

City of the ages

Introduction

Your Race discovered the time travel. Using that technology a few brave people want to build a marvelous new city. Your efforts will span through three different ages, each will help you get different resources and sometimes different building that will help you build your new city. But be aware that you have limited time to do this before you are judged by your race. Will they declare you as the best city builder in the history?

Components

12 terrain tiles
 Map holder (with 12 holes for the terrains and resource track table)
 5 people markers
 Buildings
 Resource markers

Map structure:

The map is made of placing 3 by 4 tiles. Each tile has a specific terrain (forest, mountains, sea, plains, hills, jungle)

Terrain and the resources generated:

	Forest	Mountain	sea	Plains	Hills	Jungle
Resource	Wood	Iron	Glass	Alum.	Brick	Plastic

Carbon fiber can not be “mined” only produced using factory.

Each tile also made of three area, each one represents one era depicted by an era color on the tile boarder

The era colors are used through out the game

Era 1: blue
 Era 2: green
 Era 3: red



Setup

Randomly shuffle the terrain tiles face down and lay them out in a 3x4 grid. On top of the tiles place the map holder.

Separate the buildings by their type and era and place them next to the map.

Mark on the energy track X.

Place two people anywhere in any two hexes on the map. One in the third era area and the second on the second era area.

Place the buildings face down and separate them to

the different eras based color of the back of the buildings. Open face up 4 buildings from each era and put them next to the map.

Game turn

The turn has the following phases:

Collect energy phase

Collect basic energy that your civilization provides you + some extra energy that some buildings might provide.

Take people actions phase

Travel through eras – move you person from one era to another in the same space, paying the needed energy.

Building buildings – build a building from the available buildings for the era in a place of a person by paying the needed resources and energy.

Activate building action – Activate the building with a person in the same area and era to gain the building action.

Move – pay the needed energy to move the person in the same era to a different area.

Collect resources – Collect resources. The amount of resources is based on the person position and energy spent.

Transfer resources – There are four type of resources that ca be transferred from one era to another. This cost energy based on the resource, era and amount of resource transferred.

End turn phase

You need to feed each person you have on board but since there are no food resources, in each era, you people can trade resources for food.







Buildings

There are two type of buildings

- Cross eras buildings: These buildings can be used in a later era or be improved in a later era
- Era specific buildings: Can be used only in the era they are built. Each era has Era specific buildings that will give specific abilities to the people in that era.

Resources

	Level 1		Level 2		Level 3	
Era 1	Wood	▲	Brick	▲	Iron	▲

Era 2	Iron		Glass		Plastic	
Era 3	Plastic		Aluminum		Carbon Fiber	

Energy Buildings: Buildings that will generate energy at the start of the turn, but will only be available for the era the energy was generated in, unlike the energy supplied by the people.

Transport buildings: These buildings allow you to transport resources, people at lower or no energy costs.

Each resource is marked by shape and color for easy identification. If it is the same color (blue and red) it means it can be carried from one Era to another paying the needed resources (see actions)

The building tile information is made of 4 sections:

From left to right are the sections:

The type, era and terrain (left part): Shows the type of the building, which era it belongs to and if the building can be built on a specific terrain. (first version buildings the type will not be an icon but a number).






If the building can be built on a specific terrain it will be indicated below the type of the building (draft version by the name of the terrain in short).

The cost to build the building: Cost of the building in resources, type and number. If there are resources in parenthesis then this is the cost if there is a building of the same type built in the era before.

The action the building provides: What can be done with a person in a building. Some buildings will provide an action without a person (needs to be seeing).

Victory points value (VP): Most buildings will not have VP value and nothing will appear at this section. If the VP are different across different eras the values will be shown in three values list.

Example of a building:

TYPE	BUILDING COST	ACTION	VP
1	(2  1 ) 3  3 	+2 	

Buildings

Production buildings: mine resources from the terrain. A person can extract resources from the terrain without a mine, but a mine will increase production.

Trade buildings: exchange resources to a different resources

Victory Point (VP) buildings : These buildings ill reward the player victory points at the end of the game. VP buildings have effect over eras.