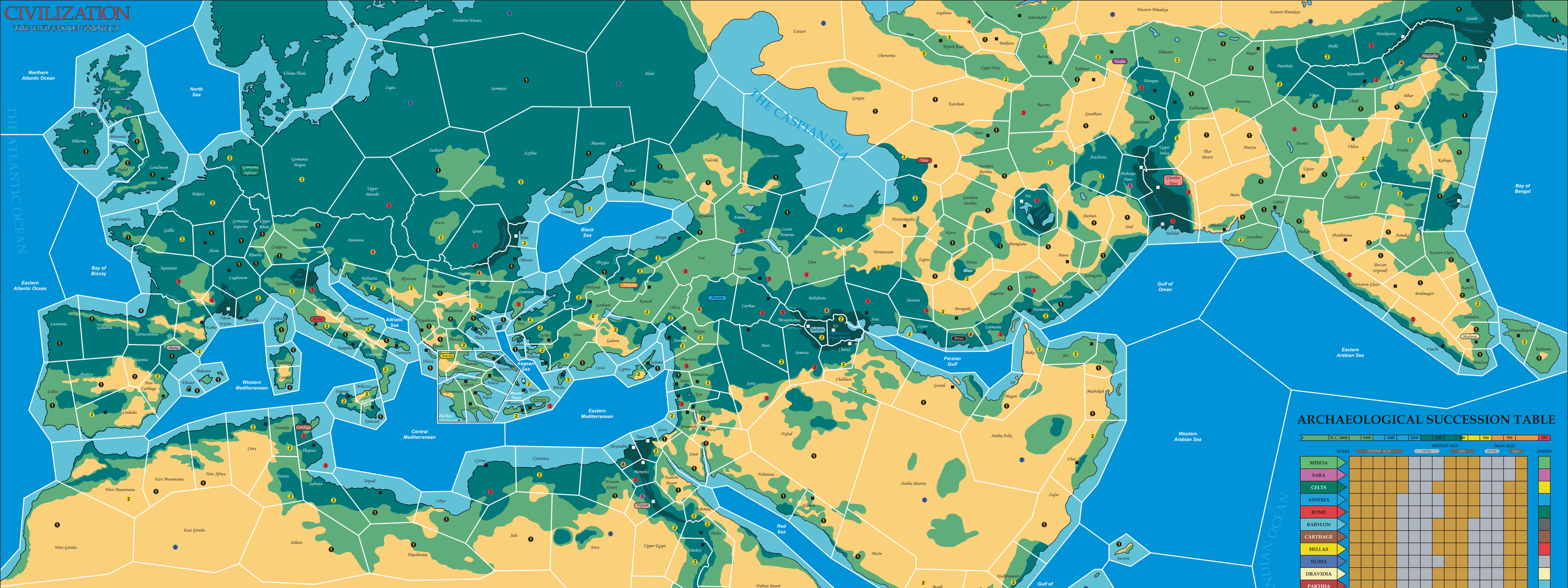
CIVILIZATION

THE EXPANSION PROJECT



TRADE CARD STACKS & CENSUS

The West

CRETE
ILVIRIA
ETRURIA
TORACA
CARTHAGE
ROME
IBERIA
HAITI
EGYPT

1 OCHRE, CLAY & BONE	2 IRON, PAPYRUS & WAX	3 FISH, FRUIT & CERAMICS
	TREACHERY / SUPERSTITION	SUPERSTITION / TREACHERY
4 WOOL, OIL & GRAIN	5 WINE, TEXTILES & GLASS	6 TIN, COPPER & LEAD
SLAVE REVOLT / SLAVE REVOLT	BARBARIAN HORDES / BARBARIAN HORDES	EPIDEMIC / EPIDEMIC
7 RESIN, INCENSE & HERBS	8 MARBLE, GEMS & OBSIDIAN	9 GOLD, IVORY & AMBER
CIVIL DISORDER / CIVIL DISORDER	ICONOCLASM AND HERESY / ICONOCLASM AND HERESY	PIRACY / PIRACY

Census

49	50	51	52	53	54	55
42	43	44	45	46	47	48
35	36	37	38	39	40	41
28	29	30	31	32	33	34
21	22	23	24	25	26	27
14	15	16	17	18	19	20
7	8	9	10	11	12	13
	1	2	3	4	5	6

The East

ARABIA
CHORASMIA
HATTI
BABYLON
MAURYA
KUSHAN
NUBIA
INDUS
PERSIA

1 HIDES, FLAX & BONE	2 STONE, FURS & WAX	3 SALT, TIMBER & CERAMICS
	TREACHERY / TREACHERY	SUPERSTITION / SUPERSTITION
4 COTTON, SUGAR & GRAIN	5 LIVESTOCK, LACQUER & GLASS	6 BRONZE, SILVER & LEAD
SLAVE REVOLT / SLAVE REVOLT	BARBARIAN HORDES / BARBARIAN HORDES	EPIDEMIC / EPIDEMIC
7 SPICES, JADE & HERBS	8 DYE, TEA & OBSIDIAN	9 SILK, PEARL & AMBER
CIVIL DISORDER / CIVIL DISORDER	ICONOCLASM AND HERESY / ICONOCLASM AND HERESY	PIRACY / PIRACY

ARCHAEOLOGICAL SUCCESSION TABLE

B. C. 8000 | 5000 | 3000 | 2000 | 1200 | 700 | 500 | 350 | 250

START — STONE AGE — BRONZE AGE (early, late) — IRON AGE (early, late) — FINISH

MINOA
SABA
CELTS
ASSYRIA
ROME
BABYLON
CARTHAGE
HELLAS
NUBIA
DRAVIDIA
PARTHIA
MAURYA
PERSIA
HATTI
IBERIA
INDUS
KUSHAN
EGYPT

EPOCH ENTRY REQUIREMENTS: *cities* / *civilization cards*

2 cities | 3 cities, 3 cards | 4 cities, 3 cards ≥ 100 | 5 cities, 3 cards ≥ 200

VICTORY POINTS: 100 200 300 400 500 600 700 800 900 1000 1100 1200 1300 1400 1500 1600