NOVA ERA

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INTRODUCTION

From humble beginnings and tribal clans to vast, worldwide empires, human civilization has taken many forms, twisting and turning across time. But what has been the product of billions of guiding hands and minds is now yours to expand, explore, and exploit. But be warned. There are other civilizations in the world, the ever-looming threat of disasters, and worst yet, the dark ages. How will you survive and evolve your civilization?

GAME OVERVIEW

In *Nova Era*, players develop their own Civilization by expanding their Territories, enlisting famous Personalities, and researching and developing new Technologies throughout the ages to become the most advance and prosperous Civilization. But watch out for global Disasters, social Unrest that turns into Civil Wars, and decisions that may cause Civilizations to fall into a dark age! Only the smartest Ruler will be able to rise to the top and create the most successful Civilization!

COMPONENTS LIST

8 Technologies (Starting)

18 Evolution (Era I > II)

18 Evolution (Era II > III)
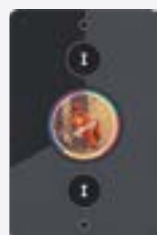
40 Technologies (Era I)
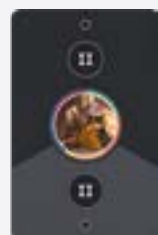
32 Technologies (Era II)
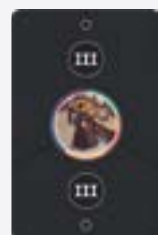
32 Technologies (Era III)

148 Technology cards

18 Personalities (Era I)

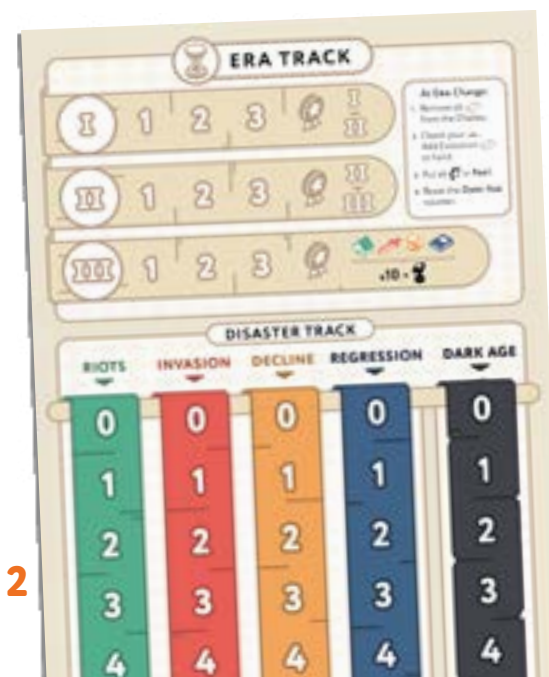**16** Personalities (Era II)

16 Personalities (Era III)

50 Personality cards

1 Central Board

4 Civilization Boards

x5 x5 x5 x5

x15 x15 x15 x15

20 Welfare   **20** Military   **20** Economic   **20** Knowledge

80 Resource Tokens

x3 x3 x3 x3 x3

15 Color Dice

5 Dice Zones

2 Player Aid Cards

1 Dice Bag

4 Player Scoring Markers

4 Unrest Markers

1 First Player Token

1 Round Marker

1 Dark Age Marker

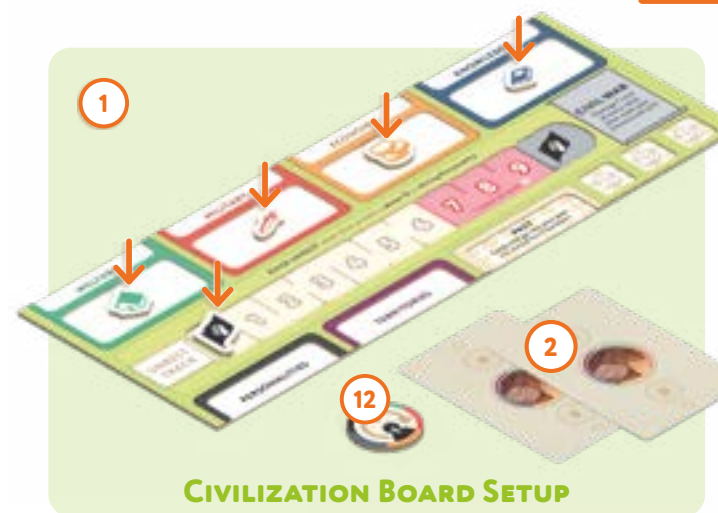**4 Disaster Markers** (Riots, Invasion, Decline, Regression)

1 Cleopatra Token

Cleopatra Token
This token will be used only if Cleopatra is enlisted as a Personality during the game. If Cleopatra is in the pool of Personalities, keep her token nearby.
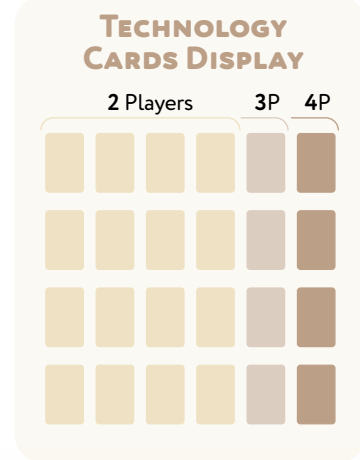
SETUP

Civilization Board Setup

Personality Cards Display

2 Players
3 Players
4 Players

Technology Cards Display

2 Players   3P   4P

Central Board Setup
4-Player Setup

1. Each player takes a **Civilization board**, 1 single **Resource** of each type, and 1 **Unrest marker**. Place the Unrest marker on 0 of each player's Unrest track and the Resource tokens in their respective slots on the Civilization board.

2. Shuffle the 8 **Starting Technology cards** and deal 2 to each player. These cards are kept in the players' hands. Any remaining Starting Technology cards are returned to the box.

3. Place the **Central board** in the middle of the table, leaving space for cards on either side.

4. Each player takes a **Scoring marker** of the same color as their Civilization board, placing it on 0 of the Central board Scoring track.

5. Place the 4 **Disaster markers** and the **Dark Age marker** on the 0 space of their corresponding tracks of the Central board.

6. Place the **Round marker** on the left-most space of Era I on the Central board.

7. Place all **15 dice** in the **Dice bag**. Take a number of **Dice Zones** equal to the player count plus 1 and place them near the Central board.

8. Separate and shuffle each of the Era I Decks for **Technology** and **Personality cards** and the **Era I-II Evolution deck** and place them facedown beside the Central board.

9. Lay out **Era I Technology cards** faceup to create 4-card columns known as the **Display**, based on the number of players:
   ● 2 players: 4 columns (16 cards total)
   ● 3 players: 5 columns (20 cards total)
   ● 4 players: 6 columns (24 cards total)

10. Lay out **Era I Personality cards** faceup based on the number of players:
    ● 2 players: 4 cards
    ● 3 players: 6 cards
    ● 4 players: 8 cards

11. Create a reserve of **Resource tokens** close to the Central board.

12. The oldest player takes the **First Player token**. *With age comes wisdom, so they say.*

BASIC CONCEPTS

THE PAST (DISCARD)

Over time, Personalities die, Technologies are made Obsolete or forgotten, and Territories are abandoned or lost. When a game effect causes cards to be put in the Past, the player discards the card facedown into the Past area of their Civilization board.

OBSOLESCENCE

Some Technologies make others Obsolete (e.g. The *Crossbows* card makes the *Archery* card Obsolete). When a Technology in a Civilization becomes Obsolete, it is discarded into its owner's Past on their Civilization board (see **CHECK FOR OBSOLESCENCE** on pg. 11).

IMPORTANT: *When a player causes their own Technology to become Obsolete, they gain 1 Victory Point* 🏆.
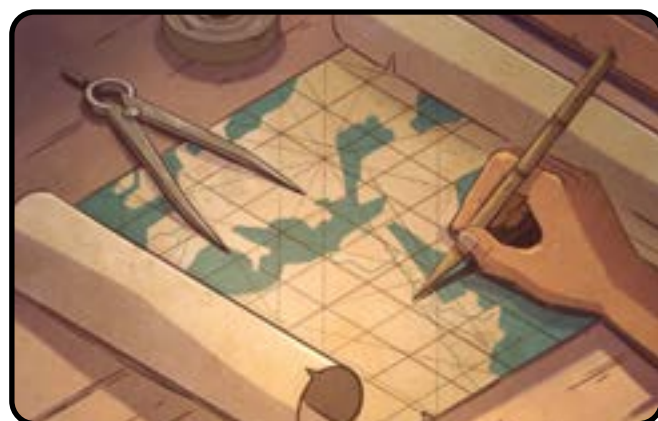
FLIPPING DICE

Some card effects will ask a player to flip their 🎲. When flipping a 🎲, the value that was facing up must end facing down.

THE DISPLAY

The area where faceup cards are placed on the table. These cards are made available to players in the game through various player actions by paying their costs, fulfilling their requirements, or through resolving game effects.

CARD AVAILABILITY

When players try to obtain a faceup Technology card in each Era for their Civilization, only the bottom-most card in each column of the Display is available. Other cards only become available once they become the bottom-most card in their column. However, all faceup Personality cards are always available.

DAMAGED CARDS

Many effects, like Disasters, will cause cards to be damaged. A damaged card is flipped facedown. While damaged it will have no further effect in the game. This means its Production, Ability, and Scoring Objective texts are ignored, even during a Scoring Phase. A damaged card can still be made Obsolete by discovering other Technologies. A player can repair damaged cards by spending dice (see **SPENDING DICE** on pg. 8).

COMPONENT ANATOMY

ICONS AND CARD EFFECTS

Cards often have additional effects when they are acquired. These effects trigger in a variety of ways.

Instant

Triggers instantaneously when the card is obtained. The player immediately gains any benefits or suffers any penalties listed on the card.

Production

Triggers during each Production Phase (see **PRODUCTION** on pg. 10). The player gains the benefits or suffers the penalties listed on each card with this icon during the Production Phase.

Scoring Objectives

Triggers during the Scoring Phase of every Era (see **SCORING PHASE** on pg. 11). The player gains extra Victory Points 🏆 during the Scoring Phase if the card's listed requirements are met.

Central Board

Era Track

Disaster Track

Scoring Track

Permanent Abilities

Other cards may grant players permanent abilities. These effects and how often they can be used will be specified on the card.

Transformation Abilities

Other cards may grant players the ability to transform one Resource type into another. These effects are optional and players can decide to trigger them when they are able to during the respective phase.

Types of Resource

Welfare - Green
Military - Red
Economic - Yellow
Knowledge - Blue

Technology Card

Type
Cost
Obsolescence
Name → BANKING ← Era
Effect → You are protected from Decline.
🪙 +1
← Evolution

1st Player token

Use this side during the **PICK DICE** Phase. It shows the player order for picking dice, starting with the first player and proceeding clockwise.

Use this side during the **SPENDING DICE** Phase. It shows the player order for spending dice, starting with the player to the right of the first player and proceeding counter-clockwise.

Personality Card

Name → ARISTOTLE ← Era
Effect → 🏆 +1 for each 📘 you own.
← Flavor text
Type →
Cost →

Territory Card

Name → ALLIED NATION ← Era
Effect → Allied Nation also counts as a 🗡️
🪙 +1🏆
← Requirements

Civilization Board

Welfare Card | Military Card | Economic Card | Knowledge Card

Resource Token Slots

Unrest Track

Player's Civilization Color

Player's Dice Area

Personality Card | Territory Card
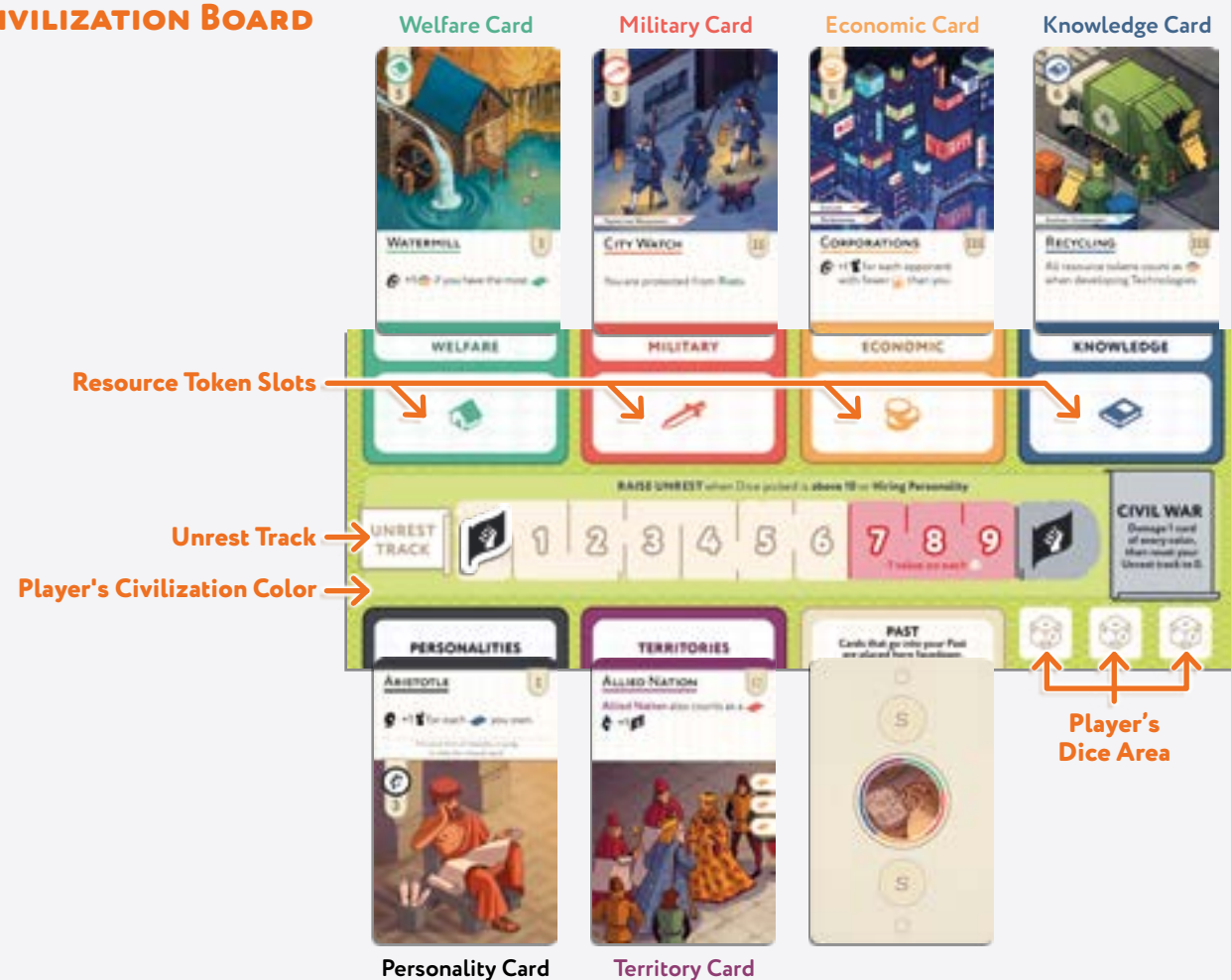

GAMEPLAY

Nova Era is played over 3 Eras. Each Era consists of 3 Rounds followed by a Scoring Phase.
During each Round, players follow these steps in order.

1. ROLL DICE (FIRST PLAYER ONLY)

The first player randomly draws 3 dice from the Dice bag and rolls them. They place the rolled values into 1 of the empty Dice Zones. Repeat this until there are 3 dice in each Dice Zone.

2. PICK DICE

Starting with the first player and proceeding clockwise, each player picks 1 Dice Zone, keeping the dice values unchanged. If the sum of the dice picked exceeds 10, that player must advance their Unrest marker by the excess value (see **UNREST** on pg. 10).

🟧 + ⚄ + 🟩 = 11

Example: The player picks a set of dice: a 🟧, 🟩, and ⚄. Since the total is 11, they advance their Unrest marker by 1 space (11-10=1).

3. ADVANCE DISASTERS

Once all players have picked their dice, there will be 1 Dice Zone remaining. Based on each of the remaining die's values, move the markers downwards on the Disaster and Dark Age tracks on the Central board, respectively. If a marker reaches the last space of its track, bad things will happen to all Civilizations (see **CHECK FOR DARK AGE** below and **CHECK FOR DISASTERS** on pg. 9).

Note: Players only check for Disasters after all dice have been returned to the Dice bag.

🎲🎲 + 🟥 = 8

*Example: After every player has chosen a set of dice, the last group left consists of a 🎲🎲, 🟥, and 🎲. The **INVASION** marker advances 8 spaces and the **DARK AGE** marker advances 3 spaces. None of them have reached the last space of their track (although the red track is close!), so no Disasters or Dark Age will trigger this round.*

4. CHECK FOR DARK AGE

If the **DARK AGE** marker 🕐 reaches the last space of its track, all Civilizations enter a Dark Age for the rest of the Era. Starting with the first player and going clockwise, each player **must**:
- Choose 1 of their dice and return it to the Dice bag.
- Reduce the value of each remaining die by 1, to a minimum of 1.

5. SPENDING DICE

Starting with the player to the right of the first player and proceeding counter-clockwise, players **must** take turns spending 1 die at a time to perform 1 of the following actions:
- Develop Technology
- Gain Resources
- Enlist a Personality
- Expand Territory (Era II and Era III only)
- Repair Damaged Cards
- Reduce Unrest
- Research

A spent die is returned to the Dice bag. Each action must be fully completed before the next player's turn. This continues until all dice have been spent.

Develop Technology

Cost: 1 🎲 and/or **Resources** of a matching color and value.

The player chooses 1 available Technology from the bottom columns in the Display or a Technology from their hand to develop. Players must be able to pay its cost using a die and/or Resources of a matching color. The value of the die will be used to pay its cost if their colors match. If the value of the die is lower than the cost, the difference must be paid with Resources of a matching color.

Note: If the value of the die is greater than the cost, the excess value is lost.

> ### VERY IMPORTANT
> In Era II and III, when developing a Technology, check if it makes other Technologies Obsolete ▼ (see **CHECK FOR OBSOLESCENCE** on pg. 11).

The player may use a die of a different color, in which case the cost must be paid in full with Resources of a matching color.

After paying its cost, the player adds that card to their Civilization board in its corresponding column.

Note: Some Technology cards have a bicolor cost. Players must choose to pay the cost with either 1 of the 2 types of Resource only. Players cannot mix a die and Resources of a different color to pay the cost for Bicolor Technologies. Bicolor Technologies are placed in the column matching the color of the die or Resource used to pay for it.

*Example: The player spends a 🔵 to develop **Military Tactics**, so they must pay 2 Knowledge Resources to cover the difference.*
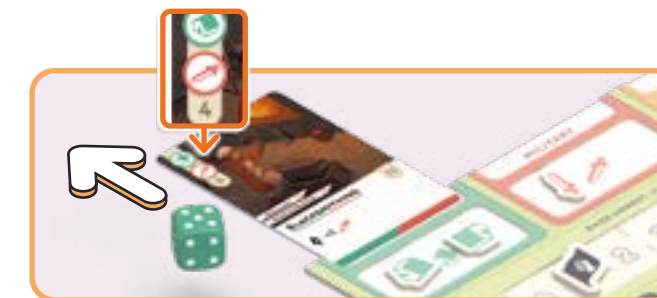
*Example: The player spends a 🟩 to develop **Blacksmithing** without paying additional costs. **Blacksmithing** is placed in the Welfare slot of their Civilization because the cost was paid with a Green die.*
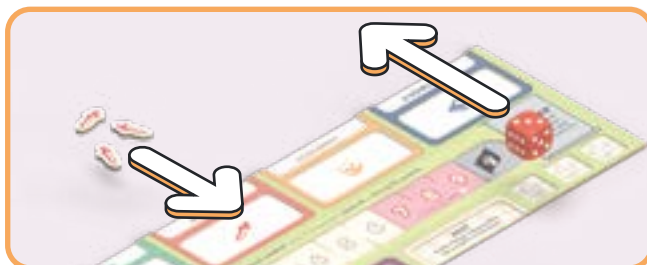
Gain Resources

Cost: 1 🎲 *of any color except Black Dice.*

The player gains Resource tokens based on the die's color and value. Black dice do not give players Resources.

Example: The player spends a 🎲 *, receiving 3 Military resources from the reserve.*

Enlist a Personality

Cost: 1 🎲 *of any color. Player's Unrest may be affected based on the die's value.*

Choose 1 available Personality and enlist them by paying their cost. The Personality influences player Unrest in the following ways, based on whether:

a Black 🎲 **is spent:**
- If the value of the Black die is higher than the cost of the Personality, the excess value reduces the player's Unrest by that many spaces, to a minimum of 0 Unrest.
- If the value of the Black die is lower than the cost of the Personality, the remaining cost must be paid by increasing a player's Unrest that many spaces.

a non-Black 🎲 **is spent:**
- The Personality's full cost must be paid by increasing a player's Unrest that many spaces.

After paying its cost, add the Personality to the player's Civilization board in its corresponding space.

Example: The player spends a 🎲 *and adds* **Sun Tzu** *to their Civilization. Since the Personality cost for* **Sun Tzu** *is 3, the player's Unrest is reduced by 3 spaces, from 4 to 1.*

Example: The player spends a 🎲 *and adds* **Genghis Khan** *to their Civilization. Since the Personality cost for* **Genghis Khan** *is 5, the player's Unrest is increased by 5 spaces, from 1 to 6.*
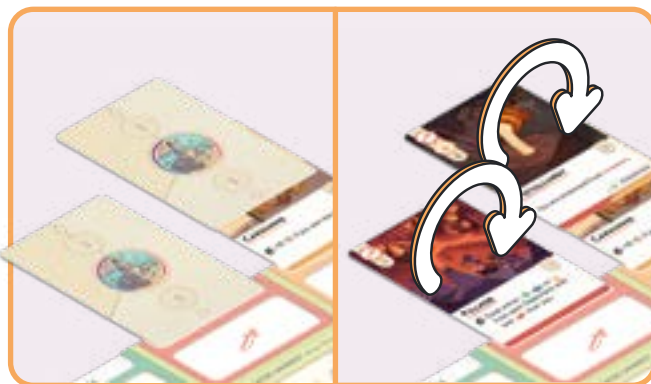
Reduce Player Unrest

Cost: 1 Black 🎲 *of any value.*

The player can reduce the Unrest on their Civilization board by 1 space by discarding a black die of any value. Only a Black die can be used for this action.

Repair Damaged Cards

Cost: 1 🎲 *of any color and value.*

Repair up to 2 damaged cards by flipping them faceup.

Expand Territory

Cost: 1 🎲 *of any color and* **meeting the requirements of the Territory.**

Note: Territories are available in **ERA II** and **III** only.

The player chooses 1 available Territory in the Display or a Territory from their hand to expand their Civilization.

Each Territory Card lists a prerequisite number of Technologies a player must own to expand their Territory. Players can only expand their Territories if they have fulfilled these requirements. The player spends a die of any color and value then adds the Territory card to their Civilization board.

Beware: Expanding a Civilization is controversial. This is reflected by how a Player's Unrest increases when they gain a Territory.

Example: The player spends a 🎲 *to expand into a* **Urban Development**, *which has a prerequisite of 1 Welfare and 2 Military Technologies. They can do so since they have the prerequisite Technologies in their Civilization. They place* **Urban Development** *in the Territories column of their Civilization board. They then resolve the* ⚡ *Instant effects of the* **Urban Development** *by increasing their Unrest track by 1 and gaining 3 Welfare Resources.*

Research a Technology or Territory

Cost: 1 🎲 *of any color and value.*

The player chooses 1 available Technology or Territory in the Display (see **BASIC CONCEPTS** on pg. 4).
The player spends a die of any color and value then adds the Technology or Territory card to their hand.

Example: The player spends a 🎲 *to research a Technology. They can pick* **Craftsmanship**, **Mysticism**, **City Walls** *or* **Lighthouse**. *They cannot chose the other Technologies as they are not yet available.*

6. CHECK FOR DISASTERS

After all dice have been returned to the Dice bag, players check for Disasters. If a Disaster marker has reached the last space of its track, the corresponding Disaster will trigger now. All players must damage 1 Technology matching the color of the triggered Disaster. If a player is unable to do so, they must put 1 Technology or Territory from their Civilization into the Past. Then, return that Disaster marker to the 0 space of its track. Disasters resolve in the following order:

1. Riots (Green)
2. Invasion (Red)
3. Decline (Yellow)
4. Regression (Blue)

Example: During the Pick Dice Phase, the **Decline** *marker reached the last space of its track and Civilization* **Decline** *now affects all players.*
Andrea Ⓐ, *who has* **Markets** *in play, is unaffected as the effect of* **Markets** *protects him from Decline.*
Lucy Ⓑ *has 2 undamaged yellow Technologies in play:* **Trade** *and* **Lighthouse**. *She has no protection from Decline, and so she chooses to damage* **Trade**.
Robert Ⓒ *has no yellow Technologies in his Civilization, so he chooses* **Warfare** *on his Civilization board to put into the Past.*

7. PRODUCTION

Starting with the first player and proceeding clockwise, players may resolve their Production effects in the order they choose.

Example: Andrea (A) has *Irrigation* and *Tyranny* in play, so he gets 1 Welfare Resource and his Unrest marker goes back 1 space. Lucy (B) has *Caravans* and *Lighthouse*, so she gets 2 Welfare Resources plus 2 of her choice since she is the player with the most Economic Technologies. She decides to take 2 Economic Resources. Robert (C) has *Military Training* and *Pillage*. He gets 1 Military Resource, then steals 1 Welfare Resource from Andrea and 1 Economic Resource from Lucy since he has more Military Technologies than them.
Dale (D) has *Oppression*, *Tributes*, and *Theater*. His Unrest is unchanged as the effects of *Oppression* and *Theater* cancel each other out. He then gets 1 Knowledge Resource as his choice Resource for *Oppression*. *Tributes* do not give him any Resources as he has the same number of Military Technologies as Robert.

8. CLEAN UP

The First Player token is passed to the player on their left and the Round marker is moved 1 space to the right, beginning a new round. If the Round marker moves into the Scoring Phase space, players start the Scoring Phase instead (see **SCORING PHASE** on pg. 11).
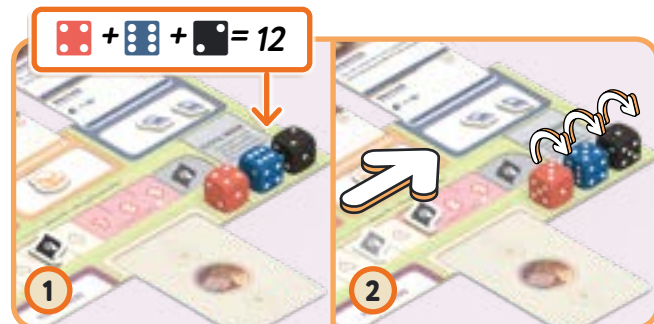
UNREST

A player's Unrest track increases when they pick a high-value Dice Zone during the Pick Dice Phase (see **PICK DICE** on pg. 6). The 3 RED spaces of the Unrest track **(7-9)** are called the Unrest Zone. When a player's Unrest marker enters or is in the Unrest Zone, that player's Civilization is in a state of Unrest. All that player's dice values are immediately reduced by 1 for the rest of the round, to a minimum value of 1.

Clarifications
- If a player's Civilization is already in Unrest during the start of the **PICK DICE** Phase and their combined dice value is higher than 10, they must first increase Unrest **BEFORE** reducing each die value by 1.

- Unrest is cumulative with a Dark Age. This means any Civilization in Unrest during a Dark Age must have all their dice values reduced by 2, to a minimum value of 1.

- Unrest is only applied once per round. Players' dice cannot be lowered multiple times by reaching and leaving the Unrest Zone multiple times in the same round.


Example: The player picks the following set of dice: 🎲, 🎲, and 🎲. They must increase their Unrest by 2. Their Unrest marker was already on the 5 space. The Unrest marker enters the Unrest Zone. Their dice are immediately reduced to the following values: 🎲, 🎲, and 🎲.

CIVIL WAR

If the Unrest marker reaches the last space of a player's Unrest track, that Civilization starts a Civil War. The player **must** immediately damage 1 Technology of every color and 1 Territory card, if possible.

After damaging Technologies and Territories, the Civil War ends and the Unrest marker resets to 0.
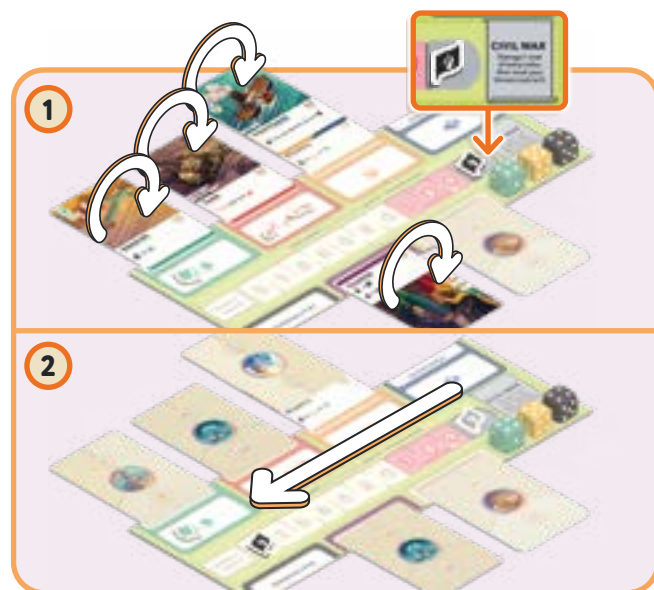
Example: The player's Civilization enters a Civil War. They have the following undamaged Technologies: 1 Green, 1 Red, 2 Yellow. They also have a Territory. Because of the Civil War, they must damage the Green, Red, either of the Yellow Technologies, as well as their only Territory. As they do not have any Blue Technology, it is ignored. Their Unrest marker goes back to the starting space of the Unrest track. Their remaining dice values are unchanged.

SCORING PHASE

When the Round marker reaches the ⚙ on the Era track, the Scoring Phase begins and players gain Victory Points 🏆 as follows:

- 1 🏆 for each color of Technology/Territory they have in play.
- 1 🏆 for each color of Technology/Territory they have majority in (more cards of a specific type than any other player).
- 🏆 awarded by fulfilling Personalities/Technologies with Scoring Objectives. If multiple players fulfill the conditions when Scoring an Objective, no one gains the 🏆.

IMPORTANT: Damaged cards do not count towards Victory Point scoring.

After each Scoring Phase, follow the New Era procedures below. After the final Scoring Phase, the game ends.

NEW ERA

When starting a New Era, players must follow these steps:

1. All Technology, Personality, and Territory cards in the current Display are removed from the game.

2. Players check all developed Technologies and expanded Territories for possible Evolutions. Search the corresponding decks for the specific Evolution Technology, adding it to their hands.
   - For Era II, search the I->II Evolution deck.
   - For Era III, search the II->III Evolution deck.

3. All Personalities are put into their respective player's Past.

4. Return the Dark Age marker (⚱) (not the 4 Disaster markers) to the 0 space of its track.

5. Lay out the next Era's Technology cards faceup to create 4-card columns, based on the player count:
   - 2 players: 4 columns (16 cards total)
   - 3 players: 5 columns (20 cards total)
   - 4 players: 6 columns (24 cards total)

6. Lay out the next Era's Personality cards faceup based on the number of players:
   - 2 players: 4 cards
   - 3 players: 6 cards
   - 4 players: 8 cards

7. Move the Round marker (⏳) to the first space of the next Era.

CHECK FOR OBSOLESCENCE

Note: This rule only comes into play in Era II and Era III.

During Era II and Era III, developing a Technology or Territory (see **SPENDING DICE** on pg. 7) may render other Technologies Obsolete (stated in the card's Obsolete section ▾).

When a card is made Obsolete:
1. The Name of the Obsolete Technology card(s) must immediately be **DECLARED** to all players.
2. All players who own any Obsolete Technologies must put them in their Past, regardless of whether the card is damaged.
3. If the Obsolete Technology is in a player's hand, it is removed from the game and put back in the box.

However, if a player develops a Technology which causes their own cards to become Obsolete, they are considered as being upgraded. They gain 1 🏆 for each **UNDAMAGED** Technology or Territory card put into their Civilization's Past in this way. They do not gain 🏆 for cards made Obsolete from their own hand.

END OF GAME

After the final Scoring Phase in Era III, each player now gains 1 🏆 for every 10 Resources they have, rounded down. The player with the most 🏆 wins the game.

In the case of a tie, the player with the lowest Unrest wins.

FAST PLAY VARIANT

Experience a faster-paced, exciting variant of Nova Era that focuses on quick decisions by proceeding to the End of Game Phase after the Era II Scoring Phase.

SETUP
Follow the usual game setup based on player count, removing the following cards:
- Era II > III Evolution Cards
- Era III Technology Cards
- Era III Personality Cards

ROUND STRUCTURE

Roll Dice

Fill Dice Zones with sets of 3 dice each.

Note: Dice Zones are equal to the player count plus 1.

① I / II

Pick Dice

Starting with the first player and proceeding clockwise, each player picks a Dice Zone of dice. If the combined dice value exceeds 10, that player increases their Unrest, resolving Unrest or Civil War, if applicable.

②

Advance Disasters

Advance the Disaster and Dark Age Tracks by the value of each die in the remaining Dice Zone.

③

Check for Dark Age

If the Dark Age track reaches its end, every player must discard 1 die and reduce all remaining dice values by 1.

④

Spending Dice

Starting with the player to the right of the first player and proceeding counter-clockwise, each player takes turns spending 1 die at a time to perform 1 of the following actions:

⑤

→ **DEVELOP A TECHNOLOGY FROM HAND OR THE DISPLAY**

→ **GAIN RESOURCES BASED ON DIE VALUE (NON-BLACK DICE ONLY)**

→ **ENLIST A PERSONALITY**

→ **REDUCE UNREST BY 1 (BLACK DICE ONLY)**

→ **REPAIR UP TO 2 DAMAGED CARDS**

→ **EXPAND TERRITORY (ERA II AND III ONLY)**

→ **RESEARCH A TECHNOLOGY OR TERRITORY TO YOUR HAND**

Check for Disasters

⑥

After all dice have been spent, players check if any Disaster tracks reached their end. If a Disaster triggers, all players must damage 1 Technology matching the Disaster's color. If they cannot, they must put 1 Territory or 1 Technology of another color into their Past. Then, return that Disaster marker to its 0 space. Players that are protected from Disasters ignore these effects.

Production

⑦

Players gain benefits from Technologies and Territories with the Production icon.

Clean Up + Scoring Phase

⑧

Pass the First Player token to the next player on the left.
Move Round marker 1 space to the right.
After the third round of each era, proceed to the Scoring Phase.

END OF GAME

III

→ **AFTER ERA III SCORING PHASE, PLAYERS +1 🏆 FOR EVERY 10 RESOURCES (ROUNDED DOWN).**

→ **PLAYER WITH MOST VP WINS!**

GAME ICONS

⚡ **INSTANT:** Triggers instantly when played.

⚙ **PRODUCTION:** Triggers during **Production** Phase.

🏆 **OBJECTIVE SCORING:** Triggers during **Scoring** Phase.

🏆 **VICTORY POINTS** | ✊ **UNREST**

⭐ **PERSONALITY**

🗡🏺📗📘 **RESOURCES**

🎲🎲🎲🎲 **COLORED DIE**

🎲 **ANY RESOURCE** | 🎲 **ANY DIE**

🏷🏷🏷 **TECHNOLOGY CARDS**