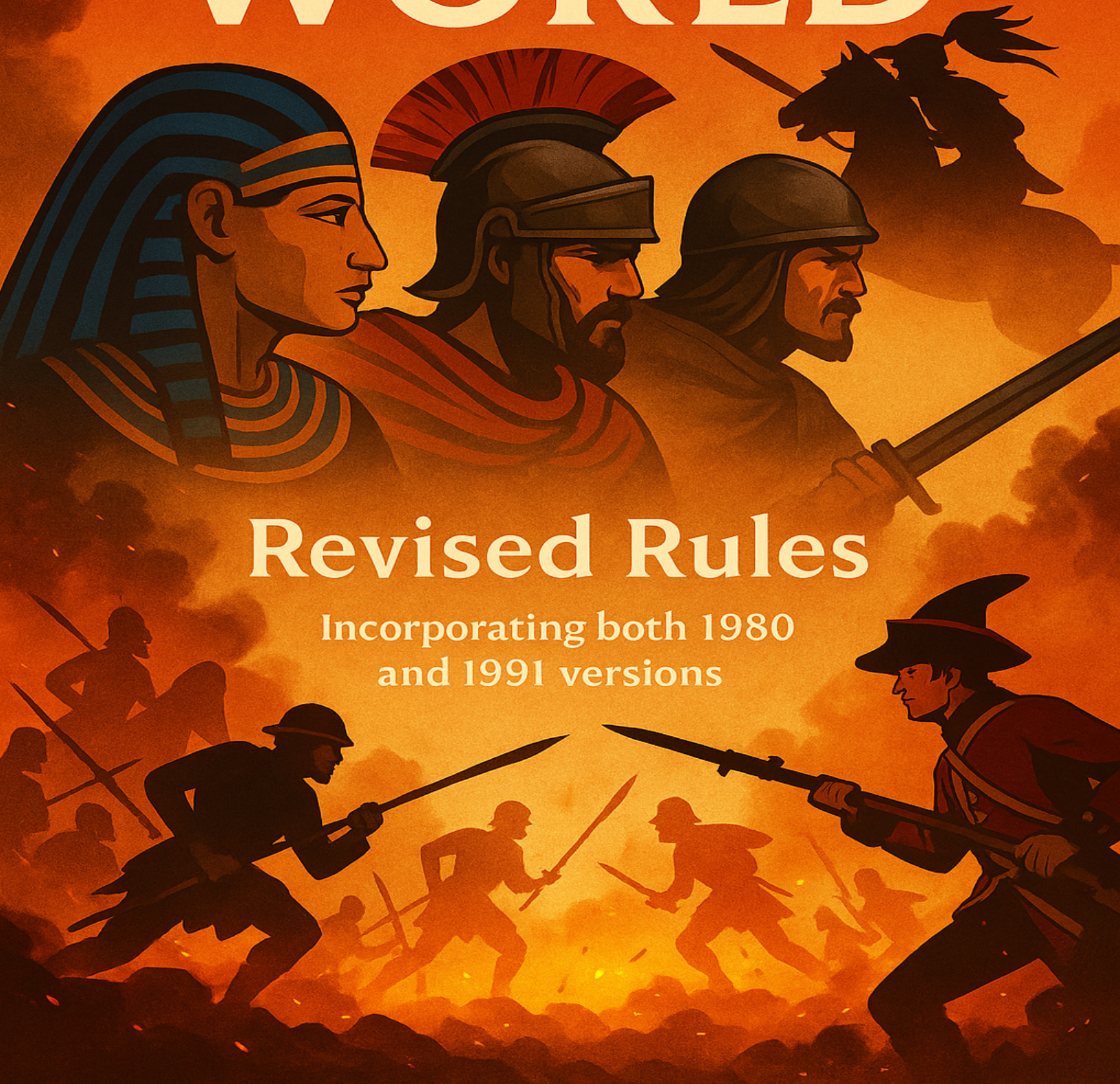


HISTORY OF THE WORLD



Revised Rules

Incorporating both 1980
and 1991 versions



The Story of History of the World

Across five thousand years, humanity has risen from scattered kingdoms to vast empires whose borders stretched beyond the landscape. Every age has forged new powers, and every power has left its mark upon the world. Some arrived as conquerors, others as explorers, builders, or visionaries - yet all were shaped by the same relentless forces of ambition, conflict, and survival.

In the early ages, the world was defined by the first great civilisations. The Egyptians carved their legacy along the Nile, building monuments that defied time. The Persians spread across continents, uniting far-flung peoples beneath a single banner. The Greeks and Romans expanded through strategy and steel, planting the seeds of culture, law, and warfare that would echo through the centuries.

As centuries passed, new powers emerged to challenge the old. The Byzantines fought to preserve the eastern legacy of Rome. The Arab Caliphates surged outward, carrying knowledge, trade, and faith across deserts and seas. The Mongols thundered across the grasslands, reshaping continents with unparalleled speed and military discipline. Later, the Spanish, Ottomans, Russians, and British built empires connected not only by armies, but by exploration, trade, and the rise of modern states.

Every empire believed - at least for a moment - that it would endure forever. Yet the world moves in cycles. What rises must one day fall. Once-mighty nations fractured, were conquered, or simply faded, leaving only ruins, stories, and maps that no longer matched the present. But each shaped the future in ways they could never have foreseen.

History of the World places you in command of these rising powers, not as a single empire, but as a guiding force across eras. You are not bound to one people or one culture; instead, you oversee the march of civilisations as they rise, expand, clash, and transform the world. Each Epoch brings new challenges: shifting borders, unexpected events, emerging rivals, and opportunities to carve your influence into the fabric of history.

You will lead armies across deserts, rugged landscapes and oceans, establish strongholds, seize routes, and face moments where a single bold decision can change the course of an entire age. Yet no empire will survive unchanged. The world is larger than any one power, and the blood of history is unforgiving. Victory belongs not to the strongest empire in a single moment, but to the leader who best adapts to the turning of ages - who builds, conquers, endures, and leaves a legacy that outlasts the empires themselves.

This is the story of humanity's struggle for influence, ingenuity, and survival. It is the rise and fall of great powers. It is the forging of borders that shaped our world. It is the story of us all.

HISTORY OF THE WORLD

1980 / 1991	3-6 Players (6)	180 Mins.	Civilization / Wargame
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Objective

Each player guides the history of a number of different empires throughout the ancient and modern world (Epoch cards). Civilizations will rise and fall as players do their best to give them a foothold in order to earn points from their victories across the globe. After a number of Epochs have been played, the player who has the most VP (earned from conquest and domination around the globe) will be the winner.

Terminology

Territory (formerly Lands) = one land segment area

Region = a collection of territories of the same colour grouped

Army = your figures for each Epoch

Unit = army, fleet or fort

Setup

- Set the board out in the middle of the table and sort the score chart tokens by region; place in chronicle order by epoch so Epoch 1 is on top and the later on the bottom, and place each stack in their designated region.
- Each player takes all the pieces in their colour.
 - They place their VP marker on the '0' of the VP track.
 - They also place one of their Army on the '0' space of the VP track as well. This Army marker indicates each player's Strength rating.

Event Cards

- Avon Hill 1980: Take the Event cards and separate them into two piles – Greater Events and Lesser Events.
- Avon Hill 1991: place the white Event card (Sumeria) face-up beside the board; sort the remaining Event cards by colour.
- Both Versions: Shuffle each pile and place them face-down near the board.
- Avon Hill 1980: deal out three (3) Greater Even cards and seven (7) Lesser Event cards to each player.
- Avon Hill 1991: each player draws 1 Event card from the top of each face-down deck, making a hand of 9 cards (one of each colour).
- Both Versions: The remaining cards from the Event decks are removed from the game.

Epoch Cards

- Sort the Empire cards by Epoch. Then shuffle each deck separately. Stack them into one deck; the 'Epoch VII' deck should be on the bottom and the 'Epoch I' deck should be on the top, with the rest of the decks following in numerical order.

Pre-eminence Markers (1980 version)

- Take the eight (8) Pre-eminence Markers and turn them number-side down, Shuffle them, and place them to one side in a stack.

Other tokens & Fleets

- Set aside next to the board any other tokens your version has, for example, the 1991 version has coins. *Take the following no. of fleets per player: 2p = 6 / 3p & 4p = 5 / 5p & 6p = 3.*

Starting Player

- Each player rolls both dice. Highest roll will go first. Re-roll ties.
- Prepare Neutral Army (18): The start player takes 4 white 'Sumeria' armies and 1 Capital.
- Place 1 Sumeria army in Lower Tigris along with the Capital and then place the remaining 3 neutral armies within or adjacent to any land territory or territories that already contain a Sumeria figure (even if just placed).
 - **Note:** no land territory can contain more than 3 units (armies & fort).
- During the game, the start player will roll to defend for the Sumerians and is also responsible for their movement and retreat routes (following the normal rules of the game). This player does not have control over the Sumerians in any other way and does not earn points for them. The Sumerians are a neutral civilization on the board controlled by the starting player of each Epoch.

Use pawns or other meeples for a neutral army of 18 figures required.
Starting Empire adds 2 at the start of phase 3 for each Epoch, following expansion rules.

Rules of Play

The game is played over 7 rounds ("epochs"). At the end of the game, the player who has the most victory points will be the winner. Players earn points for controlling territories, capitals, cities, monuments, seas, and majority in ocean and also bonus points for having armies in one or more territories (territories that share a common colour). Each round begins with Empire Distribution, followed by Player Actions. Once all players have taken their turn, the round ends.

Each player's turn has 10 stages with 5 main action phases:

- 1) **Draw Empire Card** (from lowest to highest strength order);
- 2) **Move Strength Marker;**
- 3) **Place out fleet** (navigation)
- 4) **Place out capital/city** on start territory
- 5) **Phase 1: Buying Units** (amount = Empire strength);
- 6) **Phase 2: Play "Start of turn" Event Cards** (up to two (2));
- 7) **Phase 3: Expansion** (place out up to two (2) armies/forts/fleets);

- 
- 8) **Phase 4: Movement** (roll D6);
 - 9) **Phase 5: Build Monuments** (two (2) matching resource symbols required);
 - 10) **Scoring.**

Once a player has placed out 2 units (phase 5), the turn passes to the next player in turn order to carry out phase 5. When all players finished all 5 phases the round ends.

Decline the current epoch by laying army units on their side; this make sis visually easier to see where the active kingdom is. They will score points and participate in battles. Do not decline fleets.

Part I – Empire Distribution & Preparation

Order for drawing Empire Card

The player with the Lowest Strength at the start of a new Epoch is first player to draw → if tied then most Points → if still tied then lowest Prior Empire.

In the first round, Empire Distribution begins with the start player and follows clockwise. In all subsequent rounds, Empire Distribution begins with the player who has the lowest Strength rating, followed by the player with the second-lowest Strength rating, and so on. As such, turns do not necessarily follow in a clockwise direction. If tied, the player of those tied who has the most VP at that moment will draw first. If both Strength and VP are tied, the player who has the lowest Card Number from the previous round draws next.

The first player draws the top card from the Empire deck (matching the Epoch you are in) and secretly looks at it. He must now decide either to keep the card (placing it face-down in front of him) or to pass it (sliding it face-down to another player).

The current player cannot keep the card if he already has one face-down in front of him. You can also not slide an Empire card to a player if they already have an Empire card in front of them.

This process continues, with each player in turn order drawing a card and either keeping it (if able) or passing it (if able or required).

Note: Players may not inspect an Empire card given to them by another player until all players have received an Empire card. Players cannot make any comment during this part of the game. Once all players have a card, players may inspect their own card but not reveal it any other player until it's their turn.

Any Empire cards which remain on top of the deck from the current Epoch are now removed from the game.

Move Strength Marker

When revealing your Empire card, advance your Strength marker on the Victory Point track by the number of spaces, based on the Empire strength indicated on the top right of your Empire card. These points are cumulative from points gained in previous turns. These points are not “spent” and simply show how many Strength points a player has earned over the course of the game. The cumulative Strength rating is typically used to determine draw order for Empire cards in Part 1 of each round.

Place Out City/Capital

If there is a capital city name (1991 version: beside the star printed on the top of the card), place a Capital in the Start Land location. If there is no capital city, do not place a Capital the Start Land. If there is no capital indicated place out a city instead.

Note: when expanding you must place at least one (1) army where your city/capital is located.

Part II – Player Actions

Determining Turn Order

Use each Empire card number on the top-right side. One player calls out for Empire 1. If a player has the '1' card, he reveals his card and take their turn first. Once this player finishes their card, the next card is called out ("2") and so on until all players have taken their turn. As some Empire cards are discarded at the end of Empire Distribution, some Card Numbers will not be held by any player. If no player claims a Card Number when called, move on to the next Card Number.

Phase I: Buying Units

Each player's Empire card shows a Strength value in the lower left-hand corner (1991 version) or top right-corner (1980 version). This is the number of units this player can build this turn. The units a player can buy are armies, fleets, and forts.

The player gathers a number of armies for the current Epoch equal to the Strength value shown on his Empire card. Make sure the Army tokens have the correct Epoch number face-up on their tokens. (Note that players are limited to the tokens they have in the game.) During expansion, the current player will be able to trade their gathered Army tokens 1:1 with Fleet (must show symbol on Empire card) and Fort tokens if he wishes to place these instead (more later).

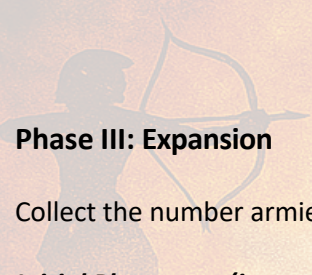
Phase II: Play 'Start-of-Turn' Event card (optional)

If the current player wishes at this point to play a 'Start of Turn' Event card, they do this now.

1991 version: many Event cards say 'play during turn', which means they these cards can be played at any time during the active player's turn and are not necessarily linked to a phase.

1980 version: Event cards will state at the top which epoch it can be played in.

The maximum number of Event cards a player can play during their turn is 2. As such, a player can play 2 start-of-turn Event cards at this point, but couldn't play any more Event cards during their turn.



Phase III: Expansion

Collect the number armies for that Epoch as indicated by your Empire's strength.

Initial Placement (in your city/capital)

The active player places one of his armies in the Start Land listed on his Empire card. This is mandatory. The active player may place another unit in an adjacent territory (Mongols have a special ability). Player turn then passes to the next player in turn order, with each player placing out up to two (2) units each turn.

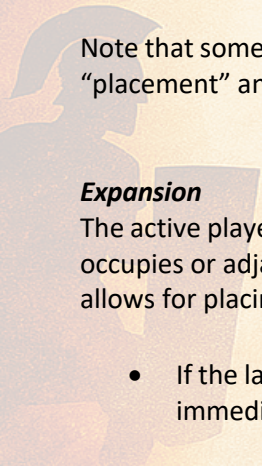
Retreating

Any **opponent** army units already in this Start Land must immediately retreat to an adjacent territory. These territory's must be occupied by the retreating player and contain the **same type** of units (matching image/figure/Epoch number) as those that are retreating. If unable to do so, these units are eliminated.

Note: There is a limit of 3 units (armies / fort) allowed in each land territory. **Fleets do not retreat.**

- Armies can never **retreat** over water via a fleet, except over a strait – marked with an arrow/thick dotted lines).
- Any fort in a Start Land when the city/capital or army is initially placed is destroyed.
- Monuments can never be destroyed or moved.

Note that some Event cards allow players to place units directly on the board. This is not considered a "placement" and as such no retreats occur.



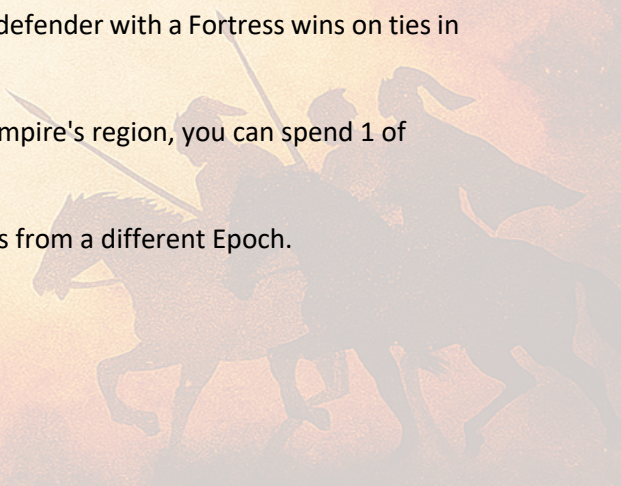
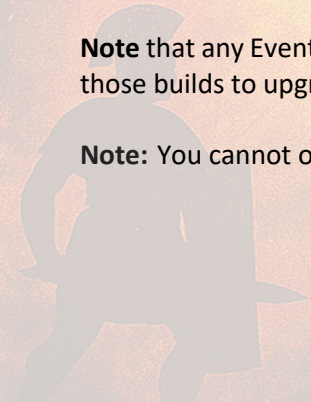
Expansion

The active player places his remaining units; **two at a time** in any land or sea/ocean territories he already occupies or adjacent to an occupied land or sea/ocean region. **Note:** The Mongols have a special ability that allows for placing a horse an additional territory away.

- If the land/sea region you are placing into is already occupied by another Empire, a battle will immediately occur (more later). After the battle, continue with Expansion.
- As a player places out his army units, he may trade one of his available Army markers in order to build a Fleet marker or Fort marker instead (more later). He may do this multiple times.
- Fortresses can be built by spending 2 Strength points. Fortresses are found on the reverse side of the Forts. In addition to the +1 die value advantage of forts, a defender with a Fortress wins on ties in this territory.

Note that any Event card which allows you to add units to a previous Empire's region, you can spend 1 of those builds to upgrade a Fort in that region to a Fortress.

Note: You cannot occupy a territory with another of your own factions from a different Epoch.



- The current player's Empire can only build fleets if their Empire card shows the Fleet symbol (mandatory to build at least 1 of symbol shown) on the lower-right corner. The card also lists which seas/ocean a Fleet can be built in.
- If a Fleet symbol shows a “+” sign, this can also be placed in any seas adjacent to the listed ocean.
- A player's placement of fleet must always be adjacent to a land space occupied by their Empire or must be adjacent to one or more linked water territories where at least one is adjacent to an occupied land region. This is known as the “port” rule. If there are no connected ports (territories or seas), the Fleet is immediately removed (destroyed).

Note: When a player controls a new Empire later on, the fleets that were built by their previous Empires can be used by their current Empire if it lists the same seas/oceans that their current Fleets are located.

Important: **An Empire with the Fleet symbol must build at least one Fleet.** If you are unable to build into a named water territory this turn (or don't want to), you must forfeit one build. Remove an Army marker from your current supply of units.

- During this phase, the active player may place forts into any of the territories controlled by his **active** Empire's armies. In order to place a fort, remove 1 Army marker from your current supply of units and replace it with a Fort marker, placing it in the chosen territory.
 - Forts add +1 to the highest die roll result of the defending Empire.
 - Forts are only eliminated when the last defending army in the region is removed.
 - Each land region can only have 1 fort.

Army Placement and Stacking Limits

- Armies may never cross or be placed in the grey Barren Lands sections.
- Each territory may contain only 1 Monument and 1 Capital or City.
- Each territory may contain a maximum of 3 Armies of one player or 2 Armies and 1 Fort.
- A territory may never contain units of more than one Empire type at the end of an Expansion phase. They may move into territories with another Empire you control but cannot stay in that territory.
- Each sea may contain a maximum of 2 fleets. They may never contain fleets of more than one player at the end of any Expansion phase. Fleets can never enter the Caspian Sea.
- Oceans can contain any number of fleets from any number of players. Combat is always optional on oceans; you must declare a battle on your turn if you chose to do so.
- 1990 version: Note that each Fleet marker is double-sided, with one side marked with 2 fleets. Players can flip these markers when they have two fleets in a sea/ocean region, instead of using two 1-fleet markers.

Phase IV: Movement (optional)

After players have placed all units out, on your turn roll a D6; the number rolled indicates movement points you have available to spend:

- One (1) movement point to move one (1) army one (1) space; add difficult terrain rules for movement.
- One (1) movement point for each additional army moved; for example, two (2) movement points to move two (2) armies one (1) space.
- When moving armies across seas or the ocean from one land to the other you can only do so **using your own fleet**.

Difficult Terrain;

- Add +1 (2) movement point for moving through Straights, Forests, Great Wall and Mountains.
- Add +2 (3) movement points for moving across the sea/ocean.

Note: *Forests, Mountains and Walls must be on the terrain side you are moving into to count as difficult terrain.*

Phase V: Monuments (mandatory)

A player must build a monument for their active Empire if they are able to. You can build a Monument only if one of your Empires controls at least two (2) territories with resource symbols (pickaxe & shovel) that were not already used this turn to build a Monument. Armies on those territories with resource symbols must be from the same Epoch.

- There is no additional cost to build the monument.
- The territory where the monument is built cannot already contain a monument.
- There is no limit on how many monuments you can build each turn, providing they are built from two different symbols each time; only one Monument each round per two matching symbols.

There is an order of priority for which land terrain a Monument must be built. It first must be built in that Empire's:

- a) Capital City; followed by
- b) a City site; and lastly
- c) a Resource site.

If no such territory exists then the monument cannot be built.

Note: You may build any number of monuments per epoch, as long as each is in a different territory and you have two different matching symbols per monument built. Next round, you may replace *both* armies on those symbols with others to build another monument, as long as that territory doesn't already have one.

It does not matter which Epoch those armies are from, but must be from the same Epoch.

Monuments can never be destroyed except by certain events. Battles never destroy monuments.

Phase VI: Scoring

The active player adds the VP earned by his forces still in play (including the survivors of earlier Epochs from previous rounds). Then mark this earned VP by adding it to your VP total by using the VP marker on the track.

A player earns:

- 2 VP for each capital you control;
- 1 VP for each city you control;
- 1 VP for each monument you control;
- 1 VP for each land territory you control;
- 1 VP for each sea you control.
- 2 VP for each ocean territory you control; whoever has the majority.
- VPs for majority in regions (see scoring chart);
- 1 VP for each coin you have **end of game**.

Note that monuments give points to the player who currently controls the territory it is located in and not necessarily the player who originally built the monument.

The mapboard is divided into 13 coloured “areas”, known as regions in this rulebook. Each is worth a varying number of VP, depending on the current Epoch. See the chart on the board. Note that some regions will not score until later Epochs.

A player who has armies in these scoring regions (regardless of which Empire of Epochs theirs they belong to) will score a bonus as follows:

--- **Presence:** Controls at least 1 land territory in the region. The player earns the printed VP.

--- **Domination:** Controls at least 3 land territories in the region. They must also control more land territories in this region than any other player. The player earns double the printed VP.

--- **Control:** Controls every land territory in the region. The player earns triple the printed.

Forts / Fortresses

- To add a fort to a land region, the current player removes one of the Empire's **active** Army units from his personal supply (putting it back into his general supply) and replaces it with a Fort token.
 - The current player may add one fort to each land territory he controls without a fort, as many times as he likes during his turn, replacing one unit from his personal supply with one Fort.
 - Forts are removed when the last unit of its controlling player is removed, through battle, from the land Territory but not when moving out voluntarily.
- To turn a fort into a fortress, spend -2 strength on your turn, to flip the fort to the other side, **or**;
- Any Event card which allows you to add units to a previous Empire's Territory, you can spend 1 of those builds to upgrade a fort to fortress.

A Fort adds +1 to the die roll of the defending army, while fortresses break ties.

Combat

- When a player places an army or fleet in a territory that contains armies or fleets from another Empire, a battle must immediately be fought. **This battle must be resolved before further armies/fleets can be placed.**
- To resolve combat on land, the attacker (active player) rolls 2 red / black dice and the defender rolls 1 white / blue die as default. Resolving combat in water works the same way, however fleets use a different number of dice depending on type; see Fleet on next page. Add extra dice for difficult terrain (Mountains, Forest, Jungle, Wall, Straits, Forts/Fortresses).
- After both sides roll their dice;
 - arrange each side's results in descending order.
 - compare dice highest vs highest, then next vs next, continuing until one side has no more dice to compare.
 - any extra dice on either side are ignored.
 - a battle is won if your highest die exceeds your opponent's highest die.
 - the losing empire removes one unit from his army in the contested territory.
- If all compared dice are tied, determine the winner by Empire Strength then most VPs.

Example:

- Attacker rolls 4, 3, 1; defender rolls 4, 3.
- Compare 4 vs 4 → tie.
- Compare 3 vs 3 → tie.
- Attacker's 1 is discarded (no die to compare).
- Because all compared dice tied, the winner is determined by Empire Strength. Attacker has 13 strength, while the defender has 12. The Attacker wins the battle.

- A battle ends when either:

a) the defender's units are eliminated; or

b) the attacker calls off the attack; by not placing anymore armies in the defender's territory.

- The attacker may continue to add units one at a time from his supply of units into the battle, but may call off at any time if he wishes to commit these units to other territories of the board. Likewise, the attacker may simply run out of units to commit to the battle and is no longer able to continue.
- If the attacker wins the battle, he continues with his Expansion phase as normal.
- If a territory with a fort / fortress loses its final defending army, the fort / fortress is destroyed.

Difficult Terrain

- When an attack is made across a border illustrated with a "difficult terrain", the **defender rolls two dice** instead of one. Difficult terrain is either:
 - Mountains (defenders' side)
 - Forest/jungle (defenders' side)
 - Wall areas inside the defender's territory (which are illustrated on the board).
 - Attacking across water is also considered "difficult terrain".
 - Straits (1980 version: thick dotted lines / 1991 version: arrows).

Important: If the Difficult terrain borders the side of the attacker's region where the attack is coming from, this **does not** give a defensive bonus to the attacker.

- Straits separate two land regions via water which are considered adjacent. Empires can expand over straits without fleets.

Fleet

- Naval combat is similar to land combat, except fleets do not benefit from forts or difficult terrain advantages. Note that some Event cards can affect naval combat.
- Number of dice to roll for **basic fleets**: attacker rolls 2 and the defender rolls 3.
- Number of dice to roll for **advanced fleets (Epoch V to VII)**: attacker rolls 3 and the defender rolls 4.
- Number of dice to roll for **UN fleets (Epoch III to VI)**: attacker rolls 2 and the defender rolls 4.
- Any destroyed fleets go back into the players supply pool and can be placed in a later round (not in the same round). Destroyed fleets go back into the main supply pool.

Attacking Own Empire

- Sometimes a player may find themselves in the position where they wish to attack their previous Empires (tokens/figures of the same colour).
 - In these instances, the attack is an automatic victory.
 - The defending tokens/figures are eliminated, following all usual rules.

Note that a player cannot attack his own coloured tokens with the Barbarian Event card.

Cities/Capitals

- When a defending Empire loses combat in a territory, and is the last defending army unit there, with:
 - “sacked” capitals flip over to become cities
 - “sacked” cities are removed from the board



Note that if an Army unit moves into a land territory that contains no armies and has a Capital or City, that Capital is not flipped and the City is not destroyed. Territories may be emptied due to various events. Whoever controls the Territory with a City or Capital, regardless of who built it, will earn the VPs.

Event Cards

Most event cards are self-explanatory. Several require an additional explanation:

- **Minor Empires:** When a Minor Empire appears, they build units, expand, etc., exactly like normal Empires. However, they are not considered to be part of the larger, active Empire for purposes of monument building or during the Expansion phase. All activities of a Minor Empire (except scoring) must be completed during Phase 1. The Minor Empire will score for that player during their scoring phase.
- **Vacant Lands:** Several Event cards can empty a region of armies (**of one Epoch only**). In this case, all capitals, cities, and monuments in those regions remain unaffected. They can be claimed without combat by the next player who moves into those Territories. Note that the “Barbarians” Event card follows all normal rules for reducing capitals / destroying cities.

Card text Clarity:

- “Land” text on cards refers to a single Territory.
Example: “Choose an Area” → choose one Territory.
- “Area” refers to all grouped Territories of one colour (Region).
(in the original 1991 rules.)
- Region in original rules / card text = broad geographic descriptor.

Asymmetric Epoch Abilities

Each Empire gains a unique ability during the Epoch in which it appears. These abilities apply only to that Empire's actions during its turn in that Epoch. Unless stated otherwise, all normal rules still apply.

Epoch I – Egyptian:

No special ability.

Epoch II – Persian:

No special ability.

Epoch III – Roman:

+1 to Defence

- Add +1 to the highest die when defending in combat.

Epoch IV – Byzantine:

Efficient Deployment and Movement

- You may place 2 units together in the same Territory.
- You may move 2 units for the cost of 1 Movement Point.

Epoch V – Mongols:

+1 to Attack and Extended Movement

- Add +1 to the highest die when attacking.
- Gain +1 Movement: you may move one additional space for free.
- The Mongol Horse chain may have one missing terrain space between horses.

Epoch VI – Spanish:

Strong Attack

- Add +2 to the highest die when attacking.

Epoch VII – British:

Strong Attack.

- Add +2 to the highest die when attacking.

Symbology



Straits



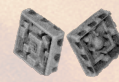
Forests



Great Wall



Mountains



Fort / Fortress



Coin

Optional Rules

Monuments

- Monuments are shown in a neutral color; place a cube of the active player's color next to any monument they build. A player's monuments are worth 2 VP if that player controls them, and 1 VP if another player controls them.

Leaders

- When placing armies for a new Empire, assign a Leader by placing a token of your colour beneath one of its units.
 - A Leader provides +1 to your highest attack die in battles involving that unit.

UN Fleets (Catch-Up Mechanism – Epochs III to VI)

Instead of using Pre-eminence Markers, add 4 UN fleets to the supply.

- **From Epochs III–VI:**
 - The player with the lowest VP total, who is at least 3 points behind the second-lowest player, takes 1 UN fleet and places it in any sea or ocean.
 - For every additional 3 points you are behind, they take one additional UN fleet
 - When you take a UN fleet, place a cube of your Empire's color on it to show you control it.
- A UN Fleet must have token coloured to match the owning player's Empire and is treated as that player's fleet unit.
- A player may place their UN Fleet into any sea or ocean region on the map.
- UN Fleets are placed at the end of the round.
- UN Fleets follow all standard fleet rules for movement, combat, control, adjacency, and fleet limits.
- Once placed, a UN Fleet remains on the board and is not removed at the end of the Epoch unless destroyed in combat.
- **Losing UN Fleets:**
 - If your VP gap becomes **less than 3**, immediately remove 1 UN fleet for every full 3 points by which the gap has been reduced below that threshold.

Coins from Event Cards (1991 Edition)

Certain Event Cards award coins, which represent permanent Victory Points at end of game, or for two special actions to take on your turn. When an Event Card that grants coins is played, the player immediately takes the number of coins shown on the card and places them in front of them.

- **Coins gained from Event Cards:**
 - Spend coin to return lost army of your **Active Empire** back onto the map.
 - Spend coin to buy a fort for your **Active Empire**.
 - Are worth 1 VP each during final scoring at the end of Epoch VII.
 - Cannot be taken away unless a specific Event Card states otherwise (rare).
 - Event Cards that provide coins include: Discovery, Engineering, Wealth, and similar "advancement" or "achievement" Events. Points are awarded immediately.



The Ending of History

As the final Epoch draws to a close and the empires of the near modern age leave their imprint on the globe, the long arc of civilization reaches its turning point. Thousands of years of ambition, conflict, discovery, and reinvention have shaped the world into the map that stands before you. Kingdoms have risen, stretched their influence across continents, and vanished into memory. Great powers have clashed, cultures have collided and merged, and ideas once washed in small corners of the world now belong to all of humanity.

The story of history is not a march of uninterrupted progress, nor a simple tale of victors and vanquished. It is a mosaic of decisions - some bold, some reckless, some visionary - that together forged the world as we know it. Every empire left behind resonances: a ruined monument weathered by sandstorms, a forgotten border etched onto an ancient map, a tradition carried forward by people long after the empire that birthed it has faded.

Now, with the final tallies made and the struggle for dominance concluded, it becomes clear that no single empire truly defines history. What endures is the accumulation of influence across the ages - an unbroken thread woven from the efforts of countless peoples. Your achievements across the Epochs represent not a single nation's triumph, but a legacy built through millennia of shifting power and persistent resilience.

For some, the closing of history is a moment of reflection. Borders that once seemed fixed were temporary. Victories that felt decisive were merely steps along a larger path. Rivals became footnotes; small nations left cultural legacies far greater than their size; vast empires collapsed in a single generation. The world has always belonged not to one power, but to the constant cycle of rise, flourish, decline, and renewal.

As the dust settles, you stand as the guiding force whose influence has shaped these eras. The choices you made - where to expand, when to defend, how to seize new opportunities - have determined the story of civilization's long journey. Whether your legacy is that of a relentless conqueror, a patient strategist, or a shrewd opportunist, the world now reflects the culmination of your actions.

But history does not truly end. The achievements of one age become the foundations of the next. Empires fade, yet humanity continues to build upon what came before. The world you have forged is not final; it is simply the last chapter of this telling.

And so, as you close this book, remember: every empire begins with a single step, and every victory echoes across ages. The story of the world is never truly finished - only passed on to those who will shape the next chapter.



HISTORY OF THE WORLD

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