

2-players/2-teams  
10-minutes  
Age 8+

# WIKI HISTORIES



Wiki Histories are quick little games—fun for adults—engaging for students. Each game is a snapshot of human history, following the same basic rules but adding a unique twist for variety. Download all the up-to-date Wiki Histories on [MathPickle.com](http://MathPickle.com).

Wiki Histories are not at the fun level of the best games you will find on [boardgamegeek.com](http://boardgamegeek.com) but that would be missing the point. The real strength of these games is that they are great for teaching problem-solving, history, and board game design.

## Teaching Board Game Design

Many schools in North America teach board game design, but students are rarely given enough constraints, so most of their game creations are too big and take too long to get played. The solution is for teachers to provide a template game that allows plenty of room for creativity within tight constraints. Wiki Histories take 15 minutes to play—short enough to be played in class. As pencil-and-paper games, they are also inexpensive for the budget-conscious classroom. Most importantly, Wiki Histories offer students a realistic path to publication. After the first books are released, new books will be compiled from submitted designs. Students and their work will be celebrated. That will be inspiring for your students! Look on [MathPickle.com](http://MathPickle.com) for a lesson plan.

## Teaching History

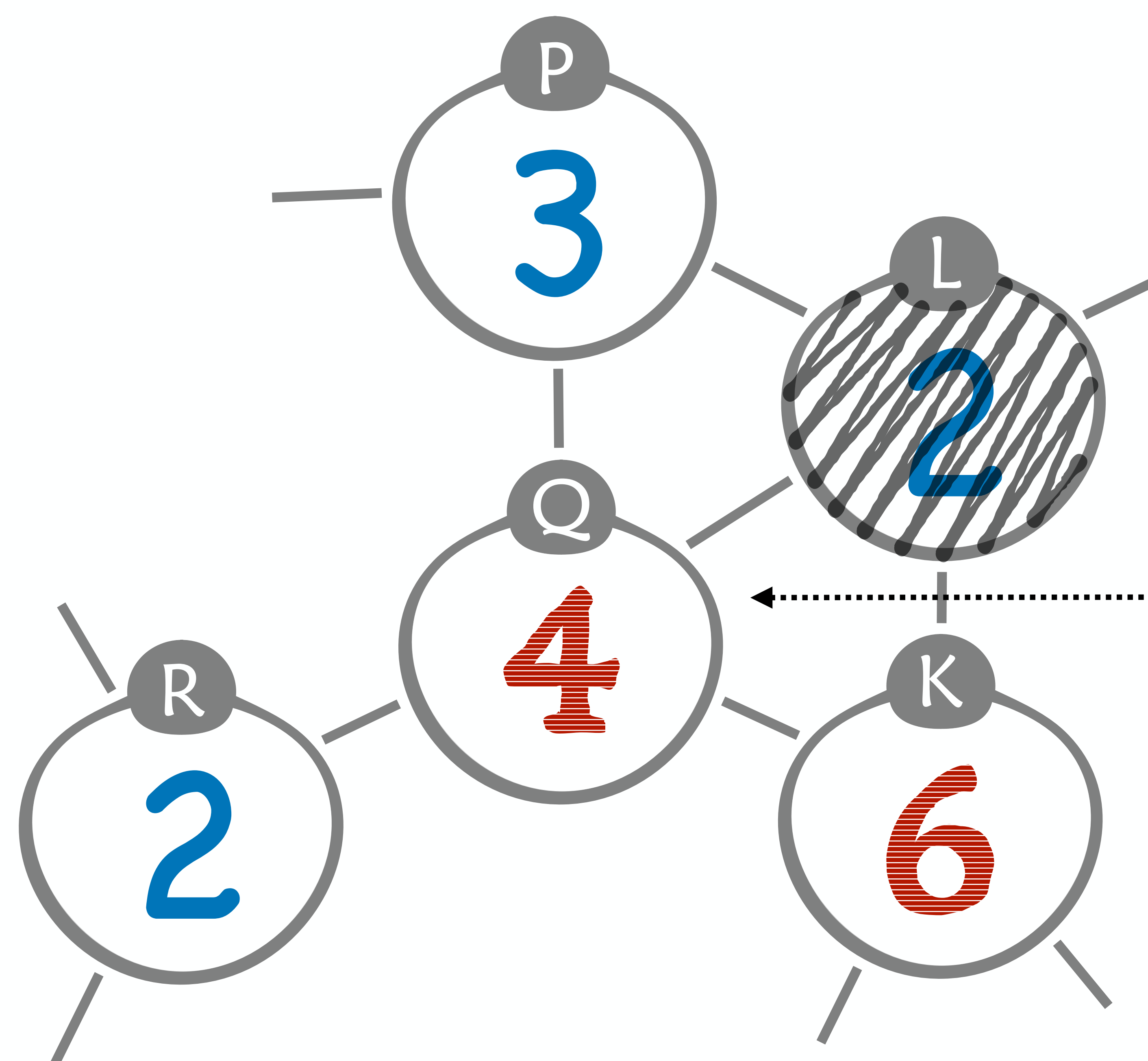
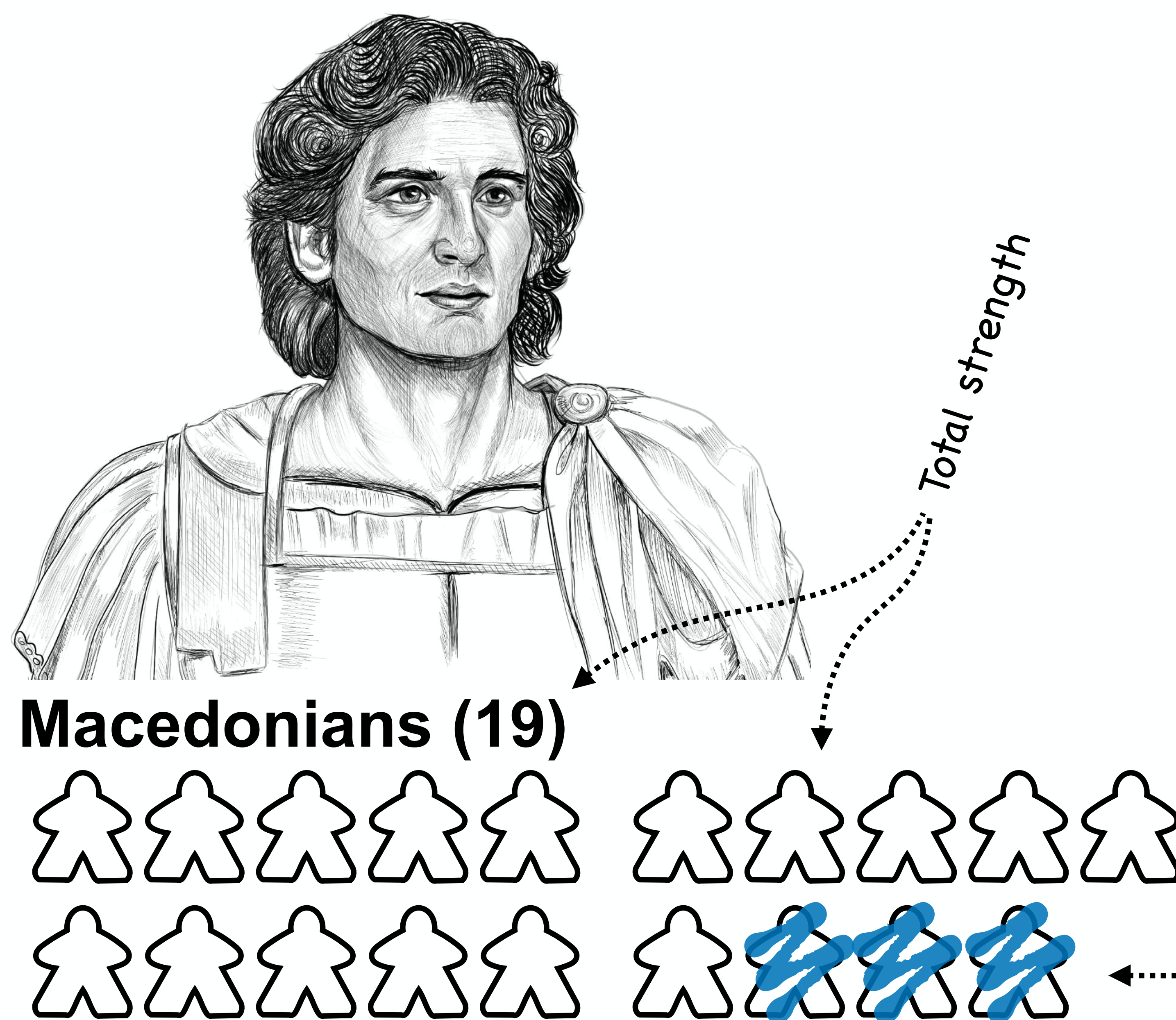
Playing games is one way to discover history. The simple mechanics of Wiki Histories do not seriously attempt to simulate history... however, the accompanying maps and mini-essays highlight little bits of history in a way that sticks with students. The mini-essays are written for high-schoolers, but the content can be simplified for younger students.

## Teaching Problem-Solving

The #1 purpose of the elementary school math classroom is not to learn arithmetic but to get students to problem-solve. Start by splitting your class into two teams and projecting a Wiki History that only has a single map. Get the whole class to play. That's why the territories have letters. Students can be called upon one at a time to claim a territory or attack a territory by just saying its letter.

An unexpected benefit of these games is that most of the maps come with extra information that students should disregard. Students need to filter information—distinguishing vital stuff from the background fluff.





## Rules

### 1) Setup

- One player chooses a Wiki History and reads aloud the unique rules and the total strength of the two competing groups. The other player then selects one of the groups.
- Optionally, players can read the historical vignette.
- Players need a blue and red pen/pencil.
- **If there are two maps**—the **first player** is the one with a #1 written in the bottom-right corner of their map.
- **If there is a single map**—the **first player** is the one who selected the group higher up on the map.
- The **first player's** color is blue—their opponent's is red.

### 2) Claiming Territories

- The active player grabs their color and scribbles out a number of meeples. They write the same number on an unoccupied territory. That's its strength.  
Example: The blue player scribbles out 3 meeples.  
They use that 3 strength to claim a territory by writing a blue "3" in it.
- **If there are two maps**—the opponent must put this same information on their map using the same color. The active player then announces their remaining strength.
- Play alternates back and forth.
- On their turn a player **must** claim a territory if they have some remaining strength and there are some unoccupied territories. Otherwise, they **must** pass. The first player to pass is the **first attacker**.
- If a player passes, their opponent may continue to claim territories as often as they like.
- When both players pass, proceed to the attacking phase.

### 3) Attacking

- The active player chooses one of their opponent's territories to attack.
- They add up the strengths of **all** their undefeated connected territories.
- They say this combined strength out loud. If it exceeds the opponent's strength in the attacked territory, it is defeated and scribbled out.

Example: The red player has strength 4 in territory Q.

The blue player attacks territory Q with a strength of 3+2=5.

That is more than 4 so territory Q is defeated and scribbled out.

- **If there are two maps**—the defeated territory must be scribbled out on both maps.
- Defeated territories cannot attack or score.
- Alternate attacking until both players pass.
- If a player passes, their opponent may continue to attack as often as they like.
- When both players pass, proceed to the scoring phase.

### 4) Scoring

- The player with the most undefeated territories wins.
- In the case of a tie, the **first attacker** wins.



## Sharing & Copyright

Wiki Histories are meant to be shared among teachers and parents. It will be my joy if students benefit from them. That's why Wiki Histories is not copyrighted. It is okay for you to share, print and laminate these maps.



Share comments and photos and rate Wiki Histories on the biggest board game website: [boardgamegeek.com](http://boardgamegeek.com).

## Support

The Kickstarter funding of C\$3600 paid for all of **Okan Bülbül's** sketches. In this time of AI, I love supporting human-created art. ;-) A special thanks to **Derek Tellier**, **Aaron Holmes**, **KeeferKicks** and **PippiMD** for contributing so much during the campaign.

A big thank you to MathPickle's long-term supporters! The best way to help me keep developing free classroom resources is by joining my community at [patreon.com](http://patreon.com).

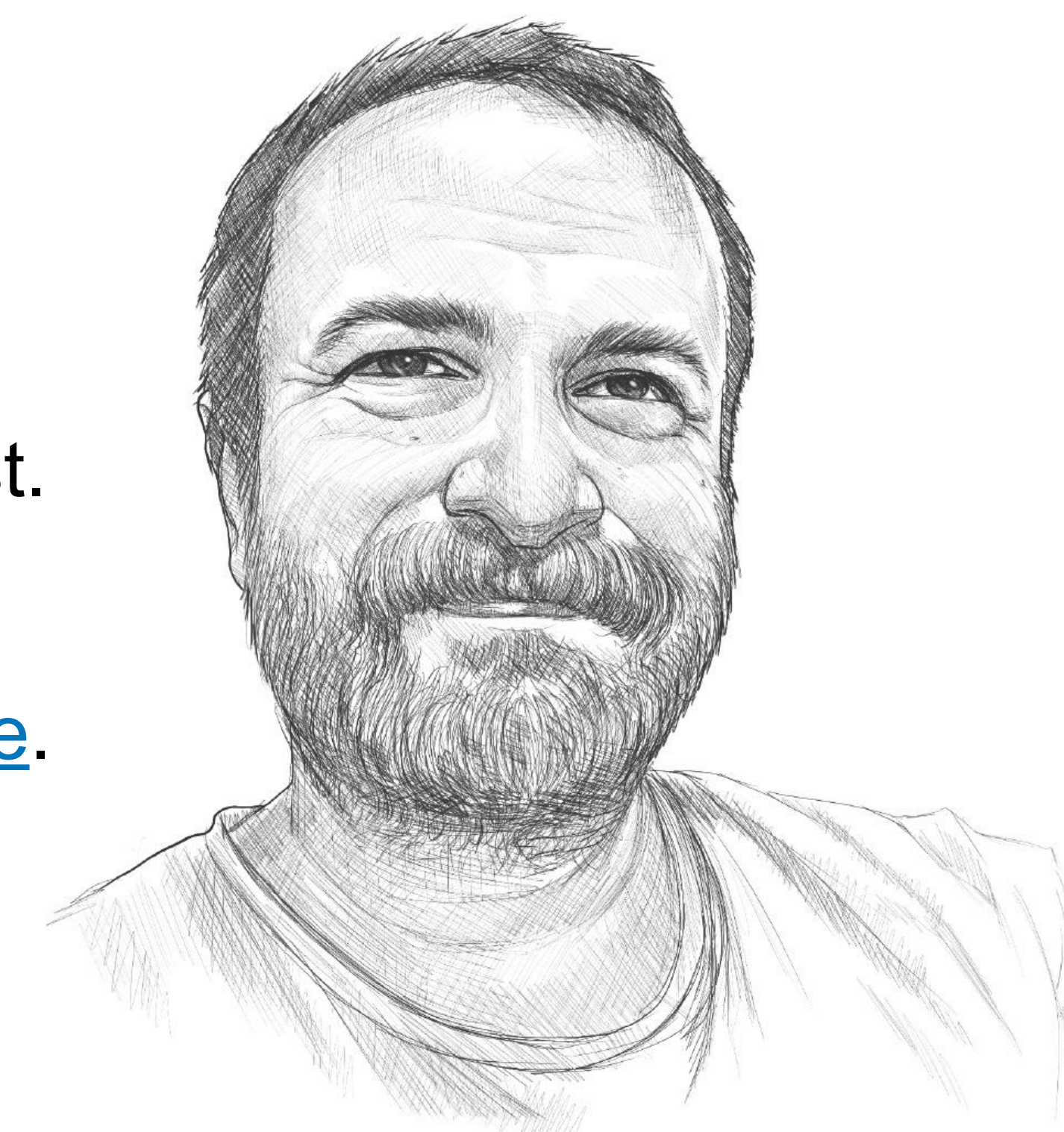
**Steven Heller**  
**Paula Hamilton**  
**Zenon Berg**  
**Derek Tellier**  
Amanda Serenevy  
Math Makes Sense  
Jerry Dean Weimer  
Reed Oei  
Charlie Neibel

**Gabriella Pinter**  
**Gavan Brown**  
**Kendra Lockman**  
**Aaron Holmes**  
Adam Carpenter  
David Wees  
Molly Crocker  
Simon Cheng  
Antony Chen

## Creative People



**Gordon Hamilton** (aka Dr. Pickle) is the inventor, mini-essay writer and map maker for Wiki Histories. He is best known as the inventor of Santorini and as the director of [mathpickle.com](http://mathpickle.com). He lives in Calgary, Canada.



**Okan Bülbül** is an engineer and artist. He did all of the sketches for Wiki Histories. Okan lives in Ankara, Turkey. You can check out his art [here](#).

**Mark Burstein** was the editor of the mini-essays. Mark's work was supported by **Nancy Blachman**, Founder of the Julia Robinson Mathematics Festival. Both live in California, USA.

Thank you to the playtesters who have their fingerprints all over the game: **Paul Saxberg**, **Derek Tellier**, **Aaron Holmes**, **Julia Hamilton** and **Sanja Brajic**.

Wiki Histories was inspired by **Eric Solomon's** 1973 game, **Aggression**. Eric, in turn, was inspired by **Albert Lamorisse's** 1957 game, **Risk**. We are living through the renaissance of board games. Thank you to those who went before!



## Swahili Coast Trade 1–1000 CE

Monsoon winds were great for traders because they helped boats sail from India to Africa and back. Many trading cities appeared along the Swahili coast to take advantage of the monsoons.

The island of Zanzibar had a wonderful sheltered port on its Western coast. This port became the hub of Zanzibar city where traders congregated—waiting for the monsoon winds to carry them to India or the Arabian Peninsula.

The most valuable export was ivory from elephant tusks which was carved to make jewelry and sculptures. Other exports included gold, slaves, ebony—a hard, black wood—tortoise shells, rhinoceros horns, and the perfumes frankincense and myrrh.

In history, trading doesn't get as much attention as fighting, but it was trading that made empires hum.

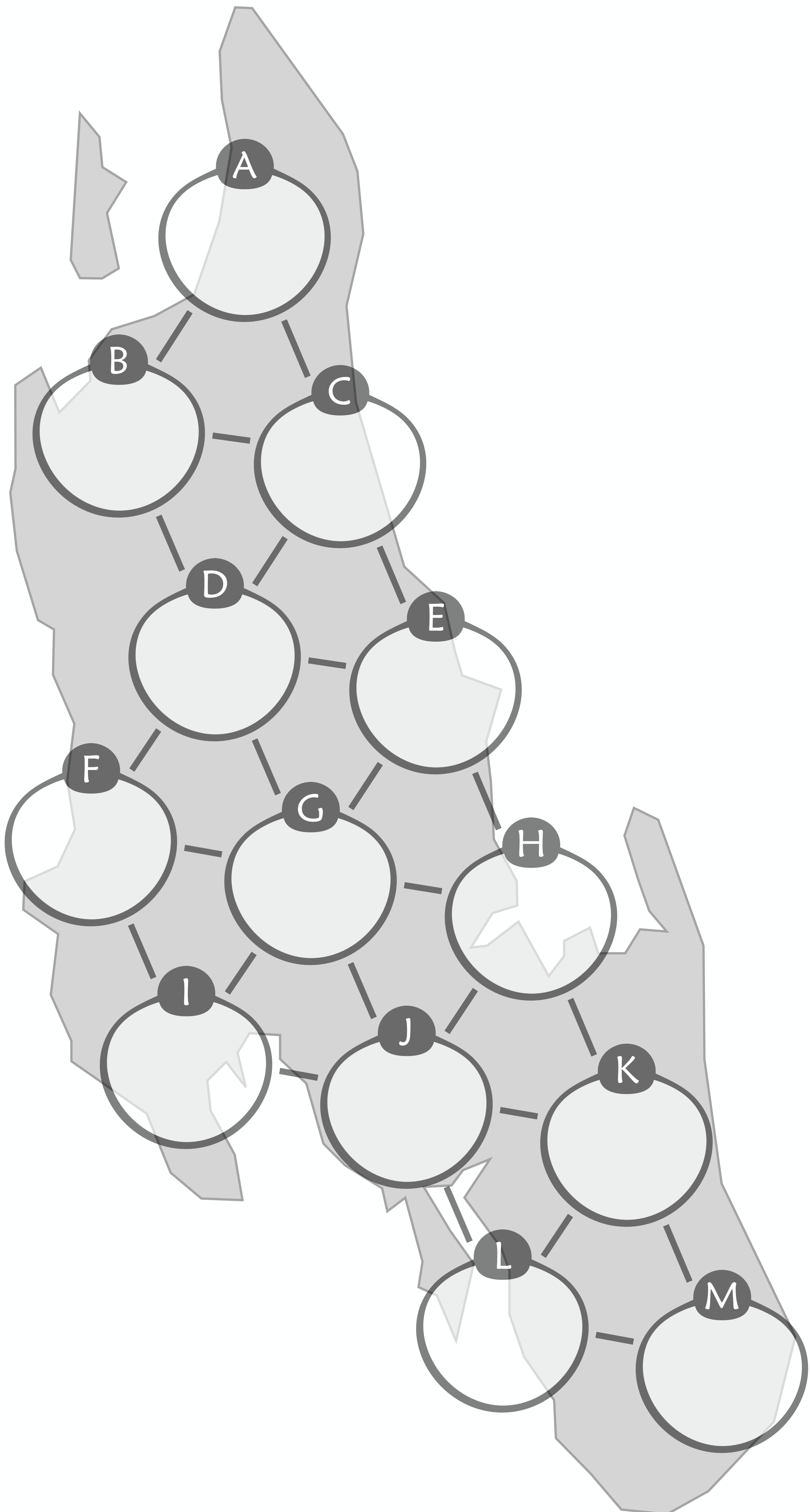
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A Trader of Zanzibar



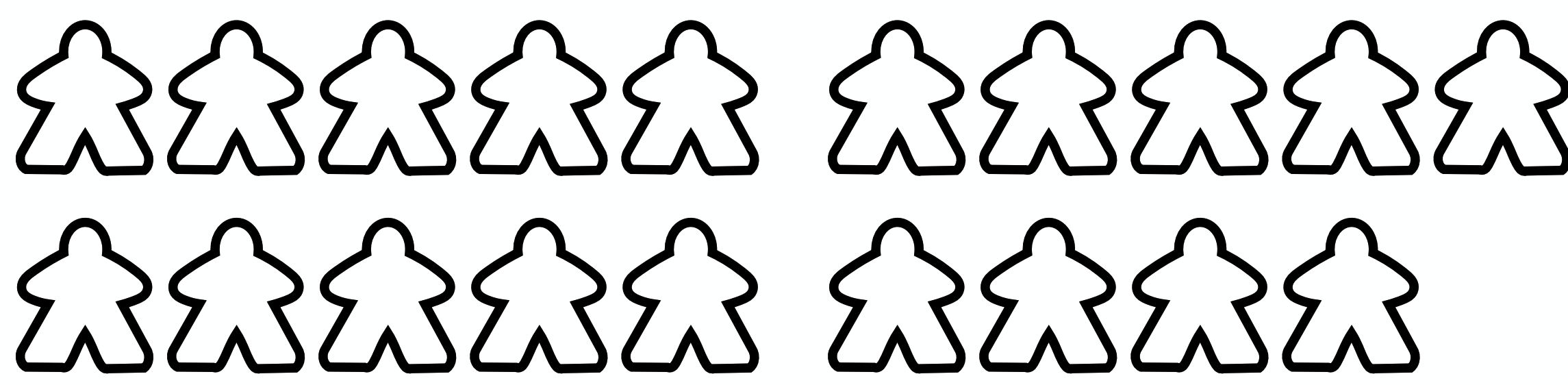


**Swahili Coast Trade**  
**1–1000 CE**

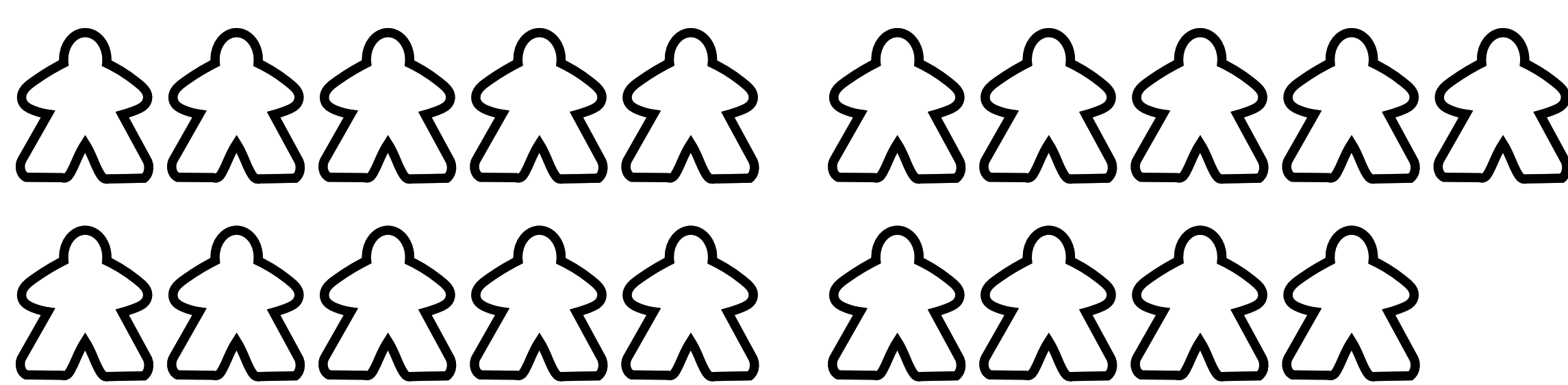


- During the claiming phase, players must pass before they have used up all their strength.
- Once a player passes, they may not claim more territories.
- Do not score normally. Instead, calculate your normal score and multiply it with your unused strength.

**Ivory Trader (19)**



**Gold Trader (19)**





## Rebel Sisters

### 40–43 CE

In 111 BCE, the Han Chinese defeated the kingdom of Nanyue, which spanned southern China and northern Vietnam. Initially, the Han rulers maintained relatively fair governance, and the local population did not resist much. However, after a century of occupation, the region's stability waned as Su Ding, the corrupt Han governor, imposed an exorbitant taxation regimen.

According to Vietnamese folklore, when Su Ding discovered that some people were planning a rebellion, he killed the men but spared the women. This act of perceived leniency backfired, as it ultimately led to an uprising spearheaded by women.

Trưng Trắc and Trưng Nhị, sisters in their twenties with martial arts training taught by their father, emerged as the leaders of the movement. Folklore depicts Su Ding as so frightened by the uprising that he fled, disguised as a servant. Trưng Trắc was crowned queen, and towns and cities across the region rallied to their cause. Their forces grew to an estimated eighty thousand people, driven by a shared determination to reclaim autonomy.

The Han Chinese dispatched twenty thousand elite warriors and deployed a powerful navy equipped with crossbowmen and advanced weapons capable of hurling molten iron. The Vietnamese side had deep local knowledge of the terrain, widespread support from the population, and highly motivated leaders in the Trưng Sisters.

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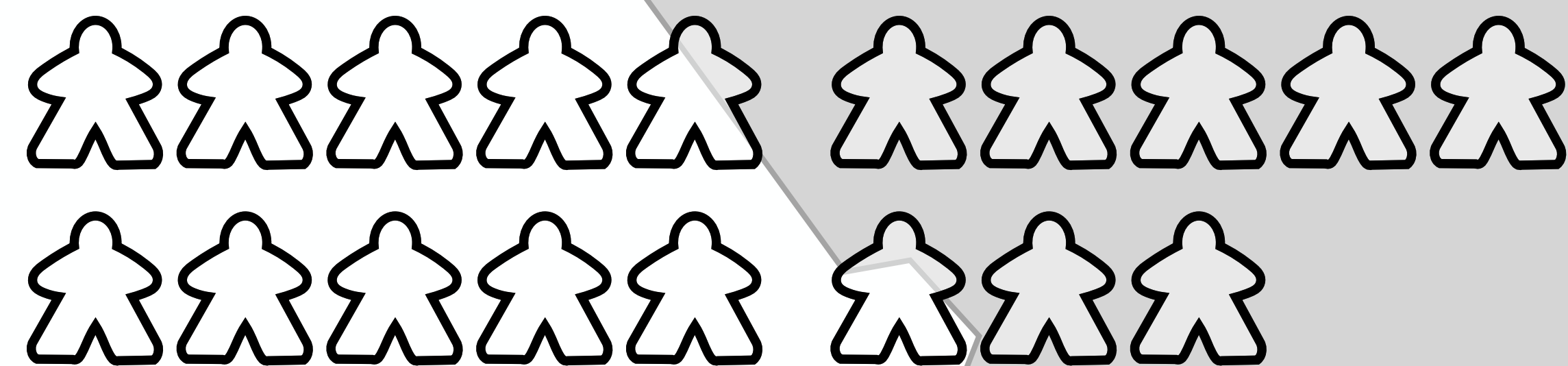
Trưng Nhị and Trưng Trắc





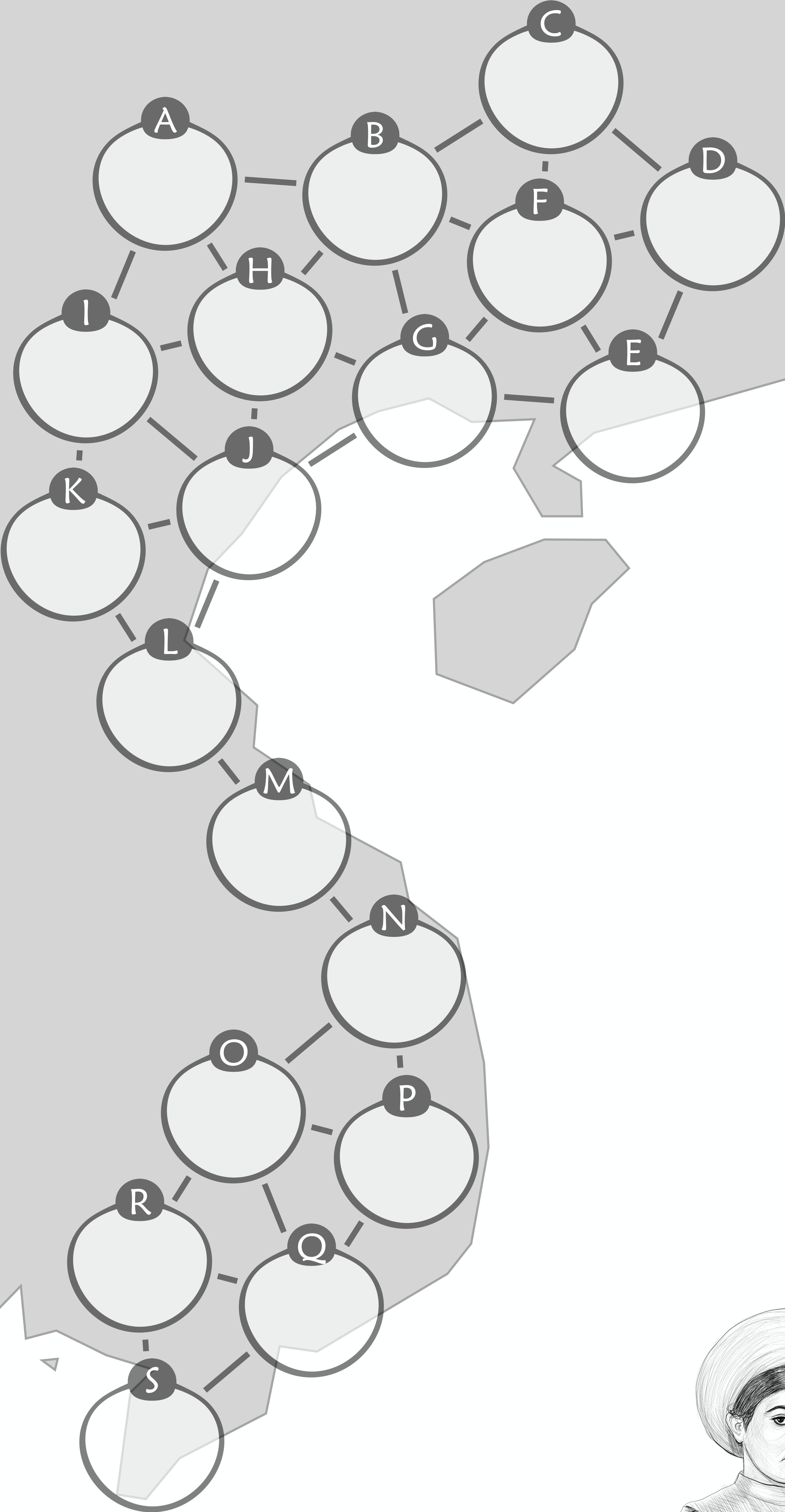
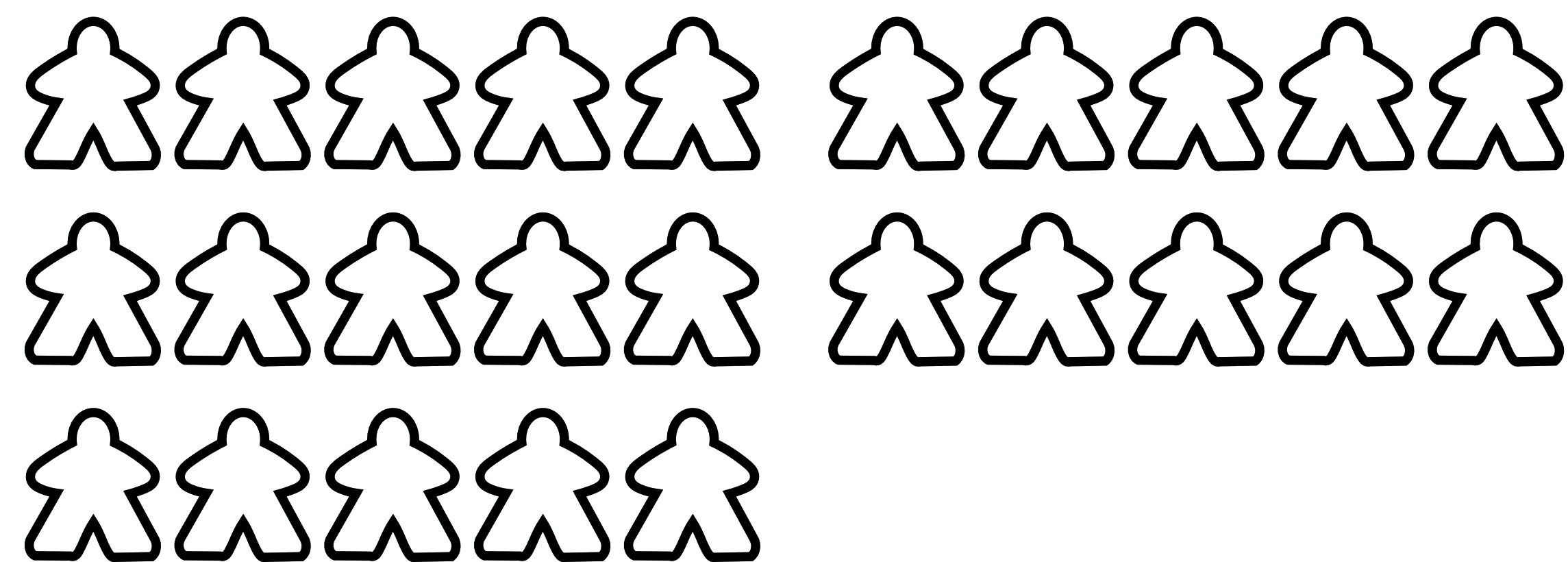
Rebel Sisters  
40–43 CE

Han Empire (18)



- When you claim a territory with some strength, defeat all connected Vietnamese territories that have exactly half that strength.

Vietnamese (25)





## Sack of Londinium 60 CE

The Iceni were a tribe located northeast of Londinium (modern-day London) in Britain. The Romans had previously maintained peaceful relations with the Iceni king, tactfully avoiding confrontation and subduing tribes through piecemeal diplomacy. When the king of the Iceni died in 60 CE, he left his kingdom to be jointly ruled by his two daughters and the Roman emperor, hoping this would preserve his bloodline. However, the king's death gave the Romans the excuse they had been waiting for. Arriving in force, they flogged Queen Boudica and abused her two daughters.

Boudica lay low until the Roman governor, Suetonius, was campaigning against the Druids in Wales. Seizing the moment, she rallied her tribe in revolt. The Trinovantes, a neighboring tribe with their own grievances against Rome, joined her cause, swelling her army to nearly 100,000.

Her first target was Camulodunum (Colchester), a Roman settlement northeast of Londinium. After destroying Camulodunum and killing its inhabitants, Boudica led her forces down the Roman road toward Londinium. Governor Suetonius rushed to Londinium but, recognizing that the city could not be defended, ordered its evacuation. Those who were slow to escape were massacred when Boudica's forces stormed the city.

Her warriors then continued to Verulamium (St. Albans), where they once again slaughtered the Roman inhabitants. In total, Boudica's rebellion claimed 75,000 Roman lives across the three cities. However, despite her early success, Suetonius regrouped with 10,000 battle-hardened troops and decisively defeated Boudica's larger force, which suffered from poor tactics and inferior weaponry.

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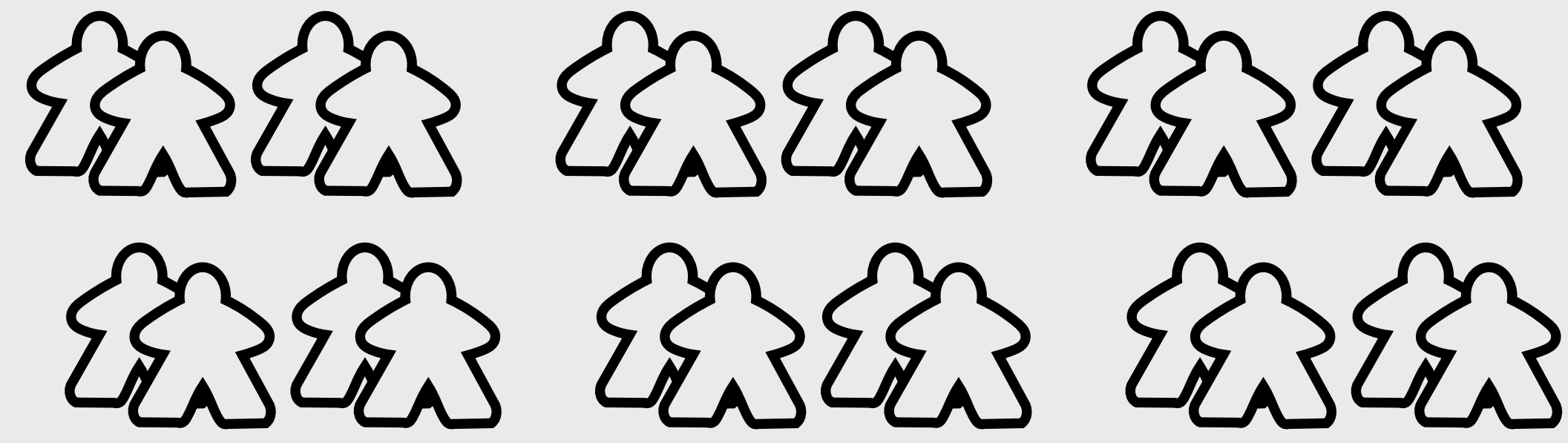
Queen Boudica—out for revenge



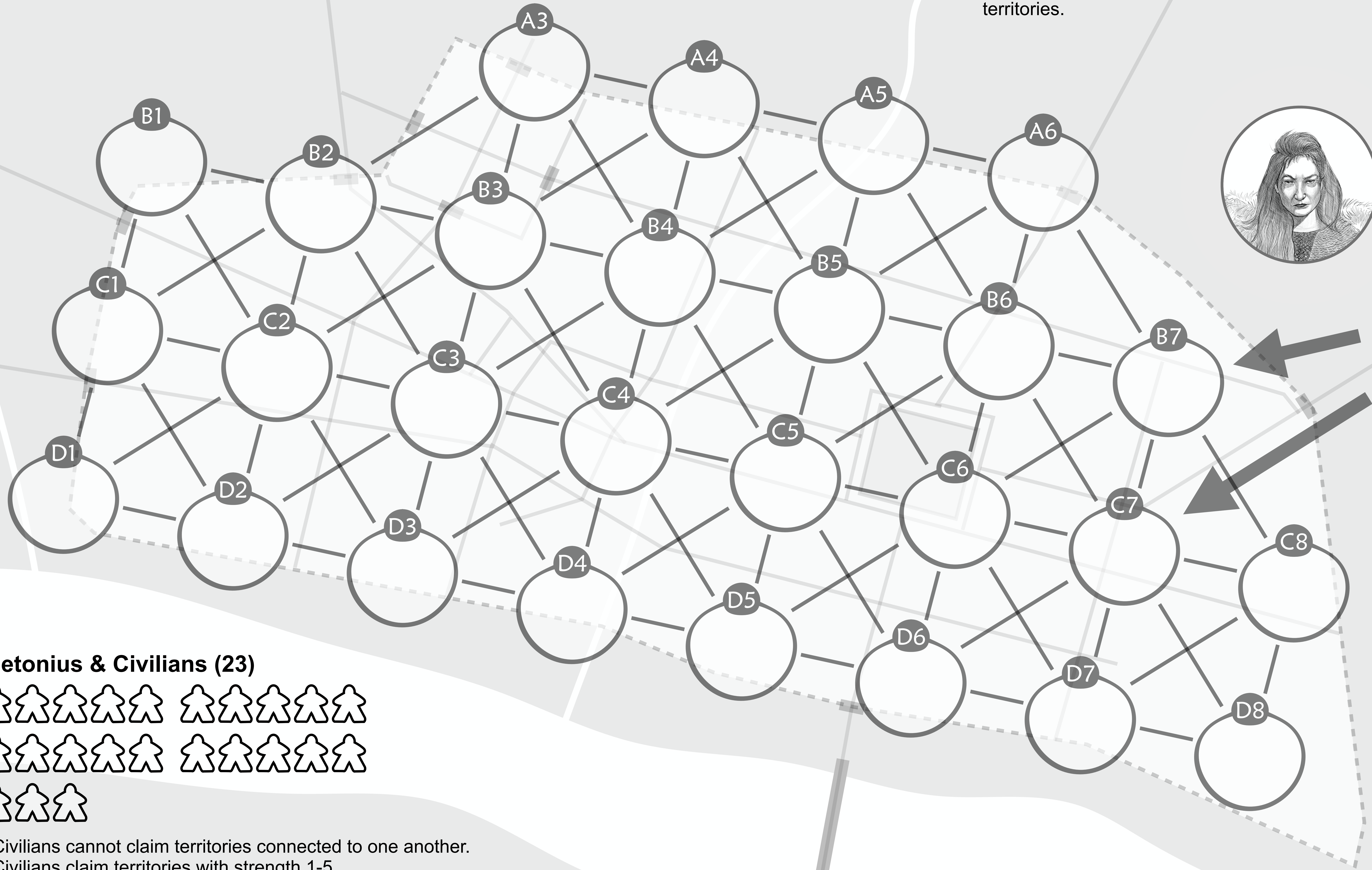


**Sack of Londinium**  
**60 CE**

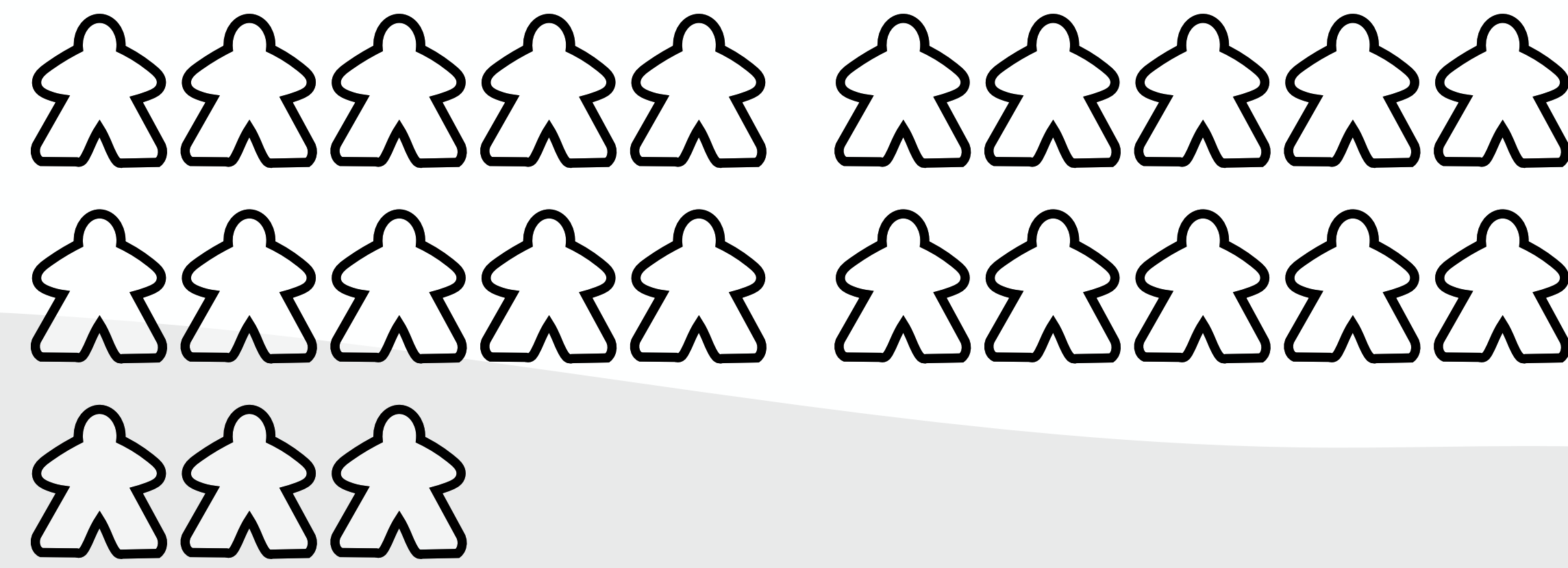
**Queen Boudica (24)**



- Claiming phase:
- Boudica claims first.
  - She must claim exactly two territories of strength two each turn.
  - Her first claim must be B7 or C7.
  - After that, Boudica's claims must be connected to exactly one of her previously claimed territories.



**Suetonius & Civilians (23)**



- Civilians cannot claim territories connected to one another.
- Civilians claim territories with strength 1-5.
- During scoring, Civilian territories are worth double.



# Mississippi River Basin Trade

## 200 BCE to 500 CE

The 1992 North American Free Trade Agreement was preceded by two millennia by a vast trade network spanning the entire Mississippi River basin and beyond. It provided the elite members of society with luxury goods for ornamentation, religious rites, and as symbols of power. These included grizzly bear teeth, obsidian, copper, mica, and sea shells. The versatility of bronze (copper+tin) was not discovered because of the absence of tin deposits.

Let's compare this with three other ancient trading networks:

- Mesopotamia (3300 BCE to 1300 BCE): Mesopotamia connected the Aegean with the Indus Valley. Tin from Afghanistan and copper from Iran and Turkey were vital as they combined to make practical bronze farm equipment and weapons. Pottery, grain, and cotton were other practical goods traded. Luxury goods included the ornamental stones lapis lazuli and carnelian.

- European Iron Age Culture (1000 BCE to 100 CE): These groups were united by Celtic languages and some shared culture. Their trade networks were decentralized, similar in some ways to those of the Mississippi River Basin, but with a focus on practical goods rather than luxury items. They traded in farm equipment, iron tools, and weaponry.

- Nabatean trade routes (400 BCE to 106 CE): The Nabateans operated across the Arabian desert, facilitating the trade of luxury religious items like frankincense and myrrh, along with gold, gemstones, and valuable textiles. Unlike the Mississippi River Basin traders, the luxury goods of the Nabateans ended up supplying the elite in a much more powerful empire. We can guess where this ended. In 106 CE, the Nabatean trade routes were peacefully annexed by Rome.

For this Wiki History, imagine the competition between traders of luxury goods in the Mississippi River Basin.

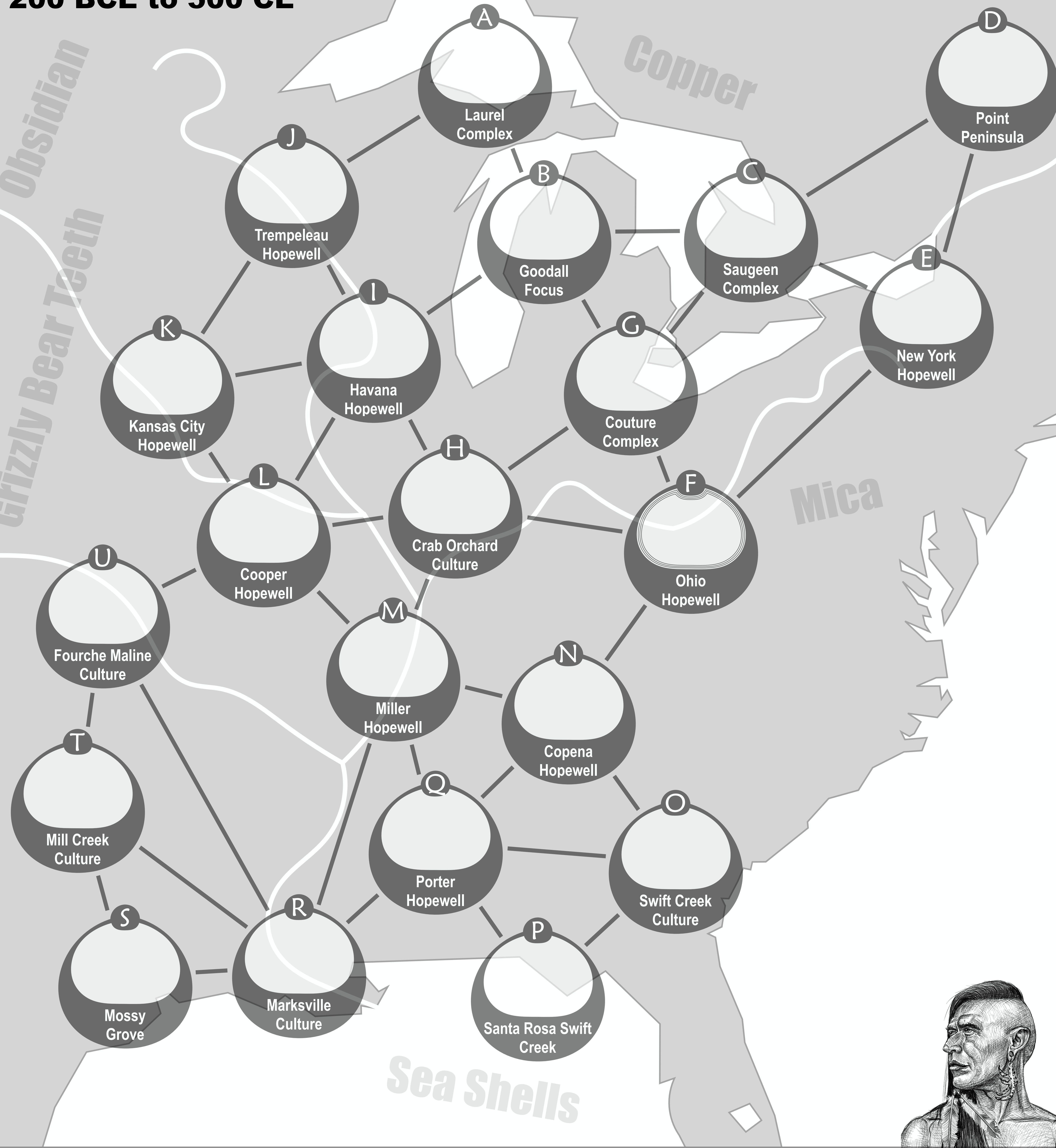
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Awaiting luxury



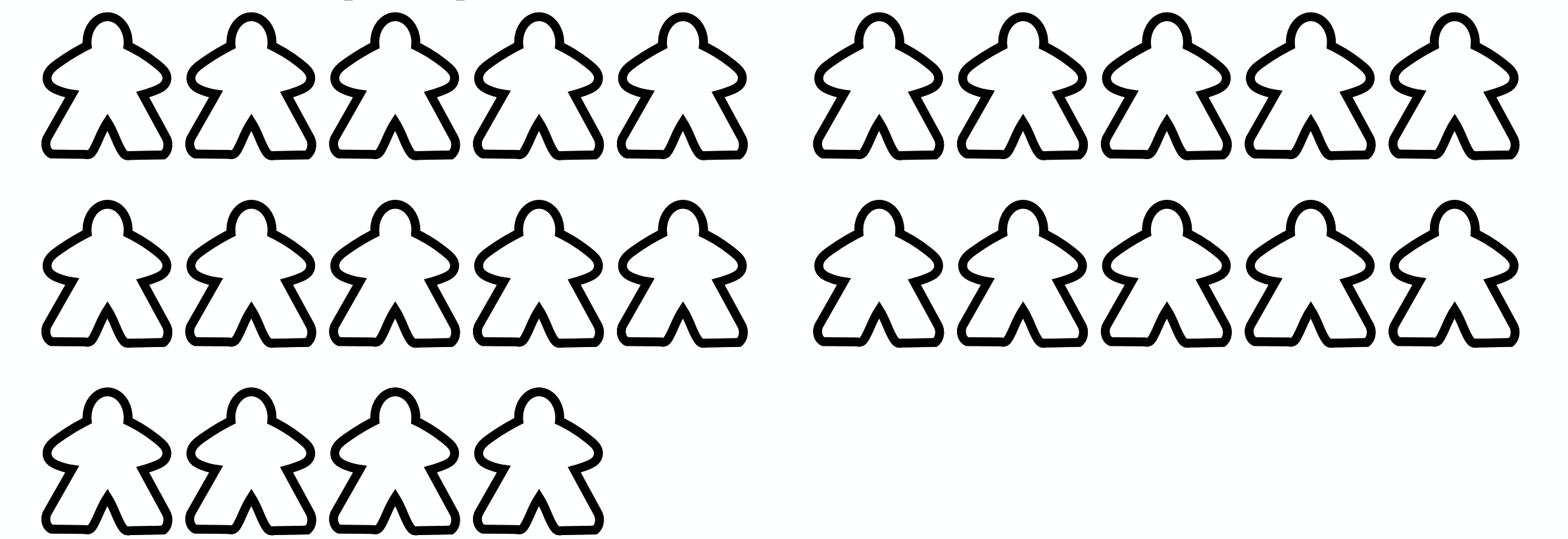


# Mississippi River Basin Trade 200 BCE to 500 CE



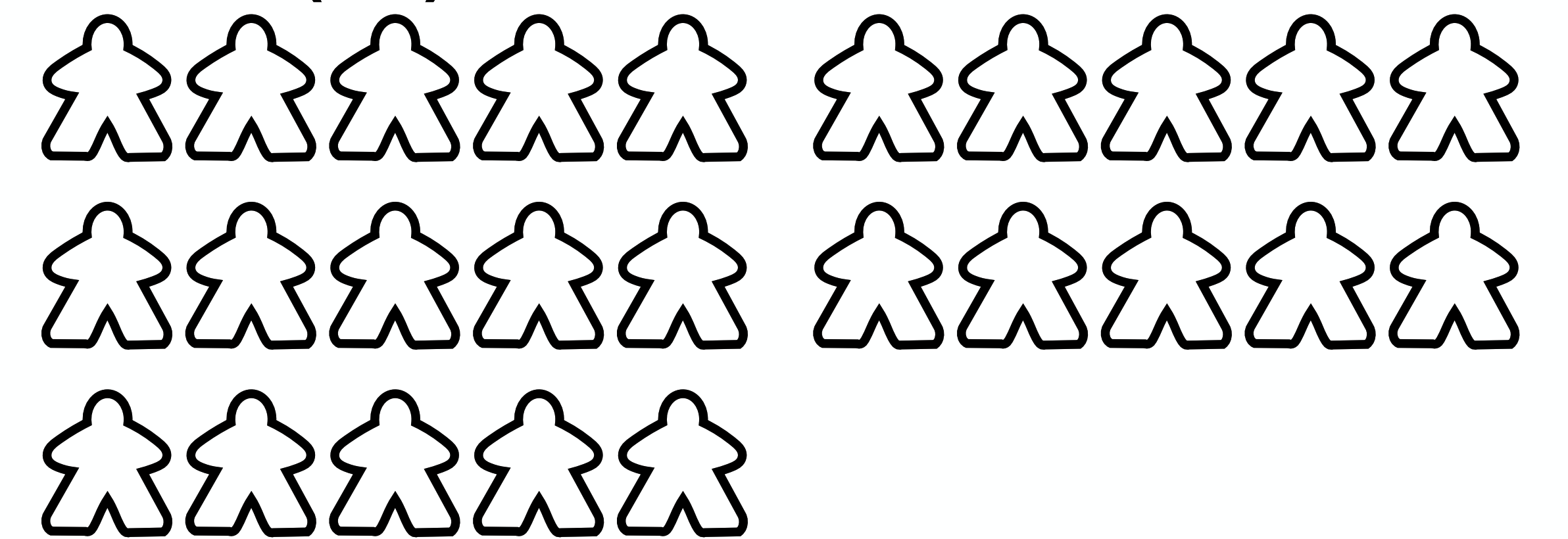
- During the claiming phase, players must pass before they have used up all their strength.
- Once a player passes, they may not claim more territories.
- When attacking, players must use at least two territories.
- Do not score normally. Instead, calculate your normal score and multiply it with your unused strength.

## Traders of Copper, Mica and Sea Shells (24)



- When scoring, Ohio Hopewell (F) is worth two territories for you.

## Traders of Obsidian and Grizzly Bear Teeth (25)





## Emperor Aurelian's Foes

### 270–275 CE

The Roman Empire was falling apart. Not only were there the periodic invasions of the Germanic tribes from the north, but there were also the splinter kingdoms of the Gallic empire of Postumus in the west and the Palmyrene Empire of Zenobia in the east. Meanwhile, in Rome, corruption was rampant. Felicissimus, the head of the Roman mint, was pressing extra gold coins for personal gain and to bribe senators.

In 268 CE, Aurelian was one of the commanding officers involved in the assassination of the Emperor Gallienus. When the new emperor and Aurelian's co-conspirator died of the plague two years later, the senators back in Rome tried to choose the next emperor, but the legions under Aurelian were having none of it. They declared Aurelian emperor and that was that.

Aurelian proved decisive. He defeated the Germanic tribes, disbanded the corrupt Roman mint, and executed Felicissimus along with several senators. In 272 CE, he marched east and reconquered Palmyrene territory from Queen Zenobia. She was captured and brought back to Rome for display, along with her golden chariot and other war booty.

In the west, Postumus had been killed by his own troops, and after a few years of political instability, Aurelian also reconquered the weakened Gallic Empire.

Aurelian's first five years made him one of Rome's greatest Emperors... but five years was all he would get. In 275 CE, Aurelian was assassinated after his secretary, Eros Mucaporis was exposed for embezzling funds or taking bribes. Aurelian's punishment would have been severe, but before he got the chance, Eros spread false rumours that Aurelian was going to execute several of his top officers. It worked. The officers ambushed and killed Aurelian.

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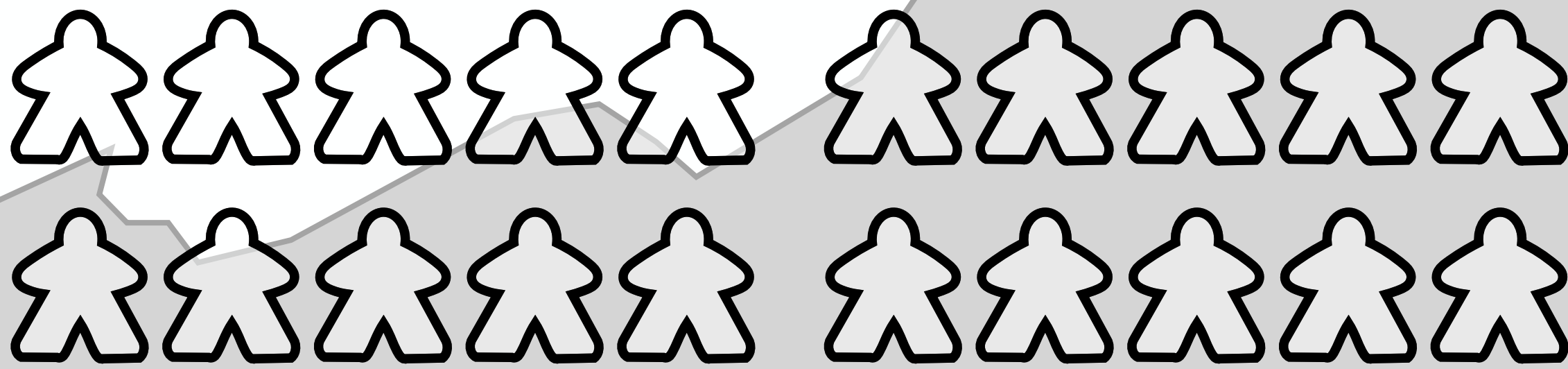
Queen Zenobia—Emperor Aurelian's foe





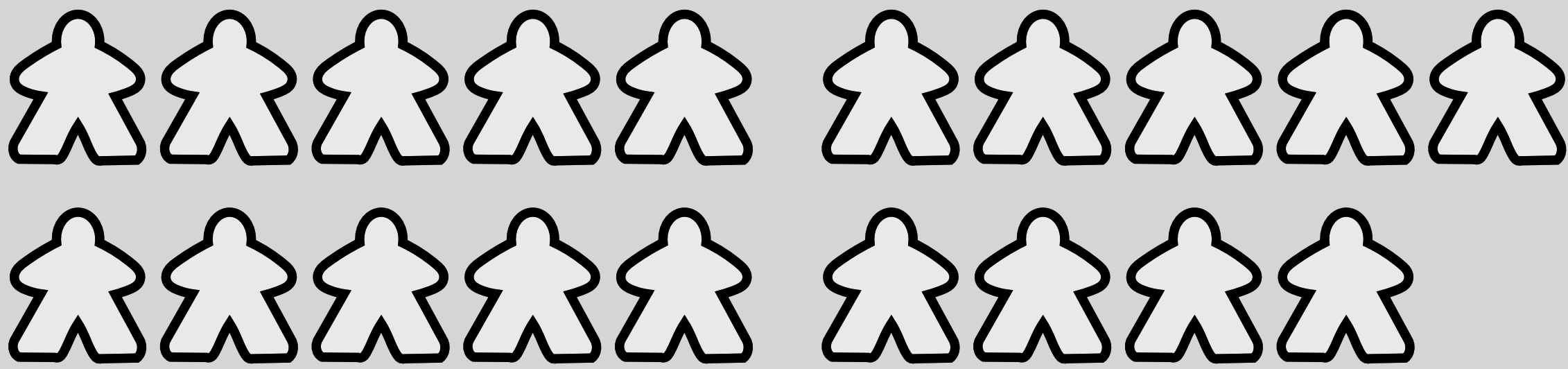
**Emperor Aurelian's Foes**  
**270–275 CE**

**Zenobia & Posthumus (20)**

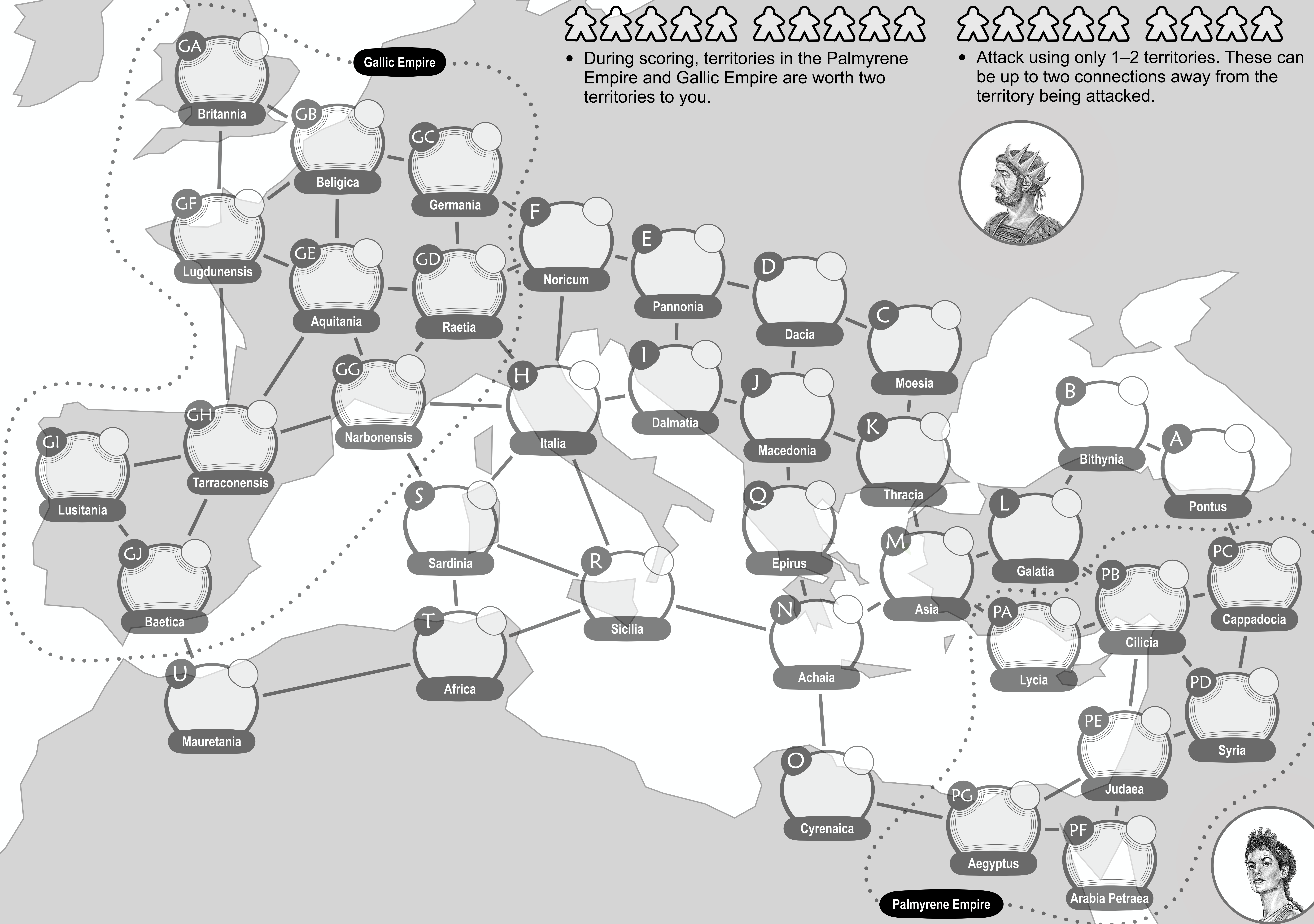


- During scoring, territories in the Palmyrene Empire and Gallic Empire are worth two territories to you.

**Emperor Aurelian (19)**



- Attack using only 1–2 territories. These can be up to two connections away from the territory being attacked.





# The Conversion of Constantine

## 312 CE

In 307 CE, Maxentius, the self-proclaimed emperor in Rome, achieved two notable, bloodless victories against his adversaries. First, when Severus arrived with his 40,000 troops, they defected en masse to Maxentius, as many had previously served under his father, Maximian. Severus was captured and ultimately begged for his life. Later that same year, an army of 50,000 led by Emperor Galerius also disbanded, thanks to Rome's intimidating fortifications, and some well-placed bribes by Maxentius.

By 312 CE, it was Constantine's turn. With the defections, Maxentius' troops had grown from 25,000 to 60,000. Constantine came with less than half his strength—about 30,000 troops. The bulk were left defending the northern frontiers.

The night before the battle, Constantine claimed that Christ appeared to him in a dream and instructed him to have his troops paint the Christian Chi-Rho symbol on their shields. The symbol is formed by overlapping the first two letters of Christ's name in Greek, X (Chi) and P (Rho).

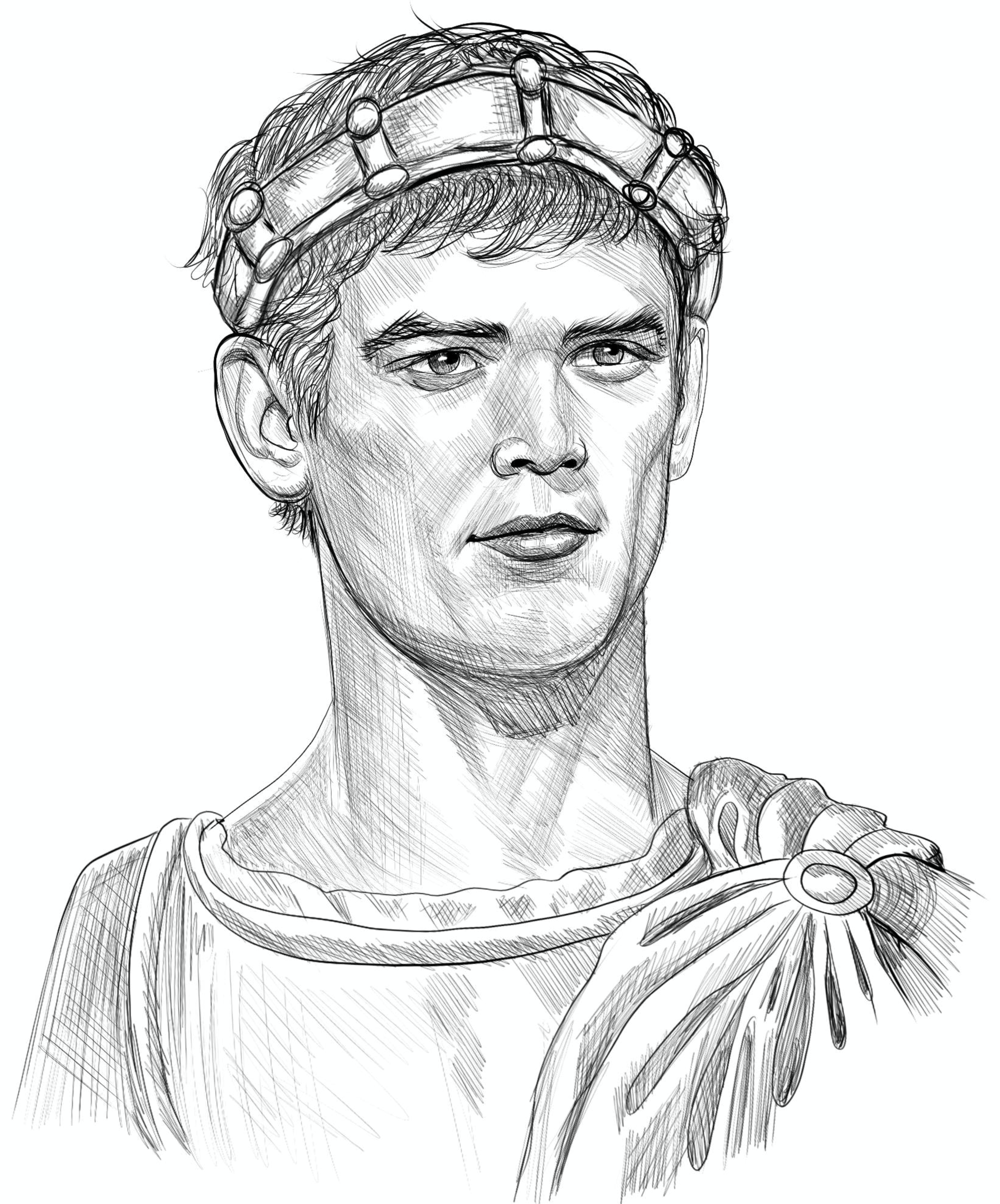


Maxentius, based on his past victories, should have waited for Constantine's battle-hardened army to weaken outside Rome's walls. However, possibly wary of Constantine's Christian allies stirring unrest within the city, he chose to confront Constantine outside Rome.

In preparation, Maxentius constructed a pontoon bridge across the Tiber River. Some evidence suggests that he pre-sabotaged the bridge, intending to collapse it during a strategic retreat to trap Constantine's forces. However, the plan failed. The retreat devolved into a rout, and the bridge collapsed prematurely, leading to a catastrophic defeat for Maxentius and securing Constantine's victory.

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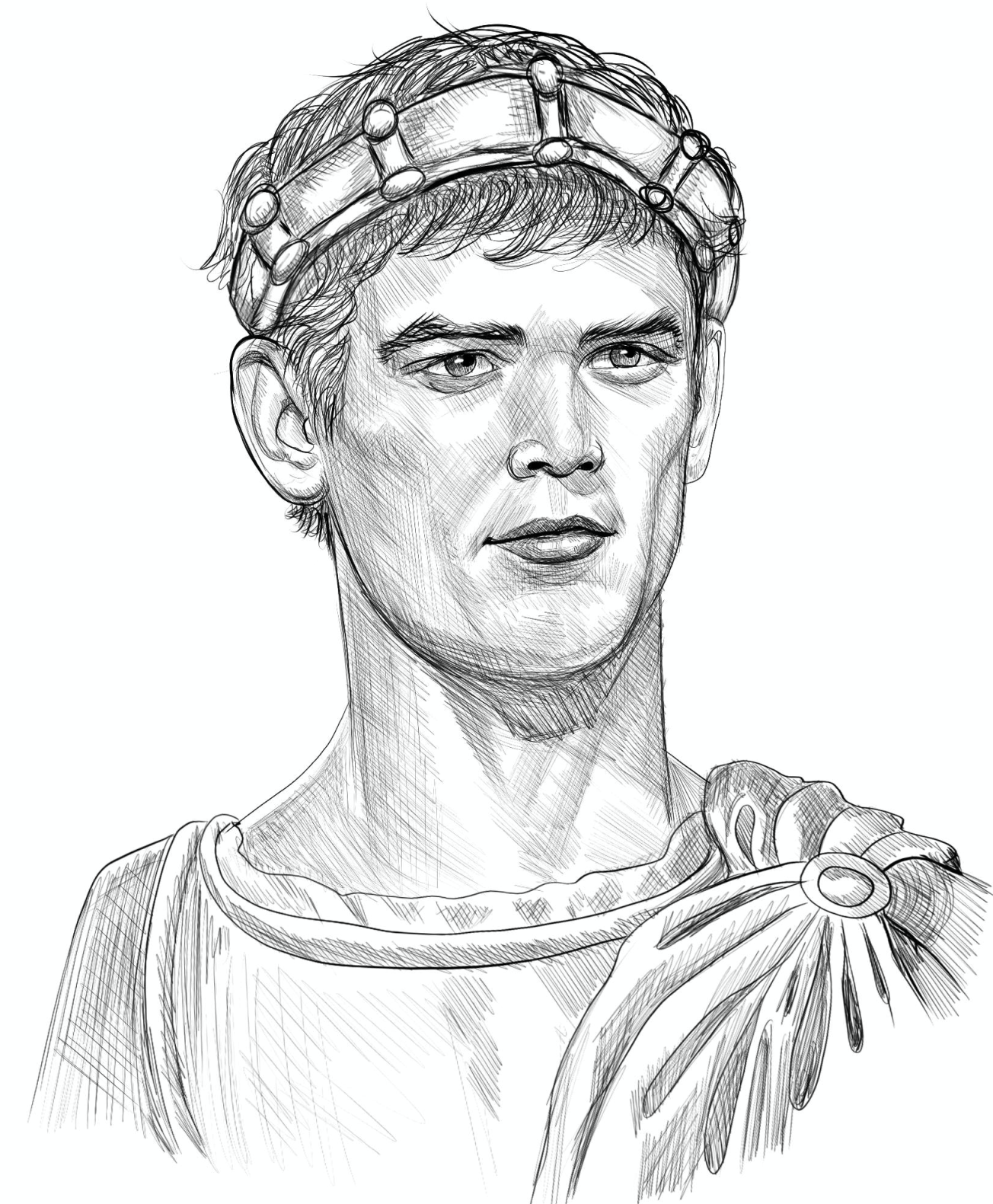
Constantine—the dreamer



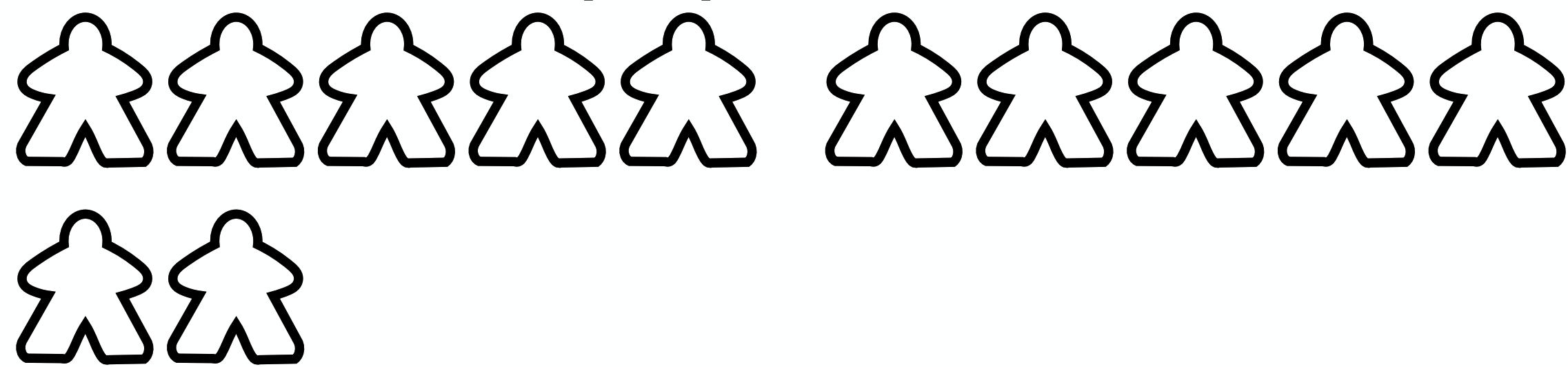


# The Conversion of Constantine

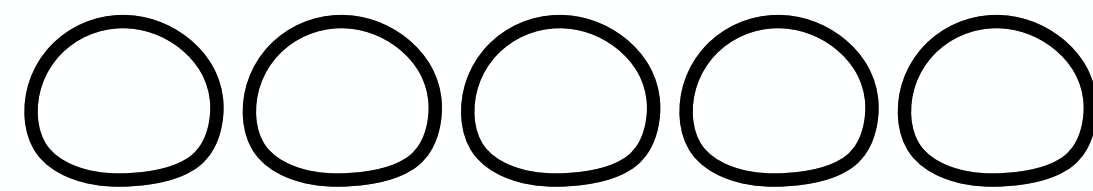
312 CE



Constantine (12)

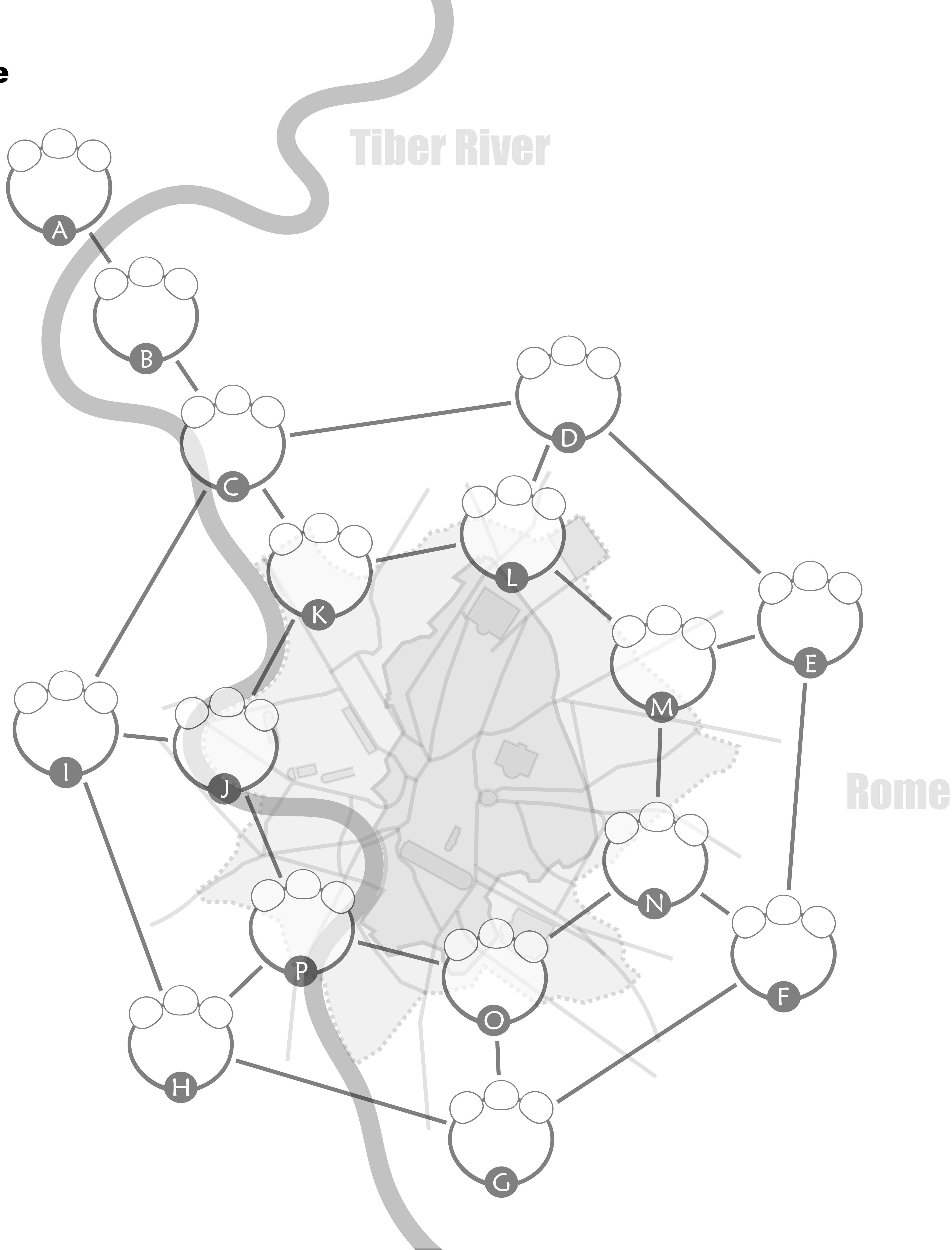
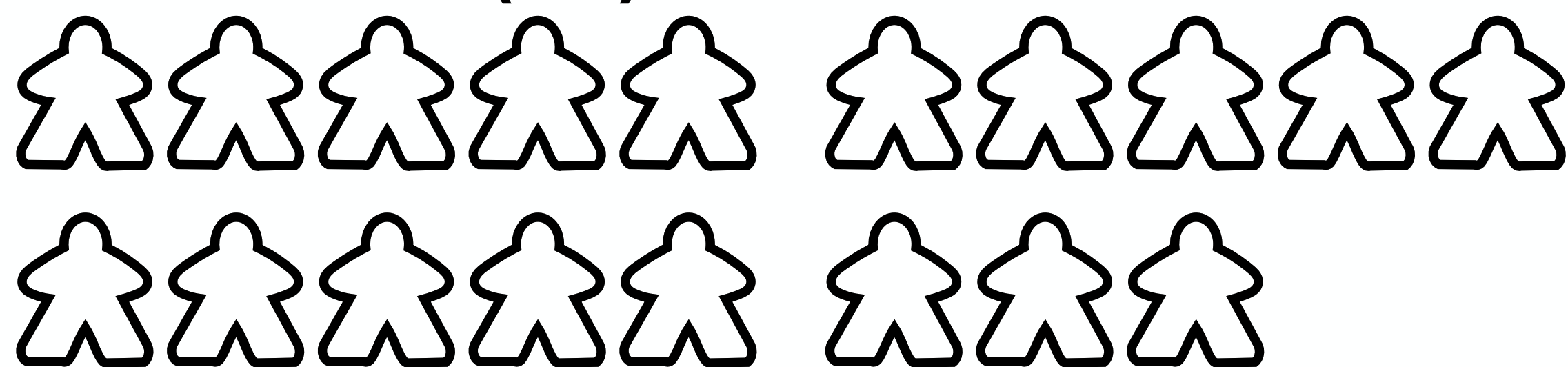


Divine Strength (5)



- When you are claiming a territory you may put a \* in any number of the ovals at the top of that territory. Use up to five \* in total.
- When attacking, each \* adds one strength to its territory.
- When scoring, each \* in an undefeated territory is worth an additional territory.

Maxentius (18)





# Mayan Civilization attacked by Teotihuacán

## 378 CE

The Mesoamerican city of Teotihuacán had its power base in the control of obsidian mining and trade. Obsidian is a volcanic glass that can be crated into sharp points and edges. About a hundred years before this map, Teotihuacán suddenly increased in size with an influx of refugees from volcanic eruptions to its southwest. It became one of the biggest cities in the world. Tikal's population was half as big. At the time, the largest cities were:

- 900,000 Rome, Roman Empire
- 400,000 Alexandria, Roman Empire
- 400,000 Constantinople, Roman Empire
- 300,000 Carthage, Roman Empire
- 250,000 Ctesiphon, Sassanid Empire
- 200,000 Antioch, Roman Empire
- 200,000 Luoyang, China
- 200,000 Pataliputra, Shunga Empire
- 140,000 Pingcheng, China
- 140,000 Xuchang, China
- 140,000 Ye, China
- 125,000 **Teotihuacán, city-state**
- 120,000 Peshawar, Kushan Empire
- 100,000 Nanjing, China

In 378 CE, Spearthrower Owl, the leader of Teotihuacán, decided to attack the Mayan city-states. He sent his general, Fire Is Born, to do the dirty work.

The Mayans struggled for political unity in face of the threat. Great Paw, the leader of Tikal, was killed and replaced by Spearthrower Owl's son, Curl Snout. The Mayan city of Uaxactun was next to fall to Fire Is Born.

The worldwide haze of 535–536 CE resulted in crop failures and destabilized Teotihuacán. Malnutrition became commonplace. Sometime in the 600s there probably was an uprising and a toppling of Teotihuacán's leaders. The city withered away and was then abandoned. Tikal and many of the Mayan city-states followed a similar path centuries later.



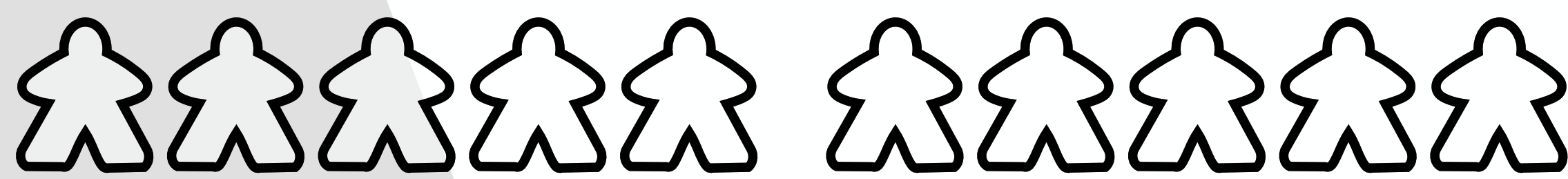
Teotihuacán's General, Fire Is Born



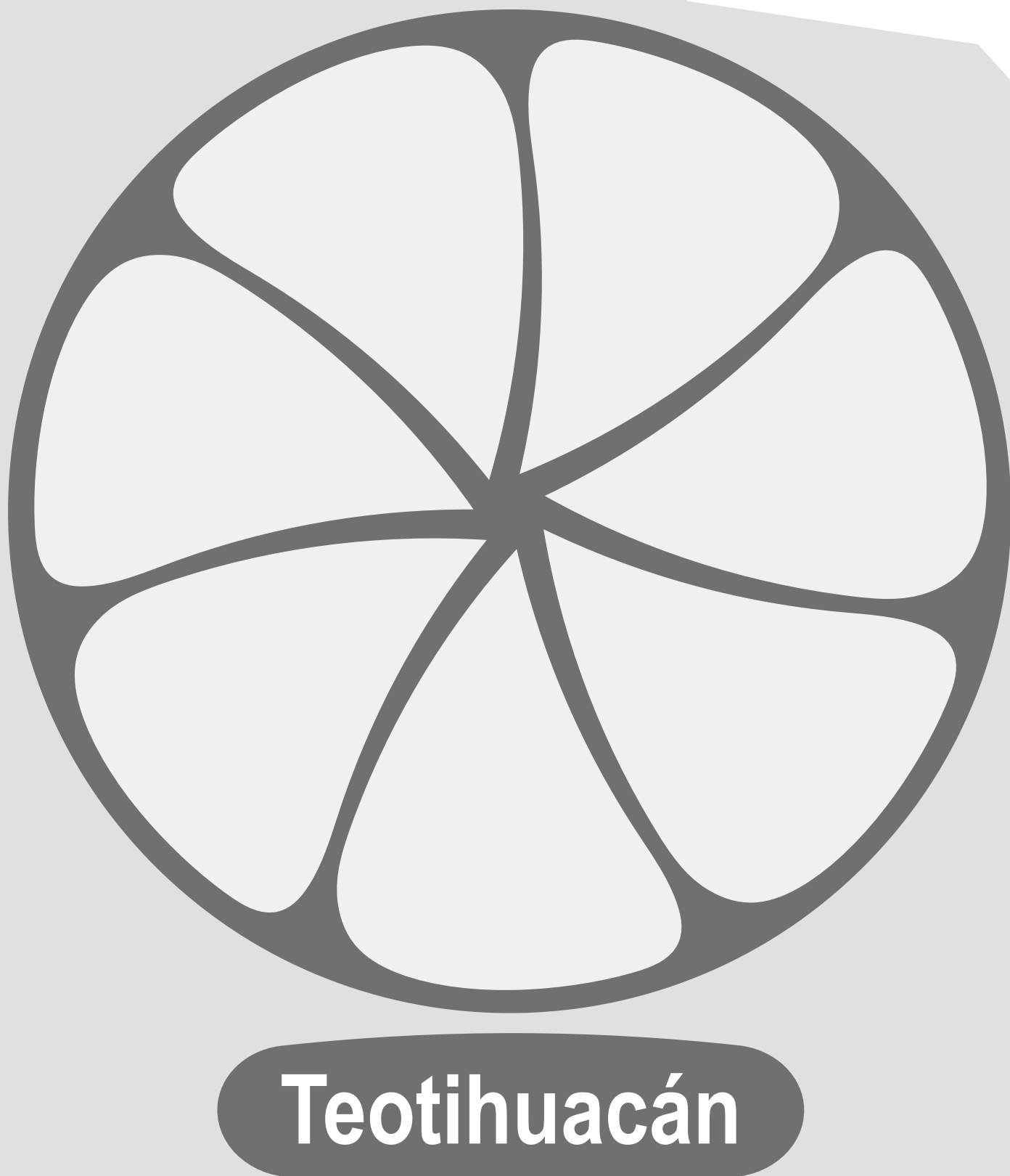
# Mayan Civilization attacked by Teotihuacán

## 378 CE

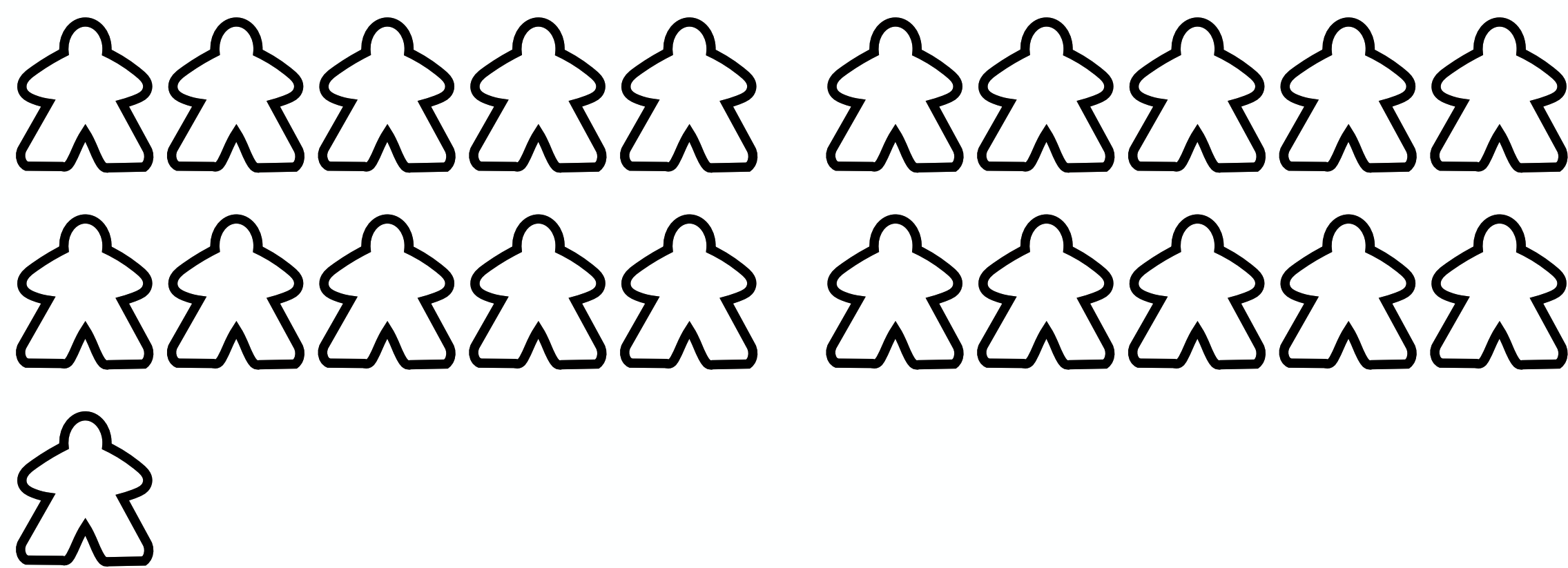
### Teotihuacán (10)



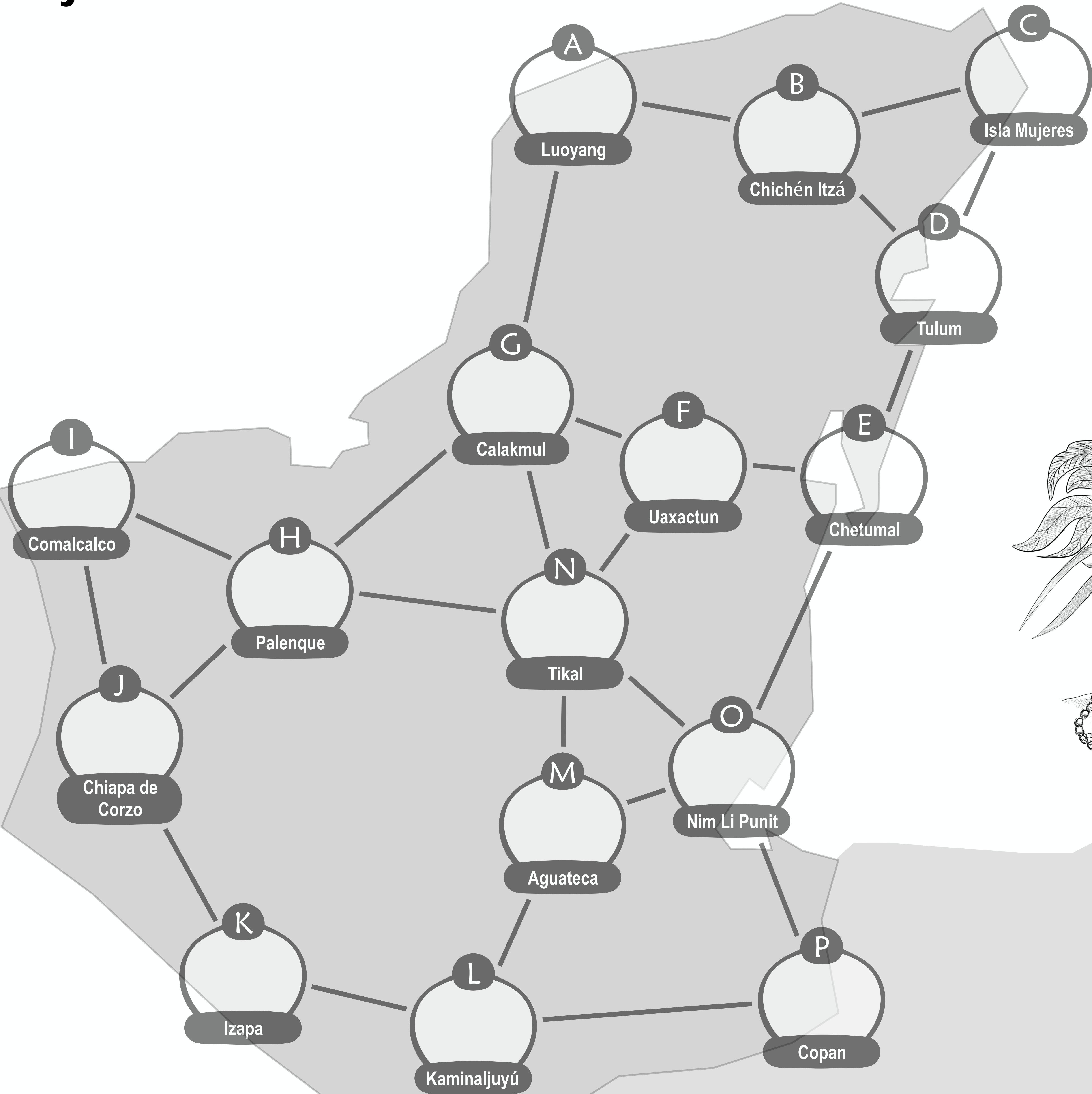
- When attacking/defending, scribble out any number of Teotihuacán's seven segments. Get +1 strength for each one.



### Mayans (21)



- Not all your attacks will be successful because Teotihuacán can add defensive strength.





# King Arthur and the Knights of the Round Table

## 450–650 CE

The legend of King Arthur and the Knights of the Round Table may have roots in real events from post-Roman Britain. The monk Gildas (~500–570 CE) wrote the Latin work *On the Ruin and Conquest of Britain*, describing Ambrosius Aurelianus, a Roman-British leader who rallied the Britons against barbarian invaders—a possible model for Arthur. However, while Arthur's knights are now depicted as mounted, his earliest legends don't mention this, revealing Arthur more as a leader among warlords... Warlords of the Round Table.

Who were the invaders? The monk Venerable Bede (~673–735 CE) identified them as members of three Germanic tribes—the Angles, Saxons, and Jutes. The Romanized Britons initially reached agreements with these settlers, granting them food and land in exchange for protection against the Picts and Scoti (Irish). However, these agreements eventually broke down, leading to conflict. Evidence points to two key battles: the Battle of Mount Badon (~500 CE), a victory for the Britons, and the Battle of Camlann (~537 CE), marking the death of King Arthur and the loss of his unifying influence among the Britons.

Despite some headline-grabbing battles, this influx is better understood—not as an invasion, but as a mass migration of 100,000 to 200,000 people. Over time, Germanic languages and customs spread, while Roman structures and traditions decayed. Roman towns and villas were abandoned, replaced by a less centralized agrarian society speaking Old English, a language unintelligible to modern English speakers.

Today, the term Anglo-Saxon has been appropriated by extremist groups to promote ideas of racial purity. In reality, the early Anglo-Saxon migrations were marked by significant intermarriage and cultural integration between Anglo-Saxon-Jute settlers and local Britons, creating a society that was diverse and multicultural from the start.

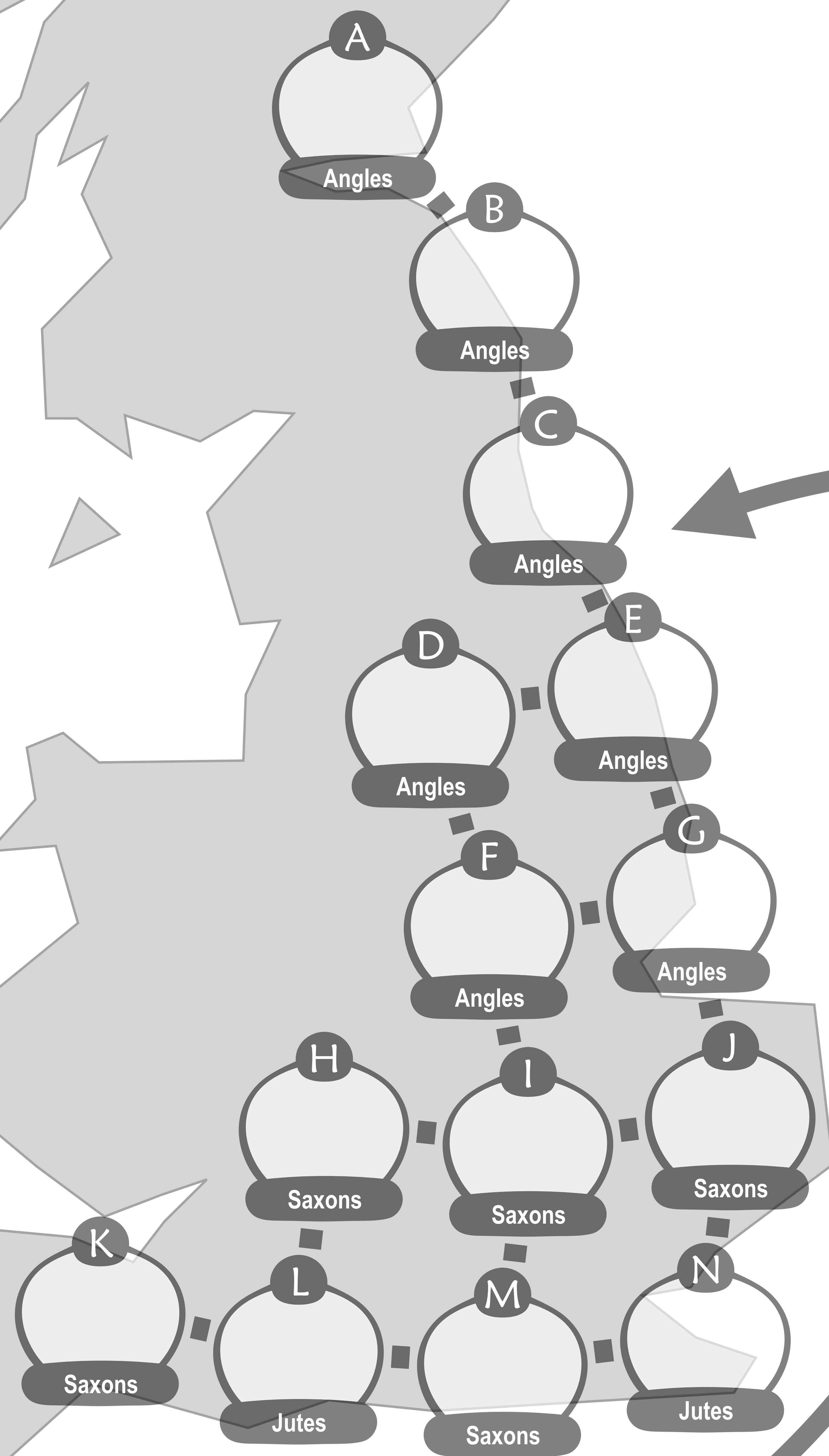
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King Arthur—somewhere between myth and reality





**King Arthur and the Knights of the Round Table**  
**450–650 CE**

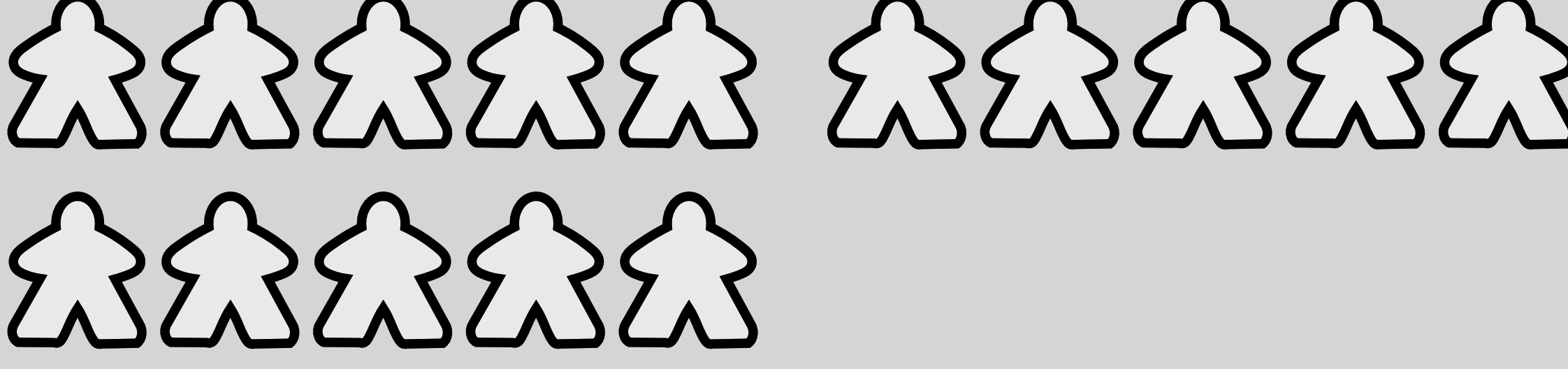


Jutes

Angles

Saxons

**Romanized Britons (15)**

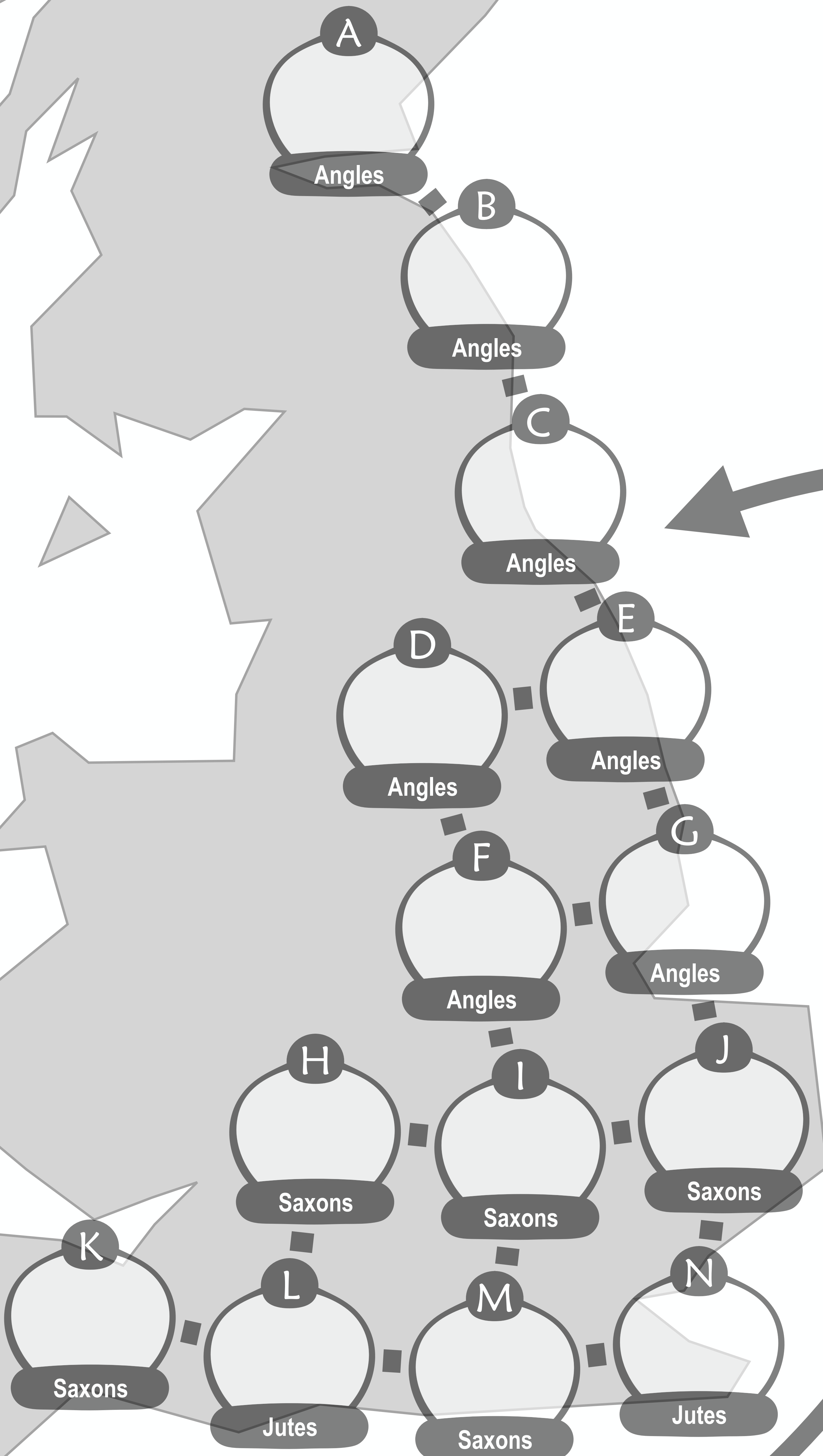


- When you claim a territory:
  - do not reveal your position or strength unless an opponent's territory is connected to it.
- When your opponent claims a territory:
  - They must say the strength and then the location. If you have already claimed that territory, stop them. They must claim a different territory using the same strength.
  - Reveal all your territories which are connected to the new opponent territory.





**King Arthur and the Knights of the Round Table**  
**450–650 CE**

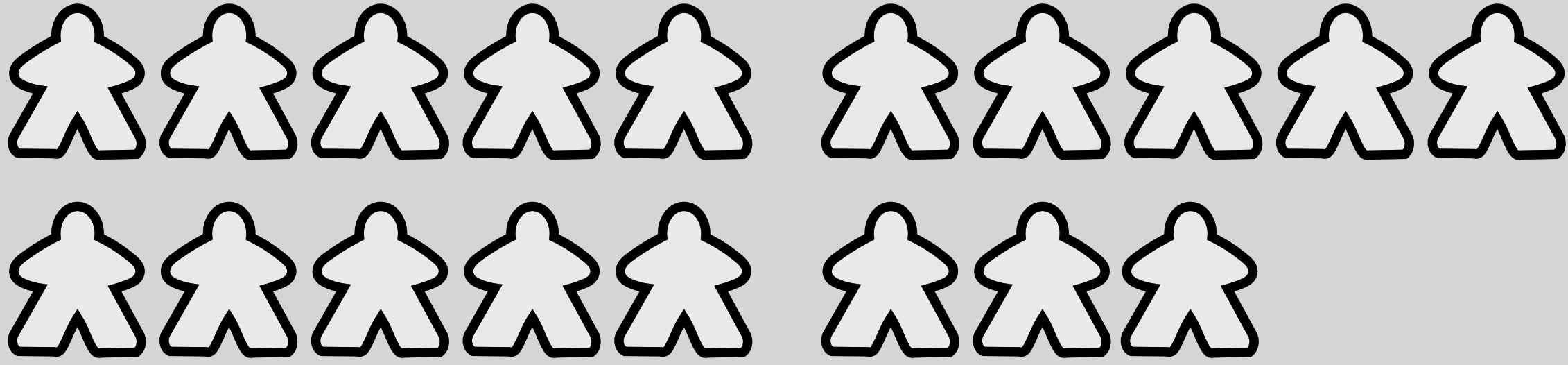


Jutes

Angles

Saxons

**Germanic Tribes (18)**





# Islam under Mohammad

## 622–632 CE

Three hundred and sixty gods and goddesses were worshipped in Mecca's Kaaba prior to the rise of Islam. Here are the four most important:

- Manat was the goddess of fate. She was the oldest of the Arabian deities.
- al-Lat was the goddess of war, peace, combat, and prosperity; an Arabian version of Athena.
- al-Uzza was the goddess of divine prophesies who resided in a stone cube in Nakhla near Mecca.
- Hubal, the god of rain, war, and divination, had a golden right hand. Worshippers would toss arrows at his statue, and the direction in which they fell helped divine the truth.

The Quraysh tribe, which controlled Mecca and supported the polytheistic worship of these gods and goddesses, was hostile to the monotheistic demands of a local man, Muhammad ibn Abdullah (570–632 CE), born of their tribe. He was offered both wealth and power to desist from his public preaching, but he rejected these, making powerful enemies and also less powerful, but numerous, followers. A slave woman, Sumayyah bint Khabbāt, became Islam's first martyr in 615 when she was killed after refusing to renounce her new-found faith.

The Muslims initially prayed facing Jerusalem, but this changed to Mecca in 624. After much war, Mecca was taken in 630 and all the idols destroyed. After the loss, the Quraysh tribe renounced their old gods and joined Muhammad ibn Abdullah's monotheism.

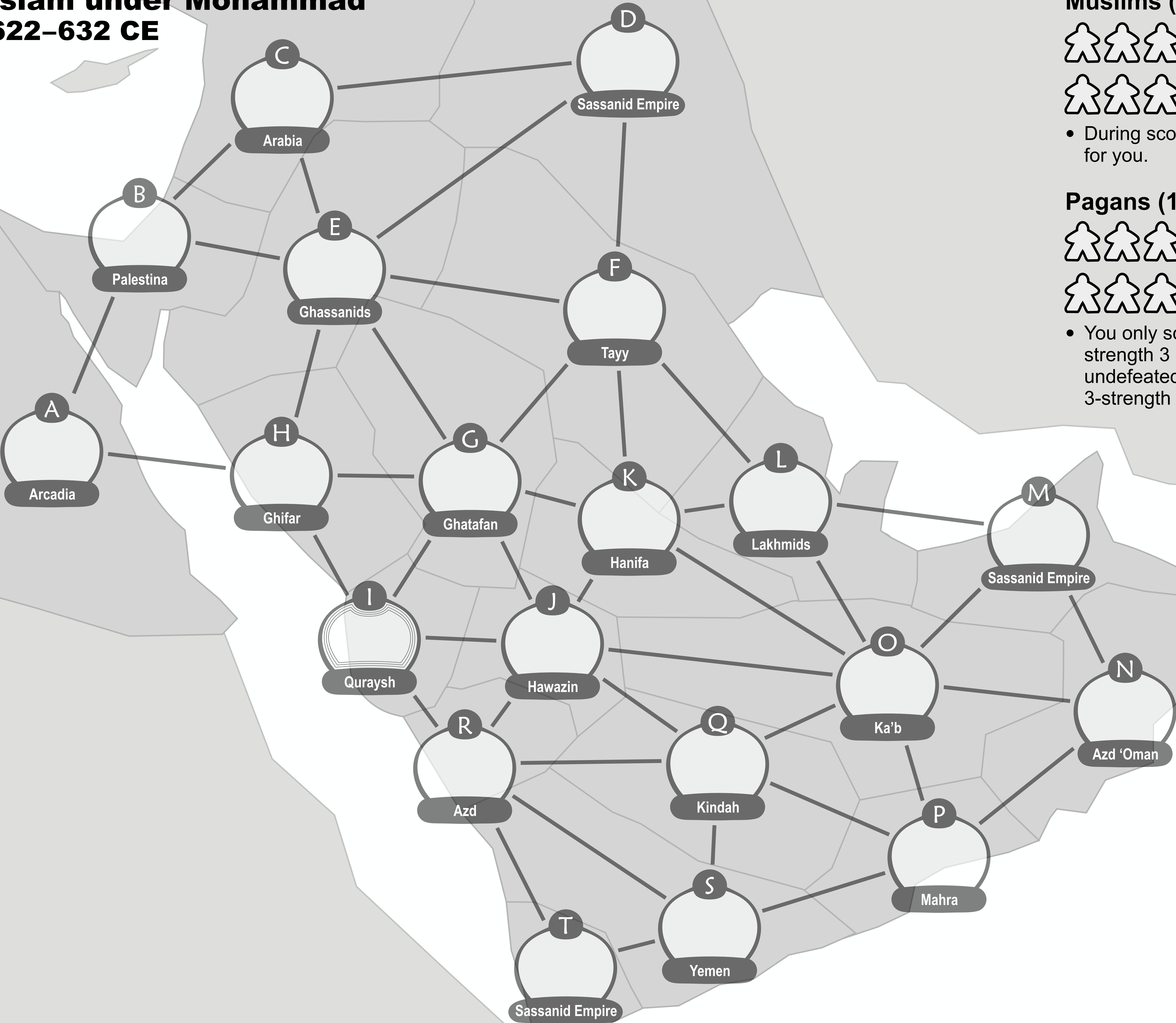
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Sumayyah bint Khabbat—the ardent slave

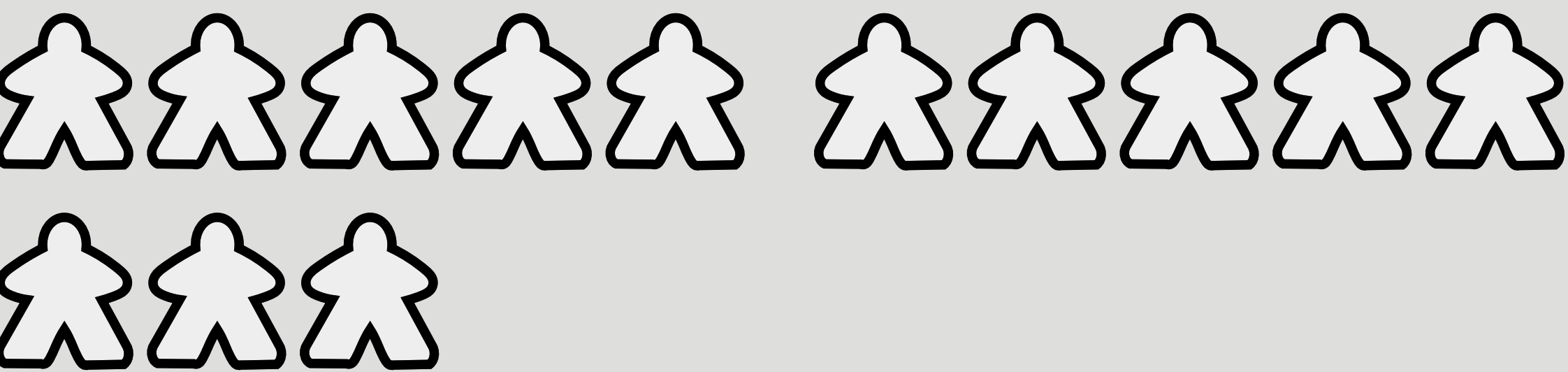




Islam under Mohammad  
622-632 CE

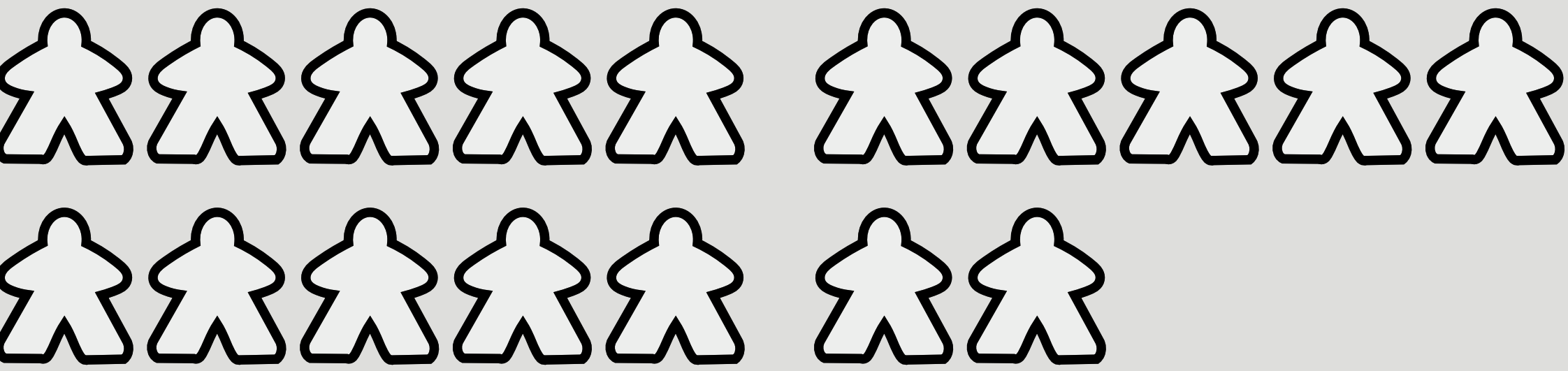


Muslims (13)



- During scoring, Quraysh is worth two territories for you.

Pagans (17)



- You only score undefeated territories of strength 3 and territories connected to undefeated territories of strength 3. (Strength 3-strength territories support idol worship.)





## Sunni Shiite Schism

### 680 CE

Succession after the death of a leader often leads to confusion and exploitation, and the death of Muhammad in 632 CE was no exception. The uncertainty began with a speech he made at Ghadir Khumm, where he spoke of his approaching death and said, "Anyone who has me as his mawla, has Ali as his mawla." The word mawla can mean both "friend" and "leader," creating ambiguity over his intention.

Ali, Muhammad's cousin, one of Islam's first converts, and husband to his daughter Fatimah, was seen by Shia Muslims as Muhammad's intended successor. They believe mawla meant "leader" in this context, meaning the speech declared Ali as the rightful heir. However, the succession didn't unfold that way. The election of a leader was presided over by two other companions of Muhammad, Umar and Abu Bakr, and Abu Bakr, Muhammad's father-in-law, was chosen as the first caliph.

The disagreement over this succession deepened over time, creating a lasting divide. In 680, Muhammad's grandson, Husayn ibn Ali, was killed alongside many of his family members on their way to Kufa by forces under Ubayd Allah ibn Ziyad, following orders from Caliph Yazid. Though both Shia and Sunni Muslims condemn the massacre, Shia Muslims viewed the event as discrediting the caliphate, while Sunnis continued to honor the established process, allowing Yazid's son to succeed him and continue the dynasty.

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Ubayd Allah ibn Ziyad—with built-in sneer

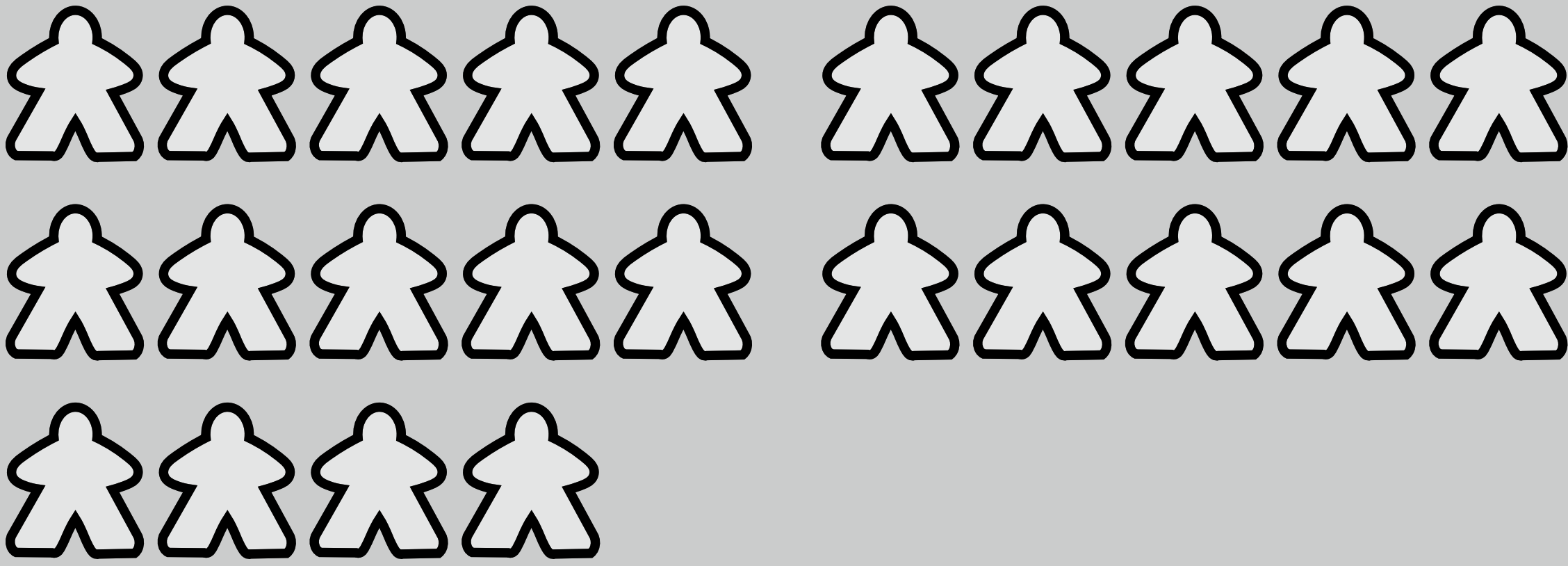




**Sunni Shiite Schism**  
**680 CE**

- When players claim a territory they announce the location, but only reveal their strength if an opponent's territory is connected to it.
- When your opponent claims a territory, reveal the strength of all your connected territories.

**Sunni (24)**



- During scoring, territories L, M and Q–X are each worth two territories for your opponent.

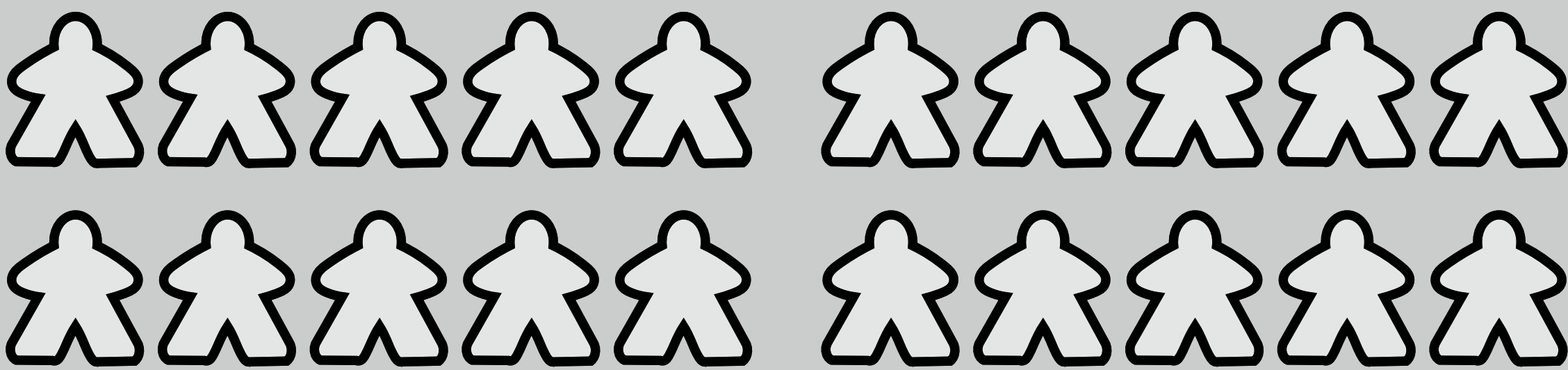




**Sunni Shiite Schism**  
**680 CE**



**Shiite (20)**



- During scoring, territories L, M and Q–X are each worth two territories for you.





# Kingdom of the Franks

## 768 CE

Pepin the Short bequeathed the Frankish kingdom to his two sons, Charlemagne (aged twenty) and Carloman (aged seventeen). Carloman got the core of the empire, and Charlemagne got the wealthy north, northwest, and west parts of the kingdom.

Sibling rivalry can sometimes get out of hand. That's when it's so handy to have a mother who takes sides. So it was when Charlemagne's mother, Berthrada, actively sought to increase the power of Charlemagne over Carloman. She did this by helping to arrange a marriage with the Lombard princess, Desiderata. This alliance surrounded Carloman's territory. It also made Pope Stephen III, an enemy of the Lombards, unhappy.

A year later the marriage was annulled, and Charlemagne married Hildegard of the Vinzgau, whose father had substantial land holdings within Carloman's territory. The pope, wife 2 and mom were all happy.

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Charlemagne the unbrotherly

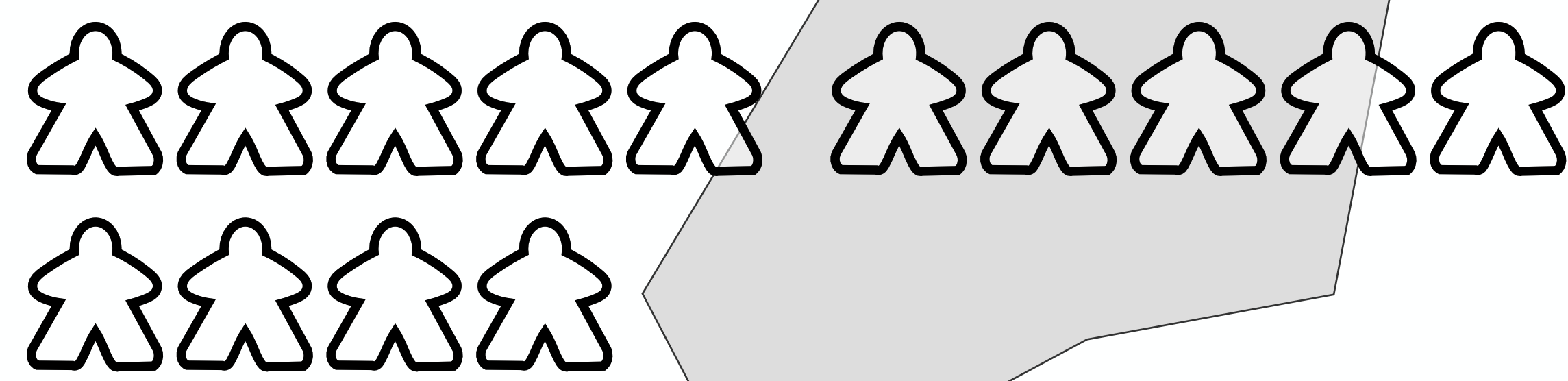




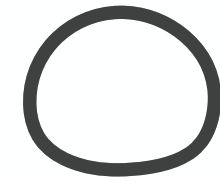
# Kingdom of the Franks

## 768 CE

Charlemagne (14)

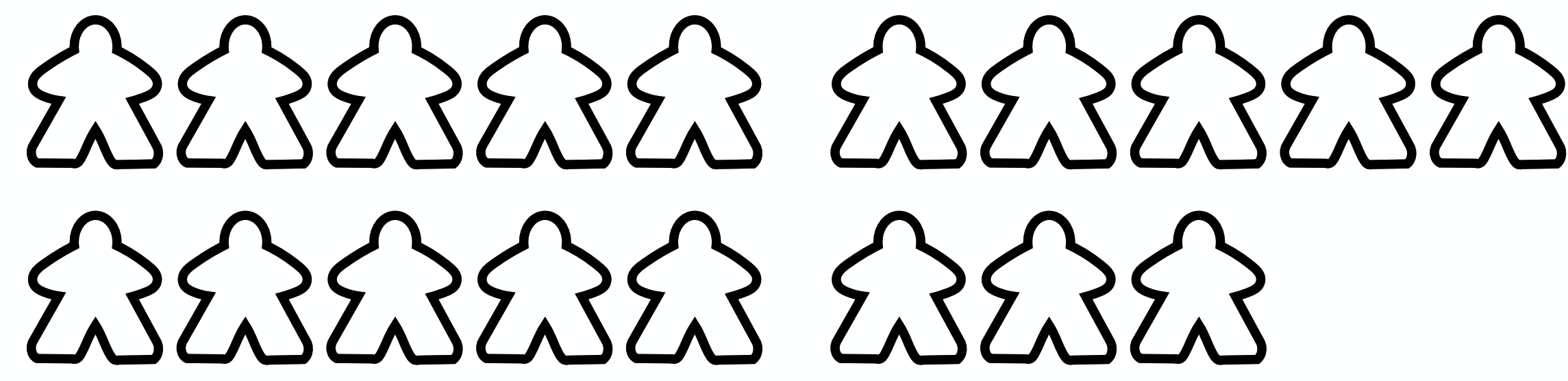


Berthrada (1)

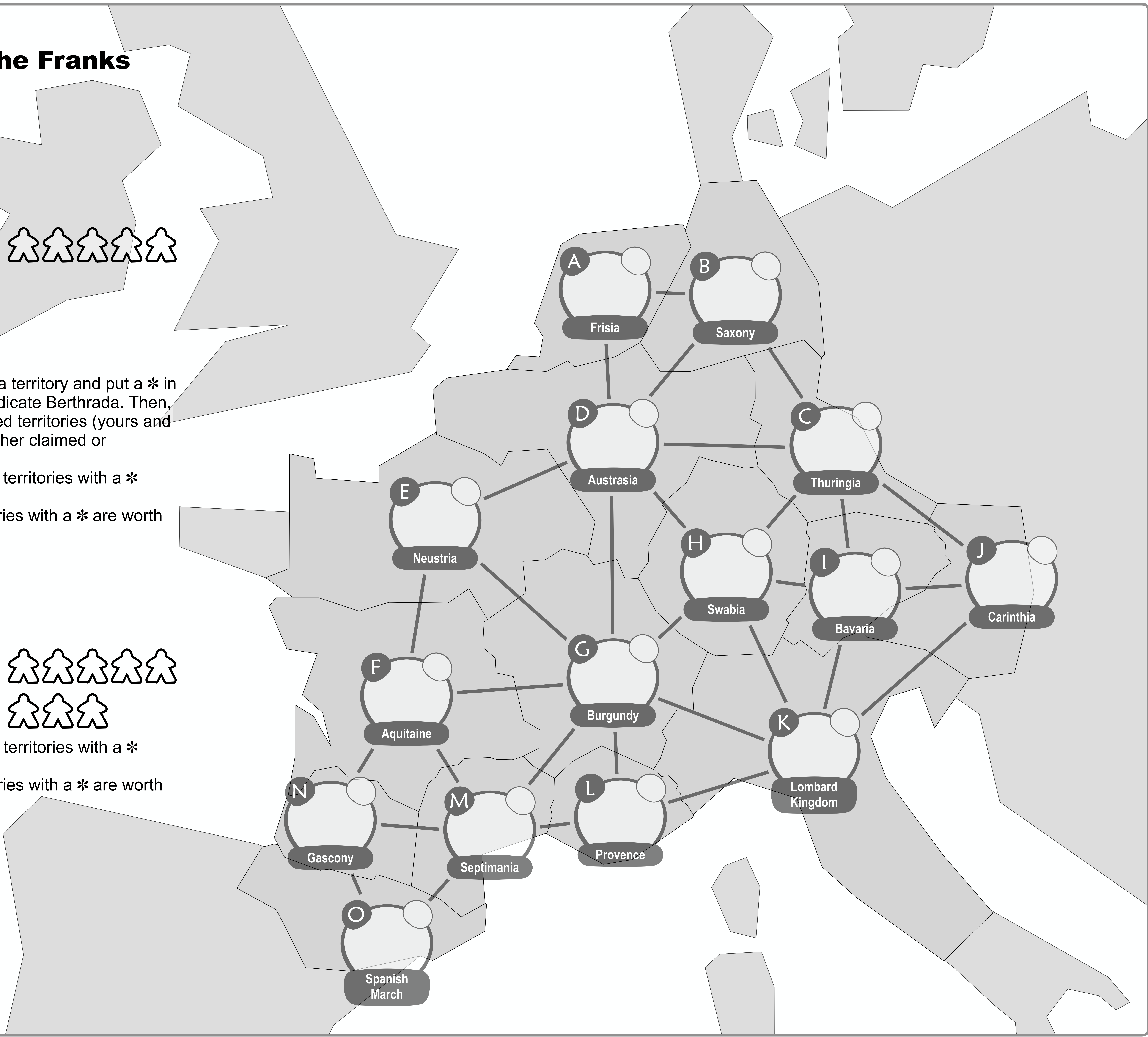


- Once you must claim a territory and put a \* in the top right oval to indicate Berthrada. Then, put a \* in **all** connected territories (yours and your opponent's, whether claimed or unclaimed).
- When being attacked, territories with a \* double their strength.
- During scoring, territories with a \* are worth two territories.

Carloman (18)



- When being attacked, territories with a \* double their strength.
- During scoring, territories with a \* are worth two territories.





## Vikings cross the Atlantic 875–1000 CE

The Vikings may have begun their sea voyages because of trading opportunities and, realizing their strength, started pillaging to get women and wealth.

Famine in some of the Viking homelands may also have inspired the sea voyages and the founding of settlements across the North Atlantic: The Orkney Islands were occupied ~780 CE; the Faroe Islands ~800 CE; the Isle of Man ~820 CE.

Banishment was another impetus for exploration. Leif Erikson's father, Erik the Red, had discovered and deceptively named Greenland after being banished from Iceland for three years because of a deadly altercation with a neighbor. Parental influence might have played a role here: Thorvald Asvaldsson, Erik the Red's father, had been banished from Norway for killing some people.

Leif Erikson was probably motivated more from boredom or curiosity than hunger, banishment, women, or wealth. From his base in Greenland, he gathered a crew of thirty-five and in about 1000 CE set out west.

Leif's settling in the Americas five hundred years before Christopher Columbus' 1492 voyage did not arouse much excitement. It sounds like a story that Leif needed to brag about in later life, because nobody else was talking about it.

The rest of the family helped make the trip seem commonplace. A few years later the trip was duplicated by Leif Erikson's brother, Thorvald. Living up to the family penchant for violence, Thorvald either met and killed eight Inuit and/or was the subject of an attack in which he was hit in the eye with an arrow and promptly died.

Leif just faded away.

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Leif Erikson—posing with fake 19th century wings

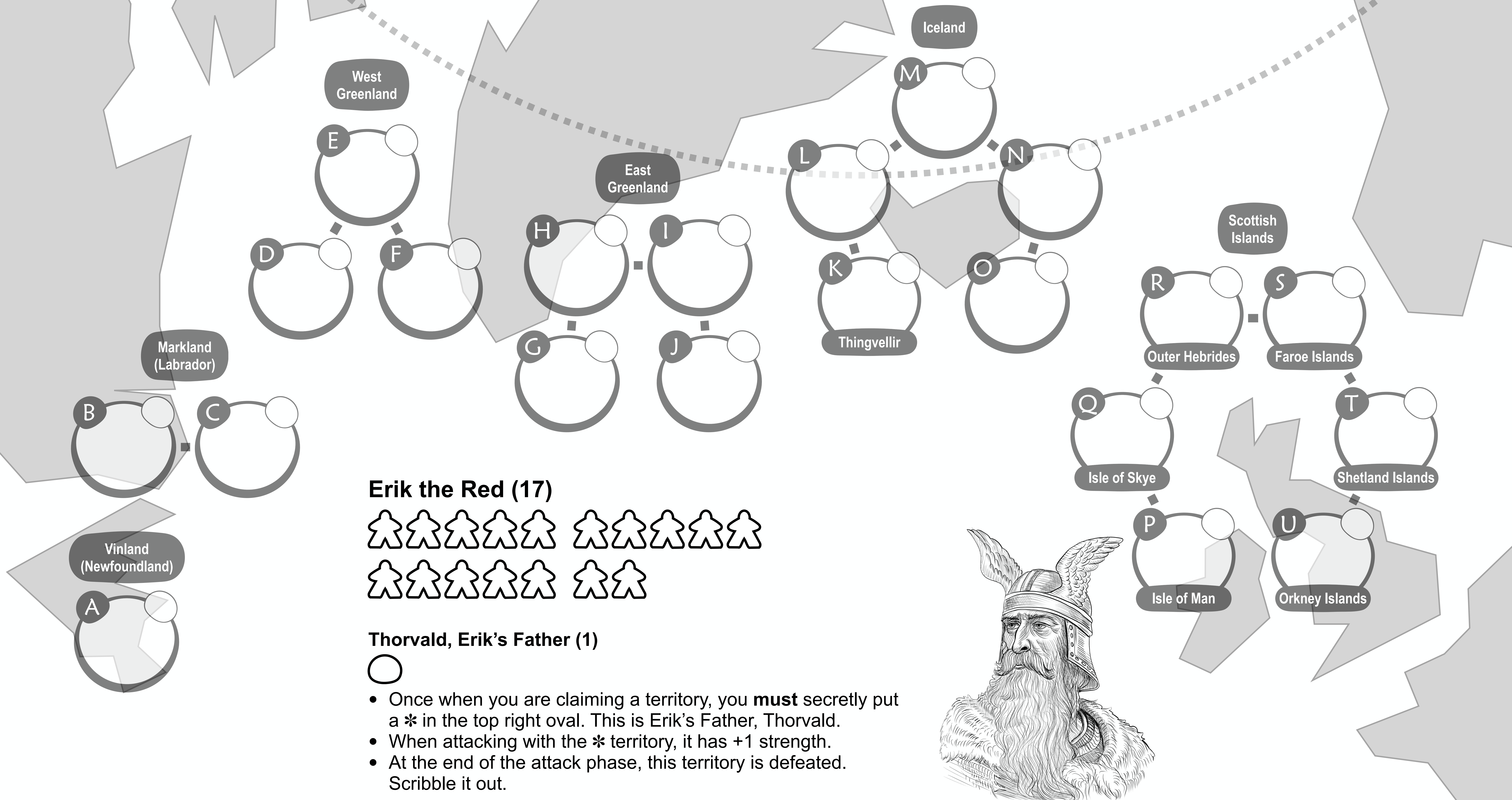
Thank you to Mr. Derek Tellier's grade 5/6 class for the idea of making the player who occupies Vinland the tiebreaker.



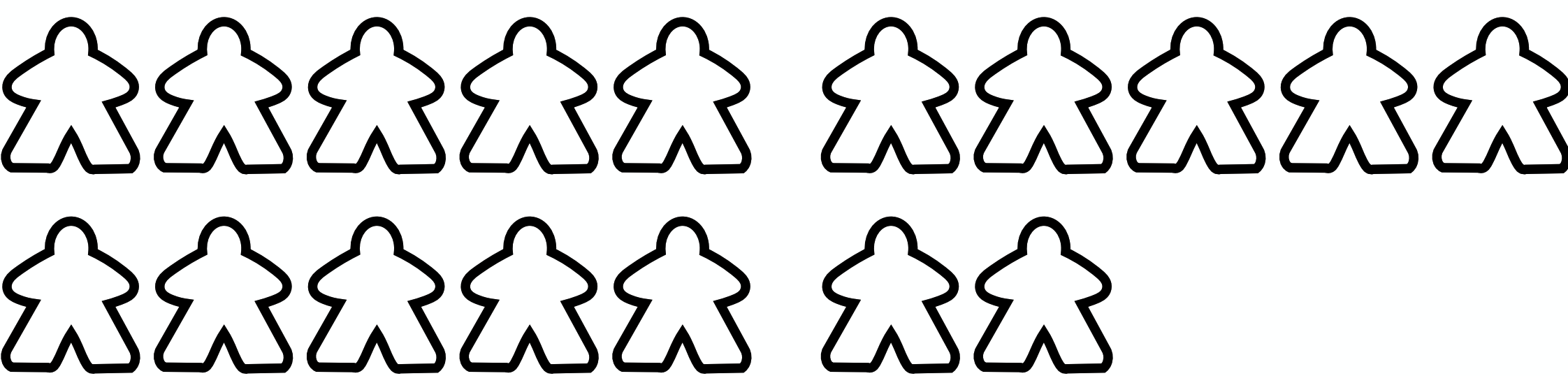


Vikings cross the Atlantic  
875–1000 CE

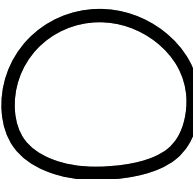
- Players claim territories using strength 1–4.
- During claiming, if your opponent has passed, and Vinland is unoccupied, you **must** claim it.
- Do not score normally. Instead check that both players have an undefeated territory in the Scottish Islands (6-group), then check Iceland (5-group), then East Greenland (4-group)...
- Moving West, continue checking until there is a group where only one player has an undefeated territory. They win.
- If both players fail a check on the same group, then the player who is on Vinland (A) is the winner.



Erik the Red (17)



Thorvald, Erik's Father (1)

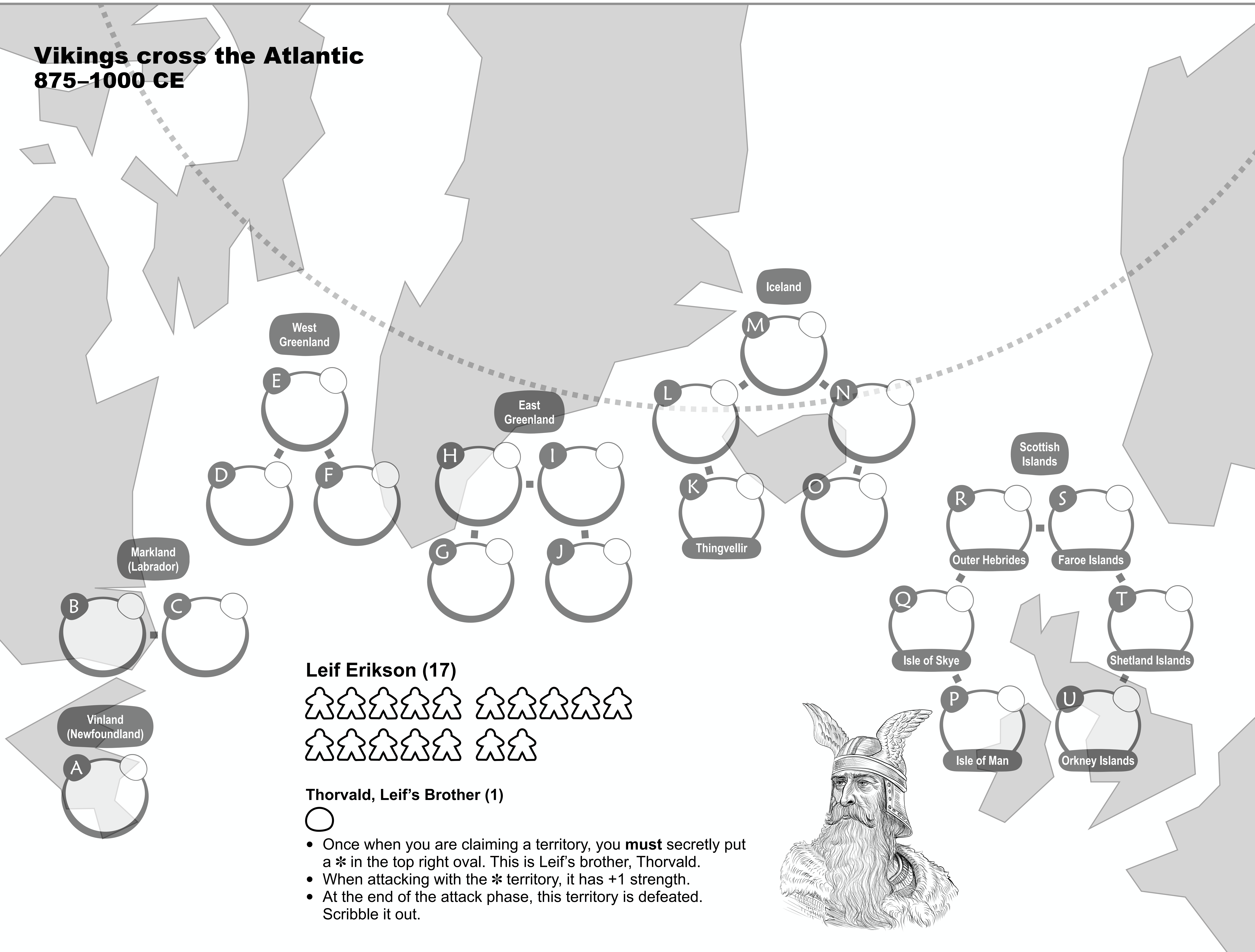


- Once when you are claiming a territory, you **must** secretly put a \* in the top right oval. This is Erik's Father, Thorvald.
- When attacking with the \* territory, it has +1 strength.
- At the end of the attack phase, this territory is defeated. Scribble it out.

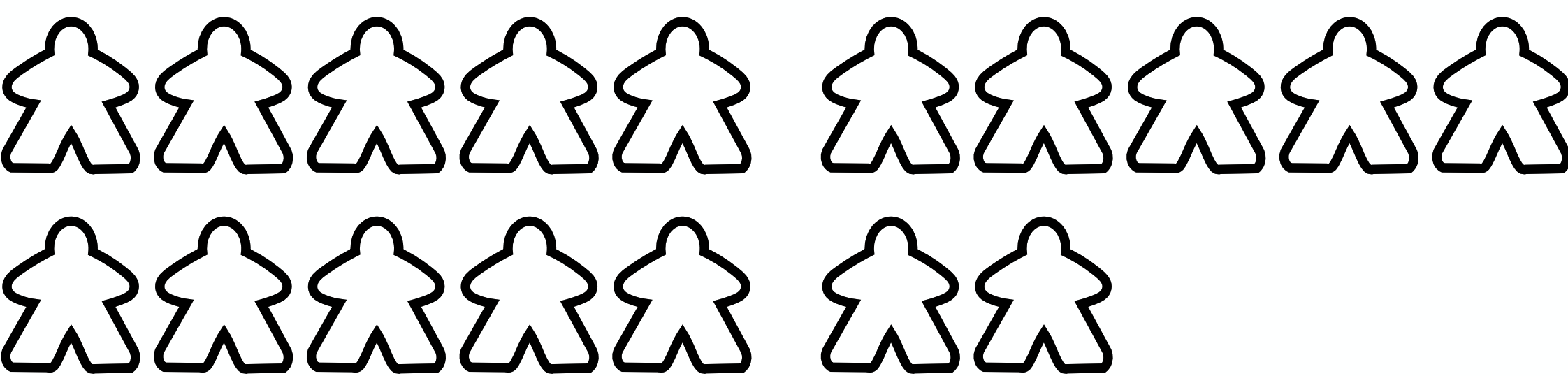




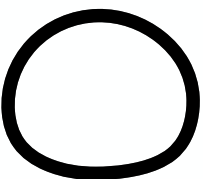
Vikings cross the Atlantic  
875-1000 CE



Leif Erikson (17)



Thorvald, Leif's Brother (1)



- Once when you are claiming a territory, you **must** secretly put a \* in the top right oval. This is Leif's brother, Thorvald.
- When attacking with the \* territory, it has +1 strength.
- At the end of the attack phase, this territory is defeated. Scribble it out.





# Imperial Palace Exam

## 973 CE

Imagine you're taking the toughest exam of your life, and thousands of others are competing against you! In ancient China, the civil service exams were like the ultimate test, and Empress Wu Zetian (624–705 CE) made sure that the best and brightest students could rise to the top. She wasn't just looking for scholars, though—she was using these brainy bureaucrats to spread her influence across China, showing that smart thinking could outshine sword skills any day.

Up until the reign of Empress Wu, only the rich and powerful, along with their children, could take these exams. But Empress Wu, one of the most powerful women in Chinese history, made a bold move—she allowed people from lower classes to try their luck at the exams too! This was revolutionary, as it allowed the common folk to dream of climbing the social ladder. However, the exams were extremely difficult, with a failure rate of over 99%. Imagine walking into your classroom knowing that only one kid out of hundreds would pass—that's serious pressure! Many people spent their entire lives studying, only to face repeated failure. But with Empress Wu's reforms, even those from humble origins had a chance to change their fortunes.

In 973 CE, Emperor Taizu intensified this academic pressure by holding the exams in the imperial palace and overseeing them himself. By 992, exam reforms included anonymous submissions, where papers were copied by hand before grading to prevent favoritism based on handwriting or identity. Cheating was taken very seriously—students who got caught could face severe punishments, from public beatings to exile or forced labor.

By the Ming Dynasty, the exams had grown in scale, with millions of students competing for just a few hundred top spots in the civil service. What had started as a system for the elite had become a grueling test that dominated the lives of scholars across the nation. Even so, the prestige that came with passing these exams made all the years of study, the sleepless nights, and the nerve-wracking pressure possibly worth it for the ones who did well.

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Emperor Taizu is watching you!



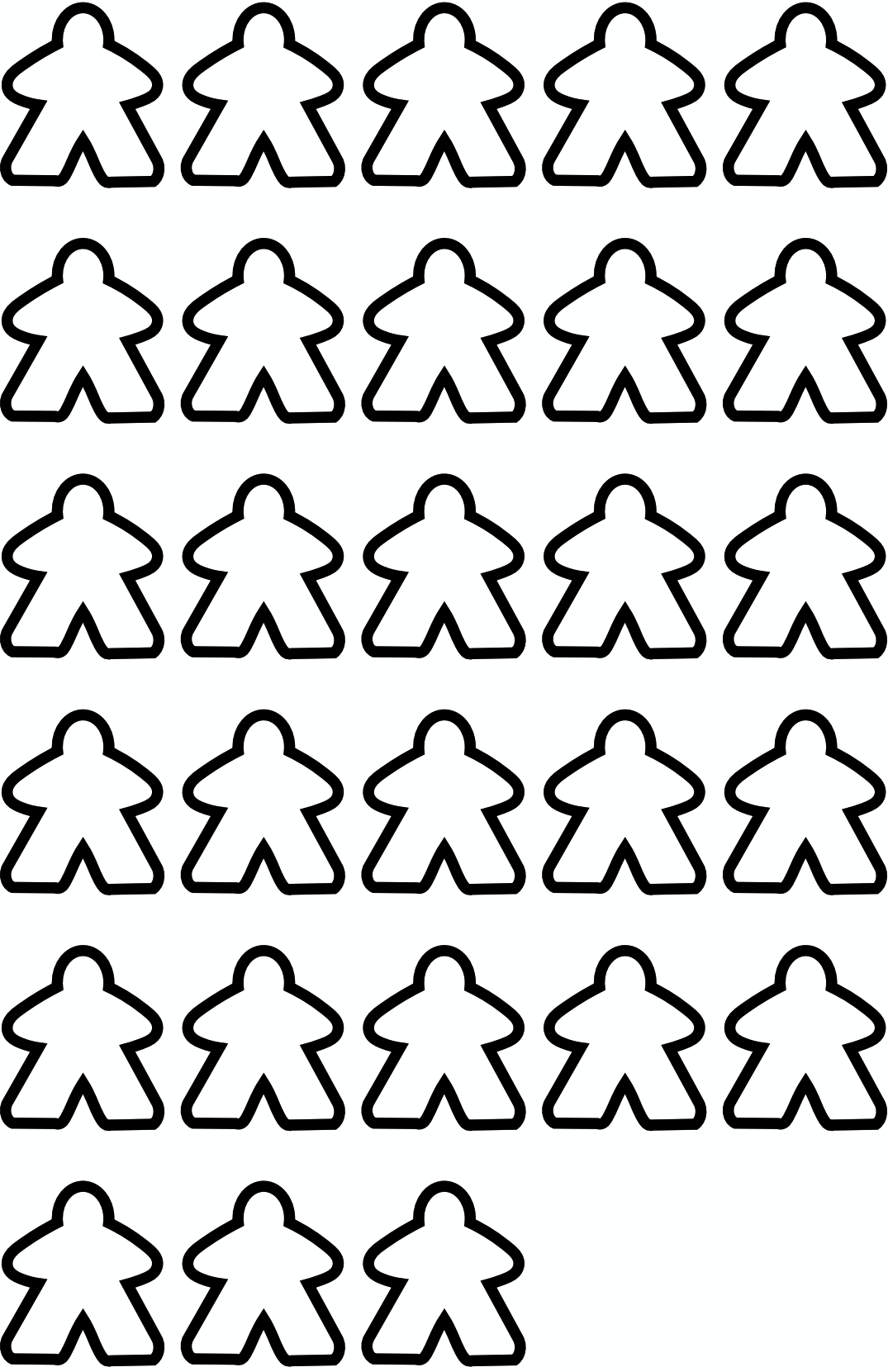


# Imperial Palace Exam

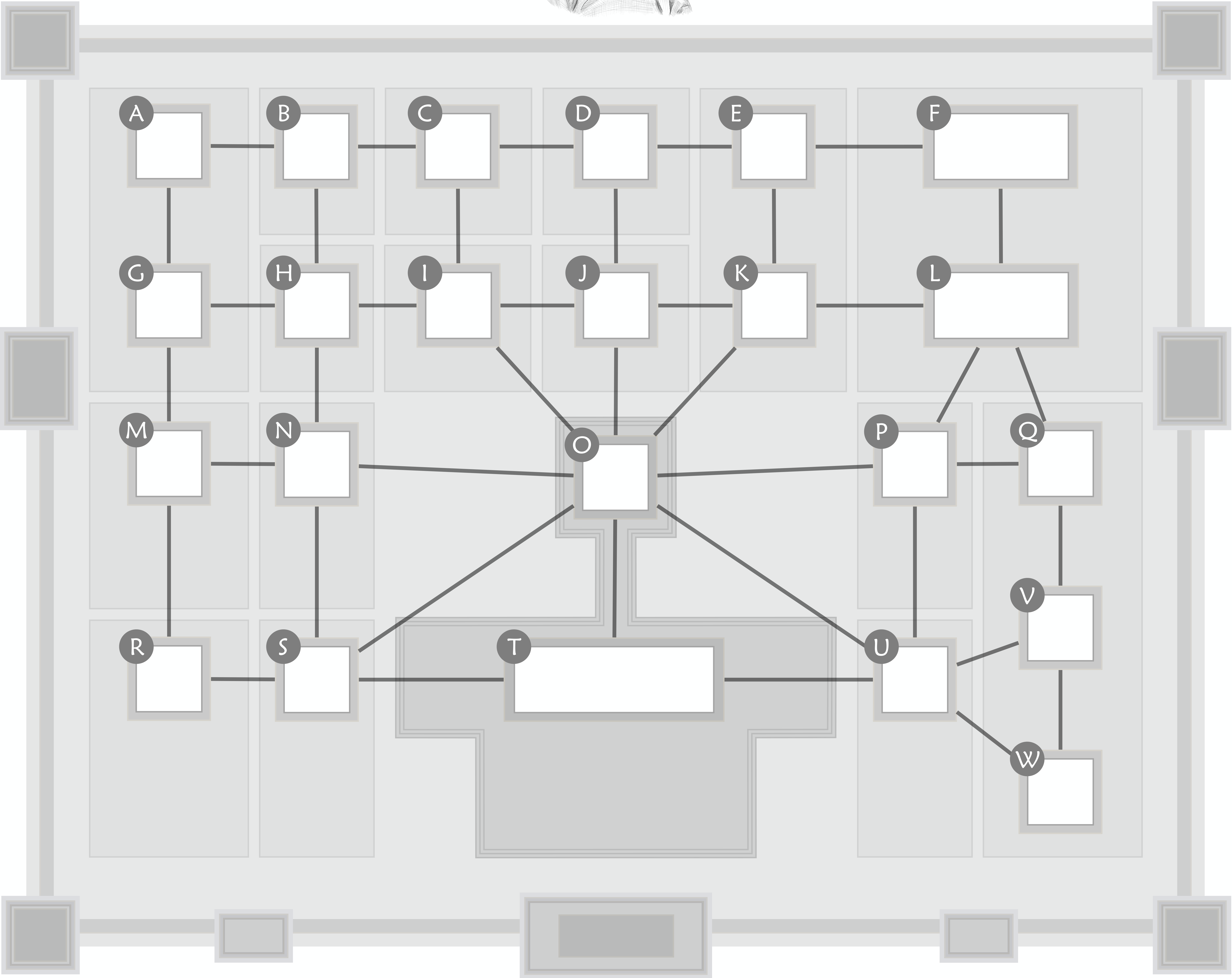
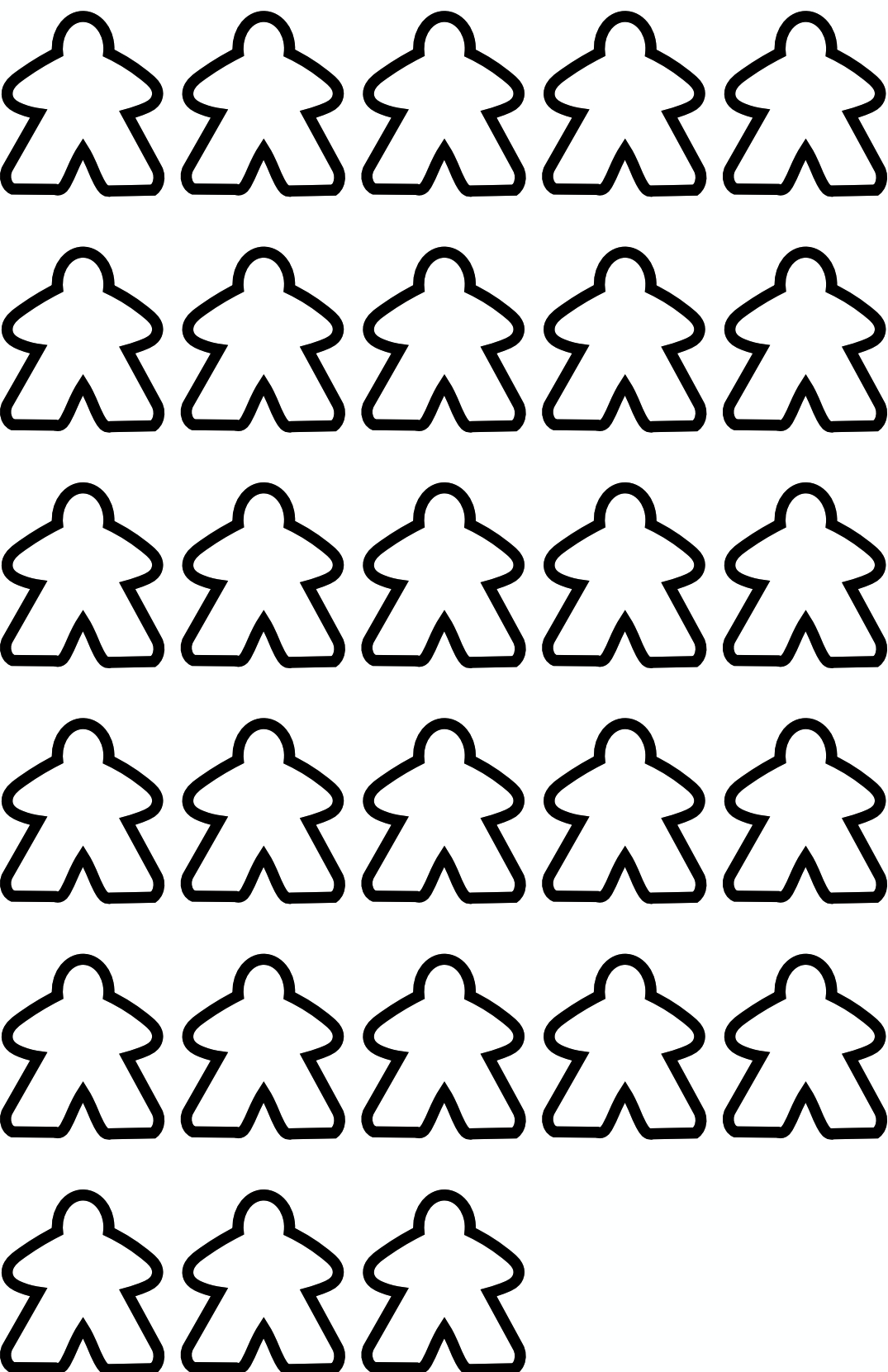
## 973 CE

- As usual, players must attack if possible.
- Before scoring, scribble out all undefeated numbers that appear more than once. (These students were caught copying from each other.)

### Poor students (28)



### Wealthy students (28)





## Sumatra vs. Java

### 990–1016 CE

The Srivijaya Empire was a big empire that lasted for about 600 years, from the 7th to the 13th centuries. It had between 3 and 10 million people. Its main city was in what is now Palembang on the island of Sumatra, and it controlled parts of Indonesia, Malaysia, the Philippines, southern Thailand, and Cambodia.

Even though it was big and lasted for a long time, we haven't found any of its great palaces because they were made from materials that rotted away over time. We also don't have much history from Srivajaya.

One story is recorded in Chinese historical texts from the Tang and Song dynasties. In 990, Raja Dharmawangsa from the Java-based Mataram Empire attacked Srivijaya. Both empires had representatives in China. Srivijaya gained Chinese support by emphasizing their common religion: They erected a Buddhist temple to pray for the long life of the Chinese emperor. The Srivijayans only asked that the emperor name the temple and send a great bronze bell.

The attack didn't hurt Srivijaya much.

Twenty six years later Raja Dharmawangsa was celebrating his daughter's wedding when the Srivijayan's took revenge by helping local people rebel. Most of the Mataram royal family including the Raja were killed, and their kingdom fell.

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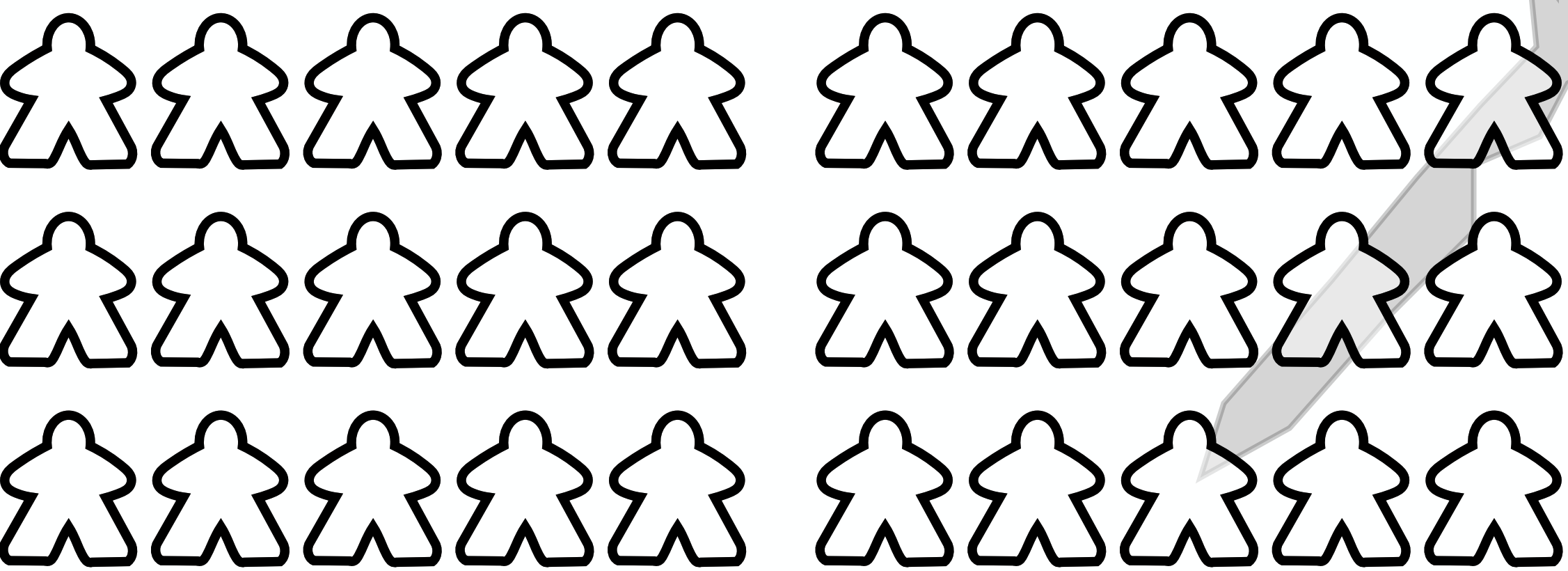
Raja Dharmawangsa at his daughter's wedding





Sumatra vs. Java  
990-1016 CE

Srivijaya Empire of Sumatra (30)



• Claims territories first.

- Instead of claiming a territory, a player may circle a sea power box below.
- The strength required to circle a box is written inside.
- Once a box is circled no others can be.
- If your opponent passes before a box is circled, you must claim a box.

**0** No Seapower:  
Neither player may use dashed lines when attacking.

**0** Equal Seapower:  
Both players may use dashed lines when attacking.

**7** Dominant:  
Only you may use dashed lines when attacking.

Mataram Kingdom of Java (30)

