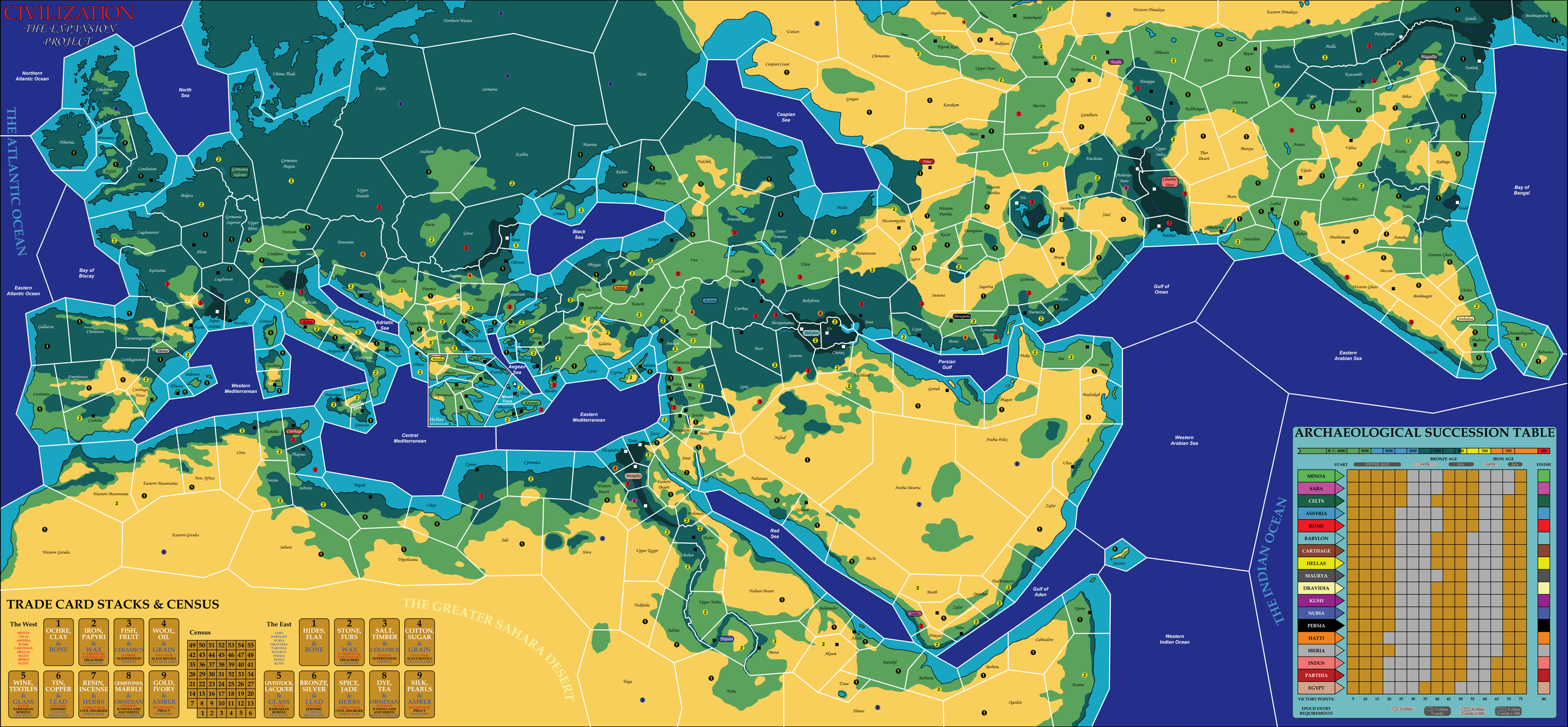
CIVILIZATION

THE EXPANSION PROJECT



TRADE CARD STACKS & CENSUS

The West

MINOA
CELTS
ASSYRIA
ROME
CARTHAGE
BABYLON
HATTI
IBERIA
EGYPT

1	OCHRE, CLAY & BONE — BARBARIAN HORDES — CIVIL DISORDER
2	IRON, PAPYRI & WAX — ECONOMIC CRISIS — TREACHERY
3	FISH, FRUIT & CERAMICS — RAMPANT SUPERSTITION — EXPANSION
4	WOOL, OIL, GRAIN — CIVIL WAR — SLAVE REVOLT
5	WINE, TEXTILES & GLASS — ECONOMIC CRISIS — BARBARIAN HORDES
6	TIN, COPPER & LEAD — EPIDEMIC — CIVIL DISORDER
7	RESIN, INCENSE & HERBS — Religious Strife — CIVIL DISORDER
8	GEMSTONES, MARBLE & OBSIDIAN — ICONOCLASM AND HERESY — PIRACY
9	GOLD, IVORY & AMBER — PIRACY — ECONOMIC CRISIS

Census

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

The East

SABA
BABYLON
NUBIA
DRAVIDIA
PARTHIA
PERSIA
INDUS
KUSH

1	HIDES, FLAX & BONE
2	STONE, FURS & WAX — ECONOMIC CRISIS — TREACHERY
3	SALT, TIMBER & CERAMICS — RAMPANT SUPERSTITION — EXPANSION
4	COTTON, SUGAR & GRAIN — CIVIL WAR — SLAVE REVOLT
5	LIVESTOCK, LACQUER & GLASS — ECONOMIC CRISIS — BARBARIAN HORDES
6	BRONZE, SILVER & LEAD — EPIDEMIC — CIVIL DISORDER
7	SPICE, JADE & HERBS — Religious Strife — CIVIL DISORDER
8	DYE, TEA & OBSIDIAN — ICONOCLASM AND HERESY — PIRACY
9	SILK, PEARLS & AMBER — PIRACY — ECONOMIC CRISIS

ARCHAEOLOGICAL SUCCESSION TABLE

B. C. 8000 | 5000 | 3000 | 2000 | 1200 | 800 | 500 | 350 | 250

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

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

VICTORY POINTS: 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80

EPOCH ENTRY REQUIREMINTS

- 2 cities
- 3 cities, 5 cards
- 4 cities, 3 cards > 100
- 5 cities, 5 cards > 200