



TRADE CARD STACKS & CENSUS

The West

1
OCHRE, CLAY & BONE

2
IRON, PAPYRUS & WAX

3
FISH, FRUIT & CERAMICS

4
WOOL, OIL & GRAIN

5
WINE, TEXTILES & GLASS

6
TIN, COPPER & LEAD

7
RESIN, INCENSE & HERBS

8
MARBLE, GEMS & OBSIDIAN

9
GOLD, IVORY & AMBER

The East

1
HIDES, FLAX & BONE

2
STONE, FURS & WAX

3
SALT, TIMBER & CERAMICS

4
COTTON, SUGAR & GRAIN

5
LIVESTOCK, LACQUER & GLASS

6
BRONZE, SILVER & LEAD

7
SPICES, JADE & HERBS

8
DYE, TEA & OBSIDIAN

9
SILK, PEARL & AMBER

Census

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

Blue Trade Cards (the 3rd commodity available in every stack) and Blue (Minor) Calamities are only available when playing with 8-11 or 16-18 Civilizations.

When playing with 7 or less Civilizations, use only one of the West and the East.

Red (Non-tradable) Calamities are resolved before tradable calamities of the same numeric value.

Minor Calamities are always resolved last.

Each Civilization is limited to two extra Trade Cards apart from the Normal Trade Card Acquisition.

ARCHAEOLOGICAL SUCCESSION TABLE