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PATCHISTORY

The History of Sacrifice

Game Story

The mankind has evolved consistently over the great moments, and that great moments have been recorded through history.

We start a new record.

*We go back to those great moments,
and choose the future of our own.*

We patch our history with new pieces of events from our own choices.

Your country may have the great men like Socrates or Gandhi,
or the grand monuments such as Pyramid and Eiffel Tower.
Record your own history and build a kingdom better than any other's,
with <Patchistory>.

objects

Each player develops his or her territory through the eras.

The development of the country can be represented as victory points.

At the end of the 3rd Era, the player with the most victory points wins the game.



Components

- ❖ 4 Baselands ❖ 4 Blind Covers
- ❖ 4 Reference Plates ❖ Timeframe Board
- ❖ 90 Cards
(25 Land Cards per each era, 15 Prosperity Cards)
- ❖ 14 General Trade routes, 4 Allied Trade routes
- ❖ 28 Status Markers
(4 per each : Food, Mineral, Economy, Politics, Culture, Military, Traffic)
- ❖ First Player Marker
- ❖ 32 Workers (8 per player : Red, Green, Blue, Yellow)
- ❖ 100 Wooden Tokens
-20 value 1 food tokens, 15 value 3 food tokens
-20 value 1 mineral tokens, 15 value 3 mineral tokens
-15 value 1 vote tokens, 15 value 3 vote tokens
- ❖ 36 Construction Tiles (Wasteland & General Building)
- ❖ 50 Money Tokens
- ❖ 76 Victory point Tokens
- ❖ 12 Additional Resource Tokens
- ❖ Auction Tokens for Two-player game
- ❖ Round Token
- ❖ Phase Token

Choose preferable Baseland to start the game.

The game starts with **2 workers with the Baseland Liberty, and 1 worker with the Baseland Equality.**

Players will be given different individual power when playing the Liberty type. Players will start the game under the same condition when playing the Equality type.

❖ Icon



❖ Blind Covers



Blind Covers is where you keep the tokens or money during the game. Political actions are marked on the blind covers.

❖ Reference Plate



There are two charts along the descendent section. You will record the actual outputs such as Mineral, Food, Money, and Victory points on the Cogwheel chart on the right, and record the forces such as Military, Politics, and Traffic on the Tombstone chart on the left.

On the plate, you are allowed to record the number up to 20, however, the number of the status can't go below 0.

Components introduction

❖ Baselands

- : Liberty
- : Equality



There are two types of baselands; Liberty (Easy) and Equality (Hard).

You can see 'L' on the Liberty and 'E' on the Equality.

❖ Land Cards



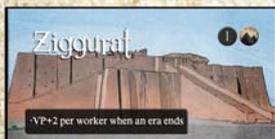
Both sides of the Land Cards are used in the game. We will call the side with the 'White-era icon', the White Side, the side with the 'Black-era icon', the Black Side.



On the White Side, you will find colored buildings with golden-framed Activity Box.



Special Building



Wonder

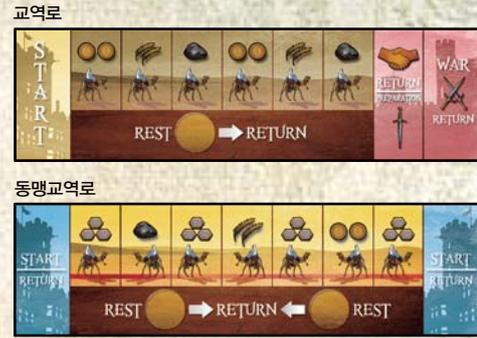


Hero

On the Black Side, you will find white-colored Special Buildings, Heroes, and Wonders.



❖ Trade Routes



Trade Routes show the status of the connection between two Kingdoms. Through the Trade Routes, you can gain resources or force a war. You should place the routes between your kingdom and the opponents'. Make sure you place the starting line faces your Kingdom.

❖ Status Markers



❖ Prosperity Cards



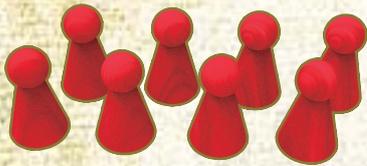
Prosperity Cards are used during the vote. Each Card had drawings of every status used during the game. Icons reflect the maximum output or maximum capacity of the relevant parts. It consists of total 15 cards, ranging over Money, Food, Mineral, and Victory points.

❖ **First Player Marker**



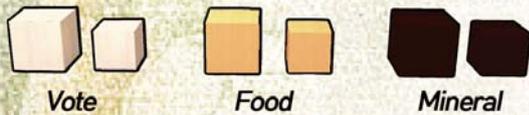
It's a marker to mark the boundary of the game.

❖ **Workers**



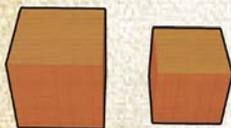
8 Worker horses for each set (color).

❖ **Wooden Tokens**



Resource is represented by the Wooden Tokens. Each set consists of 3(big) and 1(small) units.

❖ **Round Tokens & Stage Tokens**



Tokens are placed on the Timeframe board to indicate each round and stage.

❖ **Construction Tile**



Construction Tile had Wasteland and General building on each side. It is used to take actions such as reclamation that turns water or building into Wasteland, or Construction. (constructs a building)

❖ **Money Tokens**



Money Tokens represent Money. It consists of three units; 1, 2, 5.

❖ **Victory point Tokens**



Victory point Tokens represent Victory points. It consists of five units; 1, 5, 10, 20, 80

❖ **Two-player game, Auction Token (Genghis Khan & Rommel)**



During the two-player game, these tokens are used for an Auction.

❖ **Timeframe Board**



Timeframe board indicates the current round and the stage of the game. You place the tokens according to the current round and stage.

Initial Set Up

- ❖ Each player randomly chooses a baseland to start with. (Liberty)
- ❖ Each player is given the matching pair of the blind cover and the reference plate.
- ❖ Place 8 workers, with matching the color of the blind cover, on the descendent section.
- ❖ Take 7 different status marker and mark on the reference plate according to the icons on your baseland.
- ❖ Take 4 Food tokens, 3 Money tokens, 4 Construction tiles, and 20 Victory points and place them behind the blind cover.
- ❖ Each player will receive 3 Prosperity cards.
- ❖ If there are 3 or 4 players, each player will construct a single General Trade Route clockwise. If there are 2 players, no Trade Routes are given.
- ❖ Rest of the General Trade Routes remains on the deck of Trade Routes.
- ❖ Rest of the Construction Tiles is piled up facing the Wasteland side.
- ❖ Divide the land cards into eras and shuffle them well.
- ❖ Rest of the resources should be placed in reach of every player. We will call this a Public Storage.
- ❖ Starting player will be the one who have recently played a kind of a civilization game.

ex) If a player is given such a baseland, status should be marked as the reference plate below. 8 workers are placed on the descendent section. 4 food tokens, 3 money tokens, 4 construction tiles are placed behind the blind cover. Game is all set after placing one trade route clockwise for a 4-player game.

❖ Game Set up

- ❶ Baseland
- ❷ Trade route
- ❸ 8 Descendants
- ❹ 7 Status Markers
- ❺ Reference Plate
- ❻ Blind Cover
- ❼ 3 Money
- ❽ 4 Construction tiles
- ❾ 4 Foods
- ❿ 20 Victory points



Game Instructions

The game is played through 3 eras, and each era consists of 5 rounds. Each round will be played along the following steps.

- ❖ Auction & Patching Land Cards
- ❖ Diplomacy & Management (Domestic Politics)
- ❖ Movement
- ❖ Negotiation & War
- ❖ Production & Worker Maintenance -The following 3 steps are additionally

The game is played through 3 eras, and each era consists of 5 rounds. Each round will be played along the following steps.

- ❖ proceeded at the end of the fifth round of each era.
(Total 3 times throughout the game)
- ❖ Heroes & Wonders Maintenance
- ❖ Vote
- ❖ The End of an era (Game ends after the 8th step of the era3)

▶ Caution!

The present state of the status on the reference plate is one of the most important parts of the game. The status mainly changes during the 'Patching Land Cards' and 'Transfer' stage. It's important to make sure other players are aware of it at all times.

- ❖ Everything obtained during the game should be placed behind the blind cover to keep from others knowing.
- ❖ Victory points can't go below '0'.
- ❖ During the game, there is a chance of facing a conflict while taking turns. In such case, pause the game and continue with the original starting player.
- ❖ 'R' mark on the card represents 'every Round'
- ❖ 'Resources' represent Food, Mineral, Victory points, and Money.
- ❖ If there is any lack of resources during the game, you may use the alternatives.
- ❖ You should place the workers back to the descendent section when you have to pay any workers during the game. When it comes to the cards, 'Remove' means being ruled out from the game. while playing the game

Playing the Game

1. Auction & Patching Land Cards (instruction for 3~4-player game)

In this stage, each player chooses a land card and patches it to the territory.

'Patching' is overlapping two different cards.

❖ Arrange an Auction

1. Draw a Land Card and place it faced up.
2. If the card shows the White Side, place the next card to face the Black Side. If the card shows the Black Side, place the next card to face the White Side.
3. Place as much land cards as the number of the players and card should always be placed facing the opposite side of the former card drawn.

ex)

3-player game: White Side – Black Side – White Side /
Black Side – White Side – Black Side



4-player game: White Side – Black Side – White Side –
Black Side / Black Side – White Side – Black Side – White Side



❖ Auction

Auction starts with the starting player and proceeding to the left (clockwise).

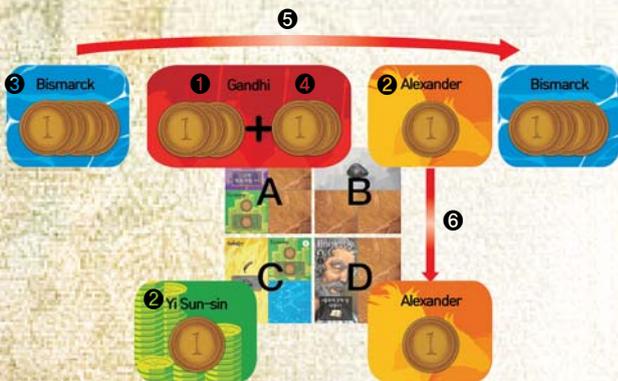
1. With the highest bid amount, put the money on the land card to bid on. You may also bid on the land cards that other players have already bid on. And your turn is over.
2. On your next run, if other players have bid on the item you've bid on, add money to outbid. Or you may retract your money and bid on other land cards to outbid others.
3. If there are no further bids on the land card you have bid on, no actions can be taken.
4. An Auction closes when every player gets successful bid on one land card each.
5. All the money used for bidding goes to the Public Storage after the Auction.
6. All the players must participate on their first bid.
(Except for the 1st era, 1st round. Further explanation on page--)

- ❖ Player should bid on only one land card.
- ❖ Your bid amount cannot be restored.
- ❖ If you have no money to participate, you are allowed once to pay 3 Victory points and collect 1 amount of money from the Public Storage and join the Auction.

ex)

Auction starts in the order of Gandhi – Alexander – Lee Sun Sin – Bismarck.

- 1 Gandhi bids 3 amount of money on the land card A.
- 2 Alexander bids 1 amount of money on the land card B; Lee Sun Sin bids 1 amount of money on the land card c.
- 3 Bismarck desires the land card A. So he outbids by 4 amount of money on the land card A.
- 4 Gandhi can't let go of the land card A, so he adds up 2 amount of money to outbid by 5 amount of money.
- 5 Bismarck does not consider the land card A is worth 6 amount of money and retracts his money from the land card A and bids on the land card B.
- 6 Alexander has no more money to bid on the land card B so he retracts his money from the land card B and bids on the land card D. And the Auction is closed.



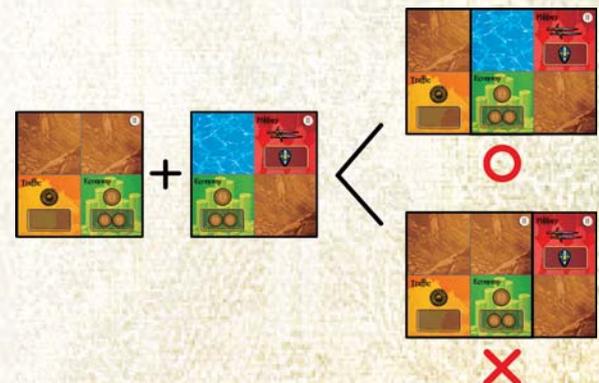
❖ Patching Land Cards

Follow the instruction below to patch the land card you have won during the auction.

- The card you have drawn must be patched overlapping at least one room of the original land cards.
- Land cards should always be patched on straight direction.
- You may not patch overlapping half a room of a twice-the-normal-size such as the Special Buildings, Heroes & Wonders.



- Water room can be patched on any original land cards, however, it can't be patched under any of the land cards.



- You may not patch any additional cards neither on the upper nor the lower side of the originally patched water room. Water rooms can't be patched side by side.



- You may not patch a land card between the land card and the construction tile. (cf. 2. Domestic management – construction)



The maximum side of the kingdom is limited to the size by; 5x5 in the 1stage, 6x6 in the 2nd era, 7x7 in the 3rd era.



1st era



2nd era



3rd era

- You may discard the land card if patching is no longer possible or you have no desire to do so.
- If there is a worker on the overlapped room, the worker remains at the same point.
- When there is a contradictory stipulation in between the rule and the power of the Heroes and the Wonders, the provisions of the power if the Heroes and Wonders shall control.
- Every land cards are activated the moment they are patched.

Mark the status marker according to the new arrangement of the land cards.

ex) Kingdom of Culture1, Politics1, Economy1, Military1, Traffic1, and Food1, patched a land card on the Food1 and established a new Kingdom of Culture1, Politics1, Economy1, Military1, Traffic1, and Mineral1. Mark the status marker according to the current status of the Kingdom.



❖ Auction during the 1st era, 1st round. (instruction for 3~4-player game)

Each player is given 3 amount of money in the beginning of the game. Auction during the 1st era, 1st round, runs with different rule in order to insure fairness.

The following instruction is for a 4-player game. When there are 3 players, you may not consider step 3.

1. Draw a land card from the deck and place it faced up. The first player decides whether to bid on the drawn card. If the decision is made, the player draws the second card.
2. The second player may bid on one of the two cards above. The player may also pass his/her turn. When the decision is made, the player draws the third land card from the deck.
3. The third player may bid on one of the three land cards above. The player may also pass his/her turn. When the decision is made, the player draws the fourth land card from the deck.
4. The last player must bid on one of the four cards above. The player may not pass his/her turn. Auction ends at the moment last players' decision is made.

No matter how many players are playing the game, after the Auction during the 1st era, 1st round, patch the land cards you have won and place 2workers, when playing on the Liberty Baseland, place 1worker, when playing on the Equality Baseland, wherever you please, with no extra charges. Only one worker is allowed on each room.

2. Diplomacy & Management

After the step 'Auction & Patching land cards', the next step 'Diplomacy & Management' begins. In this step, players may take political actions with the political force status. This step consists of two steps; Diplomacy and Management. Every player should check the status of the political force they possess. All players should check their POL status.

Political force= amount of books the kingdom possesses.

- The diplomacy begins with the stating player and proceeds to the left(clockwise) and after one run, every player simultaneously continue on with the Management.
 - You may activate political actions on Diplomacy and Management with desired amount of political force. Repeating the same political action is allowed(except Constructing Trade Routes and Campaign).
 - By using the values of the land cards, there can be '0' expenditure on political action. But political status can't go below 1.
- ❖ Violet Marker represents the political force you can use each round.
- ❖ Each number written in brackets indicates the resource requirements for each era. (First/Second/Third)
- ❖ The violet circle indicates political requirements.

❖ Diplomacy

●● Aid Support 3 resources among Money, Food, or Mineral regardless of the types to any other player connected with the Trade Route. If the opposite player takes the resources, you take 5 Victory points, if not, you take 2 Victory points from the Public Storage. The rejected aid resources are restored back.

The player that has received the aid may not give support to other players.

●●● Threat

- You may threaten other player, who possesses lower military status, among the ones who are connected with the trade routes.
- You may seek the potential of a successful threat by comparing the Attack force of the intimidator and the Defense force of the threatened.

Generally, Military force means Attack force, and the defender's force is Defense force.

ATK force= Number of the sword marks, DEF force= Number of shields marks.

- You can ask for either money or Victory points. The threatened must pay the threatener if possible.
- If the money or Victory points the threatened has does not meet the requested price, he/she should pay all he/she has.
- Requested Resource Payment by eras; Money(3/4/5) or Victory points(2/3/4)

Political status you own – Break Alliance

- ❖ You gain 1 vote for each political force you own from the public storage.
- ❖ Remove one of your allied trade routes back to the public storage. The workers on the allied trade route should be removed to the land card.

If you have chosen 'Break Alliance', you are not allowed to take any political actions including Aid, Threat, Diplomacy, and Management. In any case of allied trade route destruction, the alliance is considered invalid.

❖ Management (Domestic Politics)

▶ Generals

● **Trade** You can move workers from your territory into the starting space(start) of the trade routes using (2/3/4) foods. There must be only 1 worker on the trade route. There can be 2 workers on the allies trade routes, worker from each country.

● **Exchange** Trade one sort of the resources you possess with another sort of a resource from the public storage. Relative value of the resources; 1 Mineral=2 Foods=2 Money.

ex| It takes 1 political force to trade 5 Minerals for 10 Foods. But if you want to trade 5 Minerals for 6 Foods and 4 Money, it takes 2 political forces.

●● **Birth** Pay Foods(4/5/6) to the public storage to place one descendent from the lowest number to any desired spot on the land card. If you place a newborn worker on the activity box, the worker is immediately activated.

- ❖ If there is any additional movement of the workers in the future, you may place them anywhere you desire. (ex) After the war or alliance, movement within the rest zone.)
- ❖ Only one worker is allowed on each room.

▶ Worship

●● **Worship Heroes** Pay Food(1/2/3) to the public storage and gain 1 Victory point per a Hero you possess.

●● **Worship Wonders** Pay Mineral(0/1/2) to the public storage and gain 1 Victory point per a Wonder you possess.

▶ Construction

●● **Constructing Trade Route** Pay 2 Minerals to the public storage and construct a trade route between your kingdom and the other kingdom.

Only one trade route is allowed for each round.

- ❖ Make sure the starting line faces you.
- ❖ You are not allowed to construct an allied trade route.
- ❖ No more construction is possible when the storage is empty with trade routes.

●● **Reclamation** Pay 1 Mineral to the public storage to reclaim 1x1 sized room into a wasteland. You may not cover a room bigger than 1x1 with multiple wastelands.

●●● **Constructing Building** Pay 2 Minerals to the public storage and pay 3 Minerals among Industry, Traffic, and Economy to construct Military, Political, and Cultural Buildings. Construction is allowed on the size of the 1x1 room except for the water room.

- ❖ You should use the 4 construction tiles given at the beginning of the game in order to reclaim and construct a building. Always make sure you maintain 4 construction tiles all throughout the game by collecting extra tiles from the deck.
- ❖ You can no longer collect extra construction tiles when they are out of stock.
- ❖ If you get to patch reclamation, construction, or a land card on top of the originally patched construction tile, you should remove it from the game.

▶ Campaign

Once in a Round, you may obtain 1 right to vote for each Political force by using a certain amount of Political force you want to use.

ex| Gwangaeto the great possesses 6 political forces. During the Diplomacy, Gwangaeto the great attempts a threat on the kingdom of the Aristole who has weaker Military force. He ends the Diplomacy by using 3 amount of Political force. During the Management, Gwangaeto constructs a trade route by using 2 amount of Political force. With 1 political force left, he activates a campaign. He obtains 1 right to vote. He has no more political force available so he ends the Management step.

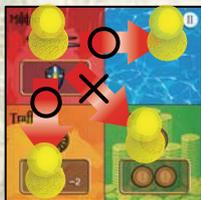
3. Movement

After every players go through the political step, they move on to the next step, 'Movement' starting from the starting player. Movement can be activated with the Traffic force the player possesses. Traffic force applies to each worker. For example, with 2 Traffic force, workers can move 2 steps each time.

**Traffic force= Number of wheels the kingdom possesses
If there is no sign of war during the round, Traffic can be activated simultaneously.

❖ Movement within the Kingdom

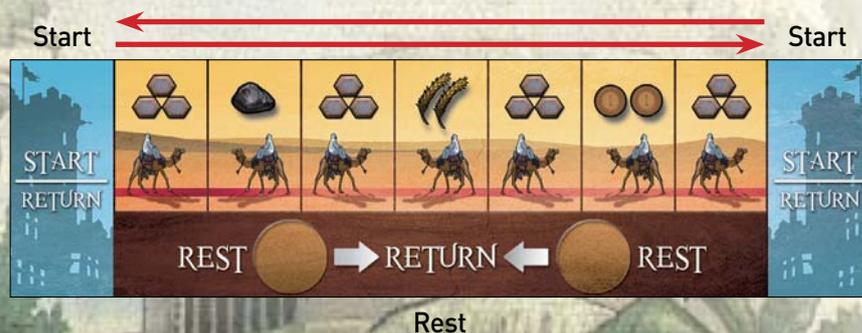
- Land card consists of multiple rooms.
- Each worker may move to the rooms right next to the standing spot. 1 Traffic force is required to move one step. Rooms of Heroes and Wonders, and Special buildings are considered as one room.
- You may move the worker to any possible room including the water room, however, if the final destination has no activity box, there is no advantage expected.
- Only one worker is allowed on each room.
- You may not move the worker diagonally and you may also choose not to move the worker at all.



General trade route



Allied trade route



❖ Movement on the Trade Route

- You should use more than 1 but less than the total Traffic force you possess.
- When you reach the negotiation room, you should stop the movement no matter how much Traffic force is left.
- If a war was declared on the negotiation room in the formal round, you must move your worker to the war room.
- If there is no worker on the negotiation room, the worker may move to the rest room on the trade route. The worker will be sent back to the baseland on the next turn.
- During the movement, opposite kingdom may grow its power and you may sense a war is about to break. You may take the action above to avoid the undesirable war.
- In the beginning of the movement, if you are left with 0 Traffic force, the worker on the Trade route is immediately moved to the rest room.

▶ Movement on the allied trade route

- The rule is basically the same as the rule for Movement on the Trade Route.
- On the trade route between the allied kingdoms, when you enter the negotiation room, you are immediately sent back to the baseland.
- On the allied trade route, the moment you enter the opponents' starting line, you are sent back to the baseland.

4. Negotiation & War

After every player took turns on the Movement, check if there are any workers on the negotiation room or the war room. If there are any, continue the game with Negotiation and War starting with the starting player.

You may not consider this step if there are no workers found on the Negotiation or the War room

❖ Negotiation

When there is a player with a worker on the negotiation room, based on the player, the former player and the next player should raise their thumbs to indicate their intention to a war or an ally.

▶ When two thumbs are up

- Two Kingdoms will not go into war. Furthermore, the two kingdoms will decide on whether or not they will ally with each other.
- If they have decided to forge an alliance, a trade route is constructed in between two kingdoms.
- They will not be a threat to each other unless the alliance is renounced.
- If any side rejects to forge an alliance, nothing happens.
- Regardless of the alliance, when the negotiation ends, the worker is moved back to its' Baseland.
- The allied trade route is constructed only in this step of the game. Like a normal trade route, if the allied trade routes are out of stock, construction is impossible to proceed.

▶ When one or two thumbs are down

- A War is declared.
- Kingdoms with the thumbs down will be the invaders and they must pay the following amount of warfare expense to the public storage. Kingdom with not enough warfare expense will pay 6 Victory points per a Mineral instead. (Requested amount of Mineral: 0/1/2)
- Automatically, Kingdoms with the thumbs up will be the defenders and there is no warfare expenses required.
- Stand by till the 'Movement' step of the next round.
- On the 'Movement' sept of the next round, every players will continue with the War on the War room.

❖ War

When all the players have arrived to the war room, check the Military forces of the players and begin the war.

1. Invaders announce their Military Force according to the Attack Force they possess. Defenders announce their Military Force according to the Defense Force they possess. Also consider the amount of swords and shields gained through the Heroes.

Attack Force = Number of swords, Defense Force = Number of swords + shields.

2. Each player takes a certain amount of Mineral that will add up the Military force and simultaneously, all the players reveal the amount in their hands.

You may gain 1 Military force for 1 Mineral.

Calculate the total Military force.

3. Player with the highest Military force is the winner. If there is a tie, the defender side wins. In case of a war between two Invaders, when there is a tie, both players are regarded as defeated.

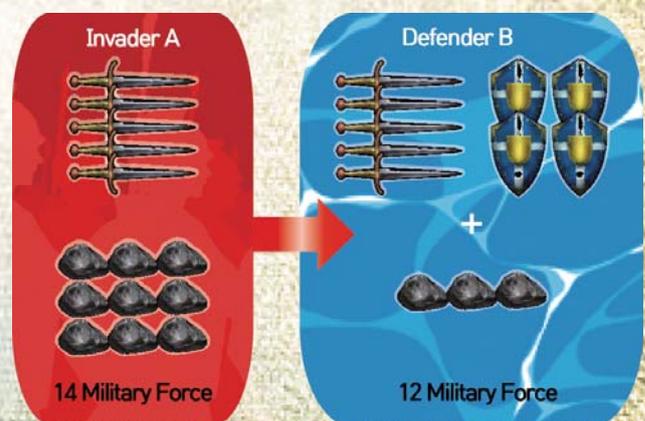
4. All the minerals used as a military force should be disposed.

- If the Invader won the war, the player gains (5/10/15) Victory points from the public storage.
- If the Defender won the war, the player gains (3/6/9) Victory points from the public storage.
- If there is 5 or more difference on the Military force between the two kingdoms, the winner gains extra reward for a 'perfect victory'.

❖ **The extra reward for a 'perfect victory':** The winner takes 7 Victory points from the loser.

❖ Nothing goes to the loser.

❖ Regardless of the outcome, the workers on the war room are removed back to the baseland.



1Mineral = 1Military Force
Victory of the Invader A gains 5/10/15

5. Production & Worker Maintenance

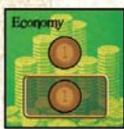
❖ Production

This step is when you obtain the resources from the territory and the trade routes from the Public storage.

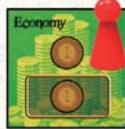
▶ General building and Special building

1. Check the production status of the General/Special building, Heroes, and the Wonders to mark the amounts on the Cogwheel chart.
2. Obtain the resources from the public storage according to the marked status.
3. Obtain the resource from the room where are worker on the trade route stands.
 - General building consists of two rooms; basic and activity.
 - Even if there are no workers in the room, if you find a certain resource on the basic room, it is producible.
 - If a worker stands on the activity room, the resource inside the box is also produced.
 - If there are any producible resource on the Special building, Hero, and Wonders, they are also produced.

ex) building worth 1 Money, building worth 2 Money



Building worth 1 Money



Building worth 1 Money

- ❖ Generally, Special building, Hero, and Wonders have no activity room within. They can be activated even without a worker on it so it is recommended not to place a worker on any of them.
- ❖ To make sure there isn't any misunderstanding, separate the resources from your territory from the ones from the Trade route.
- ❖ You should not count the production from the Trade route when you mark the resource status on the Cogwheel chart.



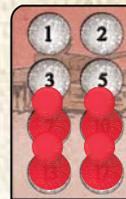
ex) You obtain 2 Money from the Trade route, and also 2 Food, 1 Mineral, 2 Money, and 1 Victory point from your own territory.

❖ Worker Maintenance

This step is when you pay the Food that applies to the workers you possess.

- Pay the highest amount shown on the descendent section.
- By any chance you are short with the Food stock, you must pay 3 Victory points per a Food you are short with to the public storage.

If you have enough Food to pay, you must pay the whole price.



ex) Maintenance cost of the neighboring Kingdom is 5 Foods.

1~4round for each era is played by the instructions above. The last round 5 for the every era has extra 3 more steps to follow.

Every time the round ends, the starting line moves on to the left player.

6. Heroes & Wonders Maintenance

- Each player pays 2 Foods per a Hero, and 1 Mineral per a Wonder, to the public storage.
- If you are short with the resources, you must pay 3 Victory points per a Food, and 6 Victory points per a Mineral you are short with.

If you have enough resources to pay, you must pay the whole price.

7. Vote

Each player may obtain Victory points from the public storage with the Prosperity Cards.

1. Every player chooses one prosperity card and place it on the center, facedown and secret from the other players.
2. When every player has their cards on the center, shuffle the cards and reveal the cards one by one.
3. Check the cards and also check the rankings of each player.
4. Starting from the very first card revealed the vote begins. Players hold the amount of votes they want to vote on the first card in their hands. They reveal the number simultaneously and place the votes on the first card. The rule is the same with the rest of the cards.

5. After the vote, check the results of the vote count. The card with the least vote is ruled out from the calculation. Each player may obtain Victory points from the public storage according to the votes on the cards and the ranking of each player.

6. Restore the used votes back to the public storage and pile the used prosperity cards on the disposed deck of cards.

- ❖ During the 3-4 player-game, when 2 or more prosperity cards score the lowest votes, all the prosperity cards are ruled out.
- ❖ During the 2 player-game, none of the prosperity cards are ruled out.

❖ Calculating vote points

2 player-game The winning prosperity card obtains 1 Victory point per a vote and nothing goes to the losing card. Within the two cards, the winner of the card with fewer votes obtains 1 Victory point per two votes, and nothing goes to the 2nd place winner. When two prosperity cards are given the same vote, each winner of the two prosperity cards obtains 1 Victory point per a vote.

3 player-game The winner obtains 1 Victory point per a vote, the second place winner obtains 1 Victory point per 2 votes, and the one comes last obtains nothing.

4 player-game The winner obtains 1 Victory point per a vote, the second place winner obtains 1 Victory point per 2 votes, and the third place winner obtains nothing. The last player should pay the public storage, 1 Victory point per 2 votes.

ex)

Prosperity card with 7 votes = 1st place 7 Victory points, 2nd place 3 Victory points, 3rd place 0 Victory points, 4th place 3 Victory points.

*If there is a tie of two players, both players' rank is taken by one. (ex: Two 2nd place winners → 3rd place winners)

If there is a tie of three players, all three player's rank is taken by two. (ex: Three 2nd place winners → 4th place winners)

If there is a tie of four players, all four player's rank is taken by three. (ex: Four 1st place winners → 4th place winners)

Final ex of a vote

During the 4 player-game, Gandhi, Homers, Napoleon, and Qin Shi Hwang each picks a prosperity card and place it on the center. The first player, Gandhi, shuffles the cards and reveals them one by one.

The prosperity cards are revealed in the order of the maximum **Military force possession** - the maximum **Food production** - **the maximum Victory points** - the maximum **Wasteland possession**. Each player checks the grades of the cards.

For the maximum **Military Force possession**, Napoleon comes the 1st, QinShiHwang comes the 2nd, Gandhi comes the 3rd, and Homers comes the 4th.

For the maximum **Food production**, Homers comes the 1st, QinshiHwang and Gandhi both come the 3rd, and Napoleon comes the 4th.

For the maximum **Victory points**, Napoleon comes the 1st, QinShiHwang, Gandhi, and Homers come the 4th.

For the maximum **Wasteland possession**, Qin Shi Hwang comes the 1st, Napoleon, Gandhi, and Homers come the 4th.

The vote begins with the first prosperity card revealed.

Napoleon, with the highest military force, holds all 10 votes he owns. Other players also hold the votes in their hands. They reveal the number of the votes simultaneously. Total 15 votes are counted. All the votes are placed on the prosperity card.

10 votes are counted on the maximum **Food production** card.

1 vote is counted on the maximum **Victory points** card.

11 votes are counted on the maximum **Wasteland possession** card.

The card with the least counted votes will be ruled out of the game. (the maximum **Victory points** card)

Napoleon obtains 15 Victory points from the public storage for being the 1st winner on the maximum **Military Force possession** card. Qin shi Hwang who comes the 2nd obtains 7 Victory points, and Gandhi who comes the 3rd obtains 0 Victory point. Homers who comes the last pays 7 Victory points to the public storage.

Homers had 10 votes on the maximum **Food production** card and obtain 10 Victory points for being the 1st winner. Qinshihwang and Gandhi both come the 2nd so they are both graded as 3rd winners and 0 Victory points are given. Napoleon who comes the last pays 5 Victory points to the public storage.

Last not but least, Qin shi Hwang comes the 1st on the maximum **Wasteland** card. He obtains 11 Victory points from the public storage. Napoleon, Gandhi, and Homers come the 2nd so they are graded as 4th winners. They all pay 5 Victory points each to the public storage.

8. The End of an era

Each player obtains Victory points from the Heroes and Wonders that are relevant to the end of an era.

At the end of the era 1 and 2, put the leftover land cards away and prepare 25 land cards for the next era.

Game ends after playing all three eras.

Without the Heroes and Wonders, the resources cannot be added up as Victory points.

The player with the highest total wins the battle.

Additional rules for a 2 player-game

❖ Auction

1. The rule is different from the ones of 3~4 player-game.
2. Place two land cards regardless of the sides.
 - ❖ During the 2 player-game, you may choose either white or black side.
3. Randomly name two cards card 1 and 2.
4. Each player checks the both sides of the card and holds the money and auction tokens.
5. Reveal it to each other and pay to take the card that matches your number of the auction tokens. If both players want the same card, the player with the higher bid takes the card. The other player takes the other card.
 - ❖ When both players hold the same amount of money, the starting player wins the card.



ex) Player who drew the Genghis Khan marker wins the card 1. Player who drew the Rommel marker takes the card 2.

❖ Patching Tip

Turns don't really matter during the Patchistory because the game mainly continues simultaneously. During the 3~4 player-game, without any special occasions, patching cards is proceeded at the same time. But during the 2 player-game, since players use both sides of the card and also the starting player has great advantage during the auction, we recommend to patch cards by taking turns starting from the starting player.

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Wonders & Heroes

1st era

❖ Wonders

Colossus of Rhodes The player gains additional 3 victory points from the public storage when he/she won the war. (Regardless of the victory points gained in war)

The Great Wall The player gains 1 shields mark per one worker he/she possesses. The player may pay 1 less than the requested price if he/she is threatened by other players. (The threatened may pay 1 less victory points if he/she should pay the threatener with victory points)

LightHouse of Alexandria The invader who wants to declare a war on the kingdom with Lighthouse of Alexandria, he/she must pay 1 more mineral as a warfare expense. The invader must pay 3 minerals to the public storage if a war is declared on era 3.

Petra The player obtains 1 production status of money per the trade route he/she owns. (Including trade routes and allied trade routes)

❖ Heroes

Constantine the Great The player may construct an allied trade route between his/her kingdom and the other kingdom when Constantine the Great is patched. If there is any worker on the war room between two kingdoms, the worker is moved back to the baseland. It is possible to place it anywhere you desire on your land.

Cyrus the Great The player obtains 1 victory point per worker standing on the resource box of the trade route during the production step. (This rule is applied to each worker)

Moses The player may place one descendant to any desired spot on the land for free when Moses is patched. The worker remains on its land even after Moses is patched under other land cards.

2nd era

❖ Wonders

Seokguram For the victory points calculation, consider Seokguram as 2 wonders when counting wonders is needed. The main step or political action applied by Seokguram is the vote and worshipping wonders.

Angkor Wat The player may consider patched water rooms as both water rooms and wasteland rooms when Angkor Wat is patched. If the player needs to check the number of them, consider as both.

Timbuktu The player obtains 1 more resource from the room where worker on the trade route stands. The victory point is also considered as the resource.

Kremlin The player should pay 7 victory points to the public storage when Kremlin is patched. The player should move one of the workers back to the descendent section.

❖ Heroes

Genghis Khan The cost for the trade is set to 1. No matter how much the discount may applied, the cost is set to 1.

Napoleon Bonaparte The player may threaten the loser immediately after winning a war. The player can threaten the loser regardless of the political force or the military force.

Jeanne D'arc The player may use 2 votes into 1 military force in a war. (There is no limit on doing this action.) All the votes used as a military

force should be disposed to the public storage.

Elizabeth I After the vote ends, the player may use the unused votes on the next round, without disposing them.

Vasco Da Gama Only once in a game, the player may obtain a land card for free before the auction starts. **The player should claim it before the first bid and other players continue the auction with other land cards.**

3rd era

❖ Wonders

Disney Land The player may choose one of the prosperity cards to get double victory points in a vote. If the player is the 4th place winner of all prosperity cards, he/she must take one of them and pay double victory points to the public storage.

Stealth Aircraft Only once in a round, the player may reclaim 1×1 sized room of the loser's land after winning a war. The winner should use his/her construction tiles to reclaim. The winner can reclaim regardless of the reclamation cost.

Schwerer Gustav The player gains 2 military forces for 1 mineral in a war. This ability is only applied on 3 minerals on each war. The player may remove one of his/her allied trade routes back to the public storage immediately when Schwerer Gustav is patched. After the removal, the alliance is considered invalid.

Statue of Liberty The reclaimed tiles on the top of the land are applied only.

❖ Heroes

Che Guevara The player's political force is set to 6. There is no change of political force by any other land cards.

Karl Heinrich Marx The player obtains 1 victory point per one general building he/she possesses after the vote. Maintenance fee is set to 5.

Mahatma Gandhi The player may threaten other players regardless of the military force.

Pope John Paul II The winner cannot gain extra reward for a perfect victory from the loser who possesses Joannes Paulus 2, though the winner can still take the victory points from the public storage.

Otto von Bismarck The player may threaten other players regardless of the trade route or the alliance. The player may gain 5 victory points from the public storage when you threaten other players.

