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Through the ages expansion new cards

boardgamegeek.com/boardg...Page 2boardgamegeek.com/boardg... The first new content for CGE's flagship civ game, Through the Ages, dropped in both analog and digital format a few weeks ago. Having raged across the digital port two years ago (it'dr it won me completely over and is the only way I'll play the game) it fell to me to humbly accept CGE's offer to let me unlock the extension on my iPad for zero dollars. It's taken four years for designer Vlaada Chvátil and his team to brainstorm, playtest, and balance this new content. The New Leaders and Wonders expansion doesn't burden the game with more mechanics or subsystems, thankfully; everything it does is add about fifty new cards to the game. These maps span all four of the game's Eras and (as one would conclude from the title) exist mainly new Wonders and Leaders, although there are also new Military Cards. There are no new civil cards. What this means is that you now have three play modes: base gameplay; new content (keep only the base game's civilian and vanilla Military Cards); or mix everything together and randomly using what's to come. The same goes into the digital port – which is also happily adding whole new layers of Challenges as well, which I love. I've played dozens of games with just the new content and mined with everything together, and am happy to say that not only does everything look well balanced, but the new cards encourage new strategies and nerve some of the old dominant strategies a little bit. That's exactly what a good extension should do. Here's a rundown of some of my favorite new cards and gives me take on how they changed TIA's play-sin, organized chronologically. Little of this will make sense to you if you haven't played TIA... but then again why would you read it in that case? Age A: Acropolis: one of several new maps that heavily on urban buildings makes a viable strategy. Plus it gives you decent early-game military and culture increases. Development of Planning: I always rejoice when it comes up because it gives me flexible choices for development. It's more important than ever to have an idle worker available. Age I: Nostradamus: this card is awesome, yo. Not only do you get to see what your opponents put into the Event deck, not only do you get higher rewards for preparing events, but you're at least temporarily spared from being constantly militarily up in order to avoid negative events. A great defensive leader. Jan Žižka on the other hand is a great leader if you want to go full-in military because you can use your farmers for infantry/artillery on Tactics Cards AND your armies produce culture. Plus, eye patch. Himeji Castle has both offensive and defensive advantages, allowing you to double a unit for fights (although then go bye-bye afterwards). Age II: James Watt makes farms and mine cheaper to find out and too and even kicks in a little culture when he leaves game. If you are preparing for a late-game boom, and should be, the extra productivity it can give you (if you can take proper advantage) is amazing. Antoni Gaudí makes a mid-game urban building strategy a breeze, not only giving you potentially big discounts, but also producing hectic amounts of culture. International negotiations make for some interesting... negotiations in three- and four-player games when it comes up. The potential for side deals here is significant. Tricky. Arms industry can really take advantage of a civ with a small but cutting-edge army, giving them the extra resources they need to beef up quickly or finish a Wonder. Freedom of Movement doesn't save you resources; Instead, it saves you two actions if you want to upgrade or retool your civ. Not always useful, but in the right context, your bacon can save if you get hurt for Actions. Autonomous territory: winning this colony lets you not only choose your reward, but also gives you extra civil and military action. Yum. Age III: Nelson Mandela: I like the twist that the card rewards you for having surplus luck, but is super-expensive Actionwise unless you have at least one disconnected worker. If you've gone heavily with religion and arena tech Mandela can, if taken early enough, give you a decent late-game boost. Marie Curie Skłodowska rewards a civ that's heavily gone on mines and labs. It's a neat synergy. International Red Cross: finally, there's a Wonder for the civ who manages to do up a big food surplus (yes, it's possible). You spend food rather than resources to build it, and other civs can also join (making it unique in a second way). If you're a TIA fan who's on the fence about getting the extension I hope it convinces you that it's worth it. And if you've never played it, but now find yourself intrigued, I certainly wouldn't suggest playing with the extension until you've mastered the cards and strategies in the base game. It's easier to do digitally, as I've written before. Thanks to Czech Games Edition for providing a free digital key for the leaders and wonders expansion. © 1996-2014, Amazon.com, Inc. or its affiliates Trailer Build 16 new breathtaking wonders. From warm sands from Colosseum to windy heights of Empire State Building, discover the beauty and timeless power of new wonders from around the world. Choose from 24 new and powerful leaders to guide your civilization. These fearless personalities bring new mechanisms and strategies to the table, and let you choose a leader who fits your own plans and style of play. Use 16 new military maps to take advantage of your opponents. Wars, pact, tactics, events - using it all way of the tide can turn at any moment. Enjoy some rebalanced cards from the base game for even better playing through. After analyzing thousands of digital games, we to update some of the cards from the base game. Play only with the extension charts, or have a more unique gameplay experience with each game by creating a random mix of base base and extension maps. Create a civilization that lasts for centuries! Play now digitally on all major platforms, or get the board game extension! Through the ages: Take your chance to make history. App fully localized to: English | 中文 | Deutsch | Español | Česky | 한국어 More information about the base game on . .

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