

NATIONS

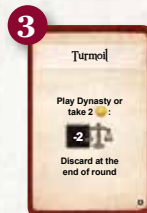
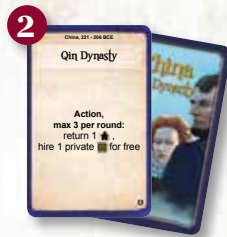
Dynasties

Introduction

Nations: Dynasties is the first big expansion for *Nations*. It includes 12 new Nations with dynasties and adds dynasties for the base game B-sides. Together with the new Progress cards, the already high replayability is increased significantly. It is recommended to play with this expansion when you are experienced with the Expert cards of the base game.

Components

- 1 6 Two-sided Player Boards
- 2 34 Dynasties cards
- 3 6 Turmoil cards
- 4 43 Progress cards
- 1 Rulebook



Progress cards

Mix in all the new cards in the appropriate stacks. To mark progress or limited number of uses the “+” tokens are used, or any other tokens if the + tokens run out.

Some buildings include the note: “Max [worker icon]” or “Max [worker icon]”, where number of [worker icon] equals the maximum number of workers which a player may deploy to the card.

Dynasties and Turmoil

At the start of the game, randomly select a number of Nations equal to the number of players. Include all Nations from Dynasties and the B-sides from the base game in the selection. Take the two **Dynasty** cards for each available Nation and place them together with the board. Select Nations in the normal way (reverse turn order) after displaying the Progress cards.

After placing Architects during the Maintenance Phase at the start of each round, place as many **Turmoil** cards beside the main board as the number of architects placed.

As an Action, you may take one of the available Turmoil cards. Place it above your Nation board, close to your Special Rule, and immediately reduce your Stability two steps. At the end of the Resolution

phase, discard the Turmoil card and increase your Stability by two steps. The -2 Stability is shown on each Turmoil card so your total Stability can always be calculated. If you take several Turmoil cards in one round you will have several active Turmoil cards. When there are no more Turmoil cards available in a round, a player may not take this Action.

When you take a Turmoil card you must make a choice: either take two gold from the supply or play one of your Dynasty cards.




When you play a Dynasty card it replaces your Special Rule and remains in effect until replaced by a new Dynasty card.

If you have played both your Dynasty cards you cannot play any more.

Natural Wonders

Natural Wonders are bought like normal Wonders and placed "under exploration" on the "under construction" space. Any Wonder under construction is discarded. On the following turns you **must** take the **exploration** action until your Nation **discovers** the Natural Wonder.

You cannot take any other action until the Natural Wonder is discovered.

Each time you explore you take an  from the supply (**Note: not from the  available this round**) and place it on a spyglass marker on your Natural Wonder. When you have placed as many  as there are spyglasses on the card, the Natural Wonder is discovered and you move it to a Wonder space. On your next turn you take a normal Action again.

Discovered Natural Wonders may not be replaced by any cards, they are permanent. If you have no Wonder spaces remaining that can hold a Natural Wonder, you may not buy one.



Bonus effects for ready normal Wonders have no effect for discovering Natural Wonders (for example Hatshepsut and Sphinx from the base game or India – Mughal Empire).

In the solo game, you roll the die each time you explore a Natural Wonder.

Special notes

Player Boards and Dynasties

America - Democratic Republicans: This action is available if at least one of the players with least Strength (note several can have equal and least, and 2 players in 5-player games) has at least one Dynasty card remaining, and for each such player there is one Turmoil card available. If several players have least Strength, but some have no Dynasty, those players are not affected. Each affected player selects which Dynasty to play if they have more than one, takes a Turmoil card and plays a Dynasty card. For each player that played a Dynasty the America player gets 3 Books.

Arabs – Abbasid Caliphate: When another player buys a Golden Age card, you may buy VP as though you had bought

that card regardless of what the other player chooses. Golden Age bonuses apply when you buy VP this way (i.e., you can get a discount on the VP as though you had bought the Golden Age.).

Ethiopia – Special rule: When determining new player order, count your Stability as Strength and add it to your Strength. Use the sum as your Strength. Your Stability still counts normally for breaking Strength ties. You never increase your Strength on the board due to this rule.

Ethiopia – Axumite Kingdom: The token remains until the card has been bought or discarded. The token does not affect you.

India - Mauryan Empire: When you take a Worker in the Growth phase you can choose to take 2 extra. You can only take 1 extra if you just have 1 remaining Worker to take.

India – Mughal Empire: When you have this Dynasty you get 1 VP each time one of your Wonders is ready and you move it to a Wonder space. **Note:** this does not effect Natural Wonders which are discovered.

Japan – Emperor: Add a token to the Advisor space for each Advisor you buy. You immediately discard advisors you buy. Your Advisor space effect cannot be removed by any effect. You cannot place advisors on Porcelain Tower, as they are discarded before you should place them.

Japan – Dynasties: When playing your first Dynasty, replace one Building/Military space. When playing the second, replace the same space.

Japan – Hokkaido: This is a normal space for Buildings and military, but you cannot deploy workers on it before you have placed a new card on it.

Korea – Special rule: Take Architects from the supply when you use this ability, not the Architects available for this round.

Korea – Joseon Kingdom: Only one type of resource may be placed on the card each round.

Mongolia – Workers: If you have less than 0 Strength during production, it causes revolt (-1 VP, -1 Book per negative, same as for negative stability).

Mongolia – Steppe: This is a normal space for Buildings and military, but you cannot deploy workers on it before you have placed a new card on it.

Progress cards

Antikythera Mechanism: Golden Age Bonus has no effect when choosing to draw cards. (Promo – 1st printing only)

Arabian Nights: When it would be your turn in turn order, but you are passed over because you have passed, you get 2 Books. Golden Age Bonus has no effect when choosing this option.

Assassin: You must have a worker deployed on this card to get the effect. You get the effect in addition to the normal effects of buying a battle. Each other player chooses either to pay food or lose advisor.

Frédéric Chopin: Your Book production is doubled (not your total Books!). This card may be bought from another player as an action by paying 5 Gold to the supply. When the player with Chopin has passed, Chopin can no longer be bought by other players.

Hawaii: Place a token on the upkeep for the worker you take due to this card to show it is not counted. The lack of upkeep cost is permanent for this worker.

Le Vite: Golden Age Bonus has no effect when choosing to add architects. Take architects from the supply and add them to the architects space.

Mongolia - Yuan Dynasty: These are taken from your normal workers, same as if you take them in the Growth Phase.

Persia - Dynasties: When playing the first Dynasty, replace one colony space. When playing the second, replace the same colony space.

Persia – Sassanid Empire: If you take a Turmoil card and choose to take 2 Gold, then the effect is activated. Take the Gold and discard the Turmoil card, which means that you do not get the normal -2 Stability for the round for having taken a Turmoil card. If you change to another Dynasty you get the normal -2 Stability for the round.

Poland – Special rule: To get the bonus there must be a War, and you must not be defeated.

Poland - Polish-Lithuanian Commonwealth: Discard any Advisors on your Wonder spaces when you play a new Dynasty. Does not affect Advisor on Porcelain Tower.

Portugal – Portugese Empire: Discard any Colonies on your Wonder spaces when you play a new Dynasty.

Rome – Roman Republic: Take an architect from those available this round, discard it, and increase your Stability by 1 for this round.

Vikings – Special Rule: This effect is performed after all of the players have ended the Production Phase. You do not gain any resources.

Vikings – Old Uppsala: Note that this Wonder may be replaced to avoid the negative VP at the end of the game.

Vikings – Normans: Your normal Raid value is increased by 3.

Shwedagon Pagoda: Place a token here when you take this action, to remember where your additional Stability comes from. Discard the tokens at the end of the round and reduce your Stability accordingly.

Siberia: At the start of the game, place the “Siberia ...is a vast region” card to the side, it is only used if Siberia is discovered. You must have two Wonder spaces that are free or can be replaced to buy Siberia. When Siberia is discovered place it on a Wonder space as normal, then take the “Siberia ...is a vast region” and place it on another of your Wonder spaces.

Titusville: Count stones double only during Phase E (Resources) of the Game End scoring.

Uncle Tom’s Cabin: Golden Age bonus has no effect when choosing to Remove Buildings. All players, including you, must Remove all Buildings with Deployment cost of 1 Stone. The Removed cards are left in their spaces on the player boards, but flipped face down, and function now as empty spaces for new Building/Military cards.

Zhu Xi: Only the Advisor position used for Zhu Xi counts. If you have more positions (e.g. Porcelain Tower from the base game) and you place or replace advisors in those positions, Zhu Xi is unaffected.

Round Summary

MAINTENANCE PHASE

- 1. Round Marker:** Move to next round
- 2. Progress Cards:** Refill Progress Board
- 3. Growth:** Take 🏠 or 🍋 / 🌿 / 🗿
- 4. New Events:** Draw new Event Card
- 5. Architects:** Refill Architect spaces
- 6. Turmoil:** Refill Turmoil Cards

ACTION PHASE

- A. Buy Progress Card**
- B. Deploy 🏠**
- C. Hire Architect**
- D. Special Action**
- E. Take Turmoil Card**
- F. Explore**

RESOLUTION PHASE

- 1. Production:**
Building+Military+Colony+Wonder+Advisor. Remember consumption/upkeep.
- 2. Player order:** Adjust if needed
- 3. War:** If defeated, lose VP and pay resources
- 4. Events:** Resolve both events on Event Card
- 5. Famine**
- 6. Discard Turmoil Cards**
- (7.) 📖 :** Score if end of age

Credits

Game design

Einar Rosén, Robert Rosén,
Nina Håkansson, Rustan Håkansson

Graphic design, rulebook

Jere Kasanen

Game box cover, colony card art

Ossi Hiekkala (www.archipictor.com)

Card art

Frida Lögdberg (www.fridalogdberg.se)

Logo

Paul Laane (www.designaqua.com)

Player Board backgrounds

Unique L. Soparie

Special thanks

Samuel Williams for developing the Vassal client for Nations, started by Eric Herman.

Thank you to all who have played and enjoyed Nations!

Thank you to all who have participated in the contests on boardgamegeek.com that helped us with new ideas. We want to note in particular the following persons and the concept their idea is connected to in this expansion:

Damian Isherwood and Jono Naito (Natural wonders), Oscar Garcia (Privateer), Chad Smith (Buildings with fewer VP spots), Alvin Liu (Dynasties)

Thank you for help and suggestions

Aaro Kurki, Adam Jacobsson, Albert Hernandez, Corina Etz, Daniel Natri, Darren Tirtto, Erik Arnström, Erika Unsbo, Hanna Unsbo, Heikki Hyhkö, Janne Merimaa, Janne Virtanen, Jessica Kang, Johan Falk, Jono Naito, Joseph Pilkus, Julia Unsbo, Jukka Autio, Lauri Lepikonmäki, Linnea Talltjärn, Lucas Olsson, Lukas Bremer, Markus Bremer, Mikael Call, Mikko Leho, Mirabai Bright-Thonney, Nicholas Hernandez, Peter Unsbo, Rafael Hannula, Ruadhan Ward, Sami Haukka, Sebastian Pöder, Simon Larsson Olsson, Tomas Wallström, Toni Niittymäki, Ulf Lundström, Valentina Chapovalova

Publisher

© Lautapelit.fi 2015

Urho Kekkosen katu 1

00100 Helsinki, Finland

info@lautapelit.fi | www.lautapelit.fi



Player Board background & other textures

Arabs – Moorish metal door in Marocco (cgtextures.com)

Ethiopia – Illustration from Gunda Gunde Gospels, circa 1540.

India – Mural painting in India (cgtextures.com)

Japan – Engraving from a temple in Japan (cgtextures.com)

Korea – Painting by Kim Hong-do, Four Districts of Mount Geumgang, 1788

Mali – Bôgòlanfini, handmade Malian cotton fabric traditionally dyed with fermented mud.

Mongolia – Inscription on a statue outside the Mongolian Parliament (FreeImages.com/Ian Beeby)

Poland – Entrance door to a university building, Wrocław, Poland. (FreeImages.com/Andrzej Pobiedziński)

Portugal – Portugese maps, Cantino planisphere (1502) and Lopo Homen (1554)

America – Navajo sandpainting

Venice – Murano glass

Vikings – Rök Runestone, Sweden

Other textures – www.cgtextures.com