The
SANDS
of
TIME

A game by Jeff Warrender
for 2–5 players

Game Rules

Contents

1.0 INTRODUCTION

The Sands of Time sweep across the ages, burying the cities and monuments of civilizations, leaving only whispers of the glory of ancient societies.

In *The Sands of Time*, each player rules over a civilization in the ancient world, attempting exploits that will be remembered long after the civilization has withered. History is ephemeral, however, and players must record tales of their greatness to ensure that their accomplishments will be remembered. Players will harvest, build, and fight their way to a place in the history books, lest they be swept away by the Sands of Time!

The goal for the player is to accumulate the most victory points by scoring Chronicle cards that boast of the player's exploits.

The game's action takes place on a reproduction of the Roman "Orbis Terrarum" map. It is divided into 26 territories, each of which has a capacity for citizens and structures, and a resource (crops or gold). Players will receive crops and gold at the start of each turn and will use them to erect structures, and add warriors or to reduce unrest, initiate battle, and annex new territories.

Peaceful interaction between players is beneficial, largely through the placement of caravans, which permit diffusion of the players' cultures. Players must strike the right balance between competition and cooperation with their neighbors, to propel their civilizations from insignificant, forgettable kingdoms into empires worthy of the attention of historians, and the most lucrative chronicle cards.

2.0 GAME COMPONENTS

Each copy of *The Sands of Time* contains:
- 1 large game board
- 1 chronicle board
- 5 sets of 63 wooden pieces each in 5 player colors: 20 peasants (larger cubes), 10 warriors (octagonal cylinders), 20 caravans (sticks), 1 "capital" (building), 11 markers (smaller cubes), 1 victory points disc
- 45 control markers (cardboard, 9 each in the player colors)
- 30 advance tracking markers (cardboard, 6 each in the player colors)
- 105 player cards, 21 per player: 7 chronicle cards, 11 action cards, 3 emphasis cards
- 25 advance cards
- 26 resource markers (14 crops, 12 gold)
- 100 structures tiles
- 1 black dynasty track marker
- 1 green generation track marker
- 5 player abacuses
- 5 player aid sheets
- 1 start player marker
- 2 dice

General note: *The component mix is the limit of what can be "built" of a particular type.*

2.1 Game Board

The game board consists of 26 territories ❶. Territories that share a border or are connected by dotted yellow lines are considered adjacent. The three central island territories – Sicilia, Cyprus, and Rhodes – occupy the entire sea space surrounding them. These three regions are are treated the same as the 23 land territories. Each territory contains an icon indicating the predominant kind of terrain – plains 🟢, mountain 🏔 or island 🔵, which becomes relevant only for certain political advances. All other nameless sea areas are not part of the play area.

There are also four tracks: A scoring track which wraps around the board ❷, the unrest track ❸, the dynasty track ❹ and generation track ❺. Finally, there are three bonus action spaces ❻.

2.2 Chronicle Board

The Chronicle board is divided into three areas, each corresponding to one of the game's three *"civilization categories"*: civil ❶, political ❷, and cultural ❸. *The term "civilization categories" will be used extensively throughout this rulebook.*

Each area contains two bins, labeled from A to F, into which chronicle cards can be placed ❹. It also contains a "heritage track" for that civilization category ❺. Finally, it contains the two level 1 advances in that civilization category ❻. The advance trees will be built with these level 1 advances as the "trunks".

2.3 Resource Tiles

There are 26 resource tiles in the game, which will be placed into the 26 territories on the game board during setup. Each tile shows a "capacity", a number between 3 and 5 (representing the maximum number of citizens and structures tiles that a territory may hold, and the maximum number of resources a player may get) and an icon, either representing the resource "crops" or the resource "gold". The back of the tile has the player count number, indicating the minimum number of players that must be in the game for that tile to be used.

Back of the tiles

2.4 Player Cards

Each player has his own set of 21 cards, which consist of three types:

Action Cards (11): The action cards will be played by the player to select his actions each turn. Many action cards have one or more symbols in the box containing the card's title, indicating a civilization category or categories with which that action is associated.

Emphasis Cards (3): There are 3 emphasis cards, one for each civilization category. One of these cards may be deployed in place of an action *once per generation*.
Each card *unlocks* abilities on several action cards and structures, and entitles the player to a potential increase on the heritage track in that category.

Chronicle Cards (7): The chronicle cards are the primary source of victory points in the game. Each card has 6 different accomplishments the player can claim to have achieved. The player selects the accomplishment he wishes to score for by placing the card in the corresponding bin on the chronicle board.

2.5 Advance Cards and Structure Tiles

The 25 *advance* cards are arranged in rows referred to as "trees", with each civilization category having two advance trees. *During setup, a player places a marker on a tree of his choosing, at the lowest advance (or, the "root"); as he progresses, he moves his marker further along the tree, gaining access to better technologies.*

The structure tiles represent building accomplishments, and are placed directly into territories.

The player aid sheet gives detailed information about each structure.

2.6 Player Playing Pieces

Each player receives a set of wooden playing pieces in his color: 20 peasants ❶, 10 warriors ❷, 20 caravans ❸, 1 capital ❹, 11 marker cubes ❺ (used for the abacus, the emphasis card, the heritage tracks and the unrest track) plus 1 victory points disc ❻.

*Note: Peasants and warriors are **both citizens**.*

Each player also receives a set of 9 control markers ❼, which are used to denote control of territories. Three of these markers are backprinted, the front showing "provinces" (the original territories of the player's empire), the flipside "colonies", territories gained through conquest. The other six markers show colonies on the front and flipside.

Each player also receives a set of 6 advance tracking markers ❽, used to track which advances he has achieved.

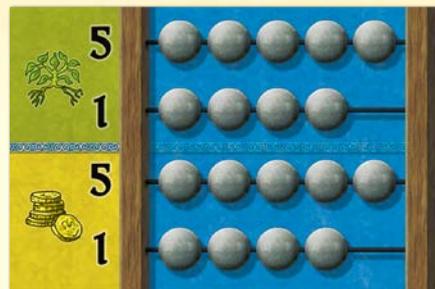## 2.7 Start Player Marker, Track Markers & The Dice

The start player will receive the start player marker ❶. The generation track and the dynasty track each get one marker ❷. The two dice are used for various game functions ❸.

2.8 Abacuses

Each player tracks his amount of crops and gold on his abacus.

2.9 Player Aid Sheets

Each player receives an aid sheet containing important game information.

3.0 GAME PREPARATIONS

A The game board is placed on the table.

B One player places one resource marker into each in-play territory, *randomly*. But first, they are separated by the color on the backs of the markers as follows:

- In a five-player game, place all markers, one per territory.
- In a four-player game, remove the four markers with backs marked "5", and do not place markers on the territories marked for five players only.
- In a three-player game, also remove the six markers with backs marked "4+", and do not place markers on the territories marked for four and five players only.
- In a two-player game, also remove the four markers with backs marked "3+" and do not place markers on the territories marked for three, four, or five players.

*Note: Only territories with resource markers are in play. The other territories are off-limits for players' citizens. **Caravans may still be placed across the borders of such territories, but caravan networks may not extend through the territories.***

Given the random nature of the resource tile placement, asymmetric distributions of resource tiles will likely be commonplace.

C One player places the green *generation track marker* on the start space of the generation track and the black *dynasty track marker* on the start space of the dynasty track.

D The chronicle board is put next to the game board.

E Each player grabs a set of playing pieces (wood and cardboard), and a deck of chronicle cards, action cards, and emphasis cards in the corresponding color. Each player also receives a player aid sheet and an abacus.

Now, each player:

E1 places one of his marker cubes on space "3" of the unrest track on the game board;

E2 places one of his marker cubes near each of the three heritage tracks on the chronicle board;

E3 places his victory points disc on space "0" of the scoring track on the game board;

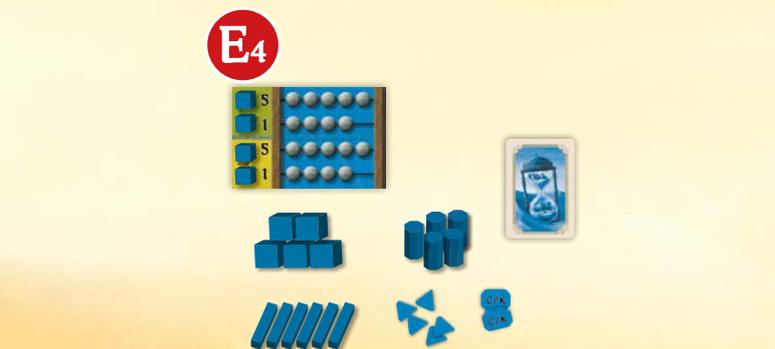**E4** places a marker cube on the "0" positions of the four arms of his abacus.

F One player separates the structure markers by type, laying them face-up on the table (stacked per type).

Only a certain number of each type of structures is used, depending on player count.

- **2 players:** 4 structures of each type
- **3 players:** 5 structures of each type
- **4 players:** 6 structures of each type
- **5 players:** 8 structures of each type

All cities are always used, regardless of how many players are playing.
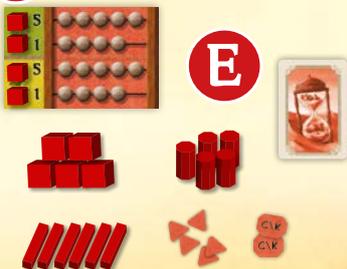
EXAMPLE FOR

4 PLAYERS

G The players determine their initial territories:

G1 Randomly determine a start player. He receives the start player marker.

G2 Each player takes three *province* control markers and, beginning with the start player, each player in turn places one marker, province side up, in any one unoccupied territory.
Players then go back around in reverse order and place a province control marker in a second territory, which must be adjacent to the first territory they control.
The players go around once more in the original order and place a province control marker in a third territory, which must be adjacent to one of the other two territories they control. In the unusual circumstance where this is not possible, the player may place the third control marker in a territory that is not adjacent to either of his first two placements.

G3 Each player then places two peasants and one warrior into *each* of his territories.

G4 Beginning with the start player, each player now selects one of his three provinces to serve as his capital, and replaces the province marker with his capital piece in that territory. The province marker is returned to his supply. The capital is considered to be a province.

*Note: A player's capital territory is **not** a city!*

G5 Now, again beginning with the start player, each player places one of his caravan pieces across the border between his capital and any adjacent province of his. Each player then increases his heritage to "1" in *one* of the three civilization categories.

G6 Finally, each player, beginning with the start player, adds one peasant to any one province he controls.

H One player separates the advance cards into piles by civilization category and level and shuffles each pile.

H1 For each civilization category, randomize the two level 2 advance cards and place each, face-up, on the table next to one of the two level 1 advances which are printed on the chronicle board. *This creates six advance "trees", each of which has two advances, one level 1 and one level 2.*

H2 Set the remaining piles aside for now, keeping the cards face-down.

H3 Beginning with the start player, each player places one advance tracking marker on any level 1 advance of his choice.

Strategy Hint: The advance tree you start on will influence the actions you take early in the game. For first-time players, it is a good idea to select one of the six scoring categories (A-F) that you want to try to score a chronicle in in the first dynasty, and place your advance tracking marker on one of the two trees in that same civilization category.

4.0 SEQUENCE OF PLAY

Each game of *The Sands of Time* consists of three dynasties, each of which is divided into several *generations*. Each generation consists of six phases. During Phase 2 each player has two to four *turns*, and in each turn every player conducts two *actions*.

Note: The final (third) dynasty ends in the same manner as the previous two, as described below. Specifically, the dynasty only ends when the final **generation** of the dynasty ends. The dynasty marker, as always, may move several spaces into the next color region before the generation end condition has been met. The "extra" spaces on the dynasty track exist for this purpose.

Each generation follows this sequence of six phases:
4.1 Receive Resources
4.2 Conduct Player Turns
4.3 Check for Population Growth (at the end of a generation)
4.4 Check for Overcrowding (at the end of a generation)
4.5 Check for End of Dynasty and Chronicle Card Scoring (at the end of a generation)
4.6 Prepare for a new generation

4.1 Receive Resources
This phase is conducted simultaneously by all players to speed up game play.

In each territory that a player *controls* (where he has a *province* or *colony* control marker or his capital), he receives 1 resource (crops or gold, as indicated on the territory's resource tile) for *each of his own peasants* in the territory, *up to* the territory's capacity (the number on the resource tile). A player tracks his resources on his abacus. A player does not get resources for warriors, or for peasants that are located in territories that he does not control.

> *Example*: Marion controls Asia Minor, Syria and Armenia. Despite her four peasants she receives only 3 gold in Armenia (the capacity of Armenia) and a total of 5 crops for her peasants.

4.2 Conduct Player Turns
This phase consists of the following three steps, which are repeated a total of two to four times until the generation ends in step Ⓒ :

Ⓐ Players *simultaneously* place two of their cards face-down on the table.

Ⓑ Beginning with the start player, each player reveals and executes the two cards he selected.

Ⓒ The start player advances the generation and dynasty tracks, and rolls one die to check for the end of the generation.

Suggestion: Players should plan well in Ⓐ so that when their individual turns come up they can resolve their actions quickly; they should be encouraged not to take too much time, however, so that overall the game moves forward at a nice pace.

If the die result of Ⓒ does *not* end the generation, the above three steps are repeated.

Ⓐ Each player examines his action and emphasis cards, and selects two, setting them face-down on the table in front of him. If the player wishes, *one* of the cards that he selects may be an action card that he used *previously* during this generation (assuming that this is not the first turn of the generation!).

A player may only play *one emphasis* card per generation.

Hint: If one plans to play an emphasis card, it is a good idea to do so in the first turn of a generation as a generation has a maximum of four turns.

See also 5.0 and 7.0. for details regarding actions and emphasis cards.

Ⓑ First, the start player reveals the cards he selected. If he selected two action cards, he may now execute these in whatever order he desires, but the first action must be fully resolved before the second begins. *The actions are described in detail below.*

Many of the action cards, and several structures, have text in a colored box (the boxes are color-coded by civilization category: civil, cultural, political).

Important: The action/ability described in such a colored box is ordinarily **locked**, and may not be used by the player unless he has **unlocked** that civilization category, either by having achieved an advance that gives permanent access to that civilization category's boxes, or by selecting an emphasis card in the same civilization category. See also 6.0.

In addition, if he desires, the player may use up to one of the bonus actions (see the three spaces on the game board) each turn, at any time during the turn. *He does not declare his intention to use a bonus action until his turn.*

If the player uses an action with a *civilization* symbol (in the box containing the card's title) matching his emphasis card, he places a marker cube on an open box on the emphasis card. If at any time all three boxes are filled, the player increases his marker by 1 on that civilization category's heritage track. The cubes stay on the card until the generation ends; the card may not be filled a second time in the same generation.

*Note: A Player may **not** fill the boxes on an emphasis card with actions he used in turns prior to the one in which he played the emphasis card. Boxes may only be filled subsequent to selection of the emphasis card (including in the same turn if the emphasis card was selected that turn).*

A player may choose *not* to use an action card he selected. The card is returned to his hand immediately. Note that the player may *not* add a cube to the emphasis card for this action card even if its civilization symbol matches the emphasis card.

At the end of his turn, if the player used a bonus action, he increases his unrest by 1 space on the unrest track. If he used an action card that he had previously used this generation, he increases his unrest by 1 space on the unrest track as well.

Example: *As her first card during her turn Marion plays the civil emphasis card* ❶. *Her second selected card is Tribute, which shows the civil civilization symbol* ❷. *Thus, Marion places a marker cube on an open box of her emphasis card. Incidentally, the Emphasis card also unlocks the colored box on the Tribute action card, which contains an "&" symbol, thereby allowing Marion to perform both of its indicated functions.*

Afterwards the next player in sequence reveals his cards and conducts his actions, and so on.

Ⓒ After all players have taken a turn, the start player advances the marker on the generation track by one space, *and* the marker on the dynasty track by one space.

In the second and third turn of a generation, he then rolls one die. *There is no need to roll in the first turn and the fourth turn of a generation.* If the result on the die is *equal to or higher* than the number on the space the marker occupies on the generation track, this phase continues and players return to Ⓐ, but leave previously used action and emphasis cards on the table. If the result is lower, or if this is already the fourth turn of the generation, this phase ends and phase 4.3 begins.

Note: *If the marker reaches the first space of the next dynasty on the dynasty track without the generation ending, the generation continues and the players conduct more player turns. In this case, the dynasty does not officially end until 4.5 below.*

Important: *Advance the markers on* **both** *tracks* **every time** *step* Ⓒ *of this sequence comes up.*

Thematic Note: *Each generation is roughly the lifespan of an individual ruler; but a ruler's lifespan is never certain...*

Example: *After all players finished their second turn, Angelika advances the markers on the generation and dynasty tracks. Then, she rolls the die and gets a "3". The result is matching the "3", so the players continue with this generation and have a third turn.*

4.3 Check for Population Growth

After a generation ends, if the marker on the dynasty track has reached or passed a space marked with the peasant icon during this generation, population growth occurs.

If population growth occurs, each player adds one peasant to each territory that he controls. *This is mandatory, and a player may not choose not to add peasants in this way, unless he lacks sufficient peasant cubes in his supply – in this circumstance, he chooses the territories where he adds the remaining peasant cubes.*

Example: *At the end of a generation, the marker on the dynasty track passed the space marked with the peasant icon. Thus, Marion adds one peasant in each of her controlled territories.*

4.4 Check for Overcrowding

After a generation ends, the players need to check all regions for overcrowding, as this may increase their unrest.

If at least one territory that a player controls contains more total citizens (peasants and warriors) from all players, taken collectively, than the capacity of the territory, the controlling player's unrest is increased by 1 space on the unrest track.

If any territory has more citizens from all players than *double* the capacity number of the territory (*disregarding* any adjustments from aqueducts/cities), each involved player removes a citizen of his choice in player turn order. This is repeated until the territory is at or below double its capacity.

Example: *Marion and Angelika have a total of 5 citizens in Asia Minor. The capacity is 4, so there is overcrowding in that territory. As Marion controls Asia Minor, she must increase her unrest to "5".*

4.5 Check for End of Dynasty and Chronicle Card Scoring

After a generation ends, if the marker on the dynasty track has reached or passed the first space for the next dynasty (i.e. the color has changed), the old dynasty ends and scoring occurs.

First, for each *wonder* that a player controls, that player receives 1 victory point (2 points if the player has achieved the civil advance *vision*).

Next, the players resolve the chronicle scoring. They flip over all chronicle cards on the chronicle board and evaluate each player's cards in turn order, beginning with the start player.
For each chronicle card that a player placed, he verifies that his empire meets or exceeds the threshold on the card for the scoring category in which the card was placed.

If it does, the player confirms that the number on the upper right of the chronicle is *equal to or less* than the position of his marker on the heritage track in the same category. If so, the player receives the number of victory points indicated on the card.

Exception: If the player wishes to score **two** cards in the **same** civilization category, his marker must be at a position equal or greater than the **sum** of numbers on the upper right of the two chronicles. Therefore, if he wishes to score the chronicle card needing 3 heritage in category C (# of territories) and the chronicle card needing 4 heritage in category D (total population), his heritage in the political category must be 7 or greater.

If he is not eligible to score the card he receives no victory points for that card.

Afterwards, a player who scored one or more chronicle cards increases his marker by 1 space on the heritage track for each civilization category in which the player scored points.

Finally, all chronicle cards are returned to the hands of the owners. *See also the player aid sheets for details on the six chronicle categories.*

> **Scoring Example A:** *During the dynasty that just ended, Marion has placed the chronicle card needing 1 heritage in category "C" (# of territories). Her empire consists of territories - Armenia, Asia Minor, Mesopotamia and Syria, so she has met the condition of the card. Marion's heritage in the political civilization category is 1, which is sufficient to score this chronicle card. She receives 1 point on the victory point track, and increases her political heritage by 1. The card is returned to her hand.*
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> **Scoring Example B**: *During the dynasty that just ended, Angelika has placed three chronicle cards: The chronicle card needing 3 heritage in category "B" (fountain symbols), the chronicle card needing 4 heritage in category "C" (# of territories), and the chronicle card needing 5 heritage in Category "D" (total population). Her empire consists of, among other things, 7 territories, 5 fountain symbols, and a total population of 30. Angelika's heritage is 4 in civil and 7 in political. For the chronicle card needing 3 heritage, Angelika has enough heritage to score the card, but has not met the condition – she has too few fountain symbols. The card does not score. For the chronicle cards needing 4 or 5 heritage, Angelika has met both conditions, however, her total heritage*

in the political civilization category is insufficient to score both cards. It needs to be 4+5=9, and is only 7. Therefore, she may only score for one of the cards. Angelika obviously chooses the chronicle card needing 5 heritage, scores 15 points, and increases her heritage by 1 on the political heritage track. All three chronicle cards return to Angelika's hand.

4.6 Prepare for a New Generation

The start player passes the start player marker to his left; that player becomes the new start player.

He moves the marker on the generation track back to the start space. The marker on the dynasty track remains on its actual space!

Each player resets his abacus back to zero resources, and reclaims his played action cards and emphasis card into his hand. He places the marker cubes from the emphasis card back into his supply of marker cubes.

5.0 THE ACTIONS IN DETAIL

The 10 different player actions that may be used in phase 4.2 of the generation sequence are described below in detail.

Note: A player's empire does not need to stay "contiguous" in the course of the game.

During initial setup, all three of a player's initial territories must touch, but for the rest of the game, a player may annex any territory that he is able to annex, and no harm is caused if another player annexes one of his territories in a way that divides his empire.

The players each have 11 action cards, as they have two different versions of the caravan action.

5.1 Chronicle Action

The player selects any one of his chronicle cards still in his hand and places it, *face-down*, on the chronicle board in the bin corresponding to the category he hopes to score in.
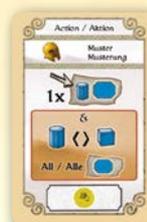
The player may *not* place a chronicle card in a bin in which he has already placed a card, nor may he remove one card from a bin and replace it with another, nor may he move a card from one bin to another.

There is no limit to the number of players that may place a chronicle card in a given bin, but each player may only place one card per bin.

See also the player aid sheets for details on the six chronicle categories.

Thematic note: *Chronicles represent the boasts of rulers; the ruler has commissioned an artisan to create a work declaring to the world and to posterity the great accomplishments of their reign.*

5.2 Muster Action

The player pays 1 gold to add a warrior from his supply to any **one** territory that he controls.

If the player has already *unlocked* the political category (see 6.0), in each territory that he controls, he may pay 1 gold to convert one peasant to a warrior, or to convert one warrior to a peasant. This is in addition to the above and it is not mandatory, but a player is limited to at most one action per territory that he controls.

The player immediately marks all costs on his abacus. A player must have the necessary gold available.

> **Muster Example A:** *Angelika controls Gallia, Hispania, and Italia. She pays one gold to add a warrior to Gallia. Although she has more gold and would like to also add warriors to Hispania and Italia, she is forbidden from doing so.*

Muster Example B: Angelika controls Gallia, Hispania, and Italia. Italia contains the structure irrigation. Angelika has unlocked the political category by playing the political emphasis card in this generation. She elects to pay 1 gold to add a warrior to Gallia, and also pays 1 gold to convert a peasant in Hispania into a warrior. In an earlier turn, Angelika has also achieved the advance despotism, which unlocks the civil category. Thus, using irrigation she pays 1 gold to add a peasant to Italia.

5.3 Conquer Action

This action enables a player to *attack* another player and/or to *annex* a territory.

The player selects *one* territory in which to execute the *conquer* action. He then does *one or both* of the following.

Ⓐ Attack

The player may only attack if he and at least one other player have citizens in the territory he has selected. If there are citizens of more than one other player, he first determines which other player he will attack (he may only attack one opponent). He pays crops in an amount equal to his current unrest level.

To resolve the attack, first, each player computes his battle strength. Peasants each contribute 1 point of battle strength, warriors each contribute 2 points of battle strength.

Next, the players may raise their battle strength. Each player takes a die, and places it on the table under his hand, with the side of his choosing face-up. The number a player chooses must be *equal or less* than the difference between the maximum unrest (7) and his current unrest level. Therefore, if a player's unrest is at 7, he must place the die back into storage and cannot choose any side.

Players reveal simultaneously, and each multiplies the number of pips he has showing by 3, and adds the product to his battle strength.

The player with the higher total battle strength is the victor. In case of a tie, the defending (non-active) player is the *victor*.

The victor returns one citizen from the attacked territory to his supply, and increases his unrest by the number showing on his die. The loser returns two citizens of his choosing from the attacked territory to his supply. Additionally, if the loser is the non-active player, he must retreat all of his surviving citizens from the attacked territory to an adjacent territory that he controls. If he cannot do so, he returns *all* of his remaining citizens from the attacked territory to his supply. If he also controls the attacked territory, he removes his control marker from that territory.

Design Note: The loser does not increase unrest – this may be somewhat "gamey", however, it fits the rhythm of the game very well and makes attacking a lot more risky.

If the player loses control of his *capital*, he selects a different territory that he controls to serve as his new capital, and replaces the control marker in that territory with his capital marker. Players do not adjust their heritage tracks, but future placement of caravans may be influenced by the relocation of the player's capital.

Important: *A player may never lose his **last** territory by a conquer action (i.e., a player is never fully out of the game). If he is attacked by another player and loses, he only loses two citizens but keeps control of that territory. Thus, the attacking player cannot annex that last territory.*

Ⓑ Annex

The player may *annex* the territory if it is uncontrolled, or controlled but unoccupied by citizens of the controlling player. The active player must have more citizens in the territory than any other player.

*Note: It is not necessary to **attack** prior to **annexing** an uncontrolled or vacated territory.*

The player pays crops equal to the number of territories in his current empire, and places one of his control markers in the territory, colony-side up.

*Note: A player may not control more than 10 territories. The territories in a player's empire do **not** have to be contiguous (except for the initial placement during setup).*

Thematic note: The larger a player's empire gets, the harder it is to manage, so costs to expand further increase as the empire grows.

Conquer Example A: Marion is the active player, and controls Gallia, Sicilia, and Cyprus. Nicole controls Rhodes, but has no citizens in Rhodes. Marion has 2 peasants in Rhodes, and Angelika has 1 warrior in Rhodes. Marion has the most citizens, and Rhodes has no citizens of its controlling player; therefore Marion may annex Rhodes, paying 3 crops (because her empire size is 3). Nicole's control marker is removed and Marion places a colony control marker in Rhodes.

Conquer Example B: Angelika is the active player, and selected the conquer action. She elects to use this action in Libya, controlled by Nicole, in which she has 2 warriors and 1 peasant, and in which Nicole has 2 warriors. Angelika first performs an attack, paying her current unrest level in crops. Angelika has achieved the level 3 political advance chariots, which increases her warriors' battle strength by 1 each (since Libya is a plains territory). Nicole has achieved the level 1 political advance bronze-working, which increases her battle strength by 1. Thus, the base battle strengths are 7 for Angelika and 5 for Nicole. Next, each selects a die face in secret; Angelika selects 2 and Nicole selects 2, bringing their battle strengths to 13 and 11, respectively. Angelika wins the attack, and increases her unrest by 2. Angelika loses one citizen (she selects a peasant) and Nicole loses both of her warriors, and removes her control marker. Angelika then chooses to annex Libya, paying her current empire size, again in crops. However, Angelika has the advance law, which reduces the number of crops she must pay by 2, because she has two surviving warriors in Libya. She places a colony control marker in Libya.

5.4 Raid Action

The player may use *raid* to move any or all of his warriors to any adjacent territories. The total number of citizens in a territory *may* exceed the territory's capacity limit.

Then, the player receives 1 resource for *each* warrior he has in *one of the territories* the warriors just entered, of the type produced by the territory, up to the territory's capacity limit. If the territory is controlled by another player, that player loses the same number of resources (if he has less, he loses all the resources). A player may raid if a territory is uncontrolled or if the controlling player has no resources of the appropriate type. A player may **not** raid his own territory.

If the player has unlocked the political category (see 6.0), he may receive resources from all territories in which he has warriors, subject to the aforementioned rules.

The player(s) mark their gains and losses on their abacus.

Raid Example: Nicole is the active player, and selected the raid action. She has 3 warriors in Sicilia and 1 in Hispania. She moves 2 warriors from Sicilia and the 1 from Hispania into Italia, which is controlled by Angelika and which produces crops. Nicole receives 3 crops on her abacus, and Angelika loses 3 crops.

5.5 Build Action

Build is used to add *one* structure to a territory that the player controls. The player chooses any available structure tile from the supply and places it into a territory that he controls.

Note: If the player wishes to build a city, he must have unlocked the civil category (see 6.0).

He must then pay the structure's build cost in gold. The build cost is the sum of the player's unrest and the level of the structure (1, 2, 3, or 4, as noted on the structure tiles).

Note: The level of a city is the territory's capacity number, which can be 3, 4, or 5.

If the player already played an emphasis card during this generation in the same civilization category as the structure, he immediately places a marker cube in an open box on the emphasis card.

Restrictions:
- A territory may only contain *one* of any particular structure.
- A player may not build more structures in a territory than its base capacity.

If a player built a structure in the first action of his turn, he may use the benefit that it provides in the second action. *See the player aid sheets for all details and benefits of the 12 different structures.*

Build Example A: Marion selected the build action. Her unrest is at 4. She elects to build a Victory Arch in Rhodes, which she annexed during a conquer action on the previous turn and which therefore has one of her colony control markers. She pays 4 + 1 = 5 gold, and adds the tile to Rhodes. Thanks to the benefit of the Victory Arch, Marion increases her marker on the political heritage track by 1.

Build Example B: Marion selected the build action, and also the civil emphasis card. Because she has the civil civilization category unlocked, she elects to build a city in Asia Minor, which has a capacity of 4 and

which contains a quarry and 3 peasants, and is adjacent to Armenia, which Marion also controls, and which contains an amphitheater. Marion has achieved the advance 'Labor'. Her unrest is 5, so the cost for this build is 9 gold (structure's level = 4, plus 5 for unrest). However, the quarry provides a discount of 1 gold. The adjacent amphitheater does NOT provide a discount, because Marion has not unlocked the cultural category for this generation. So, the cost is reduced to 8.

Marion has only 3 gold available. She elects to use the bonus action 'Oppress' (see 5.11) to receive one additional gold for each peasant in the territory, bringing her available gold to 6. She also uses the advance 'Labor' to reduce the build cost by 3 because of her peasants in the territory, bringing the build cost down to 5. Thus, she is able to complete the structure with 1 gold left on her abacus. Marion immediately removes two peasants per the Labor advance. She places 2 marker cubes on the emphasis card, one for selecting an action matching the civilization category of the emphasis card, and one for building a structure that matches the civilization category of the emphasis card. After the turn, she increases her unrest by 1 for using the bonus action. Marion has built a formidable structure at the cost of great suffering on the part of her people!

5.6 Govern Action

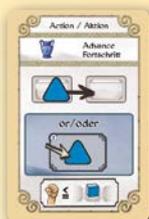*Govern* is used to reduce unrest by one or more levels.

The player reduces his current level on the unrest track, paying crops in an amount equal to the number of territories he controls, for *each* level reduced.

If the player has unlocked the cultural category for this generation (see 6.0), he receives 1 unrest reduction at no cost. The player may pay crops as described above for additional unrest reductions.

Govern Example A: Nicole controls 3 territories; she must pay 3 crops for each level by which she reduces her unrest.

Govern Example B: Angelika has achieved the advance "Democracy", and has played the cultural emphasis card this generation. She is entitled to use the text in the colored box on the govern card, and receive one unrest reduction for free, because she has unlocked the cultural category. (Note that even though she has unlocked this category in two ways, by her advance and by emphasis, these do not 'stack', and the unlocked ability is received only once). Angelika may pay crops in an amount equal to her empire size to reduce her unrest further.

5.7 Advance Action

The player may either advance one of his markers to the next advance card to the right (*only!*) on an advance tree, or, if he has unlocked the cultural category (see 6.0), may add a new marker at level 1 to an advance tree on which he does not already have a marker. Thus, any number of players may have a marker on the same advance tree.

There is no cost for this action, but the player may only take the action if his unrest is *less than or equal* to the number on his heritage track in the same civilization category as the advance tree he wishes to move/place on.

If the card he moves onto does not have any cards further to the right on its tree (i.e., if the player is the first to achieve that advance), the player draws two cards from the draw pile for the next higher level in the same civilization category (if there are still two cards), selects one and places it face-up to the right of the card his marker now occupies. He returns the other to the top of its draw pile.

Note: Not all advances of each level are used in the game; return unneeded cards to the box.

The position of a player's marker on an advance tree signifies that he has access to the advance on the card he occupies and *all lower-level advances on the same tree.*

If a player completed an advance in the first action of his turn, he may use the benefit that it provides in the second action. See the player aid sheets for details of the different benefits.

Advance Example A: Angelika has a marker on the second civil tree, on 'Labor'. Her unrest is 3 and she is at 3 in the civil heritage track, so she may move her advance tracking marker to the next advance on that tree, 'Ornamentation'. Angelika is the first player to achieve this advance, so she draws the top two level 3 civil advances – they happen to be 'Despotism' and 'Sanitation'. She selects 'Sanitation', places it face-up next to 'Ornamentation', and returns 'Despotism' to its pile.

Advance Example B: Nicole has played the cultural emphasis card this generation. Her unrest is 3, and she is at 1 on the civil heritage track. Nicole wishes to place an advance tracking marker on the topmost civil tree, but she is short by 2 in heritage. She therefore elects to use the 'Patronage' bonus action (see 5.11), which gives her an increase of 2 in heritage in one civilization category, just for this turn. She places her advance tracking marker on the level 1 advance on the top civil tree. After her turn ends, Nicole increases her unrest by 1 because she used a bonus action.

5.8 Caravan Action

The player places one *caravan* across the border of two territories. The caravan must either touch a territory containing one of the player's own cities or his capital, or it must trace back in an *unbroken chain* of his own caravan pieces to connect to one of his cities or his capital. He pays 2 crops, or 2 gold (his choice) for a caravan. It is *not* possible to pay with 1 crop and 1 gold.

Each player may only place one caravan across any border between two territories, but may place caravans out of or through multiple borders from a given territory. Also, each of a player's caravan 'chains' is allowed to have more than one 'branch'. Of course, any number of players may place a caravan across a given border.

Note: Each player has two caravan cards, but the second may only be used if he has unlocked the cultural category (see 6.0).

Caravan placement and heritage: If the player places the caravan across a border of a territory containing a capital or city that none of his caravans currently touches, or if he places the caravan across a border that contains a *trade good*, he increases his position on a heritage track of his choice, by 1 space (regardless of how many of these conditions he meets with that caravan). *This means, a single caravan placement results in at most one increase on a heritage track.*

Thematic note: Trade was a rich source of cultural exchange in the ancient world. In **The Sands of Time**, this is modeled with

the heritage tracks – cultural exchange via caravan routes spreads a player's reputation, making it easier to score, and puts him in contact with new ideas, making it easier to advance.

Caravan example: Nicole has a city in her territory Gallia, and a caravan across the border between Gallia and Italia. She may place a caravan across the border between Italia and Sicilia, because it connects back to her city in Gallia, but she may not place a caravan across the border between Hispania and Sicilia. Nicole pays two crops to place this caravan. Sicilia is controlled by Angelika, and contains Angelika's capital. Nicole therefore is authorized to increase her heritage by 1 on any of the three heritage tracks.

Migrate Example: Marion has citizens in Libya, Sicilia, and Mauretania. Mauretania is her capital, and contains the structure roads. Marion elects to move one peasant from Mauretania and one from Libya into Æthiopia, one warrior from Sicilia to Hispania, and one warrior from Libya to Hispania (which is possible because of the roads in Mauretania). Marion has played a cultural emphasis card this turn, and is therefore also authorized to place a caravan; she places it across the border between Mauretania and Hispania.

5.9 Migrate Action

The player may move any or all of his citizens to any adjacent territory. Thus, any number of players may have citizens in a given territory. Citizens moving out of a territory may move into any adjacent territories, and need not end up in the same territory. The total number of citizens in a territory *may* exceed the territory's capacity limit.

Next, if the player has unlocked the cultural category (see 6.0), he may place a caravan across the border between two territories. In addition to the caravan placement restrictions of 5.8, one of the territories must contain one of his citizens. Unlike the *caravan* action, this action has no cost.

*Note: The structure **roads** allows any territories adjacent to the territory with roads to be considered adjacent to each other; so a player moving **through** a territory with roads may move his citizens farther than to a neighboring territory. However, to move through **another player's** territory containing roads, that player must grant permission for his territory to be traversed. Permission is asked for at the beginning of movement. If not granted, the active player has to move in a different way.*

Design Note: If you are asking, how can roads make an island in the middle of the Mediterranean adjacent to the continents? The answer has to be that they used bridges. Very long bridges.

5.10 Tribute Action

The player may *either*:
Receive 1 resource from each of his *colonies* (but not from the initial three provinces) of the type produced by the colony
or
Receive 1 resource from each other player with a caravan that touches his capital and each of his cities, of the type produced by the territory containing the capital. Each other player with a caravan touching the capital loses 1 resource of the same type (if he has at least one resource of that type).
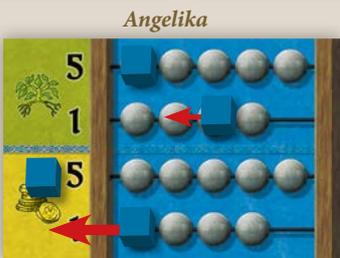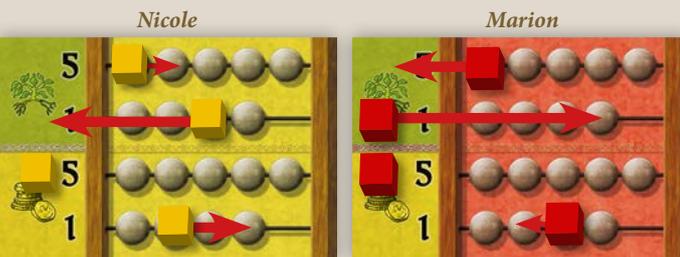
This same procedure is repeated for each of the player's other territories that contains a city. Each player with a caravan touching the city loses 1 resource of the type produced by that territory, and the player gains 1 resource of that type.

Thus, it is possible that an opponent will lose more than one resource to the active player in a single use of the tribute action.

If the other player does not have that type of resource, he does not lose that resource, but the active player still gains it (similar to the Raid action).

If the player has unlocked the civil civilization category (see 6.0), he may receive resources in *both* of these ways (colonies and capital/cities).

Tribute Example: Nicole has selected the tribute action. Her capital is in Italia, and produces crops. Marion has two caravans that touch Italia and Angelika has one. Nicole increases her crops on her abacus by 2, and Marion and Angelika each reduce their crops by 1. Nicole also has a city in Sicilia (a gold-producing territory), which is touched by one of Marion's caravans and one of Angelika's caravans. Nicole increases her gold by 2, and Marion and Angelika each reduce their gold by 1.

Nicole   *Marion*

Angelika

5.11 Bonus Actions

A player may use *one bonus action per turn*, at any time during his turn.

If he does conduct a bonus action, his unrest will increase by 1 *at the end* of his player turn. During the same generation, he may use the same bonus action in more than one turn, with no additional penalty.

The three possible bonus actions are:

Oppress
Oppress is used to produce resources in *one* territory that the player controls. The player increases the amount of this resource on his abacus by the number of his own peasants in the territory (at maximum the capacity of the region).

Patronage
Patronage entitles the player to a temporary boost of +2 in his heritage in any *one* civilization category. This boost lasts for this turn only; the player does not adjust his position on the heritage track. It does not affect scoring in 4.5.
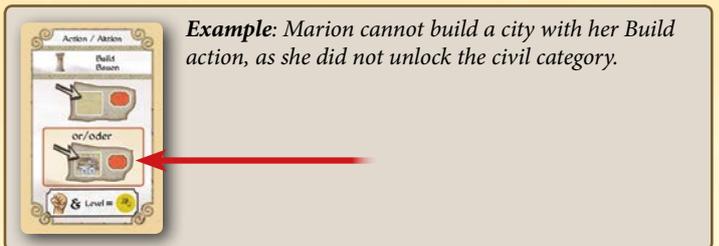
Tax
Tax is used to receive 1 gold for each trade good that the player's caravans touch, *or* to receive 1 crops for each trade good that the player's caravans touch. The player may not *mix-and-match* the resources that he receives from *Tax*.

6.0 LOCKING/UNLOCKING

Several action cards and several structures have actions or benefits in a colored box (coded by civilization category: civil, cultural, political). For the benefits offered by structures, please see the player aid sheets.

The action/ability described in the box is *locked* and may *not* be used by the player unless he has *unlocked* that category.

Example: Marion cannot build a city with her Build action, as she did not unlock the civil category.

Unlocking: To unlock actions/abilites, a player has to either:
- Move his marker onto an advance card that gives **permanent** access to that civilization category, **OR**
- Play, as one of his two cards in phase 4.2 an emphasis card in the same civilization category (color) as the locked box; this gives access to that civilization category for the current **generation**.

The player may now immediately use the action in the box of cards and the abilities of the structures.

Note: If a player unlocks a category in both ways, by advance and by emphasis, these do not `stack`, and an unlocked ability is received only once.

7.0 EMPHASIS CARDS

Each player has three emphasis cards, one for each civilization category. One of these cards may be deployed in place of an action *once per generation.*

*Note: This means that a player may only play **one** emphasis card per generation.*

By playing an emphasis card, it *unlocks* abilities on several action cards and structures (see 6.0), and entitles the player to a potential movement on the heritage track in that category.

If the player uses an action with a *civilization* symbol matching his emphasis card, *or* builds a structure from the same civilization category as the emphasis card (as indicated on the player aid), he places a marker cube on an open box on the emphasis card (starting from the left). If at any time all three boxes are filled, the player increases his marker by 1 on that civilization category's heritage track.

At the end of a generation emphasis cards, both fulfilled and unfulfilled, are returned to the hands of the owners and any cubes returned.

*Note: A Player may **not** fill the boxes on an emphasis card with actions he used in turns **prior** to the one in which he played the emphasis card. Boxes may only be filled subsequent to selection of the emphasis card (including in the **same** turn if the emphasis card was selected that turn).*

8.0 HERITAGE

Heritage represents the reputation that the player's rulers have cumulatively achieved for accomplishments in a particular *civilization category*. Each category has a heritage track on the chronicle board.

A player's heritage is increased by connecting caravans to trade goods or other players' cities or capitals; by completing emphasis cards, by building certain structures, and by successfully scoring chronicle cards.

Heritage is needed both to advance and to score chronicle cards in the corresponding civilization category. The latter is especially significant.

Thematic Note: In The Sands of Time, it is not enough to merely accomplish great things or to boast about those accomplishments (represented by placing a chronicle card) -- one must also have established a heritage in that category so that these boasts will be believed by posterity!

Hint: Although each player has a marker for each civilization category's heritage track, it is not obligatory for every player to use all three tracks, and indeed, in many cases it is advantageous to focus on increasing one's heritage in one or two civilization categories, so as to maximize the chronicles that one can score in those categories.

9.0 UNREST/MAXIMUM UNREST

Unrest represents, quite obviously, the resistance of the player's populace to his rule. In game terms, the higher a player's unrest, the higher will be his costs to build structures and attack other players, and the more heritage he will require in a civilization category to move his advance tracking marker on one of the trees in that category.

A player's unrest is increased when:
• He uses a bonus action;
• He re-uses an action card in the same generation;
• When at least one of his territories is overcrowded at the end of a generation;
• When he wins a battle (the player must have taken on a minimum of 1 unrest per the attack rules).

A player's unrest can be *reduced* in only one way: through the *govern* action.

Hint: With the exception of the end-game bonus for lowest unrest, the govern action does not lead directly to any positive scoring for the player. It is important to use at times, but players who use the govern action too many times to keep their unrest minimized may find in retrospect that some of those actions could have been better spent on actions that more directly contribute to the fulfillment of the condition of a chronicle card.

The player is punished, if he exceeds the maximum unrest. If a player

• by selecting a bonus action,
• reusing an action card,
• or due to overcrowding,

is required to increase his unrest beyond the maximum value, he loses 1 victory point for each step above 7 (or 5, if he has achieved the civil advance *bread and circus*). His unrest remains at the maximum value.

A player may *not* voluntarily increase his unrest beyond 7 in an attack.

10.0 GAME END AND SCORING

After three *dynasties* are completed, the game ends.

The final dynasty ends in the same manner as the previous two, as described in 4.0. Specifically, the dynasty only ends when the final *generation* of the dynasty ends. The dynasty marker, as always, may move several spaces into the next color region before the generation end condition has been met. The "extra" spaces on the dynasty track exist for this purpose.

Three bonuses are now paid out. The player(s) with:
• the most controlled territories,
• the lowest unrest,
• the most total fountain *and* lyre symbols on owned structures and advances,
each receive 3 victory points. In case of a tie, all involved players receive the 3 points.

These points are added to the victory points a player has already scored during the game. The player with the highest total number of victory points wins the game!

In the event of a tie, among the tied players the one who scored the most points from chronicles during the final dynasty is the winner.

Credits

Design: Jeff Warrender
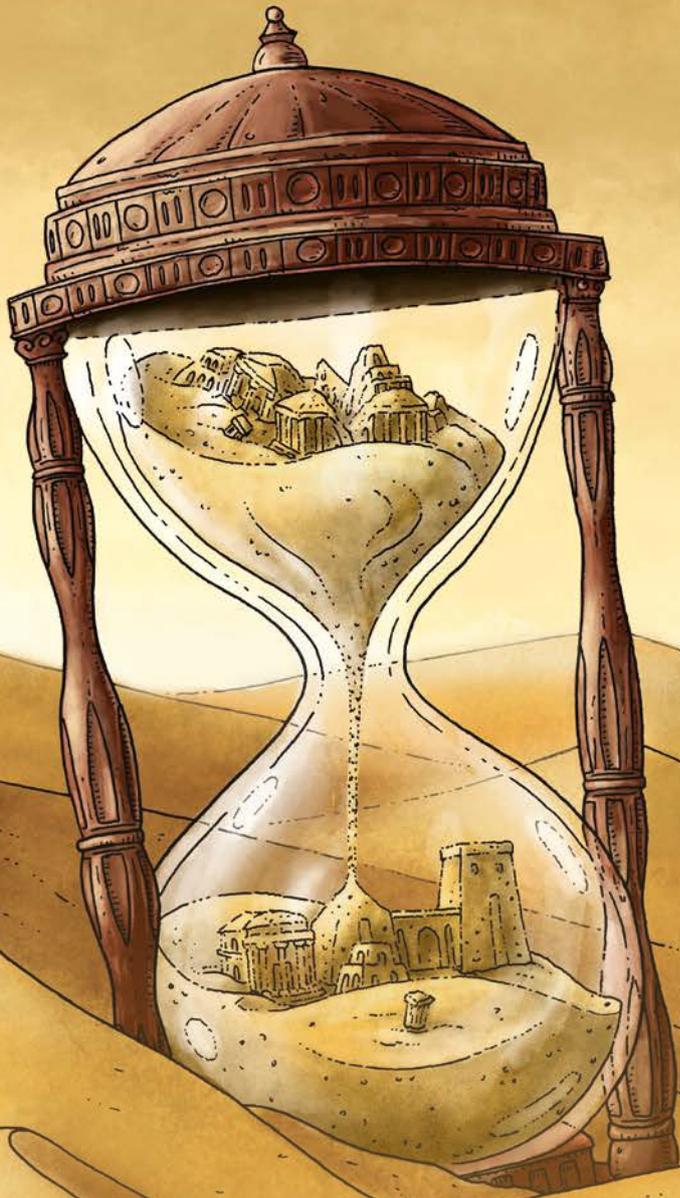**Development**: Uli Blennemann, Henning Kröpke
Graphics: Harald Lieske
Layout: Vladimir Krist