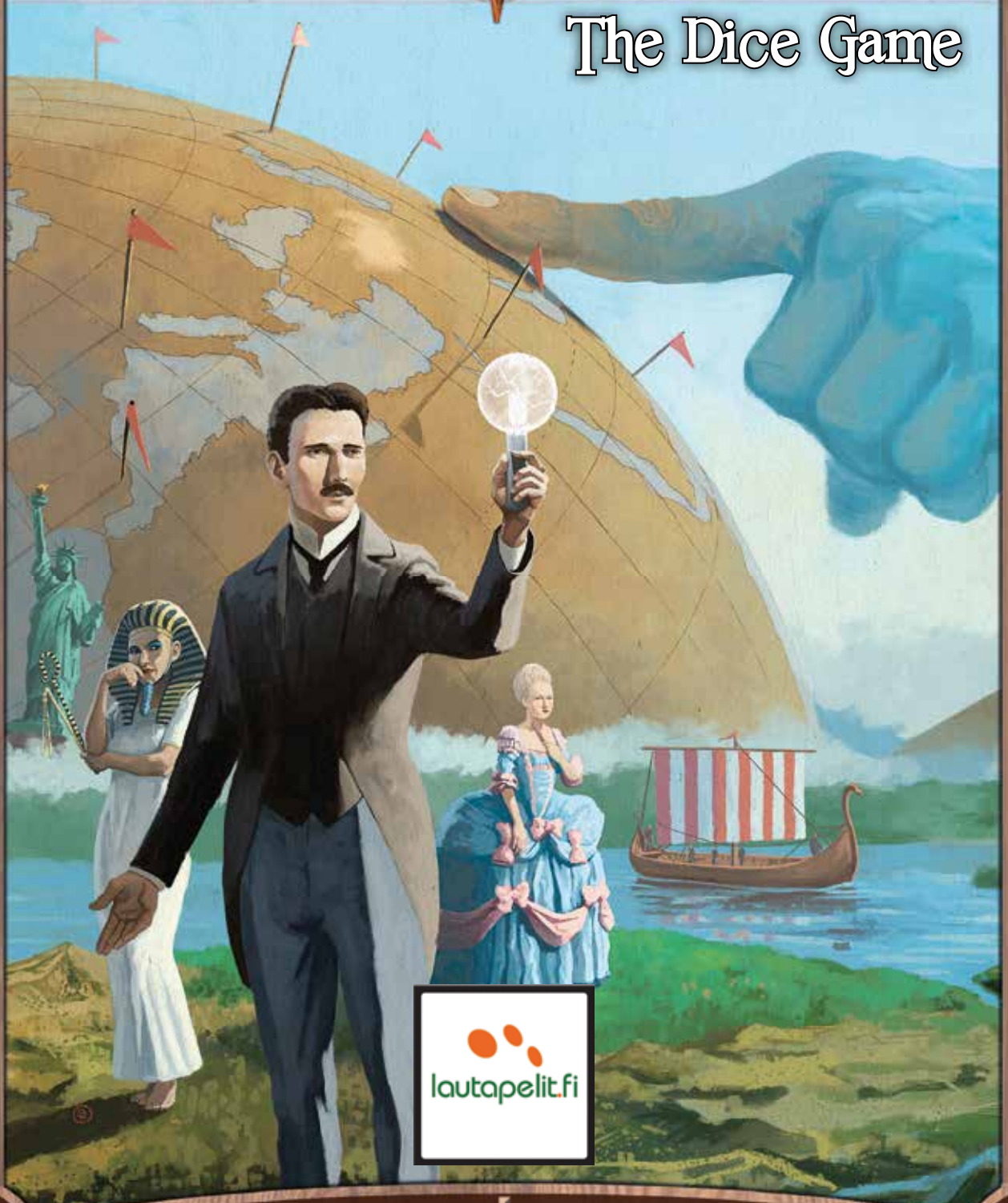
Rustan Håkansson

NATIONS

The Dice Game



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Introduction

From the humble beginnings of civilization through the historical ages of progress, mankind has lived, fought and built together in nations. Great nations protect and provide for their own, while fighting and competing against both other nations and nature itself. Nations must provide food as the population increases, build a productive economy and amaze the world with their great achievements to build up their heritage as the greatest nations in the history of mankind!

Components

1. **33 Chits (12 reroll, 9 gold, 3 food, 3 strength, 3 books, 3 stone)**
2. **44 6-sided dice (20 white, 8 blue, 8 orange, 8 red)**
3. **1 4-sided die (for solo game)**
4. **8 Wooden player markers (2 each in 4 colours)**
5. **12 Event tiles (3 each for 4 ages)**
6. **60 Progress tiles (15 each for 4 ages)**
7. **4 Player order/ round overview cards**
8. **4 Player boards**
9. **1 Score board**
10. **1 Progress board**

1 Rulebook

» Stone

» Gold

» Book

» Food

» Strength

» Victory points

» Reroll

Tile anatomy

Title 1
Cost (or) 2
Victory points 3
Gains (Die or chit) 4
Building cost 5
Age 6

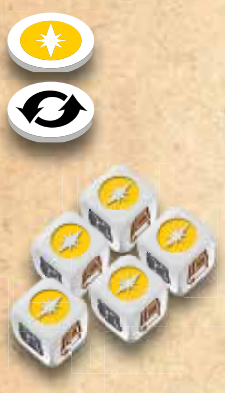
Setup

Sort and shuffle the tiles into 4 stacks for progress tiles (15 for each age) and 4 stacks for events (3 for each age).

Shuffle tiles into 8 stacks.

Randomize the player order by shuffling and dealing one player order card to each player, use as many cards as there are players. Give each player a player board, 5 white dice, 1 chit and 1 chit to be placed beside the player board.

Deal player order cards and material.



Place a player marker for each player (as shown by the player boards) on 0 victory points ( ) and on the same space as the player order number on the track (player 1 starts with 1 , 2 with 2, 3 with 3 and 4 with 4). In a 2-player game player 2 starts with 3 instead of 2. For solo rules see the end of the rulebook.

Place player markers on the and tracks.

The rest of the components are in the supply.

Game for 2 players after setup

Game overview

Over 4 rounds of history you will develop your Nation and compete with the other players. A game takes 10-15 minutes per player. You will upgrade your dice by buying buildings and military. You will build wonders and conquer colonies to gain victory points and resources, hire advisors to gain additional rerolls and compete to accumulate the most books, to avoid famine and to win wars. Dice and chits beside your player board are unused. Dice and chits in the large coloured area on your player board are used.

Each round new tiles are revealed, players take actions until all pass and then score for books and famine. The new player order is determined and war is scored. After 4 rounds the player with the most victory points is the winner.

New tiles and event

Clear tiles
Place new tiles
Clear used area
Turn player order card

At the start of each round remove all remaining progress tiles from the progress board and fill up with new tiles from the current age (round 1 = age 1, round 2 = age 2, round 3 = age 3, round 4 = age 4). Fill 4 columns in a 4 player game and 3 when 1-3 players. Remove the old event tile and place a new event tile from the current age on the score board. Return remaining tiles from the current age to the box.

Move all chits and dice from your used area to beside your player board. Turn your player order card upwards so "Passed" is not facing you.

Trading dice

Example:

At any moment when you want to use 1 , 1 or 1 , you may use 2 unused dice instead (any colours, resources and combinations). Move the dice to your used area. This can be done multiple times, it is not an action. You cannot get or this way. Chits cannot be used this way.

Actions

Take actions in player order until all have passed

Take actions in player order, starting with player 1. When a player passes (and turns the player order card sideways to show this) he/she takes no more actions in this round. Remaining players take actions until all have passed.

Available actions are:

» **Reroll**
» **Buy tile**
» **Build wonder**

Roll dice just before your first action each round

The very first time you are about to take an action in each round you roll all your dice, this is not an action. Immediately after rolling you take your first action.

You may only take a single action, then it is the next player in player order. After the last player has taken an action it is player 1 again.

During the game you only move your marker for Books, Famine and War. on tiles is only added to your score at the end of the game.

Reroll

To do a reroll you move one chit from beside your player board to your used area (the large area with your player colour on your player board). Then you pick up one or more unused dice and roll them. You may not buy a tile, build a wonder or make another reroll as part of the same action, you must wait until it is your time to take an action again.

Buy tile

Example:
Colony costs 3
Building costs 2

To buy a tile you pay the cost in either or , shown by the icon on the left side of the tile. The amount of or that must be paid is shown by the row the tile is on.

» **row 3: pay 3 / **
» **row 2: pay 2 / **
» **row 1: pay 1 / **

To pay you move one or more dice and/or chits from beside your player board to your used area that total up to the cost or more. You must pay full dice, you do not get any change if you use a 3 die to pay for a 2 tile.

Buildings replace another building on your player board. When you do you must return the dice shown on the old building to the supply. You choose which dice to return (but they must be of the appropriate colour), used, unused or a mix. Then take the dice provided by the new building from the supply (take one red die if the tile has a red die etc) and immediately roll them. They can be used later in the same round.

Example: *You have a building that gives you one orange die ❶. The die shows 2 ❷, you buy a building that gives you two orange dice ❸ with this die, move it to the used area ❹. You place the new building on the old building ❺, return the die you just used ❻, take two new orange dice ❼, and roll them.*

Advisors are placed in the upper left corner of your player board. If you already have an advisor he/she is replaced and the rerolls he/she gave are returned to the supply. You choose whether to return used, unused or a mix. The new rerolls can be used later in the same round.

Colonies are placed beside your player board. You can have any number of colonies. Take the chit shown on the bottom of it from the supply (if any) and place it beside your player board. It can be used later in the same round.

A wonder must be placed in the upper right corner of your player board. If you already have a wonder there it is returned to the box. A wonder in this space is under construction, its effects are not available yet and a wonder here scores no at the end of the game. To build it you must take the action Build wonder later in the same round or a later round.

Build wonder

If you have a wonder under construction you can pay the cost in shown on the left side of it, below the symbol, to build it. To pay you move one or more dice and/or chits from beside your player board to your used area that total up to the cost or more.

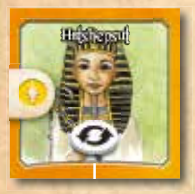
Place the finished wonder beside your player board. You can have any number of finished wonders. Take the chit shown on the bottom of it from the supply (if any), place it beside your player board. It can be used later in the same round.

Passing

When you cannot or do not want to take any more actions you pass. Turn the player order card sideways so “Passed” is facing you. Take no more actions in this round. Remaining players take actions until all have passed. Then proceed to collecting and scoring books.

Building

Advisor



Colony

Wonder

Books

Collect

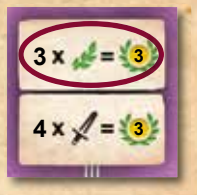
All players in reverse player order may use dice and chits showing . For each used move the player marker on the track on the score board 1 step. The dice and chits that are used are moved to the used area.

Score

Then are scored. Every player gains 1 for every other player that has less total (2 in solo and 2-player game). You do not get any for players that have the same amount of as you.

Example:
Red gets 3 , yellow gets 2 , purple and green get 0 .

Famine



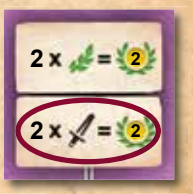
All players in reverse player order may use dice and chits showing . If you use at least as much as shown by the event you score as many as shown on the event (1 for age 1, 2 for age 2, 3 for age 3 and 4 for age 4). The dice and chits that are used are moved to the used area. There is no benefit in paying more than shown nor in paying a partial amount.

Player order

Most goes first, are not moved to used for player order

Determine the new player order. Highest total unused goes first, second-most goes second and so on. If tied the previous relative player order between tied players is preserved. Give each player the appropriate player order card for the new player order. Dice and chits are not moved to the used area when determining the new player order.

War



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End of the game

After round 4 all players add the shown by their wonders, colonies, buildings and advisors to their total on the score board. Wonders under construction are not counted. The player with the most is the winner! Ties are broken by player order (player 1 wins over player 2 etc).

Add up .
Most Wins!

Solo game

You play against a shadow opponent that collects books and buys tiles. Both you and the opponent start with 1 . Use 3 columns on the progress board. You are always player 1.

When you draw the event tile also roll 1 blue die per age number (so 1 in age 1, then 2, then 3, then 4) and give the rolled amount of to the opponent. Ignore any .

After every action you take roll the 4-sided die. On a 1-3 remove the cheapest tile in column 1, 2 or 3 on the progress board, counting from the left (shown below the columns). If you roll 4 or if the column is empty nothing happens.

Score 2 (same as in 2-player) if you have more than the opponent at the end of each round.

At the end of the game compare your score with the Hall of Fame. Try to score more in the next game. For a tougher game reroll any 4s you roll for the opponent.

Hall of fame

- 50 Trajan
- 40 Ashoka
- 35 Wu Zetian
- 30 Saladin
- 25 Victoria
- 20 Charles V
- 15 Cleopatra
- 10 Dan Quayle

Play more

If you would like to play a deeper and more involved game please check out the big Nations game that this dice game is based on and shares many elements with. It is for 1-5 players and takes 40 minutes per player to play.

Credits

Game design
Rustan Håkansson

Graphic design, rulebook
Jere Kasanen

Game box cover, colony tile art
Ossi Hiekkala (www.archipictor.com)

Tile art
Frida Lögdberg (www.fridalogdberg.se)

Logo
Paul Laane (www.designaqua.com)

Publisher

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Textures
www.cgtextures.com

Example game situation

1. Wonder under construction
2. Used dice and chits
3. Bought Buildings replaced Buildings underneath
4. Bought Advisor
5. Colonies in use and Built Wonders
6. Unused player chits
7. Unused player dice
8. Player order/ round overview card
9. Progress board
10. Event tile for this round
11. Supply for chits
12. Supply for dice
13. Event and Progress tiles for next rounds
14. Score board