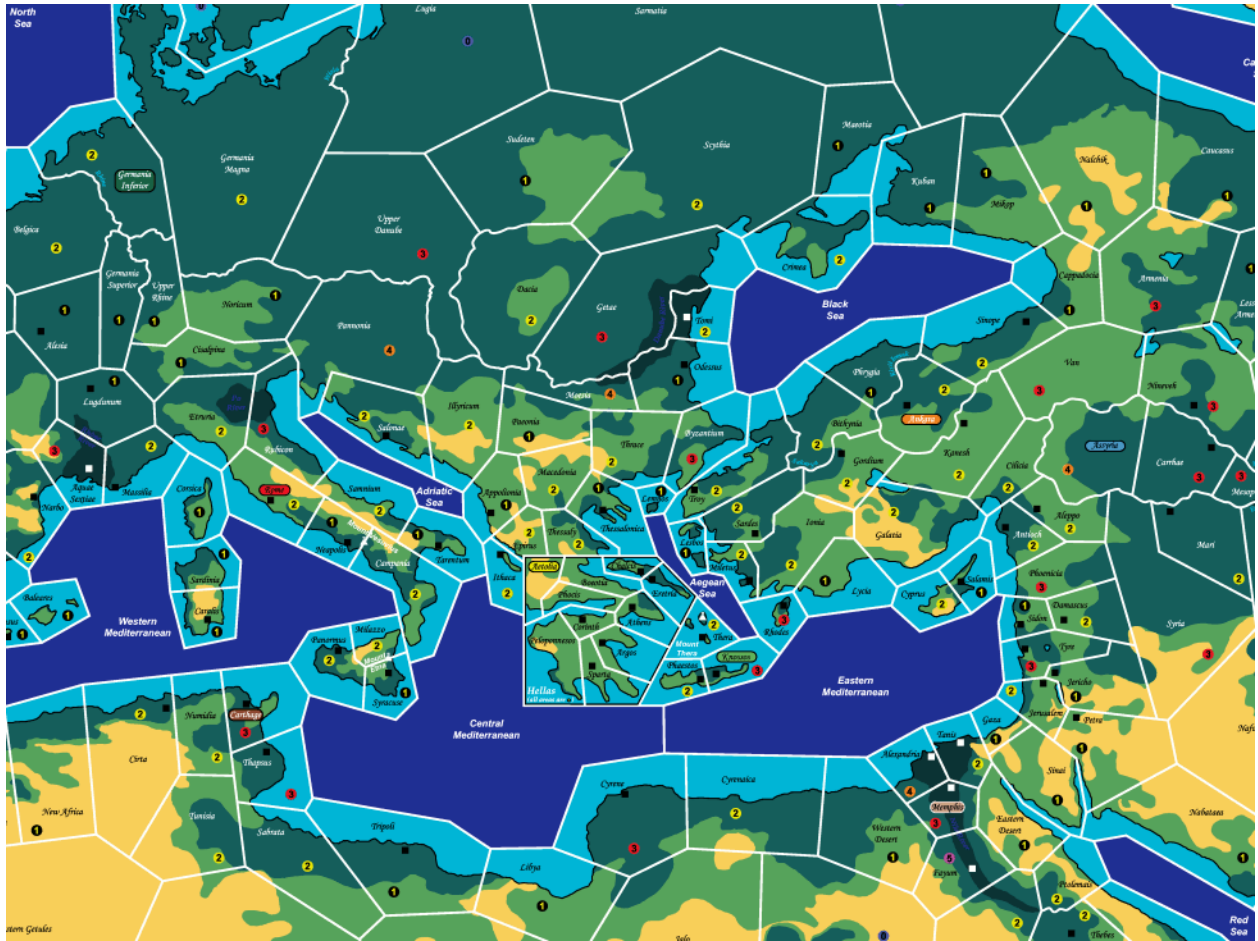# CIVILIZATION: The Expansion Project

Core Rulebook

**Version 2.09
(2007-04-26)**

OVERVIEW

INTRODUCTION

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 civilization over a mapboard that stretches from the Mediterranean Sea to India as they attempt to carve a niche for themselves and their culture.

Although battles and territorial strategy are important, CIVILIZATION: The Expansion Project is not a war game because it is not won by battle or conquest. Instead, the objective 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 every civilization. The player who most effectively balances these various outlooks will achieve the best balance and win the game.

A full game of CIVILIZATION: The Expansion Project can take from ten to eighteen hours to complete. When this much time is not available, players should play to a fixed time limit (see 30.1 B, below), possibly in combination with one of the options for playing a shorter game found in the Optional Rulebook. Some scenarios from the Scenario Handbook may also require less time.

DESCRIPTION OF PLAY

The objective of CIVILIZATION: The Expansion Project is to acquire the greatest number of victory points (31). The winner will not necessarily be the first player to reach the end of the Archaeological Succession Table (A.S.T.) or the player with the greatest number of civilization cards, 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.

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

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.

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

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.

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.

Cities are thus essential to provide the wealth needed to advance a civilization, but others with a more energetic outlook will surpass a civilization 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 civilizations.

Wealth from trade can be utilized to advance various aspects of a 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 Table and win. The speed and efficiency with which a civilization 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, Diplomacy (with a cost of 180) can get a discount of 60 points with the possession of Sculpture, Drama & Poetry, Music, Rhetoric, Architecture, and Literacy.

I. GAME COMPONENTS

1. COMPONENTS

1.1 The game consists of the following components:

    A. The mapboard covering the Mediterranean Sea to India.

    B. Eighteen sets of playing pieces, plus an extra set for barbarian tokens and pirate cities.

    C. Eighteen sets of civilization cards.

    D. Six sets of credit tokens, to represent credits earned purchasing prior civilization cards.

    E. Deck of 286 commodity cards.

    F. Deck of 48 calamity cards.

    G. Eighteen player mats.

    H. Core Rulebook (this book), Optional Rulebook and Scenario Handbook.

    I. Eighteen calamity quick charts.

    J. Eighteen civilization advances quick charts.

    K. Eighteen civilization advances credit quick charts.

1.2 CIVILIZATION: The Expansion Project does not use dice.

2. THE MAPBOARD

2.1 The mapboard contains a map that represents the ancient civilized world from Spain to India and also holds a number of charts and tables including the A.S.T. (Archaeological Succession Table). 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 sides help players keep track of their progress.

2.2 Map Areas

2.21 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.

2.22 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.

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

2.24 Coastal areas are areas that contain both land and water and can trace a path, strictly over water, to an open sea area.

2.25 The map areas containing the A.S.T. and the trade card stacks are not in play. Areas bordering to these areas are considered to be bordering the map edge.

2.3 Map Boundaries

2.31 A white line dividing two land areas indicates land boundaries.

2.32 A white line dividing two water areas indicates water boundaries.

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

2.4 Map Geographical Features

2.41 Volcanoes are represented by white triangles. A volcano may be located in a single area or may straddle two areas.

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

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

2.5 Other Map Features

2.51 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.

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

2.6 Archaeological Succession Table (A.S.T.)

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

2.62 The A.S.T. is divided into five epochs by shading. The five epochs are the stone age, the early bronze age, the late bronze age, the early iron age, and the late iron age. Not all civilizations enter the same epoch at the same time.

2.7 Other Charts

2.71 The census track is used to hold each civilization'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.

2.72 Trade card stacks are used to hold the various trade cards during play. There are two blocks of trade card stacks, used when the trade cards are split between The East and The West. Each block consists of nine stacks, one for each level of trade cards. The number of players will determine how many trade cards are in play (see 10.3).

3. PLAYING PIECES

3.1 There are eighteen sets of playing pieces, each with a distinctive color. Each set contains 55 square tokens, nine round cities, four rectangular ships, one small square census marker bearing a number, and one small square succession marker. The extra white set of playing pieces only contains square tokens and round cities and is used to represent barbarians and pirates.

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

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

3.4 Ships are rectangular, and are used to move tokens across water areas as well as fight battles (with the Naval Warfare advance).

3.5 "Units" is a term used to refer to tokens and cities, but not ships.

3.6 "Unit points" is 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.

4. CIVILIZATION CARDS

4.1 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: art (blue - triangle), civic (red - hexagon), craft (orange – square), religion (yellow – star), and science (green - circle).

4.2 The attributes of the various civilization cards are summarized on their reverse side. It contains no new information and is presented for ease of reference.

5. CREDIT TOKENS

5.1 Credit tokens come in six different sets, one each for the five groups of civilization cards (i.e. art, civic, craft, religion, and science) as well as one representing all the groups. Each of these colored tokens come in denominations of 5, 10, 20 and 40.

5.2 As players acquire civilization cards they will permanently acquire these credit tokens applying them to all future civilization card purchases of the appropriate group. The multi color tokens apply to civilization cards belonging to any group.

6. TRADE CARDS

6.1 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.

6.2 Commodity Cards

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

Value	Commodity	Amount	Value	Commodity	Amount
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	Papyri (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	Spice (E)	6
3	Fruit (W)	9	7	Jade (E)	5
3	Salt (E)	9	7	Herbs (S)	6
3	Timber (E)	8	8	Gemstones (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	Pearls (E)	5
			9	Amber (S)	4

For an eighteen player game (E) = The East, (W) = The West and (S) = shared. For games with fewer players consult (10.3).

6.3 Calamity Cards

6.31 There are 24 different calamity cards, two of each for a total of 48 cards. The duplicate calamity cards are used when playing with twelve or more players. The following table sets out the trade card stack in which each calamity is placed as well as its severity and trade status:

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

9	Piracy	Major	Tradable
9	Banditry	Minor	Tradable

7. PLAYER MATS

7.1 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.

7.2 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.

8. QUICK CHARTS

8.1 The calamity quick charts sets out the effects of each calamity. It contains no new information and is printed separately for ease of reference.

8.2 The civilization advances quick charts allows players to quickly compare the benefits and drawbacks of the different civilization cards. The text on the quick charts are the same as on the civilization cards themselves, and is printed separately for ease of reference.

8.3 The civilization advances credit quick charts allows players to easily see the credits granted by various civilization cards. The information on the quick charts are the same as on the civilization cards themselves, and is printed separately for ease of reference.

II. GETTING STARTED

9. THE NUMBER OF PLAYERS

9.1 CIVILIZATION: The Expansion Project may be played by between five and eighteen players. Some alternative maps may support a different number of players.

9.2 If you are eighteen players, use all civilizations and the entire map. You can skip the rest of this section and continue directly with Setting up the Game (10).

9.3 If you are less than eighteen players you must first decide what civilizations are going to be in play. Select the same amount of civilizations as you are players. You should always select civilizations whose starting locations are close to each other (you can not leave gaps). No civilization should be in play unless it has at least two directly bordering neighbors. The civilizations may border over water, but not over deep sea areas or zero population areas. The Scenario Handbook contains a list of suggestions. Try to reach a consensus on which civilizations to use before proceeding. If a consensus is not possible, a majority decision or a GM decree (if your game has a GM) is acceptable.

9.4 Next you have to determine the playable area of the map. This is done by removing any area that is associated with a civilization not in play. See the Scenario Handbook for listings of associated areas. An area is removed from play by covering the population limit and making it impassable. If an area is associated with more than one civilization, remove it if at least one associated civilization is not in play.

9.5 You may not move tokens into, nor build cities in, areas not in play. Ships may move through areas not in play, even carrying tokens, but may not unload any tokens, nor end their turn, there. You may use removed areas when tracing a path over water, but not when tracing a path over land. For all other purposes, including Barbarian Hordes, borders to areas not in play are considered to be the map edge.

9.6 If you are twelve players or more you'll need to divide the civilizations in play into two trade card blocks. The easternmost half constitutes The East, and the westernmost half constitutes The West. If you are an odd amount of players, the center civilization belongs to the trade card block it would have belonged to in an eighteen players game

10. SETTING UP THE GAME

10.1 Begin by laying out the mapboard. If you are less than eighteen players, cover some areas, as described above.

10.2 Sort out the civilization cards by type and put them to one side in an easily accessible location together with the credit tokens. Alternatively you can give one set of civilization cards to each player, in which case each player must honestly keep track of which he has purchased and which he has not, and tell anyone who asks.

10.3 Sort out the trade cards into their respective holding stacks.

10.31 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, Spice (7), Gemstones, Dye (8), Gold, Silk (9) and one set of the major (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 major 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.

10.32 When playing with 8-11 players the following commodities are added to the deck: Bone (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 10.31 but also shuffling one set of the minor calamities together with the major tradable calamities.

10.33 When playing with 12-14 players the following cards are used and split up into two trade card blocks – The East and The West. Set up each block as listed in 14.31 with following Trade cards being placed on in The West: Ochre, Clay (1) Iron, Papyri (2), Fish, Fruit (3), Oil, Wool (4), Wine, Textiles (5), Tin, Copper (6), Resin, Incense (7), Marble, Gemstones (8), Gold, Ivory (9) along with one of each of the major (tradable and non-tradable) calamities. The following trade cards being placed on in The East: Hides, Flax (1), Stone, Furs (2), Salt, Timber (3), Cotton, Sugar (4), Livestock, Lacquer (5), Bronze, Silver (6), Spice, Jade (7), Dye, Tea (8), Silk, Pearls (9) along with one of each of the major (tradable and non-tradable) calamities. The minor calamities are not used when playing with 12-15 players. When counting out cards prior to shuffling the commodities with the tradable major calamities the number of cards that should be counted is equal to the number of players in that trade card block.

10.34 When playing with 15-18 players the trade stacks are split up as in 10.33 except that all of the commodity and calamity cards are used. The following commodities are split between The East and The West, and is placed with the appropriate commodity stack: Bone (1), Wax (2), Ceramics (3), Grain (4), Glass (5), Lead (6), Herbs (7), Obsidian (8), Amber (9). Also shuffle one set of the minor calamities together with each set of the major tradable calamities.

10.4 Each player randomly draws one of the available civilizations to play and takes the player mat and set of playing pieces belonging to that civilization. Players may exchange civilizations if both players agree.

10.5 All player then places one token in the starting area of his civilization, and places the remaining 54 tokens, as well as all nine cities and all four ships, in the stock area of the player mat. Starting areas are indicated on the map and listed in the Scenario Handbook. Players also place their succession marker on their civilization's start arrow on the A.S.T. and their census marker on the census track. Play may now begin.

III. TURN-BY-TURN PROCEDURE

11. THE GAME TURN

11.1 Each turn in a game of CIVILIZATION: The Expansion Project 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.

11.2 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.

11.3 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.

11.4 A.S.T. order is used to resolve all ties between the civilizations except conflict. A.S.T. order corresponds to the list of nations on the A.S.T. The Scenario Handbook also lists all civilizations in A.S.T. order.

12. SEQUENCE OF PLAY

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

Phase	Conditions
Collect Taxes (possible city revolts) (13)	Only if cities exist (A.S.T. order)
Population expansion (14)	Always (A.S.T. order)
Census (15)	Always (simultaneous)
Ship construction and maintenance (16)	If desired (census order)
Movement (17)	Always (census order)
Conflict (18)	If necessary (simultaneous)
City construction (19)	If appropriate (A.S.T. order)
Remove surplus population (20)	If necessary (A.S.T. order)
Check for city support (21)	If necessary (A.S.T. order)
Trade card acquisition/purchases (22)	If cities exist (fewest cities goes first)
Trade (23)	At least three cards required (simultaneous)
Resolve calamities (24)	If appropriate (in ascending order)
Special Abilities Phase (25)	If appropriate (A.S.T. order)
Check for City Support (repeat 21)	Always (A.S.T. order)
Acquire civilization cards & return excess commodity cards (26)	If appropriate (A.S.T. order)
Movement of succession markers on the A.S.T. (27)	Always

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

IV. THE PHASES

13. TAXATION

13.1 Every player must transfer two tokens from stock to treasury for every city he has on the board.

13.2 Varying Taxation

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

13.22 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.

13.23 Civilization cards that effect taxation can be used cumulatively (e.g. Monarch + Coinage can yield a taxation rate of four 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 taxation rate to one 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 some cities to revolt.

13.3 Tax Revolts

13.31 Tax 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. Tax revolts are resolved only after all other players have paid their taxes.

13.32 The player with the most unit points in stock (A.S.T. order breaks ties) is the beneficiary of the tax 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 unit points 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.

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

13.34 Cities belonging to players who hold Democracy (29.131) are never subject to tax revolts.

14. POPULATION EXPANSION

14.1 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.

14.2 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.

14.3 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.

15. CENSUS

15.1 Each player counts the number of tokens he has on the board. Cities and ships are not counted.

15.2 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 civilization's position in the A.S.T. order.

16. SHIP CONSTRUCTION AND MAINTENANCE

16.1 Players build and maintain ships in descending census order.

16.11 Players who hold Military (29.281) always build and maintain ships after players who do not hold Military. The order of ship construction and maintenance between players who hold Military is determined normally, according to descending census order.

16.2 Building a ship costs two tokens. This may be paid for either from the treasury, by a levy of the player's tokens from the area that the ship is being constructed in, or by a combination of the two.

16.21 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.

16.3 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.

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

17. MOVEMENT

17.1 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.

17.2 Players move in descending census order.

17.21 Players who hold Military (29.281) always move after players who do not hold Military. The order of movement between players who hold Military is determined normally, according to descending census order.

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

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

17.31 Players who hold Roadbuilding (29.431) 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.

17.4 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.

17.41 Players who do not hold Diplomacy or Military may not attack (move tokens into an area containing) a city belonging to a player who holds Diplomacy (29.151).

17.42 Players who do not hold Cultural Ascendancy or Advanced Military may not attack (move tokens into an area containing) any units belonging to a player who holds Cultural Ascendancy (29.111).

17.5 Movement of Ships

17.51 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 (2.23) unless they hold Astronomy.

17.511 Players who hold Cloth Making (29.091) may move their ships into one extra area during each movement phase.

17.512 Players who hold Astronomy (29.061) may move their ships into open sea areas.

17.513 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.

17.514 Some territories may 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.

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

17.521 A ship belonging to a player holding Naval Warfare (29.362) may carry one extra token at any time.

17.522 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 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.

18. CONFLICT

18.1 Conflict occurs when the tokens of two or more civilizations occupy the same area and the total number of tokens in the area is greater than the population limit of the area. Areas containing a city can not hold any tokens, unless the city owner holds Public Works (29.411), in which case the area can hold one token. If the population limit of an area containing tokens belonging to two or more different civilizations is not exceeded, the tokens will co-exist without conflict.

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

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

18.2 Conflict between Tokens

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

18.22 If more than two players are involved in a conflict, tokens are removed in ascending order of strength.

18.23 If two or more players have an equal number of tokens in the area, they remove their tokens simultaneously. As a result an area may end up depopulated.

18.24 Players who hold Metalworking (29.271) 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.

18.25 Players who hold Advanced Military (29.021) may, instead of removing tokens from the area in which the conflict occurs, instead remove tokens from any neighboring area sharing a land border with the conflict area. A player using Advanced Military to remove tokens from a neighboring area must leave at least one token in that area.

18.26 Players who hold Naval Warfare (29.361) may, instead of removing tokens, remove ships from the area in which the conflict occurs.

18.3 Conflicts between Tokens and Cities

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

18.32 If the required number of tokens attack 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.

18.33 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.

18.34 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.

18.35 Players who hold Engineering (29.181) 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.

18.4 Conflicts between Tokens and Cities Defended By Tokens

18.41 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.

18.5 Consequences of City Elimination

18.51 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. If the victim has no trade cards, no such draw occurs.

18.52 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.

18.53 No trade card is drawn nor does pillage occur when a city is converted by Monotheism, annexed by Politics, or destroyed by Fundamentalism. 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.

18.54 A player who attacks and eliminates a pirate city may pillage it.

19. CITY CONSTRUCTION

19.1 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.

19.2 A player with six or more tokens in an area containing a city site may build a city in that area by replacing all the tokens with a city. In areas that do not contain a city site, at least twelve tokens are needed to build a city. Cities can not be constructed in areas containing tokens belonging to another player or barbarians. Tokens used to construct cities are returned to stock.

19.3 Players who hold Architecture (29.051) 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.

19.4 Players who hold Public Works (29.412) increases the cost of building a city by one token.

19.5 Players who hold Urbanism (29.501) may, when building a city in an area without a city site, 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 tokens are returned to stock.

20. REMOVAL OF SURPLUS POPULATION

20.1 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 (29.411), and areas without cities may not contain more tokens than allowed by their population limits. This is the only time excess tokens are removed, with the exception being a player holding Agriculture who is the primary victim of Famine (28.314). Excess tokens that violate the population limit must wait to be removed during this phase.

20.11 Areas with cities may contain one token if the city owner holds Public Works (29.411).

20.12 The population limit in areas containing only tokens belonging to a player who holds Agriculture (29.031) 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.

20.2 Ships do not count towards population limits. Any number of ships may exist in the same area.

21. CHECKING FOR CITY SUPPORT

21.1 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.

21.11 Players who hold Cultural Ascendancy (29.113) have the number of required tokens needed to support a city increased by one.

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

21.2 City Reduction

21.21 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.

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

21.3 City support is checked only at two critical points in each turn - after the removal of surplus population and after the special abilities phase. 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 (28.421).

22. ACQUISITION OF TRADE CARDS

22.1 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.

22.12 When the separate trade card blocks The East and The West are in play, the western civilizations draw cards from The West and the eastern civilizations draw from the The East. A western civilization will only draw cards from The West, never from The East, and an eastern civilization will only draw cards from The East, never from The West. They may, of course, still receive them in trades.

22.2 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.

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

22.3 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.

22.4 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.

22.5 Buying Trade Cards

22.51 Any player may purchase extra trade cards by "spending" tokens in the treasury immediately after all players have acquired their normal trade cards. Purchases are done in the same order and from the same stacks as normal acquisition of trade cards. The spent tokens are returned to stock. Players may never purchase more than two cards a turn, regardless of any civilization card they hold. Players may not purchase from an empty stack.

22.52 A player may buy one or more trade cards from the ninth level stack at a cost of eighteen treasury tokens per card. No specific civilization card is required to do this.

22.53 A player who holds Rhetoric (29.421) may buy one or more trade cards from the third level stack at a cost of nine treasury tokens per card.

22.54 A player who holds Cartography (29.081 & 29.082) may buy one or more trade cards from the second level stack at a cost of seven treasury tokens per card and one or more trade cards from the seventh level stack at a cost of fifteen treasury tokens per card.

22.55 A player who holds Mining (29.291 & 29.292) may buy one or more trade cards from the sixth level stack at a cost of thirteen treasury tokens per card and one or more trade cards from the eighth level stack at a cost of sixteen treasury tokens per card.

23. TRADE

23.1 Players trade to build up sets of the same commodities, as sets are more valuable than individual commodity cards (see 26.3). 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.

23.2 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.

23.3 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.*

23.4 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 ten (for games with seven or fewer players) or fifteen (for games with eight or more players) minutes be imposed upon the trading phase. Shorter or longer limits are allowed, provided that all the players agree upon them.

24. RESOLUTION OF CALAMITIES

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

24.2 The player who holds a calamity card at the end of the trading session is the primary victim of that calamity.

24.21 In many cases, the calamity requires the primary victim to select other players as secondary victims. The primary victim can not forgo this, but the player who traded a tradable calamity card to the primary victim may not be selected as a secondary victim.

24.211 Barbarian tokens and pirate cities can not be selected as secondary victims, and are never affected by calamities.

24.22 A player who drew a tradable calamity card need not have traded it, but such cards cannot be held for future turns. Subject to 24.3, 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.

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

24.3 No player may be the primary victim of more than two major and one minor calamities in the same turn. If a player receives more than two major calamities in the same turn he will first discard any duplicates. If he still has more than two his major calamities are shuffled together, and two are drawn at random. The remaining major 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.

24.4 When resolving calamities, cities are worth up to five unit points and tokens are worth one unit point. Cities may be reduced to "make change" into tokens when calamities request the removal of unit points. If a city is reduced, surviving tokens are not counted towards the resolution of the calamity.
EXMAPLE: Africa must remove ten unit points because of Famine. It could remove two cities, ten tokens, or any combination thereof. If the African player decided to reduce a city, leaving two tokens in its place, it would count as three unit points."

24.5 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.

24.6 During calamity resolution, keep in mind the rules for city reduction (21.2) and unit points (3.6).

24.6 Calamity Resolution Order

24.61 Minor calamities are resolved first, before major 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) with ties broken by A.S.T. order.

24.62 Major 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 from the same trade stack (i.e., the order of resolution is Volcanic Eruption, Treachery, Famine, Superstition, etc.). If two players have the exact same major calamity ties are broken by A.S.T. order. Any player with a calamity due to be resolved later may resolve a major calamity simultaneously with another 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.

24.7 After all calamities are resolved they are put to one side to later be restacked with the rest of the trade cards (26.8).

25. SPECIAL ABILITIES PHASE

25.1 Each player that is capable may now resolves any special abilities (conversion, annexation, destruction, etc) granted by any civilization card they own. These cards are:

- Diaspora (29.14)
- Fundamentalism (29.20)
- Monotheism (29.31)
- Politics (29.38)
- Provincial Empire (29.40)
- Trade Empire (29.47)
- Universal Doctrine (29.49)

25.2 These abilities are resolved in A.S.T. 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 in A.S.T. order resolves theirs.

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

25.4 After resolving calamities and using any special abilities, repeat step 21 (check for city support).

26. ACQUISITION OF CIVILIZATION CARDS

26.1 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 cost of each civilization card is printed in large type at the bottom center of the civilization card.

26.12 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.

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

26.3 Commodity Cards

26.31 A player purchasing civilization cards using more than one commodity card of the same type, the total 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.

Example: Minoa has three oil cards, each with a value of four. When he wants to buy a civilization card the three cards have a set value of 3 x 3 x 4 = 36, rather than 4 + 4 + 4 = 12. However, the face value of each single oil card is still four, and if Minoa for example had been the victim of Corruption, the total face value of the same three oil cards had only been 12.

26.32 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.

26.33 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 set value of 3 x 3 x 4 + 4 + 4 + 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.

26.34 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.

26.4 Tokens

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

26.42 For players that hold Mining (29.293) treasury tokens are worth two points when spending them to directly purchase Civilization cards.

26.5 Credits

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

26.52 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.

26.521 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.

26.53 A summary of credits is printed on the civilization advances credits quick charts. These charts contains no new information, but provides a handy summary of the information found below and on the cards themselves.

26.54 Credit 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.

26.55 Credit tokens owned by a player may be applied towards the purchase of more than one civilization card, but the credit may only be applied once to each new card.

Example: Egypt is holding 10 science credits and is planning to purchase both Coinage and Medicine this turn. He may apply the 10 points credit to the purchase of both Coinage and Medicine, but each card will only get the 10 points bonus once.

26.56 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 credit tokens for one, but not both of the colors. The color giving the largest discount is used. Multi-colored tokens and specific bonuses are used independent of what color are giving the largest discount.

26.57 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.

26.58 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.

26.59 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 Papyri, 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 Papyri and one for the Hides); 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.

26.6 Restrictions

26.61 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.

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

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

26.7 Returning Excess Commodity Cards

26.71 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, seven if they hold Diaspora, and eight if they hold both). 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.

26.72 Players who hold Trade Routes may also choose to exchange commodity cards for treasury tokens. For each face value point of a trade card so exchanged the players must transfer two tokens from stock to treasury. If a player does not have enough tokens in stock he may not exchange that trade card. This exchange is done just prior to returning excess commodity cards (26.71).

26.8 Restacking Returned Trade Cards

26.81 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.

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

26.83 When separate eastern and western stacks are in use, trade cards that were drawn from one trade card block are to be returned to the same block as they were drawn from, as indicated on the card.

27. MOVEMENT OF SUCCESSION MARKERS ON THE A.S.T.

27.1 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.

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

27.2 Epoch Entry Requirements

27.21 Stone Age - none.

27.22 Early Bronze Age - two cities in play.

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

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

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

27.3 Frozen A.S.T. Marker Situations

27.31 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.

27.4 Backward A.S.T. Marker Movement Situations

27.41 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.

27.42 When a player resolves the calamity Regression (28.91) he immediately pushes himself down zero to two spaces on the A.S.T. This does not affect the Movement of Succession Markers on the A.S.T. phase.

V. CARD SPECIFIC RULES

28. CALAMITIES

28.1 The effects of the various calamities are set out below. The calamities are listed in the order of their trade stacks, with the non-tradable calamity first, followed by the tradable major calamity, followed by the minor calamity belonging to that trade stack. There are no calamities associated with the first trade card stack. These effects are summarized on the calamity quick charts.

28.2 Second Level Calamities

28.21 Volcanic Eruption or Earthquake (major, non-tradable)

28.211 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.

28.212 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 (by land or water) to the destroyed city. As above, the site of the earthquake is that that causes the greatest total damage, with the primary victim breaking any ties.

28.213 If the primary or secondary victims holds Urbanism and does not hold Engineering, an earthquake or volcano forces that player to remove four unit points from any area adjacent (by land or water) to any areas affected by 28.211 or 28.212. If there are less than four tokens total in the adjacent areas, a city has to be reduced. If less than four tokens and no city is present, remove all your tokens in adjacent areas.

28.214 If the primary victim of an earthquake has Engineering the city is reduced rather than eliminated. If a Volcano eliminates a city, Engineering will have no effect on the elimination of the city.

28.22 Treachery (major, tradable)

28.221 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.

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

28.223 If the primary victim of Treachery holds Diplomacy the number of cities lost is increased by one.

28.23 Squandered Wealth (minor, tradable)

28.231 The victim must return ten treasury tokens to stock.

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

28.3 Third Level Calamities

28.31 Famine (major, non-tradable)

28.311 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.

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

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

28.314 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.

28.32 Superstition (major, tradable)

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

28.322 If the primary victim has Mysticism, Deism or Enlightenment one less city is reduced. The effects of Mysticism, Deism and Enlightenment are cumulative.

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

28.33 Tempest (minor, tradable)

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

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

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

28.4 Fourth Level Calamities

28.41 Civil War (major, non-tradable)

28.411 The primary victim's civilization 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.

28.412 A civilization are eligible to become beneficiary if there is at most seven areas between an area containing units belonging to the primary victim and an area containing units belonging to the potential beneficiary. A player with no units on the board is automatically eligible.

28.4121 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 (one each) and cities (five each) in stock of the 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 potential beneficiaries the primary victim decides who will be the beneficiary between the tied players.

28.413 The Composition of the First Faction

28.4131 The primary victim begins by selecting fifteen unit points.

28.4132 If the primary victim holds Music or 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.

28.4133 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.

28.4134 If the primary victim holds Philosophy, the first faction is automatically comprised of fifteen units chosen by the beneficiary, regardless of any other civilization cards held by the primary victim.

28.414 Whatever remains constitutes the second faction. If there is no second faction this calamity has no effect.

28.415 The primary victim then decides whether he will continue to play the units of the first or second faction.

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

28.417 The beneficiary then annexes the faction the primary victim does not retain by replacing the units 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. The primary victim retains his stock, ships, treasury, civilization cards, and position on the A.S.T.

28.42 Slave Revolt (major, tradable)

28.421 This calamity triggers an immediate check for city support for the primary victim. Fifteen tokens may not be used to support his cities during this check. If the primary victim has less than fifteen tokens on the board, Slave Revolt affects all of these tokens.

28.4211 If the primary victim holds Theocracy or Mining five additional tokens may not be used for city support. The effects of Theocracy and Mining are cumulative.

28.4212 If the primary victim holds Mythology or Enlightenment, five less tokens may not be used for city support. The effects of Mythology and Enlightenment are cumulative.

28.422 Cities are reduced one at a time, with the newly available tokens being eligible to provide support for the victim's remaining cities.

28.43 City in Flames (minor, tradable)

28.431 The victim must eliminate one city of his choice.

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

28.5 Fifth Level Calamities

28.51 Flood (major, non-tradable)

28.511 If the primary victim has vulnerable units on a flood plain (2.42), he loses a maximum of seventeen 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. Tokens are always vulnerable to flood.

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

28.513 Ten vulnerable 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 vulnerable unit points on the affected flood plain belonging to other players totals ten or less, all those other players automatically become secondary victims and all their vulnerable units are eliminated.

28.514 If the primary victim has no victim units on 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.

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

28.52 Barbarian Hordes (major, tradable)

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

28.522 Barbarian Hordes consists of fifteen barbarian tokens.

28.5221 If the primary victim holds Politics or Provincial Empire an additional five barbarian tokens are placed. The effects of Politics and Provincial Empire are cumulative.

28.5222 If the primary victim holds Monarchy, five less barbarian tokens are placed.

28.523 The barbarians invade any zero population area, any area bordering an empty zero population area, any area containing barbarian tokens, any area bordering an area containing only barbarian tokens, or any area bordering the map edge. If possible, the barbarians invade an area containing a city owned by the victim. If that's not possible, they invade an area containing tokens owned by the victim. If no legal area, as specified above, contains any cities or tokens owned by the victim, the remaining barbarians tokens are eliminated.

28.5231 Immediately after invasion, conflict is resolved between the newly placed barbarians and any units, including those of civilizations other than the primary victim, in the area occupied by the barbarians.

28.5232 Once conflict is resolved, all the surviving barbarian tokens in excess of the population limit repeat the procedure above (28.523).

28.5233 The barbarian controller has sole authority as to which cities or units to attack, provided he follows the above guidelines.

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

28.525 If barbarians eliminate a city, no trade card is drawn from the victim, nor does pillage occur.

28.526 All movement 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 in combat. Barbarians do not increase their population and may not be selected as secondary victims of calamities.

28.53 City Riots (minor, tradable)

28.531 The victim must reduce one city of his choice.

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

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

28.6 Sixth Level Calamities

28.61 Cyclone (major, non-tradable)

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

28.612 If the primary victim has no cities vulnerable to Cyclone, this calamity has no effect.

28.613 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.

28.614 Any player holding Masonry may reduce one less city.

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

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

28.62 Epidemic (major, tradable)

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

28.622 A civilization 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.

28.623 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.

28.624 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.

28.63 Coastal Migration (minor, tradable)

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

28.632 If the victim has no coastal areas then no tokens or cities are removed. If the victim has less than five unit points in coastal areas, then all these unit points are removed.

28.633 All of the victim's ships are destroyed.

28.7 Seventh Level Calamities

28.71 Corruption (major, non-tradable)

28.711 Victim must immediately discard ten 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 (26.8).

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

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

28.714 If the victim does not hold the required amount of points, he must discard his all his commodities.

28.72 Civil Disorder (major, tradable)

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

28.722 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.

28.723 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.

28.73 Tribal Conflict (minor, tradable)

28.731 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.

28.732 If no two such areas exist, then this calamity has no effect.

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

28.8 Eighth Level Calamities

28.81 Tyranny (major, non-tradable)

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

28.812 Of these potential beneficiaries the player with the most unit points in stock is the beneficiary of Tyranny. This determination is made by counting tokens (one each) and cities (five each) in stock of the potential beneficiaries. If there is a tie between potential beneficiaries the primary victim decides who will be the beneficiary between the tied players.

28.813 The beneficiary must then annex a number of the primary victim's unit points equal to twice the number of cities owned by the primary victim by replacing the units with tokens from stock. These unit points must be annexed from areas containing the beneficiary's units, or areas adjacent (by land or water) to an area containing only the beneficiary's units. Each unit is annexed in turn, with units previously annexed being used in this determination.

> *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 an area adjacent to his own which holds three Egyptian token and replaces those token with his own. With his remaining five unit*

points he selects an area containing a city, which is adjacent to his newly acquired three token area, and replaces the city with his own from stock.

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

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

28.816 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.

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

28.82 Iconoclasm and Heresy (major, tradable)

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

28.822 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. The secondary victim(s) choose these cities.

28.823 If the primary or secondary victim holds Theocracy he may sacrifice two commodity cards of his choice from his hand instead of reducing cities. These cards are shuffled back into the appropriate decks after the Acquire Civilization Cards phase. If the victim does not hold two commodity cards he may not use this ability.

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

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

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

28.83 Minor Uprising (minor, tradable)

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

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

28.9 Ninth Level Calamities

28.91 Regression (major, non-tradable)

28.911 The victim moves his A.S.T. marker one step backwards. It may be moved forward normally during the A.S.T. Movement Phase (provided he meets the requirements).

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

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

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

28.92 Piracy (major, tradable)

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

28.922 Two coastal cities belonging to two different players are similarly replaced by pirate cities. The primary victim selects these cities. The player who traded Piracy to the primary victim may not be selected as a secondary victim.

28.923 The number of cities the primary or secondary victim must replace with white pirate cities is increased by one if the Cartography civilization card is held.

28.924 The number of cities the primary or secondary victim must replace with white pirate cities is decreased by one if the Naval Warfare civilization card is held.

28.925 Pirate cities do not require city support, and remain on the board until attacked and destroyed. Pirate cities may not be selected as secondary victims of calamities. When a pirate city is attacked, it is replaced by white 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.

28.93 Banditry (minor, tradable)

28.931 The victim must select one or more commodity cards of his choice with a total face value of at least one point per city owned by the victim. The selected cards are to be given to the player who traded him this calamity.

28.932 If no one traded this calamity to the victim he must discard the selected cards instead. The cards are shuffled back into the appropriate decks after the Acquire Civilization Cards phase.

29. CIVILIZATION CARD ATTRIBUTES

29.01 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. These effects are summarized on the civilization advances quick charts.

29.02 Advanced Military (Civic – 260)

29.021 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 border with the conflict area. The order of tokens that must be removed is unchanged. A player using Advanced Military to remove tokens from a neighboring area must leave at least one token in that area.

29.022 A player who holds Advanced Military is immune to the protective effects of Cultural Ascendancy (29.111).

29.023 Advanced Military aggravates the effects of Civil War (28.416) and Civil Disorder (28.723).

29.024 Provides 10 Civic credits and 5 Science credits.

29.03 Agriculture (Craft – 120)

29.031 The population limit in areas occupied solely by tokens belonging to a player who holds Agriculture is increased by one. 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 civilizations.

29.032 Agriculture does not work for the primary victim during a Famine (28.314).

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

29.04 Anatomy (Science – 270)

29.041 When Anatomy is purchased the holder may immediately acquire up to two science (or dual-science) cards each with a face value of less than 100 points. The purchaser may choose not to use this ability, or only use it partially to acquire a single card. If the purchaser does not have two different eligible cards available to acquire, he will only be able to acquire any eligible cards that are available.

29.042 Anatomy reduces the effects of Epidemic (28.623).

29.043 Provides 10 Science credits and 5 Craft credits.

29.05 Architecture (Art – 140)

29.051 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.

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

29.06 Astronomy (Science – 80)

29.061 Ships belonging to a player who holds Astronomy may cross open sea areas

29.062 Provides 10 Science credits and 5 Religion credits. Provides 10 extra credits to Calendar.

29.07 Calendar (Science – 180)

29.071 Calendar reduces the effects of Cyclone (28.615) and Famine (28.313).

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

29.08 Cartography (Science – 160)

29.081 A player holding Cartography may purchase trade cards from the second stack at a cost of seven treasury tokens.

29.082 A player holding Cartography may purchase trade cards from the seventh stack at a cost of fifteen treasury tokens.

29.083 Cartography aggravates the effects of Piracy (28.923).

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

29.09 Cloth Making (Craft – 50)

29.091 Ships may move an extra area during movement.

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

29.10 Coinage (Science – 90)

29.101 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 tax revolt of some cities.

29.102 Coinage aggravates the effects of Corruption (28.712)

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

29.11 Cultural Ascendancy (Art – 280)

29.111 Players may not attack any of your units without holding either Cultural Ascendancy or Advanced Military (29.022).

29.112 A player who holds Cultural Ascendancy is immune to the effects of Politics (29.382).

29.113 During the Check for City Support Phase (21) each of your cities now requires one additional token for support.

29.114 Provides 10 Art credits and 5 Religion credits.

29.12 Deism (Religion – 80)

29.121 Deism reduces the effects of Superstition (28.322).

29.122 Provides 10 Religion credits and 5 Craft credits. Provides 10 extra credits to Fundamentalism.

29.13 Democracy (Civic – 220)

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

29.132 Democracy reduces the effects of Civil War (28.4132) and Civil Disorder (28.722).

29.133 Provides 10 Civic credits and 5 Art credits.

29.14 Diaspora (Religion – 270)

29.141 During the Special Abilities Phase (25) a player holding Diaspora may either build a city in, or populate up to the population limit, any completely empty area on the map provided he could trace a path (however long) from one of his own areas to the destination area (either by sea or land). When tracing this path the player may not trace over land areas containing enemy units. Water and land components in the same area are considered two different areas for this purpose.

29.142 The player holding Diaspora has the total number of commodity cards that he can carry over each turn lowered by one (26.71).

29.143 Provides 10 Religion credits and 5 Art credits.

29.15 Diplomacy (Art – 180)

29.151 Players may not attack any of your cities without holding either Diplomacy or Military (29.282).

29.152 Diplomacy aggravates the effects of Treachery (28.223)

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

29.16 Drama and Poetry (Art – 80)

29.161 Drama and Poetry reduce the effects of Civil War (28.4132) and Civil Disorder (28.722).

29.162 Provides 10 Art credits and 5 Religion credits. Provides 10 extra credits to Rhetoric.

29.17 Empiricism (Science – 60)

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

29.18 Engineering (Craft/Science – 160)

29.181 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.

29.182 Engineering reduces the effects of Earthquake (28.213 and 28.214) and Flood (28.515).

29.183 Provides 5 Craft credits and 5 Science credits. Provides 20 extra credits to Roadbuilding.

29.19 Enlightenment (Religion – 160)

29.191 Enlightenment reduces the effects of Superstition (28.322) and Slave Revolt (29.4212).

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

29.20 Fundamentalism (Religion – 150)

29.201 During the Special Abilities Phase (25) 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 tokens and cities in that area.

29.202 The area may not be occupied by units belonging to any player who holds Fundamentalism or Philosophy (29.371). Barbarian tokens and pirate cities may not be destroyed by Fundamentalism.

29.203 Fundamentalism aggravates the effects of Regression (28.912).

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

29.21 Law (Civic – 170)

29.211 Law reduces the effects of Civil Disorder (28.722) and Corruption (28.713).

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

29.22 Library (Science – 220)

29.221 Library discounts the cost of any one other Civilization Card by 40, provided that the card is purchased the same turn as Library.

29.222 Library reduces the effects of Regression (28.913).

29.223 Provides 10 Science credits and 5 Art credits.

29.23 Literacy (Art/Civic - 110)

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

29.24 Masonry (Craft – 60)

29.241 Masonry reduces the effects of Cyclone (28.614)

29.242 Provides 10 Craft credits and 5 Science credits. Provides 10 extra credits to Engineering.

29.25 Mathematics (Science/Art – 240)

29.251 Provides 10 Craft credits, 10 Science credits, 10 Civic credits, 10 Art credits and 10 Religion credits.

29.26 Medicine (Science – 140)

29.261 Medicine reduces the effect of Epidemic (28.623).

29.262 Provides 10 Science credits and 5 Craft credits. Provides 20 extra credits to Anatomy.

29.27 Metalworking (Craft – 90)

29.271 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.

29.272 Provides 10 Craft credits and 5 Science credits. Provides 10 extra credits to Military.

29.28 Military (Civic – 170)

29.281 Players who hold Military always move after players who do not hold Military. The order of movement between players who hold Military is determined normally, according to descending census order. Military has a similar effect on the order of ship construction and maintenance.

29.282 A player who holds Military is immune to the protective effects of Diplomacy (29.151).

29.283 Military aggravates the effects of Civil War (28.416) and Civil Disorder (28.723).

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

29.29 Mining (Craft – 230)

29.291 A player holding Mining may purchase trade cards from the sixth stack at a cost of thirteen treasury tokens.

29.292 A player holding Mining may purchase trade cards from the eighth stack at a cost of sixteen treasury tokens.

29.293 Treasury tokens are now worth two points when spending them directly to purchase Civilization cards.

29.294 Mining aggravates the effects of a Slave Revolt (28.423).

29.295 Provides 10 Craft credits and 5 Science credits.

29.30 Monarchy (Civic – 60)

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

29.302 Monarchy aggravates the effects of Tyranny (28.815)

29.303 Monarchy reduces the effects of Barbarian Hordes (28.5222)

29.304 Provides 10 Civic credits and 5 Religion credits. Provides 10 extra credits to Law.

29.31 Monotheism (Religion – 230)

29.311 During the Special Abilities Phase (25) 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.

29.312 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 may not be occupied by units belonging

to any player who holds Monotheism or Theology (29.462). Barbarian tokens and pirate cities may not be converted by Monotheism.

29.313 Monotheism aggravates the effects of Iconoclasm and Heresy (28.826).

29.314 Provides 10 Religion credits and 5 Civic credits.

29.32 Monument (Craft/Religion – 180)

29.321 When Monument is purchased the holder immediately acquires 10 credit tokens in any combination of colors. These cannot be used until next turn.

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

29.33 Music (Art – 80)

29.331 Music reduces the effects of Civil War (28.4132) and Civil Disorder (28.722).

29.332 Provides 10 Art credits and 5 Religion credits. Provides 10 extra credits to Enlightenment.

29.34 Mysticism (Art/Religion - 50)

29.341 Mysticism reduces the effects of Superstition (28.322).

29.342 Provides 5 Art credits and 5 Religion credits. Provides 10 extra credits to Monument.

29.35 Mythology (Religion – 60)

29.351 Mythology reduces the effects of Slave Revolt (29.4212)

29.352 Provides 10 Religion credits and 5 Art credits. Provides 10 extra credits to Literacy.

29.36 Naval Warfare (Civic – 160)

29.361 In conflicts a player with Naval Warfare may, instead of removing tokens, remove ships from the area in which the conflict occurs. The order of tokens that must be removed is unchanged.

29.362 Ships may carry one extra token during movement.

29.363 Naval Warfare aggravates the effects of Civil Disorder (28.723) and Civil War (28.416).

29.364 Naval Warfare reduces the effects of Piracy (28.924).

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

29.37 Philosophy (Science/Religion – 240)

29.371 A player who holds Philosophy is immune to the effects of Fundamentalism (29.202).

29.372 Philosophy modifies the effects of Civil War (28.4134).

29.373 Philosophy reduces the effects of Iconoclasm and Heresy (28.824).

29.374 Provides 5 Science credits, and 5 Religion credits.

29.38 Politics (Art – 220)

29.381 During the Special Abilities Phase (25) a player holding Politics may annex all occupants of any one area adjacent by land or sea to an area containing his own units by replacing the units in that area 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.

29.382 If the player holding Politics does not have sufficient tokens in treasury or cities in stock to replace all the units in a target area, he may not annex that area. The area may not be occupied by units belonging to any player who holds Politics or Cultural Ascendancy (29.112). Barbarian tokens and pirate cities may not be annexed by Politics.

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

29.384 Politics aggravates the effects of Barbarian Hordes (28.5221).

29.385 Provides 10 Art credits and 5 Religion credits.

29.39 Pottery (Craft – 60)

29.391 Pottery reduces the effects of Famine (28.312).

29.392 Provides 10 Craft credits and 5 Art credits. Provides 10 extra credits to Agriculture.

29.40 Provincial Empire (Civic – 270)

29.401 During the Special Abilities Phase (25) a player holding Provincial Empire may collect one Commodity card with a face value of at least two (opponent's choice) from each empire with whom he shares a land or coastal border, unless that player holds Provincial Empire or Public Works (29.413). The holder of Provincial Empire can only collect a maximum of five cards per round in this way.

29.402 Provincial Empire aggravates the effects of Barbarian Hordes (28.5221) and Tyranny (28.815).

29.403 Provides 10 Civic credits and 5 Religion credits.

29.41 Public Works (Civic – 230)

29.411 Areas with cities can now support one extra token.

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

29.413 A player who holds Public Works is immune to the effects of Provincial Empire (29.401).

29.414 Provides 10 Civic credits and 5 Craft credits.

29.42 Rhetoric (Art – 130)

29.421 A player holding Rhetoric may purchase trade cards from the 3rd stack at a cost of nine treasury tokens.

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

29.43 Roadbuilding (Craft – 220)

29.431 A player holding Roadbuilding may move 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.

29.432 Roadbuilding aggravates the effects of Epidemic (28.624) and Civil Disorder (28.723).

29.433 Provides 10 Craft credits and 5 Science credits.

29.44 Sculpture (Art – 50)

29.441 Sculpture reduces the effects of Tyranny (28.814).

29.442 Provides 10 Art credits and 5 Civic credits. Provides 10 extra credits to Architecture.

29.45 Theocracy (Civic/Religion – 80)

29.451 Theocracy allows a primary or secondary victim of Iconoclasm and Heresy to sacrifice two commodity cards of his choice instead of reducing cities (28.823).

29.452 Theocracy aggravates the effects of Slave Revolt (28.423).

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

29.46 Theology (Religion – 250)

29.461 Theology reduces the effects of Iconoclasm and Heresy (28.825).

29.462 A player who holds Theology is not affected by Monotheism (29.312).

29.463 Provides 10 Religion credits and 5 Science credits.

29.47 Trade Empire (Craft – 270)

29.471 During the Special Abilities Phase (25) a player holding Trade Empire may pick any opponent who does not hold Trade Empire or Wonder of the World (29.512) and ask for a specific commodity card. If the player has this commodity card he must give it to the player.

29.472 If the player does not have this commodity the player holding Trade Empires may repeat the above step (29.471) 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.

29.473 Trade Empire aggravates the effects of Epidemic (28.624) and Cyclone (28.616).

29.474 Provides 10 Craft credits and 5 Civic credits.

29.48 Trade Routes (Craft – 180)

29.481 A player holding Trade Routes has the limit of commodity cards that he can carry over each turn raised by one (26.71).

29.482 During the Returning Excess Commodity Cards Phase (26.7) a player holding Trade Routes may exchange commodity cards for treasury tokens. For every face-value point on a trade card he may move twice as many tokens from stock to treasury.

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

29.49 Universal Doctrine (Religion – 160)

29.491 During the Special Abilities Phase (25) a player holding Universal Doctrine may convert five unit points of barbarian tokens or pirate cities on the map and replace them with his own units provided he could trace a path (however long) from one of his own areas to the destination area (either by sea or land). When tracing this path the player may not trace over land areas containing enemy units. Water and land components in the same area are considered two different areas for this purpose.

29.492 If the player holding Universal Doctrine does not have sufficient units in stock to replace some 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 two out of the four barbarian tokens in an area).

29.493 Universal Doctrine aggravates the effects of Superstition (28.323).

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

29.50 Urbanism (Civic – 50)

29.501 Players who hold Urbanism may, when building a city in an area without a city site, 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 tokens are returned to stock.

29.502 Aggravates the effects of Earthquake/Volcano (28.213)

29.503 Provides 10 Civic credits and 5 Science credits. Provides 10 extra credits to Diplomacy.

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

29.511 When Wonder of the World is purchased the holder immediately acquires 20 credit tokens in any combination of colors. These cannot be used until next turn.

29.512 A player who holds Wonder of the World is immune to the effects of Trade Empire.

29.513 Provides 5 Craft credits and 5 Art credits.

29.52 Written Record (Science/Civic) – 60)

29.521 When Written Record is purchased the holder immediately acquire 5 credit tokens of any color. These cannot be used until the next turn.

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

VI. WINNING THE GAME

30. THE END OF THE GAME

30.1 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.

30.2 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.

31. VICTORY DETERMINATION

31.1 The winner is determined by adding the value of the following:

    A. A.S.T. position: 5 points for each space.

    B. Civilization cards:

        • 1 point for each card with a face value of less than 100.

        • 2 points for each card with a face value of 100 or more, but less than 200.

        • 3 points for each card with a face value of 200 or more.

    C. Cities: 1 point for each city on the board.

31.2 The player with the highest point value is the winner. This will not necessarily be the player with the largest amount of 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 wealth (the sum of the set value of any commodity cards held as well as treasury tokens).