

SID MEIER'S CIVILIZATION

THE BOARD GAME

UPDATED 11/18/2010

Following are the frequently asked questions, errata, and clarifications for *Sid Meier's Civilization: The Board Game*. Also included is an advanced tie-breaker game variant.

FAQ

Q. How much does it cost to build aircraft units, 11 or 12 production?

A. The cost of Aircraft is 12, as stated on the market board and reference sheet. The Flight tech cards are incorrect.

Q. Metalworking has a resource ability that costs one iron and says, "When playing a unit from hand, add 3 to the strength of its attack." What exactly does this mean?

A. This means that you may spend an iron resource token before playing a unit card in battle in order to have that unit deal 3 extra wounds if you play it into the same front as an enemy unit. Thus, a strength 1 unit would deal 4 wounds to the enemy unit in its front. This doesn't increase the number of wounds your unit can withstand, and the extra damage is only dealt once, as you play the card from your hand.

Q. Can scouts gather icons and/or resources from squares containing buildings or wonders?

A. Yes. If you have a scout in the outskirts of an enemy city on top of a building or wonder, then you both deny your opponent the icons and/or resources in that square, and may also send them home to one of your cities.

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. Alternately, players may choose to play with the Advanced Tie-Breaker Variant listed in this document.

Q. How does the Porcelain Tower wonder's discount work?

A. It means that the player who owns it 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. May I take the same city action with more than one of my cities in a turn?

A. Yes. Every city you own has the option to build, devote to the arts, or harvest a resource.

ERRATA

The following rule was omitted from the rulebook: "After building a wonder, draw a new wonder card from the wonder deck and add it to the market, placing the wonder marker that corresponds to it next to the card."

There is a typo in the rulebook in the component list. There should be 16 market resource tokens, not 20 as listed.

ADVANCED TIE-BREAKER VARIANT

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, as follows:

Victory Score = Number of Learned Technologies
+ Number of Spaces Advanced on Culture Track +
Number of Coins

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

