

# 5X

a game by

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Brain

a micro Civilisation game

for 3 to 6 players / 20m

The 4 Xs of the traditional Civilisation game are: *eXplore. eXploit. eXpand. eXterminate.* By adding another option: *eXcavate*, 5X goes one better! Outthink your rivals, call upon Great Leaders, build glorious Wonders and all in under half-an-hour; 5X challenges you to juggle actions and resources without letting your competition get too far ahead. Can your Civilisation build a legacy for the ages?

## Game components

52 cards (6 sets of 5 Action cards, 7 Wonder cards, 15 Great Leaders), 36 resource markers

## Object of the game

To have the most Victory points after seven rounds of play. Victory points are earned from building Wonders and from collecting resources.

## Game set-up

Each player should take a matching set of 5 Action cards (1 each of **Exploit**, **Exterminate**, **Expand**, **Explore** and **Excavate**.) Each player should also take 3 resource markers. The remaining resource markers should be put into a central supply. The seven Wonders should then be arranged in ascending alphabetical order of their letters and placed in a face-up stack beside the resources with the first Wonder (**A: the Pyramids**) on top.

## Great Leaders set-up

If there are exactly 5 players, remove **Montezuma & Erik the Red** (to leave 13 cards.)

If there are fewer than 5 players, remove all the cards marked with a star in the bottom right hand corner (to leave 10 cards.)

If there are only 3 players, also remove **Dido & Catharine** (to leave 8 cards.)

Shuffle the Great Leader cards and deal two face-down to each player. Each player should look at their two Leader cards, choose one and pass it to the player on their left. They should then add the two Leader cards to their hand of Action cards, so they have seven cards in hand.

*(Players may always choose to include all of the marked Great Leader cards in their game if they wish.)*

## Playing the Game

The game comprises exactly seven rounds. Each round proceeds as follows:

- Each player selects a card from those remaining in their hand and places it face down in front of themselves. (Players who picked **Explore** in the previous round do not do this.)

- The chosen cards are then revealed simultaneously.

- (Players who picked **Explore** on the previous round now select their Action card and reveal them.)

- Actions are processed in ascending numerical order.

(1: **Exploit**, 2: **Exterminate**, 3: **Expand**, 4: **Explore**, 5: **Excavate**)

*See Action Examples overleaf for details*

- Cards are then discarded to individual discard piles in front of each player (unless returned to hand.)

*Note: all resources and all cards in discard piles should be visible to all players*

- If the **Pyramids** or the **Great Wall** were built, that player also takes the indicated resources (2 or 1.)

- If the Wonder was not built for any reason, it is removed from the game, revealing the next Wonder.

A player may select a Great Leader from their hand as their Action and play it as usual. It counts as the regular indicated Action effect *in addition* to any bonus stated on the card. It is important to note that Great Leaders are not regular Actions and do not return to a player's hand (except through the *Caesar* effect), so **Excavate** cannot choose a Leader card in a discard pile as a target.

## Actions: reference list and examples

### 1. **Exploit**

Take 3 resources (from the central supply) minus one for each other **Exploit** action chosen this round.

**example:** *A, B and C all pick Exploit. Each player takes only one resource from the central supply because two other players also chose Exploit so the three resources are reduced by two.*

### 2. **Exterminate**

Take 1 resource from each player that chose **Exploit** or **Expand** this round.

**example:** *A and B pick Exterminate, C picks Exploit and D picks Expand. A and B take one resource each from both C and D (so A & B each gain 2 resources, and C & D each lose 2 resources.)*

### 3. **Expand**

Blind bid at least 1 resource (*e.g. conceal bid resources in a closed fist and reveal simultaneously.*)

The highest **unique** bid pays their bid and takes the current Wonder (and puts it face-up in front of themselves.) Losers must discard one resource but get any other resources bid and should take their **Expand** card back into their hand.

If all bidders tie, then there is no unique highest bid, so all bidders lose and no Wonder is built.

**Note:** *a player who chose Expand but when the time comes does not have the required resources to bid with, cannot participate in the bid (even if they were the only Expand player) but does still get their card back.*

**example:** *A, B and C pick Expand. They choose how many resources they wish to bid and conceal them in their hand. They are revealed simultaneously. A and C bid 3 and B bids 2. B wins the bid because the other two players tied even though they bid higher. B pays their bid of 2 resources and takes the Wonder. A and C each pay one resource from their bid of 3, but get the other two back, along with their Expand cards which are not discarded. (B must still discard their Expand card.)*

#### 4. Explore

Take 1 resource. Next round, see all cards chosen by players who didn't pick **Explore** this round before choosing a card. In the final round, take 3 resources instead of 1 (as there is no next round to see cards.)

**example:** *A and B pick Explore; C and D did not. A and B each take 1 resource. In the next round, C and D must choose and reveal their Action cards first. Then A and B choose and reveal their Action cards simultaneously.*

#### 5. Excavate

Take this card and any one Action card (*not a Leader card*) from your discard pile back into your hand. **Note:** *if there are no other Action cards in the discard pile, Excavate only returns itself.*

**example:** *A picks Excavate. They choose Explore from their discard pile to return to their hand along with Excavate.*

**Resources are not intended to be limited.** If there are insufficient resources to take from the central supply, use additional counters. If there are insufficient resources to take from players (*as a result of an **Exterminate** action*) then take any needed resources from the central supply.

## Game end and Scoring

Once all seven rounds are completed, players earn 1 Victory Point for every 3 resources they have (excess resources are worth nothing.) Wonders are worth the Victory Point value indicated in the large circle in the bottom corner (ranging from 1½ to 4½.)

The winner is the player with the most Victory Points. In the event of a tie, the tied player having the Wonder with the earliest letter wins (*i.e. A: the Pyramids beats G: the Rocket.*)

## Great Leader reference list and notes

### Exploiters

(English) **Elizabeth I**: grants immunity to Exterminate (*including Boudicca*)

(Indians) **Gandhi**: this counts as 2 Exploits for other players (*i.e. they each get 1 fewer resource*)

(Chinese) **Qin Shi Huang**: take 3 resources regardless of other Exploit cards (*including Gandhi*)

## Exterminators

(Celts) **Boudicca**: also take 1 from any player who played a Great Leader (*note this is not a cumulative effect, so a player who played e.g. Gandhi would only lose 1 resource.*)

(Mongols) **Genghis Khan**: also take 1 from each player who chose Excavate

(Aztecs) **Montezuma**: also take 1 from each player who chose Excavate

## Expanders

(Egyptians) **Cleopatra**: must bid at least 3 / pay 3 if lose - grants immunity to Exterminate (*inc. Boudicca*)

(French) **Napoleon**: must bid at least 3 / pay 3 if lose - counts as an additional  $\frac{1}{2}$  resource when bidding

(Japanese) **Tokugawa Ieyasu**: must bid at least 3 - but you get all your bid resources back if you lose

## Explorers

(Carthagians) **Dido**: if no other player chose Expand, you may pay 3 to build the current Wonder

(Vikings) **Erik the Red**: see all Action cards next round, including any other players who chose Explore this round

(Spanish) **Isabella**: take 2 resources instead of 1 (*5 on final round instead of 3*)

## Excavators

(Romans) **Caesar**: may instead return a discarded Leader to your hand from any discard pile

(Russians) **Catharine the Great**: take 1 resource; grants immunity to Exterminate (*including Boudicca*)

(Ottomans) **Suleiman**: may instead pay 3 and build any *removed* Wonder (*including any bonus resources*)

## Variant option for 3 or 4 players

Experienced players may wish to try a slightly more challenging version of the game which does not involve the Great Leaders.

As well as removing the Great Leaders, the last wonder (**G: *the Rocket***) should also be discarded.

The game now only lasts for six rounds but otherwise proceeds in the same way as the standard game and has the same scoring.

*However, please note that this variant is not recommended for five or six players!*

## Art credits

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## Playtest credits

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