

HISTORY *of the* WORLD™

RULES of PLAY

Introduction

“With bronze as a mirror, one can correct one’s appearance; with history as a mirror, one can understand the rise and fall of a state; with good men as a mirror, one can distinguish right from wrong.”

– Emperor Taizong of the Tang Dynasty

History of the World takes 3–6 players on an epic ride through humankind’s history. From the dawn of civilization to the twentieth century, you will witness humanity in all its majesty. Great minds work toward technological advances, ambitious leaders inspire their citizens, and unpredictable calamities occur—all amid the rise and fall of empires.

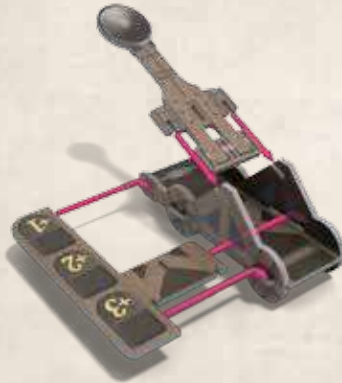
A game consists of five epochs of time, in which players command various empires at the height of their power. During your turn, you expand your empire across the globe, gaining points for your conquests. Forge many a prosperous empire and defeat your adversaries, for at the end of the game, only the player with the most points will have his or her immortal name etched into the annals of history!

Catapult and Fort Assembly

Note: The lighter-colored sides of the catapult should always face upward and outward.



1. Insert wheel pieces (darker side facing inward) into base and slide forward to lock into position.



2. Insert siege track and launcher pieces; slide siege track forward to lock in position.



3. Insert pin as shown through launcher, siege track, and base.



Insert two top fort pieces into two bottom fort pieces as shown for each fort (creating 14 in total).

Components



1 Game Board



150 Armies
(6 colors, 25 of each)



24 Capitols/Cities
(double-sided)



20 Monuments



14 Forts



1 Catapult



40 Empire Cards
(5 epochs, 8 of each)



40 Event Cards
(5 epochs, 8 of each)



4 Dice



32 Region Tokens



6 Score Markers



6 Fleet/Caravan Markers
(double-sided)



15 Siege Tokens

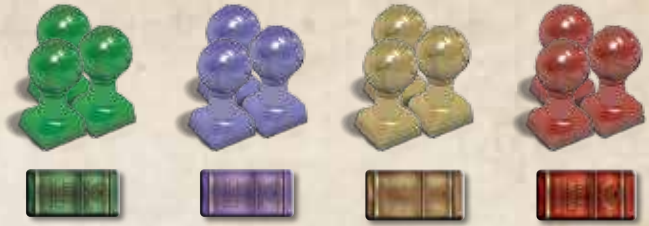
Important Storage Note

To avoid damage to the catapult between sessions, store it in the game box upside-down as shown.



Setup (4-Players)

1. **Choose Colors:** Each player chooses a color and takes the score marker and all armies of that color. Return all unused score markers and armies to the game box.



2. **Place Board and Prepare Score Markers:** Place the board in the center of the table.

One player takes all of the score markers and blindly draws them one at a time, placing each in its own space of the score track with the “100+” side facedown. The first marker drawn is placed on “1,” the next marker on “2,” the next on “3,” and so on until all score markers are placed.



3. **Prepare Decks:** Sort the empire cards into piles by epoch and shuffle each pile individually. Place the piles **facedown** in order from I–V near the board. Do the same for event cards, placing each pile near the empire pile of the same epoch.

Then, return a number of cards from **each pile** to the box **without looking at them** until each pile has cards equal to the number of players.



Each pile should contain 4 cards (4-player game)

4. **Prepare Region Tokens:** Sort the region tokens into piles by the roman numeral shown on the back. Place each pile near the empire deck of the same epoch.



5. **Prepare Supply:** Sort the remaining pieces into individual piles by type and place them near the board.



Key Concepts

"I will either find a way or make one."

—Hannibal of the Carthaginians

To learn how to play *History of the World*, there are some key concepts that are important to understand first.

Regions and Territories

The game board is divided into 13 colored regions, each representing large portions of the world. Each region consists of one or more territories, and each territory is surrounded by a black border that may be shared with one or more other adjacent territories belonging to the same or different regions.

As the game progresses, you invade and occupy these territories, scoring points based on the number of territories you occupy in each region of the board. In general, the more territories you occupy in a particular region, the more points you will gain.



Example Region: Middle East

Middle East Territories: Arabia, Levant, Anatolia, Mesopotamia, Tigris, Zagros, Persian Plateau

A Word About Historical Accuracy

"The main thing is to make history, not to write it."

—Otto von Bismarck of the Germans

Everyone who has touched this game, from the original designers down to the artists that worked on this edition, has endeavored to present all the civilizations, leaders, dates, names, quotes, events, etc. as accurately as possible. Of course, some topics are so antiquated that even the best sources often provide mere glimpses into vague shadows of the past. That said, this is first and foremost a game, and it is possible that a few minor concessions were made in the interest of the theme, the mechanics, accessibility, game balance, and providing the best possible gameplay experience.

After all, history is, above all else, an epic tale of people—who they are, where they come from, and what makes them tick. Our hope is that you enjoy “remaking” history many times over, and that the facts gleaned through play ignite an interest to learn more about the extraordinary individuals who left their indelible mark on humanity. Collectively, we are who we are today because of them.

Armies

Throughout the game, you control several empires using armies of your player color. When expanding, armies are kept upright to show that the empire and its armies are **active**.

As the game progresses, the armies of previous empires lie scattered among the territories on the board, remaining there until that territory is invaded by another player. These armies are on their sides and are **resigned**. Even though they cannot be used to expand further, they serve a couple of purposes:

- * Attempting to invade a territory occupied by another player's resigned army causes a battle, which can prevent the invasion from succeeding.
- * You gain points at the end of your turn based upon the regions and territories your armies occupy, including your **resigned** armies.



Active Army



Resigned Army

Playing the Game

“Through every generation of the human race there has been a constant war, a war with fear. Those who have the courage to conquer it are made free, and those who are conquered by it are made to suffer until they have the courage to defeat it, or death takes them.”

—Alexander II (“The Great”) of the Macedonians

History of the World is played over five rounds called epochs, shown as roman numerals I–V, and played in that order.

Each epoch represents an era of history in which several empires rise and fall. At the start of each epoch, each player chooses one empire to control during that epoch and one event card, which provides a special, powerful effect.

Then, during that epoch, each player takes **one turn**, using the empire that he or she chose to conquer new territories and gain points.

Start of an Epoch

“We are not interested in the possibilities of defeat. They do not exist.”

—Queen Victoria of the British

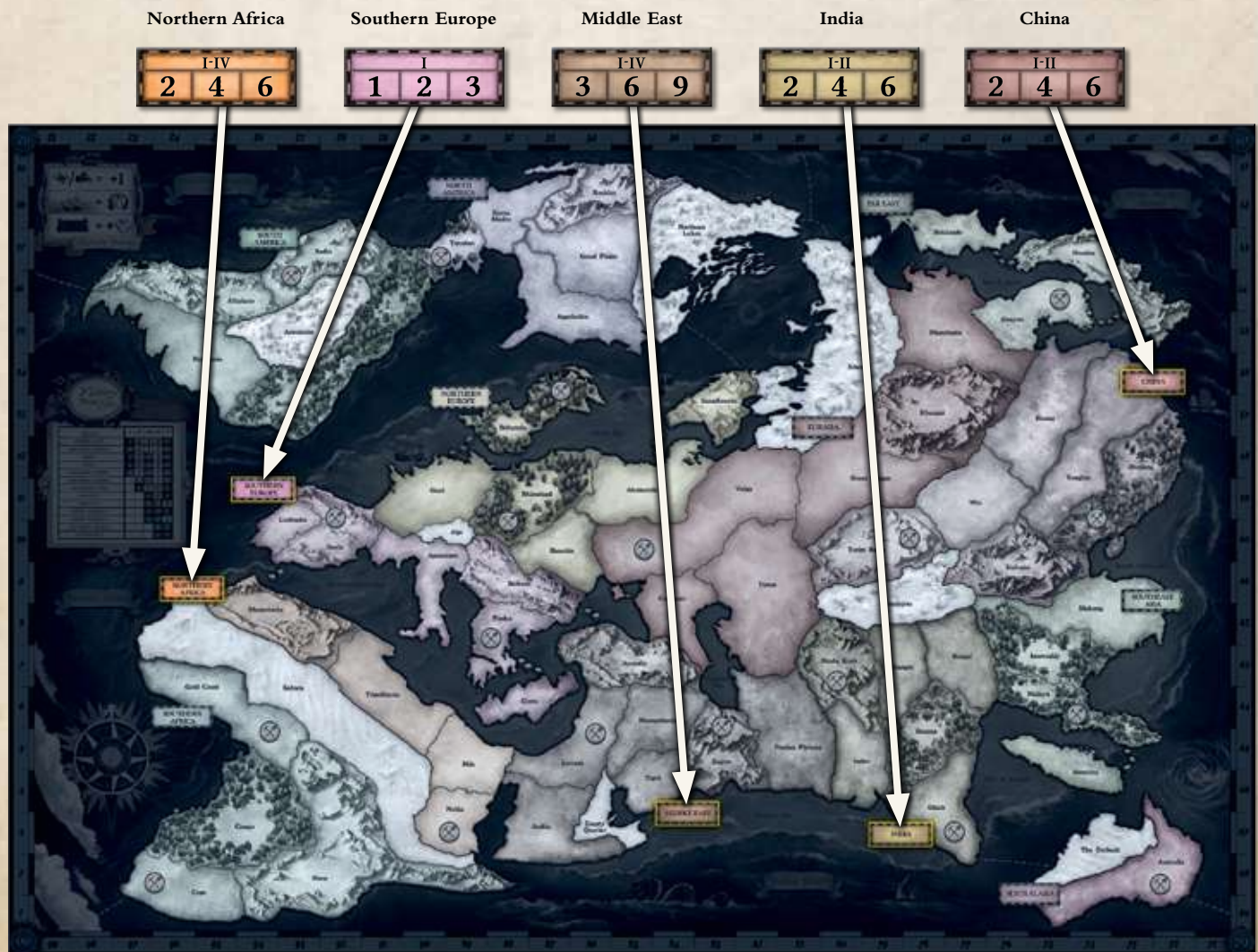
At the start of each epoch, there are a few preparation steps: update region tokens and choose empire and event cards.

Update Region Tokens

Region tokens show the region’s point values for the current epoch. The back of the token shows the name of the region and the epoch in which that token enters play. The front of the token shows the range of epochs that this token remains in play and three point values, which are explained later (see “7. Gain Points” on page 7).

To update region tokens, take the current epoch’s pile of tokens and place each on the board on its matching nameplate with the **point side faceup**. If there is already a token on the matching nameplate, return the old token to the box and replace it with the new one.

Epoch I Region Token Placement



Choosing Empires and Events

Each player will choose one event card and one empire card. Event cards provide special abilities, and empire cards determine which historical empire a player will play as during his or her turn.

The player with the **most points** (furthest forward on the scoring track) collects the event card pile of the current epoch, looks at the cards, and secretly chooses one to keep. Then, he or she passes the remaining cards to the player with the **next-most points**. This player also chooses and passes the remaining cards to the player with the next-most points, and so on.

Simultaneously, the player with the **fewest points** collects the empire pile, looks at the cards, and secretly chooses one to keep; then he or she passes the remaining cards to the player with the **next-fewest points**, etc.

Different players are choosing event and empire cards at the same time, and each set of cards is passed only after both players have chosen. In games with 3 or 5 players, the “middle” player must look at and choose from one set at a time before passing both sets to the next players.



Epoch I Event Card



Epoch I Empire Card

Player Turns

“The best way to predict the future is to create it.”

—Lincoln of the Americans

After choosing empires and events, players take turns using their armies to expand the empires they chose. A player completely finishes his or her turn, including conquest and scoring points, before the next player’s turn starts.

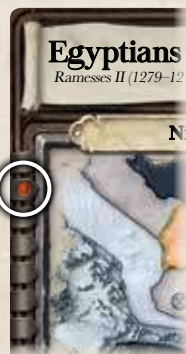
Turn Order

Players take turns in the order of empires shown from top to bottom on the back of the current epoch’s empire card (an individual empire’s place in the order is also shown on the front of the card along the left side). The player with the most points calls each empire in this order one by one. When your empire is called, flip your empire card faceup and take your turn.

After each turn, or if no player revealed the called empire, the player in first place continues calling the next empire listed on the card, proceeding like this until all players have taken their turns.



Sumerians are called first, followed by Egyptians, Minoans, and so on.



Egyptians are second in the Epoch I order

Steps of a Turn

To take your turn, resolve the following steps in order:

1. Take Catapult

Take the catapult, which marks that you are the active player and tracks modifiers when you fight battles.



2. Play Kingdom

If you chose a kingdom event card in this epoch, **you can play that kingdom only during this epoch**. Kingdoms appear and function like “minor empires.” In order to understand kingdoms, it is important to understand how empires work, so kingdoms are explained later in more detail (see “Kingdoms” on page 10).

3. Establish Empire

Gather plastic army pieces from your supply equal to the number shown in the top-right of the card and place them on your empire card.

Then, place one of the armies from the card onto the board in the starting territory shown on the card. If there were any existing armies, structures (capitols, cities, and monuments), or forts in that territory, **remove them** and return them to their respective supplies before placing your incoming army. If the card has a capitol icon on the bottom-right, also place a capitol from the supply in the starting territory.



Capitol and army in starting territory



If your empire has fleets or caravans shown along the bottom of the card, place the matching token on that section of the board.

Fleet



Caravan



4. Invade

Using the armies from your empire card, expand your empire by invading territories. Occupying territories allows you to gain points, and you can invade as many times as you wish until you run out of armies on your card or until you decide to stop.

A majority of your turn is spent invading, which is explained in full detail later (see “Invading” on page 8).

5. Build Monuments

Check to see if your active empire has enough resources to build any monuments. For every **two** territories with a resource icon occupied by your **active armies**, you must build one monument.

A monument must be placed in a territory occupied by one of your active armies that does not already have a monument. You must place it in a territory that has one of the following (in priority order):

1. Capitol
2. City
3. Resource Icon

If there are no eligible territories in which to place the monument, it is not built.

6. Resign Armies

Your empire now falls into decline: remove all fleet, caravan, and siege tokens, and **resign** your active armies by setting them on their sides. Return your empire card and any event cards that you played to the box.



Resource Icon



Monument



Pawns of War

“We are either kings or pawns of men.”

—Napoleon of the French

As we set out to design the army piece, we wanted to create an attractive sculpt that would represent both the many cultures present in the game and make sense over the game’s timespan of centuries. After research and iteration, we kept coming back to the minimalistic elegance of the Chess pawn, and we took the chance to integrate the globe itself into the design, resulting in an incredibly distinct sculpt that is very much our own.

As in Chess, the pawn here represents the military’s most basic unit: infantry. As is also true of Chess, the pawn is the very soul of the game. After all, these “pawns of war” are merely men being ordered by their king to do his bidding.

7. Gain Points

Based on the territories occupied by all of your armies on the board, calculate your points for regions and structures. Then, **after points are calculated**, advance your scoring token on the scoring track.

Region Scoring

Check **each region** for your degree of impact: presence, dominance, and supremacy. Each degree corresponds to one of the three numbers shown on each of the region tokens.

* **Presence:** If you have at least 1 army in the region, you have presence. You gain points equal to the **left** number on the region token.



Presence

* **Dominance:** If you have at least 2 armies in the region **and** you have more armies than each individual opponent in that region, you have dominance. You gain points equal to the **middle** number on the region token.



Dominance

* **Supremacy:** If you have at least 3 armies in the region **and** no opponents have armies in that region, you have supremacy. You gain points equal to the **right** number on the region token.



Supremacy

You gain points for only the highest degree of impact you have in each region. For example, if you have dominance in a region, you do not also gain points for having presence there.

In the early epochs, some regions do not yet have a region token; you can still occupy territories in those regions, but they will not yield any points until a corresponding region token enters play.

Structure Scoring

Calculate points based on the structures in territories that you occupy as follows:



Capitol
2 points



City
1 point



Monument
1 point

Score Marker

After calculating the points for regions and structures, advance your score marker along the track by an amount equal to the points calculated.

If your score marker would end in a space of the track that is already occupied by another player’s marker, you can choose whether to **gain a point or lose a point** (which can affect the order in which players choose empire and event cards in the next epoch). Continue gaining or losing points as necessary until your token ends in an empty space on the track.

If you advance your score marker past the “99” space on the track, flip the marker over to its “100+” side; your score is now the marker’s current position plus 100.

Invading

"The greatest happiness is to scatter your enemy, to drive him before you, to see his cities reduced to ashes..."

—Genghis Khan of the Mongols

Most of your turn is spent invading territories to establish degrees of impact in the different regions (to gain points) and remove opponents' armies.

You can invade any territory that is **adjacent** to a territory occupied by one of your active (upright) armies. A territory is adjacent if it either shares a black border or is connected by the stepping stones of a strait (see "Straits" on page 11).

To invade a territory, place one army from your empire card upright in that territory and do one of the following:

- * **Empty:** If the territory is not occupied by an opponent, you now occupy it with your active army.
- * **Yours:** If the territory is occupied by one of your resigned armies (from a previous empire), you return that army **to your supply** and now occupy it with your active army.
- * **Opponent's:** If the territory is occupied by an opponent, you fight a battle against that player.

Battle

Fighting a battle determines which army will survive to occupy the territory. You (the invader) roll **two dice**, and the other player (the defender) rolls **one**. After rolling, compare your highest individual die result to that of the defender:

- * **Lose:** If your result is lower, you must choose to either begin a siege or retreat.
- * **Win:** If your result is higher, the defender's army is removed. You now occupy that territory with the army you placed there.
- * **Tie:** If the highest results are tied, both armies are removed. The territory is now empty and can be invaded again.

Sieging

Sieging allows you to fight additional battles in the same territory, calling in reinforcements to press the attack. To do so, you must have at least one army on your empire card.

When you begin a siege, **keep your invading army in the defender's territory**. Place one army from your empire card on the "+1" space of the catapult. Fight another battle, adding one to your highest die result.

If you lose, you must again either choose to continue the siege or retreat. If you continue the siege, place one army from your empire card on the next available space (" +2") of the catapult. Fight another battle, this time adding the value of that space to your highest result.

You can continue to siege until you either win the battle (resolving the win as normal) or retreat. If the "+3" space is occupied on the catapult, you can continue the siege, but armies taken from your empire card are returned to the supply instead of being placed on the catapult.

If you win, tie, or retreat, the siege ends, after which you remove all armies from the catapult and return them to your supply.



Retreat!

If you lose a battle (even while sieging), you have the option of retreating. If you lose a battle and your empire card is out of armies, you **must** retreat.

When this happens, the defender continues to occupy his or her territory; you remove your army from that territory and any armies from the catapult, returning them to your supply.

After retreating, if your empire card still has armies on it, you can continue invading other territories. While it is possible to invade a territory from which you have already retreated, any sieging that occurs would start over.

Reducing Structures and Removing Forts

Invasion often results in damage to the surrounding area, including structures (capitol, city, monument). If you **win or tie a battle** in a territory containing any number of structures, you reduce **one** of those structures, prioritized as follows:

1. **Capitol:** Flip the capitol over; it is now a city.
2. **City:** Remove that city and return it to the supply.
3. **Monument:** Remove that monument and return it to the supply.



A win or tie in a battle also removes a fort from that territory, if present. This occurs whether or not a structure is reduced (note that **forts are not structures**).

Remember that if you invade your own territory or an empty territory, you do not fight a battle; reduction does not occur, and forts are not removed.

Marauders

Several empires are marauders, who typically aim to cause as much havoc and destruction as possible. A marauder has a torch on the bottom-right of their empire card and does not receive a capitol in its starting location.



While playing a marauding empire, when you reduce a structure after a battle (win or tie), you **immediately gain one point**, advancing your score marker. Remember to gain or lose a point if your score marker would end in a space already occupied by another player's score marker.

Defender Effects

While invading, there are a few advantages that your opponent can receive:

Terrain: If the territory has terrain (either mountain or forest), the defender **adds one** to his or her highest die result.

Naval: If you are using a fleet to invade, the defender may **reroll one of his or her dice**.

Fortified: If the territory has a fort, the defender rolls **two dice** instead of one (see "Fortifying" on page 11).

Any number of these effects can apply to a single battle.

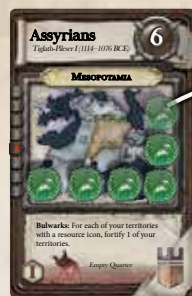


Example of a Turn

Greg (red) just finished his turn as the Egyptians. The next empire called in Epoch I is the Minoans. No one chose the Minoans, so the Hittites are called (still not chosen), followed by the Assyrians. Nicole (green) chose the Assyrians, so she flips her Epoch I empire card face up and takes the catapult.

1. She does not have a kingdom, so she skips that step and establishes her empire. She takes six armies from her supply and places them on her empire card.

Then, she removes Greg's army currently occupying Mesopotamia (her starting location) and returns it to Greg's supply. She places a capitol and one of the armies from her card in that territory. She also places a caravan in the Empty Quarter.



2. Next, she begins invading territories. The Assyrians' effect relies on resource icons, so she wants to make sure she gets plenty of those. She takes an army from her card and uses it to invade Zagros. Because it was empty, no battle occurs, and she continues invading.

The next territory Nicole chooses to invade is Levant. Since Greg has a resigned army there, they fight a battle.



4. Nicole, the invader, takes two dice; Greg, the defender, takes one die. Both players roll, resulting in a tie on each of their highest results. Both armies are removed and returned to their respective supplies.

The territory is now empty, so Nicole invades it again, taking another army from her empire card and placing it in the territory.



5. With two armies left, Nicole invades Nile, but she loses the battle.

Nicole decides to siege, placing her last army on the "+1" space of the catapult. This time, the highest rolls are tied, but with +1 from the catapult, Nicole wins. Greg's army is removed from Nile, and the capitol is reduced, flipping it over to its city side.



6. Nicole has two resource icons, so she builds one monument in Mesopotamia, and the Assyrian's ability lets her fortify one territory for each resource icon. She chooses to fortify Mesopotamia and Zagros.

Nicole resigns her armies and calculates points. She will receive 2 points for having presence in Northern Africa, 6 points for having dominance in the Middle East, and 5 points for the structures in the territories occupied by her armies.



End of an Epoch

“God has given to man no sharper spur to victory than contempt of death.”

—Hannibal of the Carthaginians

After all players have taken their turns, the epoch ends. Make sure that all **played** event and empire cards have been returned to the game box and that all siege tokens (see “Siege Tokens” on page 11), caravan tokens, and removed armies, structures, and forts have been returned to their respective piles or supplies.

Then either start the next epoch in numerical order, or, if Epoch V just ended, proceed to the end of the game.

End of the Game

“In the end, when it’s over, all that matters is what you’ve done.”

—Alexander II (“The Great”) of the Macedonians

After Epoch V is finished, the game ends. Players compare final point totals, and the player with the most points wins!

Additional Rules

“Future ages will wonder at us, as the present age wonders at us now.”

—Pericles of the Greeks

In addition to the basics of each epoch and turn, there are a number of other important rules.

Events

Event cards provide powerful effects that you can play **during your turn only**. There are two types of events: enhancements and kingdoms.

Enhancements

Enhancements provide effects that improve what you can accomplish during your turn. These can be single-use effects, such as fortifying a territory, or effects that last until the end of your turn, such as a reroll during each battle. Regardless, these effects apply to your **active empire only**.

You can play an enhancement during your turn at **any time except during an invasion**. An enhancement can be played in the epoch in which it is chosen, but it can also be played in any future epoch. This is shown on the bottom-left of the card by a “+” icon.



Able to be used in future epochs

Kingdoms

A kingdom is like a minor empire, featuring many of the same elements of the front side of an empire card: starting territory, armies, fleets, etc.

When you reveal a kingdom, you resolve the “Establish Empire,” “Invade,” “Build Monuments,” and “Resign Armies” steps of the turn with that kingdom **before** resolving the empire you chose.

Some kingdoms are established with a city instead of a capitol. This is shown on the bottom-right of the card by the city icon. When placing a city, place the plastic piece **city side up** in the territory.

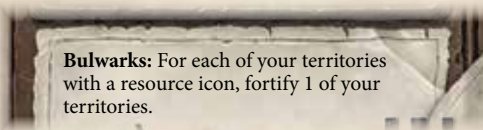


Additionally, keep in mind the following:

- * The “Gain Points” step is not resolved after playing a kingdom. Any new armies or structures added will be scored during your normal “Gain Points” step after your empire is resolved.
- * Unlike enhancements, kingdoms can be played only in the epoch in which they are chosen; they **cannot be saved** for later.
- * You cannot play enhancements while playing a kingdom.
- * Your empire’s effect (see “Empire Effects” on the right) does not apply to your kingdom.

Empire Effects

Several empires have effects shown on their card. These effects can be **optionally used** during your turn as described on the card.



Siege Tokens

When gathering armies for an empire, if your supply runs out, take one siege token for each remaining army and place them on your empire card. During a siege this turn, you may place a siege token on the catapult instead of an army.



The siege token has the same effect as an army on the catapult; it tracks accumulating modifiers to the die roll. When a siege ends, remove all siege tokens on the catapult. When your turn ends, remove all siege tokens still on your empire card.

Siege tokens are used only for sieging; they are not armies and cannot be used to invade territories by themselves.

Fortifying

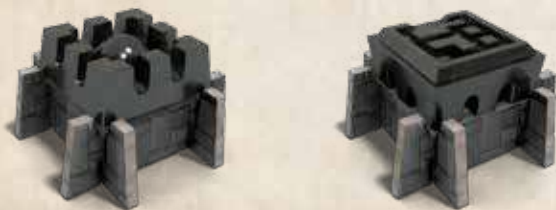
Fortifying a territory stabilizes it against invasion and can also be a strong deterrent for other players. When a fortified territory is invaded, the defender receives the "Fortified" effect, which allows the defender to roll two dice instead of one.



During your turn while you are resolving the invade step, you can remove one army from your empire card to place a fort in any territory **occupied by one of your active armies**.

Empire effects and events can also allow you to place forts. These effects do not cost armies, but the fort must still be placed in a territory occupied by one of your **active armies**.

A single territory **cannot** have more than one fort in it, but a territory with a fort can still have a monument in it as well as a city or capitol.



When an invader wins or ties a battle in a territory containing a fort, the **fort is removed**.

Victory Point Table

"The battlefield is a scene of constant chaos. The winner will be the one who controls that chaos..."

—Napoleon of the French

As the value of each region fluctuates throughout the game, advanced players may wish to factor these changes into their plans for future epochs. For this purpose, the left side of the board features a victory point table.

Epoch	I	II	III	IV	V
MIDDLE EAST	3	3	3	3	2
NORTHERN AFRICA	2	2	2	2	1
CHINA	2	2	3	3	2
INDIA	2	2	3	3	2
SOUTHERN EUROPE	1	2	3	3	2
NORTHERN EUROPE	1	2	2	2	1
SOUTHEAST ASIA	1	1	2	2	2
FAR EAST	1	1	1	1	2
EURASIA	1	2	2	2	2
NORTH AMERICA	1	2	2	3	3
SOUTH AMERICA	1	2	2	2	2
SOUTHERN AFRICA	1	2	2	2	2
AUSTRALASIA	1	2	2	2	2

The table displays a single number representing the value of **presence** in each region during each epoch.

From there, players can extrapolate the values of dominance (presence multiplied by two) and supremacy (presence multiplied by three).

Straits

Some territories are connected by a strait, shown as a set of small stepping stones between two territories that are separated by water. Any territories with straits connecting them are adjacent. The stepping stones of straits do not divide bodies of water.



Fleets and Caravans

Dark blue, light blue, and white sections of the board (representing oceans, seas, and barren lands) mark places of the world that cannot contain armies. Certain empires (shown along the bottom of the card) and events provide fleets or caravans, which allow you to bridge these gaps; these are placed when you establish your empire or kingdom.

Fleet



Caravan



While invading, you can use a fleet to treat two territories adjacent to the sea or ocean as being adjacent to each other, and you can use a caravan to treat two territories adjacent to a barren land as being adjacent to each other.

If your empire has multiple fleets or caravans, these can “chain” together, allowing you to invade across combinations of seas, oceans, and barren lands.

Even if you are not required to use a fleet or caravan to invade a territory (such as if the territories are already adjacent from sharing a border), you can still choose to use the fleet or caravan to invade (some empires effects require fleet invasions).

Seas and Oceans

Light blue sections are seas while dark blue sections are oceans, and fleets can exist in either. An empire with a fleet in an ocean is also considered to have fleets in **all seas adjacent to that ocean**.



Oceans are adjacent to other oceans with which they share a dotted-line border.



Remember that using a fleet to invade across a sea or ocean gives the defender the “Naval” defender effect, which allows that player to reroll one die (see “Defender Effects” on page 8).

Barren Lands

White sections of the board are barren lands (deserts, tundra, etc.) in which caravans can exist. Caravans are used in the same manner as fleets, but the “Naval” defender effect **does not apply** to invasions using caravans.



Caravan and Fleet Adjacency Examples



North Sea: The red player (in Rhineland) can use the fleet to invade Iberia, Gaul, Britannia, Alamannia, Scandinavia, and Volga.



Himalayas: The green player (in Tarim Basin) can use the caravan to invade Turan, Wei, Sichuan, Irrawaddy, Bengal, Ganges, and Hindu Kush.



Indian Ocean: The blue player (in Arabia) can use the fleet to invade, Cape, Horn, Nubia, Nile, Ghats, and Australia; also (via the Arabian Sea) Tigris, Zagros, Persian Plateau, Indus, and Deccan.

Optional Rule: Classic Drafting

"We have not to fear anything, except fear itself."

—Julius Caesar of the Romans

This **optional rule** replaces the rules of choosing empires and events with the classic method used in earlier versions of *History of the World*.

The order in which cards are chosen is the same; event cards start with the player with the most points and proceed to fewest, while empire cards start at the player with the fewest points and proceed to most.

However, when it is your turn to choose a card, the process is different. Instead of looking at the entire set of cards (empire or event), you draw the top card of the set and choose either to keep it, placing it facedown in front of you, or pass it to someone else.

If you want to pass the card, you must choose a player who does not yet have a card from that set of the current epoch. Place the card facedown in front of that player.

The set of cards is then passed to the next player in the order, who draws one card and chooses whether to keep or pass it. This continues until each player has one card from each set of the current epoch.

Credits

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Clarifications and Reference

“No amount of guilt can change the past, and no amount of worrying can change the future”

—Umar of the Arabs

General Clarifications

This section provides clarifications for the core rules:

- * If the invader and defender both have reroll effects, they can choose to use their reroll or pass, starting with the invader. This can occur repeatedly until both players have used all rerolls or passed.
- * In the rare case that a player still has armies but does not want to invade or fortify (or cannot), the player can remove the rest of the armies from his or her empire card and proceed to building monuments.

Tie Breakers

- * **Battles:** When the highest result of both players' dice is the same, both armies are removed from the board.
- * **Points:** If your score marker would end in a space of the track that is already occupied by another player's marker, you can choose whether to **gain a point or lose a point**. Continue this process as necessary until your token ends in an empty space on the track.

Component Limitations

- * All structures (capitols, cities, and monuments) and forts are limited to the quantities provided. In the rare case that a player must place a structure or fort and the supply is empty, the player does not place the structure or fort.
- * Each player is limited to 25 armies. If a player is gathering armies for his or her empire and runs out, he or she takes one siege token for each remaining army. These tokens can be used only for sieging.
- * Siege tokens and fleet/caravan tokens are not limited by the supply. If players run out of these, they can use any suitable substitute.

Board Clarifications

The following section clarifies features on the board:

- * The stepping stones of straits do not divide bodies of water.
- * Mountains and forests have the **exact same game effect** (terrain defender effect).
- * Terrain features shown in barren lands are strictly for visual aesthetic and do not have any gameplay function.
- * A fleet cannot exist in the ocean section between the Northern Lakes and Siberia.

Card Clarifications

Event Cards

- * Event cards that use armies from your supply (e.g., Revolution, Barbarians, etc.) cannot be played if the number of armies in your supply is insufficient to resolve the entire effect.
- * An effect that replaces an army in a territory with an army from your supply (e.g., Diplomacy, Revolution) does not cause reduction of structures or removal of forts unless specified, and the replaced army is returned to its owners supply.
- * If a marauding empire plays an event that causes structures to be reduced outside of a battle (e.g., Disaster, Barbarians), the empire does not gain points for reducing those structures.

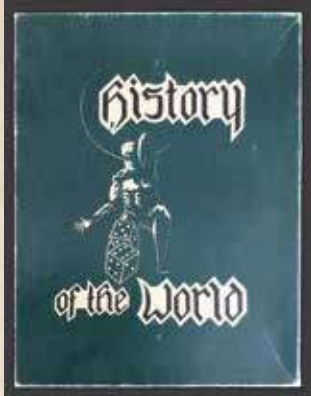
Empire Cards

- * A single empire can have one or more fleets or caravans as well as an effect. Some empires have no effects, and some have no fleets, caravans, or effects.
- * **Mesoamericans:** This empire represents both the Aztecs (Montezuma II) and the Incas (Pachacuti). Place one capitol and one army in each starting territory, and then expand your empire with the remaining two armies.
- * **Turks:** This ability can be used more than once. When it is used, it can be used sequentially (i.e., spaces adjacent to the space of the first battle are eligible to be invaded for the second).



Design Notes: A History of History of the World

During two years living in India, I wanted to create a game that celebrated that country's history. Placing this in the context of world history was an idea that came to mind six months after returning to UK.



Ragnar Brothers First Edition, 1991

the system worked in producing a "quick dash" through history. With the further leap that not all empires needed to appear, the game started to really take shape. Moreover, History of the World grabbed the interest and enthusiasm of those who played.

This was way back in 1990 when the board games industry was on its knees in the face of rampant video gaming. Playtesting was often solo as friends quickly became bored with yet another version of any game that used low tech cardboard. The original History of the World was never tested with 5 or 6 players, and the complete game was played no more than three times in any form (multiplayer or solo). Some Empires never had chance to flex their muscles!

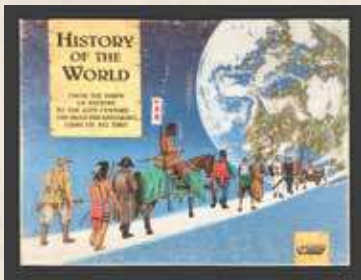
Ragnar Brothers rolled the game out as best we could afford. Card sets were laboriously counted out and counter sheets were stuck together by hand. The one redeeming feature of the production was the innovative cloth map; we cut, ironed, and hemmed each one. The customers loved it, and we sold out in a few weeks.



Avalon Hill Edition, 1993

The first prototypes emulated games (Britannia, Ancient Conquest, Diplomacy) in which nations grew from turn to turn depending on land held. One model had individual battles being fought on a separate board. Gameplay became bogged down, and the history seldom reached the Roman era so I tried models where players played India, China, etc.

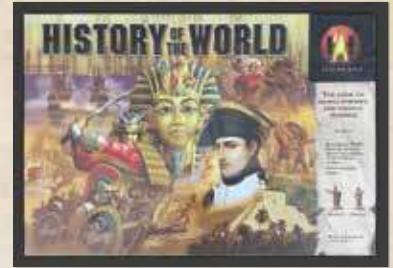
Desperation led to a breakthrough when each empire was assigned just one card with a set number of armies. For some strange reason, these empires didn't appear in chronological order, but nonetheless



Gibson Games Edition, 1993

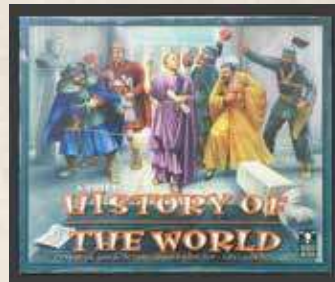
Gibson Games and Avalon Hill quickly approached us, and the game began to develop further. Instead of event tokens, the games used cards, allowing for the inclusion of minor empires and kingdoms. Numerous other changes added refinements and polish to the game.

When Avalon Hill was subsumed into Hasbro, we were delighted that a new version would be released. "Pre-eminence" markers were introduced as a way of rewarding aggressive play; the criticism being that defending reaped better reward and, therefore, the expansion of empires was limited. As ever, Ragnar Brothers aim to make replication of history a real possibility.



Avalon Hill/Hasbro Edition, 2001

After a few quiet years, we decided to produce a new edition of the game that better suited the re-emerging board game hobby. The 4-5 hour game was no longer en vogue, so we set about designing A Brief History of the World.



A Brief History of the World, 2009

In order to counterbalance the luck factor, +1 was added to the attacking dice after each failed attack. Card drafting had been "take a card; keep it or give it away." This now became "look at all available cards; choose one and pass on the remainder." This system was applied to both empire and event card drafts.

And so to this new edition from Z-Man Games. The majority of innovation has come from the Z-Man team, and we are delighted by the effectiveness of their labours. Notable developments are the wide range of new event cards, caravans, siege tokens, navigating the Arabian sea, and the hugely successful compression of the game into five epochs.

As you can tell, Ragnar Brothers continue to hold this game close to our hearts, and we wish you as much enjoyment as we have had in owning and playing History of the World.



Z-Man Games Edition, 2018

Once we got going, ideas flowed quickly and took us in new directions. The game was compressed into six epochs and not seven as previously. The number of territories was greatly reduced, allowing the same for the army count of each empire. The combat system was revised and incorporated an overrun mechanism causing the number of dice rolls to be reduced.

—Steve Kendall

Quick Reference

Epoch Summary

Update Region Tokens

Locate the region tokens for the current epoch. Place them on the board, returning any replaced tokens to the box.



Choose Event and Empire Cards

Each player chooses one event card and one empire card. Event cards start with the player with most points and proceed to fewest. Empire cards start with player with fewest points and proceed to most.

Player Turns

Play empires in the order on the back of the current epoch's empire card.

1. **Take Catapult**
2. **Play Kingdom** (if any)
3. **Establish Empire:** Gather armies, place the starting army and capitol, and place caravan/fleet tokens.
4. **Invade:** Use armies to invade and occupy new territories.
5. **Build Monuments:** Build one monument for every two resource icons (active armies only).
6. **Resign Armies:** Set armies on their sides, remove fleet, caravan, and siege tokens, and return played empire and event cards to the box.
7. **Gain Points:** Calculate points for regions and structures.



Defender Effects

Terrain: Add 1 to the highest die result.

Naval: Reroll one die.

Fortified: Roll two dice instead of one.



Important Game Terms

Active Empire: The empire of the player currently resolving his or her turn. Armies are upright.

Battle: When players roll dice during an invasion.

Caravan: Allows an empire to invade across barren lands.

Fleet: Allows an empire to invade across seas and oceans.

Gain: Certain empire effects and events allow you to gain armies and siege tokens. These are placed on your empire card. You also gain points by advancing your scoring marker on the track.

Invade: During your turn, you place an army from your empire or kingdom card in a territory (occupied or otherwise) adjacent to one that your active empire or kingdom occupies.

Marauding Empire: An empire that does not receive a capitol in its starting space but gains one point when it reduces a structure after a battle.

Region: A group of territories whose colors match one another.

Remove: When instructed to remove an army, return it to its owner's supply. When instructed to remove any other piece, return it to its supply.

Resigned Armies: Armies set on their sides.

Siege: After losing a battle as an invader, use armies from your empire or kingdom card to continue the battle, increasing the value of your dice rolls.

Structures: Capitols, cities, and monuments (**not forts**).

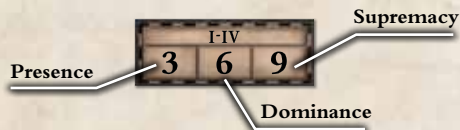
Territory: Areas of the board surrounded by a black border and adjacent to one or more other territories.

Scoring

Presence: At least one army in the region.

Dominance: At least two armies in the region and more than each other player.

Supremacy: At least three armies in the region and no other players have armies in that region.



Structures: Two points for capitols, one point for cities and monuments.



Capitol
2 points



City/Monument
1 point

Ties: If you tie another player on points, you choose whether to gain or lose one point.