the card. For example, a player cannot play "Bread and Circuses" to cancel "A Gift from Afar" or "Exchange of Ideas" if he is not the player chosen to receive the coin token or tech.

**Q: Do culture event cards such as "A Gift From Afar" count as spending a resource for the purposes of the Arabs' or Indians' special abilities?**

A: Yes.

**Q: Can a player use "Drought," "Deforestation," or "Flooding" on a square containing a hut, village, or great person marker?**

A: Yes. Place the disaster marker underneath the hut, village, or great person marker.

## TECHNOLOGIES

**Q: If a player researches a tech with a coin icon during the Research Phase, does he include that coin when reducing his trade dial?**

A: Yes.

**Q: What exactly does "(max 4)" mean on techs such as *Democracy*, *Code of Laws*, or *Pottery*?**

A: It means that a player can only have four coin tokens on the Tech card at one time. If a coin token is removed from the card, the player can fulfill the condition on the card to add another coin token to it.

**Q: Can a player use the resource ability on the *Atomic Theory* tech to destroy a city while under *Democracy*?**

A: Yes. Attacking a city is defined as specifically moving an army figure onto a city tile.

**Q: Can a player use the resource ability on the *Writing* tech to cancel any action, or just a city action?**

A: *Writing* can only be used to cancel city actions.

**Q: When the resource ability on the *Writing* tech is used to cancel a city action being performed by another player, what happens to any resources or trade spent on the cancelled action?**

A: The player whose city action was cancelled gets back any resources and trade spent, but cannot take any other action with that city. Likewise, if the player used a culture event card such as "A Gift from Afar" as part of the canceled action, he would get that card back.

**Q: If the resource ability on the *Mass Media* tech is used to cancel another resource ability, is the cancelled resource ability expended for the turn (i.e., can a player use the resource ability again if he has a second resource to spend)?**

A: No. A resource ability can be used only once per turn. Even if the resource ability is cancelled, it has still been used.

**Q: If a player has the *Navigation* tech and is moving a figure across water but cannot end in water, and his opponent stops that figure's movement in a water square using the resource ability on the *Communism* tech, what happens?**

A: The figure stops in the water square. In this case, the resource ability on the *Communism* tech overrides the rule that figures cannot end their movement in water.





**Q: If a player uses the resource ability on the *Atomic Theory* tech to take an extra City Management action with all of his cities, can he reuse icons on tiles in these cities?**

A: Yes. The resource ability on the *Atomic Theory* tech is an exception to the rule that icons can be used only once.

**Q: If a player has two uranium resources, can he use both of the resource abilities on the *Atomic Theory* tech in the same turn?**

A: Yes.

**Q: If a player has the *Combustion* tech and enters a square containing a building with army figures, is the building immediately destroyed?**

A: No. The player must win the battle before the figures' movement ends and the buildings are destroyed.

**Q: Can a player use the resource ability on the *Communism* tech to stop his own army during movement?**

A: Yes.

## COMBAT

**Q: Can a player use the "Once per battle" abilities on the *Animal Husbandry* and *Biology* techs multiple times per turn if he fights multiple battles?**

A: Yes. *Animal Husbandry* and *Biology* can be used multiple times during a turn, just not more than once during a single battle.

**Q: Can a player use the resource abilities on the *Metalworking* or *Mathematics* techs multiple times per turn if he fights multiple battles?**

A: No. Resource abilities can only be used once per turn.

**Q: The resource ability on *Metalworking* says, "When playing a unit from hand, add 3 to the strength of its attack." What exactly does this mean?**

A: This means that a player may use the resource ability before playing a unit card in battle in order to have that unit deal 3 extra wounds if played into the same front as an enemy unit. Thus, a strength 1 unit would deal 4 wounds to the enemy unit in its front. The strength boost lasts for the entire battle, making the unit harder to kill.

**Q: During battle, can a player heal a unit immediately after his opponent uses a resource ability to deal wounds, but before his opponent plays a unit?**

A: No. The player must wait until it is his "turn" during the battle to heal the unit (see "Battle Turns" on page 1).

**Q: Can a player use resource abilities from tech cards during his "turn" in combat if he has no units left in his hand?**

A: Yes.

**Q: Can a player win a battle if he has no units in the battle, but he has a high enough military bonus to win?**

A: Yes.

## WONDERS

**Q: How does the ability of the *Porcelain Tower* wonder work?**

A: The player who owns the Porcelain Tower needs 5 less trade in order to research a tech. So the player could research a Level I tech with 1 or more trade, a level II tech with 6 or more trade, etc.

**Q: Do the coins gained by the *Panama Canal* wonder go on the card or on the tile? What happens if the *Panama Canal* wonder is blockaded?**

A: The coin tokens go on the card, and cannot be gathered by an opponent's scout or be stolen. The coin tokens are not included in the player's coin dial and do not count towards an economic victory while the wonder is blockaded. If the *Panama Canal* wonder is released from its blockade, the coins are available again and count towards an economic victory.

**Q: What does the *United Nations* wonder prevent from being targeted?**

A: The *United Nations* wonder protects a player, his units, figures, buildings, city outskirts, coins, and culture cards from being targeted by culture cards against his will.

**Q: Can a player use the resource ability on the *Mass Media* tech to target a player who owns the *United Nations* wonder?**

A: No. The *United Nations* wonder ability does not "cancel" Cultural Event Cards. It simply prevents them from being played in the first place.

**Q: Do wonder tiles cover all the icons of the square they are on, or are the clipped corners intended to imply that some icons still count?**

A: They cover everything in the square they're on, just like buildings and great people.





## FAME AND FORTUNE ERRATA

This section contains general rules changes that clarify and replace those found in the *Fame and Fortune* expansion.

### SCHOOL OF CONFUCIUS RELIC

The player who removes the School of Confucius relic marker from the board should gain *one* great person, instead of two.

### RELIC SQUARES ON MAP TILES

The Seven Cities of Gold relic square on the map should have the following icons: 2 , 1 .


### “LEONIDAS” GREAT PERSON


The “Leonidas” Great Person card should read: “**Battle:** Each time you are the defender in a battle with fewer units in your battle force than your opponent, your combat bonus is increased by 8 until the end of the battle.”

### ENDOWMENT FOR THE

#### ARTS INVESTMENT

The Endowment for the Arts investment card should read: “1 investment marker: +1 culture hand size.

2 investment markers: +1 culture hand size. Pay 1 less  to advance on the culture track.

4 investment markers: +1 culture hand size. Pay 2 less  to advance on the culture track.”

## FAME AND FORTUNE FAQ

This section answers frequently asked questions about the *Fame and Fortune* expansion.

**Q: When a player researches the *Agriculture* tech, can he grow his capital into a metropolis so that his outskirts contain a hut or village token?**

A: No. The player must place the metropolis so that its outskirts do not contain a hut or village token.

**Q: If an army figure is gained as a result of the friendly barbarian hut token, can that figure move during the same movement phase?**

A: No. The new figure cannot move until the next turn.

### FORTIFICATIONS AND CARAVANS

**Q: Can a player disband an army figure in a city that already contains a fortification marker, or a scout in a city that already contains a caravan marker?**

A: Yes. However, the player does not add an additional fortification or caravan marker, or gain an additional bonus.

**Q: Can a player replace a fortification with a caravan and vice versa?**

A: Yes. If a player has a disbanded an army figure to fortify a city, he may later disband a scout to replace the fortification marker with a caravan marker. The city would then no longer have a +2 combat bonus from the fortification.

## CIVILIZATION SPECIAL ABILITIES

**Q: If the Arabs invest two coins for free as a result of removing the Seven Cities of Gold relic marker, does he also advance two spaces on the culture track due to the Arabs’ special ability?**

A: Yes.

**Q: When the Indians devote a city to the arts, do they count any resources that a scout is sending to that city and gain extra culture for it?**

A: Yes.

## GREAT PERSON CARDS

**Q: If a great person token is blockaded, can the blockaded player use a great person’s card ability of that type?**


A: It depends. If a player has at least one great person token matching the card’s type that is not blockaded, the card ability can be used. If a player does not have at least one great person token matching the card’s type that is not blockaded, then the card ability cannot be used for as long as the token is blockaded.

**Q: How does the “Marie Curie” great person card work?**

A: A player may discard “Marie Curie” to spend any resource in place of uranium.

**Q: When does the special ability on the “Georgy Zhukov” great person card resolve?**

A: The damage from the ability on “Georgy Zhukov” happens immediately when one of your units is killed, and before your opponent can use an ability after playing a unit.

**Q: Does the special ability on “Archimedes” give a player 3  when he learns a tech through a culture card or investments on Public Education?**

A: No. There is a difference between researching and learning. Researching only happens during the Research phase by spending trade.

## RELICS

**Q: Can a figure move through a relic without ending its movement?**

A: Yes.

**Q: Can a scout end its movement on a relic?**

A: Yes, though the scout cannot take the relic marker.

## WONDERS

**Q: Does the ability on the *Angkor Wat* wonder apply to any city’s action?**

A: Yes. The ability on the *Angkor Wat* wonder may be used to have any city harvest two resources as its action.

**Q: If a player has the *Brandenburg Gate* wonder, can an enemy figure moving through the outskirts of one of his cities be stopped in those outskirts by abilities such as *Communism*?**

A: Yes. However, the figure must be moved out of that city’s outskirts as soon as possible (unless it is blockading the *Brandenburg Gate*).



**Q: If a player has the *Brandenburg Gate* wonder, can an enemy figure move through his outskirts as long as it doesn't end its movement there?**

A: Yes. A player can still attack a city owned by a player who has the *Brandenburg Gate* wonder since the city center is not considered part of its outskirts. Also note, however, that the enemy figure cannot attack any other figures in those outskirts because it would then end its movement there.

**Q: If the *Pyramids* wonder is obsoleted or blockaded, does the civilization enter *Anarchy*?**

A: It depends. If the player's current government is unlocked by normal means, then nothing happens. But if the player does not have his current government unlocked by other means, then he immediately enters *Anarchy*. During the Start of Turn phase of the next turn, the player may switch to any government he has unlocked by normal means if the *Pyramids* wonder was obsoleted or remains blockaded.

## ADVANCED VARIANTS

This section contains optional advanced variants. Before setting up the game, all players should agree which of the advanced variants they will be using for the game, if any.

The advanced setup and tiebreaker variants remove some of the randomness of the game, giving players even more control over the game's outcome.

The advanced civilization variants are recommended for experienced players who want a new challenge. It becomes harder for Arabia to win a culture victory, and Egypt is no longer countered by Monarchy. Greece scales based on the number of players, and is best used in a two player game.

### ADVANCED SETUP

Each player draws two civilization sheets at random instead of one. Each player selects which of his two civilizations to play in turn order during step 9 of General Setup, after the first player has been determined.

### ADVANCED TIEBREAKER

If a player completes a military victory, the game ends immediately and that player wins. If a player completes a culture, economic, or technology victory, the rest of the turn is played out. After the end of the turn, every player who has completed a non-military victory (remembering that military victories instantly win the game) calculates their **VICTORY SCORE**, by summing the following:

- Number of Learned Technologies
- Number of Spaces Advanced on Culture Track
- Number of Coins
- Number of Wonders (including obsoleted wonders, but not destroyed wonders)

The player with the highest Victory Score wins the game. In the event that two or more players are tied, they share the victory.

When using this variant, when a player reaches the "Cultural Victory" space on the culture track, he gains one culture event card from the third deck.

### ADVANCED ARABIA CIVILIZATION

The Arabs only gain 1 ♠ per resource token spent, instead of 2 ♠.

### ADVANCED EGYPT CIVILIZATION

The Egyptians' wonders cannot be obsoleted.

### ADVANCED GREECE CIVILIZATION

Instead of allowing them to retain ♠, the Greeks' first special ability should read: "After the Greeks research or learn a tech, gain 1 ♠ for each player who does not currently know or is researching that tech."