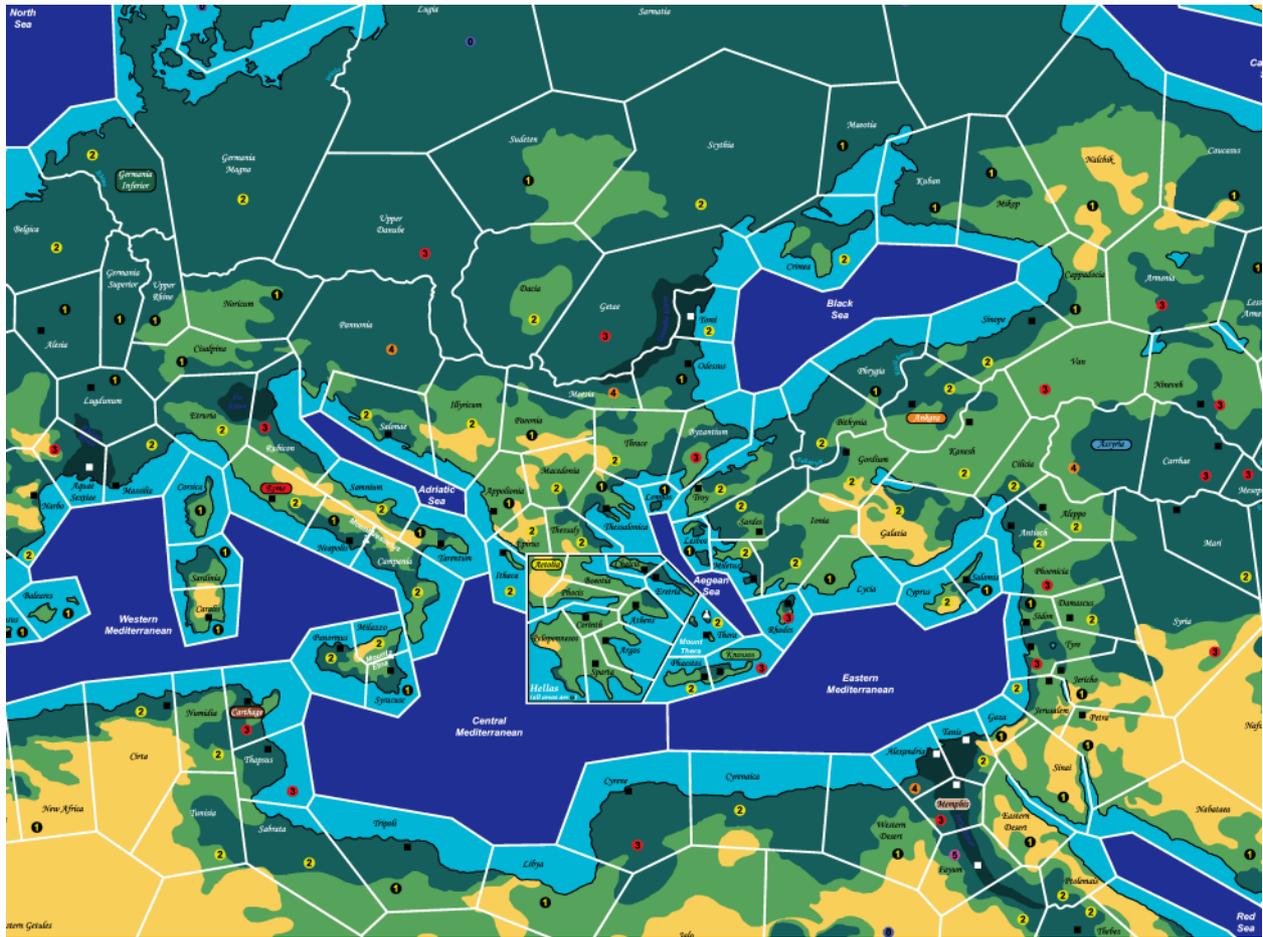


CIVILIZATION: The Expansion Project



Core Rulebook

Version 2.10
(2008-01-28)

TABLE OF CONTENTS

Overview.....	1
Introduction.....	1
Description of Play.....	1
I. Game Components.....	3
1. Components.....	3
2. The Mapboard.....	3
3. Playing Pieces.....	4
4. Player Mats.....	5
5. Civilization Cards.....	5
6. Credit Tokens.....	5
7. Quick Charts.....	5
8. Trade Cards.....	5
II. Getting Started.....	8
9. The Number of Players.....	8
10. Setting up the Game.....	8
III. Turn-by-Turn Procedure.....	10
11. The Game Turn.....	10
12. Sequence of Play.....	10
IV. The Phases.....	11
13. Tax Collection.....	11
14. Population Expansion.....	11
15. Census.....	11
16. Ship Construction and Maintenance.....	12
17. Movement.....	12
18. Conflict.....	13
19. City Construction.....	15
20. Removal of Surplus Population.....	15
21. City Support Check.....	15
22. Trade Cards Acquisition.....	16
23. Trade.....	17
24. Calamity Resolution.....	17
25. Special Abilities Phase.....	18
26. Civilization Cards Acquisition.....	20
27. Return of Excess Commodity Cards.....	22
28. Movement of Succession Markers.....	22
V. Card Specific Rules.....	24
29. Calamities.....	24
30. Civilization Card Attributes.....	31
VI. Winning the Game.....	39
31. The End of the Game.....	39
32. Victory Determination.....	39

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 (32). 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. Core Rulebook (this book), Optional Rulebook and Scenario Handbook.
- B. The mapboard covering the Mediterranean Sea to India.
- C. Eighteen sets of playing pieces, plus an extra set for barbarian tokens and pirate cities.
- D. Eighteen player mats.
- E. Eighteen sets of civilization cards.
- F. Six sets of credit tokens, to represent credits earned purchasing prior civilization cards.
- G. Eighteen calamity quick charts.
- H. Eighteen civilization advances quick charts.
- I. Eighteen civilization advances credit quick charts.
- J. Deck of 286 commodity cards.
- K. Deck of 48 calamity cards.

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

2.2.1 All green and brown-colored territory indicates land. All areas containing land are called land areas. Borders between two land areas are called land borders.

2.2.2 All blue-colored territory indicates water. All areas containing water are called water areas. Borders between two water areas are called water borders.

2.2.3 All areas containing only water are called open sea areas.

2.2.4 Most water areas also contains land, and are thus also land areas. Those that can trace a path strictly over water to an open sea area are called coastal areas.

2.2.5 Two areas sharing a border is considered adjacent to each other. If they share a land border, they are adjacent by land, and if they share a water border they are adjacent by water.

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

2.2.7 All areas containing tokens belonging to a specific civilization are considered to be within that civilization. An area can be within more than one civilization.

2.2.8 All areas adjacent to an area within a specific civilization are considered to be adjacent to that civilization.

2.2.9 Two nations are considered adjacent to each other if they have units in the same area, or in two different areas adjacent to each other.

2.3 Map Geographical Features

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

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

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

2.4 Other Map Features

2.4.1 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.

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

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

2.5.1 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.

2.5.2 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.

2.6 Other Charts

2.6.1 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.

2.6.2 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. PLAYER MATS

4.1 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.

4.2 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.

5. CIVILIZATION CARDS

5.1 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).

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

6. CREDIT TOKENS

6.1 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.

6.2 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.

7. QUICK CHARTS

7.1 The calamity quick charts sets out the effects of each calamity. They contains no new information and are printed separately for ease of reference only.

7.2 The civilization advances quick charts allows players to quickly compare the benefits and drawbacks of the different civilization cards. They contains no new information and are printed separately for ease of reference only.

7.3 The civilization advances credit quick charts allows players to easily see the credits granted by various civilization cards. They contains no new information and are printed separately for ease of reference only.

8. TRADE CARDS

8.1 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.

8.2 Commodity Cards

8.2.1 There are 286 commodity cards. The following table sets out the number of each commodity, and what stack to place them in:

Stack	No.	Commodity	5-11	12-18	Stack	No.	Commodity	5-11	12-18
1	7	Clay	Y	W	6	6	Copper	Y	W
1	7	Ochre	-	W	6	5	Tin	-	W
1	7	Hides	Y	E	6	5	Silver	Y	E
1	7	Flax	-	E	6	6	Bronze	-	E
1	8	Bone	*	S	6	6	Lead	*	S
2	8	Iron	Y	W	7	5	Resin	Y	W
2	7	Papyri	-	W	7	6	Incense	-	W
2	7	Stone	Y	E	7	6	Spice	Y	E
2	8	Furs	-	E	7	5	Jade	-	E
2	8	Wax	*	S	7	6	Herbs	*	S
3	8	Fish	Y	W	8	5	Gemstones	Y	W
3	9	Fruit	-	W	8	4	Marble	-	W
3	9	Salt	Y	E	8	4	Dye	Y	E
3	8	Timber	-	E	8	5	Tea	-	E
3	8	Ceramics	*	S	8	4	Obsidian	*	S
4	8	Oil	Y	W	9	5	Gold	Y	W
4	7	Wool	-	W	9	4	Ivory	-	W
4	7	Cotton	Y	E	9	4	Silk	Y	E
4	8	Sugar	-	E	9	5	Pearls	-	E
4	8	Grain	*	S	9	4	Amber	*	S
5	6	Wine	Y	W	Y: Do use in games of 5-11 players. *: Only use in games of 8-11 players. -: Do not use in games of 5-11 players. <hr/> E: The East W: The West S: Shared (only in games of 15-18 players)				
5	7	Textiles	-	W					
5	7	Livestock	Y	E					
5	6	Lacquer	-	E					
5	6	Glass	*	S					

8.3 Calamity Cards

8.3.1 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:

Stack	Calamity	Severity	Trade Status
2	Volcanic Eruption or 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

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 direct neighbors. The civilizations may border over water, but not over open 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, areas adjacent to areas removed from play are considered to be adjacent to 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 number of players, the middle 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.

10.3.1 When playing with 5-7 players, only one trade card block is in use. It consists of all the commodities marked with Y in the 5-11 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) calamities (8.3.1).

10.3.2 When playing with 8-11 players, only one trade card block is in use. It consists of all the commodities marked with Y or * in the 5-11 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) and minor calamities (8.3.1).

10.3.3 When playing with 12-14 players, two trade card blocks are in use. The West consists of all commodities marked with W in the 12-18 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) and minor calamities (8.3.1). The East

consist of all commodities marked with E in the 12-18 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) and minor calamities (8.3.1).

10.3.4 When playing with 15-18 players, two trade card blocks are in use. The West consists of all commodities marked with W, and half of the cards marked with S, in the 12-18 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) and minor calamities (8.3.1). The East consist of all commodities marked with E, and half of the cards marked with S, in the 12-18 column in the commodity cards table (8.2.1), as well as one set of the major (tradable and non-tradable) and minor calamities (8.3.1).

10.3.5 For each trade card block in play, 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 in that block. These are put to one side. Each of the eight major tradable calamity cards, and the eight minor calamity cards, if they are in play, are then shuffled in with the remaining commodity cards of the appropriate stack, 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 appropriate stack. The first stack does not get any 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	Order
Tax Collection (possibly city revolts)	13	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 desired	A.S.T. order
Removal of Surplus Population	20	If necessary	A.S.T. order
City Support Check	21	If cities exist	A.S.T. order
Trade Cards Acquisition	22	If cities exist	By ascending city count
Trade	23	If possible and desired	Simultaneous
Calamity Resolution	24	If necessary	In ascending order
Special Abilities Phase	25	If desired	A.S.T. order
City Support Check	21	If cities exist	A.S.T. order
Civilization Cards Acquisition	26	If desired	A.S.T. order
Return of Excess Commodity Cards	27	If necessary	A.S.T. order
Movement of Succession Markers	28	Always	Simultaneous

12.2 There are seventeen 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. TAX COLLECTION

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

13.2 Varying Taxation

13.2.1 Players who hold Monarchy (30.30) may increase their taxation rate by one token per city.

13.2.2 Players who hold Coinage (30.10) may vary their taxation rate by increasing it by one token per city or decreasing it by one token per city.

13.2.3 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

13.3.1 Tax revolts occur when a player does not have sufficient tokens in his stock to pay the required taxes. After paying his entire stock in taxes, the cities that couldn't pay their full taxes revolt. Tax revolts are resolved only after all other players have paid their taxes.

13.3.2 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.

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

13.3.4 Cities belonging to players who hold Democracy (30.13) 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.

16.1.1 Players who hold Military (30.28) 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.

16.2.1 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 tokens or ships.

17.2 Players move in descending census order.

17.2.1 Players who hold Military (30.28) 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.

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

17.3 Tokens may be moved either across a single land border, 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.

17.3.1 Players who hold Roadbuilding (30.43) 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.

17.4.1 Players who do not hold Diplomacy (30.15) or Military (30.28) may not attack a city belonging to a player who holds Diplomacy. Attacking a city is defined as moving tokens into an area containing a city in enough force that conflict would occur.

17.4.2 Players who do not hold Cultural Ascendancy (30.11) or Advanced Military (30.2) may not attack any units belonging to a player who holds Cultural Ascendancy. Attacking units is defined as moving tokens into an area containing units in enough force that conflict would occur.

17.5 Movement of Ships

17.5.1 Ships may only move across water borders. 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 (2.2.3) unless they hold Astronavigation.

17.5.1.1 Players who hold Cloth Making (30.9) may move their ships into one extra area during each movement phase.

17.5.1.2 Players who hold Astronavigation (30.6) may move their ships into open sea areas.

17.5.1.3 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.

17.5.1.4 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.

17.5.2 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.

17.5.2.1 A ship belonging to a player holding Naval Warfare (30.36) may carry one extra token at any time.

17.5.2.2 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 (30.41), 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.

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

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

18.2 Conflict between Tokens

18.2.1 All players involved in a conflict between tokens remove one token at a time alternately until only one player's tokens remain in the area or the population limit of the area is no longer exceeded.

18.2.2 The players start to remove tokens in ascending order of the amount of tokens in the area in which the conflict occurs. If two or more players have an equal number of tokens in the area, they remove their tokens simultaneously.

18.2.3 Regardless of the number of their tokens in the area, all players who hold Metalworking (30.27) remove their first token from the area after all players who do not hold Metalworking have removed their first token.

18.2.4 Players who hold Advanced Military (30.2) may, instead of removing tokens from the area in which the conflict occurs, instead remove tokens from any area adjacent by land. A

player using Advanced Military to remove tokens from an adjacent area must leave at least one token in that area.

18.2.5 Players who hold Naval Warfare (30.36) may, instead of removing tokens, remove ships from the area in which the conflict occurs.

18.3 Conflicts between Tokens and Cities

18.3.1 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.

18.3.2 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.

18.3.3 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.

18.3.4 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.

18.3.5 Players who hold Engineering (30.18) 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

18.4.1 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

18.5.1 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.

18.5.2 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.

18.5.3 No trade card is drawn nor does pillage occur when a city is converted by Monotheism (25.4), annexed by Politics (25.5), or destroyed by Fundamentalism (25.3). 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.

18.5.4 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. 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 (2.3.3) 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 (30.5) 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 (30.41) increases the cost of building a city by one token.

19.5 Players who hold Urbanism (30.50) may, when building a city in an area without a city site, use up to four tokens residing in areas adjacent by land to 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 (30.41), 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 (29.3.1.4). Excess tokens that violate the population limit must wait to be removed during this phase.

20.1.1 Areas with cities may contain one token if the city owner holds Public Works (30.41).

20.1.2 The population limit in areas containing only tokens belonging to a player who holds Agriculture (30.3) are 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. CITY SUPPORT CHECK

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.

21.1.1 Players who hold Cultural Ascendancy (30.11) have the number of required tokens needed to support a city increased by one.

21.1.2 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

21.2.1 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.

21.2.2 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 phase (20) and after the Special Abilities Phase (25). 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 (29.4.2).

22. TRADE CARDS ACQUISITION

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.

22.1.2 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.

22.2.1 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 (Volcanic Eruption or 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

22.5.1 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.

22.5.2 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.

22.5.3 A player who holds Rhetoric (30.42) may buy one or more trade cards from the third level stack at a cost of nine treasury tokens per card.

22.5.4 A player who holds Cartography (30.8) 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.

22.5.5 A player who holds Mining (30.29) 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. CALAMITY RESOLUTION

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.

24.2.1 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.

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

24.2.2 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.

Example: 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).

24.7 Calamity Resolution Order

24.7.1 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.

24.7.2 Major calamities are then revealed and resolved in ascending order, starting with Volcanic Eruption or 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.

24.8 After all calamities are resolved they are put to one side to later be restacked with the rest of the trade cards (27.3).

25. SPECIAL ABILITIES PHASE

25.1 In this phase, each player may, if they so choose, use any special abilities granted by any civilization cards they own.

25.1.1 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.

25.1.2 Once all players have used any special abilities they want to use, repeat the City Support Check phase (21).

25.2 Diaspora

25.2.1 A player who hold Diaspora (30.14) 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 an area with his units to the target area.

25.2.2 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.

25.3 Fundamentalism

25.3.1 A player who hold Fundamentalism (30.20) may destroy the occupants of any one area adjacent by land to his civilization by removing all tokens and cities in that area.

25.3.2 The area may not be occupied by units belonging to any player who holds Fundamentalism or Philosophy (30.37). Barbarian tokens and pirate cities may not be destroyed by Fundamentalism.

25.4 Monotheism

25.4.1 A player who hold Monotheism (30.31) may convert the occupants of any one area adjacent by land to his civilization by replacing the units in that area with his own units.

25.4.2 If the player does not have sufficient units in stock to replace units in a target area, he may not convert that area.

25.4.3 The area may not be occupied by units belonging to any player who holds Monotheism or Theology (30.46). Barbarian tokens and pirate cities may not be converted by Monotheism.

25.5 Politics

25.5.1 A player who hold Politics (30.38) may annex all occupants of any one area adjacent to his civilization 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.

25.5.2 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.

25.5.3 The area may not be occupied by units belonging to any player who holds Politics or Cultural Ascendancy (30.11). Barbarian tokens and pirate cities may not be annexed by Politics.

25.5.3 Instead of annexing territory a player may instead transfer up to 5 tokens from stock to his treasury.

25.6 Provincial Empire

25.6.1 A player who hold Provincial Empire (30.40) may collect one commodity card with a face value of at least two (opponent's choice) from each adjacent civilization, unless that player holds Provincial Empire or Public Works (30.41).

25.6.2 The holder of Provincial Empire can only collect a maximum of five cards per round in this way.

25.7 Trade Empire

25.7.1 A player who hold Trade Empire (30.47) may pick any opponent who does not hold Trade Empire or Wonder of the World (30.51) and ask for a specific commodity card. If the player has this commodity card he must give it to the player.

25.7.2 If the player does not have this commodity the player holding Trade Empires may repeat the above step twice more asking for the same commodity from a different player each time.

25.7.3 Once the commodity is acquired or after he has asked three players he may not use this ability again this turn.

25.8 Universal Doctrine

25.8.1 A player who hold Universal Doctrine (30.49) 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 an area with his units to the target area.

25.8.2 When tracing these paths 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.

25.8.3 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 convert two out of the four barbarian tokens in an area).

26. CIVILIZATION CARDS ACQUISITION

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.

26.1.2 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

26.3.1 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 $3 \times 3 \times 4 = 36$, 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.

26.3.2 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.

26.3.3 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 $3 \times 3 \times 4 + 4 + 4 + 4 = 36 + 12 = 48$, rather than $3 \times 3 \times 4 = 36$, 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.

26.3.4 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

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

26.4.2 For players that hold Mining (30.29) treasury tokens are worth two points when spending them to directly purchase Civilization cards.

26.5 Credits

26.5.1 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.

26.5.2 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.

26.5.2.1 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.

26.5.3 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.

26.5.4 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.

26.5.5 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.

26.5.6 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.

26.5.7 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.

26.5.8 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.

26.5.9 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

26.6.1 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.

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

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

27. RETURN OF EXCESS COMMODITY CARDS

27.1 Players who hold Trade Routes (30.48) may at this point 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.

27.2 After acquiring civilization cards and exchanging commodity cards for treasury tokens players may retain up to eight commodity cards in their hands for the next turn. 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. Players may not conceal the number of commodity cards they retain.

27.2.1 Players who hold Trade Routes (30.48) may retain one additional commodity card.

27.2.2 Players who hold Diaspora (30.14) may only retain one less commodity card.

27.2.3 The effects of Trade Routes and Diaspora are cumulative.

27.3 Restacking Returned Trade Cards

27.3.1 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.

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

27.3.3 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.

28. MOVEMENT OF SUCCESSION MARKERS

28.1 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.

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

28.2 Epoch Entry Requirements

28.2.1 Stone Age - none.

28.2.2 Early Bronze Age - two cities in play.

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

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

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

28.3 Frozen A.S.T. Marker Situations

28.3.1 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.

28.4 Backward A.S.T. Marker Movement Situations

28.4.1 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.

28.4.2 When a player resolves the calamity Regression (29.9.1) he immediately pushes himself down zero to two spaces on the A.S.T. This does not affect the Movement of Succession Markers phase.

V. CARD SPECIFIC RULES

29. CALAMITIES

29.1 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.

29.2 Second Level Calamities

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

29.2.1.1 If the primary victim has any cities in an area touched by a volcano (2.3.1), the volcano erupts and eliminates all units, irrespective of ownership, in the area or 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.

29.2.1.2 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 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.

29.2.1.3 If the primary or secondary victims holds Urbanism (30.50) and does not hold Engineering (30.18), an earthquake or volcano forces that player to remove four unit points from any area adjacent to any areas affected by a Volcanic Eruption (29.2.1.1) or Earthquake (29.2.1.2). 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.

29.2.1.4 If the primary victim of an Earthquake (29.2.1.2) has Engineering (30.18) the city is reduced rather than eliminated. If a Volcanic Eruption (29.2.1.1) eliminates a city, Engineering will have no effect on the elimination of the city.

29.2.2 Treachery (major, tradable)

29.2.2.1 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.

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

29.2.2.3 If the primary victim of Treachery holds Diplomacy (30.15) the number of cities replaced or reduced is increased by one.

29.2.3 Squandered Wealth (minor, tradable)

29.2.3.1 The victim must return ten treasury tokens to stock.

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

29.3 Third Level Calamities

29.3.1 Famine (major, non-tradable)

29.3.1.1 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.

29.3.1.2 Primary or secondary victims who hold Pottery (30.39) reduce the number of unit points lost to Famine by five.

29.3.1.3 Secondary victims who hold Calendar (30.7) reduce the number of unit points lost to Famine by five.

29.3.1.4 Primary victims who hold Agriculture (30.3) 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.

29.3.2 Superstition (major, tradable)

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

29.3.2.2 If the primary victim has Mysticism (30.34), Deism (30.12), or Enlightenment (30.19) one less city is reduced. The effects of Mysticism, Deism and Enlightenment are cumulative.

29.3.2.3 If the primary victim has Universal Doctrine (30.49) one extra city is reduced.

29.3.3 Tempest (minor, tradable)

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

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

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

29.4 Fourth Level Calamities

29.4.1 Civil War (major, non-tradable)

29.4.1.1 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.

29.4.1.2 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.

29.4.1.2.1 Among the 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 unit points in stock, or ties with a potential beneficiary for most unit points 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.

29.4.1.3 The Composition of the First Faction

29.4.1.3.1 The primary victim begins by selecting fifteen unit points.

29.4.1.3.2 If the primary victim holds Music (30.33) or Drama and Poetry (30.16) he selects an additional five unit points. If the primary victim holds Democracy (30.13) he selects an additional ten unit points. The effects of Music, Drama and Poetry, and Democracy are cumulative.

29.4.1.3.3 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.

29.4.1.3.4 If the primary victim holds Philosophy (30.37), the first faction is automatically comprised of fifteen units chosen by the beneficiary, regardless of any other civilization cards held by the primary victim.

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

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

29.4.1.6 If the primary victim holds Military (30.28), Naval Warfare (30.36), or Advanced Military (30.2) 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 within, or adjacent to, the other faction. The effects of Military, Naval Warfare and Advance Military are cumulative.

29.4.1.7 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.

29.4.2 Slave Revolt (major, tradable)

29.4.2.1 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.

29.4.2.2 If the primary victim holds Theocracy (30.45) or Mining (30.29) five additional tokens may not be used for city support. The effects of Theocracy and Mining are cumulative.

29.4.2.3 If the primary victim holds Mythology (30.35) or Enlightenment (30.19), five less tokens may not be used for city support. The effects of Mythology and Enlightenment are cumulative.

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

29.4.3 City in Flames (minor, tradable)

29.4.3.1 The victim must eliminate one city of his choice.

29.4.3.2 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.

29.5 Fifth Level Calamities

29.5.1 Flood (major, non-tradable)

29.5.1.1 If the primary victim has vulnerable units on a flood plain (2.3.2), he loses 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.

29.5.1.2 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.

29.5.1.3 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.

29.5.1.4 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.

29.5.1.5 A player who holds Engineering (30.18) 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.

29.5.2 Barbarian Hordes (major, tradable)

29.5.2.1 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.

29.5.2.2 Barbarian Hordes consists of fifteen barbarian tokens.

29.5.2.2.1 If the primary victim holds Politics (30.38) or Provincial Empire (30.40) an additional five barbarian tokens are placed. The effects of Politics and Provincial Empire are cumulative.

29.5.2.2.2 If the primary victim holds Monarchy (30.30), five less barbarian tokens are placed.

29.5.2.3 The barbarians invade any zero population area, any area adjacent to an empty zero population area, any area containing barbarian tokens, any area adjacent to an area containing only barbarian tokens, or any area adjacent to 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.

29.5.2.3.1 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.

29.5.2.3.2 Once conflict is resolved, all the surviving barbarian tokens in excess of the population limit repeat the procedure above (29.5.2.3).

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

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

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

29.5.2.6 All movement involving Barbarians is completed during the Calamity Resolution 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.

29.5.3 City Riots (minor, tradable)

29.5.3.1 The victim must reduce one city of his choice.

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

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

29.6 Sixth Level Calamities

29.6.1 Cyclone (*major, non-tradable*)

29.6.1.1 A Cyclone will occur in an open sea area and affect all adjacent 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.

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

29.6.1.3 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.

29.6.1.4 Any player holding Masonry (30.24) may reduce one less city.

29.6.1.5 Any player holding Calendar (30.7) may reduce two less cities and may keep two ships.

29.6.1.6 Any player holding Trade Empire (30.47) must reduce one additional city.

29.6.2 Epidemic (*major, tradable*)

29.6.2.1 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.

29.6.2.2 A primary or secondary victim removing tokens as a result of an Epidemic must leave at least one of his tokens in each affected area. Cities must be reduced to at least one token, not eliminated. If a victim can't remove enough unit points without removing his last token in an area, Epidemic affects all unit points but one of his tokens in every area,

29.6.2.3 If a primary victim of Epidemic holds Medicine (30.26) or Anatomy (30.4), 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.

29.6.2.4 A player who holds Roadbuilding (30.43) or Trade Empire (30.47) 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.

29.6.3 Coastal Migration (*minor, tradable*)

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

29.6.3.2 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.

29.6.3.3 All of the victim's ships are destroyed.

29.7 Seventh Level Calamities

29.7.1 Corruption (*major, non-tradable*)

29.7.1.1 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 at the end of the Return of Excess Commodity Cards phase (27.3).

29.7.1.2 If the victim holds Coinage (30.10) five extra points of commodity cards are discarded.

29.7.1.3 If the victim holds Law (30.21) five less points of commodity cards are discarded.

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

29.7.2 Civil Disorder (major, tradable)

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

29.7.2.2 The number of the primary victim's cities reduced is decreased by one for each of the following Civilization cards held: Music (30.33), Drama and Poetry (30.16), Law (30.21) and Democracy (30.13).

29.7.2.3 The number of the primary victim's cities reduced is increased by one for each of the following Civilization cards held: Military (30.28), Naval Warfare (30.36), Roadbuilding (30.43) and Advanced Military (30.2).

29.7.3 Tribal Conflict (minor, tradable)

29.7.3.1 The victim must remove all tokens from two areas that are adjacent by land to each other. Both areas must contain at least one token belonging to the primary victim and must not contain a city. The victim chooses which two areas will be depopulated.

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

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

29.8 Eighth Level Calamities

29.8.1 Tyranny (major, non-tradable)

29.8.1.1 Players that are adjacent by land with the primary victim are eligible to be the beneficiaries of the Tyranny.

29.8.1.2 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.

29.8.1.3 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 ($4 \times 2 = 8$). Africa first 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.

29.8.1.4 If the primary victim holds Sculpture (30.44), five less unit points are annexed by the beneficiary.

29.8.1.5 If the primary victim holds Monarchy (30.30) or Provincial Empire (30.40), five additional unit points are annexed by the beneficiary. The effects of Monarchy and Provincial Empire are cumulative.

29.8.1.6 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.

29.8.1.7 If the victim isn't adjacent by land to any other civilization then the calamity has no effect.

29.8.2 Iconoclasm and Heresy (major, tradable)

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

29.8.2.2 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.

29.8.2.3 If the primary or secondary victim holds Theocracy (30.45) 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 at the end of the Return of Excess Commodity Cards phase (27.3). If the victim does not hold two commodity cards he may not use this ability.

29.8.2.4 The number of cities the primary or secondary victim must reduce is decreased by one if the Philosophy (30.37) civilization card is held.

29.8.2.5 The number of cities the primary or secondary victim must reduce is decreased by three if the Theology (30.46) civilization card is held.

29.8.2.6 The number of cities the primary victim must reduce is increased by one if Monotheism (30.31) is held.

29.8.3 Minor Uprising (minor, tradable)

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

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

29.9 Ninth Level Calamities

29.9.1 Regression (major, non-tradable)

29.9.1.1 The victim moves his A.S.T. marker one step backwards. It may be moved forward normally during the Movement of Succession Markers phase (28), provided he meets the requirements.

29.9.1.2 The number of spaces a primary victim of Regression must retreat is increased by one if the primary victim holds Fundamentalism (30.20).

29.9.1.3 The number of spaces a primary victim of Regression must retreat is reduced by one if the primary victim holds Library (30.22).

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

29.9.2 Piracy (major, tradable)

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

29.9.2.2 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.

29.9.2.3 The number of cities the primary or secondary victim must replace with white pirate cities is increased by one if the Cartography (30.8) civilization card is held.

29.9.2.4 The number of cities the primary or secondary victim must replace with white pirate cities is decreased by one if the Naval Warfare (30.36) civilization card is held.

29.9.2.5 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.

29.9.3 Banditry (minor, tradable)

29.9.3.1 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.

29.9.3.2 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 at the end of the Return of Excess Commodity Cards phase (27.3).

30. CIVILIZATION CARDS

30.1 The groups, cost and credits associated with the various civilization cards are described below. Short summaries of all attributes of the cards are also provided. Details of how these attributes work are found in The Phases (IV) and Calamities (29). These attributes are also summarized on the civilization cards and on the civilization advances quick charts.

30.2 Advanced Military (Civic – 260)

30.2.1 Provides 10 Civic credits and 5 Science credits.

30.2.2 Holder may use tokens from areas adjacent by land as casualties in battle, but must leave at least one token in each area used this way (18.2.4).

30.2.3 Five unit points from both factions are destroyed due to Civil War (29.4.1.6).

30.2.4 One additional city is reduced due to Civil Disorder (29.7.2.3).

30.2.5 Nullifies Cultural Ascendancy (17.4.2).

30.3 Agriculture (Craft – 120)

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

30.3.2 Increases by one the population limit in areas containing only tokens belonging to a single holder (20.1.2).

30.3.3 Indirectly lessens the effects of city reduction (21.2).

30.3.4 Does not work for the primary victim during the resolution of Famine (29.3.1.4).

30.4 Anatomy (Science – 270)

30.4.1 Provides 10 Science credits and 5 Craft credits.

30.4.2 Upon purchase, holder may immediately acquire up to two science (or dual-science) cards with a face value of less than 100 points each. 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.

30.4.3 A primary victim loses eight less unit points, and a secondary victim loses five less unit points, due to Epidemic (29.6.2.3).

30.5 Architecture (Art – 140)

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

30.5.2 Once per turn, up to half of the costs of constructing a city may be paid by treasury tokens (19.3).

30.6 Astronavigation (Science – 80)

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

30.6.2 Allows ships to move through open sea areas (17.5.1).

30.7 Calendar (Science – 180)

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

30.7.2 A secondary victim loses five less unit points due to Famine (29.3.1.3).

30.7.3 Two less cities are reduced, and two less ships are destroyed, due to Cyclone (29.6.1.5).

30.8 Cartography (Science – 160)

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

30.8.2 Holder may buy cards from the second trade card stack for seven treasury tokens per card (22.5.4).

30.8.3 Holder may buy cards from the seventh trade card stack for fifteen treasury tokens per card (22.5.4).

30.8.4 One additional city is replaced due to Piracy (29.9.2.3).

30.9 Cloth Making (Craft – 50)

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

30.9.2 Increases ship movement by one area per ship per turn (17.5.1).

30.10 Coinage (Science – 90)

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

30.10.2 Holder may increase or decrease his tax rate by one (13.2.2).

20.10.3 Five additional commodity card points must be discarded due to Corruption (29.7.1.2).

30.11 Cultural Ascendancy (Art – 280)

30.11.1 Provides 10 Art credits and 5 Religion credits.

30.11.2 Players may not attack any of your units without holding either Cultural Ascendancy or Advanced Military (17.4.2).

30.11.3 Nullifies Politics (25.5).

30.11.4 Cities require one additional token to support (21.1.1).

30.12 Deism (Religion – 80)

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

30.13.2 One less city is reduced due to Superstition (29.3.2.2).

30.13 Democracy (Civic – 220)

30.13.1 Provides 10 Civic credits and 5 Art credits.

30.13.2 Prevents tax revolts (13.3).

30.13.3 Increases the first faction by ten unit points in Civil War (29.4.1.3).

30.13.4 One less city is reduced due to Civil Disorder (29.7.2.2).

30.14 Diaspora (Religion – 270)

30.14.1 Provides 10 Religion credits and 5 Art credits.

30.14.2 During the Special Abilities Phase (25.2), holder may place a city or tokens up to the population limit from stock in an empty area, provided that an unblocked path can be traced to target area.

30.14.3 Holder's hand limit of trade cards is reduced by one (27.2.2).

30.15 Diplomacy (Art – 180)

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

30.15.2 Players may not attack any of your cities without holding either Military or Diplomacy (17.4.1).

30.15.3 One additional city is captured or destroyed due to Treachery (29.2.2.3).

30.16 Drama and Poetry (Art – 80)

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

30.16.2 Increases the first faction by five unit points in Civil War (29.4.1.3).

30.16.3 One less city is reduced due to Civil Disorder (29.7.2.3).

30.17 Empiricism (Science – 60)

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

30.18 Engineering (Craft & Science – 160)

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

30.18.2 Any player attacking holder's cities need one additional token per city. Holder's city is replaced with an additional token (18.3.5).

30.18.3 Holder requires one less token when attacking an enemy city. The defending city is replaced with one less token (18.3.5).

30.18.4 A maximum of seven unit points are destroyed, or a city is reduced rather than destroyed due to Flood (29.5.1.5).

30.18.5 Holder's city is reduced rather than destroyed due to Earthquake (29.2.1.4).

30.18.6 Voids the effects of Urbanism on Volcanic Eruption or Earthquake (29.2.1.3).

30.19 Enlightenment (Religion – 160)

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

30.19.2 One less city is reduced due to Superstition (29.3.2.2).

30.19.3 Five less tokens can not be used for city support due to Slave Revolt (29.4.2.3).

30.20 Fundamentalism (Religion – 150)

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

30.20.2 Holder's A.S.T. marker is moved back one additional space due to Regression (29.9.1.2).

30.20.3 During the Special Abilities Phase (25.3), holder may destroy all units in one adjacent land area belonging to a player not holding Fundamentalism or Philosophy. Pirate cities and barbarian tokens may not be destroyed.

30.21 Law (Civic – 170)

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

30.21.2 Five less commodity card points must be discarded due to Corruption (29.7.1.3).

30.21.3 One less city is reduced due to Civil Disorder (29.7.2.3).

30.22 Library (Science – 220)

30.22.1 Provides 10 Science credits and 5 Art credits.

30.22.2 Discounts the cost of any one Civilization Advance by forty points, provided that this card is purchased simultaneously with Library.

30.22.3 Holder's A.S.T. marker is moved back one less space due to Regression (29.9.1.3).

30.23 Literacy (Art & Civic - 110)

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

30.24 Masonry (Craft – 60)

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

30.24.2 One less city is reduced due to Cyclone (29.6.1.4).

30.25 Mathematics (Science & Art – 240)

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

30.26 Medicine (Science – 140)

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

30.26.2 A primary victim loses eight less unit points, and a secondary victim loses five less unit points, due to Epidemic (29.6.2.3).

30.27 Metalworking (Craft – 90)

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

30.27.2 Holder removes tokens in conflict after all players that don't hold Metalworking (18.2.3).

30.28 Military (Civic – 170)

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

30.28.2 Holder constructs and maintains ships (16.1.1), and moves (17.2.1) after all players that don't hold Military.

30.28.3 Five unit points from both factions are destroyed due to Civil War (29.4.1.6).

30.28.4 One additional city is reduced due to Civil Disorder (29.7.2.3).

30.28.5 Nullifies Diplomacy (17.4.1).

30.29 Mining (Craft – 230)

30.29.1 Provides 10 Craft credits and 5 Science credits.

30.29.2 Holder may buy cards from the sixth trade card stack for thirteen treasury tokens per card (22.5.5).

30.29.3 Holder may buy cards from the eighth trade card stack for sixteen treasury tokens per card (22.5.5).

30.29.4 Five additional tokens can not be used for city support due to Slave Revolt (29.4.2.2).

30.30.5 Treasury tokens are worth two points when buying civilization advances.

30.30 Monarchy (Civic – 60)

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

30.30.2 Holder may increase his or her tax rate by one (13.2.1).

30.30.3 Five less barbarian tokens are used in Barbarian Hordes (29.5.2.2).

30.30.4 Five additional unit points are annexed due to Tyranny (29.8.1.5).

30.31 Monotheism (Religion – 230)

30.31.1 Provides 10 Religion credits and 5 Civic credits.

30.31.2 One additional city is reduced due to Iconoclasm and Heresy (29.8.2.6).

30.31.3 During the Special Abilities Phase (25.4), holder may replace from stock exactly all units in one adjacent area belonging to a player not holding Monotheism or Theology. Pirate cities and barbarian tokens may not be converted.

30.32 Monument (Craft & Religion – 180)

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

30.32.2 Upon purchase, holder acquires ten points of credit tokens in any combination of colors. These credits can not be used in the same turn.

30.33 Music (Art – 80)

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

30.33.2 Increases the first faction by five unit points in Civil War (29.4.1.3).

30.33.3 One less city is reduced due to Civil Disorder (29.7.2.2).

30.34 Mysticism (Art & Religion - 50)

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

30.34.2 One less city is reduced due to Superstition (29.3.2.2).

30.35 Mythology (Religion – 60)

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

30.35.2 Five less tokens can not be used for city support due to Slave Revolt (29.4.2.3).

30.36 Naval Warfare (Civic – 160)

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

30.36.2 Ships may carry one additional token (17.5.2).

30.36.3 Holder may use ships instead of tokens as casualties in conflict (18.2.5).

30.36.4 Five unit points from both factions are destroyed due to Civil War (29.4.1.6).

30.36.5 One additional city is reduced due to Civil Disorder (29.7.2.3).

30.36.6 One less city is replaced due to Piracy (29.9.2.4).

30.37 Philosophy (Science & Religion – 240)

30.37.1 Provides 5 Science credits, and 5 Religion credits.

30.37.2 The first faction in Civil War always consists of fifteen unit points chosen by the beneficiary (29.4.1.3).

30.37.3 One less city is reduced due to Iconoclasm and Heresy (29.8.2.4).

30.37.4 Nullifies Fundamentalism (25.3).

30.38 Politics (Art – 220)

30.38.1 Provides 10 Art credits and 5 Religion credits.

30.38.2 Five additional barbarian tokens are used in Barbarian Hordes (29.5.2.2).

30.38.3 During the Special Abilities Phase (25.5), holder may either replace from treasury exactly all units in one adjacent area belonging to a player not holding Politics or Cultural Ascendancy, or gain five treasury tokens from stock. Pirate cities and barbarian tokens may not be annexed.

30.39 Pottery (Craft – 60)

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

30.39.2 Five less unit points are destroyed due to Famine (29.3.1.2).

30.40 Provincial Empire (Civic – 270)

30.40.1 Provides 10 Civic credits and 5 Religion credits.

30.40.2 Five additional barbarian tokens are used in Barbarian Hordes (29.5.2.2).

30.40.3 Five additional unit points are annexed due to Tyranny (29.8.1.5).

30.40.4 During the Special Abilities Phase (25.6), holder may collect one commodity card with a face value of at least two (opponent's choice) from five different adjacent players not holding Provincial Empire or Public Works.

30.41 Public Works (Civic – 230)

30.41.1 Provides 10 Civic credits and 5 Craft credits.

30.41.2 Holder's cities cost one additional token to construct.

30.41.3 Areas with holder's cities may contain one token.

30.41.4 Nullifies Provincial Empire (25.6).

30.42 Rhetoric (Art – 130)

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

30.42.2 Holder may buy cards from the third trade card stack for nine treasury tokens per card.

30.43 Roadbuilding (Craft – 220)

30.43.1 Provides 10 Craft credits and 5 Science credits.

30.43.2 Allows token movement through one land area into a second, provided that the first area contains no enemy units (17.3.1).

30.43.3 Five additional unit points are destroyed due to Epidemic (29.6.2.4).

30.43.4 One additional city is reduced due to Civil Disorder (29.7.2.3).

30.44 Sculpture (Art – 50)

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

30.44.2 Five less unit points are annexed due to Tyranny (29.8.1.4).

30.45 Theocracy (Civic & Religion – 80)

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

30.45.2 Five additional tokens can not be used for city support due to Slave Revolt (29.4.2.2).

30.45.3 Holder may discard two commodity cards instead of reducing cities due to Iconoclasm and Heresy (29.8.2.3).

30.46 Theology (Religion – 250)

30.46.1 Provides 10 Religion credits and 5 Science credits.

30.46.2 Three less cities are reduced due to Iconoclasm and Heresy (29.8.2.5).

30.46.3 Nullifies Monotheism (25.4).

30.47 Trade Empire (Craft – 270)

30.47.1 Provides 10 Craft credits and 5 Civic credits.

30.47.2 Five additional unit points are destroyed due to Epidemic (29.6.2.4).

30.47.3 One additional city is reduced due to Cyclone (29.6.1.6).

30.47.4 During the Special Abilities Phase (25.7), holder may ask a player not holding Trade Empire or Wonder of the World for a named commodity card. If this player does not have this card, holder may ask up to two different players for the same card this way. If a player holds the named card, holder collects this one card.

30.48 Trade Routes (Craft – 180)

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

30.48.2 Holder may exchange commodity cards for treasury tokens at twice the face value during the Return of Excess Commodity Cards phase (27.1).

30.48.3 Holder's hand limit of trade cards is increased by one (27.2.1).

30.49 Universal Doctrine (Religion – 160)

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

30.49.2 One additional city is reduced due to Superstition (29.3.2.3).

30.49.3 During the Special Abilities Phase (25.8), holder may replace from stock up to five pirate or barbarian units in one adjacent area, provided that an unblocked path can be traced to target area.

30.50 Urbanism (Civic – 50)

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

30.50.2 Holder may use up to four tokens from adjacent areas to build a city in an area without a city site (19.5).

30.50.3 Four unit points are destroyed from areas adjacent to the destroyed or reduced city due to Volcanic Eruption or Earthquake (29.2.1.3).

30.51 Wonder of the World (Craft & Art – 280)

30.51.1 Provides 5 Craft credits and 5 Art credits.

30.51.2 Upon purchase, holder acquires twenty points of credit tokens in any combination of colors. These credits can not be used in the same turn.

30.51.3 Nullifies Trade Empire (25.7).

30.52 Written Record (Science & Civic) – 60)

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

30.52.2 Upon purchase, holder acquires five points of credit tokens of any color. These credits can not be used in the same turn.

VI. WINNING THE GAME

31. THE END OF THE GAME

31.1 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.

31.2 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.

32. VICTORY DETERMINATION

32.1 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.

32.2 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).