

Item no.: 392065

Civolution (Deep Print Games) (DE)



from **71,50 EUR**

Item no.: 392065
shipping weight: 3.70 kg
Manufacturer: Pegasus Spiele

Product Description

Hello students! The staff of the Technical Creation Academy would like to welcome you to your Civolution, the most important exam in civilisation design. This time we have chosen a humanoid basic scenario on a closed continent. You are each assigned the rank of a local civilisation deity, who is closely tied to their own civilisation and must lead it to success in competition with the others. The development options are diverse and range from cultural and technical progress to evolutionary biological adaptations. What would advance your own civilisation more, for example? The invention of the wheel or the development of wings? Prove that you have mastered the operation of your console and can adapt to variable environmental parameters as well as various creation chaotic conditions. The test ends after four epochs. Whoever has scored the most success points with their own civilisation has not only passed the test, but also has the opportunity to advance to the next instance as a full member of the Technical Creation Academy. Civolution is a medium to hard Euro-style game that uses a dice selection mechanism to activate actions in a tech tree. As players try to make the best use of their dice and utilise their individual cards, new strategies will constantly emerge and develop on the road to victory. In each game, they will only be able to discover a small part of the countless possibilities offered by the game system and the cards. Replay value: Very high! Important information- Warning! Not suitable for children under 36 months. Product Details- Item no.: 57822G- EAN: 4250231740022- Publisher: Pegasus Spiele - Product types: Board games , Expert games - Theme: Civolution- Language: German- Release date: October 2024- Number of players: For 1 to 4 players aged 14 and up - Playing time: 90 to 180 minutes- Size: 29.5cm x 29.5cm x 9cm - Weight: 3630 g - Type: Basic game Content: 4 consoles 2 game boards 224 maps 8 continent tiles 24 location tiles 38 dice 8 tribes 8 boats 12 farms 16 settlements 200 octagonal markers 28 stackable discs 18 resource tiles 12 100-tiles 16 territory tiles 9 scoring tiles 60 module tiles 25 income tiles 65 objective tiles 12 attribute tiles 1 starting monolith 4 frame pieces 3 bags 6 storage boxes 8 card dividers 1 game manual 1 glossary 4 supplement booklets Author: Stefan Feld

Specifications

Scan this QR code to
view the product
All details, up-to-date
prices and availability

