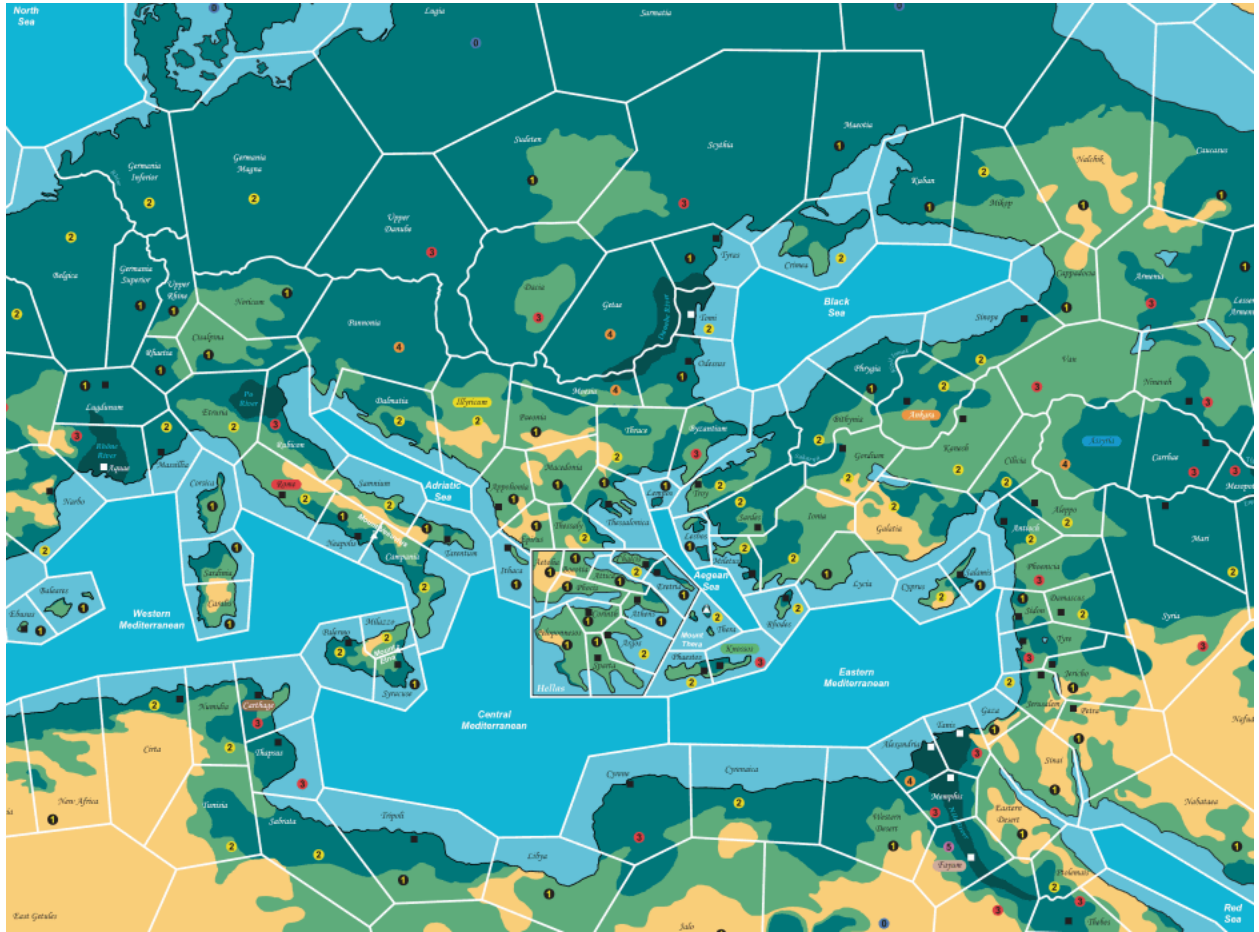# ADVANCED CIVILIZATION: The Expansion Project

Rules 2.04 06/14/2004

I. OVERVIEW

1. INTRODUCTION

1.1 ADVANCED CIVILIZATION: The Expansion Project is a game of skill for five to eighteen players covering the development of ancient civilizations from the invention of agriculture to the emergence of Rome as the dominant Mediterranean power - a span of almost 8,000 years. Each player leads a nation of peoples over a mapboard that stretches from the Mediterranean to India as they attempt to carve a niche for themselves and their culture.

1.2 Although battles and territorial strategy are important, ADVANCED CIVILIZATION: The Expansion Project is not a war game because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic, political and religious factors. Conflicts that do arise result from rivalries and shortages of land rather than from attempts to eliminate other players. Nomads, farmers, warriors, merchants, artisans, priests and citizens all have an essential part to play in the development of each nation's civilization. The player who most effectively balances these various outlooks will achieve the best balance and win the game.

1.3 A game of ADVANCED CIVILIZATION: The Expansion Project can take from three to sixteen hours to complete. When this much time is not available, players should play to a fixed time limit (see 34.1 B, below) or consider playing a scenario from the new Scenario Handbook (coming soon).

2. DESCRIPTION OF PLAY

2.1 The object of ADVANCED CIVILIZATION: The Expansion Project is to acquire the greatest number of victory points (35). The winner will not necessarily be the first player to reach the end of the Archaeological Succession Track (A.S.T.) or the player with the greatest number of civilization card points, although these are important factors in determining the winner. Civilization cards are acquired in a step-by-step process that mirrors the actual development of the civilizations.

2.2 Occupancy of areas on the board is indicated by tokens, which represent groups of peoples, and cities. At the start of the game, each nation begins with a single token in one of its start areas. Each turn, each player increases his population by adding one token to each area containing it single token and two tokens to each area containing two or more tokens.

2.3 Each player may then move his tokens to new areas by land or by boarding ships and moving by sea into other land areas. Players generally move their tokens into areas of the board that are fertile and defensible. This movement represents the travels of nomadic tribes and their search for suitable homeland.

2.4 After movement, conflict is resolved in land and water areas that contain surplus population. As tile population of the board reaches its limit, conflict becomes more common as border wars help to establish the boundaries of each nation. The scope of expansion is often limited by the loss of tokens in contested areas.

2.5 After conflict is resolved, cities may be constructed in areas that contain enough tokens. City construction is a more productive way of absorbing population pressures than is territorial expansion, for while cities require an agricultural hinterland, they are better able to resist attack and generate revenue through taxes that may be used to establish a central fund for the benefit of the whole state. The transfer of tokens from stock into treasury represents the payment of taxes. Players must strive to maintain a balance between rural and urban populations.

2.6 Each turn, players collect one trade card for each city they have on the board. Most trade cards are commodities, but some are calamities that may affect one or more players. Trade cards, including some calamities, are then exchanged between players during the trading session, allowing players to build up sets of commodity cards. Once all calamities are resolved, these commodity card sets and tokens in treasury may be exchanged for civilization cards.

2.7 Cities are thus essential to provide the wealth needed to advance a civilization, but others with a more energetic outlook will surpass a nation that fails to augment this wealth by trade. However, trade is not without its hazards in the form of calamities that can have a disastrous effect on people who have failed to evolve a balanced culture. Such calamities may also indirectly provide the impetus from which a well-organized society can rise in new ways and achieve still further greatness. Even so, the best calamities are those that happen to other nations.

2.8 Wealth from trade can be utilized to advance various aspects of a nation's civilization, which in turn aids its further progress. Civilization cards confer special abilities and immunities upon their holders, and also provide players with the bulk of the points they need to progress along the Archaeological Succession Track and win. The speed and efficiency with which a nation is able to develop these various aspects of civilization will determine its chances for success and victory in the game. Strategic planning is essential, as certain civilization cards are expensive and to purchase them a player will normally accumulate credits from a series of less expensive cards. For example, the cost of Diplomacy (180) can be reduced by 60 points with the possession of Sculpture, Drama & Poetry, Music, Rhetoric, Architecture, and Literacy.

II. GAME COMPONENTS

3. COMPONENTS

3.1 The game consists of the following components:

    A. The mapboard covering the Mediterranean sea to the near east. The Iberian start areas are on the western-most edge, and the Mauryan start areas are on the easternmost edge.
    B. Eighteen sets of playing pieces, plus an extra set for barbarian tokens and pirate cities.
    C. Eighteen sets of civilization cards (51 cards per set), or alternatively you can use a whiteboard to keep track of civilization advances.
    D. 6 sets of credit tokens, to represent credits earned purchasing prior civilization cards, or alternatively you can use piece of paper to keep track of credits.
    E. Deck of 286 commodity cards.
    F. Deck of 48 calamity cards.
    G. Eighteen Player Mats.
    H. Rulebook (this book) & Scenario Handbook (coming soon).
    I. Calamity Quick Chart.
    J. Civilization Advances Quick Chart.
    K. Civilization Advances Credit Quick Chart.

3.2 ADVANCED CIVILIZATION: The Expansion Project does not use dices.

4. THE BOARD

4.1 The board contains a map that represents the ancient civilized world from Spain to India and also holds a number of charts and tables including the AST (Archeological Succession Track). The actual map has been divided into areas for purposes of population and movement. These areas contain significant features central to the play of the game, while the tables off to the side help players keep track of their progress.

4.2 Map areas:

4.21 Land areas consist of any area bounded by white lines that contains various green or brown-colored territories. Several islands within one area are considered to constitute one island for rule purposes.

4.22 Water areas consist of any area containing blue. Areas that contain both green or brown territory and blue are considered to be both land and water areas.

4.23 Open sea areas are water areas that contain only blue territory.

4.24 Coastal areas are areas that contain both land and water and can trace back a path, strictly over water, to an open sea zone. The exceptions to this would be regions that border the Caspian or Arial Seas (Caucasus, Dihistan, Lesser Armenia, Media, Hecatompylos, Nisa, and Chorasmia)

4.3 Map boundaries:

4.31 A white line dividing two land areas indicates Land boundaries.

4.32 A white line dividing two water areas, not including lakes, indicates Water boundaries.

4.33 A boundary that crosses both land and water is considered to be both a land and a water boundary.

4.4 Map geographical features:

4.41 Volcanoes are represented by white triangles. One volcano occupies Thera, while the other two volcanoes, in Sicily and Italy, straddle two areas.

4.42 Flood Plains are represented by dark green coloring. Any area that contains such dark green coloring is considered to be on a flood plain.

4.43 City Sites are represented by small squares. Most city sites are black. White city sites are on flood plains and are vulnerable to floods.

4.5 Other map features:

4.51 A number enclosed in a colored circle indicates the population limits of land areas. These numbers indicate the maximum number of tokens that the area can accommodate. To ease identification, each value has its own color.

4.52 All other map features are included for aesthetic purposes only and have no impact on play.

4.6 Archaeological Succession Tracks (A.S.T.)

4.61 The Archaeological Succession Tracks (A.S.T.) contains a horizontal track for each nation. Each player's succession marker moves along his nation's track from left to right. There are a total of sixteen spaces on each track, including the start arrow and the finish square.

4.62 The A.S.T. is divided into five regions (called epochs) by shading: the Stone Age, Early Bronze Age, Late Bronze Age, Early Iron Age, and Late Iron Age. Not all nations enter the same epochs at the same time.

4.7 Other Charts

4.71 The Census Track is used to hold each nation's census marker. After population expansion has occurred, players determine how many of their tokens are on the board and their census markers are moved to the appropriate number on the Census Track.

4.72 Trade Card Stacks are used to hold the various trade cards during play. There are nine stacks, one for each level of trade card. The number of players will determine how many trade cards are in play (14.3).

5. PLAYING PIECES

5.1 There are eighteen sets of playing pieces, each of which bears a distinctive national color. Each set contains 55 large square tokens, nine round cities, four rectangular ships, one small square census marker bearing a number and one small square succession marker. The white set of playing pieces does not include ships, a census marker or an accession marker and is used only to represent barbarians and pirates.

5.2 Tokens are square, and are used to represent rural populations. When the term token is used, this does not include ships or cities.

5.3 Cities are round, and are used to represent urban populations.

5.4 Ships are rectangular, and are used to move tokens across water areas along with fight naval battles (with the Naval Warfare advance).

5.5 "Units" are a term used to refer to tokens and cities, but not ships.

5.6 "Unit points" are a term used to refer to the value of tokens and cities, usually in the context of resolving calamities. Each city has a value of five unit points and each token has a value of one unit point.

6. CIVILIZATION CARDS

6.1 Civilization cards represent 51 important aspects of civilization. There are five groups of civilization cards, each identified by its own color and symbolic shape. Some cards belong to two groups. The groups are: Arts (blue - triangle), Crafts (orange square), Sciences (green - circle), Civics (red - hexagon), and Religion (yellow -star).

6.2 The attributes of the various civilization cards are summarized on their reverse side.

7. CREDIT TOKENS

7.1 Credit tokens come in 6 different sets, one each for the five fields of study (i.e. Crafts, Sciences, Arts, Civics and Religions) as well as one representing all the colors. Each of these colored tokens comes in denominations of 5, 10, 25 and 50.

7.2 As players acquire civilization cards they will permanently acquire these Credit tokens applying them to all future civilization card purchases of the appropriate field/color. The multi color tokens can be applying to civilization cards of any color, and are applied twice for dual colored cards (once for each color).

8. TRADE CARDS

8.1 There are two types of trade cards - commodity cards and calamity cards. The term trade card is used in the rules to refer to both commodity and calamity cards. Rules that refer specifically to commodity or calamity cards apply only to that type of card.

9. COMMODITY CARDS

9.1 There are 286 commodity cards. The following table sets out the value and number of each commodity:

Value	Commodity	Number	Value	Commodity	Number
1	Ochre (W)	7	5	Livestock (E)	7
1	Clay (W)	7	5	Lacquer (E)	6
1	Hides (E)	7	5	Glass (S)	6
1	Flax (E)	7	6	Tin (W)	5
1	Bone (S)	8	6	Copper (W)	6
2	Iron (W)	8	6	Bronze (E)	6
2	Papyrus (W)	7	6	Silver (E)	5
2	Stone (E)	7	6	Lead (S)	6
2	Furs (E)	8	7	Resin (W)	5
2	Wax (S)	8	7	Incense (W)	6
3	Fish (W)	8	7	Spices (E)	6
3	Fruit (W)	9	7	Jade (E)	5
3	Salt (E)	9	7	Herbs (S)	6
3	Timber (E)	8	8	Gems (W)	5
3	Ceramics (S)	8	8	Marble (W)	4
4	Wool (W)	7	8	Dye (E)	4
4	Oil (W)	8	8	Tea (E)	5
4	Cotton (E)	7	8	Obsidian (S)	4
4	Sugar (E)	8	9	Gold (W)	5
4	Grain (S)	8	9	Ivory (W)	4
5	Wine (W)	6	9	Silk (E)	4
5	Textiles (W)	7	9	Pearl (E)	5
			9	Amber (S)	4
For an 18 player game (E) = East, (W) = West and (S) = Shared. For games with fewer players consult (14.3).					

10. CALAMITY CARDS

10.1 There are 24 different calamity cards, 2 of each for a total of 48 cards. The duplicate calamity cards are used when playing with 12 or more players. The following table sets out the trade card stack in that each calamity is placed and its trade status:

Trade Stack	Calamity	Trade Status
2	Volcano/Earthquake	Non-tradable
2	Treachery	Tradable
2	Squandered Wealth (minor)	Tradable
3	Famine	Non-tradable
3	Superstition	Tradable
3	Tempest (minor)	Tradable
4	Civil War	Non-tradable
4	Slave Revolt	Tradable
4	City in Flames (minor)	Tradable
5	Flood	Non-tradable
5	Barbarian Hordes	Tradable
5	City Riots (minor)	Tradable
6	Cyclone	Non-tradable
6	Epidemic	Tradable
6	Coastal Migration (minor)	Tradable
7	Corruption	Non-tradable
7	Civil Disorder	Tradable
7	Tribal War (minor)	Tradable
8	Tyranny	Non-tradable
8	Iconoclasm and Heresy	Tradable
8	Minor Uprising (minor)	Tradable
9	Regression	Non-tradable
9	Piracy	Tradable
9	Banditry (minor)	Tradable

11. PLAYER MATS

11.1 All tokens, cities and ships not currently in play on the board are held on the Player Mat. These are referred to as stock and are kept in the stock area of the Player Mat. When tokens, cities and ships are removed from the board they are placed in stock and may be returned to play at a later time. No playing piece is ever permanently removed from the game.

11.2 When tokens are placed in the treasury area of the Player Mat they become a currency that may be used to purchase civilization cards, trade cards and, in some cases, mitigate the effects of

calamities. It is important not to mix tokens in stock with tokens in treasury, as they serve separate functions. To maintain this distinction, tokens placed in treasury should be inverted.

12. CALAMITY QUICK CHART

12.1 The Calamity Quick Chart sets out the effects of each calamity and is printed separately for ease of reference.

13. CIVILIZATION ADVANCES QUICK CHART & CREDIT QUICK CHART

13.1 The Civilization Advances Quick Chart allows players to at a glance compare the benefits and drawbacks of the different Civilization Cards. The text on the quick chart is the same as on the advances themselves, and is separately printed separately for ease of reference.

13.1 The Civilization Advances Credit Quick allows players to easy see the credits granted by various civilization cards. The information on the quick chart is the same as on the advances themselves, and is separately printed separately for ease of reference.

III. GETTING STARTED

14. SETTING UP THE GAME

14.1 Lay out the mapboard. All players place a Player Mat in front of them.

14.2 Sort out the Civilization cards by type and put them to one side in an easily accessible location with the Credit Tokens.

14.3 Sort out the Trade Cards into their respective holding stacks.

14.31 When playing with 5-7 players the following commodity cards are used Clay, Hides (1), Iron, Stone (2), Fish, Salt (3), Oil, Cotton (4), Wine, Livestock (5), Copper, Silver (6), Resin, Spices (7), Gems, Dye (8), Gold, Silk (9) and one set of the non-minor (tradable and non-tradable) calamities. Sort the commodity cards by number, shuffle each stack, and then count out a number of commodity cards from each of the second to ninth stacks equivalent to the number of players. These are put to one side. Each of the eight non-minor tradable calamity cards are then shuffled in with the remaining commodity cards of the same numeric value (i.e., Treachery is shuffled in with Iron and Stone, Superstition with Salt and Fish, and so on), and the commodity cards that were put to one side are now placed on top of their trade card stacks. This ensures that no player will draw a tradable calamity until play is well underway. The eight non-tradable calamity cards are then placed at the bottom of the stack of trade cards corresponding to their numeric value. The first stack does not get any calamity.

14.32 When playing with 8-11 players the following commodities are added to the deck: Currency (1), Wax (2), Ceramics (3), Grain (4), Glass (5), Lead (6), Herbs (7), Obsidian (8), Amber (9), and one set of the minor calamities. Follow the steps as listed at 14.31 but also shuffling in one set of the minor calamities in with the non-minor tradable calamities.

14.33 When playing with 12-15 players the following cards are used and split up into two trade card sets – East and West. Set up each set as listed in 14.31 with following Trade cards being placed on in the Western set: Ochre, Clay (1) Iron, Papyrus (2), Fish, Fruit (3), Oil, Grain (4), Glass, Livestock (5), Tin, Copper (6), Resin, Herbs (7), Marble, Gems (8), Gold, Ivory (9) along with one of each of the non-minor (tradable and non-tradable) calamities. The following Trade cards being placed on in the Eastern set: Hides, Flax (1), Stone, Furs (2), Salt, Timber (3), Wool, Oil (4), Livestock, Lacquer (5), Bronze, Silver (6), Spices, Jade (7), Dye, Tea (8), Silk, Pearl (9) along with one of each of the non-minor (tradable and non-tradable) calamities. The minor calamities are not used with 12-15 players. When counting out the stacks to seed the Tradable calamities the number of cards that should be counted is equal half the total number of players in the game (round down).

14.34 When playing with 16-18 the trade stacks are split up as in 14.33 except all of the Commodity, Calamity and Minor Calamity cards are used. The following commodities are split between the east and west trade stacks and placed with the appropriate commodity stack: Currency (1), Wax (2), Ceramics (3), Grain (4), Glass (5), Lead (6), Herbs (7), Obsidian (8), Amber (9).

14.4 Each player randomly draw one of the available civilizations to play, takes the set of playing pieces for that nation and places one token in any one of his nation's start areas. Players may exchange starting civilizations if both players agree.

14.41 The white set of tokens is used for the Barbarian Hordes and Piracy calamities. Otherwise these extra units are not used and are put aside.

14.5 Players place their succession markers on their nation's start arrow on the A.S.T. and their census markers on the Census Track. Play may now begin.

14.6 Late arrivals:

14.61 Players who wish to join a game once it is in progress may do so by selecting an unused nation and waiting for a Civil War.

14.62 Once a Civil War occurs, the new player will be the beneficiary, as he will have the most units in stock (30.411). In addition to whatever cities and tokens it acquires as a result of the Civil War, the new nation also acquires, at no cost, the same civilization cards as are held by the Civil War victim, and places his marker on the same A.S.T. position as the Civil War victim. The Civil War victim retains his civilization cards. This assumption of the civilization cards and A.S.T. position by the beneficiary of a Civil War only occurs when a new player is entering the game.

14.6 Early departures:

14.61 If a player must leave a game while it is still in progress, his units remain, inert, on the mapboard until eliminated by other players. The inert nation does not move, its population does not increase, and its cities do not require support. Such a nation may not be selected as a secondary victim of calamities.

14.62 When a player leaves the game his nation discards all of his trade cards to the appropriate trade card stacks. When a city belonging to the inert nation is eliminated, the attacking player does not get any commodity card.

14.63 An inert nation retains its civilization cards. Their attributes are taken into account when resolving attacks against the inert nation's units.

15. THE NUMBER OF PLAYERS

15.1 ADVANCED CIVILIZATION: The Expansion Project may be played by between five and eighteen players. Depending on the number of players and time available, the playing area, number of tokens per player, starting areas and certain rules are different, as set out below. Unless otherwise specified, all other rules remain in effect.

15.11 For the basic game, when selecting which civilizations to play players should always select civilizations whose starting locations are close to others (you cannot leave gaps). Many times simply removing panels will create a suitable playing area – however some civilizations will not be properly playable without removing from play certain areas from the map. This is done by covering up the population limit and making it impassable. The exact number of areas to be

removed should be determined by the ENTIRE group BEFORE any civilizations are randomly assigned. This section is still under testing and the optimal starting locations will be further detailed in the upcoming scenario playbook. For right now, the important thing is to make sure everyone agrees on what is fair before randomly assigning civilizations. For all games currently use 55 tokens. Below is a table of recommended starting locations:

Nation	Starting Area	Nation	Starting Area
Crete	Knossus	Arabia	Saba
Illyria	Illyricum	Chorasmia	Chorasmia
Assyria	Assyria	Dravidian	Madurai
Thrace	Thrace	Babylon	Babylon
Carthage	Carthage	Mauryan	Magadha
Rome	Rome	Kushan	Taxila
Iberia	Iberus	Nubia	Napata
Hatti	Ankara	Indus	Charo-Daro
Egypt	Fayum	Persia	Persepolis

IV. TURN-BY-TURN PROCEDURE

16. THE GAME TURN

16.1 Each ADVANCED CIVILIZATION game turn is divided into a number of distinct activities, referred to as phases. When all phases have been completed, the turn is finished and a new turn begins.

16.2 To speed play, in many phases all or some of the players may carry out the required activity simultaneously, as their actions will have no effect on other players. However, situations often arise in that the actions of other players are of crucial importance in determining a player's actions. Players may insist at any time that activities in a particular phase are carried out in the proper order.

16.3 The order of player activity during various phases is determined according to various criteria, as detailed in the rules applying to each phase. These criteria are summarized in the sequence of play.

16.4 A.S.T. order is used to resolve all ties between the nations except conflict. A.S.T. order corresponds to the list of nations on the A.S.T. Crete is first, Arabia second, and so on down to Egypt, who plays last.

17. SEQUENCE OF PLAY

17.1 During each turn, the following sequence of play is used:

Phase	Conditions
Collect Taxes (possible city revolts) (18)	Only if cities exist (A.S.T. order)
Population expansion (19)	Always (A.S.T. order)
Census (20)	Always
Ship construction and maintenance (21)	If desired (census order)
Movement (22)	Always (census order)
Conflict (23)	If necessary (Simultaneous)
City construction (24)	If appropriate (A.S.T. order)
Remove surplus population (25)	If necessary (A.S.T. order)
Check for city support (26)	If necessary (A.S.T. order)
Trade card acquisition/purchases (27)	If cities exist (Fewest cities goes first)
Trade (28)	At least three cards required (Simultaneous)
Resolve calamities (29)	If appropriate (in ascending order)
Special Abilities Phase (30)	If appropriate (A.S.T. order)
Check for City Support (repeat 26)	Always (A.S.T. order)

Acquire civilization cards & return excess (31)	If appropriate (A.S.T. order)
Movement of succession markers on AST (32)	Always

17.2 There are 16 phases in a turn. During the early stages of the game, each turn will consist of only a few of the 16 phases. Phases in which no activity takes place are simply disregarded.

17.3 The principal activity of a phase may sometimes require secondary actions to be taken. These secondary actions are shown in parentheses in the phase section of the sequence of play.

V. THE PHASES

18. TAXATION

18.1 Every player must transfer two tokens from stock to treasury for every city he has on the board. This is the only way tokens are moved into treasury, except by pillaging (23.52).

18.2 Varying Taxation

18.21 Players who hold Monarchy may increase their taxation rate by one token per city.

18.22 Players who hold Coinage may vary their taxation rate by increasing it by one token per city or decreasing it by one token per city.

18.23 Civilization Cards that effect Taxation can be used cumulatively (e.g. Monarch + Coinage can yield a taxation rate of 4 tokens per city). These effects do not need to be used or may be used selectively (e.g. Coinage can be used to lower the tax rate to 1 token per city, while Monarchy is not used) provided that the same tax be levied on each city in a given round. A taxation rate may be set that causes the revolt of some cities.

18.3 Revolts

18.31 Revolts occur when a player does not have sufficient tokens in his stock to pay the required taxes. Once the shortfall is determined, the excess cities revolt. Revolts are resolved only after all other players have paid their taxes.

18.32 The player with the most units in stock (cities count for five each, tokens count for one each, AST breaks ties) is the beneficiary of the revolt and chooses which cities revolt and replaces them with his own cities. He may take over only that number of cities for which the original owners are unable to pay their taxes. If the beneficiary does not have enough cities in stock to take over all cities in revolt, the player with the next largest number of units in stock takes over the remainder and so on, until all cities in revolt have been replaced. The new owners do not pay the unpaid taxes.

18.33 In the rare case where no player can take over remaining revolting cities, they are eliminated instead.

18.34 Cities belonging to players who hold Democracy never revolt.

19. POPULATION EXPANSION

19.1 Each player adds one token to every area that contains one of his tokens and two tokens to every area that already contains two or more of his tokens. Tokens are never added to areas with cities. Tokens may be added to an area in excess of its population limit.

19.2 If a player does not have sufficient tokens in stock to complete his population expansion, he divides what tokens he has in stock among the eligible areas as he wishes, but otherwise population expansion is automatic and may not be voluntarily curtailed.

19.3 Population is increased in A.S.T. order. If population increases are automatic or do not affect other players, this activity may be carried out simultaneously.

20. CENSUS

20.1 Each player counts the number of tokens he has on the board. Cities and ships are not counted. Except for players who hold Military or Advanced Military, the player with the most tokens will build ships first and move first in the movement phase, followed by the other players in order of decreasing token strength.

20.2 Each player's census marker is placed on the Census Track on the space that corresponds to the player's population. A record is now available for the order of movement. To resolve ties, the number on the census marker indicates that nation's position in the A.S.T. order.

20.3 Census Track numbers above 55 are for use in variant games only and should be ignored when playing the standard game.

21. SHIP CONSTRUCTION

21.1 Players build and maintain ships in census order. Building a ship costs two tokens. This may be paid either from treasury, by a levy of the player's tokens from the area in that the ship is being constructed or by a combination of the two.

21.11 Players who hold Military always build and maintain ships after players who do not hold Military or Advanced Military. The order of ship construction as between those players who hold Military is determined normally, according to census order. Players who hold Advanced Military always build and maintain ships after players who do not hold Advanced Military. The order of ship construction as between those players who hold Advanced Military is determined normally, according to census order.

21.2 A ship financed completely from treasury may be placed in any coastal area containing at least one of the player's units. A ship built totally or partially by levy must be placed in the coastal area being levied. All tokens spent on ships are returned to stock.

21.3 Ships already in play must be maintained at a cost of one token per turn from treasury or by a levy of one token from the area that the ship occupies. Ships that are not maintained are immediately returned to stock. A player may remove a ship from the board by not paying maintenance and build it in a different area in the same phase.

21.4 A player may not have more than four ships in play at one time.

22. MOVEMENT

22.1 Once ship construction is completed, players may move some, all, or none of their tokens and ships. Cities may not be moved. A player may not move another player's units.

22.2 Players move in census order, the player with the greatest number of tokens moving first.

22.21 Players who hold Military always move after players who do not hold Military or Advanced Military. The order of movement as between those players who hold Military is determined normally, according to census order.

22.22 Players who hold Advanced Military always move after player who does not hold Advanced Military. The order of moment as between those players who hold Advanced Military is determined normally, according to census order.

22.23 Barbarians, which periodically appear on the board as a calamity, move only during the calamity phase in which they appear.

22.3 Tokens may be moved either across one land boundary into an adjacent land area or onto a ship currently occupying the same area. Tokens may not move across both land and water in the same turn.

22.31 Players who hold Roadbuilding may move their tokens through one land area and then into a second land area in the same movement phase. The first area entered may not contain units belonging to another player, barbarians or a pirate city. Roadbuilding may not be used to move tokens through a land area then on board a ship.

22.4 Any number of tokens, belonging to any number of players, may be moved into the same area. Tokens may be moved into an area containing a city. Tokens may be moved into an area in excess of the area's population limit, although this may result in the later elimination of excess tokens.

22.5 Movement of Ships

22.51 A ship may carry as many as five tokens at one time. Only tokens that have not been moved overland in the current movement phase may embark onto and move with a ship.

22.52 Ships may only move across water boundaries. A ship may move into up to four water areas in the same movement phase. Players may not move their ships into open sea areas (4.23) unless they hold Astronomy. Ships may not cross all-land boundaries.

22.53 Players who hold Cloth Making may move their ships into one extra area during each movement phase.

22.54 Players who hold Astronomy may move their ships into open sea areas.

22.55 Ships may end their movement in any water area they can reach, other than an open sea area, regardless of whose ships or tokens also occupy the area.

22.56 A ship may take part in any number of embarkations and debarkations of tokens during the same movement phase, and may retrace all or part of its route subject only to the limitation on the number of areas entered. A ship may thus ferry two loads of tokens across a narrow strait or lake, or pick up and set down tokens at different areas along its voyage. Tokens must be embarked and debarked during the same movement phase. A token may not remain aboard a ship at the end of a movement phase. A token may not travel on more than one ship in the same movement phase.

22.561 If a player is debarking from a ship onto another player's city (i.e. attacking it) half (round up) of the tokens debarking are instead returned to stock if only the city owner holds Naval Warfare AND has a ship in the same coastal area as the debarking enemy ship. If both players hold Naval Warfare it has no effect. Naval Warfare has no effect when attacking tokens directly via sea.

22.57 Some territories (such as Delphi) have two distinct coastlines. Ships may enter a territory from either side, but must leave from that same side. Ships may not cross directly from one coastline to another.

23. CONFLICT

23.1 Conflict occurs when the tokens of two or more nations occupy the same area and the total number of tokens in the area is greater than the population limit of the area. An area that contains a city is considered to be fully populated unless the city owner holds Public Works (26.11). If the population limit of an area containing tokens belonging to two or more different nations is not exceeded, the tokens will co-exist without conflict.

23.11 Conflicts may occur between tokens, between tokens and cities, and between tokens and cities defended by tokens.

23.12 Tokens and cities eliminated as a result of conflict are returned to stock.

23.2 Conflict between Tokens

23.21 Players remove one token at a time alternately until only one player's tokens remain in the area or the population level is no longer exceeded. A conflict may thus end in co-existence. The player with the fewest number of tokens removes first.

23.22 If both players have an equal number of tokens in the area, they remove their tokens simultaneously. As a result, an even number of tokens will be present at all stages so that an area that can support only one token will end up depopulated.

23.23 If more than two players are involved in a conflict, tokens are removed in ascending order of strength. Two or more players may still be required to remove tokens simultaneously.

23.24 Players who hold Metalworking remove their tokens after players who do not hold Metalworking, regardless of the number of their tokens as compared to other players. Conflict between players who both hold Metalworking is resolved normally.

23.25 Players who hold Advanced Military may, instead of removing tokens from the area in which the conflict occurs, instead remove tokens from any neighboring region sharing a land border with the conflict area. If two or more of the players involved in the conflict hold Advanced Military, this may not be done.

23.3 Conflicts between Tokens and Cities

23.31 Cities remain standing unless attacked by seven or more tokens belonging to the same nation. If fewer than seven tokens attack a city, they are simply removed without affecting the attacked city.

23.32 If the required number of tokens attacks a city, the defender replaces the city with six tokens and the resulting conflict between the attacking and defending tokens is resolved. If the defending player has fewer than six tokens in stock he replaces the attacked city with what tokens he has and combat is resolved normally. Players are entitled to resolve any other conflicts involving their tokens before resolving attacks on their cities, so that the maximum number of tokens may replace their cities.

23.33 Two or more players may not combine to attack a city. If two players have tokens in an area containing a city belonging to a third player, they battle among themselves until only one player's tokens remain. If sufficient tokens survive, the survivor may then attack the city.

23.34 When a player attacks a pirate city, the pirate city is replaced by white tokens solely for the purpose of resolving combat. If any such tokens survive the resulting combat, they are removed from the board.

23.35 Players who hold Engineering require only six tokens to attack a city. The defending city is replaced by five tokens. Eight tokens are required to attack a city belonging to a player who holds Engineering. The city is replaced by seven tokens. If both the attacker and defender hold Engineering, the effects of Engineering cancel.

23.36 Players may not attack (move tokens into an area containing) a player who holds Cultural Ascendancy unless that player also holds Cultural Ascendancy or Advanced Military.

23.4 Conflicts between Tokens and Cities Defended By Tokens

23.41 Conflict between tokens is resolved before attacks on cities. Tokens defending a city must be eliminated before the city is attacked. The city may only be attacked if a sufficient number of attacking tokens survive the initial conflict between tokens.

23.5 Consequences of City Elimination

23.51 Drawing a trade card: When a city is attacked and eliminated by a player, the attacking player immediately draws, at random, one of the victim's trade cards and retains it for his own use (exception 23.511). If the victim has no trade cards, no such draw occurs.

23.511 When a city is destroyed and the defending player has Diplomacy an opponent must have Military or Diplomacy in order to steal a random trade card from him.

23.52 Pillage: In addition to drawing a trade card from the victim, a player who successfully attacks a city may transfer up to three tokens from his stock to his treasury, to reflect pillage of the destroyed city. The attacker may choose to transfer fewer than three tokens if he wishes. The number of tokens that may be pillaged may not exceed the number of tokens in the attacker's stock, and can never exceed three tokens per city. The victim's treasury and stock are unaffected by pillage.

23.53 No trade card is drawn nor does pillage occur when a city is converted by Monotheism, annexed by Politics, destroyed by Fundamentalism, or captured by pirates. Diplomacy provides an exception to this rule. Also No trade card is drawn nor does pillage occur when a city is eliminated by barbarians or lost as a result of any other calamity or a tax revolt. A trade card is

drawn and pillage occurs only when one player eliminates another player's city by direct attack. A player who attacks and eliminates a pirate city may pillage it.

24. CITY CONSTRUCTION

24.1 City construction takes place after all conflict is resolved. A city may be built in any land area except those marked with a population limit of zero (0). Each land area may contain only one city. No player may have more than nine cities on the board at any one time.

24.2 A player with six or more tokens in an area containing a city site may build a city in that area by replacing the tokens with a city. In areas that do not contain a city site, at least twelve tokens are needed to build a city. Tokens used to construct cities are returned to stock.

24.3 Players who hold Architecture can use tokens from their treasury to assist in the building of one city each turn. Half (round up) of the tokens used must consist of onboard tokens, but the remainder may consist of tokens taken from treasury. Architecture may not be used to construct cities in areas that contain tokens belonging to another player or barbarians.

24.4 Players who hold Public Works increases the cost of building a city by one token.

25. REMOVAL OF SURPLUS POPULATION

25.1 After city construction is completed, all surplus population is removed to stock. Areas with cities may not also contain tokens unless that player holds Public Works (25.11), and areas without cities may not contain more tokens than allowed by their population limits. This is the only time excess tokens are removed. Excess tokens that violate the population limit must wait to be removed during this phase.

25.11 Areas with cities may also contain 1 extra token if that player holds public works.

25.12 The population limit in areas containing only tokens belonging to a player who holds Agriculture is increased by one. This effect is limited to areas that do not contain other tokens. Agriculture has no effect in areas where tokens are co-existing or during conflict.

25.2 Ships do not count towards population limits. Any number of ships may exist in the same area. For example, if three ships and three tokens are in an area with a population limit of two, one token must be removed to stock but the ships may remain without penalty.

26. CHECKING FOR CITY SUPPORT

26.1 After all surplus population has been removed, each player checks for city support. Each player must have two tokens on the board for every city in play. These tokens represent the agricultural support needed to maintain the urban populations. Players who do not have enough tokens on the board to support their cities must reduce their cities, one at a time, until there are enough tokens to support the remaining cities.

26.11 Players who hold Cultural Ascendancy have the number of required tokens needed to support a city increased by one.

26.12 Players who must reduce unsupported cities may select that cities are to be reduced first, subject only to the requirement that newly constructed cities must be reduced before cities that were built or acquired in a previous turn.

26.2 City reduction

26.21 Cities are reduced by replacing them with the maximum number of tokens allowed by the area's population limit. These added token(s) can immediately be used as support for other cities vulnerable to reduction. If, when attempting to reduce a city, players find that they do not have enough tokens in stock to meet the population limit, they replace their city with the tokens they have in stock. If other cities are still unsupported, they are eliminated.

26.3 City support is checked only at two critical points in each turn - after the removal of surplus population and after the resolution of calamities. These two points are indicated in the Sequence of Play. City support is not checked at any other time, other than when resolving Slave Revolt (30.42).

26.4 When city reduction is required as a result of calamities, the procedure set out above is followed.

27. ACQUISITION OF TRADE CARDS

27.1 Players draw one trade card from as many trade card stacks as they have cities on the board. The player with the fewest number of cities on the board draws his trade cards first, followed by the player with the next fewest number of cities, and so on, until all players have drawn their trade cards.

27.2 Trade cards are always collected by the same method. One card is drawn from each stack, progressing from the first stack, until the player has drawn from the same number of stacks as he has cities on the board. A player with three cities in play thus draws one trade card from each of the first three stacks, and cannot draw a trade card from the fourth or any higher trade card stack until he has more than three cities in play.

27.21 If a stack is empty, a player is not entitled to replace the lost card with one from another stack. The player must simply forego drawing a trade card from that particular stack.

27.3 Players may not disclose what trade cards they have drawn as they may have acquired a calamity card that they may be able to trade to another player. The player who drew calamity cards that may not be traded (Volcano/Earthquake, Famine, Civil War, Flood, Cyclone, Corruption, Tyranny and Regression) must retain them until all trading is complete, they may not be traded.

27.4 Trade cards must be held in secret. While in a player's hands, trade cards are the only items that are not open to inspection by other players.

27.5 Buying Trade Cards

27.51 Players purchase all cards by "spending" tokens in the treasury immediately after they acquire their normal trade cards. The spent tokens are returned to stock. Players may never

purchase more than 2 cards a turn, regardless of any civilization card they hold. Players may not purchase from an empty stack.

27.52 Players who hold Politics automatically increase the cost of all trade card purchases by 5 treasury tokens.

27.53 A player may buy one or more trade cards from the 9th level stack at a cost of 18 treasury tokens per card. No specific Civilization card is required to do this.

27.54 A player who holds Rhetoric may buy one or more trade cards from the 3rd level stack at a cost of 9 treasury tokens per card.

27.55 A player who holds Cartography may buy one or more trade cards from the 2nd level stack at a cost of 7 treasury tokens per card and one or more trade cards from the 7th level stack at a cost of 15 treasury tokens per card.

27.56 A player who holds Mining may buy one or more trade cards from the 6th level stack at a cost of 13 treasury tokens per card.

28. TRADE

28.1 Players trade to build up sets of the same commodities, as sets are more valuable than individual commodity cards. Trade is open to all players. Offers may be suspended, altered or withdrawn in open negotiation between players, but once trade cards have changed hands, a deal cannot be revoked.

28.2 Trade is carried on by a system of barter involving only trade cards. Trade deals may not include treasury or civilization cards. Any one deal may involve only two players.

28.3 Each trade must involve at least three trade cards on each side. A player with fewer than three trade cards may not trade. When negotiating a trade each player must honestly inform the other of the number of trade cards he wishes to trade and the identity of the first two of the trade cards involved in the trade. This information must be correct - the remaining card or cards need not be specified and may consist of any commodity or tradable calamity card(s), regardless of what was said to the other player. A player may not show his trade cards to another player during negotiations, nor may a player inform other players of the details of a trade after it is completed.

> *Example: A player, wishing to acquire grain, announces 'I want grain -I'll trade salt for grain.' He agrees with a prospective trading partner that he will trade three cards, including two salt, for a grain, an iron and two unknown cards. This guarantees that the other player will receive two salt cards. An assurance that the third card is also a salt does not guarantee that the third card traded will not be a different commodity, or possibly a tradable calamity card. Similarly, our player can only be sure that he will receive one grain, one iron and two other cards. He has no way of knowing what the other cards will be until he receives them, although meaningless assurances can be given by his trading partner.*

28.4 Trading is permitted to continue until all players have completed all the deals they wish to make. It is strongly recommended, though, that a time limit of not more than ten minutes be

imposed upon the trading phase, 15 for games with eight or more players. Shorter limits, provided that all the players agree upon them, are allowed.

28.5 Commodity Card Sets

28.51 When a player holds more than one commodity card of the same type, the value of the combination is increased according to the following formula: square the number of cards held, then multiply the result by the value of the commodity. For example, three oil cards (each worth four) have a value of 3 x 3 x 4 = 36, rather than 4 + 4 + 4 = 12.

28.52 The values of these cards, when collected in sets, are printed on each commodity card. Different commodities, even of the same value, may not be combined in sets.

28.53 In a game with 12-15 players the face values of set redeemed in its non-native trade block is added to the set value. That is if an eastern player trades in three oil cards (each worth 4) it has a value of 3 x 3 x 4 + 3 x 4 = 36 + 12 = 48, rather than 3 x 3 x 4 = 36, which is the value if a western player had traded in the same three cards. This means the set can be worth more than the maximum set value printed on the cards.

28.54 In a game with 16-18 players follow the procedure listed above for 12-15 player games except that shared commodities (those natively present in both the east and the west) do not get any bonus for being redeemed in different trade blocks in which they were drawn.

29. RESOLUTION OF CALAMITIES

29.1 All calamities are resolved immediately after trading ends, before the acquisition of civilization cards.

29.2 Players who drew non-tradable calamity cards must retain them until the end of trading. Such calamities are resolved against the drawing player once trading is completed.

29.3 Neither is tradable calamity cards revealed when drawn. A player who draws a tradable calamity card may trade it to another player. A player who receives such a calamity card in trade may in turn trade it to another player, and so on, until the trading session ends. There is no limit to the number of times a tradable calamity card may be traded. At the end of the trading session, the players who hold them reveal all calamity cards.

29.4 A player who drew a tradable calamity card need not have traded it, but such cards cannot be held for future turns. Subject to 29.5, all calamities take effect on the turn in that they are drawn. If a player retains a tradable calamity card, he becomes the primary victim of the calamity, just as though the card had been traded to him. When a player retains a tradable calamity that calls for secondary victims (Epidemic, Iconoclasm and Heresy, and Piracy), any other eligible player may be named as a secondary victim.

29.5 No player may be the primary victim of more than two non-minor calamities in the same turn and one minor calamity in the same turn. If a player receives more than two non-minor calamities in the same turn, his non-minor calamities are shuffled together, and two are drawn at random. The remaining non-minor calamities received by that player are disregarded and are returned to the appropriate stack of trade cards. The same process is then followed with minor

calamities with only one minor calamity being selected. There is no restriction on the infliction of secondary effects of calamities.

29.6 Calamity Resolution

29.61 Minor Calamities are resolved first, before non-minor calamities. Each player reveals these calamities simultaneously. These minor calamities should, for the most part, be resolved simultaneously. If any player objects to resolving them simultaneously the appropriate minor calamities must be resolved in ascending order (i.e. starting with Squandered Wealth and ending in Banditry).

29.62 Non-minor Calamities are then revealed and resolved in ascending order, starting with Volcanic Eruption/Earthquake and ending with Piracy. Non-tradable calamities are resolved before tradable calamities of the same numeric value. (i.e., the order of resolution is Volcanic Eruption, Treachery, Famine, Superstition, etc.). Any player with a higher numeric value may resolve a non-minor calamity simultaneously with another lower numeric value calamity provided his actions will have no effect on the other player's resolution. This type of simultaneous resolution is encouraged and will speed up the game.

29.63 The player who holds a calamity card at the end of the trading session is the primary victim of that calamity. In many cases, the primary victim must select other players as secondary victims. The player who traded a tradable calamity card to the primary victim may not be selected as a secondary victim.

> *Example: Crete draws Epidemic, and trades it to Egypt. At the end of the trading session, Egypt loses 16 unit points, and Crete is immune from the secondary effects of the Epidemic, as the player who traded it to Egypt. Had Crete not traded Epidemic, it would have been the primary victim, and all other players would be potential secondary victims.*

29.64 Players must fulfill their losses from calamities by the exact amount required, if possible. If unable to do so, a player may exceed the amount required, but only by as small an amount as is necessary.

29.65 Whenever a calamity requires that the primary victim direct effects against other players, the primary victim must do so.

29.66 Barbarian tokens and pirate cities are never affected by calamities.

29.7 After all calamities are resolved they are put to one side. After civilization cards are purchased, tradable calamity cards are shuffled together with returned trade cards of the same value and returned, face down, to the bottom of the appropriate stack of trade cards. Non-tradable calamity cards are then placed at the bottom of the appropriate stack of trade cards.

29.8 Once all calamities are resolved players may, in AST order, resolve any Special Abilities allowed by civilization cards. Such effects include Annexation with Politics, Destruction with Fundamentalism, and Conversation with Monotheism. Each player resolves all their Special Abilities in any order they wish.

29.9 Once all calamities and Special Abilities are resolved, players must again check for city support as explained above (26).

30. CALAMITIES

30.1 The effects of the various calamities are set out below. The calamities are listed in the order in that they are resolved. Thus Volcano/Earthquake and Treachery are placed in the second trade stack, Famine and Superstition in the third trade stack, and so on. There are no calamities associated with the first trade card stack. These effects are reprinted in the Summary of Calamity Effects.

30.11 Minor calamites are labeled with the words "minor" and are only used in games of eight or more players and are accompanied with the corresponding extra trade card set. These calamities are treated exactly like other tradable calamities except as set forth in 29.5 and 29.61.

30.2 Second level calamities

30.21 Volcanic Eruption or Earthquake

30.211 If the primary victim has any cities in an area touched by a volcano, the volcano erupts and eliminates all units, irrespective of ownership, in the areas touched by the volcano. If the primary victim has cities in areas touched by more than one volcano, the site of the eruption is that that causes the greatest total damage to the primary victim and any secondary victims. In the event of a tie, the primary victim selects the location of the eruption.

30.212 If the primary victim has no cities in an area touched by a volcano, one of his cities is destroyed by earthquake. One city belonging to another player is reduced. This second city must be in an area adjacent to the destroyed city, even across water. As above, the site of the earthquake is that that causes the greatest total damage.

30.213 If the primary OR secondary victims hold Urbanism, an earthquake or volcano forces the player to remove four unit points from any adjacent affected areas even across water boundaries. These unit points may force a reduction of a city. If there are no unit points adjacent to the target or the holder holds Engineering this has no effect.

30.214 If the primary victim holds Engineering, an earthquake reduces, rather than destroys, his city. Engineering has no effect on Volcanoes.

30.22 Treachery

30.221 One city belonging to the primary victim is replaced by one city belonging to the player who traded him the card. If the trading player has no available cities, the victim's city is eliminated. The player trading the card selects the city.

30.222 If Treachery is drawn by a player and not traded, one city belonging to that player is reduced.

30.223 If the player affected by Treachery holds Diplomacy the number of cities lost is increased by one.

30.23 Squandered Wealth (minor)

30.231 The victim must return ten treasury tokens to stock.

30.232 If victim does not have ten treasury tokens, all treasury tokens are returned to stock.

30.3 Third level calamities

30.32 Famine

30.321 The primary victim loses ten unit points himself, and must instruct other players to remove 20 unit points, no more than eight of which may come from any one player. The primary victim decides how many unit points are lost by each of the secondary victims, but the secondary victims decide what units to remove.

30.322 Primary or secondary victims who hold Pottery reduce the number of unit points lost to Famine by five.

30.323 Secondary victims who hold Calendar reduce the number of unit points lost to Famine by five.

30.324 Primary victims who hold Agriculture must also, immediately after the calamity has been resolved, remove the amount of tokens on the board that exceeds the printed population limit on the map (with no regard for agriculture). This is a one-time penalty. Hence it is better to remove already temporarily overpopulated areas first when resolving the unit point loss.

30.33 Superstition

30.331 Three cities belonging to the primary victim are reduced. The primary victim chooses which cities.

30.332 If the primary victim has Mysticism, Deism or Enlightenment one less city is reduced per Civilization card held. The effects of Mysticism, Deism and Enlightenment are cumulative.

30.333 If the primary victim has Universal Doctrine one extra city is reduced.

30.34 Tempest (minor)

30.341 The victim must return all of his ships to stock.

30.342 The victim must also return five treasury tokens to stock.

30.343 If victim does not have five treasury tokens, all treasury tokens are returned to stock.

30.4 Fourth level calamities

30.41 Civil War

30.411 The primary victim's nation is divided into two factions, one faction that will be controlled by the victim and the other that will be controlled by the beneficiary civilization.

30.4111 Only civilizations that are eight or less areas apart from any of the unit points are eligible to be the beneficiary. Do not count any of the victim's areas when counting the eight

area distances. Do count the area containing any of the potential beneficiary's tokens, any coastal or any open sea areas when counting the eight area distance.

30.4112 Of these potential beneficiaries the player with the most unit points in stock is the beneficiary of the Civil War. This determination is made by counting tokens in stock (one each) and cities in stock (five each) of these potential beneficiaries and the primary victim. If the primary victim has the most units in stock there is no Civil War. If there is a tie between beneficiaries the primary victim decides who will be the beneficiary between the tied players.

30.413 The composition of the first faction is as follows:

30.4131 The primary victim begins by selecting 15 unit points.

30.4132 If the primary victim holds Music he selects an additional five unit points. If the primary victim holds Drama and Poetry he selects an additional five unit points. If the primary victim holds Democracy he selects an additional ten unit points. The effects of Music, Drama and Poetry, and Democracy are cumulative.

30.4133 After the primary victim completes his selection, the beneficiary selects an additional 20 unit points belonging to the primary victim to complete the first faction.

30.4134 If the primary victim holds Philosophy, the first faction is automatically comprised of 15 units chosen by the beneficiary, regardless of any other civilization cards held by the primary victim.

30.414 Whatever remains constitutes the second faction. If there is no second faction a Civil War does not take place.

30.415 If the primary victim holds Military, Naval Warfare, or Advanced Military five unit points are removed from each faction per advance to reflect the increased destructiveness of the Civil War. The required units are removed after factions are selected. Each player must, if possible, remove the required units from areas adjacent to the other faction. The effects of Military, Naval Warfare and Advance Military are cumulative.

30.416 The primary victim then decides whether he will continue to play the units of the first or second faction. The primary victim retains his stock, ships, treasury, civilization cards, and position on the A.S.T. The beneficiary annexes whatever the primary victim does not retain by replacing the units involved with his own. If he runs out of units, the remainder is taken over by the next player with the most units in stock, and so on.

30.42 Slave Revolt

30.421 Fifteen tokens belonging to the primary victim may not be used to support his cities. This effect is resolved immediately (check for city support). After the end of the current calamity phase, the tokens again function normally. If the primary victim has less than fifteen tokens on the board, Slave Revolt affects all of these tokens.

30.422 Cities are reduced one at a time, with the newly available tokens being eligible to provide support for the victim's remaining cities. Tokens placed on the board after the resulting reduction of the primary victim's cities may always be used for city support.

30.423 If the primary victim holds Theocracy or Mining an additional five tokens may not be used for city support per advance held. The effects of Theocracy and Mining are cumulative.

30.424 If the primary victim holds Mythology or Enlightenment, an additional five tokens may be used for city support per advance held. The effects of Mythology and Enlightenment are cumulative.

30.43 City in Flames (minor)

30.432 The victim must eliminate one city of his choice.

30.433 The victim may, instead of eliminating the city, pay 10 treasury tokens. If the victim does not have 10 tokens, he must eliminate a city.

30.5 Fifth level calamities

30.51 Flood

30.511 If the primary victim has units on a flood plain (4.42), he loses a maximum of 17 unit points from that flood plain. Cities are vulnerable to flood if they have been built in areas with no city site or a white city site. Cities on black city sites are safe.

30.512 Ten unit points on the same flood plain belonging to one or more secondary victims are also removed. The primary victim divides the ten unit point losses among the secondary victims as he chooses, but the secondary victims themselves choose which units are to be lost. If the number of units on the affected flood plain belonging to other players totals ten unit points or less, all those other players automatically become secondary victims and all their units are eliminated.

30.513 If the primary victim has units on more than one flood plain, the flood occurs on the flood plain containing the greatest number of his unit points. In the event of tie, the primary victim selects the location of the flood.

30.514 If the primary victim has no units in a flood plain, one of his coastal cities is eliminated. The primary victim chooses the city. If the primary victim has no coastal cities, he is unaffected by the flood.

30.515 A player who holds Engineering who has units on a food plain loses a maximum of seven unit points from food, whether as a primary or secondary victim. If a primary victim who holds Engineering has no units on a food plain, one of his coastal cities is reduced rather than eliminated.

30.52 Barbarian Hordes

30.521 The person trading this calamity is the controller of the barbarians. If the calamity was not traded to the victim, the person with the least amount of cities (even if it is the victim) is the controller.

30.522 Initial placement

30.5221 The controller begins with placing fifteen white barbarian tokens on any land bordering a map edge or an area printed with a zero population number containing a city owned by the

victim. If the victim owns no such cities, the controller places the barbarian tokens on any land bordering a map edge or an area printed with a zero population number containing tokens owned by the victim. If the victim does not have cities or tokens bordering the edge of the map or a zero population area, this calamity has no effect.

30.5222 If the primary victim holds Politics or Provincial Empire an additional five barbarian tokens are placed per advance held. The effects of Politics and Provincial Empire are cumulative.

30.5223 If the primary victim holds Monarchy, five less barbarian tokens are placed.

30.5224 Immediately after initial placement, conflict is resolved between the newly placed barbarians and any units, including those of nations other than the primary victim, in the area occupied by the barbarians.

30.523 Continued movement

30.5231 Once conflict arising out of their initial placement is resolved, all surviving barbarians in excess of the population limit of the area of initial placement must move to an adjacent area-containing a victim's city it can destroy chosen by the controller. If the barbarians are unable to destroy a city belonging to the victim the controller may attack any tokens in directly adjacent areas. If unable to attack any tokens directly adjacent they may trace a path back through their own occupied territory to attack another area containing tokens belonging to the primary victim. Conflict is again resolved.

30.5232 Barbarians always move as a unit, other than when they leave tokens in areas they have already occupied. Barbarians may move across water boundaries and zero population areas, but not across open sea areas.

30.5233 This process is repeated until there are no surplus barbarian tokens. At the end of the calamity phase, surviving barbarian tokens may not exceed the population limits of the areas they occupy.

30.5234 The movement of barbarians is governed by the principle that they must always move into an area in which it can destroy a city belonging to the victim. If no cities are directly adjacent any adjacent amount of unit points belonging to the victim must be attacked. If nothing is directly adjacent the force may move anywhere it can trace a path through other barbarian tokens. The barbarian controller has sole authority as to which cities or unit points are attacked provided he follows the above guidelines.

30.5235 If there are no more adjacent areas containing any victim units that can be destroyed (remember that barbarians can trace through their own areas and cross water boundaries) then the victim takes control of all the remaining tokens and may attack whoever he wishes. Once this occurs the victim retains control of the barbarian group for the rest of the calamity.

30.5236 All movement and conflict involving barbarians is completed during the calamity phase, prior to the resolution of any other calamities. Once the barbarians have stopped moving, they remain on the board until eliminated by other players. Barbarians do not increase their population and may not be selected as secondary victims of calamities.

30.524 If barbarians enter an area shared by the victim and other players they will always remove the victim's tokens first. After that, if still faced with a choice, they will remove another player's token at random until they have reached the population limit or are destroyed.

30.525 Barbarian tokens do not benefit from any of the attributes of their controlling player.

30.526 If barbarians eliminate a city, no trade card is drawn from the victim.

30.53 City Riots (minor)

30.531 The victim must reduce one city of his choice.

30.532 The victim must also return five treasury tokens to stock.

30.533 If victim does not have five treasury tokens, all treasury tokens are returned to stock.

30.6 Sixth level calamities

30.61 Cyclone

30.611 A Cyclone will occur in an open-sea area and affect all directly bordering coastal areas. The open-sea zone that will affect the most of the primary victim's cities must be chosen. The primary victim breaks any ties.

30.612 The primary victim must reduce three of his coastal cities exposed to the Cyclone. All other players must each reduce two of their coastal cities exposed to the Cyclone. All ships in coastal areas affected by the Cyclone are returned to stock.

30.613 Any player holding Masonry may reduce one less city.

30.614 Any player holding Calendar may reduce two less cites and may keep two ships.

30.615 Any player (primary or secondary victim) holding Trade Empire must reduce one additional city.

30.62 Epidemic

30.621 The primary victim loses 16 unit points. The primary victim must also order other players to lose 25 unit points of their choice, no more than 10 to any one player. The player who traded Epidemic to the primary victim may not be selected as a secondary victim.

30.622 A nation removing tokens as a result of an Epidemic must leave at least one token in each affected area. Cities that are eliminated by an Epidemic are replaced by at least one token, so cities account for a maximum of four unit points when calculating losses from this calamity.

30.623 If a primary victim of Epidemic holds Medicine or Anatomy, eight less unit points are reduced. If a secondary victim of Epidemic holds Medicine or Anatomy, five less unit points are reduced. The effects of Medicine and Anatomy are cumulative.

30.624 A player who holds Roadbuilding or Trade Empire loses an additional five unit points to Epidemic, both as a primary and a secondary victim. The effects of Roadbuilding and Trade Empire are cumulative.

30.63 Coastal Migration (minor)

30.631 The victim must remove 5 unit points from coastal areas of the victim's choice. These areas may be shared with others.

30.632 If the victim has no coastal areas then no tokens or cities are removed. If less than 5 unit points all the unit points are removed.

30.633 All of the victim's ships are destroyed.

30.7 Seventh level calamities

30.71 Corruption

30.711 Victim must immediately discard 10 or more points worth of commodity cards (face value, not set value) of his choice. These cards are shuffled back into the appropriate decks after the Acquire Civilization Cards phase.

30.712 If the victim holds Coinage five extra points of commodity cards are discarded.

30.713 If the victim holds Law five less points of commodity cards are discarded.

30.714 If the victim does not hold the required amount of points, he must discard his entire hand.

30.72 Civil Disorder

30.721 All but three of the primary victim's cities are reduced. The primary victim chooses which cities are reduced.

30.722 The number of the primary victim's cities reduced is decreased by one for each of the following Civilization cards held: Music, Drama and Poetry, Law and Democracy.

30.723 The number of the primary victim's cities reduced is increased by one for each of the following Civilization cards held: Military, Naval Warfare, Roadbuilding and Advanced Military.

30.73 Tribal Conflict (minor)

30.74 The victim must remove all tokens from two of his areas sharing a common land border. Both areas must contain at least one token and must not contain a city. The victim chooses which two areas will be depopulated.

30.75 No more than five tokens may be removed in this manner. Excess tokens need not be removed.

30.8 Eighth level calamities

30.81 Tyranny

30.811 Players that share a land border with the primary victim are eligible to be the beneficiaries of the Tyranny.

30.812 Of these potential beneficiaries the player with the most unit points in stock is the beneficiary of the Tyranny. This determination is made by counting tokens in stock (one each)

and cities in stock (five each) of these potential beneficiaries. If there is a tie between beneficiaries the primary victim decides who will be the beneficiary between the tied players.

30.813 The beneficiaries must then replace from stock a number of the primary victim's unit points equal to twice the number of cities owned by the primary victim. These unit points must be annexed from areas adjacent to the opposing civilization, with each area being annexed in order and selected by the opposing player. The borders (both water and land) for newly annexed provinces are immediately available to the opposing player for further annexation.

> *Example: Egypt is the victim of Tyranny, and Africa is the beneficiary. Africa therefore gets to annex eight unit points from Egypt since Egypt has four cities in play (4 x 2=8). Africa then selects a region adjacent to his own which holds 3 Egyptian token and replaces those token with his own. With his remaining 5 unit points he selects an area containing a city, which is adjacent to his newly acquired 1 token province, and replaces the city with his own from stock.*

30.812 If the primary victim holds Sculpture, five less unit points are annexed by the beneficiary.

30.813 If the primary victim holds Monarchy or Provincial Empire, five additional unit points are annexed by the beneficiary per advance held. The effects of Monarchy and Provincial Empire are cumulative.

30.814 If the beneficiary does not have enough unit points to make any more annexations the calamity is over. Cities cannot be reduced to allow the opposing player to annex more territories. Though unlikely, this could mean the opposing player is unable to acquire a single area.

30.815 If the victim does not share any land borders with any other civilization then the calamity has no effect.

30.82 Iconoclasm and Heresy

30.821 Four of the primary victim's cities are reduced. The primary victim chooses the cities that are reduced.

30.822 If the primary victim holds Theocracy he may, before beginning to resolve this calamity, immediately sacrifice two commodity cards from his hand of his choice to stop the Iconoclasm and Heresy from happening. These cards are then shuffled back in after all other calamities are resolved. Calamity trade cards held by the player should be put to the side during this selection. If the primary victim does not hold two commodity cards he may not use this ability and the Iconoclasm and Heresy must be resolved.

30.823 The number of cities the primary or secondary victim must reduce is decreased by one if the Philosophy civilization card is held.

30.824 The number of cities the primary or secondary victim must reduce is decreased by three if the Theology civilization card is held.

30.825 The number of cities the primary victim must reduce is increased by one if Monotheism is held.

30.826 The primary victim must also order the reduction of a total of two cities belonging to other players. The player who traded Iconoclasm and Heresy to the primary victim may not be selected as a secondary victim.

30.83 Minor Uprising (minor)

30.831 At least one unit point per city owned by the victim must be removed (cities or tokens). The victim chooses where these come from.

30.832 These unit points may be paid for either partially or wholly by moving two treasury tokens per unit point from treasury to stock.

30.9 Ninth level calamities

30.91 Regression

30.911 The victim immediately moves his AST marker backward. It may be moved forward normally during the AST Movement Phase (provided he meets the requirements).

30.912 The number of spaces a primary victim of Regression must retreat is increased by one if the primary victim holds Fundamentalism.

30.913 The number of spaces a primary victim of Regression must retreat is reduced by one if the primary victim holds Library.

30.914 If the victim does not have any cities Regression has no effect.

30.92 Piracy

30.921 The primary victim loses two coastal cities. The player trading the card selects the cities. These cities are replaced by two white pirate cities.

30.922 Two coastal cities belonging to two other players are similarly replaced by pirate cities, even if the primary victim had fewer than two coastal cities and was thus not himself fully affected. The primary victim selects these cities. The secondary victims may each lose only one city. The player who traded Piracy to the primary victim may not be selected as a secondary victim.

30.923 If the primary or secondary victim holds Cartography one extra coastal city is replaced with a pirate city.

30.924 Pirate cities do not require city support, and remain on the board until attacked and destroyed. When a pirate city is attacked, it is replaced by unused tokens solely for the purpose of resolving combat. After combat is resolved, any surviving pirate tokens are eliminated. When a pirate city is destroyed, the attacker may pillage the city.

30.93 Banditry (minor)

30.931 The victim must give one commodity card of his choice to the player who traded him this calamity. If that player already has eight cards he may still accept the card.

30.932 If no one traded this calamity to the victim he must discard one commodity card of his choice.

31. SPECIAL ABILITIES PHASE

31.1 Each player that is capable may now resolves any Special Abilities (conversion, annexation, destruction, etc) granted by any Civilization card they own.

31.2 These abilities are resolved in AST order. There is no limit to the amount of Special abilities that can be resolved by any one Player except as described on each Civilization card. Each player may resolve these abilities in any order they choose, although they must all be resolved before the next player on the AST chart resolves theirs.

32.3 A player need not use any special ability they posses.

32.4 After resolving calamities and using any special abilities, repeat step 26 (check for city support).

32. ACQUISITION OF CIVILIZATION CARDS

32.1 Each player has the option of acquiring one or more civilization cards by turning in commodity cards and treasury tokens and applying credits from previously purchased civilization cards. The value of each civilization card is printed in large type at the bottom center of the civilization card.

32.12 Civilization cards are acquired in A.S.T. order. This allows certain players to see that civilization cards other players are acquiring before deciding on their own acquisitions. Because there is no limit to the number of each type of civilization card, it often may be possible to waive this rule so that all players acquire civilization cards simultaneously.

32.2 The purchase cost of civilization cards must be met by a combination of the following:

32.3 Commodity Cards

32.31 The value of commodity card sets when acquiring civilization cards is calculated as set out in 28.51.

32.4 Tokens

32.41 Tokens from treasury may be used to acquire civilization cards, but a player may not intentionally spend more treasury tokens than required.

32.42 For players that hold Mining treasury tokens are worth 2 points when spending them to directly purchase Civilization cards.

32.5 Credits

32.51 All civilization cards provide credit tokens which, when shown upon purchase, gives discount on advances belonging to the appropriate field of study. Multi-colored tokens gives discount on all advances. Some civilization cards also provide a one time direct bonus that applies to one specific civilization card.

32.52 A player may at any time exchange two or more credit tokens of one color to one or more credit token of the same color with the same total face value.

32.521 If a player owns credit tokens of all five colors, he may exchange them for multi colored tokens. To do so you must give the bank the same face value of all five colors, and will in return get multi colored credits with that face value.

> *Example: A player has one Craft-20, one Science-10, two Science-5, two Art-10, one Civic-20 and one Religion-20. He may now exchange all of them for one Multi-20.*

32.53 A summary of credits is printed on the Civilization Advances Credits Quick Chart. This chart contains no new information, but is a handy summary of the information found below and on the cards themselves.

32.54 Credits tokens and direct discounts may not be used in the same turn in that they are acquired. A player must wait until the next turn to use credit tokens and direct discounts from newly acquired civilization cards. The simplest way to enforce this rule is for players who purchase more than one civilization card to collect them at the same time.

32.55 A credit from a civilization card that is already owned by a player may be applied towards the purchase of more than one additional civilization card, but the credit may only be applied once to each new card. For example, a player holding Astronomy, that gives a 10 point credit towards all other sciences, may apply the 10 point credit to the purchase of both Coinage and Medicine in the same turn, but the credit from Astronomy may only be applied once to each new card.

32.56 Some Civilization cards belong to two fields of study. These are printed with both colors at the top of the card. These cards receive discount from the tokens for one, but not both the colors. The color giving the largest bonus is used. Multi-colored tokens are of course used independent of what color are giving the largest bonus. The same goes for specific bonuses.

32.57 A player must use a credit if it applies to a civilization card he is purchasing. He cannot choose to ignore the credit in order to spend treasury tokens.

32.58 If a player has sufficient credits to acquire a civilization card without any expenditure of commodity cards or treasury tokens, he may acquire that civilization card at no cost.

32.59 No "change" is given if the value of commodity cards and credits exceeds the value of the civilization cards being purchased. Any excess is lost.

> *Example: A player has 25 Art credit tokens, six trade cards (three Grain, two Papyrus, and one Hides), and ten tokens in treasury. He wishes to acquire the Music card (value 80). He shows his 25 Art credit tokens; the trade cards have a value of 45 (36 for the Grain, eight for the Papyrus and one for the Hide); and the treasury holds ten tokens. The total value is 80 points (25 in credits + 45 in trade cards + 10 in treasury) - just enough to acquire Music.*

32.6 Restrictions

32.61 A player may acquire one, and only one, of each of the civilization cards. A player may not hold more than one of each type of civilization card.

32.62 Once acquired, civilization cards may not be discarded or traded.

32.63 Player held civilization cards are available for others to view at all times and are not kept secret.

32.7 Returning Excess Commodity Cards

32.71 After completing purchases of civilization cards, players may retain up to eight commodity cards in their hands for the next turn (nine if they hold Trade Routes). Players may not conceal the number of commodity cards they retain. Any excess commodity cards of the player's choice must be surrendered, displayed, shuffled together with commodity cards used to acquire civilization cards and with calamities that took place in the same turn, then placed, face down, at the bottom of the appropriate trade card stack.

32.8 Restacking Returned Trade Cards

32.81 Once all players have acquired civilization cards, all commodity cards used for that purpose, excess commodity cards and any tradable calamity cards that were drawn in that turn are shuffled together and placed, face down, at the bottom of the appropriate trade card stack.

32.82 Any non-tradable calamity cards that were drawn that turn are then placed at the bottom of the appropriate trade card stack.

32.83 In the case of a 16-18 player game shared commodities are put in the same stack as they were drawn from, as indicated on the card.

33. CIVILIZATION CARD ATTRIBUTES

33.1 The groups, cost, attributes and credits associated with the various civilization cards are described below. Details of how civilization cards affect calamities are found in the rules relating to the calamity. The credit tokens given by each civilization card towards the purchase of additional civilization cards are also set out in the Civilization Card Credit Table.

33.02 Crafts

33.021 Cloth Making (Craft – 50)

33.0211 Ships may move an extra area during movement.

33.0212 Provides 10 Craft Credits and 5 Art Credits. Provides 10 extra credits to Naval Warfare.

33.022 Masonry (Craft – 60)

33.0221 Reduces the effects of Cyclone (30.613)

33.0222 Provides 10 Craft Credits and 5 Science Credits. Provides 10 extra credits to Engineering.

33.023 Pottery (Craft – 60)

33.0231 Pottery reduces the effects of Famine (30.312).

33.0232 Provides 10 Craft Credits and 5 Art Credits. Provides 10 extra credits to Agriculture.

33.024 Metalworking (Craft – 90)

33.0241 In conflicts, a player with metalworking always remove his token after all other players without metalworking have removed theirs, even though the other player(s) may have larger forces. Among players who hold Metalworking there is no effect.

33.0242 Provides 10 Craft Credits and 5 Science Credits. Provides 10 extra credits to Military.

33.025 Agriculture (Craft – 120)

33.0251 The population limit in areas occupied solely by tokens belonging to a player who holds Agriculture is increased by one. Thus an area that normally has a population limit of two can support three tokens. This effect increases the number of tokens substituted for reduced cities by one, but does not apply during conflicts or in areas that contain tokens belonging to other nations.

33.0252 Agriculture does not work during a Famine (30.324).

33.0253 Provides 10 Craft Credits and 5 Science Credits. Provides 20 extra credits to Democracy.

33.026 Trade Routes (Craft – 180)

33.0261 The player holding Trade Routes has the limit of commodity cards that he can carry over each turn raised by 1.

33.0262 Holder may exchange commodity cards for treasury tokens. For every face-value point on a trade card he may flip over twice as many treasury tokens. This can be done at any point in the game except when acquiring civilization advances.

33.0263 Provides 10 Craft Credits and 5 Religion Credits. Provides 20 extra credits to Trade Empire.

33.027 Roadbuilding (Craft – 220)

33.0271 Players who hold Roadbuilding may move their tokens through one land area into a second land area in the same movement phase. The first area entered may not contain units belonging to another player, barbarians or a pirate city. Roadbuilding may not be used to move tokens through a land area and then on board a ship.

33.0272 Roadbuilding aggravates the effects of Epidemic (30.624) and Civil Disorder (30.723).

33.0273 Provides 10 Craft Credits and 5 Science Credits.

33.028 Mining (Craft – 230)

33.0281 Mining allows a person to purchase trade cards from the 6th stack at a cost of 13 treasury tokens.

33.0282 Treasury tokens are now worth 2 points when spending them to directly purchase Civilization cards.

33.0282 Mining aggravates the effects of a Slave Revolt (30.423).

33.0283 Provides 10 Craft Credits and 5 Science Credits.

33.029 Trade Empire (Craft – 270)

33.0291 After the calamity phase, during the Special Abilities Phase players who hold Trade Empire may pick any opponent who does not hold Trade Empire or Wonder of the World and ask for a specific commodity card. If the player has this commodity card he must give it to the player.

33.0292 If the player does not have this commodity the player holding Trade Empires may repeat the above step (33.0291) twice more asking for the same commodity from a different player each time. Once the commodity is acquired or after he has asked three players he may not use this ability again this turn.

33.0294 Aggravates the effects of Epidemic (30.624) and Cyclone (30.615).

33.0295 Provides 10 Craft Credits and 5 Civic Credits.

33.03 Crafts/Sciences

33.031 Engineering (Craft/Science – 160)

33.0311 Players who hold Engineering require only six tokens to attack a city. The defending city is replaced by five tokens. Eight tokens are required to attack a city belonging to a player who holds Engineering. The city is replaced by seven tokens. If both the attacker and defender hold Engineering, the effects of Engineering cancel.

33.0312 Engineering reduces the effects of Earthquake (30.214) and Flood (30.515).

33.0313 Provides 5 Craft Credits and 5 Science Credits. Provides 20 extra credits to Roadbuilding.

33.04 Crafts/Arts

33.041 Wonder of the World (Craft/Art – 280)

33.0411 You may immediately acquire 20 credit tokens in any combination of colors. These cannot be used until next turn.

33.0412 Nullifies the effects of Trade Empire.

33.0413 Provides 5 Craft Credits and 5 Art Credits.

33.05 Crafts/Religions

33.05 Monument (Craft/Religion – 180)

33.051 You may immediately acquire 10 credit tokens in any combination of colors. These cannot be used until next turn.

33.052 Provides 5 Craft Credits and 5 Religion Credits. Provides 20 extra credits to Wonder of the World.

33.06 Sciences

33.061 Empiricism (Science – 60)

33.0611 Provides 5 Craft Credits, 10 Science Credits, 5 Art Credits, 5 Civic Credits and 5 Religion Credits. Provides 10 extra credits to Medicine.

33.062 Astronomy (Science – 80)

33.0621 Ships belonging to a player who holds Astronomy may cross open seas.

33.0621 Provides 10 Science Credits and 5 Religion Credits. Provides 10 extra credits to Calendar.

33.063 Coinage (Science – 90)

33.0631 Players who hold Coinage may vary their taxation rate by increasing it by one token per city or decreasing it by one token per city. The same tax must be levied on each city in a given round. A taxation rate may be set that causes the revolt of some cities.

33.0632 Coinage aggravates the effects of Corruption (30.712)

33.0633 Provides 10 Science Credits and 5 Civic Credits. Provides 10 extra credits to Trade Routes.

33.064 Medicine (Science – 140)

33.0641 Medicine reduces the effect of Epidemic (30.623).

33.0642 Provides 10 Science Credits and 5 Civic Credits. Provides 20 extra credits to Anatomy.

33.065 Cartography (Science – 160)

33.0651 Cartography allows a person to purchase trade cards from the 7th stack at a cost of 15 treasury tokens.

33.0652 Cartography allows a person to purchase trade cards from the 2nd stack at a cost of 7 treasury tokens.

33.0653 Aggravates the effects of Piracy (30.923).

33.0654 Provides 10 Science Credits and 5 Art Credits. Provides 20 extra credits to Library.

33.066 Calendar (Science – 180)

33.0661 Reduces the effects of Cyclone (30.614) and Famine (30.323).

33.0662 Provides 10 Science Credits and 5 Civic Credits. Provides 20 extra credits to Public Works.

33.067 Library (Science – 220)

33.0671 Library discounts the cost of any one other Civilization Card by 50, provided that the card is purchased simultaneously with Library

33.0672 Library reduces the effects of Regression (30.913).

33.0673 In addition to (33.0671) Provides 10 Science Credits and 5 Art Credits.

33.068 Anatomy (Science – 270)

33.0681 The holder of Anatomy automatically acquires all science (and dual-science) cards that cost less than 100 points.

33.0682 Reduces the effects of Epidemic (30.623).

33.0683 Provides 10 Science Credits and 5 Craft Credits.

33.07 Sciences/Arts

33.071 Mathematics (Science/Art – 240)

33.0711 Provides 10 Craft Credits, 10 Science Credits, 10 Civic Credits, 10 Art Credits and 10 Religion Credits.

33.08 Sciences/Civics

33.081 Written Record (Science/Civic) – 60)

33.0811 You may immediately acquire 5 credit tokens of any color. These cannot be used until the next turn.

33.0812 Provides 5 Science Credits, and 5 Civic Credits. Provides 10 extra credits to Cartography.

33.09 Sciences/Religions

33.091 Philosophy (Science/Religion – 240)

33.0911 A player who holds Philosophy is immune to the effects of Fundamentalism.

33.0912 Philosophy modifies the effects of Civil War (30.4134).

33.0913 Philosophy reduces the effects of Iconoclasm and Heresy (30.823).

33.0914 Provides 5 Science Credits, and 5 Religion Credits.

33.10 Arts

33.101 Sculpture (Art – 50)

33.1011 Sculpture reduces the effects of Tyranny (30.812).

33.1012 Provides 10 Art Credits and 5 Civic Credits. Provides 10 extra credits to Architecture.

33.102 Drama and Poetry (Art – 80)

33.1021 Drama and Poetry reduce the effects of Civil War (30.4132) and Civil Disorder (30.722).

33.1022 Provides 10 Art Credits and 5 Religion Credits. Provides 10 extra credits to Rhetoric.

33.103 Music (Art – 80)

33.1031 Music reduces the effects of Civil War (30.4132) and Civil Disorder (30.722).

33.1032 Provides 10 Art Credits and 5 Religion Credits. Provides 10 extra credits to Enlightenment.

33.104 Rhetoric (Art – 130)

33.1041 Rhetoric allows a person to purchase trade cards from the 3rd stack at a cost of 9 treasury tokens.

33.1042 Provides 10 Art Credits and 5 Civic Credits. Provides 20 extra credits to Politics.

33.105 Architecture (Art – 140)

33.1051 Players who hold Architecture may use tokens from their treasury to assist in the building of one city each turn. At least half of the tokens used must consist of on-board tokens, but the remainder may consist of tokens taken from treasury. Architecture may not be used to construct cities in areas that contain tokens belonging to another player or barbarians.

33.1052 Provides 10 Art Credits and 5 Science Credits. Provides 20 extra credits to Mining.

33.106 Diplomacy (Art – 180)

33.1061 When a city is destroyed and the defending player has Diplomacy an opponent must have Military or Diplomacy in order to steal a random trade card from him. Opponents may, however, still pillage the city for 3 treasury tokens.

33.1063 Diplomacy aggravates the effects of Treachery (30.223)

33.1064 Provides 10 Art Credits and 5 Civic Credits. Provides 20 extra credits to Provincial Empire.

33.107 Politics (Art – 220)

33.1071 During the Special Abilities Phase (31), a player holding Politics may annex all occupants of any one area adjacent by land or sea boundary to an area containing his own units by replacing the units with tokens from his treasury. An area containing a city may be annexed in

this manner, with the aggressor replacing the city with one from his stock while transferring five treasury tokens to stock.

33.1072 If the player holding Politics does not have sufficient units in treasury or cities in stock to replace all the units in a target area, he may not annex that area. The area must be adjacent by land or water to an area containing the player's own units, and may not be occupied by units belonging to another player who has Politics or Cultural Ascendancy. Barbarian tokens and pirate cities may not be annexed by Politics.

33.1073 Instead of annexing territory a player may instead, during the Special Abilities phase, transfer up to 5 tokens from stock to his treasury.

33.1074 Aggravates the effects of Barbarian Hordes (30.5222).

33.1075 Provides 10 Art Credits and 5 Religion Credits.

33.108 Cultural Ascendancy (Art – 280)

33.1081 Players may not attack any of your cities without holding either Cultural Ascendancy or Advanced Military.

33.1082 A player who holds Cultural Ascendancy is not affected by Politics.

33.1083 During the Check for City Support Phase each of your cities now requires one additional token for support.

33.1084 Provides 10 Art Credits and 5 Religion Credits.

33.11 Arts/Civics

33.111 Literacy (Art/Civic - 110)

33.1111 Provides 5 Craft Credits, 5 Science Credits, 10 Art Credits, 10 Civic Credits and 5 Religion Credits. Provides 20 extra credits to Mathematics.

33.12 Arts/Religions

33.121 Mysticism (Art/Religion - 50)

33.1211 Mysticism reduces the effects of Superstition (30.332).

33.1212 Provides 5 Art Credits and 5 Religion Credits. Provides 10 extra credits to Monument.

33.13 Civics

33.131 Urbanism (Civic – 50)

33.1311 When building a wilderness city a player may now use up to four tokens residing in areas that share a land border with the area in which the city is to be built. These tokes are returned to stock.

33.1312 Aggravates the effects of Earthquake/Volcano (30.213)

33.1313 Provides 10 Civic Credits and 5 Science Credits. Provides 10 extra credits to Diplomacy.

33.132 Monarchy (Civic – 60)

33.131 Players who hold Monarchy may increase their taxation rate by 1 token per city.

33.132 Monarchy aggravates the effects of Tyranny (30.813)

33.133 Monarchy reduces the effects of Barbarian Hordes (30.5223)

33.134 Provides 10 Civic Credits and 5 Religion Credits. Provides 10 extra credits to Law.

33.133 Military (Civic – 150)

33.1331 Players who hold Military always move after players who do not hold Military or Advanced Military. The order of movement as between those players who hold Military is determined normally, according to census order. Military has a similar effect on the order of ship construction.

33.1332 A player who holds Military is immune to the effects of Diplomacy.

33.1333 Military aggravates the effects of Civil War (30.415) and Civil Disorder (30.723).

33.1334 Provides 10 Civic Credits and 5 Craft Credits. Provides 20 extra credits to Advanced Military.

33.134 Law (Civic – 170)

33.1341 Law reduces the effects of Civil Disorder (30.722) and Corruption (30.713).

33.1342 Provides 10 Civic Credits and 5 Religion Credits. Provides 20 extra credits to Cultural Ascendancy.

33.135 Naval Warfare (Civic – 180)

33.1351 If a player is debarking from a ship onto another player's city (i.e. attacking it) half (round up) of the tokens debarking are instead returned to stock if only the city owner holds Naval Warfare AND has a ship in the same coastal area as the debarking enemy ship. If both players hold Naval Warfare it has no effect. Naval Warfare has no effect when attacking tokens directly via sea.

33.1355 Naval Warfare aggravates the effects of Civil Disorder (30.723) and Civil War (30.415).

33.1356 Provides 10 Civic Credits and 5 Craft Credits. Provides 20 extra credits to Diaspora.

33.136 Democracy (Civic – 220)

33.1361 A player who holds Democracy is immune to Tax Revolts.

33.1363 Democracy reduces the effects of Civil War (30.4132) and Civil Disorder (30.722).

33.1364 Provides 10 Civic Credits and 5 Art Credits.

33.137 Public Works (Civic – 230)

33.1371 Areas with cities may now support one extra token. This token may be included in defense and may count as city support. It may also count as a separate unit point for calamities. Tokens on cities do not multiply during population expansion.

33.1372 All cities now cost one more token to construct, but still count as 5 unit points.

33.1373 Nullifies the effects of Provincial Empire.

33.1372 Provides 10 Civic Credits and 5 Craft Credits.

33.138 Advanced Military (Civic – 260)

33.1381 Players who hold Advanced Military always move after players who do not hold Advanced Military. The order of movement as between those players who hold Advanced Military is determined normally, according to census order. Advanced Military has a similar effect on the order of ship construction.

33.1382 In conflicts a player with Advanced Military may, instead of removing tokens from the conflict area, remove his tokens from adjacent areas that share a land boarder with the conflict area. The order of tokens that must be removed is unchanged. Among two or more players who hold Advanced Military this ability cannot be used.

33.1383 Advanced Military aggravates the effects of Civil War (30.415) and Civil Disorder (30.723).

33.1384 Provides 10 Civic Credits and 5 Science Credits.

33.139 Provincial Empire (Civic – 270)

33.1391 After the calamity phase, during the Special Abilities Phase all players holding Provincial Empire collect one Commodity card (opponent's choice) from each empire with which he shares a land or coastal border, unless that player holds Provincial Empire or Public Works. The maximum amount of cards (total) that can be collected this way is 5.

33.1392 Provincial Empire aggravates the effects of Barbarian Hordes (30.5222) and Tyranny (30.813).

33.1393 Provides 10 Civic Credits and 5 Religion Credits.

33.14 Civics/Religions

33.141 Theocracy (Civic/Religion – 80)

33.142 Theocracy allows a player to sacrifice two commodity cards of his choice to completely nullify Iconoclasm and Heresy (30.822).

33.143 Theocracy aggravates the effects of Slave Revolt (30.423).

33.144 Provides 5 Civic Credits and 5 Religion Credits. Provides 10 extra credits to Universal Doctrine.

33.15 Religions

33.151 Mythology (Religion – 60)

33.1511 Mythology reduces the effects of Slave Revolt (30.424)

33.1512 Provides 10 Religion Credits and 5 Art Credits. Provides 10 extra credits to Literacy.

33.152 Deism (Religion – 80)

33.1521 Deism reduces the effects of Superstition (30.332).

33.1522 Provides 10 Religion Credits and 5 Craft Credits. Provides 10 extra credits to Fundamentalism.

33.153 Fundamentalism (Religion – 150)

33.1531 After the calamity phase, during the Special Abilities Phase, a player holding Fundamentalism may destroy the occupants of any one area adjacent by land to an area containing his own units by removing all of the opponent's tokens and cities.

33.1532 The area must be adjacent by a land to an area containing the player's own units, and may not be occupied by units belonging to another player who has Fundamentalism or Philosophy. Barbarian tokens and pirate cities may not be destroyed by Fundamentalism.

33.1533 Fundamentalism aggravates the effects of Regression (30.912).

33.1534 Provides 10 Religion Credits and 5 Art Credits. Provides 20 extra credits to Monotheism.

33.154 Enlightenment (Religion – 160)

33.1541 Enlightenment reduces the effects of Superstition (30.332) and Slave Revolt (30.424).

33.1543 Provides 10 Religion Credits and 5 Craft Credits. Provides 20 extra credits to Philosophy.

33.155 Universal Doctrine (Religion – 160)

33.1551 After the calamity phase, during the Special Abilities Phase, a player holding Universal Doctrine may convert 5 unit points of barbarian tokens or pirate cities on the map and replace them with his own units provided he can trace a path (however long) from one of his own regions to the destination region (either by sea or land). When tracing this path the player must have the Astronomy in order to trace over open seas and may not trace over areas containing enemy tokens.

33.1552 If the player holding Universal Doctrine does not have sufficient units in stock to replace units, he may not convert them. He does not need to be able to convert all of the tokens in an area to use this power (e.g. He may covert 2 out of the 4 barbarian tokens in an area).

33.1553 Universal Doctrine aggravates the effects of Superstition (30.333).

33.1554 Provides 10 Religion Credits and 5 Civic Credits. Provides 20 extra credits to Theology

33.156 Monotheism (Religion – 230)

33.1561 After the calamity phase, during the Special Abilities Phase, a player holding Monotheism may convert the occupants of any one area adjacent by land to an area containing his own units by replacing the units in that area with his own units. An area containing either a city or one or more tokens may be taken over in this manner, being replaced by a city or tokens, respectively.

33.1562 If the player holding Monotheism does not have sufficient units in stock to replace units in a target area, he may not convert that area. The area must be adjacent by land to an area containing the player's own units, and may not be occupied by units belonging to another player who also has Monotheism or Theology. Barbarian tokens and pirate cities may not be converted by Monotheism.

33.1563 Monotheism aggravates the effects of Iconoclasm and Heresy (30.825).

33.1564 Provides 10 Religion Credits and 5 Civic Credits.

33.157 Theology (Religion – 250)

33.1571 Theology reduces the effects of Iconoclasm and Heresy (30.824).

33.1572 A player who holds Theology is not affected by Monotheism.

33.1573 Provides 10 Religion Credits and 5 Science Credits.

33.158 Diaspora (Religion – 270)

33.1581 After the calamity phase, during the Special Abilities Phase, a player holding Diaspora may place up to 5 unit points of tokens/cities on any completely empty area on the map provided he could trace a path (however long) from one of his own regions to the destination region (either by sea or land). A city counts as 5 unit points. When tracing this path the player must have the Astronomy in order to trace over open seas and may not trace over areas containing enemy tokens.

33.1583 The player holding Diaspora has the total number of commodity cards that he can carry over each turn lowered by 1.

33.1584 Provides 10 Religion Credits and 5 Art Credits.

34. MOVEMENT OF MARKERS ON THE A.S.T.

34.1 At the end of each turn, each player's marker is moved one space to the right along the A.S.T. In some situations, a marker may not move forward or may even be moved backward one space.

34.11 A player's marker may not enter a new epoch unless the epoch entry requirements are met.

34.2 Epoch Entry Requirements:

34.21 Stone Age - none.

34.22 Early Bronze Age - two cities in play.

34.23 Late Bronze Age - three cities in play and ownership of 3 civilization cards.

34.24 Early Iron Age - four cities in play and ownership of at least 3 civilization cards each with a face value of at least 100.

34.25 Late Iron Age - five cities in play and ownership of at least 3 civilization cards each with a face value of at least 200.

34.3 Frozen AST Marker Situations:

34.31 If a player has fewer cities in play than the number required to enter an epoch, his marker is frozen on the A.S.T. and may not advance further in that epoch until he has again constructed the required number of cities. This determination is made at the time markers are moved along the A.S.T.

34.4 Backward AST Marker Movement Situations:

34.41 If a player ends a round with no cities in play, his marker moves backwards on the A.S.T. at the rate of one space per turn, unless that player is in the Stone Age, which has no city requirement.

34.42 When a player resolves the calamity "Regression" he immediately pushes himself down one space on the AST.

VI. WINNING THE GAME

35. THE END OF THE GAME

35.1 The game ends when either of the following conditions is met:

    A. At least one player moves his marker onto a finish square on the A.S.T. The move into the finish square counts as the last step along the A.S.T. The player who first reaches a finish square on the A.S.T. does not necessarily win the game.
    B. A predetermined time limit is reached.

35.2 Because of the length of time required to move to the end of the A.S.T., games will often end when a time limit is reached. In the interest of fairness, this time limit should be set before the game starts. Players must complete the final turn before determining the winner.

36. VICTORY DETERMINATION

36.1 The values of all the Civilization card types should be added together (remember some Civilization cards count as two types). The winner is determined by adding the value of the following:

    A. All Civilization cards (the total face value).
    B. Commodity cards (the total value of sets).
    C. Treasury (the number of tokens in Treasury).
    D. A.S.T. position (100 points for each space).
    E. Cities (50 points for each city on the board).
    F. Civilization cards corresponding to the least held color category. (50 points for each card)

> *Example: If a player had 5 Crafts, 4 Arts, 8 Civics and 7 Sciences and 9 Religions – that player would score the 4 Arts (200 points) since that is the color in which he has the least amount of cards. Remember that multi-colored cards count as two separate cards for this scoring.*

36.3 The player with the highest point value is the winner. This will not necessarily be the player with the most valuable civilization cards or the player who is furthest along the A.S.T., although both are an important source of points. If two or more players have the same number of points, ties are broken by AST order.