How to Play Teaching Guides:
#44 Clash of Cultures

How To Play with Ryan Sturm

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #44 of The How to Play Podcast available at www.howtoplaypodcast.com

① The Hook - What the Game is About

" Welcome to Clash of Cultures. Your people newly armed with the essential knowledge of farming and mining are ready to develop a culture, government and military and transform from just another animal species to a true civilization. However you are not alone. You must compete with other growing civilizations and outpace them technologically, culturally and militarily to be known as the greatest civilization of all time and win the game.

Clash of Cultures is played over six rounds. Each of these rounds is divided into three turns. On each of these turns players will alternate taking three actions. Archie takes three actions, Bob takes three actions, Charlie takes three actions, That is a turn. After three of these turns it is the end of the round. So the game really is eighteen total turns, divided into six rounds and you will get a mininmum of 18x3 or 54 actions total in a game. The most common actions you will do on your turn are; build a new city, grow a city, move units, build more units or learn a new technological advance.

At the end of the game victory points are scored for four categories.; How many of your city pieces are on the board, the number of your technological advances, accomplishing objective cards and building wonders. After six rounds, which will be eighteen turns, which will be at least 54 actions each, the player who has accumulated the most points will win the game.

② The Meat - How to Play the Game

⦿ The Structure of the Game

1. Each player takes a turn by taking 3 actions in a row
2. Repeat over three turns
3. Status Phase to clean up the round
4. Repeat over 6 rounds and then the game is over

⦿ The Game Components

1. <u>The Game Board</u>
   1.1 Regions Discovered and Undiscovered
   1.2 Hexes - Fertile, Mountain, Forest, Barren, Sea
2. <u>The Units, Settlement and City Pieces</u>
3. <u>Player Board</u>
   3.1 The Scale - Tracks resources, culture and happiness levels
   3.2 Advance Board and Advance Cubes
4. <u>Objective Card - 2 VP accomplish either side</u>
5. <u>Action Card - Action or Tactics, played on your turn</u>

⦿ Most Common Actions

Can be done in any order, keep track of how many actions using tokens

1. <u>Discover Advance - 2 Food (Ideas)</u>
   1.1 Prerequisite first in Row
       1.1.1 City Piece Prerequisites
       1.1.2 Government Prerequisite, Goverment Rules
   1.2 Culture/Mood Advances
       1.2.1 Increase Level/Get Tokens
       1.2.2 Culture and Mood Levels and Event Cards
2. <u>Move 3 Units/ Groups; Land Units move one space</u>
   2.1 Effect of Terrain
3. <u>Found a city with a settler</u>
4. <u>Activating a City</u>
   4.1 Collect Resources = Size of City +1 if Happy
   4.2 Build Units = Size of City +1 if Happy, Max 4 Army per space
   4.3 Increase city size - Requires # of Cities, Advance
   4.4 Multiple Activations in a turn
5. <u>Civic Improvement - Pay mood tokens = Size of City</u>
   5.1 Increases production ability to build units
   5.2 May improve as many cities/level you can afford
   5.3 "Angry" - One activation, Only produce build 1, may not grow

🔴 Ships

1. Ships are built by port if enemy is there battle occurs immediately
2. Ships can move as far as they can reach
3. Ships can go on outside of board with navigation advance
4. Each ship may transport two land troops
5. How ship transport works

🔴 Exploring

1. Exploring new region with land unit - Declare space then flip

    1.1 May not be sea, then must connect water, then water outside

    1.2 Add barbarians if barbarian icon

2. Exploring new region with ships - Place so ship can enter if possible, connect water, than water outside

🔴 Combat

1. To move armies you must have tactics advance
2. Attacker declares tactics card use, then defender
3. Roll Dice = to armies total is Combat Value
4. Divide Combat Value by 5 to get # of hits
5. Attacker may retreat
6. Repeat if neccessary
7. Capturing player cities

    7.1 Replaces pieces with your color

    7.2 If not angry, winner takes gold per piece captured, victim gets free settler, city becomes angry

8. Capturing barbarian cities - one gold / barbarian, may keep or raze, city becomes angry
9. Naval Battles - Ships may not move after combat, cargo may be destroyed

⦿ Event Cards

1. How Event Cards occur
2. Event Card Icons and what they mean
   - 2.1 Barbarian attacks
3. Examples of event cards

⦿ Other Things you can do on your Turn

1. Cultural Influence - taking VPs from other players
   - 1.1 Range of Cultural Influence - Size + boost with culture
   - 1.2 Roll and then may boost with culture tokens to get 5 or more
   - 1.3 One Success per turn
   - 1.4 City under cultural influence may not use this action
   - 1.5 May try to take back your piece with another city
2. Action Cards - Free Actions or AAA (As an Action)
3. AAA Actions from Advances (Wonders)
4. Trading with other players

⦿ Status Phase and End of Game

1. Status Phase - Reveal Completed Objectives, Free Advance, Draw Action + Objective Cards, Raze Lvl 1 City?, Determine Start Player
2. End of Game - 6th Round or a player has no cities (or optional ending)

③ The Hamster - How to Win the Game

1. Early Game - Get more cities - increase size to increase production
   - 1.1 Suggested Techs - Building Prereq., Irrigation, Storage, Priesthood,
2. Mid Game - Protect yourself and choose a strategic technology path
   - 2.1 Suggested Techs Paths- Ec. Liberty, Draft/Nat, Conversion, Tax
3. Late Game - Maximize your points
   - 3.1 Shoot for completing at least 4 objectives and building 1 wonder