



Civilization
The Expansion Project

Core Rulebook

Version 2.12

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Overview

INTRODUCTION

CIVILIZATION: The Expansion Project is a game of skill for five to eighteen players covering the development of ancient civilizations from before 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 Iberian peninsula to the Indian subcontinent 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 result 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, the optional rules section of this book provides several options for playing a shorter game.

DESCRIPTION OF PLAY

The objective of **CIVILIZATION:** The Expansion Project is to acquire the greatest number of victory points, which is gained by building cities, acquiring civilization advancements, and progressing on the Archaeological Succession Table (A.S.T.).

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 and may then move his tokens to new areas, either by land or by boarding ships and moving by sea into other 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 valuable sets of commodity cards. Once all calamities are resolved, these commodity card sets and tokens in treasury may be exchanged for civilization advancements.

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 advancements confer special abilities and immunities upon their holders, and also provide players with the bulk of the victory points they need to win the game. 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 advancements are expensive and to purchase them a player will normally accumulate credits from a series of less expensive advancements.

I. Game Components

1. COMPONENTS

1.1 The game consists of the following components:

- A. Core Rulebook (this book) and Scenario Handbook.
- B. The mapboard covering the Iberian peninsula to the Indian subcontinent.
- C. Eighteen player mats.
- D. Eighteen sets of playing pieces, plus an extra set for barbarian tokens and pirate cities.
- E. Eighteen sets of civilization advancement cards.
- F. Five sets of credit tokens, to represent credits earned purchasing prior civilization advancements.
- G. Eighteen civilization advancements quick charts.
- H. Eighteen civilization advancements credit quick charts.
- I. Deck of 286 commodity cards.
- J. Deck of 48 calamity cards.
- K. Eighteen calamity quick charts.

1.2 CIVILIZATION: The Expansion Project does not use dice.

2. THE MAPBOARD

2.1 The mapboard contains a map that represents the ancient civilized world from Iberia 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. White lines on green and brown-colored territory are called land borders.

2.2.2 All blue-colored territory indicates water. All areas containing water are called water areas. White lines on blue-colored territory are called water borders.

2.2.3 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 are 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 civilizations are considered adjacent to each other if they have units in the same area, or in two adjacent areas.

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, not including spare parts not used during a game. An extra set of playing pieces, containing only square tokens and round cities, 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 advancement).

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.

3.7 “City reduction” is a term used to refer to the procedure where a city on the map is replaced by the maximum number of tokens allowed by the area's population limit. If a player does not have enough tokens in stock to meet the population limit, the city is replaced with as many tokens as possible.

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 advancements, 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 ADVANCEMENT CARDS

5.1 Civilization advancements represent 51 important aspects of civilization. There are five groups of civilization advancements, each identified by its own color and symbolic shape. Some advancements 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 advancements are summarized on the civilization advancement cards. They contains no new information and is presented for ease of reference.

6. CREDIT TOKENS

6.1 Credit tokens come in five different sets, one each for the five groups of civilization advancements (i.e. art, civic, craft, religion, and science). Each of these colored tokens come in denominations of 5, 10, 20 and 40.

6.2 As players acquire civilization advancements they will permanently acquire these credit tokens applying them to all future civilization advancements purchases of the appropriate 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 advancements quick charts allows players to quickly compare the benefits and drawbacks of the different civilization advancements. They contains no new information and are printed separately for ease of reference only.

7.3 The civilization advancements credit quick charts allows players to easily see the credits granted by various civilization advancements. 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. 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 (do 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 advancements 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 advancements to each player, in which case each player must honestly keep track of which he has purchased and which he has not, and show 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) 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) 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 and winning the game. A.S.T. order corresponds to the list of civilizations 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 Advancements 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 holding Monarchy (30.30) may increase their taxation rate by one token per city.

13.2.2 Players holding 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 advancements 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 for the required taxes to be payed. After collecting 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 collected their taxes.

13.3.2 The player with the most unit points in stock is the beneficiary of the tax revolt. If the victim has the most unit points in stock, or ties with another player for most unit points in stock, the tax revolt has no effect. If there is a tie between other players the victim decides who will be the beneficiary between the tied players.

13.3.3 The beneficiary then take over the amount of cities for which the original owner were unable to collect full 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 collect the unpaid taxes.

13.3.5 Cities belonging to players holding 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 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. 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 holding Military (30.28) always build and maintain ships after players not holding Military. The order of ship construction and maintenance between players holding 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.

16.3.1 A player may not forgo to maintain a ship in an area in order build a different ship in the same area instead.

17. MOVEMENT

17.1 Once ship construction is completed, players may, in descending census order, move any number of their tokens and ships.

17.1.1 Players holding Military (30.28) always move after players not holding Military. The order of movement between players holding Military is determined normally, according to descending census order.

17.2 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.

17.2.1 Players holding 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.

17.3 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.

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

17.3.2 Players not holding Cultural Ascendancy (30.11) or Advanced Military (30.2) may not attack any units belonging to a player holding 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.

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

17.5.1.2 Only players holding Astronavigation (30.6) may move their ships into open sea areas (2.2.3). Ships may never end their movement in an open sea area.

17.5.1.3 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 up to as five tokens at any one time. Only tokens that have not yet moved over land or by ship 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.

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.

18. CONFLICT

18.1 After all movement have been completed, conflicts may occur between tokens or between tokens and a city.

18.1.1 This is the only time conflict occurs, except when a player is the primary victim of Barbarian Hordes (29.5.2.3.1).

18.2 Conflict between tokens

18.1 Conflict between tokens occurs when the tokens belonging to more than one player occupy the same area and the total number of tokens in the area is greater than the population limit of the area. For the purpose of conflict, areas containing a city have an effective population limit of zero, or one if the owner of the city holds Public Works (30.41). If the population limit of an area containing tokens belonging to more than one player is not exceeded, the tokens will co-exist without conflict.

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 holding Metalworking (30.27) remove their first token from the area after all players not holding Metalworking have removed their first token.

18.2.4 Players holding Advanced Military (30.2) may, instead of removing tokens from the area in which the conflict occurs, remove tokens from an 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 holding 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 a city

18.3.1 All conflict between tokens are resolved before any conflict between tokens and a city. 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 first battle among themselves until only one player's tokens remain.

18.3.2 Conflicts between tokens and a city only occurs if the city is attacked by seven or more tokens belonging to the same player, in which case the defender replaces the city with six tokens and the resulting conflict between the attacking and defending tokens is resolved.

18.3.3 Players holding Engineering (30.18) require only six tokens to attack a city, and the defending city is replaced by five tokens. Eight tokens are required to attack a city belonging to a player holding Engineering, and the city is replaced by seven tokens. If both the attacker and defender hold Engineering, the effects of Engineering cancel each other.

18.3.4 If the defending player do not have enough tokens in stock he replaces the attacked city with what tokens he has and combat is resolved normally.

18.3.5 When a player attacks a pirate city, the pirate city is replaced by barbarian tokens solely for the purpose of resolving combat. If any such tokens survive the resulting combat, they are removed from the board.

18.4 Consequences of City Elimination

18.4.1 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.

18.4.2 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.

18.4.3 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.

18.4.4 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.

19.2 Building a city in an area containing a city site (2.3.3) cost six tokens, while building a city in other land areas cost twelve tokens. A city is built by replacing the required number of tokens with a city from stock. Cities can not be constructed in areas containing barbarian tokens or tokens belonging to another player. Tokens used to construct cities are returned to stock.

19.3 Players holding Public Works (30.41) increases the cost of building a city by one token.

19.4 Players holding 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.

19.5 Players holding 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.

20. REMOVAL OF SURPLUS POPULATION

20.1 After city construction is completed, all surplus population is removed to stock. Areas containing a city may not also contain any tokens, and other land areas may not contain more tokens than allowed by their population limits.

20.1.1 The population limit in areas containing only tokens belonging to a single player holding Agriculture (30.3) are increased by one.

20.1.2 Areas containing a city may also contain one token if the city owner holds Public Works (30.41).

20.2 This is the only time excess tokens are removed, except when a player holding Agriculture 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.

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 holding Cultural Ascendancy (30.11) have the number of required tokens needed to support each 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 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 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.

22.4 Buying Trade Cards

22.4.1 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.

22.4.2 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 advancement is required to do this.

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

22.4.4 A player holding 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.

22.4.5 A player holding 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, and is carried on by a system of barter involving only trade cards. Offers may be suspended, altered or withdrawn in open negotiation between players, but once trade cards have changed hands, a deal cannot be revoked. 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. Non-tradable calamity cards may neither be specified as one of the two named trade cards, nor be included as an additional trade card included in the deal, but must be retained by the player who drew it.

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.

32.4 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.

24. CALAMITY RESOLUTION

24.1 The player holding a calamity card at the end of the trading session is the primary victim of that calamity.

24.1.1 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 calamity card to the primary victim may not be selected as a secondary victim.

24.1.2 If a player who drew a tradable calamity card did not trade it he becomes the primary victim of the calamity and 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.

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

24.2 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.

24.3 When resolving calamities, keep in mind the rules for unit points (3.6) and city reduction (3.7). 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: Carthage must remove ten unit points because of Famine. It could remove two cities, ten tokens, or any combination thereof. If the Carthaginian player decided to reduce a city, leaving two tokens in its place, it would count as three unit points.

24.4 When a calamity calls for the removal, reduction or elimination of a specified amount of tokens, cities or unit point, and a player do not have enough eligible tokens, cities or unit points to satisfy the requirement, he removes, reduces or eliminates all eligible tokens, cities or unit points instead.

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 If a player holds more than one civilization advancement modifying the effects of a calamity, the modifications of the different civilization advancements always stack, unless explicitly stated otherwise.

Example: Hatti is the primary victim of Iconoclasm and Heresy, and would normally have to reduce four cities. However, he holds Theology, Philosophy and Monotheism and will thus only have to reduce one city, as four (Iconoclasm and Heresy) minus three (Theology) minus one (Philosophy) plus one (Monotheism) equals one.

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 with Banditry).

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.).

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 advancements they own.

25.2 Diaspora

25.2.1 A player holding 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 the land component of any area containing enemy units.

25.3 Fundamentalism

25.3.1 A player holding 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 holding Fundamentalism or Philosophy (30.37). Barbarian tokens and pirate cities may not be destroyed by Fundamentalism.

25.4 Monotheism

25.4.1 A player holding 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 holding Monotheism or Theology (30.46). Barbarian tokens and pirate cities may not be converted by Monotheism.

25.5 Politics

25.5.1 A player holding 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 holding 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 holding Provincial Empire (30.40) may collect one commodity card with a face value of at least two (opponent's choice) from each of up to five adjacent civilizations, unless that player holds Provincial Empire or Public Works (30.41).

25.7 Trade Empire

25.7.1 A player holding Trade Empire (30.47) may pick any player not holding 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 holding 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 the land component of an land area containing enemy units.

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 ADVANCEMENTS ACQUISITION

26.1 Each player has the option of acquiring one or more civilization advancements by turning in commodity cards and treasury tokens and applying credits from previously purchased civilization advancements. The cost of each civilization advancement is printed in large type at the bottom of the civilization advancement card. The purchase cost of civilization advancements must be met by a combination of the following:

26.2 Credits

26.2.1 All civilization advancements provide credit tokens which, when shown upon purchase, gives discount on civilization advancements belonging to the appropriate field of study. Most civilization advancements also provide an additional direct bonus that applies to one specific civilization advancement.

26.2.2 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.

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

26.2.4 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 advancements. The simplest way to enforce this rule is for players who purchase more than one civilization advancements to collect them at the same time.

26.2.5 Credit tokens owned by a player may be applied towards the purchase of more than one civilization advancement each turn.

26.2.6 Some civilization advancements belong to two fields of study. These are printed with both colors at the top of the advancement card. These advancements receive discount from the credit tokens for one, but not both of the colors. The color giving the largest discount is used. Specific bonuses are used independent of what color are giving the largest discount.

26.2.7 A player must use a credit if it applies to a civilization advancement he is purchasing. He cannot choose to ignore the credit in order to spend treasury tokens.

26.2.8 If a player has sufficient credits to acquire a civilization advancement without any expenditure of commodity cards or treasury tokens, he may acquire that civilization card at no cost.

26.2.9 No "change" is given if the value of commodity cards and credits exceeds the value of the civilization advancements 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.

26.3 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 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 $3 \times 3 \times 4 + 3 \times 4 = 36 + 12 = 48$, 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 a different trade block than the one from which they were drawn.

26.4 Tokens

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

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

26.5 Restrictions

26.5.1 A player may acquire one, and only one, of each of the civilization advancements. A player may not hold more than one of each type of civilization advancements.

26.5.2 Once acquired, civilization advancements may not be discarded.

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

27. RETURN OF EXCESS COMMODITY CARDS

27.1 Players holding Trade Routes (30.48) may at this point exchange commodity cards for treasury tokens. For each face value point of a commodity 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 commodity card.

27.2 After acquiring civilization advancements 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 advancement 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 holding Trade Routes (30.48) may retain one additional commodity card.

27.2.2 Players holding 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 advancements, all commodity cards used for that purpose, all excess commodity cards and all 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 advancements.

28.2.4 Early Iron Age - four cities in play and ownership of at least three civilization advancements 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 advancements 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 in 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 any area touched by a volcano, one of his cities is destroyed by an 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 victim holds Urbanism (30.50) and does not hold Engineering (30.18) four unit points belonging to that player must be removed from any area or areas adjacent to any area or areas affected by the volcanic eruption (29.2.1.1) or earthquake (29.2.1.2).

29.2.1.4 If a primary victim of an earthquake (29.2.1.2) holds 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 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 was drawn by the victim and not traded, one city belonging to that player is reduced.

29.2.2.3 If the victim 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.

29.3 Third Level Calamities

29.3.1 *Famine (major, non-tradable)*

29.3.1.1 The primary victim must remove ten unit points himself, and must instruct other players to remove a total of twenty unit points, no more than eight of which may come from any one player. The primary victim decides how many unit points are removed by each of the secondary victims, but the secondary victims decide what units to remove.

29.3.1.2 A primary or secondary victim holding Pottery (30.39) removes five less unit points.

29.3.1.3 A secondary victim holding Calendar (30.7) removes five less unit points.

29.3.1.4 A primary victim holding 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 victim are reduced. The victim chooses which cities.

29.3.2.2 If the victims holds Mysticism (30.34), Deism (30.12), or Enlightenment (30.19) one less city is reduced for each of these advancements held.

29.3.2.3 If the victim holds Universal Doctrine (30.49) one additional city is reduced.

29.3.3 Tempest (minor, tradable)

29.3.3.1 The victim must return all his ships to stock.

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

29.4 Fourth Level Calamities

29.4.1 Civil War (major, non-tradable)

29.4.1.1 The 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.

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

29.8.1.2 Among the potential beneficiaries, the player with the most unit points in stock is the beneficiary of Civil War. If the victim has the most unit points in stock, or ties with a potential beneficiary for most unit points in stock, this calamity has no effect. If there is a tie between potential beneficiaries the 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 victim begins by selecting fifteen of his unit points.

29.4.1.3.2 A victim holding Music (30.33) or Drama and Poetry (30.16) selects an additional five unit points for each of these advancements held.

29.4.1.3.3 A victims holding Democracy (30.13) selects an additional ten unit points.

29.4.1.3.4 After the victim completes his selection, the beneficiary selects an additional 20 unit points belonging to the victim to complete the first faction.

29.4.1.3.5 If the victim holds Philosophy (30.37), the first faction is automatically comprised of fifteen unit points selected by the beneficiary, regardless of any other civilization advancements held by the 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 victim then decides whether he will continue to play the units of the first or second faction.

29.4.1.6 If the victim holds Military (30.28), Naval Warfare (30.36), or Advanced Military (30.2) five unit points are removed from each faction for each of these advancements held. 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.

29.4.1.7 The beneficiary then annexes the faction the 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 unit points in stock, and so on. The victim retains his stock, ships, treasury, civilization advancements, and position on the A.S.T.

29.4.2 *Slave Revolt (major, tradable)*

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

29.4.2.2 If the victim holds Theocracy (30.45) or Mining (30.29) five additional tokens may not be used for city support for each of these advancements held.

29.4.2.3 If the victim holds Mythology (30.35) or Enlightenment (30.19), five less tokens may not be used for city support for each of these advancements held.

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 must remove 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 to remove. 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 vulnerable 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 primary or secondary victim holding Engineering (30.18) removes a maximum of seven unit points from a flood plain. If a primary victim holding 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 player who traded Barbarian Hordes to the victim is the controller of the barbarians. If Barbarian Hordes was drawn by the victim and not traded, 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 victim holds Politics (30.38) or Provincial Empire (30.40) an additional five barbarian tokens are used for each of these advancements held.

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

29.5.2.3 The barbarians can 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 attack a city owned by the victim. If no legal area, as specified above, contains a city owned by the victim, or if there is not enough remaining barbarian tokens to attack the city, they instead invade an area containing tokens owned by the victim. If there isn't any such area either, the remaining barbarian 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 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 rules.

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.

29.6 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 A primary or secondary victim holding Masonry (30.24) reduces one less city.

29.6.1.5 A primary or secondary victim holding Calendar (30.7) reduces two less cities and may keep two ships.

29.6.1.6 A primary or secondary victim holding Trade Empire (30.47) reduces one additional city.

29.6.2 Epidemic (major, tradable)

29.6.2.1 The primary victim must remove sixteen unit points himself, and must instruct other players to remove a total of twenty five unit points, no more than ten of which may come from any one player. The primary victim decides how many unit points are removed by each of the secondary victims, but the secondary victims decide what units to remove. 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 A primary victim holding Medicine (30.26) or Anatomy (30.4) removes eight less unit points for each of these advancements held. A secondary victim holding Medicine or Anatomy removes five less unit points for each of these advancements held.

29.6.2.4 A primary or secondary victim holding Roadbuilding (30.43) or Trade Empire (30.47) removes additional five unit points for each of these advancements held.

29.6.3 Coastal Migration (minor, tradable)

29.6.3.1 The victim must remove five unit points from coastal areas.

29.6.3.2 All of the victim's ships are destroyed.

29.7 Seventh Level Calamities

29.7.1 Corruption (major, non-tradable)

29.7.1.1 The victim must immediately discard ten 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.

29.7.2 Civil Disorder (major, tradable)

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

29.7.2.2 If the victim holds Music (30.33), Drama and Poetry (30.16), Law (30.21), or Democracy (30.13) one less city is reduced for each of these advancements held.

29.7.2.3 If the victim holds Military (30.28), Naval Warfare (30.36), Roadbuilding (30.43) or Advanced Military (30.2) one additional city is reduced for each of these advancements held.

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 adjacent areas will be depopulated.

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

29.8 Eighth Level Calamities

29.8.1 Tyranny (major, non-tradable)

29.8.1.1 A player is eligible to become beneficiary if his civilization is adjacent by land to the victim's civilization. A player with no units on the board is always eligible, and the victim is never eligible. In case there would be no eligible players, all players but the victim is eligible.

29.8.1.2 Among the potential beneficiaries, the player with the most unit points in stock is the beneficiary of Tyranny. If there is a tie between potential beneficiaries the victim decides between the tied players who will be the beneficiary.

29.8.1.3 The beneficiary must then annex a number of the victim's unit points equal to twice the number of cities owned by the victim by replacing the units with units from stock. If possible these unit points must be annexed from areas within or adjacent (by land or water) to the beneficiary's civilization. Each area is annexed in turn, with units previously annexed being used in this determination. An area may only be partially annexed if it is not possible to annex all units in that area, and even then the beneficiary must annex as many unit points in the area as possible.

Example: Egypt is the victim of Tyranny, and Carthage is the beneficiary. Carthage therefore gets to annex eight unit points from Egypt since Egypt has four cities in play ($4 \times 2=8$). Carthage 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 victim holds Sculpture (30.44), five less unit points are annexed by the beneficiary.

29.8.1.5 If the victim holds Monarchy (30.30) or Provincial Empire (30.40), five additional unit points are annexed by the beneficiary for each of these advancements held.

29.8.1.6 If the beneficiary does not have enough units to make any more annexations the calamity is over. Cities cannot be reduced to allow the beneficiary to annex more territories.

29.8.2 Iconoclasm and Heresy (major, tradable)

29.8.2.1 The primary victim must reduce four cities himself, and must instruct (an) other player(s) to reduce a total of two cities. The primary victim decides how many cities are reduced by each of the secondary victims, but the secondary victims decide what cities to reduce. The player who traded Iconoclasm and Heresy to the primary victim may not be selected as a secondary victim.

29.8.2.2 A primary or secondary victim holding Theocracy (30.45) 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.

29.8.2.3 A primary or secondary victim holding Philosophy (30.37) reduces one less city.

29.8.2.4 A primary or secondary victim holding Theology (30.46) reduces three less cities.

29.8.2.5 A primary or secondary victim holding Monotheism (30.31) reduces one additional city.

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.

29.8.3.2 These unit points may be paid for either partially or wholly by returning 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 must move his succession marker one step backwards. This does not affect the normal movement of the succession marker during the Movement of Succession Markers phase (28).

29.9.1.2 A victim holding Fundamentalism (30.20) moves his succession marker back one additional step.

29.9.1.3 A victim holding Library (30.22) moves his succession marker back one less step.

29.9.2 Piracy (major, tradable)

29.9.2.1 Two of the primary victim's coastal cities are replaced by white pirate cities. The player who traded Piracy to the primary victim selects what cities are replaced.

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

29.9.2.3 If the primary or secondary victim holds Cartography (30.8) one additional city is replaced.

29.9.2.4 If the primary or secondary victim holds Naval Warfare (30.36) one less city is replaced.

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. The selected cards are to be given to the player who traded Banditry to the victim.

29.9.3.2 If Banditry was drawn by the victim and not traded 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 ADVANCEMENTS

30.1 The groups, cost and credits associated with the various civilization advancements are described below. Short summaries of all attributes of the advancements 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 advancement cards and on the civilization advancements quick charts.

30.2 Advanced Military (Civic – 260)

30.2.1 Provides 10 Civic credits and 5 Science credits.

30.2.2 A 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 (17.3.2).

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 tokens belonging to a single holder only (20.1.1).

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, a holder may immediately acquire up to two science (or dual-science) advancements 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 advancement. If the purchaser does not have two different eligible advancements available to acquire, he will only be able to acquire any eligible advancements that are available.

30.4.3 Eight less unit points are lost by a primary victim of Epidemic and five less unit points are lost by a secondary victim of 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 cost of constructing a city may be paid by treasury tokens (19.4).

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 a holder's 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 Five less unit points are lost by a secondary victim of 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 A holder may buy cards from the second trade card stack for seven treasury tokens per card (22.4.4).

30.8.3 A holder may buy cards from the seventh trade card stack for fifteen treasury tokens per card (22.4.4).

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 a holder's 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 A holder may increase or decrease his tax rate by one (13.2.2).

30.10.3 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 a holder's units without holding either Cultural Ascendancy or Advanced Military (17.3.2).

30.11.3 Nullifies Politics (25.5).

30.11.4 A holder's 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 The first faction is increased 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), a 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 A 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 a holder's cities without holding either Diplomacy or Military (17.3.1).

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 The first faction is increased 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 Players require one additional token when attacking a holder's cities, and the defending cities are replaced by one additional token (18.3.3).

30.18.3 A holder requires one less token when attacking cities, and the defending cities are replaced by one less token (18.3.3).

30.18.4 The city is reduced rather than destroyed due to Earthquake (29.2.1.4).

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

30.18.6 A maximum of seven unit points from a flood plain are destroyed, or a coastal city is reduced rather than destroyed, due to Flood (29.5.1.5).

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 during 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), a holder may destroy all units in one area adjacent by land not containing units belonging to a player 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 advancement by forty points, provided that this advancement is purchased simultaneously with Library.

30.22.3 A 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 Eight less unit points are lost by a primary victim of Epidemic and five less unit points are lost by a secondary victim of 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 In a conflict, a holder removes his first token from the area after all players not holding Metalworking have removed their first token (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 A holder constructs and maintains ships (16.1.1), and moves (17.1.1), after all players not holding 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 (17.3.1).

30.29 Mining (Craft – 230)

30.29.1 Provides 10 Craft credits and 5 Science credits.

30.29.2 A holder may buy cards from the sixth trade card stack for thirteen treasury tokens per card (22.4.5).

30.29.3 A holder may buy cards from the eighth trade card stack for sixteen treasury tokens per card (22.4.5).

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

30.30.5 Treasury tokens are worth two points when buying civilization advancements (26.4.2).

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 A holder may increase his 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 – 240)

30.31.1 Provides 10 Religion credits and 5 Civic credits.

30.31.2 One additional city is reduced due to Iconoclasm and Heresy (29.8.2.5).

30.31.3 During the Special Abilities Phase (25.4), a holder may replace from stock exactly all units in one area adjacent by land 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, a holder acquires ten points of credit tokens in any combination of colors. These credits can not be used during 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 The first faction is increased 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 during 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 A holder's ships may carry one additional token (17.5.2).

30.36.3 A 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, regardless of any other civilization advancements (29.4.1.3).

30.37.3 One less city is reduced due to Iconoclasm and Heresy (29.8.2.3).

30.37.4 Nullifies Fundamentalism (25.3).

30.38 Politics (Art – 230)

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), a 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 lost due to Famine (29.3.1.2).

30.40 Provincial Empire (Civic – 260)

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), a 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 A holder's cities cost one additional token to construct (19.3).

30.41.3 Each area containing a holder's city may also contain one token (20.1.2).

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 A holder may buy cards from the third trade card stack for nine treasury tokens per card (22.4.3).

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 (17.2.1).

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 during Slave Revolt (29.4.2.2).

30.45.3 A holder may discard two commodity cards instead of reducing any cities due to Iconoclasm and Heresy (29.8.2.2).

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 (29.8.2.4).

30.46.3 Nullifies Monotheism (25.4).

30.47 Trade Empire (Craft – 260)

30.47.1 Provides 10 Craft credits and 5 Civic credits.

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

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

30.47.4 During the Special Abilities Phase (25.7), a holder may ask, in turn, up to three players not holding Trade Empire or Wonder of the World for a single named commodity card. If the player asked holds that card, the holder collects it and may not ask anyone else for it this turn.

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 During the Return of Excess Commodity Cards phase (27.1), a holder may exchange commodity cards for treasury tokens at twice the face value.

30.48.3 A 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), a holder may replace from stock up to five pirate or barbarian units in one 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 A 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, a holder acquires twenty points of credit tokens in any combination of colors. These credits can not be used during 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, a holder acquires five points of credit tokens of any one color. These credits can not be used during the same turn.

VI. Winning the Game

31. THE END OF THE GAME

31.1 The game ends after the turn in which 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 space on the A.S.T. The player who first reaches a finish square on the A.S.T. does not necessarily win the game.

32. VICTORY DETERMINATION

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

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

B. Civilization Advancements:

- 1 victory point for each advancement with a face value of less than 100.
- 2 victory points for each advancement with a face value of 100 or more, but less than 200.
- 3 victory points for each advancement with a face value of 200 or more.

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

32.2 The player with the largest total sum of victory points is the winner. If two or more players have the same number of victory points, ties are broken by wealth (the sum of the set value of any commodity cards held as well as treasury tokens).

VI. Optional Rules

33. PLAYING A SHORTER GAME

33.1 Because it often is difficult to dedicate the ten to eighteen hours needed to play a full game, this chapter offers several alternatives for playing a shorter game.

33.2 The simplest way is to end the game after a fixed number of turns, usually in the range of twelve to sixteen turns, instead of waiting for a player to reach the finish square on the A.S.T. After having completed the predetermined number of turns, proceed to determine the winner the normal way.

33.3 If there is a specific deadline to meet, another option is to specify a time limit after which no new turn should start. After the predetermined length of time, complete the current turn and then proceed to determine the winner the normal way.

33.3.1 Note that the game usually will take longer than the specified time limit, as players must complete the final turn before determining the winner. It is therefore recommended to leave at least one hour to spare before any player have to leave the game session.

33.4 Unfortunately, both options above will severely limit the opportunity to experience the endgame with the more expensive civilization advancements in play. When that is not desirable, the procedure below allows for starting the game with all civilizations well on their way to glory. These rules may be combined with § 33.2 and/or § 33.3 to play only the middle of the game.

33.4.1 Depending on the amount of time available the group must first decide how long they desire to play. The estimated playing time for a medium game is eight to twelve hours, while it is six to nine hours for a short game. The setup stage differs depending on how long game you choose, so it is important all players agree before continuing.

33.4.2 Begin game setup as normal, following the procedure set out in § 9.1 through § 10.4.

33.4.3 Starting in descending A.S.T. order each player may collect a certain amount (20 face value points for a medium game, 25 for a short game) of commodity cards. A player may only draw one card per stack, and only from the trade card block he belongs to.

33.4.4 Players then proceed by secretly selecting a set of civilization advancements from the appropriate advancements setup table below. Players may take a moment to discuss what they are going to select with their neighbors, but any promises are non-binding and a player may not openly reveal his recorded selection. Once all players have decided they simultaneously reveal their selections and collect the appropriate advancements and credit tokens.

33.4.5 Next each player records the amount of tokens he would like in each available area. In total a player may only place 35 tokens for a medium game, or 40 tokens for a short game. Depending on the set of advancements chosen a player might get some extra tokens to place at the same time. A player may only place tokens in areas associated with his civilization as per the Scenario Handbook. Players may discuss the placement of their units with other players but these discussions are never binding and a player may not openly reveal his recorded selection. Once all players have decided they simultaneously reveal their selections and place the appropriate tokens on the board.

33.4.6 Then all conflicts are resolved. When resolving these conflicts DO NOT take civilization advancements into account. Resolve each conflict as if no player possess any advancements.

33.4.7 Then each player in descending A.S.T. order may build his initial cities. For this purpose only a city on a city site requires 5 tokens to build, and a city not on a city site requires 10 tokens to build. When building these cities DO NOT take civilization advancements into account.

33.4.8 Remove Surplus Tokens. This is done as per normal rules. Apply the effects of civilization advancements normally.

33.4.9 Check for City Support. This is done as per normal rules. Apply the effects of civilization advancements normally.

33.4.10 Each player then places their marker on the appropriate column on the A.S.T. depending on the desired length of the game. For a medium game each player place their marker in the sixth column (30 VP) and for a short game in the ninth column (45 VP). If players do not meet the minimum required cities or advancements for the A.S.T. position they start one position behind. They won't start more than one position behind, even if they don't fulfill the requirements for that position either.

34. MINOR RULE MODIFICATIONS

34.1 This section lists minor rule modifications that can be used to solve some perceived minor problems, or just to create some variation. If you have a house rule that fits this description, please send it to jonno@civproject.net and it might appear in later versions of this section.

34.2 Limited Trading Time

34.2.1 The trading phase is limited to ten (for games with up to seven players) or fifteen (for games with eight or more players) minutes. All players should have a chance to look through their trade cards hand before the clock starts and the trading phase begin.

34.7.2 If all players agree a different time limit can be selected.

34.2.3 While trading normally continue until all players have completed all the deals they wish to make, that sometimes lead to situations when most players sit idle for a long period as two or three players haggle over the minute details of a deal. In order to speed up game play in groups where this occurs frequently, it is strongly recommended to impose a time limit after which no more trades are allowed to take place.

34.3 Tradable Non-Tradable Calamities

34.3.1 All calamities are tradable.

34.3.2 Unless you also play with Shuffle Non-Tradable Calamities in the Deck (34.4) or Bottom-Three Shuffling of Non-Tradable Calamities (34.5), do not shuffle normally non-tradable calamities together with tradable calamities during game setup nor during restacking of returned trade cards.

34.3.3 This variant will make trading much more dangerous, and will partially set aside some self-balancing aspects of the game. Whether this is good or bad is a matter of opinion.

34.4 Shuffle Non-Tradable Calamities in the Deck

34.4.1 Shuffle non-tradable calamities together with tradable calamities during initial game setup and during restacking of returned trade cards.

34.4.2 This variant will make the calamity phase more dangerous, as the devastating non-tradable calamities will appear more often. Whether this is good or bad is a matter of opinion. It will also invalidate the valid but time consuming strategy of “card counting” to keep track of non-tradable calamities for the purpose of managing the amount of cities to avoid the worst of the non-tradable calamities.

34.5 Bottom-Three Shuffling of Non-Tradable Calamities

34.5.1 When about to put a non-tradable calamity card at the bottom of the trade stack, first pull the bottom two cards from the stack, shuffle the non-tradable calamity together with these cards, and then put all three cards at the bottom of the stack.

Medium Game				Short Game		
Package	Advancements	Credits	Tokens	Advancements	Credits	Tokens
Craft & Science	Agriculture	Craft: 10 Science: 5	3	Agriculture Masonry Empiricism Coinage	Craft: 25 Science: 25 Art: 5 Civic: 10 Religion: 5	0
Craft & Art	Drama & Poetry Pottery	Art: 15 Craft: 10 Religion: 5	0	Drama & Poetry Pottery Agriculture Sculpture	Craft: 20 Science: 5 Art: 25 Civic: 5 Religion: 5	4
Craft & Civic	Masonry Urbanism	Craft: 10 Civic: 10 Science: 10	6	Masonry Urbanism Metalworking Monarchy Cloth Making	Craft: 30 Science: 10 Art: 5 Civic: 20 Religion: 5	4
Craft & Religion	Cloth Making Deism	Craft: 15 Religion: 10 Art: 5	1	Cloth Making Deism Agriculture Pottery	Craft: 35 Science: 5 Art: 10 Religion: 10	4
Science & Art	Empiricism Sculpture	Art: 15 Science: 10 Civic: 10 Craft: 5 Religion: 5	6	Empiricism Sculpture Medicine Drama & Poetry	Craft: 10 Science: 20 Art: 25 Civic: 10 Religion: 10	0
Science & Civic	Written Record Monarchy	Science: 10 Civic: 15 Religion: 5	3	Written Record Monarchy Urbanism Engineering	Craft: 5 Science: 15 Civic: 25 Religion: 5	0
Science & Religion	Astronavigation Mythology	Religion: 15 Science: 10 Art: 5	0	Astronavigation Mythology Coinage Deism	Craft: 5 Science: 20 Art: 5 Civic: 5 Religion: 25	4
Art & Civic	Literacy	Art: 10 Civics: 10 Craft: 5 Science: 5 Religion: 5	6	Literacy Drama & Poetry Monarchy Sculpture	Craft: 5 Science: 5 Art: 30 Civic: 25 Religion: 15	6
Art & Religion	Mysticism Music	Art: 15 Religion: 10	1	Mysticism Music Sculpture Architecture	Science: 5 Art: 35 Civic: 5 Religion: 10	2
Civic & Religion	Theocracy Monarchy	Civic: 15 Religion: 5 Science: 5	0	Theocracy Monarchy Deism Metalworking	Craft: 15 Science: 5 Civic: 15 Religion: 15	4

34.5.1.1 Do this both during initial game setup and during restacking of returned trade cards.

34.5.2 This variant will get rid of the strategy of “card counting” without significantly increasing the danger of the calamity phase, and is thus an alternative to Shuffle Non-Tradable Calamities in the Deck (34.4).

34.6 No Limit on Primary Victims of Calamities

34.6.1 Ignore paragraph 24.2.

34.6.2 This variant will increase the danger of trading, and increase the probability of a quick fall of a promising civilization. That is great unless you are that civilization. It will also get rid of the valid, but arguably unsportsmanlike, strategy of “calamity hoarding” to reduce the risk of actually getting hit by a drawn non-tradable calamity.

34.7 Dynamic Limit on Primary Victims of Calamities

34.7.1 Replace paragraph 24.2 with the following procedure:

34.7.1.1 No player may be the primary victim of more than three calamities, of which at most two can be major calamities, in a single turn.

34.7.1.2 If a player receives more than two major calamities in the same turn he first disregards any duplicates. If, after disregarding all duplicates, he still has more than two major calamities, his tradable major calamities are shuffled together, and one (or two if he has no non-tradable major calamities) is drawn at random, and his non-tradable major calamities are shuffled together, and one (or two if he has no tradable major calamities) is drawn at random. The remaining major calamities received by that player are disregarded and are returned to the appropriate stack of trade cards.

34.7.1.3 If a player, after disregarding major calamities as described above, still has more than three calamities, he first disregards, at random, duplicate minor calamities until only three calamities remains. If, after disregarding all duplicates, he still has more than three calamities, he disregards, at random, minor calamities until only three calamities remains.

34.7.2 This slightly more complicated version of paragraph 24.2 will result in an arguably fairer calamity phase, and will severely reduce the ability to employ the strategy of “calamity hoarding” without increasing the danger of the calamity phase, and is thus an alternative to No Limit on Primary Victims of Calamities (34.6).

34.8 Limited Damage from Calamities

34.8.1 No calamity effect can reduce a victim, primary or secondary, to less than 16 unit points. Once a player reaches 16 unit points, further calamity effects do not affect that player until he gains more on-map unit points.

34.8.2 If all players agree a different amount of unit points can be selected. 16 is the default value, as that is enough to keep two cities, or to keep one city as well as a population base to grow from.

34.8.2 This variant rule makes sure no player gets too far behind due to calamities. Think of it as an extra safety net in case the self-balancing properties of the game wouldn't be enough.

34.9 Stoic Civilization

34.9.1 Stoic Civilization is a common combination of Tradable Non-Tradable Calamities (34.3), Shuffle Non-Tradable Calamities in the Deck (34.4) and No Limit on Primary Victims of Calamities (34.6).

34.9.2 This variant will make trading and the following calamity phase very dangerous, as these three optional rules augment each other in their destructive power. Thus a game of Stoic Civilization run the risk of becoming a much less friendly game. Whether this is good or bad is a matter of opinion.

35. VARIANT GAMES

35.1 This section lists a few variant games that are based on CIVILIZATION: The Expansion Project but contain some major changes to gameplay. This section needs to be fleshed out. If you have an idea, please send it, or an abstract of it, to jonno@civproject.net, and it might appear in later versions of this section.

35.2 Unique Cultures Variant

35.2.1 Variant Introduction

35.2.1.1 The Unique Cultures variant grants civilizations special advantages and disadvantages making each civilization unique.

35.2.2 Rule Changes

35.3.2.1 Each civilization gains one or more specific advantages and one or more specific disadvantages, as listed in the scenario handbook. These special advantage/disadvantages vary from granting free starting techs/credits to special rules exceptions.

35.3 Imperial Civilization

35.3.1 Variant Introduction

35.2.1.1 This seemingly small change to the rules have a profound effect on the game, enabling a completely new style of play. With 110 tokens available it's suddenly feasible to aim for quantity instead of quality. Border skirmishes might turn into full scale wars, and given enough military strength it's suddenly possible to completely overrun a troublesome neighbor. On the other hand the largest civilization will naturally face the most enemies, and calamities such as Civil War and Civil Disorder become truly devastating to larger civilizations, so no empire will last for ever. The game will still have the same core, but power fluctuations will be much larger. If combined with the Stoic Civilization (2.8) optional rule and a few aggressive players a game of Imperial Civilization might even turn into a full scale wargame where nothing is certain. This variant should never be seen as a replacement of standard CIVILIZATION: The Expansion Project, nor is it a feasible option for beginners, but might provide for a nice break in the routine for seasoned players.

35.3.2 Rule Changes

35.3.2.1 Use two set of playing pieces per player.

35.3.2.2 During the drawing of trade cards, players with more than nine cities only draw trade cards for their first nine cities. Immediately after all players have drawn their cards, but before any player may purchase trade cards, they do a second drawing of trade cards as if they had nine fewer cities than they actually have.