

Cradle of Civilization

Sumeria to Persia



Game designs by Sean and Daniel Chick

Compass Games
New Directions in Gaming



Cradle of Civilization

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Box Contents

1 Game Board
2 Rule Books
9 Counter Sheets
4 Double-sided Player Aids
10 Dice
36 Civilization Cards
6 Epoch City Cards
6 Epoch Civilization Summary Cards

1.0 Object

Sumeria to Persia is a game for 4 to 6 players, played in six Epochs (or Turns). Each Epoch details a period of ancient history, from the Bronze Age and the emergence of the Sumerian city states to the Iron Age and the rise of the Persian Empire. In each Epoch (Early Bronze Age, Middle Bronze Age, Late Bronze Age, Dark Age, Iron Age, and Rise of the Achaemenid Empire), players control a civilization, which expands across the map but is usually overtaken by future civilizations. The object of the game is to conquer territory and gain Victory Points (VPs). The Player with the most VPs at the end of the game wins.



1.1 Game Board

The board shows the Ancient Near East, from Greece to Persia, and from the Caucasus to Arabia. Names for regions and areas are drawn from a variety of historical civilizations.

The map is divided into nine land Regions each having a uniquely colored border. Each Region is divided into a number of land Areas. There is an assortment of blue bordered sea Areas that do not belong to any Region.

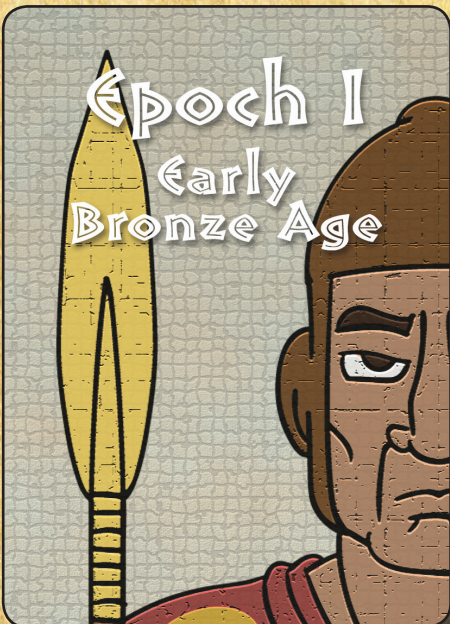
1.2 Civilization Cards

There are six Epochs each comprised of six Civilization Cards. Each card represents a Civilization from ancient history. Players receive one Civilization Card every Epoch (turn).

Sumeria to Persia


Sample Civilization Card

Back



Icons may appear on the card indicating special rules apply to the Civilization. This icon indicates that this Civilization has expertise in building a Wonder.

Front



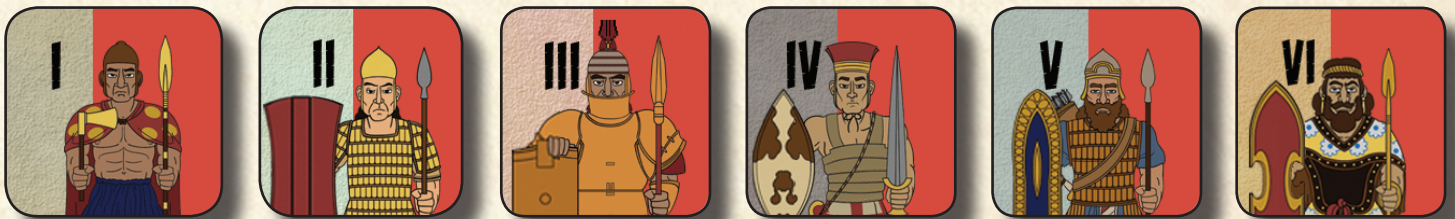
This is the title band. It contains the Civilization name, its Epoch, and its turn order. The '1' designates Epoch I the Early Bronze Age. The '3' designates that it is the third Civilization of the Epoch.

The map section shows where on the game board the Starting Area is located.

The Starting Area indicates the Area where the first Army belonging to this Civilization must be placed. In this case it is Zoaen.

The square contains the Army information for the Civilization. This Civilization receives 5 Epoch I Armies.

Historical text about the Civilization appears here.



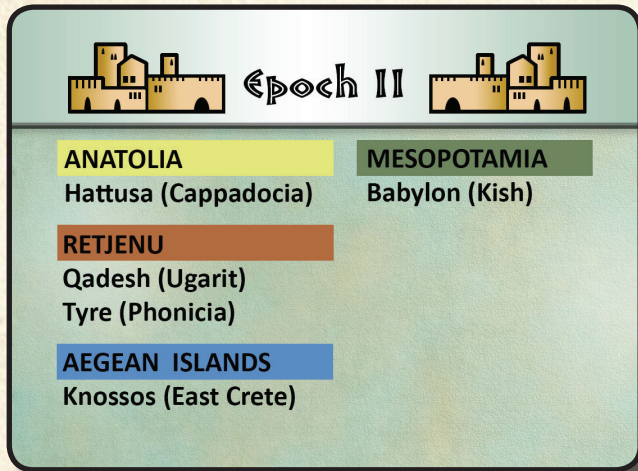
The six epoch Army counters for the red player. The left stripe identifies the Epoch in which the Army is used.

1.3 Armies

Each counter is an Army belonging to a Civilization. Every Epoch has a representative soldier icon which appears both on the Civilization Card and on the Army counters used by the Civilization. The left background stripe indicates the Army's Epoch. The color of the right background stripe on an Army counter denotes the player that controls that Army.

Example: If the blue player is Middle Assyria in Epoch III the Late Bronze Age, the player uses 5 blue Army counters marked with a 'III' and having the Epoch III soldier icon to grow the Middle Assyrians on the game board. If the blue player has the Medes Civilization in Epoch VI the Achaemenid Empire and the Middle Assyrian Civilization is fortunate enough to still exist on the game board, the blue player first continues to use the blue 'III' counters to grow the Middle Assyrians followed by using 12 blue 'VI' counters with the Epoch VI soldier icon to grow the Medes.

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1.4 Epoch City Cards

There is one Epoch City Card for each Epoch. The back of the card indicates the Epoch the card belongs to. The front of the card lists each City that enters the game during the Epoch.

The Region where a City appears is highlighted by the Region's border color. The City name appears under its Region and the Area the City is located in appears in parenthesis next to the City name.

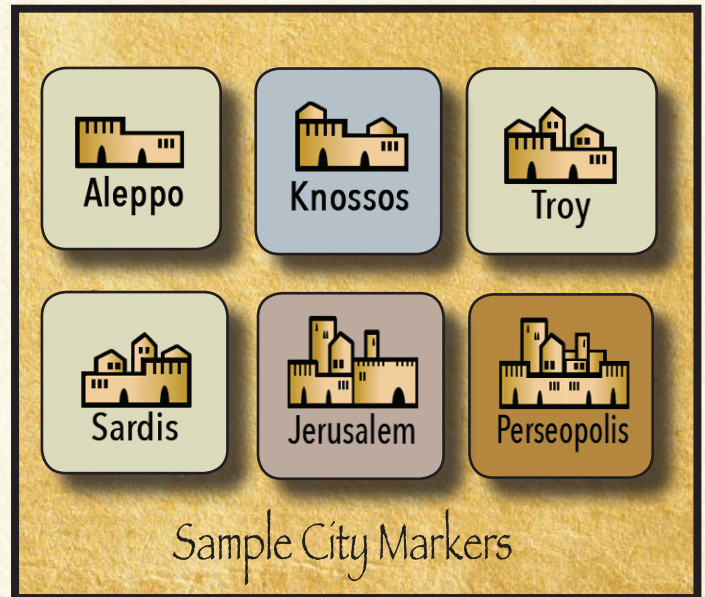
Civilization	Arrival	Armies	Start	Bonus
2-1 Minoans	3	East Crete	--	
2-2 Middle Kingdom of Egypt	4	Zoan	--	
2-3 Babylon	8	Kish	--	
2-4 Phoenicia	6	Phoenicia	--	
2-5 Kassites	9	South Zagros	Uruk	
2-6 Hittites	13	Cappadocia	Kish	

Seafaring
 Commerce
 Military

1.5 Epoch Civilization Summary Cards

There is one Epoch Civilization Summary Card for each Epoch. The back of the card indicates the Epoch the card belongs to. The front of the card lists the Epoch's Civilizations in arrival order along with important information for each Civilization.

Players can use the information on the card to help form their strategy when choosing a Civilization Card or when expanding their Civilization.



2.0 Setting up the Game

Each player chooses a color and takes all Army counters with that color placing them off-board near the player. Players will build their Army Pools from this supply.

Place the Victory Point markers on the zero spaces on the game board's Game Track.

Place the Turn marker on the Epoch I space of the game board's Sumeria to Persia Game Turn Track. The Alexander vs. Darius Turn Track is not used in this game.

Separate the Civilization Cards into six decks by Epochs: Early Bronze Age, Middle Bronze Age, Late Bronze Age, Dark Age, Iron Age, and Achaemenid Empire.

Shuffle each deck and place face-down next to the game board.

Organize the Epoch City Cards in ascending order by Epoch and place face-down next to the Civilization Cards.

Organize the Epoch Civilization Summary Cards in ascending order by Epoch and place them face-down next to the Epoch City Cards.

Take the Epoch I City Card from the deck and use it to place City markers onto the game board in the appropriate Areas. Remove the card from the game. Place City markers arriving in future Epochs aside until needed.

Each player draws one Civilization Card from the Epoch I deck. This is the Civilization the player will use in Epoch I. If there are less than six players, remove the remainder of the cards in the Epoch I deck from the game.

The player with the earliest arriving Civilization takes the Epoch I Civilization Summary Card from the deck and uses it to assist with forming their strategy if desired.

Sumeria to Persia

2.1 Outline of the Game

The game is played in six Epochs (or Turns). Each Epoch is divided into three phases:

- 1) New Civilization Allocation Phase
- 2) Strategy Phase
 - Player Civilization Rounds
 - Player Scoring
- 3) End of Epoch Phase

3.0 New Civilization Allocation Phase

Skip this segment on turn 1.

Take the current turn Epoch City Card from the deck and use it to place City markers onto the game board in the appropriate areas. Remove the card from the game.

Each player receives one Civilization Card from the current Epoch. The player will control the Civilization throughout the game as long as the Civilization maintains at least one of its Armies on the game board.

Civilization Cards are drawn by players in reverse order of VPs, starting with the player with fewest VPs. If there is a tie, resolve it in favor of the player who had the fewest Armies last turn. If there is still a tie then both players roll a die with the highest total winning.

A player drawing a Civilization Card looks at it and keeps it concealed from other players. The drawing player decides whether to retain the card, and control the Civilization, or pass it to another player who has not received a card this turn. If the drawing player **already** received a Civilization card this turn, the player **must** pass the drawn card to another player.

A player receiving a passed card must keep the card and control that Civilization. A passed Civilization Card may not be examined by its owner until all the cards have been distributed for the turn.

The draw continues until every player has drawn a card. After all cards have been allocated, place them face up for all to see.

The Epoch's Civilization Summary Card can be passed between players to assist in their decision making. A player aid is provided with information for all the Civilizations in the game listed in arrival order to likewise assist players.

4.0 Strategy Phase

Player order in the Strategy Phase is determined by the Civilizations that enter the game **during the current turn (Epoch)**. Any Civilization Cards controlled by a player that are from previous turns (**Previous Epoch Civilizations**) have no bearing on the order in which players take their turns in the Strategy Phase.

Example: In Epoch 2, the player with the 2-1 Minoans will go first even if they also control the 1-6 Amorites which moved last in Epoch 1.

Once player order is established, each player in turn conducts Civilization Rounds for each of their Civilization Cards. This is done in ascending order by Civilization. After turn 1 (where players only have one Civilization Card) each player will first conduct a Civilization Round for every Previous Epoch Civilization they control followed by the current Epoch Civilization they control.

Example: In Epoch 4 of a six player game, the player going fifth controls the cards shown below. A Civilization Round is conducted for each card in the following order:

- 1-3 Old Kingdom of Egypt
- 2-6 Kassites
- 3-3 Mitani
- 4-5 Arameans (this card is why the player was fifth this Epoch)

5.0 The Civilization Round

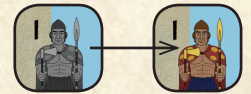
In each Civilization Round, a Civilization attempts to expand (or grow) its control by placing Armies into Areas on the game board. After a player completes all their Civilization Rounds the player receives Victory Points based on the Areas and Regions the player controls.

You may place your armies on their Civilization Card when forming the Army Pool if desired.

5.1 Create Army Pool

Armies belonging to the Civilization are used to form a Pool. As the Civilization expands, Armies are taken from the pool and placed on the game board.

For Previous Epoch Civilizations:



Flip inactive Armies belonging to the Previous Epoch Civilization on the game board to their Active side.

Count the number of Areas occupied by the Previous Epoch Civilization.

- If they have no Armies on the game board remove the Civilization card from the game. The Civilization has vanished into the mists of time.
- If the Civilization has 1-2 areas they experience no growth and cannot expand further.
- For every 3 Areas they occupy rounded down, add 1 Army to the Army Pool. You are limited to the counter mix provided for the Civilization's Epoch.

Example: Blue player has Armies in 7 Areas; round down to 6; $6/3=2$; add 2 Armies to the pool.

For Current Epoch Civilizations:

Form the Army Pool by taking the number of Armies shown on the Civilization Card.

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5.2 Civilization Bonus

Before a Player places a Civilization on the board for the first time, they roll to determine a Bonus for the Civilization. Roll 2 dice and consult the Civilization Bonus Chart. The Bonus remains in effect only for the duration of the Civilization Round.

Only Civilizations belonging to the current Epoch receive a Civilization Bonus. Civilizations from prior Epochs do not.

Concerning Areas

Areas may contain multiple friendly Armies up to their stacking limit (see Terrain Chart).

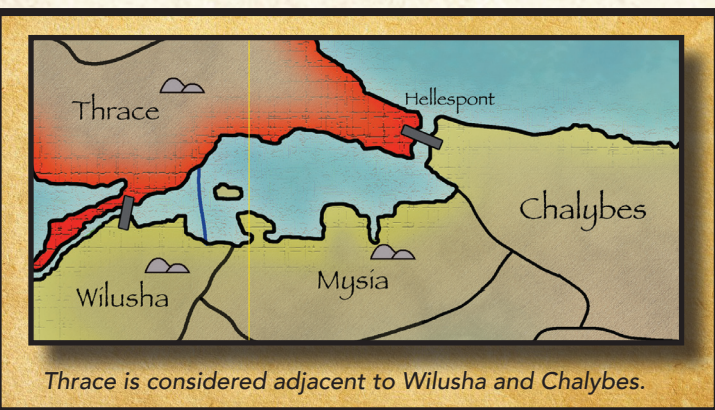
An Area occupied by a Civilization is said to be friendly to that Civilization.

Empty areas are neutral.

Armies of different Civilizations cannot occupy the same Area at the end of any Civilization round.

Areas occupied by other Civilizations are hostile.

Important: Previous Epoch Civilizations controlled by the player are hostile to each other and also hostile to the player's current Epoch Civilization.



5.3 Starting a New Civilization

When the first Army of a current Epoch Civilization enters the game board it is placed in the Start Area shown on its Civilization Card. If there is an Army of another Civilization already there it must move to an adjacent Area that is vacant or friendly (subject to stacking limits). If it cannot do so, the Army is removed from the game board.

Example: Kush places its first Army at Nubia. If it is already occupied by an enemy Army, the enemy Army must move to a vacant or friendly area else be eliminated.

5.4 Placing Armies - Growth

You take Armies from your Army Pool, placing them one at a time. You can place an Army in an Area already occupied by the same Civilization (subject to stacking) or in an Area adjacent to one occupied by the Civilization (including a hostile Area). This continues until the Army Pool is empty.

Example: In Epoch 1, the Sumerians could place an Army in Uruk, Ur, Sumer, and so on until there are no Armies left in their Pool.

If you place an Army into a hostile Area (one occupied by another Civilization), **you immediately conduct combat.** This happens even if you control both Civilizations.

5.5 Combat

Combat occurs when an Army is placed in a hostile Area. The Attacker rolls two dice and keeps the higher number. The Defender rolls one die regardless of how many Armies they have in the Area. The player with the lower result removes an Army. When tied, both players lose an Army. Combat continues until the Area becomes friendly or the Attacker loses their Army.

If the Attacker loses and still wishes to continue the battle, another Army must be placed into the Area from the Army Pool.

Terrain may affect combat. See Combat Modifiers on the Terrain Chart.

5.6 Non-Combat Expansion

A Civilization belonging to the current Epoch may remove an Army from the Army Pool and elect to not place it into an Area but instead use it to possibly gain victory points by using the Army for Colonization, Creating a Wonder, or for Cultural Achievement. An Army used in this way is placed back with the player's off-board Army counters.

Colonization: If the Civilization has both Seafaring and has control of an area on the Aegean Sea, Ionian Sea, Egyptian Sea, or Phoenician Sea, the Civilization may remove an Army from the Army Pool in an attempt to Colonize land which is off-board in the Western Mediterranean. Colonization is successful on a roll of 4-6 and the player immediately gains 3 VP.

Building a Wonder: Once per Epoch, a Civilization may remove an Army from the Army Pool in an attempt to build a Wonder. There are only 7 Wonders in the game. There are never any more than that and any that are destroyed cannot be rebuilt. Designate a friendly Area with a City. On a roll of 4-6 a Wonder marker is placed in that Area and the player immediately gains 2 VP. A player may not attempt this if all the Wonders have been built.

Cultural Achievement: Once per Epoch, a Civilization may remove an Army from the pool and roll a die in an attempt to make a major contribution to art, science, or government. On a 5-6 they are successful and immediately gain 4 VP.

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Terrain Chart

Terrain
Certain Areas have terrain that effects stacking and combat.

Terrain	Stacking	Combat Modifiers
Plains	3 Armies	None
Rough	2 Armies	Defender wins ties.
Mountain	1 Army	Defender rolls 2 dice.
Desert	1 Army	* Special

* Attacker eliminated if they roll 1-3. They can still win the combat. If desert is unoccupied, the army entering the space is removed on a roll of 1-2.

The number of Armies a Civilization may have in an Area and any combat modifiers the Area has is determined by the Area's terrain.

Wonders of the Ancient World



Statue
of Zeus



Great
Pyramid



Tomb
of Mausolis



Temple
of Artemis



Hanging
Gardens



Colossus
of Rhodes

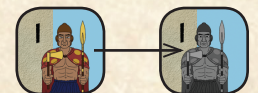


Lighthouse
of Alexandria

These are the markers for the Seven Wonders of the World. When attempting to build a Wonder, any unused marker may be chosen. If a Wonder is destroyed it may not be rebuilt. A Wonder is destroyed if a Disaster occurs during a Civilization's End of Epoch event. A Civilization immediately receives 2 VP when it builds a Wonder. During end of round scoring, the player controlling the Area where a Wonder is receives 2 VP.

5.7 End of Civilization Round

The Civilization Round ends when there are no Armies remaining in the Army Pool. Flip the Civilization's Armies to their Inactive side. The player starts a new Civilization Round with the next chronological Civilization Card the player controls. If the player controls no more Civilization Cards, the player scores his Area and Regional Victory Points (see 7.0 Player Scoring). The next player then conducts Civilization Rounds and Player Scoring, and so on.



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7.0 Player Scoring

Victory Points (VPs) advance the player's VP marker on the Game Track. When scoring Area and Regional VPs, use all armies belonging to the player color on the game board to score regardless of the Epoch they belong to.

7.1 Non-Combat Expansion VPs

Victory Points (VPs) for non-combat expansion are scored immediately and only once.

2 VP when your Civilization builds a Wonder

3 VP when your Civilization is successful at colonization.

4 VP when your Civilization advances culture.

7.2 VPs for Area Control

This is scored after the player's last Civilization Round of the Strategy Phase.

Victory Points (VP) gained by the player is based on control of Areas. An Area and its contents is considered controlled if it is occupied by an Army belonging to the player.

- 1 VP for every 2 areas controlled rounded down
- 1 VP for Every City controlled
- 1 VP for Every Civilization Bonus Area controlled
- 2 VP for Every Wonder controlled

7.3 End of Round VP's Based on Region Status

This is scored after the player's last Civilization Round of the Strategy Phase.

Each Region grants victory points for presence, control, or domination. Presence is simply having an Army in 1 area in the Region. Control is having Armies in at least 2 Areas of the Region and having Armies in more areas of the Region than anyone else. Domination is having an Army in every Area of the Region.

Region Status Victory Points

Region	P	C	D
Aegean Islands	1	2	3
Anatolia	1	5	9
Arabian Desert	-	-	1
Caucasus	1	3	5
Egypt	1	2	4
Greece	1	4	7
Iran	1	3	5
Mesopotamia	1	3	9
Retjenu	1	3	6

Region Status Victory Points awarded for
(P)resence, (C)ontrol and (D)omination



Active
Army



Inactive
Army

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8.0 End of Epoch Events

An Epoch ends when the player going last completes Player Scoring thus ending the Strategy Phase. At the end of every Epoch, except for the Rise of the Achaemenid Empire, each Civilization on the map rolls 1 die. On a result of 6 roll again and consult the End of Epoch Event Chart on the player aid. Start the next Epoch if any remain.

When placing Armies for Barbarian Raids and Civil War, use any Army belonging to the last place player (if tied, roll die to determine which player). Armies placed should be placed with the In-Active side showing. The Army should be oriented so that the counter is turned upside-down. *Never flip or change the orientation of these counters.*



Bronze Age Collapse

At the End of the Late Bronze Age (Epoch 3), after rolling for events for each Civilization, Plague occurs in every Area on the game board. Each Area on the board rolls 1 die. On a 4-6 Plague strikes. If there is a city where the plague roll is successful, 1 city is destroyed. If there is an Army or Armies where the plague roll is successful, remove 1 Army.

9.0 Optional: Non-Player Civilizations

If playing with 4-5 people, players can decide to have a non-player Civilization enter the game. In this case a color is chosen for a "dummy" player who will expand when their Civilization arrives, but it gains no Victory Points nor does it roll for a Civilization Bonus. Players take turns deciding where this "dummy player" will grow, with the player with the lowest VP going first placing the first Army in its starting location followed by the second Army. The player with the second fewest VP places the third Army, etc. With any ties, roll between players to decide who places an Army. Dummy players do not engage in Non-Combat Expansion and they do not stack, nor enter Desert Areas unless they have to. Non-Player Civilizations also do not grow after their Epoch.

Designer Notes

Cradle of Civilization was born out of a fascination with the Persian Empire and a design challenge. Can one make a *History of the World* style game on the Ancient Near East that includes Persia? Can one make a game where Alexander the Great's invasion of Persia could fail? Designers have generally avoided the former and made some unbalanced games in the case of the latter. To take up this challenge I recruited my brother Daniel, who wanted to experience game design, and Derek Green, who is an expert on ancient history. Daniel did a lot of the development work, particularly on *Alexander vs. Darius*. Derek provided historical notes, ideas, and made sure that certain salient points about the history were properly represented.

Sumeria to Persia is an update of sorts to the mechanics of *History of the World*, adding rules for wonders, colonization, and old civilizations still enjoying steady growth. The system, without modification, breaks down a bit with the Neo-Assyrian and Persian Empires. Both were massive. Indeed, Neo-Assyria enjoyed two periods of particularly robust growth, while Persia all but covered the map by the time the Persians were defeated at Marathon. The answer was to have both periods of Assyrian growth simulated, while Persia would cover only Cyrus the Great's conquests. The Persian army is large, but its growth is erratic, making the choice of Persia a calculated risk. Any player who is behind will want them, but that is no guarantee of victory.

Alexander vs. Darius is part of an attempt to create a system that can simulate wars that are rarely covered or considered difficult to design. I have considered applying the system to the Mexican-American War, English Civil Wars, 1745 Jacobite Rebellion, American Civil War, and the Pacific Theater of World War II. The idea is to simulate the political ramifications of battle and logistics with a comparatively light rules overhead.

The key to understanding how Alexander could have lost is that his army was unlikely to recover from 1 major defeat, or several small defeats. Even when victorious, his army mutinied, as represented in the war weariness track. At the same time, Alexander faced a superior navy and an implacable foe in Sparta. Either could have turned the tide, and both are major concerns for the Macedonians. The Persians are not inactive and must seek battle and be aggressive, but they must also understand that there will be few if any battlefield victories. In that sense, the situations has enough similarities to the Mexican-American War that I hope the system is popular enough to warrant such a sequel. Only then though I will give the system name. Until then, I have to hope that players like and play *Alexander vs. Darius*.

Sean Chick

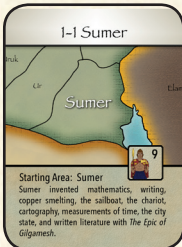
Sumeria to Persia

Civilization Notes

by Derek Green

Early Bronze Age

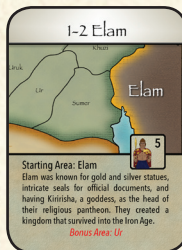
Sumer



The first universally recognized civilization, Sumer was enabled by the rise of the state because it was able to organize to the point of engaging in large-scale irrigation and the development of a writing system for records. Sumerian civilization was mostly organized into city-states as with the earlier Ubaid and Uruk peoples. Cuneiform writing was fully developed around 3000 BCE and would persist

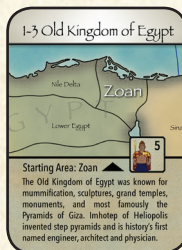
in some form for another 32 centuries. Sumer set many basic cultural norms for Near Eastern and Mesopotamian civilization.

Elam



Uruk colonization in southern Iran sparked the development of a native civilization centering on the cities of Susa and Anshan. Elam's internal politics were characterized by great families competing for the throne. Elam, the first Iranian civilization, survived as an independent or semi-independent state down to the 7th Century BCE.

Old Kingdom of Egypt



The Old Kingdom began when King Djoser of Memphis united the entire Nile Valley under his leadership. Djoser and his vizier, Imhotep, created the step pyramid, which then established the pyramid as the way for Egyptian rulers to show off their power and serve as tombs for the afterlife. The pyramids at Giza and the Sphinx represent the height of Old Kingdom monumental construction.

Artists working in this period developed lasting standards and styles that would define Egyptian visual culture for a few millennia. It was also during this period that the accidental mummification achieved in pre-dynastic burials gave way to systematic and elaborate methods of mummification for the elite.

Akkadian Empire



Originating in Northern Babylonia, the rise of the Akkadians was also very likely a long-term consequence of earlier Uruk colonization. Sargon of Akkad, a man of obscure origins, built the city of Akkad and developed a dominant army able to project force. The Akkadians under Sargon militarily united Mesopotamia, but also exerted political and cultural influence throughout the Near East.

The Akkadians worked toward centralized government, employing local governors and a standardized system of weights and measures. By the time of Naram-Sin, Akkadian rulers had adopted the title King of the World.

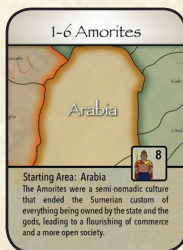
Guti



The GUTI emerged from Gutium in the central Zagros Mountains. After the fall of the Akkadian Empire, the GUTI used hit-and-run tactics and wreaked havoc in Sumer. While they did not completely conquer any one area, they are credited with one decisive victory over the Akkadians and the destruction of the city of Akkad around 2115 BCE. Their destruction of Akkad was so thorough

that the site has never been rediscovered. Once in power, the GUTI were unsuccessful rulers and have been labeled as crude and unsophisticated. However, more recent research suggests that climatic conditions at the end of the 3rd Millennium BCE were unfavorable for agriculture in Mesopotamia and that this largely accounts for their failure to maintain political unity, prosperity, and peace.

Amorites



In Mesopotamian sources, we see hostile accounts of the Amorites, who are described as rampaging nomads who eat raw meat and fail to observe proper burial customs. However, we know from inscriptions that there were Amorites living in both the cities and countryside of southern Mesopotamia for many years prior to the Amorite invasion of the area. Most likely, the Amorites were semi-nomadic, varying between living in villages during the summer and going on hunting expeditions in the winter.

The Amorites seem to have achieved acceptance and integration at some point, however, as we see later kings like Hammurabi proudly claiming Amorite heritage.

Cradle of Civilization

Middle Bronze Age

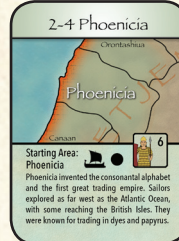
Minoans



This mysterious civilization was centered on Crete and other sites in the Aegean Sea like Santorini. A seafaring people, the Minoans seem to have engaged in a great enough volume of trade to facilitate the development of a distinctive writing system known as Linear A that scholars have not yet decoded. Minoan palaces featured indoor plumbing, the first known example of such technology in the world.

Art found at Minoan sites suggests that one of the chief sports on Crete was bull leaping and that the males and females were far more equal than was the case in most of the more militaristic societies surrounding the Minoans. The language of the Minoans and the cause of their civilization's downfall remain hotly debated and little understood. Minoan civilization shows heavy Egyptian influences and it in turn played a large role in shaping Mycenaean civilization.

Phoenicia



Despite a native tradition about a great migration from Bahrain, archaeology shows that the Phoenicians emerged from an indigenous population that had been present since the Late Stone Age. "Phoenicia" is a label applied to coastal Canaanites who excelled at seafaring and trade. The name was given to them by the Greeks, who later became a major trading partner with the inhabitants of

this region. Phoenicia produced papyrus for writing and a purple dye that was used to provide coloring for royalty all over the ancient world and these two products drove the mercantile economies of these coastal cities. Throughout antiquity, Phoenician sailors and navigators were regarded as the among the very best. Phoenician city-states were autonomous and did not unify politically. The peak of Phoenician civilization actually occurred in the Dark Age when none of their neighbors was able to impose imperial control on them and they were able to establish colonies in the Western Mediterranean, including the city of Carthage in modern Tunisia.

Middle Kingdom Egypt



After the political division of the First Intermediary Period, one dynasty was once again able to unify the Nile Valley. During the Middle Kingdom period, pyramid building was replaced with underground tombs. While less visually impressive, underground tombs were more secure from bandits and they were more difficult to build. It was also during this period that hieroglyphics evolved into

a fully functional written language capable of sustaining narrative literature. Wisdom literature, fictional tales, and prophecy were the most popular genres of the day.

Hittites



Once assumed to have been a small tribe, the Hittites were actually one of the greatest powers of the Middle and Late Bronze Age. The Hittites were among the earliest adopters of iron and may have started working in iron as early as the 18th Century BCE. In addition, they seem to have been the last state to emerge from the long-term effects of Uruk

colonization into Eastern Anatolia. As masters of chariot warfare, fortification, and the logistics of projecting force over long distances, the Hittites were able to build and maintain an impressive empire.

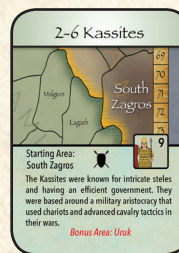
Babylon



In the wake of the power vacuum left by the Akkadians and the failure of the Gutians to establish deep or lasting control, there was space for a native dynasty to emerge. Hammurabi founded a dynasty and crafted a law code with its reciprocal system of justice, but it was not fundamentally dissimilar from other Mesopotamian law codes. Hammurabi conquered all of his neighbors in southern

Mesopotamia, but he was unable to extend his power to the north. After Hammurabi, Babylonia would enjoy 1,500 years of political dominance in Mesopotamia.

Kassites



Following the Hittite sack of Babylon in 1595, the Kassites were able to fill the power vacuum in Babylonia. Possibly originating in the Zagros Mountains, the Kassites were not linguistically related to their neighbors like the Elamites and Gutians. When they entered Babylonia, the Kassites served as a small military aristocracy who were efficient at government and enjoyed local popularity.

The Kassites seem to have been responsible for introducing horses and chariots to Babylonia.

Sumeria to Persia

Late Bronze Age

Hyksos



The Hyksos were not a mostly Semitic group which settled in the eastern Nile Delta before 1650 BCE. The arrival of the Hyksos marked the end of the Middle Kingdom in Egypt and ushered in the Second Intermediate Period. Despite ending a period of Egyptian unification, the Hyksos introduced many important innovations to Egypt. Hyksos contributions included new musical instruments, bronze

techniques, pottery styles, breeds of animals, crops, the chariot, the composite bow, improved battle axes, and more advanced fortification techniques. The Hyksos practiced horse burial and they worshiped a storm god Hadad, who is similar to the Egyptian deity, Set.

New Kingdom Egypt



After the expulsion of the Hyksos, a native Egyptian dynasty reestablished unity in Egypt. While most of the distinctive features of Egyptian civilization were already ancient by this time, the New Kingdom era saw Egyptian civilization reach its pinnacle. Interestingly, it was only during this period that the term "pharaoh" was introduced as the title of Egypt's ruler. Monumental construction

and cultural output such as pottery and literature far exceeded that of earlier periods. The Valley of the Kings, the richest area of Egyptian tombs, dates to this period. The gods and goddesses of Egyptian religion reached their final and most familiar forms and roles during the New Kingdom. Whereas the Old and Middle Kingdoms had rarely engaged in imperial ventures, New Kingdom Egypt maintained a strong presence in the Levant and challenged the Hittites for control of Phoenicia and Syria.

Mitanni



Centered in northern Mesopotamia and southern Anatolia, the origins of Mitanni are not known for certain, some scholars believe that after the Hittite sack of Babylon, the Hurrian tribes unified and created Mitanni. This would make sense in light of how Mitanni used the Hurrian language and their distinct pottery style. We do not have any native accounts of Mitanni and have to rely solely on foreign

accounts. In its early history, Mitanni fought with New Kingdom Egypt, but then allied with Egypt to combat the Hittites.

Troy/Arzawa



Arzawa was part of the Luwian language zone and played a complex role in Late Bronze Age international affairs. Troy seems to have been a buffer zone between the Mycenaean and Hittite empires and worked with both sides at different points. Materially, the city of Troy was fabulously wealthy and was a major trade center. The city, first rediscovered in the 19th Century, is a site with multiple layers that shows a long history of occupation throughout most of antiquity. Modern archaeologists have established that Troy VIIa is the Troy of Homer's Iliad since it dates to about the time of the Bronze Age collapse and has a burn layer suggesting that the city was stormed and burned by an outside foe.

Mycenae



The Mycenaeans borrowed the Minoan Linear script and used Linear B to keep records in Greek. Mycenae was divided between regional palace states, many of which were located on or near the sites of later Greek poleis. Each palace was controlled by a king and featured large block construction that has come to be called Cyclopean. It is unknown whether the Mycenaeans had an overarching political structure. The Iliad describes Greeks from this period under a high king, but the geography of Greece has tended to encourage division rather than unity and there is no direct evidence of unified governance. The Mycenaeans later acquired Minoan territories and may have ended their civilization.

Middle Assyria



Assyria as an imperial power rose slowly from its heartland in the Tigris valley and the plains to the east of the river. Assyrian society was governed by harsher discipline and laws than most of their neighbors. All men were subject to mandatory military service, sentences involving death or corporal punishment followed by forced labor were common, and women found guilty of adultery were executed. Although Middle Assyria slowly established itself as an equal player it laid the foundations for the Neo-Assyrian Empire.

Cradle of Civilization

Dark Ages

Sea People



Perhaps the most mysterious people group in all of Near Eastern history, there are many hypotheses about who the Sea People were and where they came from. It is possible that they were a group of polyglot mercenaries who went rogue. Recent findings of pig remains at Sea People sites with Greek origins seem to suggest a strong connection to the Mycenaeans. At any rate, the Sea People are known almost solely from the limited account of Ramesses III. The ravages of the Sea People is part of the general chaos characterizing the Late Bronze Age collapse.

Dorians



One of the most controversial issues in Greek history is the Dorian invasion. The ancient Greeks explained the differences in their dialects by saying that a group of warriors from the north overran almost the entirety of Greece and brought destruction in their wake. If true, that would explain the disappearance of the Mycenaeans. Modern scholars have been skeptical of the Dorian invasion and there is very little material evidence of the cultural changes that would accompany a major outside invasion. The ancient Greeks fully accepted the idea of a Dorian invasion, however. The Spartans, Corinthians, and others claimed Dorian heritage while Athenian claims of autochthony rested on the tale that they alone had fully resisted the Dorian invasion and had maintained a more pure heritage.

Phrygia



The Phrygians migrated from the Balkans in the 12th Century BCE, but did not create a unified state until the 8th Century. Controlling northern and central Anatolia, Phrygia later competed with Assyria for influence in eastern Anatolia. The Cimmerian sack of the capital city of Gordium forever broke the independence of Phrygia, but a Phrygian identity survived all the way to the early medieval period. Three historical Phrygian rulers, Gordias, Midas, and Mygdon, all earned a place in Greek history and myth.

Arameans



The Arameans were pastoral tribes living on the fringes of civilization in northern Syria. They were able to exploit the Bronze Age collapse to enhance their standing in the world. Some Arameans migrated into Assyria and Babylonia and took up Akkadian names. Aramean raiders began harassing the Tigris valley in the 11th Century and began outright conquest in the 9th Century along with the Chaldeans. Aramean tribes tended to settle on the fringes of Mesopotamia in small, farming villages. By and large, Aramean settlers did not seek to become integrated into Babylonian society and mostly did not seek political power.

Lydia



A neighbor to the west of Phrygia, Lydia rose to regional dominance after the sack of Gordium. Assyrian sources claim that Lydia was a vassal state at one point, but this claim is generally viewed as dubious. Lydia played a key role in fomenting opposition to the Assyrians. The Lydians are credited with inventing coinage and they used electrum as their precious metal. Lydian expansion to the West brought them into close contact with the Greeks of western Anatolia and are featured in Herodotus' writings. King Alyattes expanded his realm and his son Croesus, sought to expand Lydia even further, an ambition that brought about a fatal encounter with Cyrus the Great's Persia.

Philistia



Yet another poorly documented people of unknown origins, the Philistines are often assumed to be descendants of the Sea People, although there is very little evidence to substantiate this. Linguists have suggested a link with the "Pelasgians" of the Aegean, a people whom the Greeks regarded as their predecessors. This connection is made more likely by locally made pottery that is virtually identical to late Mycenaean styles. Regardless of their origins, the Philistines controlled five city-states lying between Egypt and the Levant, which enabled them to gather impressive wealth. Philistine cities featured large-scale beer and wine industries.

Sumeria to Persia

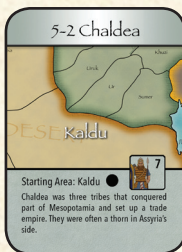
Iron Age

Hebrews



Recent archaeology suggests that the Hebrews were inland Canaanites who were of the same culture as the coastal Phoenicians until the 8th Century. At that time, a religious revolution in the highlands of Judea occurred and this resulted in the birth of a monotheistic religion (Judaism) and a revision of history where there was a unified kingdom of Israel. In reality, there is no archaeological evidence that Israel and Judea were ever politically unified or that David and Solomon were anything more than small-time hill kings based out of Jerusalem. Nonetheless, the religious revolution that created Judaism gave the Hebrews a unifying and driving ideology that led them to seek to expand out of the highlands in order to spread their culture and faith.

Chaldea



The Chaldeans were organized into three major tribes and started claiming lands in Babylonia in the 9th Century. Geographically, Chaldea divided Babylonia from the Levant coast, which put them in control of some local trade routes and made them politically relevant. It often fell to the Chaldeans to lead opposition to Neo-Assyrian expansion.

Urartu



An enigmatic but important power, the Urarti started to develop a state in eastern Anatolia in the early 1st Millennium but it only achieved prominence a few centuries after its birth. Unfortunately, almost everything that we know about Urartu comes from Neo-Assyrian records and archaeological findings which have so far been overwhelmingly military in nature, which leaves us largely in the dark when it comes to the religion and culture of this civilization. The geography of eastern Anatolia seems to have been a great asset for the Urarti as the passes into their homeland became snowbound and impassable in the winter. Urartu tried to set up an alliance network in Syria to contain Assyrian aspirations, but the Assyrians were able to dismantle these efforts and contain Urartu's lands to eastern Anatolia.

Neo-Assyria



The Neo-Assyrian Empire was a far more powerful continuation of its predecessor. Society had become so militaristic by this point that all state offices were military offices. By the 7th Century, Neo-Assyria had the revenue and organizational skills to maintain a standing army that could fight in all seasons and field 50,000 or more men in a single army. The standing army was a major asset since all previous armies had been levied for service during the summer and then disbanded for the harvest. This standing army was possible because Assyria set and collected tribute from conquered peoples. Contrary to Neo-Assyrian propaganda, the empire maintained control through terror. Neo-Assyria practiced mass-scale population relocations and scholars estimate that they shifted around 4.5 million people over the course of three centuries.

Kush



Centered in Nubia, the Sudanese, and the southern Egyptian Nile valley, the Kingdom of Kush owed its origins to the pressure of New Kingdom-era imperialism. Kush was able to take over Egypt until they were expelled by Neo-Assyrian intervention. During their tenure in Egypt, the Kushite rulers were able to restore much of the prosperity of the New Kingdom period and oversaw a cultural revival. Following their expulsion from Egypt, the Kushites relocated their capital to the city of Meroe. Greek geographers called this area Aethiopia. The Kingdom of Kush was able to endure until the 4th Century CE when the ancient kingdom finally succumbed to internal rebellion.

Cimmeria



The Cimmerians were nomadic marauders from the north who most likely originated in the Pontic steppe and invaded to the south via the Caucasus. It is likely that they hit the state of Urartu at one point. The Cimmerians were also responsible for inflicting a battlefield defeat upon the Neo-Assyrian ruler Sargon II in 705 and for breaking the power of Phrygia by sacking the city of Gordium in 695. The Cimmerians vied for control of Anatolia and seem to have been at their peak around 652, when they captured Sardis. Lydia, however, rallied and King Alyattes decisively defeated the Cimmerians in 619. After their defeat, the Cimmerians probably settled in the region of Cappadocia.

Cradle of Civilization

Achaemenid Era

Archaic Greeks



Greece emerged from a Dark Age around 800 BCE and developed rapidly thereafter. Despite links to the Mycenaean past being preserved in their mythology, there were major cultural breaks with the cultural forms of the past. Over the course of the Archaic period, the poleis emerged, which were city-states with their own unique mythology, political system, and religious cult practices. The

kings of Mycenaean and Dark Age Greece gave way to oligarchies, tyrannies, and democracies of varying degrees of inclusion. From about 700 onward, the combination of a desire for resources and internal political strife led to large-scale colonization efforts around the Mediterranean and Black Sea. By the dawn of the 5th Century, the hoplite phalanx had emerged as the centerpiece of Greek warfare. It was also during the late Archaic period that the Greeks laid the foundation for Western philosophy and Classical art and architecture.

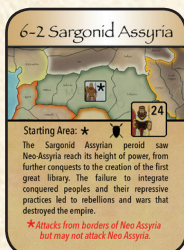
Neo-Babylonia



A local official named Nabopolassar rebelled against Assyrian control in 626 BCE and secured southern Mesopotamia by 616. Once the Assyrian Empire was dust, the Neo-Babylonian Empire under Nebuchadnezzar II successfully competed with Egypt for control over Syria, winning the conflict with a decisive victory at Carchemish. After installing a client king in Judea, Nebuchadnezzar

was so annoyed at a Hebrew revolt that he removed a considerable portion of the Jewish population to Babylonia to discourage further rebellions, leading to the Babylonian Exile. After the ruling dynasty founded by Nabopolassar died out, a new ruler named Nabonidus arose. Nabonidus was not able to establish either his own legitimacy or the supremacy of his favorite moon god before he had to face Cyrus the Great of Persia.

Sargonid Assyria



Continuing the dominance of the Neo-Assyrian period, Assyria under Sargon II continued to subjugate its neighbors and enjoyed military dominance. However, as climatic changes improved the conditions for agriculture around the world, all of Assyria's neighbors found themselves growing stronger. The failure of earlier Assyrian rulers to assimilate their subject peoples led to coalitions that finally

destroyed the empire.

Scythia



The Scythians were a nomadic people who lived on the steppes of what is now southern Russia and Eastern Europe north of the Danube. Expert horsemen, the Scythians were known for horse archery before the invention of stirrups and were masters of hit-and-run warfare. Passing through the Caucasus, the Scythians often inflicted massive damage in Mesopotamia, Anatolia, and Syria.

According to Herodotus' vivid but somewhat dubious account, the Scythians so frequently opted to ride rather than walk that all of their men were bow-legged. In 513 BCE, the Scythians of Eastern Europe defeated Darius I of Persia, who was retaliating for earlier Scythian aggression against Persia and its subjects. The tendency of Greek and Roman writers to use ancient people and place names while writing in and about later periods means that the names Scythia and Scythian lived on for centuries after their political demise while also serving to obscure the migration and development of groups like the Goths and Huns.

Medes



Media blossomed into statehood either as a result of Assyrian efforts to organize Media for tax purposes or in response to the depredations of Assyrian imperialism. At any rate, once Elam faded away, the Medes were able to centralize in the 7th Century and establish dominance over the region of the Zagros Mountains. The Medes played a key role in coalitions which resisted the dominance of Assyria

and later Babylonia. Due to the strong similarities between Medes and Persians, Greek writers often used the two terms interchangeably.

Sumeria to Persia

Persia



The Persians only emerged as a power in the 6th Century BCE. Under their great leader Cyrus the Great and his Achaemenid dynasty, the Persians spread out from their homeland and created an empire which ultimately stretched from Thrace in Europe to Egypt to the Indus river in the east. To help them govern this sprawling empire, the Persians invited their cousins the Medes to share in the governance of the empire, possibly contributing to Greek confusion over the differences between the two groups. Learning from the lessons of Assyrian imperialism, Persia preferred to work with native rulers and aristocrats and to respect all local traditions. The Persian Empire collected tribute and used it to maintain permanent garrisons at key points, build roads, and underground aqueducts. By calling up native levies as supplement to their permanent army, Persian rulers had a potential manpower pool of around 2.3 million by the early 5th Century.



Civilization Bonus

- 2-5 A Great Military Commander leads soldiers**
Civilization for this Epoch adds +1 to their Attack die results until they lose a battle.
- 6 Innovative Tactics are used**
Civilization Gains Military. If they have Military treat as result 2-5.
- 7 Civil Service established**
Civilization has 1 extra Army.
- 8 Trade Flourishes**
Civilization gains Commerce. If they have Commerce treat as result 7.
- 9 Astronomy**
Learned Civilization gains Seafaring. If they have Seafaring treat as result 8.
- 10 Terrain Tactics**
Ignore the terrain bonus for the defender of one particular type of terrain.
- 11-12 New Weapons**
Attacker rolls three dice in combat. Persians treat this roll as a 7.

Cradle of Civilization

SUMERIA TO PERSIA - CITY ARRIVAL

Epoch	Region	Area	City
Epoch I Early Bronze Age	ANATOLIA	Kizzuwatna	Aleppo
	EGYPT	Lower Egypt	Memphis
		Thebaid	Thebes
		Eshunna	Assur
	MESOPOTAMIA	Uruk	Nippur
		Kish	Sippar
		Khuzi	Susa
RETJENU		Orontashiua	Byblos
Epoch II Middle Bronze Age	AEGEAN ISLANDS	East Crete	Knossos
	ANATOLIA	Cappadocia	Hattusa
	MESOPOTAMIA	Kish	Babylon
	RETJENU	Ugarit	Qadesh
		Phoenicia	Tyre
Epoch III Late Bronze Age	ANATOLIA	Wilusha	Troy
	EGYPT	Zoan	Tanis
	GREECE	Hellas	Athens
	MESOPOTAMIA	Mittani	Harran
		Eshunna	Nineveh
	RETJENU	Cyprus	Salamis
Epoch IV Dark Age	ANATOLIA	Lydia	Sardis
Epoch V Iron Age	ANATOLIA	Lucca	Halicarnassus
	EGYPT	Nile Delta	Sais
	RETJENU	Canaan	Jerusalem
Epoch VI Rise of the Achaemenid Empire	GREECE	Macedonia	Pella
		Mycenae	Sparta
	IRAN	Elam	Persepolis

SUMERIA TO PERSIA - SEQUENCE OF PLAY

- The player with the lowest victory points draws a Civilization Card and may keep it or hand it to another player (on turn 1 Civilization Cards are drawn randomly by players). The player with the second lowest victory point total draws a card and repeats the above process until all players have a card.
- New Cities in Epoch II-VI are placed on the map.
- Strategy Phase
 - Player order is based on the arrival of the Civilizations belonging to the CURRENT Epoch.
 - Players perform Civilization Rounds for each Civilization they control starting with their oldest and proceeding to their newest.
 - A Civilization belonging to the current Epoch receives a Civilization Bonus.
 - The Army Pool is formed based on its Civ card or its controlled areas. A current Epoch Civilization automatically occupies their starting location.
 - The player expands into adjacent areas. If they are occupied by an opposing Civilization (including one they control) then they fight a battle. They may also colonize if they meet the requirements, build a wonder, or advance art, science, or government.
 - Victory points for control of Areas and Regions are scored after a player's last Civilization Round of the Strategy Phase.
- End of Epoch events are rolled for each Civilization. At the end of Epoch III also roll for Bronze Age Collapse.

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Sumeria to Persia

SUMERIA TO PERSIA - CIVILIZATIONS

Civilization	Start	Armies	Bonus	Special
1-1 Sumer	Sumer	9		
1-2 Elam	Elam	5	Ur	
1-3 Old Kingdom of Egypt	Zoan	5		▲
1-4 Akkadian Empire	Malgium	12		
1-5 Gutí	South Zagros	7	Ur	🐜
1-6 Amorites	Arabia	8	Ur	
2-1 Minoans	East Crete	3		🚢
2-2 Middle Kingdom of Egypt	Zoan	4		
2-3 Babylon	Kish	8		
2-4 Phoenicia	Phoenicia	6		🚢 ●
2-5 Hittites	Cappadocia	13	Kish	
2-6 Kassites	South Zagros	9	Uruk	🐜
3-1 Hyksos	Sinai	6	Lower Egypt	
3-2 New Kingdom of Egypt	Thebaid	10		🐜
3-3 Mitani	Mitani	9		●
3-4 Troy / Arzawa	Wilusha / Arzawa	3 / 3		
3-5 Mycanae	Mycanae	9	Wilusha, E Crete	🚢 🐜
3-6 Middle Assyria	Eshunna	5		●
4-1 Sea People	Phoenicia	8		🚢 🐜 🏰
4-2 Phrygia	Lydia	6	West Taurus	
4-3 Lydia	Arzawa	8		▲ ●
4-4 Dorians	Macedonia	6	Mycenae	🚢 🐜
4-5 Arameans	Arabia	7		
4-6 Philistines	Canaan	3		🐜 ●
5-1 Hebrews	Sinai	3	Canaan, Phoenicia	
5-2 Chaldea	Kaldu	7		●
5-3 Urartu	Urartu	5		
5-4 Neo Assyria	Eshunna	14		▲ 🐜 VI
5-5 Kush	Nubia	8		
5-6 Cimmerians	Gasga	9		
6-1 Archaic Greeks	Hellas	14		🚢 🐜
6-2 Sargonid Assyria	* Special	24		🐜
6-3 Medes	Media	12		🐜
6-4 Neo Babylonia	Kish	22		● ▲
6-5 Sythians	Colchis	8		🐜
6-6 Persia	Elam	48		🐜

* Expands from borders of 5th Epoch Neo Assyria and cannot attack Neo Assyria

▲ WONDER 🐜 MILITARY 🚢 SEAFARING ● COMMERCE ~~🏰~~ NO CITY BONUS ~~VI~~ DOES NOT EXPAND IN EPOCH VI

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Cradle of Civilization

End of Epoch Event

At the end of every Epoch, except for Achaemenid Empire, roll 1 die for each Civilization. On a result of 6 roll again and consult the table below.

1 Civil War

Place an Army on 3 adjacent areas. That Army comes from the player with the fewest VPs. If tied, the players with the fewest roll to determine who places the Armies. The Armies attack, ignoring all terrain. If successful that Army is placed in that area. Armies placed this way never Grow.

2 Plague

Roll a die for each of 3 areas. On a roll of 4-6 an occupying Army is removed.

3 Famine

Roll a die for each of 3 areas. On a roll of 5-6 an occupying Army is removed.

4 Disaster

If the player controls a wonder, that wonder is destroyed, along with any Armies or cities located there. Otherwise they must destroy all Armies in one Area they control.

5-6 Barbarian Raids

The player in last place places an army on 5 adjacent areas that are next to a sea, mountain, or a desert space. If tied, the players with the fewest victory points roll to determine who places the Armies. The Armies attack, ignoring all terrain. If successful that Army is placed in that area. Armies placed this way never grow. If the space the Barbarians come from is occupied, that space must be attacked.

Credits

Game Design: Sean Chick, Daniel Chick

Art Design: Bill Morgal, Shane Hebert

Rules Assistance: Robert Bartelli

Play Testing: Jesse Blazek, Daniel Chick, Katie Conner, Nick Doremus, Andrew Simoneaux, Lance Wattigney

Special Thanks: Derek Green, Michael Kraemer, William Sariago, Daniel Berger, Garry Stevens, Charles Vasey

This game is dedicated to Brett Guidry. Unfortunately Brett, this game does not cost \$15 American dollars.

Box Cover Art: *Alexander the Great in the battle against the Persians at the Granicus* by Cornelis Troost

Sumer to Persia Rule Book Cover Art: *Triumphant Achilles*, by Franz von Matsch

A very special thanks to Richard Jenning for his insight and assistance.