



Category: Civilization, City Build

Mechanic: Action Points, Area Movement

Players: 3-5

Time: 120 minutes

Age: 12+

Components: 60 tiles, 72 meeples, 36 discs, 36 cubes, 6 tracks, 90 cards, 270 chits, 2 dice

## What is Peoples - Civilizations about?

Over the time of history, tribes of different peoples move across the Earth. They found settlements, establish foreign relations and develop civilizations. Each people shapes its unique civilization and develops its unique abilities. Eventually they will all meet and their meetings will tell which civilization that is destined to stand the test of time.

## How do you win?

There are six victory conditions linked to the six civilization traits. Culture victory is won by spreading culture, Economic victory by collecting resources, Military victory by conquests and so on.

## How do you play?

The game is played on modular map where your continents only gradually grow and merge.

You decide which of the six civilization traits to advance and which of the linked abilities to develop. Your tribes spend action points to interact with the world and the other tribes and the outcome of those interactions are determined of how well you shaped your civilization.



1. Civics lets you build bigger settlements and produce more resources.
2. Culture lets you spread culture to other civilizations and benefit from them.
3. Economy lets you trade with other civilizations to acquire their rare resources.
4. Military lets you conquer other civilizations and plunder them.
5. Religion lets you spread religion to other civilizations and convert them.
6. Science lets you interact with the world at a higher rate.

The gameplay is executed through quick turns where only 1 tribe at the time is engaged. Eventually, you must take the Revolution action to disengage your tribes and decide how to advance and develop your civilization.

## What makes the game special?

In Peoples, you are faced with tough tactical and strategic questions. Which civilization traits do you prioritize to achieve your goals? Which development cards do you acquire to adapt to the changing conditions? Which civilizations do you cooperate with and which do you compete with? The history will judge whether you answered the questions right or wrong.