

# 1600 – The Iron Century

## The rules of the game

Build a multicultural city.

With the deck for **1600 - The Iron Century**, 2 to 5 people can play together.

The game lasts around 30 minutes and is comprised of Protagonists and Characters belonging to 5 different cultures: **Catholics, Reformed, Scientists, Demonic and Pirates.**

Each player chooses their own favourite Protagonist, who stays at their side for the whole match. To win, it is necessary to **keep alive characters belonging to each of the 5 different Cultures.**

Some cards - Bastions and Objects - help you defend your own characters; plus, each Object has a unique power. With the Attack cards you can storm another city and defeat the enemy characters. The Special cards make the game unpredictable, and can change the fate of every match.

**Make the best use of your cards, protect your characters and build a winning city!**

### *Iron Century?*

*Some cultures call the 17<sup>th</sup> Century the “iron century”. That's because of all the conflicts, wars, revolts and reformations that characterised it. The world was never the same after that!*

## Complete Rulebook

### Goal of the game

The game consists of Citizens (Protagonist and Character cards) who belong to 5 different cultures:

 Catholics

 Demonic

 Reformed

 Pirates

 Scientists

The goal of the game is **to have in play, at the same time, Citizens who belong to all 5 different Cultures.**

### Preparing the game

To play you need the **1600 - The Iron Century** deck of cards. The 103 cards are divided in: **Protagonists** (1 or 2 per Culture), **Characters** (8 per Culture), **Bastions** (2 per Culture), **Objects** (1 per Culture), 22 **Attack** cards and 20 **Special** cards.

Every card in the deck, except for the Protagonists, is shuffled together and placed in the center of the table.

Each player in turn chooses a card from among the Protagonists and places it face up in front of themselves. The Protagonist will remain by their side for the whole of the match. The unused Protagonists are removed from the game.

Every player draws 6 cards.

# Gameplay

The game is played in turns, starting with the youngest player and going in a clockwise direction. During their turn a player will Draw cards from the central deck and may perform one Action.

## Drawing cards

In the beginning of their turn the player will draw as follows:

- may optionally discard one or more cards (all at once) from their hand and draw as many cards as they discarded;
- will then draw 2 additional cards.

**Suggestion:** If you have many Attack cards in hand, you can discard at least one to get more useful cards more quickly.

## Actions

After drawing, the player can put in play one or more **Characters, Bastions and/or Objects belonging to the same Culture** in their own City. Furthermore, if they fulfil the requirements, they can perform an Attack (before OR after having played their cards).

If, at the beginning of any given turn, one of the players has Citizens from 5 different Cultures in play, they win the match!

The Special cards can be played by any player at any time.

When the Deck runs out the discarded cards are reshuffled and reused as a new Deck. The second time that the Deck runs out the match ends immediately, and the player with the most Cultures in play wins; in case of a tie, the winner is the one with the most Characters in game. If it's still a tie, the game ends in a draw.



## Attacking

A player can attack if they:

1. have an **Attack card** in hand;
2. have a valid couple of Attackers in play, meaning at least 2 Citizens (Protagonist or Character) from the same Culture;
3. have a valid **Adversary**, meaning a Character in play in an opponent's city, belonging to a different Culture than that of the attackers, who is unprotected by either Objects or Bastions.

The player must discard the Attack card from their hand and declare their attackers (for example, 2 Scientists) and the Adversary (for example, a Catholic).

If no Special cards intervene, the attacked Adversary Character is discarded.

## Bastion effects

Each **Bastion** is associated with a Culture. As long as a Bastion is in play, every Character of that same Culture in the same City is safe from attacks.

## Object effects

Each **Object** gets associated with a Citizen of the same Culture as soon as it enters play.

As long as the Object is in play that Character can not be attacked.

Furthermore, each Object has a unique power, described after the symbol \*\*, which can be activated by discarding the Object at any time.

If a Character in possession of an Object gets discarded the Object gets discarded as well.

## Variant: Team Play

If there is an even number of players and they agree to it before the match, it's possible to play **In Pairs**.

The players divide themselves into pairs and take alternate seats. Each player can play Characters, Bastions and Objects into their partner's City, as well as their own.

The goal of the game is modified thus: the winning team is the pair in which **both players** succeed in constructing a Multicultural City with 5 different Cultures.

---

## Card explanation

- **Amulet**: the unique Power can not be activated over a Character discarded by the owner of the Amulet.