

Rise to Glory



3-5 players



Age 12+



3 hours
optionally: 6h+

Area Movement & Control
Auction/Bidding (*technology*)
Dice Rolling (*combat, icons*)

Exploding Dice (*barbarians*)
Modular Board
Surprise Unit Deployment

Set Collection (*resources, art*)
Trading (*resources, buildings...*)
Variable Player Powers (*leaders*)



COMPONENTS

- 1 rule book
- 1 reference sheet
- 1 turn order sheet
- 1 pouch
- 5 player Civ boards
- 5 player bid cards (dry erase)
- 5 player dry erase markers
- 5 player aids
- 25 trackers (5 colors)
- 20 dice (5d4, 6d8, 9d6)
- 24 map tiles
- 7 sliders
- 96 resource barrels (6 colors)
- 80 building cubes (5 colors)
- 84 commerce bills (currency)
- 80 gold coins
- 25 Glory tokens
- 20 City Conquest tokens
- 15 hit point tokens
- 105 map markers
- 7 world wonder cards
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- 45 technology cards
- 45 event cards
- 35 battle boost cards
- 28 great work of art cards
- 20 unit level cards
- 20 bonus cards
- 12 leader cards
- 30 aircraft cards (5 colors)
- 10 nuke cards (5 colors)
- 4 royalty cards and stand-ups
- 120 cities (6 colors)
- 180 player units (5 colors)
- 65 black units (barbarians/pirates)

Rise to Glory is a civilization-building game in which players explore a random map and compete to earn the most glory by researching technologies, building wonders, conquering cities, acquiring great artworks, and launching a starship. Players can play from 1 to 5 eras.

Players bid for technologies, trade resources and buildings, and pay each other royalties to build units. They can wage war and join forces against other players, barbarians, or pirates.

What makes *Rise to Glory* different and unique?

- **Epic feel** as players develop technologies and deploy big armies.
- **Random map** that players gradually unveil and explore.
- **Straightforward mechanics** (minimal fuss, maximum fun!).
- **Extensive player interactions** (bidding, trading, fighting...).
- **Balanced game system** that keeps all players engaged (no elimination).
- **Barbarians & pirates** to spice things up—hordes can be unleashed!
- **Player differentiation** with leaders, wonders, unit levels...
- **Engaging combat system** with surprise attacks and boosts.
- **Random events** that can be player-specific or affect all players.
- **Extensively play-tested** over many years.

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