

BRONZE AGE is a two player card game, pitting players against each other to build the strongest civilization in the ancient Mediterranean.

Players acquire multi-use cards from several decks, utilizing Action Cards (tied to each of the games 3 different Territory types) that provide different bonuses based on where and how they're played. As players add cards to their civilizations, they gain abilities and potential scoring for the end of the game, with the player scoring the most points winning the game.

SET UP

Give each player 3 Action cards (1 of each: blue (The Sea), red (The Mountains), and yellow (The Plains)), and 3 Starting cards (1 of each: The Sea, The Mountains, and The Plains), forming the players' hands.

Shuffle the 48 Territory cards together. Create 3 randomized decks of 16 cards each in the middle of the play area (Territory side up), accessible to both players.

Give each player 1 Basic Civilization card, and 1 Specialized Civilization at random.* These form the players' Civilizations. Return any unused Civilization cards to the box. Move the 3 Triumph cards to the side of the play area. *After their first game, players may choose their Specialized Civilization, with the start player choosing second.

The player who last lost a game is the first player, give that player the Start Player card, they are the first Active player.

THE CARDS

Bronze Age uses several different card types:



Action Cards:

Each Action card corresponds to the different Territory types: Blue (The Sea), Yellow (The Plains), and Red (The Mountains). Players play and return these cards to the decks to maximize the cards they can draw and play to their Civilizations.



Civilization Cards:

Each player has a Basic Civilization and a unique Specialized Civilization card. These make up the players' Civilization. Acquired Advancement cards are played to the players' Civilizations.



Territory/Advancement Cards:

These cards are acquired from the 3 decks and played to the players' Civilizations. Each card is a Territory on the back. On the front, each card features 2 sets of Advancement Icons: One of those being Basic and the other Specialized. ***Note that the Starting Cards feature a WILD Icon.**



Triumph Cards:

These cards are awarded at the game's end.

PLAY ACTION EXAMPLES

PLAYING BRONZE AGE

Bronze Age is a two player game, played over a series of turns, with one player being the Active player.

Each turn, the Active player may either play an Action card from their hand to 1 of the 3 decks (as long as that deck has 2 or fewer Actions played to it), or return an Action card from a deck to their hand (as long as they have 2 or fewer Action cards in their hand).

Playing, or returning, an Action card grants the player Territories, drawn cards, and/or the ability to play cards to their Civilization. The effects of these Actions are listed on each individual Action card.

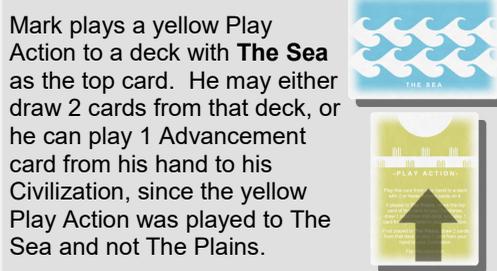
While each Action card is dedicated to a specific Territory type, as indicated on the card's text, Action cards can be played to any of the 3 decks, regardless of their Territory type. *Note that the current top card of a deck is its Territory type (The Mountains, The Sea, or The Plains).*

To play an Action to a deck, the selected Action is placed in front of the deck. *Note that Action cards do not "belong" to either player.*

After the Active player has played or returned one Action card, the other player becomes the Active Player.



Anne plays a blue Play Action to a deck with **The Sea** as the top card. She moves that The Sea card to her Civilization as a Territory, then draws the top card of that deck, and then plays 1 Advancement card from her hand to her Civilization.



Mark plays a yellow Play Action to a deck with **The Sea** as the top card. He may either draw 2 cards from that deck, or he can play 1 Advancement card from his hand to his Civilization, since the yellow Play Action was played to The Sea and not The Plains.

PLAYING BRONZE AGE (CONTINUED)

Gaining Territories:

When a player gains a Territory, it is placed in their play area, Territory side up. A player may not look at the other side of a Territory that they have gained. Territories in a player's play area are controlled by the player. Territories are worth points at the end of the game.

Note that each Territory corresponds to the basic Advancement Icons on its front. The Specialized Advancement Icons are randomly distributed.

Playing Advancements:

When a player plays a card for its Advancement Icons, it is placed under one of their appropriate Civilization cards of the player's choice. An Advancement card cannot be played under a player's Civilization card if it does not have the appropriate Icons. Only one set of the Advancement card's Icons are ever used by the player.

Playing an Advancement card may trigger an Ability. These Abilities are mandatory and completed to the best of the player's ability.

Note that the Starting Cards feature a  WILD Icon. This Icon counts as either of the player's Specialized Civilization's Icons, and can be used to trigger either of their Specialized Civilization's Abilities.

If a player discards a card, for any reason, that discarded card is moved to the side of the play area. Discarded cards are public knowledge. There is no maximum hand size.

The Collapse:

At the end of the start player's turn, if any of the 3 decks are empty, The Collapse occurs. The Collapse ushers in the end game, and only occurs once. Each player selects one type of Territory they control. They keep the cards of their selected Territory and discard their other Territories.

Each player discards Advancement cards from their hand until they have a maximum of 3. Return the Action cards to the player's hands, with each player receiving one of each type.

Take any cards remaining in the middle and all discarded cards. Shuffle those cards together to form 3 new, evenly distributed decks. Return any leftover cards to the side of the play area.

Ending The Game:

After The Collapse, if at the end of the second player's turn, any of the 3 decks are empty, the game ends and scoring takes place.

SCORING

When the game ends, players score points for their Icons in their Civilizations. The number of points each player earns is listed on the Civilization cards. Then, each player chooses 1 type of Territory that they control and they score 2 points for each Territory of that type.

Finally, the 3 Triumphs are awarded. In the event that players are tied for a certain Icon, neither player is awarded the Triumph.

The player with the most points wins. In the event of a tie, the player with the most Territories wins the tie. If a tie still exists, the player with the most cards in their Civilization wins the tie.

SCORING EXAMPLE

It is the end of the game, and these are the cards in Justin's Civilization:

His score is 17.

He gains 6 points for his The Sea Territories (2 points each).

He gains 5 for his Warfare Icons and 4 for his Artistry Icons (1 point each).

He gains 2 for his Society Icons (1 point each).

He does not gain a Triumph.

RETURN ACTION EXAMPLES



Olivia returns a Return Action from a deck to her hand. She draws 1 card from that deck or plays 1 card from her hand to her Civilization. She then draws or plays 1 additional card since there is 1 Action card remaining at that deck.



Jimmy returns a Return Action from a deck to his hand. He draws 1 card from that deck or plays 1 card from his hand to his Civilization. Since there are no Actions remaining at that deck, he does not get to draw or play any additional cards this turn.



ADVANCEMENT CARD EXAMPLES

Liz has this Advancement card in her hand.



She is able to play that card either as a Society to her Basic Civilization card (granting her 1 point at the end of the game) or to her Specialized Civilization card, since she specializes in Warfare



If she plays it to her Specialized Civilization card, she gains an ability and will gain 3 points at the end of the game.

