

The Flow of History

Designed by Jesse Li

English Rulebook

The Flow of History



Players: 3-5 Time: 60-90 min Designer: Jesse Li

Introduction

History is a harsh river that flows steadily through the ages. Since the dawn of time numerous civilizations have risen over the fallen ashes of others; and yet every one of them had once shone brightly in its own moment of glory!

As the invisible hand shaping destiny, you will carve a unique path for your people, by progressing them through different advancements in Knowledge, Construction, Military and Government, in order to build the foundations of a great civilization. Enlighten your people with charismatic Leaders to guide them through troubled ages, and build marvelous Wonders to display your achievements for all to behold.

The Flow of History is yet another innovative civilization game from Taiwanese designer Jesse Li. Players will develop their nation using a unique bidding/price setting mechanic to purchase new cards, but what is paid to the supply may also be harvested into the pockets of others, so you must be aware of their intentions before bidding for cards. Always keep an eye on your neighbor's military, and be ready to defend your people from your enemies, or even make war to invade their lands!

Dive into the turmoil of time, and compose an unforgettable tale of your civilization in the Flow of History.

Components



5 x Reference Cards



72 x Resource Tokens (RT)



67 x Civilization Cards



5 x Player Markers

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1 x English Rulebook

Card Overview



1. Card type symbol
2. Age of card
3. Investor Bonus Indicator
4. Card title
5. Effect timing
6. Obsolete icon:
This effect is deactivated at the end of the game
7. Card effect text
8. Card effect iconography
9. Flavor text
10. Production stripe:
Production icons provided by this card when placed.
11. Different back for each age

Production Icons

There are 7 different production icons in this game:



Culture icon



Harvest icon



Trade icon



Attack icon



Science icon



Defense icon



Industry icon

Production icons will be provided by cards in your nation; they will be converted to points at the end of the game, and will contribute to a significant portion of your score.

Some actions & card effects will also depend on the amount of certain production icons in your nation.

Investor Bonus Indicator

The icon shown in the magnifying glass will be the production icon used to calculate your investor bonus when you complete a card you have invested in. All cards of the same type will have the same indicator.



Culture check



Science check



Industry check

Card Type

There are 6 types of Civilization cards with different colors:



Military



Construction



Knowledge



Government



Leader



Wonder

Card Stacking

When you gain a new Military, Construction, Knowledge or Government card, it **must be stacked** together with cards of the same type.

Place the newest card on top, **only the top card's effect** will be shown and available for use; all cards underneath will have their effect covered, but will be showing the production stripes, so the production icons shown will be counted towards your nation's total.

You can **only have 1 Leader** card in your nation. When you gain a new Leader card, you **must remove** the previous Leader from the game.



Wonder cards **will not** be stacked, when you gain a new Wonder card just put it next to the other cards in front of you. Thus the effects & icons on wonder cards will not be covered by newer cards.


If the top card of a stack is removed, the effect of the card below will be **revealed and available** (excluding instant, attack & attack all effects). Please refer to page 6 for detailed descriptions on card effects.

Example: You gained "Lighthouse", which is a construction card.

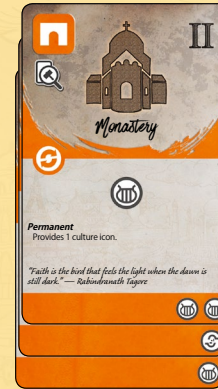
A. You already have a construction card "Barracks" in front of you, so you must stack "Lighthouse" on top of it, showing only the production stripe.



B. You lose the  defense icon provided to you by "Barracks"  permanent effect since it is covered.

C. The  attack icon shown on "Barracks" production stripe is still available and will be counted towards your total.





Example: This is Alexander's nation, currently he has:

- 5 Culture (4 from cards, 1 from the effect of "Monastery")
- 1 Science
- 0 Industry
- 3 Trade
- 2 Harvest
- 5 Attack
- 6 Defense (3 from cards, 3 from the effect of "Frigate")

Note that there can only be **one leader card** in his nation.

"Monastery" & "Frigate" have permanent effects that will provide these icons to him. "Great Wall" & "Great Mosque" are wonder cards so they do not stack. Both have scoring effects that are applied at the end of the game, so those culture icons are **not counted** now.

Effect Timing

Every civilization card (excluding starting cards) will have an effect, and there will be an icon on the left noting the timing of the effect.



Instant Effect



Permanent Effect



Attack Effect



Turn Action Effect



Attack All Effect



Scoring Effect



Instant Effect

When you first gain an “Instant Effect” card, you **must** activate it **after** you place it on the stack of its color. This card may be gained by choosing the action “Complete” or “Snipe”, or from other card effects.



Since a card is placed on the stack **before** the effect is activated, the icons gained by a new card **are counted** along with the production icons below. However all effects on the previous cards of this stack will be covered, so any icons provided by effects underneath will not be counted.





Each “Instant Effect” can only be **used once per game**, it will only be activated the first time you gain it. It will not be activated when it is revealed by removing cards on top of it.





Attack Effect

This type of effect is activated just like “Instant Effect”, and subject to the same limitations, and can only be **used once per game**.

When you activate an “Attack Effect” **after** you place it into your nation, first you count the number of  attack icons in your nation, which will be your military strength( **only**).

Each of your opponents count the number of  attack and  defense icons in their own nation, which will be their military strength( + .

In the previous example, Alexander has 5  attack icons & 6  defense icons. When he activates an attack, Alexander's military strength will be 5. However when other players attack Alexander, he will have a total of $5 + 6 = 11$ military strength.

Then you choose one opponent, who has a lower military strength than you, and apply the effect of this card to him. If a decision needs to be made, the attacker will choose the target of the effect.

Remember, the attack icons provided by this card will be counted towards your military strength.




Attack All Effect

Basically the same as “Attack Effect”, but all opponents with a lower military strength than you will be affected by this effect. If a decision needs to be made, the attacker will choose the target of the effect separately for each opponent.



Permanent Effect

As long as a "Permanent Effect" is not covered by another card, the effect listed will be applied to your nation.

However, if the  obsolete icon is present on this card, this effect will be deactivated at the end of the game, thus the bonuses will not be counted toward your score.



Turn Action Effect

During your turn, you may choose to activate this card as your action of the turn.

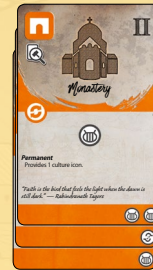
You cannot activate this type of effect when you gain it. Since you only get one action per turn, you would have already done an action to gain this card in this turn.

You can activate a "Turn Action Effect" multiple times as long as it is not covered, or removed from your nation.








Scoring Effect

This effect will only be applied at the end of the game. It will not have any effect during normal play.



Example: This is Alexander's nation.

- "Astronomy" is an  instant effect, "Napoleon" is an  attack all effect. Both have already been activated, and cannot be used again in this game.
- "Bureaucracy" is a  turn action effect, Alexander may chose to use it as his action for a turn.
- "Monastery" & "Frigate" are  permanent effects, they will be applied as long as they are not covered; but note that "Frigate" will become obsolete at the end of the game.
- Wonders don't stack, and the  scoring effects of "Great Wall" & "Great Mosque of Djenné" are only applied at the end of the game.

Game Setup

1. Separate the civilization cards according to the age indicated on the card back. Take out "The Future" card and place "The Internet" on top of it, then shuffle each age face down individually. Place the stack of cards from age V face down on top of "Internet", then each stack from age IV, III, II and I face down in descending order, so that cards from earlier times are on top. This will be the **"Civilization Deck"**, place it in the center of the table in reach of all players.



2. Take all 5 cards from age A, and place them face up next to the Civilization Deck to form the **"Market"**. There will be **5 cards in a 3-4 player game, and 6 cards in a 5 player game.**

In a 5 player game, reveal an age I card from the top of the Civilization Deck and add it to the Market.

3. Each player takes the following items: a player marker, a reference card of the same color and 4 resource tokens. These are placed in front of you and are called your **Nation**.

Your nation develops in front of you, this is where your cards are placed. All cards and resource tokens in your nation are open information and can be freely inspected by all players.



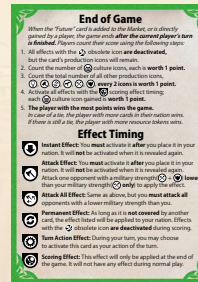
4. Randomly deal one age S card to each player, and place it face up in front of them. This will be the starting card (government) of each player's nation. Unused cards from age S are placed back into the box.
5. All remaining resource tokens are placed to the side to form the **Reserve**, they are **NOT** part of the **Supply**, but will be added in later. The Supply starts with 0 resource tokens.
6. Randomly determine the starting player; the turn order will be clockwise.
7. You may now start playing!

Market

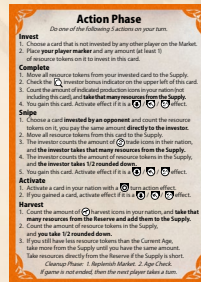
3-4 Players : 5 Cards
5 Players : 6 Cards



Supply



Green Nation



Turn Overview

Beginning clockwise from the starting player, each player will take a turn consisting of 2 phases:

Action Phase → Cleanup Phase

You will do an action to gain new cards or resources in the action phase, then you will replenish the Market and check if the game ends in the cleanup phase.

Action Phase

There are 5 actions in this game. Perform **1 action** of your choice and then proceed to the cleanup phase.

1. **Invest** in a card on the Market
2. **Complete** a card invested by yourself
3. **Snipe** a card invested by opponents
4. **Activate** a turn action effect on your cards
5. **Harvest** resources from the Supply

Invest

You cannot choose this action if you have already invested in another card, or if you have no resource tokens.

1. Choose a card that is not invested by any other player on the Market.
2. Place **your player marker** and any amount of resource tokens on it (at least 1) to invest in this card.

Example:

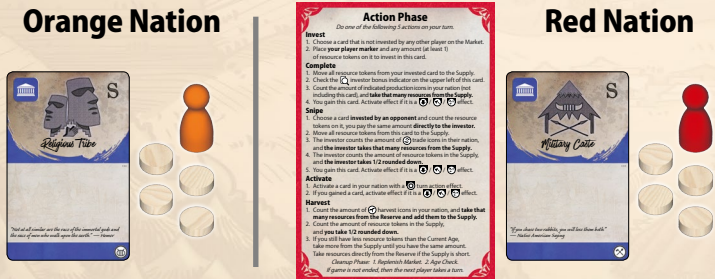
You decide to invest in "Monastery", so you take the player marker of your color & 4 RT from your nation, and place them on "Monastery".



Blue Nation



Civilization Deck








Orange Nation

Red Nation

Complete

You cannot choose this action if you don't have an invested card on the Market.

If you have an invested card on the Market, you may choose to complete it and might earn an investor bonus. You don't have to complete a card immediately on the turn after you invest it.




1. Move all resource tokens from your invested card to the Supply.
2. Check the  investor bonus indicator on the upper left of this card.
3. Count the amount of indicated production icons in your nation (not counting this card), and **take that many resources from the Supply.**
4. You gain this card, and place it in your nation. The new card must be stacked together with cards of the same color type, place it on the top covering the effect but showing the production stripes of the cards beneath. See page 4 for details.
5. If the timing of the effect is  "Instant",  "Attack" or  "Attack All", **you must activate it now.** If it is a  "Permanent" effect, it will be applied starting from now. See page 6 for details on effect timing.

Only the production icons provided by permanent effects and on the production stripe of your cards will be counted. The icon shown on the investor bonus indicator is not counted.

Example: You decide to complete the "Monastery" card you have invested in a few turns ago.

The 4 RT you placed on "Monastery" are added into the Supply.



The  investor bonus of "Monastery" checks the amount of  industry icons you have; you have a total of 2  industry icons so you take 2 RT from the Supply and take your marker back into your nation.



You take "Monastery" from the Market, and since you already have a stack of construction cards in your nation, you must stack "Monastery" on top of them, so that only the production stripes of cards underneath are visible.



"Monastery" has a permanent effect "Provides 1 culture icon" and will be applied to your nation now.

Remember, you will only get the investor bonus when you take your invested cards with the "Complete" action.

Snipe

If your opponent has invested in a card on the Market that you want, you may choose to snipe it from their grasp.

You CANNOT choose a card if you have less resource tokens than the amount placed on it. If you don't have enough resource tokens to choose any invested card, you cannot choose to do this action.

1. Choose a card **invested by an opponent** and count the resource tokens on it, then you pay the same amount **directly to the investor**.
2. Move all resource tokens from the invested card to the Supply.
3. The investor counts the amount of ☼ trade icons in their nation, and **takes that many resources from the Supply** (may be 0).
4. The investor counts the amount of resource tokens in the Supply, and **the investor takes 1/2 rounded down**.
5. You take the card and stack it into your nation according to color type. See page 4 for details.
6. If the timing of the effect is ⬇️ "Instant", ⬅️ "Attack" or ⚡️ "Attack All", **you must activate it now**. If it is a ⌚ "Permanent" effect, it will be applied starting from now. See page 6 for details on effect timing.

Nobody will receive the investor bonus when a player Snipes a card from the Market.

Example: You decide to snipe "Irrigation" which was invested by Alexander for 4 RT. Currently the Supply has 2 RT.

You pay 4 RT to Alexander, and returns his player marker to his nation. The 4 RT placed on "Irrigation" is added to the Supply, so now there is 6 RT.




Alexander has 1 ☼ trade icon, so first he takes 1 RT from the Supply. Then he gets to take half the RT in the Supply rounded down. Since there are 5 RT left, Alexander takes another 2 RT from the Supply.







*You take "Irrigation" and place it in your nation, it has an instant effect "Take 1 RT from the Reserve for each harvest icon you have", and it will be activated now. Including "Irrigation" you have a total of 2 🌾 harvest icons, so you take 2 RT from the **Reserve**.*



Activate

If you have a card with a  “Turn Action” effect, you may choose to activate it as your action for this turn. Remember you can only do 1 action per turn.

1. If you gained a card through this action, take the card and stack it into your nation according to color type.
2. If the timing of the effect is  “Instant”,  “Attack” or  “Attack All”, **you must activate it now.** If it is a  “Permanent” effect, it will be applied starting from now. See page 6 for details on effect timing.


Example: You decide to activate “Ramses II” for your action this turn. There are 2 wonders “The Pyramids” and “Great Wall” on the Market; however “The Pyramids” is invested by Alexander.



You remove “Ramses II” from the game, and take “Great Wall” from the Market and add it to your nation.


Example: You decide to activate “Columbus” for your action this turn. You remove “Columbus” from the game and reveal the top card of the Civilization Deck.



*It is the “Jet Fighter” card, and you will activate its  attack all effect immediately **after** it is added to your nation.*

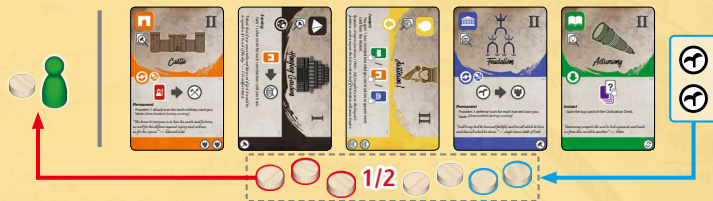
Harvest

If the Supply is plentiful, you might want to harvest it to enrich your nation.

1. Count the amount of  harvest icons in your nation, and take that many resource tokens **from the Reserve and add them to the Supply.**
2. Count the amount of resource tokens in the Supply, and **you take 1/2 rounded down.**
3. If the amount of resource tokens in your nation is less than the Current Age, take more resource tokens from the Supply until you have the same amount. If there are not enough resource tokens in the Supply, then you take resource tokens directly from the Reserve.

Current Age: The current age is the highest age card that is on the Market or owned by a player.

*Example: There are 5 RT in the Supply, and you decide to harvest it. Since you have a total of 2  harvest icons, **first you take 2 RT from the Reserve and add them to the Supply.***



Now there are 7 RT in the Supply, and you will receive 1/2 rounded down, so you take 3 RT from the Supply and add them to your nation.

Cleanup Phase

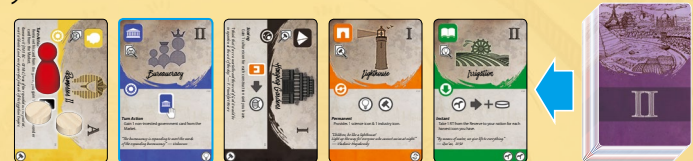
Your turn ends after you have taken one action in the action phase. Refill the market following these steps:

1. **Replenish Market:** Reveal cards from the civilization deck to refill the Market back to 5 cards for a 3-4 player game, or 6 cards for a 5 player game.
2. **Age Check:** Discard all **non-invested** cards on the Market that are **2 ages older** than the current age, then replenish again. The discarded cards are removed from the game. All cards owned by players will not be affected.
3. Check if the game end conditions are met, if not then the next clockwise player gets a turn.

Example: An age II card is placed on the Market, thus all non-invested age A cards will be removed from the Market.



There are 2 age A cards on the Market, "Ramses II", which is invested by Alexander and "Warriors" which is not invested by any player.



Discard "Warriors" and reveal another card to the Market.

Example: There are 3 RT in the Supply, and you have 1 RT. Since the current age is V (5), you decide to harvest.

You have 0 harvest icons, so you don't get to add RT from the Reserve to the Supply. You will receive 1/2 rounded down, so you take 1 RT from the Supply.



Now you have 2 RT which is less than 5, so you take 2 RT from the Supply.







But you are still short 1 RT, so you then take 1 RT from the Reserve and add it to your nation.



End of Game





When “The Future” card is added to the Market, or is directly gained by a player, the game ends **after the current player’s turn is finished**. Players count their score using the following steps:

1. All effects with the  obsolete icon **are deactivated**, but the card’s production icons will remain.
2. Each  culture icon is **worth 1 point**.
3. Count the total number of other production icons, **every 2 icons is worth 1 point** (1/2 combined total rounded down).
4. Activate all effects with the  scoring effect timing; each  culture icon gained is **worth 1 point**.
5. **The player with the most points wins the game.**

In case of a tie, the player with more cards in their nation wins.

If there is still a tie, the player with more resource tokens wins.

Example

- A. Since “Military Academy” has the  obsolete icon, its effect “Provide 1 defense icon for each 1 government card you have” is not applied, but the production icons will remain.
 - B. From all production icons on cards, you have 7  culture icons (including 3 provided by “Democracy”) which gives you 7 VP; and a combined total of 23 other icons which will give you 11 VP.
 - C. You have 2 knowledge cards, so “Einstein” will give you 2 VP.
 - D. You have 4 government cards, so “Great Mosque” will give you 4 VP.
 - E. You have 3  defense icons; however “Great Wall” needs 2  defense icons for each VP so you get 1 VP.
- Thus your total score is $7 + 11 + 2 + 4 + 1 = 25$ VP



2 VP
 :  x2

4 VP
 :  x4

1 VP
 :  x1

Total Score: 7 + 11 + 2 + 4 + 1 = 25 VP

Terms & References


Current Age

The current age is the highest aged card that is on the Market or that is owned by a player. This will sometimes be checked in the Harvest action and during the cleanup phase.

Discard / Remove From Game


All cards that are discarded are removed from the game. Place them away from the play area or put them back into the box.

Investor Bonus

Only when you choose the "Complete" action on your turn to take a card you previously invested in, will you receive the investor bonus. Check the  investor bonus indicator on this card. Count the amount of indicated production icons in your nation (not counting this card), and take that many resource tokens from the Supply.

Remember, you will only get the investor bonus when you take your invested card with the "Complete" action.

Obsolete

Cards with the  obsolete icon will have their effects deactivated at the end of the game, thus the bonus icons will not be counted toward your score.

Resource Tokens


Resource tokens (RT) are used as currency in this game, players will be using it to invest or buy cards. The amount you have is open information, and can be freely inspected by all players.

They are not to be limited; In the rare case that you run out of resource tokens during a game, please use some other tokens for substitution.

Reserve

When you setup the game, all unused resource tokens will be put aside to form the Reserve. In this game most actions & effects will deal with the Supply, only a few will be with the Reserve.

Players will **only** interact with the Reserve under these conditions:

1. When you choose the "Harvest" action, you will take a number of resource tokens equal to the amount of  harvest icons from the Reserve and add them **into the Supply**.
2. During the "Harvest" action, if the Supply does not have enough resource tokens for you to replenish yourself to the same amount of resource tokens as the current age, you will take the needed amount from the Reserve.
3. When the effect of a card instructs you to take resources directly from the Reserve.

Under these conditions, players **CANNOT** take resource tokens from the Reserve.

1. When you choose the "Complete" action, if the investor bonus is more than the amount of resource tokens available in the Supply, you can only take what is currently in the Supply. **You CANNOT take the difference from the Reserve.**
2. When the effect of a card instructs you to take resource tokens from the Supply but there is not enough, you can only take what is currently in the Supply. **You CANNOT take the difference from the Reserve.**

Supply

Resource tokens placed on cards in the Market will end up in the Supply. Please keep the Supply near the Market, but away from the Reserve. Most resource token interactions in this game will be with the Supply.

FAQ

Q1 What happens when I activate an effect, but don't have any possible targets to choose from?




A1 If you don't have a legal target to carry out the effect, then you do nothing.

For example, when you gain "Iron Works" but there are no non-invested military cards on the Market, then you get nothing. Or when you activate an Attack effect but you have the least military strength, then you just attack nobody.

Q2 When I gain "Printing Press", I have 4 science icons in my nation, however there are only 3 RT in the Supply. How much RT do I get?

A2 You will only get the 3 RT in the Supply.

Q3 When I gain cards from another card's effect, will the effects be activated?

A3 Yes. All  Instant,  Attack and  Attack All effects **must** be activated when you gain them, regardless of the method.

For example, you could activate "Confucius" to gain "Justinian I" from the Market, then use the effect of "Justinian I" to gain "Iron Works", then activate "Iron Works" to gain "Knight", and finally use "Knight" to attack an opponent.

MADE IN TAIWAN

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the Flow of History

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