

Floods – Advanced Rules

Translation – Gavin Calder

These supplementary rules were written for those who enjoyed the basic rules and would like to take advantage of the possibilities offered by the game's construction rules.

The new constructions allow for the use of many new strategies that make the game richer.

Ressources

In this version, there exists an extra ressource: Copper.

This ressource becomes available after the construction of a Monument.

New Constructions

Constructions are still built using the same principle of ressource combination. The chart has been amended to increase productivity:

Number of different Ressources used (Wood, Gold, Bronze, Granite, Marble, Copper)	Number of Ressource units	Number of Constructions built
1 Ressource used	10	1
2 Ressources used	4 + 4	1
3 Ressources used	2 + 2 + 2	1
4 Ressources used	1 + 1 + 1 + 1	1
5 Ressources used	1 + 1 + 1 + 1 + 1	2
6 Ressources used	1 + 1 + 1 + 1 + 1 + 1	1 Wonder

Port

Allows a civilisation to optimize its Boat production on the Sea cells adjacent to the Port, diminishing their cost by 2. With a Port, a boat only costs 2 Wood. A Port can be used the same turn it is built. If the cell in which the Port is built is adjacent to two separate coasts, Boats can be built into both seas at a lesser cost.

Barracks

Barracks allow the building of two Warriors for the price of one on the cell in which they are built. Barracks can be used the turn they are built.

Monument

Monuments are also traces of the past that are more often harder to find and in worse condition than regular Dolmens. They yield 1 Legacy point.

They allow the production of a 6th ressource (Copper). In every cell containing a Monument, extracted ore automatically becomes Copper.

This ability can be conquered and reused. Only the Legacy points remain attributed to their original

owner.

Granary

Increases the population growth in the cell it is built on. For every Worker Slave or Fanatic pawn on that cell, another of the same kind is born. For instance, two Worker pawns and a Slave Pawn will give birth during the Population Growth phase to two Worker pawns and one Slave pawn.

Wonder

Yields 5 Legacy points when built. Only one Wonder can be built on any given cell.

Victories

Scoring for Legacy points is done in the following way:

1 point per Monument of one's colour built during the game, including those lost to flooding.

2 points per Dolmen of one's colour built during the game, including those lost to flooding.

5 points per Marvel of one's colour built during the game, including those lost to flooding.

The player in control of the most forests at the end earns 3 Legacy points for his ecological wisdom.

The player in control of the most Boats at the end earns 3 Legacy points for the seafaring civilization he has created.

The player in control of the most Warriors at the end earns 3 Legacy points for the weapons he'll leave behind.

The player in control of the most Mines at the end earns 3 Legacy points for the intricately decorated monuments he built.

If the tallies are even, no bonus is awarded for that category.

Points are added up and the player with the highest score wins.