**Treasury**

## Civilization Sequence of Play

| # | Phase | Conditions |
|---|-------|-----------|
| 1 | Collect Taxes (possible city revolts) (18.) | Only if cities exist (A.S.T. order) |
| 2 | Population expansion (19.) | Always (A.S.T. order) |
| 3 | Census (20.) | Always |
| 4 | Ship construction and maintenance (21.) | If desired (census order) |
| 5 | Movement (22.) | Always (census order) |
| 6 | Conflict (23.) | If necessary (Simultaneous) |
| 7 | City construction (24.) | If appropriate (A.S.T. order) |
| 8 | Remove surplus population (25.) | If necessary (A.S.T. order) |
| 9 | Check for city support (26.) | If necessary (A.S.T. order) |
| 10 | Trade card acquisition/purchases (27.) | If cities exist (Fewest cities goes first) |
| 11 | Trade (28.) | At least three cards required (Simultaneous) |
| 12 | Resolve calamities (29.) | If appropriate (in ascending order) |
| 13 | Special Abilities Phase (31.) | If appropriate (A.S.T. order) |
| 14 | Check for City Support (repeat 26.) | Always (A.S.T. order) |
| 15 | Acquire civilization cards & return excess (32.) | If appropriate (A.S.T. order) |
| 16 | Movement of succession markers on AST (34.) | Always |

**Stock**