

StratMech Studios presents

INCEPTUM

DAWN OF CIVILIZATIONS

AGES 12+ | 2 - 4 PLAYERS | 60 - 120 MINUTES

INCEPTUM™: Dawn of Civilizations, is an immersive, asymmetrically balanced, civilization-building strategy game that offers deep decision-making and endless replayability - for the entire family!

BACK STORY

At the dawn of a new era, humanity stands at a threshold. Across vast landscapes, small settlements begin to emerge, driven by a thirst for knowledge, a desire to flourish, and the ambition to leave an enduring legacy. Ahead lies an Inceptum - a great undertaking through which vision and resolve will shape the course of history.

Your people gather what little they have and place it in your care, trusting you to lead them. From this humble beginning, your civilization takes its first steps. To endure and prosper, it must build a strong economy, grow its population, shape systems of governance, and forge trade routes that extend its reach. Great discoveries lie ahead. Cities remain to be built. Monumental Wonders stand unbuilt, waiting for a civilization bold enough to define the age.

Now the world lies before you, unclaimed and full of promise. This undertaking will be shaped by the decisions you make. Will your achievements define an era? Will *your* civilization's name endure through time?

The journey begins...



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OBJECT OF THE GAME

You are the leader of a fledgling civilization, guiding your people through the ages to build a legacy that will stand the test of time. Your goal is to develop your civilization by strategically managing resources, researching scientific advancements, constructing buildings, and shaping governance and culture. You will:

- Perform research to unlock new technologies and increase production.
- Construct and upgrade buildings to expand your city's economy and infrastructure.
- Build Wonders that grant unique benefits and solidify your civilization's legacy.
- Trade resources with other players or the central bank to optimize your economy.
- Grow your population to support the expansion of your empire.
- Shape your governance and culture to tailor your civilization's strengths and abilities.

GOAL

Victory is achieved through Civilization Points (CPs), which are earned by advancing technologies, constructing buildings and Wonders, and growing your population. The player with the highest CPs at the end of the game wins, establishing their civilization as the most glorious in history!

GLOBAL COMPONENTS

1 Technology Board



20 Turn Planner Pages



400 Resource cards
(40 cards in each denomination)



4 Cost Cards
(A, B, C, D)



2 Special Cost Cards
(Special Cost Card for "Build Actions cost less")



100 Population Tokens



2 Dice
(a black and a white)



8 Civilizational Trait cards
(2 cards for each Trait)



7 Humble Beginning cards



3 Government Extra Benefit cards



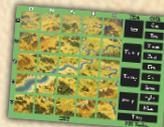
14 Wonder Tiles



PLAYER COMPONENTS

The components shown below are for the player choosing the Green color. Similar components in Yellow, Red and Blue are included.

1 City Board



45 Research Tokens



10 Resource Tracker Tokens - 2 per resource type
(small square tokens with green background)



Food Wood Stone Iron Gold

22 Building Tiles

(Square tiles with green border)

16 Resource Building Tiles

Food Building Tiles:
(x 2 = 4 Tiles)



Wood Building Tiles:
(x 2 = 4 Tiles)



Stone Building Tiles:
(x 2 = 4 Tiles)



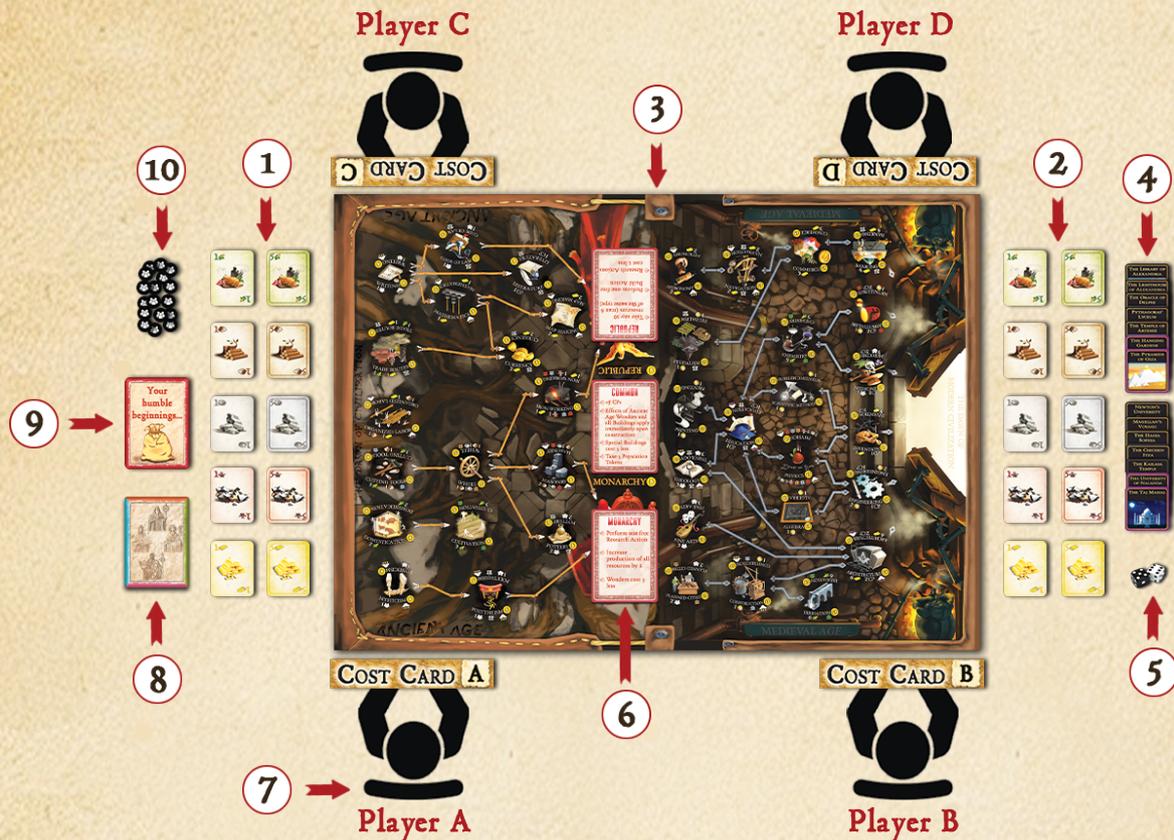
Iron Building Tiles:
(x 2 = 4 Tiles)



6 Special Building Tiles
(x 1 = 6 Tiles)



SETUP - GLOBAL COMPONENTS



- 1 & 2 **Banks:** Sort and split the resource cards into 2 banks. Bank 1 may be shared by Player A and Player C, while Bank 2 may be shared by Player B and Player D.
- 3 **Technology Board:** Place it in the middle of gameplay area and place the global components along its shorter sides.
- 4 **Wonder tiles:** Arrange all the Wonder buildings near one of the banks.
- 5 **Dice:** Place the pair of dice near one of the banks.
- 6 **Government Extra Benefit cards:** Place the 'MONARCHY' card below the 'MONARCHY' research title, oriented toward players A and B. Place the 'REPUBLIC' card below the 'REPUBLIC' research title, oriented toward players C and D. Position the 'COMMON' card centrally between the two titles.
- 7 **Players:** The Players are to be seated facing each other along the longer sides of the Technology Board as shown. There are 4 Cost Cards labeled Cost Card A, B, C, and D. Pick the Cost Card that best matches your seating position.
- 8 **Civilizational Trait cards:** Shuffle and keep the cards face down in one of the banks.
- 9 **Humble Beginnings cards:** Shuffle and keep the cards face down in one of the banks.
- 10 **Population Tokens:** Place near one of the banks.

➤ GAME OVERVIEW ➤

DETERMINING THE STARTING PLAYER

Each player rolls the pair of dice, and the player with the highest roll goes first. In case of a tie, the tied players roll again until the tie is broken. Play then continues clockwise.

SEQUENCE OF EVENTS IN A TYPICAL GAME ROUND

The game proceeds in 'rounds'. When all the players have played their turn, the round is over. Each game round is divided into two key phases: the Production Phase and the Turn Phase. An overview of these phases is provided below, with detailed explanations available in the relevant Game Concept sections.

PRODUCTION PHASE (all players, at the same time): At the start of each round, all players collect resources from the Bank equal to their civilization's Per Turn Production (PTP) as indicated on their City Boards. This phase represents the total output of your civilization's economy and is resolved by all players at the same time.

TURN PHASE (per player, one at a time): After the Production Phase, players take their turns one at a time in clockwise order. During your turn, the following steps occur. You may choose to skip Step 2, but Step 1 must be done by all players. Each of the concepts below are covered in detail later.

1. **ROLL FOR BONUS PRODUCTION:** You roll a pair of dice, one black and one white, for Bonus production. You may get additional resources just for this turn based on your roll and placement of buildings in your City board. (page 11).
2. **PERFORM ACTIONS (in any order):** During your turn, after rolling for bonus production, you may take one or more of the following actions in any order. Each of these types of actions are explained in detail later.
 - **TRADE ACTIONS:** You may trade resources with other players from the start of the game. If you have researched 'Trade Routes', you may also trade resources with the Bank. (page 12).
 - **RESEARCH ACTIONS:** You may 'Research' a scientific advance on the Technology Board by paying the cost in Gold to the Bank. You may perform any number of research actions in your turn. You may research only those scientific advances that are unlocked. (page 12).
 - **BUILD ACTIONS:** You may build new buildings or upgrade existing buildings by paying the cost of the Build Action to the Bank as indicated on the Cost Card. You may build or upgrade only those buildings that are unlocked and available for construction. All buildings require a Population Token to be placed on them. Ensure that your city has a free (available) Population Token before building a new building. (page 15).
 - **BUILD WONDERS:** You may build Wonders by paying the relevant cost to the Bank. Wonders provide significant advantages and are exclusive — once built, no other player may construct the same Wonder.
3. **UPDATE YOUR CIVILIZATION'S PTP:** Update your PTP tracker to reflect the Gains obtained, if any, during your turn from step 2. These updates will affect the resources you collect at the start of the next round.

DESIGNER'S NOTE: To help you gradually learn the game's mechanics, we have designed two introductory Game Missions that serve as a guided introduction before playing the full game. "Game Concepts (Part 1)" explains the rules needed for the First Mission, while "Game Concepts (Part 2)" introduces additional gameplay elements necessary for the Second Mission. You do not need to memorize every rule. You may refer to the relevant section as needed while playing through the Missions or the full game.

GAME CONCEPTS (PART 1)

TECHNOLOGY BOARD

The Technology Board displays the available research pathways and shows how advancements unlock new discoveries and shape civilization's progress.

You will use the board to perform Research Actions, increase resource production, unlock construction of Buildings and Wonders, and place Research Tokens to indicate progress.

You begin the game at the **Dawn of Civilization**, the start of **Ancient Age**, where 6 scientific advancements are available for research - 'Writing', 'Trade Routes', 'Organized Labor', 'Cutting Tools', 'Domestication' and 'Mysticism'.

The scientific advancements 'Republic' & 'Monarchy' mark the end of the Ancient Age. Upon researching one of them, you will enter **Medieval Age** and will have another 6 scientific advancements made available for research - 'Astronomy', 'Feudalism', 'Printing', 'Theology', 'Fine Arts' and 'Planned Cities'.

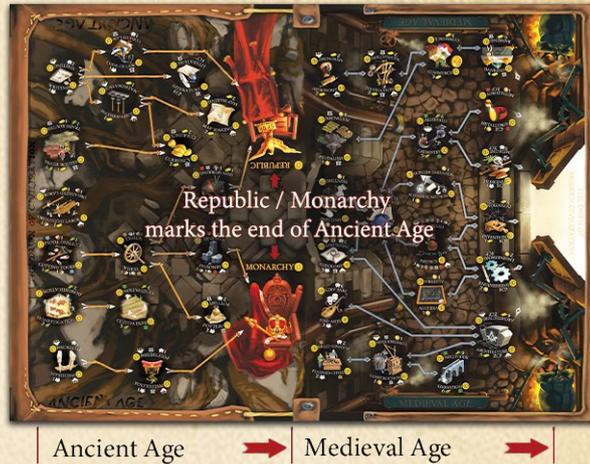
To unlock the doors of **Dawn of Modern Civilization** at the end of the Medieval Age, you must have researched **any one** of these six scientific advancements: 'Banking', 'Metallurgy', 'Medicine', 'Invention', 'Engineering', or 'Architecture'.

This marks the end of the Medieval Age, placing your civilization at the threshold of a yet another era – the **Dawn of Modern Civilization!**

RESOURCE CARDS

The game includes five distinct types of resources – Food, Wood, Stone, Iron and Gold. Each resource type is represented by 80 cards – 40 of these are marked with a denomination of '1' and the other 40 with '5'.

While Gold is used for performing Research Actions, other resources are used to build Buildings.



Dawn of Modern Civilization (End of Medieval Age.)

POPULATION TOKENS

Population Tokens represent population and are essential to activate buildings in your city. Before you can build a building, you must have an unused Population Token.

The only way to increase your population is by researching scientific advancements that grant population.



GAME CONCEPTS (PART 1)

continued

COST CARD

The Cost Card is a quick reference guide: the front lists Buildings, the back lists Wonders. The inside pages serve as a quick reference for the Technology Board, listing only the scientific advances and the Buildings or Wonders they unlock.

FRONT PAGE: The front page provides details on Buildings including their levels, names, the research that is required to unlock construction and resource production Gains from each Build Action.

The diagram illustrates the layout of the Cost Card A front page. It is divided into two main sections: Resource Buildings and Special Buildings. The Resource Buildings section is organized into four rows based on resource type: Food, Wood, Stone, and Iron. Each row contains four building cards, each showing its level, name, research requirements, and resource production gains. The Special Buildings section is organized into three rows: Law, Market, and Mint. Each card shows its level, name, research requirements, and resource production gains. Callouts point to various elements: 'Name of the Building' and 'Level of the Building' point to the top of a card; 'Research required to unlock this Building' points to the research icon; 'Cost of the Build Action' points to the cost icon; 'Resource production gains' points to the resource icons; 'Details on Resource Buildings' points to the resource icons; 'Benefits from the Special Building' points to the resource icons; and 'Details on Special Buildings' points to the building icon.

BACK PAGE: The back page provides detailed information about Wonders, including their construction costs, the Civilization Points (CPs) gained from each, and the effects they may have on your civilization.

The diagram illustrates the layout of the Wonders page, which is divided into two columns: Ancient Age Wonders and Medieval Age Wonders. Each column contains Great Wonders and Legendary Wonders. Each wonder card shows its name, cost, Civilization Points (CPs) gained, and its effect. Callouts point to various elements: 'Cost and Civilization Points of the five Ancient Age Great Wonders' points to the top of the Ancient Great Wonders section; 'Cost and Civilization Points of the five Medieval Age Great Wonders' points to the top of the Medieval Great Wonders section; 'The name of the Wonder' points to the name of a wonder; 'Effect of the Wonder' points to the effect of a wonder; 'Research required to unlock this Wonder' points to the research icon; 'Cost and Civilization Points of the two Ancient Age Legendary Wonders' points to the bottom of the Ancient Legendary Wonders section; and 'Cost and Civilization Points of the two Medieval Age Legendary Wonders' points to the bottom of the Medieval Legendary Wonders section.

The cost card also includes a LEGEND, located on the front page and inside, explaining the meaning of various icons used in the Game.

BUILDING TILES

The building tiles shows its name, level, total resource production, and, for Special Buildings, any unique benefits they may offer as well. Resource buildings have 4 levels, while special building have 2. Levels 1–2 appear on one double-sided tile (front and back), and Levels 3–4 on another.

After you pay the cost of construction of the building (look up your Cost Card), you would place the relevant building tile on your City area of your City Board.



Building Name: STONEMASON HUT

Total Production: 1 Gold and 1 Stone.

Building Level: At Level 1, the starting level, out of 4 possible levels



Building Name: STONE MINE

Total Production: 5 Gold and 5 Stone.

Building Level: At Level 4, the maximum level.

PER-TURN PRODUCTION

Your Civilization's ability to generate resources each round is referred to as Per-Turn Production (PTP). Your Civilization's PTP is the aggregate of PTP contributions (resource production Gains) from the scientific advancements you research on the Technology Board, and from the Buildings and Wonders you build in your City, on the City Board.

TRACKING YOUR PTP: Your civilization's current PTP is tracked on your City Board using Resource Tracker Tokens. Each resource type is represented by up to two tokens: a single token is sufficient for single-digit values (placed in ONES column), while two tokens are used in the 'TENS' and 'ONES' columns to represent two-digit values, following a place-value system.

Example 1: To represent a PTP of 20 Food per turn, place one 'Food Resource Tracker Token' in the "Twenty" slot (in the TENS column) and none in the ONES column ($20+0 = 20$).

Example 2: To represent a PTP of 15 Food per turn, place one 'Food Resource Tracker Token' in the "Ten" slot (in the TENS column) and another in the "Five" slot under the ONES column ($10+5 = 15$).



GAME CONCEPTS (PART 1)

continued

WAYS TO INCREASE PTP:

1. **THROUGH SCIENTIFIC ADVANCEMENTS:** Perform Research Actions to enhance your PTP. The resource icons and their associated numbers shown beneath each ‘Scientific Advancement’ name, indicate the per-turn production increase for the specified resources. Reflect it in your PTP Tracker (Refer “*Tracking your PTP*” on page 9).
2. **THROUGH BUILDINGS:** Perform Build Actions (Refer page 15) to further increase your PTP. The PTP increase for each new building or upgrade is given by the “*Gains*” icon  on the Cost Card.
3. **THROUGH WONDERS AND GOVERNMENT EXTRA BENEFIT CARDS:** Certain Wonders and specific ‘Extra Benefits’ from the Government Extra Benefit Card can also enhance the production of all resource types.

Important Note: A common mistake is to take resource production gains immediately after completing a Research or Build Action. However, these gains do not provide resources right away. Instead, they increase your PTP, and the resources will be collected at the start of the next round. Remember to only **update your PTP Tracker** after every Research or Build Action and not take resources directly from the Bank!

Let’s say your PTP of Gold is 10 at the end of Round 6. At the start of Round 7, you would collect 10 Gold from the Bank. During Round 7, if you build a new building that increases your PTP by 2 Gold, you shouldn’t take the 2 Gold immediately from the Bank. Instead, you would update your PTP Tracker to 12 Gold. At the start of Round 8, you would collect 12 Gold from the Bank based on your updated PTP.

COLLECTING YOUR PTP: At the start of each round during the Production Phase, collect resources from the Bank equal to your current PTP as shown on the PTP Tracker of your City Board. The higher your PTP, the more resources you gain—so be sure to update your PTP Tracker after every action that increases it!



DESIGNER’S NOTE: *A civilization is not built in a day—and neither is its economy. Per-Turn Production (PTP) captures the idea that the rewards of innovation and infrastructure are not immediate, but enduring. PTP is intentionally designed to reinforce this where Research and Build Actions don’t give immediate payouts—instead, they increase your resource income starting from the next round. It encourages players to think ahead and map out their production growth.*

ROLL FOR BONUS PRODUCTION

The City area on your City Board is a **5x5 matrix** where you can place Buildings and Wonders. At the start of your turn, roll both dice together. The black die determines the row, while the white die the column. The intersection of the row and column identifies the bonus production slot.

- If there is a Building (or Wonder) in that slot, you gain bonus resources for this turn based on the type of structure.
- If the slot is empty, no bonus is gained - better luck next time!
- The slot determined by the dice applies to **all players**. Each player gains bonus production if they have a structure in the slot on their City Board.

BONUS PRODUCTION BY STRUCTURE TYPE: The bonus production received depends on the type of structure in the slot.

- Resource Buildings (any level): Gain 1 Gold and 1 unit of the resource produced by the building.
- Special Buildings (any level): Gain 1 Gold and 1 resource of your choice.
- Wonders: Gain 2 resources of your choice!

Example A: 🎲 🎲 Roll is 4,3. You have a 'Lumber Camp' (Wood Building) in that slot on your City Board. You will receive a bonus of 1 Gold and 1 Wood.

Example B: 🎲 🎲 Roll is 5,4. You have a Special Building, 'Grain Silo', in that slot. You will receive a bonus of 1 Gold, and you may take one more resource of your choice.

Example C: 🎲 🎲 Roll is 1,3. You have a Wonder in that slot. Great luck! you may take 2 resources of your choice as bonus production.

Example D: 🎲 🎲 Roll is 5,2 and no building occupies that slot on your City board. Hard luck, you will receive no bonus !



ROLLING A SIX: If you roll a six on the black die, you may choose any row number (1-5), while the number on the white die remains as rolled. Similarly, if you roll a six on the white die, you can choose any column number (1-5), while the number on the black die stays the same as rolled.

If you roll a six on both dice, you may choose any slot on your City Board! As always, the chosen slot applies to all players, meaning any player with a structure in that slot also gains bonus production.

Note: Bonus production is collected immediately and does not affect your PTP - Simply take the resources from the Bank and add them to your hand.

GAME CONCEPTS (PART 1)

continued

TRADE ACTIONS

Players can perform trade actions only during their turn. It does not affect your PTP, but only the resources you have in hand currently. There are 2 types of Trade Actions in the game.

TRADING WITH PLAYERS: From the start of the game, players may trade with each other. Trading occurs on a one-to-one basis, requiring both players to agree on the exchange of resources.

TRADING WITH THE BANK: You can trade with the Bank immediately after researching 'Trade Routes'. The standard trading ratio is 4 resources of the same type for 1 resource of your choice (4:1 ratio). However, when trading Iron for any other resource, the ratio is 3:1.

RESEARCH ACTIONS

To perform a Research Action, select the desired scientific advancement and pay its cost in Gold to the Bank. Then, place a Research Token on the corresponding advancement on the Technology Board to mark it as researched. The golden coin icon next to the advancement's name indicates its cost, while the icons beneath it display the benefits gained from completing the research.

Place the Research Token after payment to indicate completion.



Cost of the Research Action:
to be paid in Gold to the Bank.

BENEFITS AND EFFECTS OF RESEARCH ACTIONS

The different icons displayed beneath each Scientific Advancement represent the benefits gained from that research. These benefits come into effect immediately upon completing the research.

INCREASE IN PTP: The resource icons and their associated numbers beneath each Scientific Advancement name indicate the increase in your PTP for those resources.

Example: Researching 'Cutting Tools' increases your PTP of both Food and Wood by 1 each.

Some scientific advancements (like 'Printing' in Medieval Age) with icon  increase production of all resources – Food, Wood, Stone, Iron and Gold.



'Cutting Tools' increases PTP of Food and Wood by 1 each.

Note: The increase in your PTP will affect the resource you receive at the start of your next round and does not immediately add resources to your hand.

POPULATION GAIN: Advancements with the people icon  grant additional Population Tokens as a one-time benefit (not a per-turn increase).

Take the specified number of Population Tokens immediately and place them in any empty slot on your City Board for future use. When you construct a new Building(s), you may assign the gained Population Token(s) to it.



'Writing' gives you 1 population token.

UNLOCKING BUILDINGS AND WONDERS: You must **unlock** Buildings and Wonders before constructing them. At the start of the game, only 'Small Crop Field' and 'Lumberjack Hut' are available for construction. These foundational Buildings produce basic resources essential for your civilization's growth.

To construct additional Buildings or Wonders, first research the Scientific Advancement that unlocks them. Higher-level Buildings become available through advancements, each marked with icons showing what they unlock.

For a quick lookup on the icons, refer to the **Legend** box on the inside page of your Cost Card.

LEGEND	
	Food Building
	Wood Building
	Stone Building
	Iron Building
	Special Building
	Great Wonder
	Legendary Wonder

CONSTRUCTION AFTER UNLOCKING: Once a Building or Wonder is unlocked through a Research Action, it becomes immediately available for construction. To build or upgrade, pay the cost on your Cost Card to the Bank. Refer to the 'Buildings and Wonders Blueprint' inside the Cost Card for details on what each Scientific Advancement unlocks.



'Cutting Tools' unlocks a Stone Building.



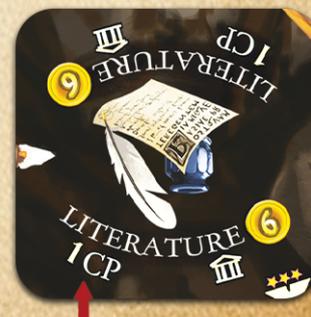
From 'Buildings and Wonders Blueprint' (inside Cost Card).

Example 1: Researching 'Cutting Tools' unlocks a Stone Building, as indicated on the Technology Board.

The Blueprint helps identify the Stone Building as the 'Stonemason Hut'.

INCREASE IN CIVILIZATION POINTS: Every Research Action grants 1 CP by default. Some Scientific Advancements provide additional CPs. CPs determine the winner at the end of the game.

Example: The advancement 'Literature' grants 1 CP by default, plus 1 bonus CP (as indicated on the Technology Board), for a total of 2 CPs.



'Literature' grants additional CP.

GAME CONCEPTS (PART 1)

continued

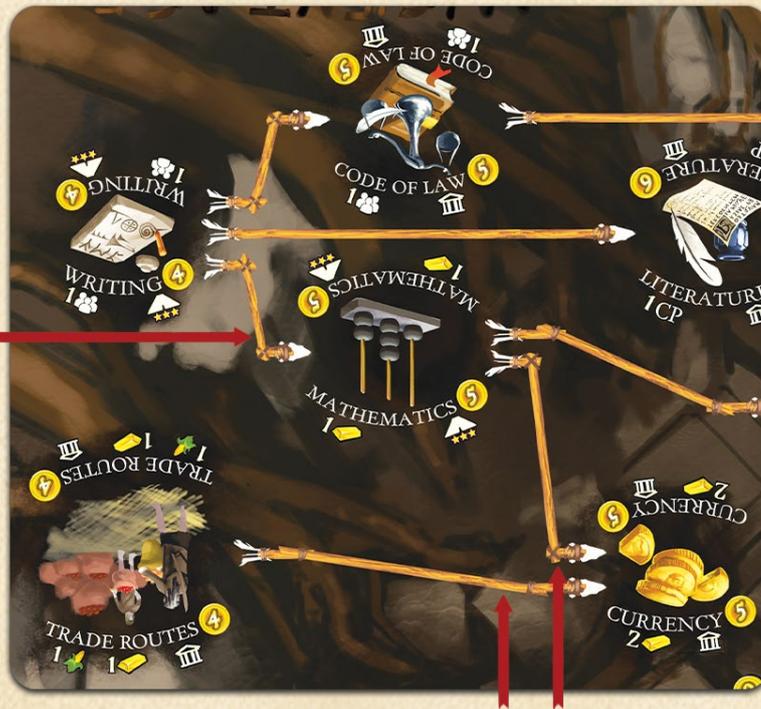
UNLOCKING SCIENTIFIC ADVANCES: Scientific Advancements must be unlocked before they can be researched. At the start of the game, six advancements are already unlocked and available for research: 'Writing', 'Trade Routes', 'Organized Labor', 'Cutting Tools', 'Domestication', and 'Mysticism'.

Research dependencies are shown using arrows on the Technology Board. An arrow leading into an advancement represents a prerequisite—the advancement at the arrow's origin must be researched first before the next one can be unlocked. If multiple arrows lead into an advancement, all prerequisites must be researched before it can be unlocked. The Technology Board visually shows this progression, with each advancement having arrows pointing to it from its prerequisites, showing the research path required.

Case A: 'Mathematics' has a single arrow leading to it from 'Writing', meaning you must research 'Writing' before you can research 'Mathematics'.

Case B: 'Currency' has two arrows leading into it—one from 'Trade Routes', and another from 'Mathematics'. This means both must be researched to unlock 'Currency'.

Case A:
'Writing'
must be
researched
before
'Mathematics'
can be
researched.



Case B: Both 'Trade Routes' and 'Mathematics' must be researched before 'Currency' can be researched.

Special Note on researching 'Monarchy' or 'Republic': These Scientific Advancements are unique and covered later in "Game Concepts (Part 2)" as they are not required for Mission 1. (Refer "Republic Vs Monarchy" on page 24).

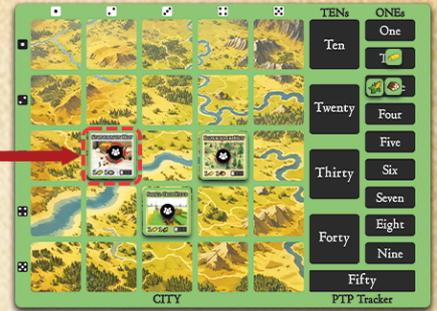
BUILD ACTIONS

Constructing a **new Building** or **upgrading an existing one** to the next level is called a Build Action.

To perform a Build Action for a new Building, pay the required cost (see the Cost Card) to the Bank, place the Building Tile onto your City Board, and assign a previously acquired Population Token to the tile.

Upgrading Buildings is covered as part of “*Game Concepts (Part 2)*” (Refer “*Build Actions - Upgrading Existing Buildings*” on page 30), as they are not required for Mission 1.

Build Action: Pay the cost, place the building tile and assign an unused Population Token to it.



RULES FOR BUILD ACTIONS:

- CITY SLOTS:** Your City Area has 25 slots for placing Buildings. Each new Building must occupy an empty slot. Two Buildings cannot share the same slot.
- BUILDING LEVELS:** Buildings must always start at Level 1 and can only be upgraded to higher levels. Higher-level buildings cannot be constructed directly.
- PERMANENCE:** Once constructed, buildings cannot be removed, sold, or moved to another slot.
- PREREQUISITE RESEARCH:** Before performing a Build Action, you must have already unlocked the Building by researching the prerequisite Scientific Advancement. You may construct the Building in the same turn that you complete the prerequisite research.
(Tip: Refer to the “Buildings Blueprint” on the inside pages of your Cost Card to identify which Scientific Advancement unlocks your desired Building.)
- POPULATION REQUIREMENT:** You cannot construct a Building without an available, unused Population Token. To gain more, research the necessary Scientific Advancement. Newly acquired Population Tokens can be used immediately or saved for future turns to construct Buildings.
- MULTIPLE BUILD ACTIONS:** You may perform multiple Build Actions in the same turn, provided you can pay for each Build Action.

BENEFITS OF BUILD ACTIONS

Buildings advance your civilization in multiple ways and carefully planning their construction can unlock powerful strategies to enhance your gameplay. The game features two types of Buildings: **Resource Buildings** and **Special Buildings**. The term Build Action applies to both types of Buildings.

INCREASE IN PTP: All Buildings contribute to your PTP, with the type and amount of resources varying based on the Building type and level. As a Building is upgraded, its PTP increases, which is indicated by the “Gains” icon on the Cost Card. While the Cost Card specifies the PTP gained from each Build Action, the Building Tile always displays the total production.

Important Note: After every Build Action, update your PTP with the ‘Gains’ shown on the Cost Card, **not** from the Building Tile.



GAME CONCEPTS (PART 1)

continued

INCREASE IN CIVILIZATION POINTS: Each Build Action grants CPs based on the building type and level. For a quick lookup, refer to the 'LEGEND' box on the inside page of your Cost Card.

CONSTRUCTION OF HIGHER-LEVEL BUILDINGS: You cannot construct a higher-level Building directly. You must always start with a Level 1 Building and then upgrade it progressively to the next Level. Each time you upgrade, you must pay the corresponding upgrade cost as listed on the Cost Card.

LEGEND	
Resource Buildings	
■ ■ ■ ■	Level 1 (1CP)
■ ■ ■ ■	Level 2 (2CPs)
■ ■ ■ ■	Level 3 (3CPs)
■ ■ ■ ■	Level 4 (5CPs)
Special Buildings	
■ ■	Level 1 (1CP)
■ ■	Level 2 (3CPs)

SPECIAL EFFECTS: Certain Special Buildings grant increased production of specific resources while some offer additional strategic benefits.

RESOURCE BUILDINGS

Resource Buildings are crucial for increasing your civilization's resource production. These buildings are categorized into Food, Wood, Stone and Iron, each with four levels of construction (Level 1 to Level 4). You can build a maximum of 2 buildings per resource type. While construction costs differ by resource type, all Resource Buildings share similar characteristics.

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LEVEL 1 BUILDINGS: These buildings produce 1 Gold plus 1 unit of their resource type. For example, the 'Small Crop Field' (a Level 1 Food building) produces 1 Gold & 1 Food, while the 'Stone Mason Hut' (a Level 1 Stone building) produces 1 Gold & 1 Stone.

LEVEL 2 BUILDINGS: Upgrading to Level 2 increases the Resource building's production capacity by 1 unit. The building now produces 2 units per turn instead of 1, i.e., a total of 2 Gold & 2 units of the resource type.

LEVEL 3 BUILDINGS: Upgrading to Level 3 further increases total production to 3 Gold & 3 units of the resource type.

LEVEL 4 BUILDINGS: These are the maximum upgrades, where the building reaches its full production capacity of 5 Gold and 5 units of the resource type.

The front page of your Cost Card outlines the cost to be paid to the Bank for constructing each building.

Note: Special Buildings are covered later under "Game Concepts (Part 2)" as they are not required for Mission 1. (Refer "Special Buildings" on page 30).

CIVILIZATION POINTS (CPs)

Civilization Points (CPs) represent the overall progress of your civilization. You earn these points through different ways:

1. Every **Research Action** is worth **1 CP** and some scientific advancements provide additional CPs.
2. Every Building in your city yields CPs. The CPs earned will vary depending on the building level.
 - **Level 1** buildings are worth **1 CP**.
 - **Level 2** Resource Buildings are worth **2 CPs**, while **Level 2** Special Buildings are worth **3 CPs**.
 - **Level 3** Resource Buildings are worth **3 CPs**.
 - **Level 4** Resource Buildings are worth **5 CPs**.
3. Wonders are a great way to increase your CPs
 - Great Wonders in the **Ancient Age** are worth **4 CPs**, while Legendary Wonders are worth **8 CPs**.
 - Great Wonders in the **Medieval Age** are worth **8 CPs**, while Legendary Wonders are worth **12 CPs**.
4. Growing your city's population – Every **4 Population Tokens** you have acquired is worth **1 CP**.

Note: At times, you may find that your PTP value seems incorrect—perhaps due to a miss in updating it after a Research Action or an incorrect update after a Build Action. If you need to verify and correct your PTP, refer “*Recalculating Your PTP*” on page 35.

You are ready for your first mission!

➤ FIRST MISSION: THE FOUNDATIONS ➤

MISSION OBJECTIVES:

- Have at least 7 Resource Buildings in your city.

Note: In this mission, you are **not** allowed to upgrade Buildings, construct Special Buildings, nor research 'Monarchy' or 'Republic'.

SETUP FOR MISSION 1:

GLOBAL COMPONENTS SETUP: Complete the Global Components setup as described on page 4.

Note: Some components are **not** included in Mission 1 and can remain in the box - Humble Beginnings cards, Civilization Trait cards, Government Extra Benefit cards and Wonder Tiles.

PLAYER SETUP: Each player selects a color and completes Player Setup as described on page 5.

Note: Some components are **not** included in Mission 1 and can remain in the box - Special Building Tiles, Level 3-4 Resource Building Tiles.

GAMEPLAY:

DETERMINE THE STARTING PLAYER: Each player rolls the pair of dice, and the player with the highest roll goes first. In case of a tie, the tied players roll again until the tie is broken. Play then continues clockwise.

COLLECT STARTING RESOURCES: Each player takes 7 Gold as their starting resources from the Bank.

PLAY GAME ROUNDS: The game proceeds in rounds, with each round ending after all players have played their turn. First, perform the Production Phase, followed by the Turn Phase. Continue playing rounds until one player meets all the Mission Objectives. When this happens, the round must continue until all remaining players have completed their turns.

1. **PRODUCTION PHASE** (All players, simultaneous): Collect resources from the Bank equal to your civilization's PTP as shown on your City Board.
2. **TURN PHASE** (Each player, one at a time in clockwise order):
 - i. **ROLL FOR BONUS PRODUCTION:** Roll for one black die and one white die to determine Bonus Production for this turn. All players (who are lucky) collect their bonus production from the bank.
 - ii. **PERFORM ACTIONS** (In any order): You may take any of the following actions:
 - **Trade Actions:** Trade resources with other players. If you have researched 'Trade Routes', you may also trade with the Bank.
 - **Research Actions:** Pay Gold to research any **unlocked** Scientific Advancement on the Technology Board.
 - **Build Actions:** Pay the cost shown on the Cost Card to construct any **unlocked** Building.
3. **UPDATE YOUR PTP:** Update your PTP tracker to reflect any Gains from this turn. Changes take effect at the start of the next round.

Note: You may choose to skip actions, but you **must** roll for Bonus Production.

DETERMINING THE WINNER:

Once the round ends, the player who met all the Mission Objectives wins. If multiple players achieve the Mission Objectives in the same round, the player with the highest CPs wins. If there is a tie in CPs, the player with the largest population wins. If there is still a tie, both players are declared joint winners.

Important Gameplay Tips:

- Perform Research Actions early in your turn to unlock new buildings or trade opportunities.
- After completing a Build or Research action, update your PTP tracker immediately. If you reverse an action, ensure your tracker is adjusted accordingly.
- The '*Turn Planner*' is an optional player aid that helps you determine which actions you can afford with your current resources, and how much will remain after performing them. It's especially helpful when your turn involves multiple actions.

Congratulations on completing your first mission!

Having learnt the core concepts of building, researching, and trading, you are now ready to delve into additional game mechanics that will prepare you for the challenges of Mission 2.

DESIGNER'S NOTE: *In designing **INCEPTUM: Dawn of Civilizations**, we made a conscious choice to craft a world where civilizations compete through progress rather than conflict. There are no armies or invasions - only bold ideas, resourceful planning, and an aspiration to build something enduring. We wanted the challenge to come from outmaneuvering others through strategy and foresight, and from shaping history through vision rather than conquest.*

GAME CONCEPTS (PART 2)

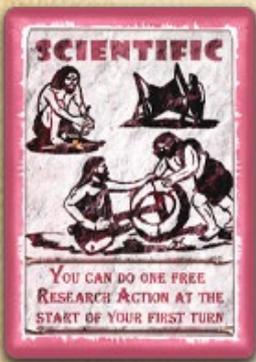
CIVILIZATIONAL TRAIT CARDS

Every Civilization has a defining trait—a unique strength that sets them apart and shapes their path to greatness. Embracing your Civilization’s natural advantage and building your strategy around it will not only accelerate your rise but also bring you closer to victory!

There are four Civilizational Traits—Scientific, Expansionist, Cultural, and United—each representing a distinct way to thrive. The game includes 8 Trait cards, with two for each trait.

SCIENTIFIC TRAIT (OR SCIENTIFIC CIVILIZATION)

“You can do one free Research Action at the start of your first turn”



A civilization of scholars and visionaries, yours thrives on knowledge and discovery, always one step ahead in the pursuit of wisdom. With a head start in scientific progress, you may perform one free Research Action at the start of your first turn.

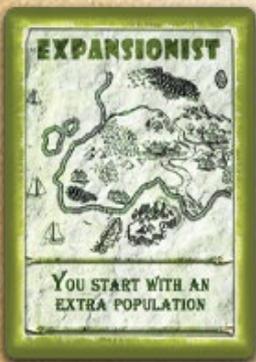
This **must** be used to research any of the six scientific advancements available at the start of the Ancient Age.

If your Humble Beginnings card includes ‘Domestication’, ‘Cultivation’ is also unlocked and available for research.



EXPANSIONIST TRAIT (OR EXPANSIONIST CIVILIZATION)

“You start with an extra population”



A civilization of ambitious settlers, yours thrives on claiming new lands and forging a powerful future. This head start grants you an extra Population Token, accelerating your civilization’s rise.

During Player Setup, before the first round begins, take a Population Token from the Bank and keep it on any empty slot in your City Board.

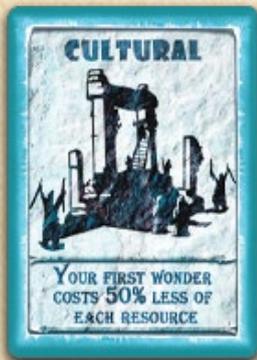
This token can be used to activate any new building constructed in the future.



DESIGNER'S NOTE: No two civilizations in history followed the same path, and hence, we designed this game with **asymmetric balance**, where each Civilizational Trait offers a unique approach to progress. Civilizations play differently but remain equally viable, presenting distinct challenges and strategic opportunities that make every playthrough unique. By providing diverse strengths without overpowering any one strategy, these traits **enhance balance, strategy, replayability, and player interaction.**

CULTURAL TRAIT (OR CULTURAL CIVILIZATION)

“Your first Wonder costs 50% less of each resource”



A civilization of philosophers, artisans and master builders, yours thrives on creativity and legacy, its people devoted to shaping a lasting cultural heritage. With traditions deeply rooted in artistic and architectural mastery, they reduce the cost of your first Wonder by 50% for each resource.

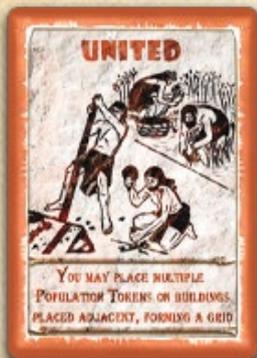
Example: If your first Wonder is ‘*The Oracle of Delphi*’, it will cost 8 Wood, 8 Stone, and 8 Gold instead of the usual 16 of each.



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UNITED TRAIT (OR UNITED CIVILIZATION)

“You can place more than one population on buildings adjacent to each other, forming a grid”



A civilization of steadfast workers and unwavering unity, yours thrives on cooperation and collective strength. Bound by a shared purpose, your people work in harmony to maximize efficiency.

This allows you to enhance resource production by placing additional Population Tokens on adjacent buildings that form 2x2, 3x3, or 4x4 grids on your City Board, increasing their productivity as your civilization expands.



GAME CONCEPTS (PART 2)

continued

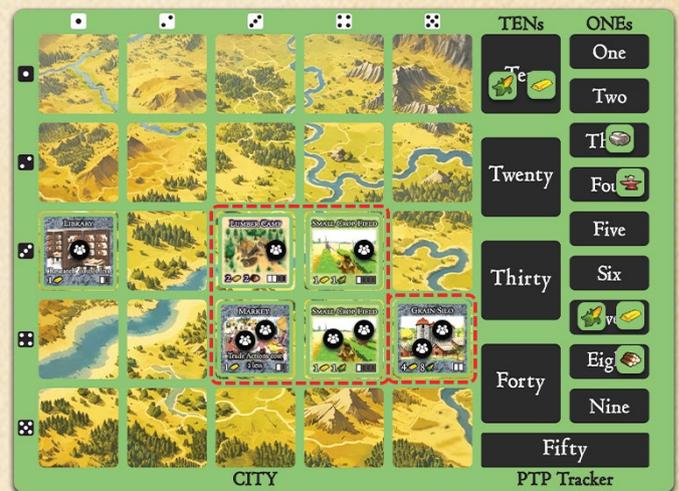
UNDERSTANDING THE UNITED TRAIT

POPULATION PLACEMENT AND GRID MECHANICS: Your City Area is a 5x5 grid with 25 slots for placing buildings or Wonders. The number of Population Tokens you can place on a building depends on the size of the completed grid.

- **2x2 Grid:** You may place up to 2 Population Tokens on each building.
- **3x3 Grid:** You may place up to 3 Population Tokens on each building.
- **4x4 Grid:** You may place up to 4 Population Tokens on each building.

If you construct a Building adjacent to a completed grid, it supports the same number of Population Tokens as the grid size allows. For example, a Building placed next to a completed 2x2 grid can support up to 2 Population Tokens.

Example: In the illustration, a 2x2 grid is completed using the buildings at positions (3,3), (3,4), (4,3), and (4,4). As a result, the player can place up to 2 Population Tokens on all buildings within this grid and adjacent tiles, such as (4,5). A non-adjacent building, like the one at (3,1), can only support 1 Population Token until it becomes part of a complete grid.



Expanding to a 3x3 grid increases the limit to 3 Population Tokens per building. This pattern continues as grids expand to larger matrices.

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BOOSTING PRODUCTION WITH POPULATION TOKENS: Each additional Population Token placed on a building increases its resource production by 1 per resource type.



Lumber Camp produces 2 Gold and 2 Wood.



Lumber Camp now produces 3 Gold and 3 Wood.



Market produces 1 Gold.



Market now produces 3 Gold; there is no change in Trade Actions.

Important Note:

- Wonders (refer page 25) may be built to complete a grid, but they do not support Population Tokens, so their effects remain unchanged.
- Special Buildings may also be built to complete a grid, and additional Population Tokens can be placed on them to increase resource production. However, this applies only to produced resources and does not affect other special benefits the Building provides (e.g., a Market's trading bonus remains unchanged, but Gold production increases by 1).

HUMBLE BEGINNINGS CARDS



Resources to be collected from the Bank as Your Humble Beginnings.

As you lead your civilization on this epic journey, your people entrust you with their collective resources, represented by the Humble Beginnings cards. These cards provide a unique combination of starting benefits to each player. There are seven distinct Humble Beginnings cards in total.

Note: These cards will replace the “7 Gold” you had collected as “Starting Resources” from the Bank at the start of the game in Mission 1.

SPECIAL NOTE FOR THE 'POPULATION' CARD



If you draw a Humble Beginnings card with the population icon, take a Population Token from the Bank during Player Setup before the first round begins. Place it on any empty slot in your City Board. This token can be used to assign and activate any new building constructed in the future.

All other resources will be collected as usual at the start of the first round as your Starting Resources.

SPECIAL NOTE FOR THE 'DOMESTICATION' CARD



If you draw a Humble Beginnings card that includes the scientific advancement ‘Domestication’:

1. Place one of your Research Tokens on the ‘Domestication’ advancement on the Technology Board during **Player Setup** to indicate it has been researched.
2. Update your City Board’s PTP tracker to reflect the +2 Food gain from this advancement.

As a result, the player who receives this card will begin the game with an initial PTP of 2 Gold, 3 Food and 1 Wood. As always, you will collect these resources during the Production Phase of the first round.

GAME CONCEPTS (PART 2)

continued

REPUBLIC VS MONARCHY

To advance to the Medieval Age, you must choose a form of government and research either 'Republic' or 'Monarchy' (**not both**). Indicate your choice by placing a Research Token next to the selected government on the Technology Board, in the same way as you would do to complete any Research Action. As with all Scientific Advancements, you must first unlock your chosen government by researching its prerequisites.

Choosing 'Republic' or 'Monarchy' marks a pivotal moment in your civilization's journey. Having progressed significantly, you are now ready to step into the Medieval Age, unlocking six new advancements - 'Astronomy', 'Feudalism', 'Printing', 'Theology', 'Fine Arts', and 'Planned Cities'.

Note: You may continue to perform Research Actions in Ancient Age even after progressing to the Medieval Age.

GOVERNMENT EXTRA BENEFIT CARDS

When you select a form of government, you immediately receive the following three benefits:

- A free Research Action.
- A free Build Action.
- An Extra Benefit, chosen from the **Government Extra Benefit card**.

Place a research token to indicate your choice



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You may select an Extra Benefit only from the card specific to your chosen government ('Republic' or 'Monarchy') or from the Common category. You cannot choose from the other form of government.

Indicate your choice by placing a Research Token on the corresponding benefit. **Once selected, an Extra Benefit becomes unavailable to other players.**

SEQUENCE OF ACTIONS: After selecting your Extra Benefit, temporarily set aside all resources in your hand. Immediately perform the three benefit actions in any order. Once completed, reclaim your set-aside resources and proceed with your turn as normal.

Note:

1. If you research Republic or Monarchy as part of free research actions granted by the Great Wonder, 'The Library of Alexandria', then pause the application of the Wonder's remaining free research actions, resolve the Government benefits first, then resume applying the Wonder's effects.
2. If you chose the benefit "**Special Buildings cost 3 less of every resource**", for ease of calculation, you may use the back page of either of the Special Cost Cards for your new Build Action costs for Special Buildings.
3. The benefit "**Effects of Ancient Age Wonders and all Buildings apply immediately upon construction**" refers only to the specific effects or benefits granted by those Wonders or Buildings. It does not apply to their resource production, which is added to your PTP tracker.

WONDERS

Wonders symbolize the pinnacle of a civilization's cultural, technological, and architectural achievements. These monumental structures require vast resources, advanced knowledge, and strong societal organization, reflecting a civilization's unity and ambition.



Constructing a Wonder grants powerful, lasting benefits such as increased production, reduced construction costs, accelerated research and significant Civilization Points.

Wonders differ from Buildings in several key ways.

- While both cannot be destroyed or relocated once constructed, effects like “*1 free Build Action*” or “*Build Actions cost 1 less*” do not apply to Wonders.
- Wonders do not have multiple levels nor do they not require Population Tokens for activation.
- Wonders are exclusive—once a player builds a Wonder, no other player may construct the same Wonder.

The game includes **14 Wonders** – 7 Wonders in Ancient Age and 7 in the medieval age. There are two types of Wonders – Great Wonders  and Legendary Wonders . The cost of construction of each Wonder, its effects and other details are available on the back page of your Cost Card.

YOUR FIRST WONDER: For **Scientific**, **Expansionist**, or **United** Civilizations, the first Wonder they build in the game will cost **4 less** of each required resource, but no resource cost can be reduced below 1.

Example: If a Wonder requires 20 Gold, 20 Wood, 20 Stone, and 4 Iron, the first Wonder's cost would be reduced to 16 Gold, 16 Wood, 16 Stone, and 1 Iron (and not 0 Iron).

For a **Cultural** Civilization, as the trait dictates, the cost of the first Wonder built is **reduced by 50%**. The 50% cost reduction is always applied first, followed by any additional reductions from eligible sources, such as the Government Extra Benefit.

From the second Wonder onward, all players must pay full cost—unless they have constructed Wonders or chosen a Government Extra Benefit that reduces Wonder costs.

Note: Pages 26-28 detail each Wonder, including its historical background and any specific notes on applying its benefits. You may skip this section for now and refer to it as needed during the game.

GAME CONCEPTS (PART 2)

continued

DESIGNER'S NOTE: *The Wonders in INCEPTUM: Dawn of Civilizations are a mix of iconic landmarks, overlooked marvels, and imagined creations, chosen for balance and strategic depth. Some, like the Pyramids of Giza, are legendary, while others, such as the University of Nalanda, deserve greater recognition. A few have been envisioned to enhance strategy while staying true to the spirit of progress. This blend lets you shape a civilization that reflects both history and your own vision of greatness.*

ANCIENT AGE GREAT WONDERS

THE LIBRARY OF ALEXANDRIA: *Perform 3 Research Actions for free at the start of your next turn.*



Constructed in the 3rd century BCE, the Library of Alexandria was a renowned center of knowledge and scholarship, housing thousands of scrolls and attracting scholars from around the world. Symbolizing the pinnacle of intellectual and scholarly pursuits, its construction grants your civilization enhanced research capabilities, reflecting the transformative power of knowledge on scientific advancement.

Note: When applying the Wonder's effect, Research Actions must follow standard progression rules. If 'Republic' or 'Monarchy' is the first or second free Research Action, pause any remaining free Research Actions, resolve the Government Benefits (Refer page 27), then resume the remaining Research Actions.

THE LIGHTHOUSE OF ALEXANDRIA: *Increase production of Gold by 8 at the end of your turn.*



Also known as the Pharos, the Lighthouse of Alexandria was built in the 3rd century BCE to guide sailors safely into Alexandria's bustling harbor. Serving as a beacon for traders and travelers, it enhanced commerce and trade. Its construction symbolizes your civilization's ability to attract wealth through thriving economic activity, increasing your gold production.

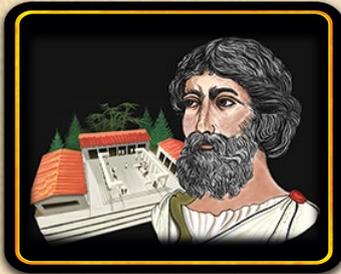
THE ORACLE OF DELPHI: *Increase production of all resources by 3 at the end of your turn.*



Established in 8th century BCE Greece, the Oracle of Delphi was a revered sanctuary of Apollo, serving as a center for spiritual and cultural guidance. Pilgrims and leaders sought divine wisdom within its sacred halls. This Wonder represents a civilization in harmony, where cultural, spiritual, and material needs are balanced. As a result, resource production sees a significant boost, reflecting prosperity and equilibrium.

Note: You can increase the PTP of Iron only after researching 'Iron Working'. If you research it later, retroactively adjust the PTP of Iron to include previous Gains.

PYTHOGORAS' LYCEUM: *Research Actions cost 2 less from your next turn.*



Founded in the 6th century BCE in ancient Greece, Pythagoras' Lyceum was a renowned center for philosophy, mathematics, and the natural sciences. Its pursuit of universal principles laid a profound intellectual foundation. This advanced mastery of mathematics and logic reduces the cost of Research Actions, making future innovations more accessible to your civilization.

THE TEMPLE OF ARTEMIS: *Build Actions and Trading in Iron cost 1 less from your next turn.*



Completed in the 6th century BCE, the Temple of Artemis at Ephesus was built by the Lydians and Greeks to honor Artemis. More than a religious monument, it was a thriving center of commerce and industry. This Wonder symbolizes efficiency in resource management and construction, reducing the cost of Building and Trade Actions in your civilization.

Note: Use the Special Cost Card – “**Build Actions Cost 1 Less**” for your updated Build Action costs. If you have built both ‘*The Temple of Artemis*’ and ‘*The Kailasa Temple*’, flip the card for further cost reductions. ‘*The Temple of Artemis*’ affects only the **Iron trading ratio**, not the other resources.

ANCIENT AGE LEGENDARY WONDERS

THE HANGING GARDENS: *Wonders cost 4 less from your next turn.*



Believed to have been built in the 6th century BCE, the Hanging Gardens of Babylon were a lush, terraced marvel of engineering. With towering stone-supported platforms filled with soil, its cascading greenery inspired its name. This Wonder exemplified human ingenuity and resource management. Drawing from its mastery, your civilization constructs Wonders more efficiently, reducing their cost.

THE PYRAMIDS OF GIZA: *Perform 4 Build Actions for free at the start of your next turn.*



Built between 2580 and 2560 BCE, the Pyramids of Giza served as monumental tombs for Egyptian pharaohs. Their construction, using millions of precisely placed stone blocks, showcased remarkable skill and organization despite limited technology. This Wonder represents the pinnacle of construction efficiency, granting your civilization the expertise to manage multiple building projects with ease.

GAME CONCEPTS (PART 2)

continued

MEDIEVAL AGE GREAT WONDERS

NEWTON'S UNIVERSITY: *Perform 3 Research Actions for free in this turn.*



Newton's University symbolizes the peak of scientific inquiry and the acceleration of knowledge during the Enlightenment. This Wonder, a hub for intellectuals and a center of scientific revolution, sparks a surge in progress, allowing your civilization to perform multiple Research Actions by harnessing the power of reason and science.

MAGELLAN'S VOYAGE: *Receive double your Per Turn Production for your next turn only.*



In 1519, Ferdinand Magellan set sail to find a westward route to the Spice Islands, leading to the first circumnavigation of the Earth. This Wonder symbolizes trade expansion and discovery, bringing a surge of wealth and resources. Your civilization gains a temporary yet powerful production boost, reflecting the impact of global exploration.

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Note: There is a cap on how many resources you can hold in your hand at the start of your turn, Refer to “50-Resource Cap” on page 35 for this rule.

THE HAGIA SOPHIA: *Wonders cost 3 less from your next turn.*



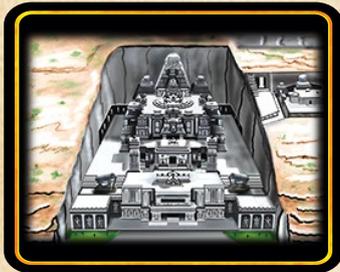
The Hagia Sophia, built in 537 CE in Constantinople, was originally a cathedral and later a mosque. It was a masterpiece of architecture and religious significance, symbolizing the harmonious blend of spirituality and statecraft. Constructing this Wonder enhances your civilization's efficiency, reducing the cost of future Wonders.

THE CHICHEN ITZA: *Research Actions cost 3 less from your next turn.*



Built between 600 and 900 CE by the Maya, Chichen Itza was a major political, economic, and religious center in present-day Mexico. An architectural and astronomical marvel, it showcased the Mayans' advanced scientific knowledge. Constructing this Wonder reduces Research costs, as your civilization adopts the methodologies inspired by this ancient site.

THE KAILASA TEMPLE: *Build Actions cost 2 less from your next turn.*



Built in the 8th century CE, the Kailasa Temple in India is the world's largest monolithic structure, carved from a single rock. Commissioned by Rashtrakuta king Krishna I to honor Shiva, it stands as a marvel of engineering and devotion. This Wonder reflects precision and efficiency, reducing the cost of Build Actions as your civilization adopts its techniques.

Note: Use the Special Cost Card – **“Build Actions Cost 2 Less”** for your updated Build Action costs. If you have built both ‘The Temple of Artemis’ and ‘The Kailasa Temple’, flip the card for further cost reductions.

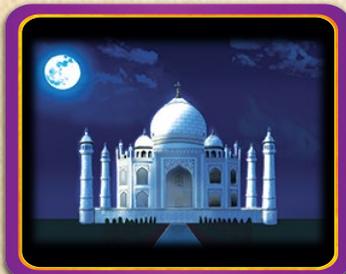
MEDIEVAL AGE LEGENDARY WONDERS

THE NALANDA UNIVERSITY: *Increase production of all resources by 5 at the end of your turn.*



The University of Nalanda, founded in the 5th century CE in India, was among the world's first residential universities, attracting scholars from across Asia. A renowned center of learning, it housed thousands of students and teachers at its peak. Building this Wonder symbolizes the spread of knowledge, increasing the production of all resources as your civilization advances in enlightenment and efficiency.

THE TAJ MAHAL: *Perform 6 Build Actions for free at the start of your next turn.*



The Taj Mahal, completed in 1653 CE by Emperor Shah Jahan, was built as a mausoleum for his wife, Mumtaz Mahal. A masterpiece of Mughal architecture, it blends Indian, Persian, and Islamic styles, showcasing unparalleled symmetry, craftsmanship, and organization. Completing this Wonder allows your civilization to perform multiple Build Actions, reflecting the advanced construction techniques and logistical expertise behind its creation.

Note:

- Effects that occur **“at the start of your turn”** must be applied immediately after the Production Phase and **before** your Roll for Bonus Production. If you have multiple effects, resolve them in any order, but before taking any other action (e.g., spending Gold, Trading, or constructing Buildings).
- Effects that reduce the cost of Research, Build, or Trade Actions have conditions. Refer to **“Actions Cost Less”** on page 33 for details on their application.

GAME CONCEPTS (PART 2)

continued

SPECIAL COST CARDS

Upon constructing either of the Wonders, 'The Temple of Artemis' or 'The Kailasa Temple', collect the respective Special Cost Card (with Grey Borders) – 'Special Cost Card for "Build Actions Cost 1 Less"' or 'Special Cost Card for "Build Actions Cost 2 Less"'. These Special Cost Cards serve as quick reference guides for the reduced construction costs of buildings enabled by these Wonders.

If you build both Wonders, simply flip the Cost Card to look up further reduced costs.

SPECIAL BUILDINGS

Special Buildings are the other type of buildings you can construct, alongside Resource Buildings.

All Build Action rules (page 15) apply to Special Buildings as well.

Each player has six Special Buildings.

While 'Mint', 'Granary' and 'Law Council' help increase your resource production, other Special Buildings additionally offer a special benefit.

'Temple' (and 'Grand Temple') enables "Praying". Refer "Praying" on page 33.

'Library' (and 'University') helps reduce cost of Research Actions. Refer "Research Actions Cost Less" on page 33.

'Market' (and 'Harbor') helps reduce cost of Trade Actions. Refer "Trade Actions Cost Less" on page 33.

BUILD ACTIONS - UPGRADING EXISTING BUILDINGS

As explained earlier, a Build Action involves either constructing a new building or upgrading an existing one. All rules and effects explained earlier under Build Actions also apply to upgrading buildings.

RULES OF UPGRADE: There are some important points to note while upgrading a Building.

- **SEQUENTIAL UPGRADES:** Buildings can only be upgraded sequentially without skipping levels. However, you may perform multiple upgrades on the same Building within a single turn, provided you pay the corresponding upgrade cost for each level.
- **MAXIMUM LIMIT:** You may have a maximum of two building tiles of the same resource type on your City Board at any time. Once you upgrade a building to Level 3, the Level 1-2 Building Tile must be returned to the Bank and cannot be used again.
- **POPULATION TOKENS:** Upgrading a building does not require an additional Population Token. Use the same Population Token which was assigned to the building at Level 1.



Total Production:
2 Gold.

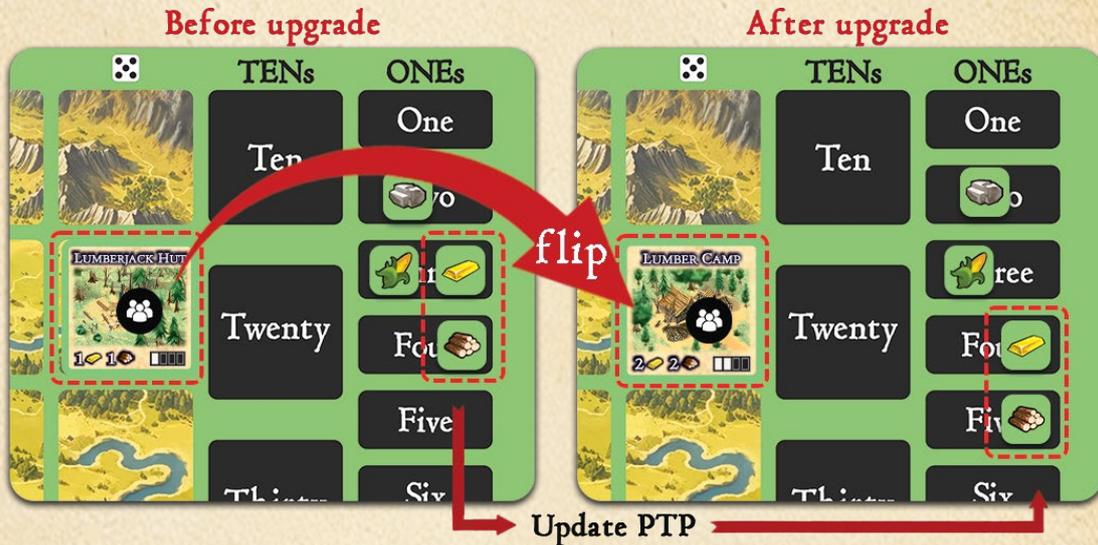
Special Benefit:
Total benefit from the Special Building.

Building Level:
At Level 2, the maximum level.

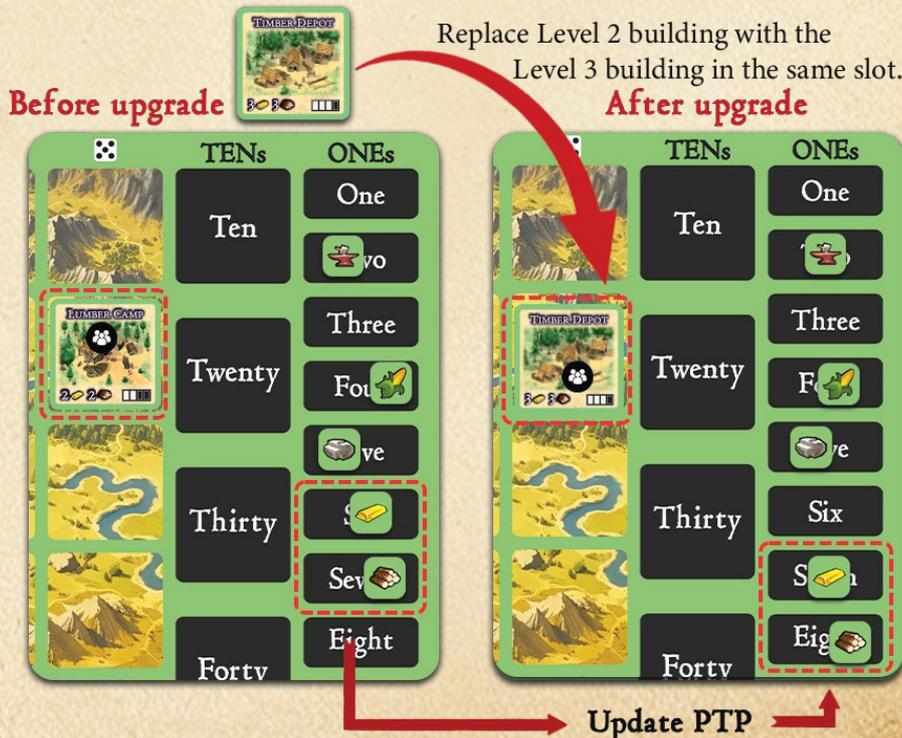
PERFORMING THE UPGRADE

UPGRADING FROM LEVEL 1 TO LEVEL 2: To upgrade a Level 1 building to level 2, pay the cost of Level 2 Building, flip the corresponding tile and place it in the same slot to display the Level 2 building. Place the Population Token back on the Building and update your PTP to reflect the Gains.

Example: To upgrade a 'Lumberjack Hut' to a 'Lumber Camp', you'll need to pay 3 Food, 3 Wood, and 2 Stone. This upgrade increases your PTP by +1 Wood and +1 Gold, as indicated on the cost card.



UPGRADING FROM LEVEL 2 TO LEVEL 3: After paying the Level 3 Building cost, remove the Level 2 tile, return it to the Bank (it cannot be reused), and place the Level 3 tile in the same slot, Level 3 side up. Reassign the same Population Token and update your PTP to reflect the Gains.



GAME CONCEPTS (PART 2)

continued

UPGRADING FROM LEVEL 3 TO LEVEL 4: To upgrade from Level 3 to Level 4, flip the tile after paying the Level 4 Building cost, just as you did when upgrading from Level 1 to Level 2. Reassign the same Population Token and update your PTP accordingly.

PTP UPDATES: Always update your PTP using the Gains specified against each Building on the Cost Card. Do not use the Total Production shown on the Building Tile for updating the PTP.

Example: Constructing 'Granary' adds 2 Gold and 3 Food to your PTP and upgrading it to 'Grain Silo' adds 2 more Gold and 5 more Food to your PTP. Now the total production becomes 4 Gold and 8 Food per turn that is specified on the 'Grain Silo' Building Tile.



UNLOCKING STONE AND IRON USAGE

1. Before you can produce Stone or use it to construct any structure (Buildings or Wonders), you must first research 'Cutting Tools'. Similarly, to produce or use Iron, you must first research 'Iron Working'. This rule applies to "Free Build Action" benefits as well.
2. Certain Wonders and Scientific Advancements increase the production of all resources. However, if you have not yet researched the Scientific Advancement Iron Working, these bonuses do not apply to Iron. In such cases, you will still gain the production bonus for other resources (such as Food, Wood, Stone, and Gold), but your Iron production will remain at zero. Once you have researched Iron Working, these previously gained bonuses become active for Iron as well. Update your PTP Tracker to reflect the full benefit, as if it had applied from the beginning. This rule also applies to Scientific Advancement, 'Physics'.

Example: If you construct the Wonder 'The Oracle of Delphi' (which grants +3 to all resources) or research 'Feudalism' (which grants +1 to all resources), but have not yet researched 'Iron Working', your Iron production remains at zero. Once you research 'Iron Working', you can then increment your PTP of Iron by +3 (if you had built 'The Oracle of Delphi') or by +1 (if you had researched 'Feudalism').

3. It is important to note that even if your civilization cannot produce or use Stone or Iron due to the absence of the required advancements ('Cutting Tools' and 'Iron Working', respectively), you may still hold these resources in hand and engage in Trade Actions with these resources.



Cutting Tools



Iron Working

PRAYING

Building a 'Temple' grants you the ability to perform **Praying**. Praying is automatically triggered when **you** roll the dice for Bonus Production. If the sum of the dice roll is **7 or higher**, your prayers are said to be answered. You may take **5 resources** of your choice from the Bank and add it to your hand (not to your PTP!). You can take a maximum of 3 resources of the same type.

Upgrading the 'Temple' to a 'Grand Temple' doubles this effect, allowing you to take **10 resources**, with a maximum of 6 of the same type.

ACTIONS COST LESS

Various effects in the game can reduce the cost of Research Actions, Build Actions, Trade Actions, and Wonders, and these reductions are **cumulative**. If multiple effects reduce the cost of an action, their benefits are cumulative. Apply all applicable reductions before paying the final cost, but the cost paid to the Bank for any action, for each resource type, **cannot be reduced below one**.

TRADE ACTIONS COST LESS: If you have a 'Market' at the start of your turn, the cost of trading with the Bank decreases by one. This allows Iron to be traded at a **2:1** ratio, while other resources can be traded at a **3:1** ratio.

If you have a 'Harbor' (upgraded from 'Market') at the start of your turn, the cost of trading with the Bank decreases by two overall. This means that Iron can be traded at a **1:1** ratio, while other resources can be traded at a **2:1** ratio.

RESEARCH ACTIONS COST LESS: "*Research Actions Cost Less*" implies that you will pay reduced amount of Gold to perform each Research Action.

If you have a 'Library' at the start of your turn, the cost of Research Actions is reduced by 1 Gold. If you have a 'University' (upgraded from 'Library') at the start of your turn, it reduces the cost further by 1 Gold, giving you a total reduction of 2 Gold per Research Action.

If you choose to research 'Republic' as your form of Government and select "*Research Actions cost 1 less*" from the Government Effects Card as your Extra Benefit, the cost of further Research Actions are reduced by 1 Gold immediately.

BUILD ACTIONS COST LESS: "*Build Actions Cost Less*" implies that you will pay a reduced cost per resource type for each Build Action. If you have chosen "*Special Buildings Cost 3 Less*" as your Government Extra Benefit, this reduction applies immediately.

WONDERS COST LESS: "*Wonders Cost Less*" implies that you will pay a reduced cost per resource type when constructing a Wonder.

If you have chosen "*Wonders Cost 3 Less*" as your Government Extra Benefit, this reduction applies immediately. As explained under "*Your First Wonder*" on page 25, for Cultural civilization, when building the first Wonder, the 50% cost reduction is applied first, followed by any additional reductions from other sources, such as the Government Extra Benefit.

➤ SECOND MISSION: THE MASTERY ➤➤

Mission 2 is a completely new game — reset everything and start afresh with new ideas!

MISSION OBJECTIVES:

- Have at least Four Level 2 and One Level 3 Resource Buildings
- Have at least One Special Building
- Have at least One Wonder
- Accumulate at least 40 CPs

SETUP FOR MISSION 2:

GLOBAL COMPONENTS SETUP: Complete the Global Components setup as described on page 4.

PLAYER SETUP: Each player selects a color and completes Player Setup as described on page 5.

GAMEPLAY:

RESOLVE YOUR TRAIT: From the Civilizational Trait cards deck kept facedown, each player draws one card at random. After all players have drawn, those who wish to change their Trait return their card to the deck. The deck is then reshuffled, and these players draw a new card at random. This second selection is final and cannot be changed. Resolving your Trait is always the first step and must be completed before proceeding to the next steps.

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DETERMINE THE STARTING PLAYER: Same as in Mission 1.

COLLECT STARTING RESOURCES: From the Humble Beginnings deck, which is kept facedown, draw one card at random. Reveal it immediately — this card cannot be exchanged. The resources shown on the card are your starting resources. Collect these from the Bank.

PLAY GAME ROUNDS: Same as in Mission 1.

DETERMINING THE WINNER: Same as in Mission 1.

Congratulations on completing your second mission!

Having mastered all the core concepts of the game, you are just a step away from being able to take on the full challenge that awaits you.

✦ OTHER GAME CONCEPTS ✦

UNLOCKING ‘DAWN OF MODERN CIVILIZATION’

To unlock the ‘*Dawn of Modern Civilization*’ at the end of the Medieval Age, research **any one** of these six scientific advancements: ‘*Banking*’, ‘*Metallurgy*’, ‘*Medicine*’, ‘*Invention*’, ‘*Engineering*’, or ‘*Architecture*’.

RECALCULATING YOUR PTP

At times, you may find that your PTP value seems incorrect—perhaps due to forgetting to update it after a Research Action or applying an incorrect update after a Build Action. Follow these steps to re-verify:

1. Select a resource type whose accuracy you want to verify.
2. Total the production for that resource from all relevant Scientific Advancements you have researched, as indicated on the Technology Board.
3. Add the total production from the corresponding Resource Building tiles on your City Board, including any relevant Special Building tiles.
4. Include additional production bonuses from Wonders you have constructed or Government Extra Benefits you have chosen.
5. Repeat this process for each resource type (Food, Wood, Stone, Iron, and Gold) as needed to ensure your PTP is accurate.

PTP CAP

Per-Turn Production (PTP) for any resource type is capped at 50. For example, if your PTP of Gold is 49 and you perform an action that results in a gain of +4 Gold, PTP will still be capped at 50, with the excess disregarded.

50-RESOURCE CAP

At the start of your turn, you cannot hold more than 50 units of any single resource type. If you exceed this limit, you must return the excess resources to the Bank before performing any actions, including trades.

Example: If you begin your turn with 55 Food (30 in hand at end of previous round + 25 from PTP from current round), you must return 5 Food to the Bank to comply with the 50-resource cap.

If you have constructed ‘*Magellan’s Voyage*’ in your previous turn, you will collect resources equal to double your PTP at the start of your current round, which may cause you to exceed the 50-resource cap. Even in this situation, you must return any resources over the 50 limit to the Bank before proceeding with your turn.

Tip: To avoid losing hard-earned resources, trade them down before ending your previous turn if you expect to exceed the cap in the next round.

DESIGNER’S NOTE: *After completing your turn, you may collect your next turn’s PTP from the Bank, even if other players have not yet finished their turns for the current round — it is important to overlap turns in this manner to keep the game moving at a steady pace. However, these resources are for planning purposes only and cannot be traded or used for actions during the current turn. All trades and actions must be made using the resources you had in hand before you collected your next turn’s PTP.*

➤ GAME MODES ➤

With the experience and wisdom gained from your initial missions - exploring essential strategies, managing resources, and navigating the complexities of leadership - you have laid the groundwork to create a thriving civilization. Now, it's time to take on the full challenge that awaits you, leading your people into a new era.

The game features two modes, each offering a unique path to victory and requiring a different strategic approach. Whether you pursue the steady progression of **“Journey to Modern Civilization”** or the high-stakes challenge of **“For The Glory”**, your choices will shape the destiny of your civilization.

DESIGNER'S NOTE: *We recommend starting with a few games in the “Journey to Modern Civilization” mode to refine your strategies and master the game mechanics. Once you’ve forged a thriving civilization, prove its legacy in “For the Glory”—where only the most enduring rise above the rest.*

JOURNEY TO MODERN CIVILIZATION

MISSION OBJECTIVES:

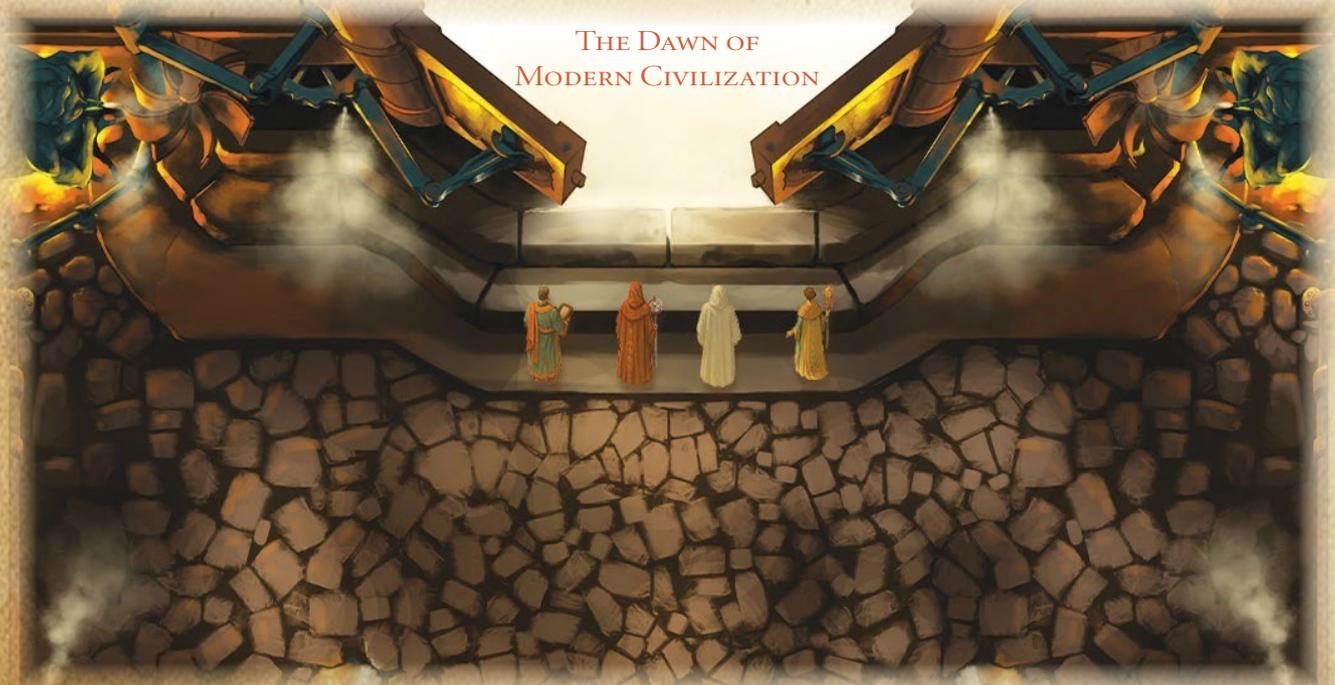
- Unlock ‘Dawn of Modern Civilization.’
- Accumulate at least 65 CPs.
- Have 20 of each resource type (Food, Wood, Stone, Iron, Gold) in your hand at the end of your turn.

SETUP AND GAMEPLAY:

Follow the steps just as outlined in **“Mission 2: The Mastery”**.

DETERMINING THE WINNER:

Same as previous missions.



FOR THE GLORY

This game mode presents a more challenging set of victory conditions, tailored to each Civilizational Trait.

MISSION OBJECTIVES:

- Unlock *'Dawn of Modern Civilization'*.
- Fulfill your Civilizational Victory Condition [OR] the Prosperity Victory Condition.

CIVILIZATIONAL VICTORY CONDITION: Each Civilizational Trait has its own unique victory condition, known as the Civilizational Victory Condition. The player who fulfills this first is the winner.

FOR SCIENTIFIC TRAIT: Research all Scientific Advancements on the Technology Board and have 20 resources of each type (Food, Wood, Stone, Iron, Gold) in your hand at the end of your turn.

FOR EXPANSIONIST TRAIT: Have 8 Resource Buildings that are upgraded to Level 4.

FOR CULTURAL TRAIT: Have 7 Wonders in your City, with at least 3 of them being Legendary Wonders.

FOR UNITED TRAIT: Have 18 structures ((a combination of Buildings and Wonders) on your City Board and have 20 resources of each resource type (Food, Wood, Stone, Iron, Gold) in your hand at the end of your turn.

BLOCKED FROM CIVILIZATIONAL VICTORY: If another player with a different Civilizational Trait achieves your trait's Civilizational Victory Condition before you, or in the same round, you can no longer win using the Civilizational Victory Condition. In this case, you are considered blocked from winning through this route. You must adjust your strategy and pursue the **Prosperity Victory Condition**, as explained in the following section, to win the game.

Example: If you are playing as a Scientific Civilization, your Civilizational Victory Condition is ***"Research all scientific advances on the Technology Board and also possess 20 resources of each resource type (Food, Wood, Stone, Iron, Gold) at the end of your turn"***, but if another player with a different trait - Cultural or Expansionist or United manages to research all scientific advances (and has 20 of all resources) before you could or in the same round as you did, then you can no longer win by the Scientific Trait's Civilizational Victory Condition and you need to race to accomplish the **Prosperity Victory Condition** to emerge victorious.

PROSPERITY VICTORY CONDITION: You strive to lead your people to unparalleled prosperity by achieving holistic growth across all dimensions of your civilization and secure your place as a legendary leader.

To achieve this Prosperity Victory Condition, you must meet the following criteria:

- Accumulate at least 100 Civilization Points (CPs).
- Have 20 of each resource type (Food, Wood, Stone, Iron, Gold) in your hand at the end of your turn.

SETUP AND GAMEPLAY:

Follow the steps just as outlined in *"Mission 2: The Mastery"*.

GAME MODES

continued

DETERMINING THE WINNER:

Once the round ends, the player who met all the Mission Objectives (either via the **Civilizational Victory Condition** or via the **Prosperity Victory Condition**) wins.

CIVILIZATIONAL VICTORY CONDITION VS PROSPERITY VICTORY CONDITION: If, during the same round, one player achieves the objectives via Civilizational Victory Condition while another achieves via the Prosperity Victory Condition, the player who achieved the objectives via the Civilizational Victory Condition is declared the winner.

MULTIPLE PLAYERS ACHIEVE "CIVILIZATION VICTORY CONDITION": If, during the same round, multiple players achieve their Civilizational Victory Condition, the player with the highest Civilization Points (CPs) is declared the winner. If there is a tie in CPs, the player with the largest population wins. If there is still a tie, both players are declared joint winners.

MULTIPLE PLAYERS ACHIEVE "PROSPERITY VICTORY CONDITION": If, during the same round, multiple players achieve the Prosperity Victory Condition, the player with the highest Civilization Points (CPs) is declared the winner. If there is a tie in CPs, the player with the largest population wins. If there is still a tie, both players are declared joint winners.



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*You now possess the knowledge and strategies to guide your civilization to greatness. It's time to choose your path—will you embark on the steady ascent of “**Journey to Modern Civilization**”, or embrace the ultimate challenge in “**For the Glory**”?*

Lead your people, shape your destiny, and claim your legacy!

QUICK REFERENCE SHEET

GAMEPLAY

INITIAL PLAYER SETUP: On your City Board, place a 'Small Crop Field' and a 'Lumberjack Hut' with one Population Token on each; set PTP to 1 Food, 1 Wood, 1 Gold, 2 Gold.

Resolve your Trait, determine the Starting Player, draw a Humble Beginnings card, and collect your starting resources from the Bank as indicated on the card. Play game rounds. Game ends when mission objectives are met.

1. PRODUCTION PHASE (All Players, Simultaneous): Collect resources equal to your current PTP.

2. TURN PHASE (One player at a Time): – First Roll for Bonus Production. Then, perform any number of **Trade, Research, or Build Actions**, in any order.

ROLL FOR BONUS PRODUCTION: Roll both dice. All players gain bonus if they have a structure in the matching slot: **Resource Building:** +1 Gold & +1 of its resource; **Special Building:** +1 Gold & +1 resource of your choice; **Wonder:** +2 resources of your choice; If either die rolls a 6, choose the row/column (or both, if double sixes).

TRADE ACTION: Trade freely with players. After researching Trade Routes, you may also trade with the Bank - Iron: 3:1; Other resources: 4:1.

RESEARCH ACTION: Pay Gold to the Bank. Place a Research Token on the selected advancement on the Technology Board. You may research only unlocked advancements. Do not collect resources immediately. Instead **update your PTP Tracker**.

BUILD ACTION: Prerequisite scientific advancement must have been researched. Pay resources to the Bank. For new Buildings: Place a Building Tile on an empty City slot and assign a free Population Token. For upgrades: Pay upgrade cost and reassign the same token. Do not collect resources immediately. **Update your PTP using the Gains icon** from the Cost Card, and **not** the total production given on the Building Tile.

BUILDINGS AND WONDERS

- You must have an unused Population Token to **construct** a new Building.
- You are allowed to build a **maximum of 2 Buildings** per resource type.
- You must upgrade Buildings **only** in order (Level 1 -> 2 -> 3 -> 4).
- You cannot produce or use **Stone** until you research 'Cutting Tools,' or **Iron** until you research 'Iron Working'.
- **Wonders** are exclusive, have no levels, and require no Population.

GOVERNMENT AND EFFECTS

- When you research 'Republic' or 'Monarchy' (you cannot research both), immediately **pause** your turn, Resolve 1 free Research Action, 1 free Build Action, and 1 Extra Benefit (from Common or your Government's options only) and then **resume** your turn.
- No Action (Research, Build, or Trade) can cost less than 1 per required resource — applies to Wonders too.

TRAITS

- **United** Trait Civilization: You may place extra Population Tokens on Buildings (not Wonders) increasing only resource production — special effects of Special Buildings remain unchanged. Wonders may be used to complete a grid.
- **Cultural** Trait Civilization: Apply 50% Wonder cost reduction before other reductions (if any) for first Wonder.
- **Scientific** Trait Civilization: One free Research Action (from the starting six) at the start of your first turn. If you get 'Domestication' as part of Humble Beginnings, then 'Cultivation' is also unlocked and available.
- **Expansionist** Trait Civilization: One free population at start of the game.
- **First wonder** costs 4 less for Scientific, Expansionist and United Trait Civilizations.

OTHER

- **Praying** ('Temple'): If dice > 7, gain 5 resources (max 3/type); 'Grand Temple': 10 (max 6/type).
- 50 is your **PTP Cap** and max resource cap.
- Free Build/Research still requires prerequisites.

*Your journey
through 'INCEPTUM™: Dawn of Civilizations'
means a lot to us. If you have feedback on the rules, suggestions
to enhance the gameplay, or questions about setup, we invite you to
visit our website to connect, share, and discover even more ways to master
your civilization's rise!*



www.stratmechstudios.com/inceptum

Credits

INCEPTUM was born around dining tables and quiet evenings, fueled by the laughter, strategy, and deep reflection shared with family and friends. We extend our heartfelt thanks to all those who playtested early versions, offered feedback with patience and passion, and stood beside us through every iteration of this journey. Your insights shaped the game, and your encouragement made it better.

*We also gratefully acknowledge the brilliant worlds of many many strategy games that stirred our imagination and gave us the confidence to dream up a new game of our own. And above all, we offer thanks to our Creator, the author of life, order, and wonder, for the real story of civilization that inspired every tile, token, and turn in **INCEPTUM: Dawn of Civilizations**.*

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