

7 Ages™: 6000 years of Human History
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First Turn Example of Play

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Example of Play - The Initial Hands and Opening Plays, 4 Player Game

Card format is (card number) Empire Starting Age(s)/card value.

The 4 players are A, B, C and D. The 4 starting hands are:

A: (6) Assyrians 2 (& 1 if Assyrians are in play)/2, (7) Aryans (2 & 1 if Harappans in play)/0, (39) Poles 4-7/5, (5) United States 5-7/7, (65) Sinhalese 2-5/4, (81) Sanga 2,3/1, and 92 Carthaginians 2 (& 1 if Phoenicians in play)/6.

B: (27) Srivijayans, Javanese 3-7/4, (52) Etruscans 1 (& 2 if Romans not in play)/0, (64) Tamils 2-4/3, (79) Melanesians 2-7/3, (8) Sudanese 3-7/3, (106) Medes 2 (& 1 if ancient Iranians in play)/1, (108) Chou 1 (& 2 if Ch'in not in play)/1.

C: (4) Shang 1/0, (38) Manchus 4,5 (& 6, 7 if Modern Chinese not in play)/6, (53) Vandals 3/1, (62) Minoans 1 (& 2 if Hellenic Greeks not in play)/4, (71) Koreans 3-7/6, (89) Papal States 4,5 (& only if Italians not in play)/1, (100) Ch'in 2 (& 1 if Chou in play)/4.

D: (5) Hellenic Greeks 2 (& 1 if Minoans in play)/6, (46) Hapsburgs 4-6/4, (510) Zulus 5-7/3, (59) Cimmerians 1 (& only if any European land area is non-neutral)/2, (63) Satavahana 2,3/2, (75) Plains Americans 2-6/4, (95) Cushites, Nubians 1,2/1.

Player A is guaranteed to start an Empire in any Age except Age 1. Age 1 would require some preconditions to be in place. Since Age 2 is covered by multiple cards, an Empire from that Age would be the safest card to Play, so the Sanga Empire value 1 card is bid to be the first player. (Ages 2, 4 and 5 are also covered multiply, but player A is willing to gamble and wants to save those cards).

Player B covers all Ages and so is free to choose from a wider selection. None of the Empires are real power houses, but player B would like to get the Sudanese into play as they have the potential of getting 4 Glory every turn. Olayer B bids with the Tamils 3 card. (The Tamils also can get 4 Glory a turn, but would need to build a navy to do so, and Navies can be expensive, even with the Special ability to build ships at 4/galley in Ages 2 and 3 of the Tamil.)

Player C also covers all the Ages. Since C has 2 Empires that start in China, he elects to bid with the Shang 0 value card.

Player D bids a mid value card, the Plains Americans, as he would like to get his choice of Empires, but is not constrained by Ages either.

Summarizing the bids: A1, B3, C0, D4. All are revealed and discarded.

Player D bid high and chooses the grey Glory marker and the 2 grey counter sets. (Player B can start any Empire as the first player and wants to go with the Hellenic Greeks. The Greeks can build Galleys at a discount, and the grey counter mix has 4 x 3 strength galleys. Since D has to set up first, he doesn't know what opposition will be nearby and will pick the dark grey counters as they are stronger than light grey, although less plentiful).

Likewise, in order B, A and C, they players pick the colour sets Green, Blue and Red. They take the corresponding Glory markers and paired sets of counters. All 4 Glory markers are placed on the Glory index in the 0 box.

Each player now secretly selects a single Action counter. Player D is assured to pick his choice of Empire and so elects to play the Start Empire Action counter. All the other players will have no choice as to the starting Age, but cover the entire span of Ages, Player A, as he has no Age 1 Empire to start without pre-conditions. Player B and C select Start Empire. Player A, not being a gambling man, selects the Wild Card Action. If he can't start an Empire, at least he can choose to execute the Wild Card as a Destiny Action and get new cards.

Summary: A - Wild Card, B, c, D - Start Empire.

Start Empire Phase. Players B, C and D reveal their Start Empire Action counters.

Player D as the high bidder is the First Player and goes first in this, and all other phase this turn. D plays the Hellenic Greeks. He places the dark grey Progress counter on the Progress table in box number 8 (the earliest date in the 2nd Age). He places the dark grey money counter on the Glory chart in the 12 box. He takes the leader Aristotle and a level 1 capital. He takes an Elite marker and places that and the unused 5/7 capital marker on the Hellenic Greeks card. He may now spend the

12 gold on his initial counters. Before he does that, however, he plays the Copper Mine card (number 95) and adds another 5 gold to the Hellenic Greeks treasury, giving him 17 gold to spend. He buys: 2 Galleys (8 gold), 2 Spearmen (4 gold), and 1 Archers (3 gold) and moves his Money counter down to the 2 box. All the units, the leaders and the capital are deployed to Greece on the map. Player D is ready to dominate the central Med.

The next player clockwise from D is A. Since D's Progress counter is in the 2nd Age, Player A can start an Empire and he turns over his Wild Card Action counter and announces that he will be using it as a Start Empire Action. He plays the Assyrians. Since Assyria will have plenty of gold, he chooses to use the Light Blue counters, which are more numerous than the dark blue counters, but a bit weaker. He places the light blue Progress counter in the 4 box (Set-up is -4, the highest progress in play is 8), the light blue money counter in the 15 box (15 x the Empire's age) and takes the Leader Ashurbanipal, an Elite marker and a level 1 capitol. A now buys units. The Assyrians can buy chariots at Progress Level 1 at a cost of 3 Gold each. In addition Ashurbanipal is an Administrator, so they get a 1 Gold discount on all units except infantry types. (After the Assyrians are deployed on the map, as long as Ashurbanipal is in the capitol, they also get a discount on infantry.) A buys 3 light blue chariots (3 gold), 3 spearmen (6), and 2 archers (6). Assyria has no coast, so they can't buy galleys. The light blue money marker is placed on the 0 space and all the units, the leader and the capitol are placed in Assyria.

Next up is player B. In a like manner to player D and A, B selects the Etruscans. The Etruscans start with 15 gold, a capital and no leaders. The special conditions prohibit the purchase of cavalry. B selects the light green counter mix, expecting no competition in the western med and central Europe and wanting a large counter set. The light green progress marker is set up in the progress level 6 box (Hellenic Greeks are at 8 with a -2 Set-up). Player B buys a galley (5), 3 Spearmen (6) and 1 archer (3), moving the light green money counter to the 1 box. All the units and the capitol are deployed to the Cis-Alpine area.

Finally it is player C's turn. The Minoans and Ch'in are available to him. Seeing how crowded the med is already he looks eastwards for room to expand. Playing the Time Ripple card (38) allows C to start the Koreans at 1 age earlier than normally allowed on their card. Korea gets a level 1 capitol, no leaders and starts at Progress Level 4 (8-4). C spends the 20 gold on a galley (5), 2 chariots (8), and 3 spearmen (6) in the light red counter mix (so as to get as many counters as

possible to take advantage of the barren Asian area of the map). The light red money counter is set in the 1 box, and the capitol and units are set up in Korea.

All Actions are now done, so all the Empires move their Progress counters one higher along the track. As player A attempts to do this, the other three players remind him that he played a Wild Card to start the Assyrians and so is not entitled to the free progress.

Each player now scores the Glory Points for the turn. In order:

D get 1 for Home Area;

A gets 1 for Home Area and 1 for Asia. While there are 2 players with 1 Land area in Asia (the Koreans control 1 area), ties, unless otherwise broken by Leaders or Artefacts, are decided in favor of the First player and then clockwise to the next players. Player D is not in Asia, so player A wins the tie as the next player clockwise around. Player A also gets 1 Glory for the largest land force in the game;

B gets 1 for Home Area and 1 for Italy. (While tied for Europe, Player D wins the tie because of a Leader with the Philosopher trait. D would have won the tie without the Leader by virtue of being First Player as well.);

C gets 1 for Home Area, 1 for NE Asia, none for Progress (Korea is in third place along the Progress track and only gets Glory if in 1st or 2nd place). Korea is tied for second place for gold, and so gets no Glory for that (Korea loses the tie for 2nd place to player B).

The First Player counter is passed to Player A and turn 2 commences with all the players choosing an Action counter for their currently existing Empires and a 2nd Action as no one has 4 Empires on the map and is entitled to a free Action.