

TM  
AVALON HILL

A game for 3 to 6 players  
Ages 12 and Up



# HISTORY<sup>OF</sup>THE WORLD<sup>®</sup>

*The Game of Rising Empires and Falling Powers*

Game Designers:  
The Ragnar Brothers

## Chapter I

### Container Assembly and Contents

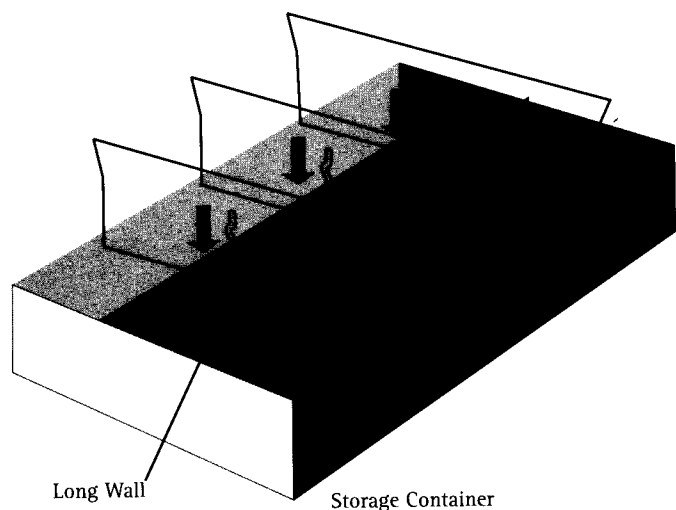


#### Initial Set-Up

Carefully punch out all of the cardboard pieces. There are 12 coins/fleets (same piece with a coin on one side and a fleet image on the other), 8 Pre-eminence Markers, 42 Score Charts, and 4 Wall pieces for the box buildup.

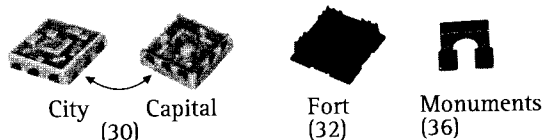
#### Creating the Storage Container

Turn the cardboard container in the game box over so the open side is up. Insert the long cardboard wall into the container slots, as shown, dividing the container in two. Take the three smaller cardboard walls and insert them into the container, creating eight smaller compartments. These compartments can now be used for storing the game pieces.



#### CONTENTS:

Gameboard  
Dice (5)  
Capitals/Cities (30)  
Forts (32)/Monuments (36)  
Epoch I pieces -- Egyptian (5 of each color)  
Epoch II pieces -- Persian (12 of each color)  
Epoch III pieces -- Roman (20 of each color)  
Epoch IV pieces -- Byzantine (15 of each color)  
Epoch V pieces -- Mongols (18 of each color)  
Epoch VI pieces -- Spanish (14 of each color)  
Epoch VII pieces -- British (16 of each color)  
Coins/Fleets (12)  
Pre-eminence Markers (8)  
Score Charts (42)  
Empire Cards (7 each of 7 different Epochs)  
Event Cards (22 Greater Events, 49 Lesser Events)



## Chapter II

### Object and Setup



#### Object

History of the World is a game played in seven Epochs (or rounds), each detailing a period in world history. In each Epoch, players command one Empire from that time period. These Empires expand across the world, later falling as new ones take their places. Players score for expanding their Empires as well as for controlling capitals, cities and monuments. At the end of each Epoch, the player in the lead also scores a pre-eminence bonus. In between Epochs, players draw for new Empires. After Epoch VII, the player with the most Victory Points wins.

## Playing Pieces

Each player selects a color and takes all plastic pieces of that color (players may want to sort their plastic pieces by Epoch).



Epoch I pieces  
Egyptian



Epoch II pieces  
Persian



Epoch III pieces  
Roman



Epoch IV pieces  
Byzantine



Epoch V pieces  
Mongols



Epoch VI pieces  
Spanish

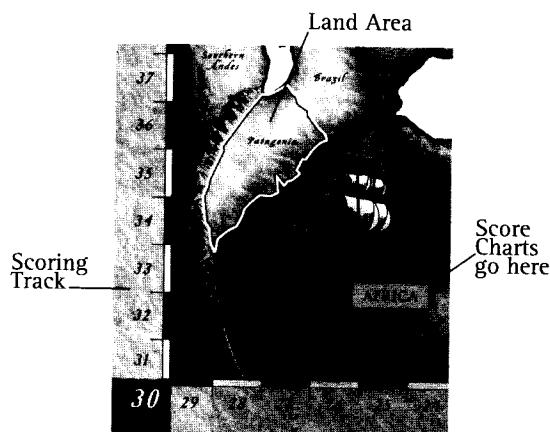


Epoch VII pieces  
British

Note: All players use these pieces whether or not they actually command those Empires during their turns. So all players use Egyptian pieces in Epoch I. These figures represent the most powerful and/or most representative Empire of that Epoch.

## The Gameboard

Place the gameboard in the center of the playing area. The gameboard is separated into 102 spaces, called Lands. These Lands are grouped into 13 different colored regions, called Areas. For example, Libya is a Land in the North Africa Area (shaded olive). Eight of the Lands are Barren Lands, marked in beige; these do not belong to any Area.



## The Score Charts

Sort the Score Charts by Area, then place in chronological order by Epoch so Epoch I is on top and the later Epochs are underneath. Place these Score Charts on the gameboard in their designated spaces.

Choose any one of your plastic pieces (from any Epoch) to be your scoring piece. Place it on the "0" space of the Scoring Track.

## Event Cards

Separate the Event Cards into two piles—Greater Events and Lesser Events. Deal out three (3) Greater Event cards and seven (7) Lesser Event cards to each player. Players may look at their cards but must keep them secret until they are played. These are the only Event cards you receive. There is no way to gain new Event cards in the game.

## Empire Cards

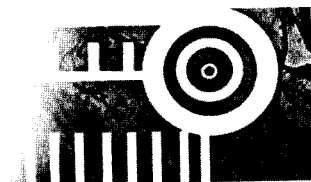
Separate the Empire Cards into their seven different Epochs and place them to the side.

## Pre-eminence Markers

Take the eight Pre-eminence Markers and turn them number-side down. Shuffle them, and place them to one side of the board. There are two 3s, three 4s, two 5s, and one 6 Marker.

# Chapter III

## Empire Cards and the Epoch



### Drawing Empire Cards

At this point, players draw their Empire Cards for Epoch I. Each player rolls two dice. The highest roller draws first and drawing proceeds clockwise.

The first player randomly draws one card from the Epoch I card pile and secretly looks at it. The player has to decide whether to keep the card (and play that Empire in Epoch I) or pass the card to another player. There are many factors involved in choosing whether to keep or pass a card (see Chapter VII Strategy for Empire Distribution).

If you pass a card to another player, that player will play that Empire in this Epoch but may not look at the card until after ALL Empire Cards are distributed.

Each player follows the same procedure, drawing from the remaining Epoch I Empire deck and looking at the drawn card.

**Remember**—you may only have one Empire Card. If you have been given a card before you draw one, you may not keep the card you draw, but must give it to another player.

Note: The last player to draw has no choice because only one player needs a card at that point.

Any unused Empire Cards are returned to the box without looking at them. Even in a six-player game, there will always be at least one Empire that is not played in an Epoch.

### A Look at the Empire Card

Every Empire Card has a summary of all the Empires in that Epoch on its back and a detailed look at one Empire on its front.

#### Empire Strength:

This is the number of armies the Empire receives.

#### Capital Symbol:

If an Empire has this symbol, it starts with a capital.

#### Navigation:

Any sea listed means the Empire has fleets in that sea.

### Going Through the Epoch

Choose one player to read out the first Empire listed on the back of the Empire Card (the top one). If you have that Empire, turn your card over and start your turn. If no one has that Empire, the next Empire on the list is read. This continues, with Empires either being played or skipped (if no one has it). After all seven Empires have been called out (and either played or skipped), the Epoch is over.

A turn, as a whole, is divided into three parts.

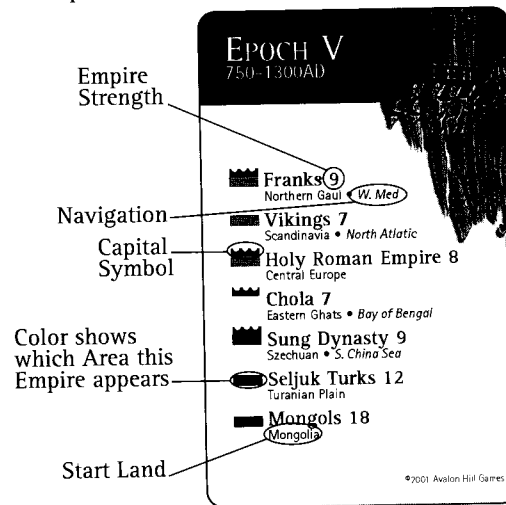
Starting the Turn—Event Cards/Chapter IV

Playing the Turn—Expansion, Combat and Building/Chapter V

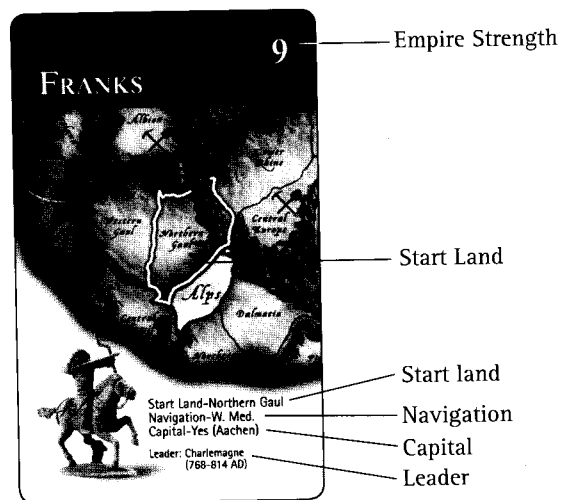
Ending the Turn—Scoring/Chapter VI

## Empire Card

Back: Empires are listed in the order that they are played



Front



## Chapter IV

### Event Cards



### Playing Event Cards

You may play up to two (2) Event Cards before starting your turn. These may be two of the same type of card (Greater or Lesser) or one of each. The only exception is that two of the exact same card may not be played on the same turn (two Leaders or two Disasters, for example). Once you have placed your first army, you may not play a card for the rest of your turn. Some cards are resolved before your turn begins, while others take effect during your turn.

Some Event cards can only be played during one Epoch or during a few Epochs. Make sure you look at your cards carefully so you do not miss an opportunity to play one.

Many cards use the term "Active Empire." The Active Empire is the Empire you are about to play, not any Minor Empires or Past Empires.

### Greater Events

There are four types of Greater Events: Leaders, Weaponry, Reallocation, and Minor Empires.

Leaders and Weaponry cards give your Empire bonuses when combating other Empires. They may be used together for a very strong bonus.

A Reallocation card allows an Empire to divert naval resources to ground troops.

A Minor Empire card allows you to play a small Empire at the start of your turn, effectively giving you two Empires in one turn. To distinguish the Minor Empire from the Active Empire, use the different Epoch Piece shown on the card. Minor Empires are Epoch specific and can only be played during one Epoch. A Minor Empire cannot be affected by the other Event Card played on this turn. (e.g., you cannot have a Minor Empire with a Leader). The Minor Empire is not scored until the Active Empire is finished at the end of your turn.

### Lesser Events

There are 22 types of Lesser Events. Many give you coins to use during that turn. Others let you destroy an Empire's armies or monuments. Some wreak devastation across a wide swath. The copy on the cards explains when and how they can be used.

Some Lesser Event cards say to use an army "from a far-away Epoch." This means that you should use a figure that is far away from the current Epoch. So if it is early in the game, use a Spanish or British figure; if it is late in the game, use an Egyptian or Persian figure. This keeps these "Lesser Event" armies separate from those brought in with normal empires.

### Coins

Many Lesser Events tell you to take a certain number of coins. These coins can be used at any time during your turn. You may not keep coins from turn to turn.



Coins can be used in the following two ways:

- When an army in your Active Empire is lost in combat, you may spend a coin to return that defeated army to your "army pool" (See Chapter V).
- You may spend a coin to buy a fort for your Active Empire.

## Chapter V

### Expansion, Combat and Building



After you play Event Cards (if any), the main part of your turn begins.

### Setting Up

1. Take the number of armies equal to the strength of your Active Empire (shown as strength on your Empire Card). Make sure you take the correct pieces for the Epoch being played. Place these armies in front of you. This is your army pool. Remaining armies of that type should be set aside to avoid confusion.

**Example:** A person playing the Carthaginians should take 7 armies (because Carthagina has a strength of 7) and they should be Persian figures (since it is Epoch II). The remaining 5 Persian figures should be set aside.

2. If your Active Empire has a capital, take a capital.
3. Place one fleet marker into every sea listed on the card. Fleet markers are found on the back of the coin markers. If an ocean is listed, that Empire has navigation in that ocean plus all seas that can be reached from that ocean, even indirectly.

**Examples:** A person playing the Portuguese in Epoch VI would place fleet markers in the Atlantic Ocean and all its reachable seas: North Sea, Western Med., Eastern Med., Black Sea. A marker placed in the Indian Ocean allows markers to be placed in its reachable seas: Red Sea and Bay of Bengal.

4. Put your capital and your first army down in the Start Land for that Empire. If there is already an army in that Land, this army is removed from play. If the Land has a fort, this is removed as well. However, any monuments in the Land remain.

The Empire is now ready to start expanding.

## Expansion

You may expand your armies into any Land that is adjacent to your Start Land. Place an army from your army pool in the Land to claim it. You may then expand into Lands adjacent to any Land containing an army from the Active Empire—not just the last army placed.

## Additional Expansion Rules

- A Land may contain only one army.
- Armies may not expand into or pass through Barren Lands.
- If you want to expand into a Land containing an army of your color (either from a past Empire or put on the board through card play), you may do so without combat. Replace the other figure with one from your army pool without a fight. The previous army is removed from the board.
- If you have fleets, you may use them as stepping stones to expand further, faster. An Empire may expand over a sea or ocean into any Land adjacent to that body of water. You may use a chain of fleets to expand far from your Start Land.

**Example:** During Epoch II, the Greek City States have navigation in the Western Med., Eastern Med., and the Black Sea. From their capital in Morea, the Greeks may expand into Shatts Plateau in one move, using their Eastern Med. fleet and their Western Med. fleet as stepping stones into Shatts Plateau. Similarly, the Greeks may step their way to Caucasus in one move, using their Eastern Med. and Black Sea fleets.

## Forts

At any point during your turn, you may exchange one of your unplaced armies (from the army pool) for a fort. This fort can be placed in any Land containing an army of your Active Empire (not by itself in an empty Land). This helps your Empire survive when other Empires expand into it later in the game. Once the fort is placed it may not be picked up and turned back into an army. You may turn as many armies into forts as you like.

A Land may not contain more than one fort. You may build a fort in a Land containing a capital or a city.

## Combat

During your turn, you may want to expand into a Land containing another player's army. When this happens, combat takes place.

Place your army in the Land occupied by the other player's army (this is the only time two armies will be in the same Land, albeit briefly). Standard combat is resolved as follows: You (the Attacker) roll two (2) dice and keep the higher number. The defender rolls one (1) die. The higher number wins and the defeated army is removed from the board. In the case of a tie, both armies are removed.

If you lose the attack, you may try to attack that Land again, provided you have armies remaining in your army pool.

**Example:** The Romans (Epoch III) are attacking from Southern Appenines into Northern Appenines. The Roman player rolls two dice, rolling a 1 and a 3. The defender rolls one die, scoring a 4. 4 beats 3, so the attacking Roman army is removed. The Roman player puts another army into the Land and attacks again. This time the Roman player rolls a 5 and a 5. The defender also rolls a 5. This time the result is a tie and both armies are removed. The Roman player can expand into the (now) empty Land without further combat.

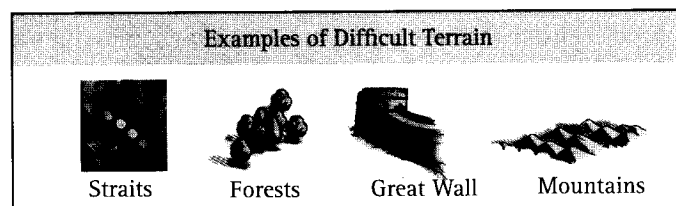
## Attacker Bonuses

The attacker occasionally gets bonuses to the die roll and can roll up to three (3) dice if Event Cards were played before the turn.

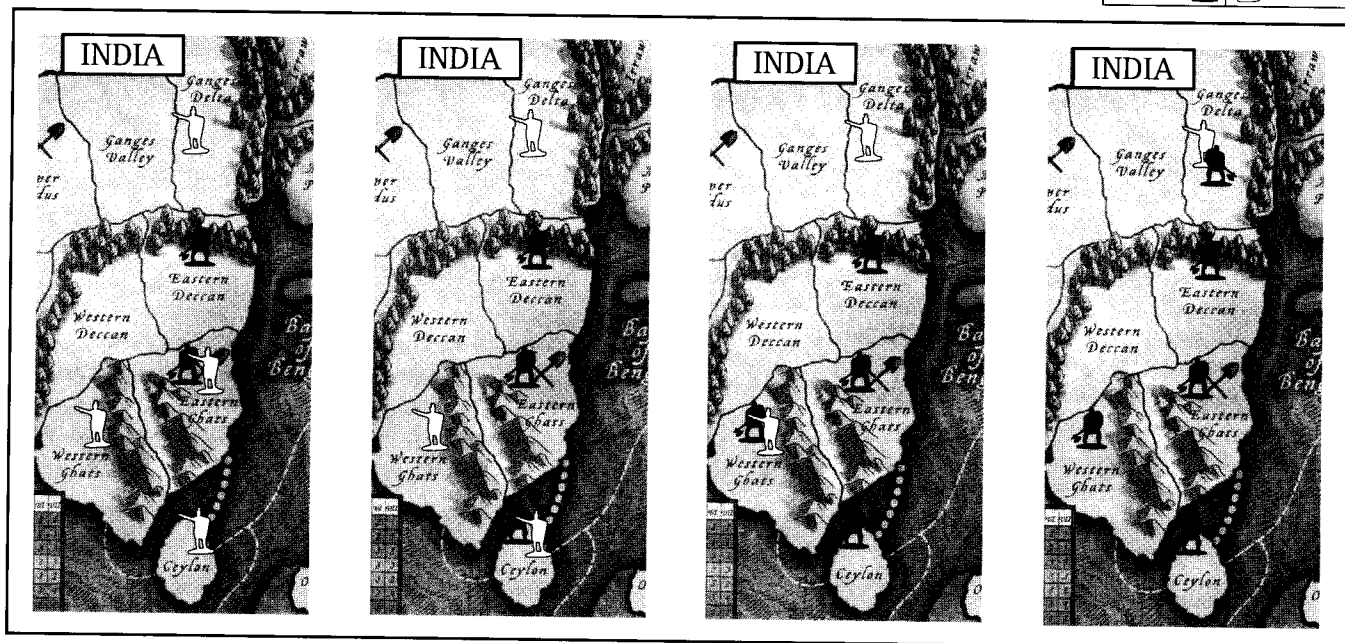
## Defender Bonuses

The defender may get to roll more dice or get bonuses to the die roll depending on where the attack comes from or if the defender is in a fort.

**Difficult Terrain:** When you attack over Difficult Terrain, the defender gets to roll two (2) dice on defense, keeping the higher roll. Difficult Terrain are the following: forests, mountains, straits, and the Great Wall of China. If the Difficult Terrain is in the defender's Land, then the defender gets to roll two dice, keeping the higher. If the Difficult Terrain is on the attacker's Land, then there is no defender bonus. NOTE: Anytime you attack over a strait, the defender gets to roll 2 dice. A strait is not on either side of the land.



Example: In Epoch IV, the Guptas are expanding within India.



1. The Guptas start in Eastern Deccan and expand into Eastern Ghats. The defender there gets only 1 die on defense since there is no Difficult Terrain.
2. After winning the battle, the Guptas expand into Ceylon. Since they are crossing a strait, the defender gets to roll 2 dice.
3. After winning that battle, the Guptas expand from Eastern Ghats into Western Ghats. Since the defender has mountains in his Land, he gets to roll 2 dice on defense.
4. Finally, after winning that battle, the Guptas move north to the Ganges Delta from Eastern Deccan. Since the woods are in the Attacker's (Gupta's) Land, the defender gets no bonus and only rolls 1 die.

### Attacking from the Sea

When you land an army directly from a fleet (as opposed to an adjacent Land), the defender rolls three (3) dice when defending, keeping the highest.

**Example:** In Epoch VII, the British player is expanding from Albion to Chekiang (in China) in one move (using her vast naval presence). There is already an army in Chekiang so combat takes place. The attacking British army rolls with 2 dice, scoring a 2 and a 4. The defender gets three dice, rolling a 1, 1, and 5. The British army is defeated and removed. A second attempt succeeds, removing the defending army and giving the British a foothold on land. From here the British player expands into the Lands of Si-Kyang, Yangtze Kiang, or the Great Plain of China without penalty since she is expanding from Chekiang not from the sea.

### Attacking an Army in a Fort

A defender in a fort gets a defensive bonus in addition to any bonuses received for Difficult Terrain (or sea attacks). A defender in a fort adds +1 to the die roll he or she keeps. Therefore a rolled 5 becomes a 6. Furthermore, if the defender loses (or ties), the first

piece removed is the fort, not the army in the fort. If the attacking army is still in the Land, there is another round of combat, as the Land still contains two opposing armies. If the defender is defeated again, the defending army is removed.

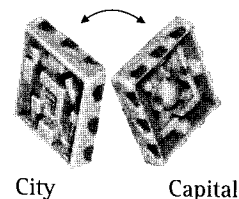
### Sack and Pillage Capitals

Whenever your army takes over a Land already containing a capital, the capital is turned over and becomes a city.

Whenever your army takes over a Land already containing a city, the city is sacked and removed from play.

If a Land is left vacant (due to a tie in combat die rolls), leave the capital or city in its current state. Only turn over (or remove) the piece when an invading army successfully enters the Land after a battle.

Any monuments in the Land remain.



**Example:** The Mongols are on a rampage in Epoch V. The player has played a Leader card, giving him 3 dice on attack. His first expansion is from Mongolia into Wei River, defended behind the Great Wall of China and containing a capital and a fort. The Mongols place an army into Wei River and combat takes place. The Mongols roll three dice (due to the Leader card) and score a 4, 6, and 6. The defender rolls two dice (due to the attack coming over Difficult Terrain – the Great Wall of China) and adds one to the total for the fort. The defender rolls a 1 and a 6. The 6 becomes a 7, defeating the Mongol army. However a new army takes its place and rolls a 2, 4, and 5. The defender rolls a 3 and a 4. The 4 becomes a 5, resulting in a tie. The Mongols remove their army and the defender removes his fort (forts are the first loss taken when defending a Land). A new Mongol army invades, rolling a 1, 2 and 6. The defender still gets 2 dice but no more +1 bonus because the fort is gone. He rolls a 2 and a 5. The Mongols win and the defending army is removed. The capital is turned over and becomes a city with a Mongol army in it.

## Building

### Resource Symbols and Monuments

On the gameboard are 18 resource symbols, which represent vital material sites. As you take over Lands with these symbols, you build monuments to your glory (and score points for it).

After all expansion is complete, check Lands containing the Active Empire's armies for resource symbols. For every two (2) Lands with resource symbols you control, build a monument. If your Active Empire controls four resource symbols, you may build two, etc. NOTE: The resource symbols must be controlled by your Active Empire, not by Minor Empires, Kingdoms, or past Empires.

You must place monuments in certain Lands first, see below. At no point can a Land have more than one monument.

- If the Empire has a capital, place a monument there first.
- Otherwise, place it in any city the Active Empire controls.
- Otherwise, place it in a Land containing one of the resource symbols controlled by that empire.

If unable to place the monument using these rules, you may not build a monument. Also, if all monuments are on the gameboard, you may not build a monument.

## Clean Up

After building monuments (if any), discard any Event Cards played and remove any fleets from the board. Your turn is over.



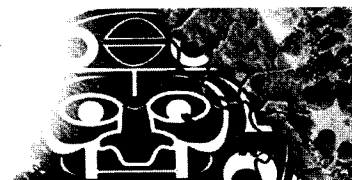
Monument



Resource Symbol

# Chapter VI

## Scoring



After your turn is over (not after the entire Epoch), you score for all your Active and past Empires on the board (all pieces of your color). When scoring, count all Lands controlled by your color, regardless of what Epoch that piece comes from.

First look at how many Lands you control within an Area. Your level of control in an Area determines how many points you score in that Area. All Areas are checked after your turn (although, early in the game, many Areas score zero).

- If you have at least one army in an Area, you have presence in the Area.
- If you have at least two armies in an Area and more than any other player, you have dominance in the Area.
- If you have at least three armies in an Area and no other player has any army in that Area, then you have control in the Area.

Every Area has a base score. This score may change from Epoch to Epoch as the importance of certain Areas wax and wane. See the Victory Point Table on the back page.

The Score Charts on the board (next to the different Areas) summarize the different scores for each Area. The first number is the base score (presence). The next number is doubled (dominance), and the third number is tripled (control).

	Presence			
III-VII	3	6	9	Control
		Dominance		

Every time an Area is scored, advance your mover along the scoring track.

After all Areas are scored, you then score for capitals, cities, and monuments.

2 points for every capital you control.

1 point for every city you control.

1 point for every monument you control.

Note: You don't score any points for forts.

If your score goes over 100, place your mover within a fort and continue moving it along the track, starting over at zero. The fort



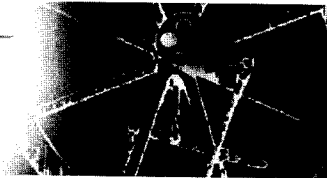
represents 100 points. If a player goes over 200 points, place a capital in the fort and start again.

After all Areas, capitals, cities, and monuments have been scored, it's the next player's turn.

**Example:** *The purple player has just finished his Epoch II turn. He was the Egyptians in the first Epoch and the Vedic City States in Epoch II. The remnants of the Egyptian Empire has armies in the Nile Delta, Libya, and Palestine. The Vedic City States has armies in Upper Indus, Western Deccan, Eastern Ghats, Hindu Kush, and Persian Plateau. Because the Vedic City States controls two lands with resource symbols, the purple player places a monument in the Upper Indus (where the Vedic City States capital is located). In North Africa, purple has at least 2 armies and more than anyone else, so Egypt has dominance. The base score for North Africa in Epoch I is 2. This is doubled due to dominance and becomes 4. Purple also has 2 armies in the Middle East (1 Egyptian in Palestine and 1 Vedic City State army in the Persian Plateau). However, another player has 3 armies in the Middle East. Although purple has 2 armies, he does not have dominance and only scores the base score of 3 for the Middle East. In India, purple has 4 armies and no one else has any. This results in control of India so the base score of 2 is tripled to 6. Finally, there is the Egyptian capital and the Vedic City States capital, each scoring 2 points (4 for the two). The monument in Upper Indus is worth a final point. Adding up all the points, the purple player scores 18 points (4+3+6+2+2+1).*

## Chapter VII

Between Epochs & Winning the Game



After all Empires in an Epoch have either been played or skipped (in the case that the Empire was not drawn), the Epoch is over. At this point, players do three things: check for Pre-eminence (who's winning), adjust the Score Charts and draw for new Empires.

### Pre-eminence Markers

At the end of an Epoch, after all players have played and scored, check to see which player has the most Victory Points. This player is pre-eminent and takes 1 Pre-eminence Marker from the pile. This player may not look at the Marker until the end of the game. If there are two people tied with the most Victory Points, neither is pre-eminent and no Pre-eminence Marker is drawn for that Epoch.

### Drawing for New Empires

Drawing for Empires is similar to the start of the game, where players draw an Empire Card and decide whether to keep it or pass it to another player. However, players draw new Empire Cards in the following order:

- The player with the lowest number of Victory Points draws first, then the person in second-to-last place, etc. The leader draws last.
- When players have the same number of Victory Points, the player whose Empire in the previous Epoch had a lower Empire Strength number draws first. For example, if two players have 8 Victory Points, but one player played the Egyptians in Epoch I (strength of 5) and the other played the Minoans (strength of 3), then the Minoan player draws first.
- If two or more players are tied with Victory Points *and* the Empire strength of the previous turn, then the player who went earlier in the past Epoch draws first. For example, if two players have 8 Victory Points and both played Empires with a strength of 5 (the Egyptians and the Aryans) in the previous Epoch, then the Egyptian player draws first as Egypt occurred earlier in the Epoch.

While you are drawing and distributing cards, the leader should check the Score Charts. Remove expired Score Charts and make sure the upcoming Epoch Score Chart is on top of the pile.

### Strategy for Empire Distribution

When drawing Empire Cards for an Epoch, be careful to whom you pass an Empire. Here are a few strategy hints:

- Notice how strong an Empire is. Stronger Empires are usually more powerful and should be kept by losing players or given to losing players.
- Notice when an Empire appears. An Empire that happens earlier (especially the first one) allows a person to score more for past Empires as those Empires haven't been overrun yet.
- Notice where an Empire appears. Giving a player an Empire where he or she already has armies could be good (if they deplete their army pool by replacing old Empires) or it could be bad (if they gain dominance in an Area). On the other hand, giving them an Empire far from their strength enables them to gain more presence in more Areas.
- Notice the details of an Empire. Not having a capital (especially early on) prevents a person from scoring two points every turn that capital is in existence. Also, an Empire with navigation (especially towards the end of the game) can quickly expand to unoccupied Lands, gaining control or dominance without a fight.

## Winning the Game

After the last player has scored for Epoch VII, make sure the Pre-eminence Marker is drawn (if need be).

Starting with the player in last place, each player turns over any Pre-eminence Markers they have and adds the value of the Markers to their score, adjusting their mover along the scoring track. After all players have added their Pre-eminence Markers to their scores, the player with the most Victory Points wins the game.

## Ties

If two players are tied for Victory Points, add up the combined army strengths of all seven of their played Empires. The player whose combined army strength is lower is the winner.

If there is still a tie, then the player with more Pre-eminence Marker points is the winner.

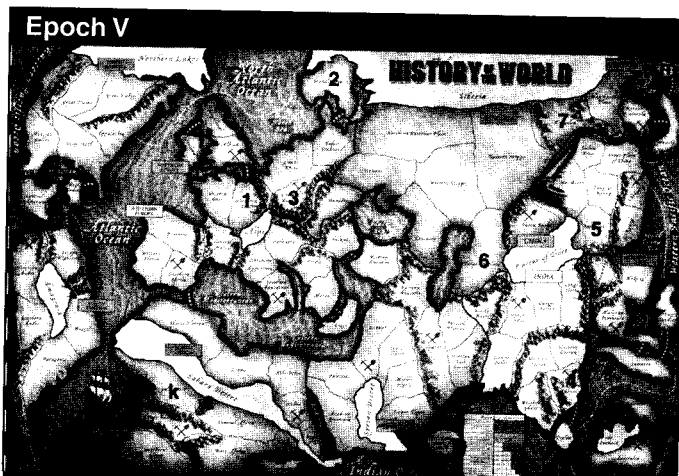
If there is still a tie, then the player with the lower army strength in Epoch VII is the winner.

## A Look at the Empires

Many players find it helpful to know when Empires, Kingdoms, and Minor Empires are going to appear in the game. These seven maps show where the Empires in each Epoch will appear (in numerical order), plus where that Epoch's Minor Empire(m) and Kingdom(k) will appear.



Epoch V



Epoch VI



Epoch VII



## Optional Rules for Advanced Players

People who have played the earlier Avalon Hill release of this game will note that many rules have been streamlined and/or eliminated in this version. For those who want to play a more advanced version of the game, add these optional rules. Note that these rules will probably lengthen gameplay a bit.

- **Pre-eminence Markers**

Eliminate Pre-eminence Markers. These are not rewarded to the leader at the end of an Epoch.

- **Minor Empires**

When distributing Event Cards at the start of the game, separate the Minor Empire cards from the rest of the Greater Events. Distribute one Minor Empire card to each player and two other Greater Event cards.

- **Multiple Armies**

Players may have up to 3 figures in a Land. These may be 3 armies or 2 armies and a fort. You may not have more than one fort in a land. When defending in this land you still defend with normal dice. The extra figures just allow extra casualties.

- **Naval Control**

Active Empires (not Minor Empires) with navigation may place armies from their army pool onto their fleet markers in a sea (not an ocean). At the end of the turn, any fleets with armies on them remain on the board. You score one Victory Point for each sea controlled this way. Any Active Empires who want to put a fleet into a sea controlled by a past Empire must fight the existing fleet. Combat is handled normally, with the attacker rolling two dice and the defending fleet rolling one. All fleet combat is resolved, in any order, before any army expansion starts. If there are not enough fleet markers available to an Active Empire at the start of its turn, fleets with armies are removed from the board starting with the oldest Epoch first. The Active Empire (who needs the fleet markers) decides which fleets to take within this Epoch and in what order.

We will be happy to hear your questions or comments about this game. Write to: Avalon Hill c/o Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian Consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6



Epoch I



Epoch II



Epoch III



Epoch IV



Epoch V



Epoch VI



Epoch VII

Presence	At least one army in an Area.
Dominance	At least two armies in an Area, and more than any other player.
Control	At least three armies in an Area with no other player's army in the Area.

## Victory Point Table

Epoch	I	II	III	IV	V	VI	VII
MIDDLE EAST	2	3	3	3	3	2	1
NORTH AFRICA	1	2	2	2	2	2	1
CHINA	1	2	3	3	3	3	3
INDIA	1	2	3	3	3	3	3
SOUTHERN EUROPE	1	2	3	3	3	3	2
NORTHERN EUROPE			1	2	2	3	4
SOUTHEAST ASIA			1	2	2	2	2
EURASIA					1	1	2
NORTH AMERICA					1	1	3
SOUTH AMERICA					1	2	2
NIPPON					1	1	2
AFRICA						1	2
AUSTRALIA							2

Proof of Purchase

**HISTORY & WORLD**

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