



Dawn of History

Rules

Version 1.0

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Table of Contents

Overview.....	1
Introduction.....	1
Description of Play.....	1
I. Game Components.....	3
1. Components.....	3
2. The Mapboard.....	3
3. Playing Pieces.....	4
4. Player Mats.....	5
5. Civilization Cards.....	5
6. Credit Tokens.....	5
7. Quick Charts.....	5
8. Trade Cards.....	5
II. Getting Started.....	8
9. The Number of Players.....	8
10. Setting up the Game.....	8
III. Turn-by-Turn Procedure.....	10
11. The Game Turn.....	10
12. Sequence of Play.....	10
IV. The Phases.....	11
13. Tax Collection.....	11
14. Population Expansion.....	11
15. Census.....	11
16. Ship Construction and Maintenance.....	12
17. Movement.....	12
18. Conflict.....	13
19. City Construction.....	15
20. Removal of Surplus Population.....	15
21. City Support Check.....	15
22. Trade Cards Acquisition.....	16
23. Trade.....	17
24. Calamity Resolution.....	17
25. Special Abilities Phase.....	18
26. Civilization Cards Acquisition.....	20
27. Return of Excess Commodity Cards.....	22
28. Movement of Succession Markers.....	22
V. Card Specific Rules.....	24
29. Calamities.....	24
30. Civilization Cards.....	30
VI. Winning the Game.....	38
31. The End of the Game.....	38
32. Victory Determination.....	38

Overview

INTRODUCTION

Dawn of History is a board game of strategy and skill for 2 to 18 players. It simulates the development and advancement of various civilizations from the stone age to the iron age. Each player guides a single civilization over this course of time in an effort to stave off disaster and dominate the known world.

A typical game of Dawn of History can take up to 24 hours to complete, depending on the number of players. There are optional ways to shorten the game, and they are addressed in the Optional Rules section. There are some specific scenarios that can take a shorter time also. They can be found in the Scenarios section of the rules.

This game is an adaptation of Avalon Hill's Civilization game (1981) and later their Advanced Civilization game (1991). It also draws upon additional work done by others that expands the initial game map and number of players. Additional trade and advancement cards have been added over the years, and numerous rule modifications. This edition codifies all these previous releases into a single updated game.

DESCRIPTION OF PLAY

The game is played in turns. Each turn has various phases that each player must address - in order, in sequence. Taxes are collected, populations grow, population is counted, ships are built, populations move, conflicts occur, cities are built, excess population is removed, unsupported cities are reduced, trade cards are acquired, trade occurs, calamities are resolved, special abilities are exercised, unsupported cities are reduced again, Advancement cards are acquired, and finally the Chronological Advancement Chart (C.A.C.) markers are moved.

WINNING THE GAME

There are several criteria that determine who wins the game. Victory is not solely Dependant on being the first to advance their marker to the end of the chronological advancement chart. Victory points are awarded for progress on this chart, Advancements acquired, and cities built.

I. Game Components

1.0 COMPONENTS

1.1.1 The game is composed of the following parts:

- A. Rules.
- B. The map.
- C. Counters for 18 players, with two additional sets of Barbarians/Pirates counters.
- D. Twenty player mats, one for each player and the Barbarians/Pirates.
- E. Several sets of Advancement cards, we recommend 3 or 4 for player reference.
- F. Several pages of Advancement Credit counters, 2 to 6 should be adequate.
- G. Several calamity reference charts, 4 should do.
- H. Up to 18 sets of the Advancement Checklist, each player will need one.
- I. A few Advancement credit quick reference charts, 2 to 4 will suffice.
- J. A deck of 286 Trade cards including an additional 48 calamity cards, separated between east and west, and identified with stack numbers 1 through 9.

2.0 THE MAP

2.1.1 The map covers the areas of the ancient western civilized world from Britannia to India. Printed on the map are locations for the Trade Card stacks, both east and west have 9 card stacks. The Chronological Advancement Chart (C.A.C), and the Census table are also printed on the map. Some may choose to remove these features to off board locations, mounted to steel sheets and magnetic counters utilized. This may be convenient, but is not required. The map is divided into areas for occupation and movement. These areas contain some map symbols that are used in the game.

2.2 Map Areas

2.2.1 Yellow, green, and brown places indicate land, and are referred to land areas. White lines between two land areas are called land borders. Blue indicates water, and these areas are called water areas. White lines between them are called water borders. Areas containing only water are called deep sea areas and are dark blue. Many areas have both water and land. These areas are both land and sea areas, and are referred to as coastal areas. Areas separated by a white line are considered to be adjacent to each other, either by land or sea (or both)

2.2.3 Map areas that contain game charts are not playable areas, they are considered to be the map edge.

2.2.4 More than one civilization can control an area with population markers, subject to stacking limitations. Each of the civilizations present may count the area as their own when necessary.

2.2.5 Sometimes it is necessary to determine if a civilizations pieces (Cities or Population) are adjacent to a map feature, or another civilization's pieces. The white line between areas determines this, and dual occupancy of an area also applies. Adjacent means the area next to the area in question (and the area itself).

2.3 Map Symbols

2.3.1 White triangles represent Volcanoes. They can be located in an area or may affect two areas when placed on the white border line between them.

2.3.2 Flood plains contain a dark green color. City sites in these areas are white squares, and are also considered to be in the flood plain.

2.3.3 City sites are represented by squares, white or black. These are places that are easy to build cities upon. Black squares are city sites that are not affected by floods.

2.3.4 Each number encircled in color indicates the population limit for that area. That number is the maximum number of population markers that the area can hold under normal circumstances. For ease of identification, each value has been given own color.

2.3.5 The other map features are aesthetic and are not related to game play.

2.4 Chronological Advancement Chart (C.A.C.)

2.4.1 This chart has a track for each civilization played in the game. Each player has a marker for this chart with the name of their civilization printed on it. Markers generally 'advance' from left to right, but can stop and go backwards in some situations.

2.4.2 The C.A.C. is broken up into ages. They are: Stone Age, Early Bronze Age, Late Bronze Age, Early Iron age, and Late Iron age.

2.4.3 Each age has specific requirements that must be met for the marker to enter that area. If, at the end of the turn, these requirements are not met the marker cannot move forward, and must begin moving backwards to the age where the qualifications are met.

2.5 Census Chart

2.5.1 The census chart is used for each civilization's census marker. After the population expansion phase, players count how many of their population counters are on the board and place their census marker on the appropriate marker.

2.6 Trade Card Stacks

2.6.1 The trade card stacks are divided into two regions – East and West. The backs of the cards are marked with different colors to determine this division. Each group is divided into 9 stacks, each representing a number 1-9. The trade cards are marked accordingly. The number of players in the game will determine what cards are included or removed from these stacks (see 10.3).

3.0 PLAYING PIECES

3.1.1 There are eighteen sets of playing pieces, one for each civilization, all have different colors. Each set contains 55 square 5/8 inch **Population** counters, nine round 3/4 inch **Cities**, four rectangular 1/2 by 1 inch **Ships**, one half inch census marker with a number, and one half inch square advancement marker. 2 sets of Barbarian/Pirate counters should also be used.

3.1.2 Cities are used to represent walled urban populations.

3.1.3 Ships are used to move counters across water areas and may fight battles (with the Naval Warfare advancement).

3.1.4 “Units” is a term used to refer to counters and cities, but not ships.

3.1.5 The term “Unit points” is used in later sections of these rules to refer to combinations of cities (5 points) and population (1 point). Ships have zero points, and do not count.

4.0 PLAYER MATS

4.1 Population, Cities and Ships not in play on the board are kept on the player's mat. These are called “stock” and are kept in the stock area of the mat. When playing pieces are removed from the board they are placed back in stock and may return to play later. No playing pieces are ever permanently removed from the game.

4.2 When Population counters are placed into the treasury area of the mat they become currency that may be used for various purchases. They are placed in the treasury section with the back side up. It is important not to mix the counters in Stock with counters in Treasury, because they are used for different purposes in the game.

5.0 ADVANCEMENT CARDS

5.1.1 Each advancement card represents one of many important technological improvements that a civilization can acquire. There are five categories of advancement cards, each has its own color and represents a field of cultural knowledge. Each also has a distinct shape for ease of identification. Some advancement cards belong to two of these groups. The categories are: Art (blue triangle), Civic (pink hexagon), Craft (Red square), Religion (yellow star), and Science (green circle).

5.1.2 The advancement cards have the name of the advancement, colors to indicate which cultural category they belong to, the cost of the card, credits for other advances, and a summary of the advancement's benefits. The cards are not actually required for play, but are a nice visual reference for players to review when considering their Advancement purchases. An advancement reference sheet is typically used to check off Advancements that the player has purchased.

6.0 CREDIT COUNTERS

6.1.1 Credit counters come in six different sets, one each for the five cultural categories of Advancement cards (i.e. art, civic, craft, religion, and science). Each of these colored counters come in denominations of 5, 10, 20 and 40.

6.1.2 As players acquire civilization cards they will permanently acquire these credit counters applying them to all future Advancement card purchases of that cultural category.

7.0 REFERENCE CHARTS

7.1.1 The Calamity reference chart allows players to view the various calamity affects at a glance. They have no new information and are for ease of reference.

7.1.2 The Advancement Check List allows each player to quickly compare the benefits and drawbacks of the various advancements. As players purchase advances they check them off, and can see at a glance which advances they have acquired.

7.1.3 The Credit reference chart allows players to review the credits provided by the various Advancement cards. The chart has no new information and is only provided for reference.

8.0 TRADE CARDS

8.1.1 Trade cards come in two types - Commodities and Calamities. They are called trade cards because they are traded in the game. 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 lists the number of each commodity, and what trade card stack to put 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: Used 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 Each trade card stack from number 2 through number 9 have 3 calamities in each stack. One will be Non-Tradeable, one Major, and one Minor. These are included for both the East and West trade cards. The table below shows which calamities belong to each trade card stack:

Stack	Calamity	Severity	Trade Status
2	Volcanic Eruption or Earthquake	Major	Non-tradeable
2	Treachery	Major	Tradeable
2	Squandered Wealth	Minor	Tradeable
3	Famine	Major	Non-tradeable
3	Superstition	Major	Tradeable
3	Tempest	Minor	Tradeable
4	Civil War	Major	Non-tradeable
4	Slave Revolt	Major	Tradeable
4	City in Flames	Minor	Tradeable
5	Flood	Major	Non-Tradeable
5	Barbarian Hordes	Major	Tradeable
5	City Riots	Minor	Tradeable
6	Cyclone	Major	Non-Tradeable
6	Epidemic	Major	Tradeable
6	Coastal Migration	Minor	Tradeable
7	Corruption	Major	Non-Tradeable
7	Civil Disorder	Major	Tradeable
7	Tribal Conflict	Minor	Tradeable
8	Tyranny	Major	Non-Tradeable
8	Iconoclasm and Heresy	Major	Tradeable
8	Minor Uprising	Minor	Tradeable
9	Regression	Major	Non-Tradeable
9	Piracy	Major	Tradeable
9	Banditry	Minor	Tradeable

II. Getting Started

9.0 THE NUMBER OF PLAYERS

9.1.1 The Dawn of History game can be played with as few as five and as many as 18 players. Some alternate game maps may accommodate different numbers of players.

9.1.2 When you have 18 players, use all of the civilizations and the entire map. You can skip the rest of this section and continue directly with Setting up the Game (10).

9.1.3 If you have fewer than 18 players you will need to decide which civilizations are going to be in play. You should select civilizations with starting locations that are close to each other (you should not leave gaps). Each civilization in play should have at least two direct neighbors. These civilizations may border over water, but not over open sea areas or zero population areas. The Scenario Handbook has a list of recommendations based upon the number of players. Try to reach a consensus on which civilizations to use before proceeding. If a consensus is not possible, a majority decision or a Game Master decree (if your game has a GM) is acceptable.

9.1.4 You will need 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 number thus making it impassable. If an area is associated with more than one civilization, remove it if one of those civilizations is not in play.

9.1.5 You may not move counters into, or build cities in, areas that are not in play. Ships may move through areas not in play, even carrying counters, but may not unload any counters, or 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 the Barbarian Hordes, areas adjacent to areas removed from play are considered to be adjacent to the map edge.

9.1.6 If you have 12 players or more you will need to divide the civilizations in play into two trade card blocks. The easternmost half will constitute The East, and the westernmost half will constitute The West. If you have an odd number of players, the middle civilization belongs to the trade card block it would have belonged to in an 18 player game.

10.0 SETTING UP THE GAME

10.1.1 Start by laying out the map board. When you have fewer than 18 players, cover some areas, as described above.

10.1.2 Sort out the Advancement cards to the side so they are accessible to every player, put the the credit counters with them.

10.1.3 Each player is given an Advancement reference check list, they should write their name on it and the civilization that it is to be used for.

10.1.4 Sort out the trade cards into their respective with the stacks.

10.1.4.1 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 (Tradeable and non-Tradeable) calamities (8.3.1).

10.1.4.2 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 (Tradeable and non-Tradeable) and minor calamities (8.3.1).

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

10.1.4.4 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 (Tradeable and non-Tradeable) 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 (Tradeable and non-Tradeable) and minor calamities (8.3.1).

10.1.4.5 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. Set these aside for a moment. Shuffle the calamity cards you are using in with the remaining commodity cards for each stack, and the commodity cards that were set aside are now placed on top of their trade card stacks. This ensures that no player will draw a Tradeable calamity until play is well underway. The eight non-Tradeable calamity cards are then placed at the bottom of the appropriate stack. The first stack does not have calamities.

10.1.5 Players may draw lots to decide who chooses which civilization to play first, each in their turn will select a civilization until they are all taken.

10.1.6 Each player then puts one Population counter in the starting area of their civilization, and places the remaining 54 Population counters, nine cities, and four ships, in the stock area on the player mat. Starting areas are indicated on the map and listed in the Scenario Handbook. Players also place their assent ion marker on their civilization's start arrow on the Chronological Advancement Chart (C.A.C.) and their census marker on the census track. Play may now begin.

III. The Game Turn

11.0 THE GAME TURN

11.1.1 Each turn in the game Dawn of History is broken up into different phases that must be executed in their turn. When the phases have been completed, the game turn is finished and a new turn can begin.

11.1.2 For speed of play, players may conduct their actions simultaneously for many of the phases, so long as their actions have no effect on the other players. There are situations when the actions of other players are very important in determining your actions. Any player may demand at the start of a phase that activities for that phase are carried out in sequence.

11.1.3 Each phase will stipulate the formal order of player actions. This information is summarized in the sequence of play section.

11.1.4 Chronological Advancement Chart (C.A.C.) order is used to resolve all ties between the civilizations except conflict and winning the game. Chronological Advancement Chart (C.A.C.) order corresponds to the list of civilizations on the Chronological Advancement Chart (C.A.C.) The Scenario Handbook also lists all civilizations in Chronological Advancement Chart (C.A.C.) order.

IV. Phases

12.0 SEQUENCE OF PLAY

12.1.1 During each turn, the following sequence of play is used:

Phase	§	Conditions	Order
Tax Collection (possible tax revolts)	13	When cities exist	Chronological Advancement Chart (C.A.C.) order
Population Expansion	14	Always	Chronological Advancement Chart (C.A.C.) 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	Chronological Advancement Chart (C.A.C.) order
Removal of Surplus Population	20	If necessary	Chronological Advancement Chart (C.A.C.) order
City Support Check	21	If cities exist	Chronological Advancement Chart (C.A.C.) 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	Chronological Advancement Chart (C.A.C.) order
City Support Check	21	If cities exist	Chronological Advancement Chart (C.A.C.) order
Civilization Cards Acquisition	26	If desired	Chronological Advancement Chart (C.A.C.) order
Return of Excess Commodity Cards	27	If necessary	Chronological Advancement Chart (C.A.C.) order
Movement of assent ion markers	28	Always	Simultaneous

12.1.2 There are seventeen phases in a turn. During the early turns of the game, many phases will not be necessary. Phases where no activity takes place are skipped.

13.0 TAX COLLECTION

13.1.1 Every player must transfer two population counters from Stock into Treasury for each city they have on the board.

13.2 Varying Taxation

13.2.1 Players with the Monarchy (30.30) advancement may increase their tax rate by one counter per city.

13.2.2 Players with the Coinage (30.10) advancement may vary their tax rate by increasing or decreasing it by one population counter per city.

13.2.3 Civilization cards that effect taxation are cumulative (e.g. Monarchy + Coinage can yield a taxation rate of four counters 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. Players can set a tax rate that causes a tax revolt.

13.3 Tax Revolts

13.3.1 A tax revolt occur when the player does not have enough counters in his Population Stock to convert to treasury. After paying the entire stock in taxes, the cities that couldn't pay their full taxes revolt. Tax revolts are resolved after all players have paid their taxes.

13.3.2 The player with the most unit points in Stock (Population and Cities) is the beneficiary of the tax revolt. The revolting cities are replaced with their own cities from stock. When this player runs out of cities, the player with the next largest unit points in Stock is the beneficiary. In the event of a tie, the revolting player may select the player to replace their cities.

13.3.3 In rare cases when the revolting player becomes the beneficiary, the cities are reduced.

13.3.4 The new owners do not pay the unpaid taxes.

13.3.5 In the rare case where no player can take over remaining revolting cities, the cities are reduced.

13.3.6 Cities belonging to players with the the Democracy (30.13) advancement are never subject to tax revolts.

14.0 POPULATION EXPANSION

14.1.1 Each player adds one population counter from Stock to every Area on the map that contains one of their Population counters and two counters to every Area that already contains two or more of their Population counters. Population counters are never added to areas that contain cities. Population counters may be added to an Area in excess of its population limit.

14.1.2 When a player does not have sufficient counters in stock to complete his population expansion, he divides what counters he has in stock among the eligible areas as he wishes, but otherwise population expansion is mandatory and may not be voluntarily cut back.

14.1.3 Population is increased in Chronological Advancement Chart (C.A.C.) order and may occur simultaneously when players do not run out of stock.

15. CENSUS

15.1.1 Each player counts the number of Population counters they have on the board. Cities and ships are not counted.

15.1.2 Each player's census marker is placed on the census track on the space that corresponds to the player's population. A record is now available for the order of movement. To resolve ties, the number on the census marker indicates that civilization's Chronological Advancement Chart (C.A.C.) order.

16. SHIP CONSTRUCTION AND MAINTENANCE

16.1.1 Players build and maintain ships in descending census order.

16.1.2 Players with the the Military (30.28) advancement always build and maintain ships after players not with the Military. The order of ship construction and maintenance between players with the Military advancement is by descending census order.

16.1.3 Building a ship costs two Population counters. This may be paid for either from the treasury, by a levy of the player's Population counters from the area that the ship is being constructed in, or by a combination of the two.

16.1.4 A ship financed completely from treasury may be placed in any coastal area containing at least one of the player's cities. A ship built totally or partially by levy must be placed in the coastal Area being levied. All counters used for construction and maintenance of ships are returned to Stock.

16.1.5 Ships already in play can be maintained at a cost of one counter per turn from treasury or by a levy 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.

16.1.6 No player may have more than four ships in play at one time.

17.0 MOVEMENT

17.1.1 Each players may move some, all, or none of their Population counters and ships. Cities do not move. No player may move another player's pieces.

17.1.2 Players move in descending census order, so that the player with the most Population on the board moves first, and least moves last.

17.1.3 Players with the Military (30.28) advancement always move after players not having it. The order of movement between players with the Military advancement is by descending census order.

17.1.4 Barbarians/Pirates, which periodically appear on the board as a calamity, move only during the Calamity Resolution phase.

17.1.5 Counters may be moved either across a single land border, or on board a ship currently occupying the same area. counters may not both move across land and on board a ship in the same turn.

17.1.6 Players with the Roadbuilding (30.43) advancement may move their counters 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. The Roadbuilding advancement may not be used to move counters through a land area to then board a ship.

17.4 Any number of counters, belonging to any number of players, may be moved into the same area. counters may be moved into an area containing a city. counters may be moved into an area in excess of the area's population limit.

17.1.7 Players without the Diplomacy (30.15) or Military (30.28) advancement may not attack a city belonging to a player with the Diplomacy advancement. Attacking a city is defined as moving counters into an area containing a city with enough numbers to force a conflict.

17.1.8 Players without the Cultural Ascendancy (30.11) or Advanced Military (30.2) advancement may not initiate conflicts with players having the Cultural Ascendancy advancement.

17.2 Movement of Ships

17.2.1 Ships may only move across water borders. A ship may move up to four water areas in the same movement phase.

17.2.2 Players with the Cloth Making (30.9) advancement may move their ships one extra water area during each movement phase.

17.2.3 Only players with the Astronavigation (30.6) advancement can move their ships into the dark blue open sea areas (2.2.3).

17.2.4 Ships may end their movement in any water area other than dark blue open sea areas, regardless of any other player ships or counters that also occupy that area.

17.2.5 Pirate fleets block movement. Players moving a ship into an area with a Pirate fleet on the same coast must stop their movement. Conflict with pirate fleets is resolved the same way as with Population. (The Naval Warfare advancement has the same effect that Metalworking does in Population conflicts)

17.2.6 Some land areas may have two separate coastlines. Ships may enter the area from either, but must leave from that same coast. Ships in these areas may not transfer from one coastline to the other.

17.2.7 A ship may carry up to five Population counters at a time. Only counters that have not been moved over land in the current movement phase may embark onto and move with a ship.

17.2.8 A ship belonging to a player with the Naval Warfare (30.36) advancement may carry one extra Population counter.

17.2.9 A ship may take part in any number of embarkations and debarkations of Population counters 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 ferry two loads of Population counters across a narrow strait, or pick up and set down counters at different areas along its voyage.

17.2.10 Population counters must be loaded and unloaded during the same movement phase. No Population counters may remain aboard a ship at the end of the movement phase.

17.2.11 Population counters may not travel on more than one ship in the same movement phase.

18.0 CONFLICT

18.1.1 Conflict occurs when the Population counters of two or more civilizations occupy the same area and the total number of Population counters in the area is greater than the population limit. Areas containing a city can not hold any Population counters, unless that player holds the Public Works (30.41) advancement, in which case the area can have one. If the population limit of an area containing counters belonging to two or more different civilizations is not exceeded, the Population counters will co-exist without conflict.

18.1.2 Conflicts may occur between Population, between Population and Cities, and between Population and Cities with additional Population defending them.

18.1.3 Population counters and cities eliminated as a result of conflicts are returned to Stock.

18.2 Conflict between Populations

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

18.2.2 The player or players with the fewest number of Population counters in the area remove one counter first. If there are an equal number of counters in the area, the players remove their counters simultaneously.

18.2.3 Players without the Metalworking (30.27) advancement always remove their counters before players that have the Metalworking advancement, regardless of the number of population counters the other players may have.

18.2.4 Players with the Advanced Military (30.2) advancement may, instead of removing counters from the Area in conflict, may remove counters from an Area adjacent by land but may not totally depopulate that area in doing so.

18.2.5 Players with the Naval Warfare (30.36) advancement may, instead of removing Population, remove ships from the area in conflict.

18.3 Conflicts between counters and Cities

18.3.1 Cities are unaffected unless attacked by seven or more Population counters belonging to the same civilization. If fewer than seven counters attack a city, they are removed without affecting the city.

18.3.2 When the required number of counters attack a city, the defender replaces the city with six Population counters and the conflict is resolved between Population. If the defender has fewer than six Population in stock, the counters available are used instead. All Population conflicts are resolved before City assaults.

18.3.3 Two or more players may not combine to attack a city. The population conflict is resolved first between the two players, and the survivor may assault the City afterwards. The existence of the City ignores the Area's Population limit.

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

18.4 Conflicts between counters and Cities Defended By counters

18.4.1 Population counters defending a city must be eliminated before the city is attacked. The city may only be attacked if a sufficient number of attacking population counters remain.

18.5 Consequences of City Elimination

18.5.1 When a city is attacked and eliminated, the attacking player immediately draws, at random, one of the victim's trade cards (if they have any) to keep as their own.

18.5.2 In addition to drawing a trade card from the victim, a player who successfully attacks a city may transfer up to three counters from his stock to his treasury, to reflect pillage of the destroyed city. The attacker may choose to transfer fewer than three counters if he wishes. The number of counters that may be pillaged may not exceed the number of counters in the attacker's stock, and can never exceed three counters per city. The victim's treasury and stock are unaffected by pillage.

18.5.3 The loss of a city by any other event, calamity, or special ability does not confer the acquisition of a trade card or pillage to other players.

18.5.4 A player who attacks and eliminates a barbarian/pirate city may draw a single card from the trade stack of their choice and transfer up to 5 population stock to treasury.

19. CITY CONSTRUCTION

19.1.1 Construction of Cities takes place after all conflicts have been resolved. A city may be built in any land area except those marked with a population limit of zero. No more than one city may be constructed on any land area. No player may have more than nine cities on the board at any time.

19.1.2 At least six Population counters are needed to build on a city site (2.3.3). Areas that do not have a city site need twelve Population counters to build a city. Population counters used to construct cities are returned to Stock.

19.1.3 Players with the Architecture (30.5) advancement can use counters from their treasury to assist in the building of one city each turn. At least half (rounded up) of the counters used must consist of Population counters, the remainder may be taken from Treasury.

19.1.4 Players with the Public Works (30.41) advancement increase the cost of building cities by one Population counter.

19.1.5 Players with the Urbanism (30.50) advancement may, when building a city in an area without a city site, use up to four Population counters from adjacent land areas.

20. REMOVAL OF SURPLUS POPULATION

20.1.1 After construction of cities is finished, all surplus population is removed from the map and returned to Stock. Land areas with cities may not have any Population counters in them. Land areas without cities may not have more Population counters in them than the population limit for that area. Exceptions:

20.1.2 Areas with cities may have one Population counter if the player has the Public Works (30.41) advancement.

20.1.3 The population limit per land area is increased by one for players having the Agriculture (30.3), or Irrigation (30.22) advancement. Agriculture and Irrigation benefits are ignored in areas where Population counters are coexisting or during conflict.

20.1.4 Ships do not count towards population limits. Any number of ships may exist in the same area.

21. CITY SUPPORT CHECK

21.1.1 After removing all surplus population, each player counts their remaining population. Each player must have two counters on the map for every city they have built. These counters

represent the agricultural support needed to maintain urban populations. Players who do not have enough counters on the board to support their cities must reduce their cities, one at a time, until there are enough counters to support the remaining cities.

21.1.2 Players with the Cultural Ascendancy (30.11) are required to have an additional population counter to support each city.

21.2 City Reduction

21.2.1 City reduction means returning the city to Stock, and taking enough Population counters from Stock to match the population limit for the area that the city was in. When there are not enough Population counters in stock, the number available is used instead, or none. Other unsupported cities are eliminated.

21.2.2 City reduction due to calamities uses this process also.

21.2.3 City support is checked during two phases each turn - after the Removal of Surplus Population (phase 20) and after Special Abilities Phase (25). City support is also checked during the Slave Revolt (29.4.2) calamity. Refer to the Sequence of Play chart for the list of all the phases in a turn.

22. TRADE CARDS ACQUISITION

22.1.1 Each player counts the number of cities they have on the board and draws one trade card for each city from the matching numbered trade card stack. The player with the fewest number of cities on the board draws first, followed by the player with the next fewest, until all players have drawn their trade cards. Ties draw by C.A.C. order.

22.1.2 When using both East and West portions of the game, the western civilizations draw cards from the Western stacks and the eastern civilizations draw from the Eastern stacks only. Players must never draw from the wrong stacks. All the cards may be traded with any players though.

22.1.3 When a stack is empty, no card is drawn, and no replacement is owed.

22.1.4 Players do not disclose the cards they have drawn to other players. Non-Tradeable calamity cards - Volcanic Eruption or Earthquake, Famine, Civil War, Flood, Cyclone, Corruption, Tyranny and Regression - must be placed face up on the player's mat and are kept until trading is finished; they cannot be traded.

22.1.5 Trade cards are held in secret. A player's trade cards are not open to inspection by other players.

22.2 Buying Trade Cards

22.2.1 After all players have drawn their trade cards players may purchase additional trade cards by "spending" treasury counters. Purchases are done in the same order and from the same trade card stacks that were drawn from. The spent Treasury counters are returned to stock. Players may never purchase more than two trade cards per turn, even if they have an option to do so from advancement cards that they have acquired. Players may not purchase from an empty stack, and no substitutions are allowed or owed.

22.2.2 All players may buy one trade card from the ninth stack at a cost of 18 Treasury counters per card. No specific advancement card is required for this. It is an option for all players.

22.2.3 A player with Mining (30.29) may buy one trade card from the eighth stack at a cost of sixteen Treasury.

22.2.4 A player with Cartography (30.8) may purchase one trade card from seventh stack at a cost of fourteen Treasury counters.

22.2.5 A player with Rhetoric (30.42) may buy one trade card from the third stack at a cost of six treasury counters.

23. TRADE

23.1.1 Players trade to build up sets of the same commodities, because sets are more valuable than individual commodity cards (see 26.3). Trade is open to all players with 3 or more cards in hand. A player with fewer than three trade cards may not trade. Offers may be suspended, altered or withdrawn in open negotiation between players, but once trade cards have changed hands, a deal cannot be revoked.

23.1.2 Trade is carried on by a system of barter involving only trade cards. Trade deals may include treasury counters but not advancement cards. All trades must involve only two players.

23.1.3 Each trade must involve at least three trade cards on each side. When negotiating a trade each player must honestly inform the other of the number of trade cards they will trade and the identity of at least one commodity 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 Tradeable calamity card(s), regardless of what was said to the other player.

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 a Tradeable calamity card. Similarly, our player can only be sure that he will receive one grain, one iron and two other cards. He has no way of knowing what the other cards will be until he receives them, although meaningless assurances can be given by his trading partner.

23.1.4 Trading is permitted to continue until all players have completed all the deals they wish to make. It is strongly recommended, though, that a time limit of ten (for games with seven or fewer players) or fifteen (for games with eight or more players) minutes be imposed upon the trading phase. Any time limitation is allowed, provided that all the players agree upon them in advance.

24. CALAMITY RESOLUTION

24.1.1 The player with the a major or minor calamity card at the end of the trading session is the Primary Victim of that calamity.

24.1.2 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 Tradeable calamity card to the Primary Victim may not be selected as a Secondary Victim.

24.1.3 If a player who drew a Tradeable 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.

24.1.4 Barbarian counters and pirate cities can not be selected as Secondary Victims, and are never affected by any calamities.

24.1.5 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 they first discard any duplicates. The two lowest numbered calamities are then selected and the remaining calamities are returned to the bottom of the trade stacks. The same process is followed with minor calamities, only one can be in effect. There is no quantity restriction on non-tradeable calamities or the number of times a player can be affected by the secondary effects of calamities.

24.1.6 When resolving calamities, rules for city reduction (21.2) and unit points (3.6) may be employed. Cities may be reduced to "make change" into counters when calamities require the removal of unit points. If a city is reduced, surviving counters are not counted towards the resolution of the calamity.

Example: Africa must remove ten unit points because of Famine. It could remove two cities, ten counters, or any combination thereof. If the African player decided to reduce a city, leaving two counters in its place, it would count as three unit points.

24.1.7 When a calamity calls for the removal, or elimination of more unit points than the player has available to satisfy the requirement, the civilization is wiped out and the player is eliminated from play. In the case of Epidemic, however, the unit point requirements might go unsatisfied and the player survive.

24.1.8 Players must fulfill their losses from calamities by the exact amount or more if necessary.

24.1.9 If a player holds more than one civilization card modifying the effects of a calamity, the modifications of the various advancement cards are cumulative, unless explicitly stated otherwise.

Example: Hatti is the Primary Victim of Iconoclasm and Heresy, and would normally have to reduce four cities. However, they hold Theology, Philosophy and Monotheism and will only have to reduce one city - four (Iconoclasm and Heresy) minus three (Theology) minus one (Philosophy) plus one (Monotheism) equals one.

24.2 Calamity Resolution Order

24.2.1 All calamities are revealed, sorted, and ordered first.

24.2.2 Non-Tradeable calamities are resolved first, beginning with the lowest number and progressing to the highest.

24.2.3 Major calamities are resolved next in ascending order, starting with the lowest number and ending with the highest. If two players have the same major calamity ties are broken by Chronological Advancement Chart (C.A.C.) order.

24.2.4 Minor calamities are resolved last.

24.2.5 Calamities may be resolved simultaneously provided they do not effect the same civilizations. Simultaneous calamity resolution is encouraged and speeds up game play.

24.2.6 If a player objects to simultaneous calamity resolution then they must be resolved in order one at a time.

24.2.7 After the Special Abilities Phase they are returned to the bottom of their appropriate trade cards stacks.

25.0 SPECIAL ABILITIES PHASE

25.1.1 In this phase each player may use the special abilities that they are endowed with by the Advancement cards they have acquired.

25.1.2 These are resolved by player in Chronological Advancement Chart (C.A.C.) order. There is no limit to the number of special abilities that a player may use. The player may resolve their abilities in any order but must finish before the next player can begin.

25.1.3 City Support is checked when this phase is completed.

25.2 Diaspora

25.2.1 Players with the Diaspora (30.14) advancement may either place a city, or completely populate an empty area on the map adjacent to an area they alone occupy.

25.2.2 Areas separated by water borders are not considered adjacent for this ability.

25.3 Fundamentalism

25.3.1 Players with the Fundamentalism (30.20) advancement may eliminate all opposing player pieces from one area adjacent by land to an area they alone occupy.

25.3.2 Opposing players having the Fundamentalism (30.20) or Philosophy (30.37) advancement are not affected by this ability.

25.3.3 Barbarian/Pirate units are not affected by this ability.

25.4 Monotheism

25.4.1 Players with the Monotheism (30.31) advancement 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 they do not have enough units in stock to replace all units in the selected, they may not convert that area.

25.4.3 Opposing players having the Monotheism (30.31) or Theology (30.46) advancement are not affected by this ability.

25.4.4 Barbarian/Pirate units are not affected by this ability.

25.5 Politics

25.5.1 Players with the Politics (30.38) advancement may annex all occupants of any one area adjacent to his civilization by replacing the units in that area with counters from their treasury. Cities and Ships may be annexed in this manner by paying five treasury counters (or 2 for ships) to stock and a City or Ship from stock used.

25.5.2 If the player does not have sufficient treasury or cities in stock to replace all the units in the selected area, they may not annex that area.

25.5.3 Players with the Politics (30.38) or Cultural Ascendancy (30.11) advancement are not affected by this ability.

25.5.4 Barbarian counters and pirate cities may not be annexed by Politics.

25.5.5 Instead of annexing an area, the player may transfer up to 5 counters from stock to treasury.

25.6 Provincial Empire

25.6.1 Players with the Provincial Empire (30.40) advancement may collect one commodity card, with a value greater than one, of their opponent's choice, from each player that they have Population or City units adjacent to.

25.6.2 Players with the Provincial Empire (30.40) or Public Works (30.41) advancement are not affected by this ability.

25.6.3 No more than 5 trade cards may be acquired by a player with this ability each turn.

25.7 Trade Empire

25.7.1 A player with the Trade Empire (30.47) advancement may choose one player and demand a specific commodity card from them. If they have that named commodity card they must surrender it. If they do not have the named trade card, the same card may be demanded from another player. No more than three players may be asked, and only one card may be surrendered.

25.7.2 Players with the Trade Empire (30.47) or Wonder of the World (30.51) advancement may disregard the demand.

25.8 Universal Doctrine

25.8.1 Players with the Universal Doctrine (30.49) advancement may convert up to five unit points of barbarian Population counters (or a pirate city) in play to their own civilization, so long as they have Population or City units adjacent to them by land, and are the sole occupant of the adjacent area.

25.8.3 The player must have sufficient units in stock to use this power

26. CIVILIZATION ADVANCEMENT CARD ACQUISITION

26.1 Each player may acquire one or more civilization advancement cards. This is done by returning commodity cards to the bottom of the appropriate trade card stacks, returning treasury counters to stock, and applying credits acquired from previously purchased civilization advancement cards. The cost of each advancement card is printed on each card, and reflected on each checklist.

26.1.2 Civilization Advancement cards are acquired in Chronological Advancement Chart (C.A.C.) order when the numbers of the cards are limited by scenario, optional rules, or mutual agreement. When there are no limitations to the number of advancement cards in play, players may acquire these advancement cards simultaneously.

26.2 The purchase cost of civilization advancement cards must be met by a combination of the following:

26.3 Commodity Cards (Trade Cards)

26.3.1 Trade card sets increase in value exponentially based upon the number of identical cards held. The set values are printed on each card for each number of cards that can be acquired for that set. The formula is the number of cards held, squared, times the face value of the card. A single card is worth only the value of the card printed on it, two cards are worth 4 times as much, three cards are 9 times the face value, etc.

Example: Egypt has four salt cards, face value of three. They want to buy the Cloth Making advancement card. The four trade cards have a set value of $4 \times 4 \times 3 = 48$. The Cloth Making advancement card costs 50 points. Egypt has no credits that can be applied, so they must return 2 treasury counters to stock to purchase the advancement card.

26.3.2 Different trade card commodities, even of the same face value, may not be combined into sets.

26.3.3 In games where both east and west trade card stacks are in play, a special bonus has been added. Each trade card has an E or W printed on it. When trading in cards for advancements, a bonus of the face value for cards belonging to the other stack is given when trading in commodity cards.

Rome is listed as a western player, Parthia an eastern player. Rome has traded 4 Oil for 4 Cotton, a seemingly non-beneficial trade. Each player has snuck in a tradeable calamity card to boot. When trading in these sets for advancements, each player will get an additional 20 points bonus for returning cards to the stacks that they do not draw from. A set can, in this case, be worth more than the set itself.

26.4 Treasury Counters

26.4.1 Treasury counters may be used to acquire civilization cards, but a player may not return more treasury counters to stock in this way than are required.

26.4.2 For players with the Mining (30.29) advancement, treasury counters are worth two points towards purchasing advances.

26.5 Credits

26.5.1 All advancement cards provide credits towards one or more groups of cards, or toward a specific advancement card. These credits effectively reduce the price of eligible cards that a player may purchase.

26.5.2 Credit counters are offered to ease the calculation of these credits and to better track them. Credit counters of like kind may be combined into high value counters. Credit counters may not be traded or given to other players, they merely reflect the credits accumulated by the player.

26.5.4 Credits and other discounts may not be used in the turn that they are acquired.

26.5.5 Credits owned by a player may be applied towards the purchase of more than one civilization card, but a credit may only be applied to a card once.

26.5.6 Some Advancement cards belong to groups. These have two colors at the top of the card. Players will likely have credits for both groups, and may combine them for purchasing these cards.

26.5.7 Players must use all credits that apply to purchasing cards. They may not choose to ignore the credit to spend treasury instead.

26.6 Misc

26.6.1 When a player has sufficient credits to acquire an advancement card without using trade cards or treasury counters, they may acquire the advancement at no cost.

26.6.2 No "change" is due when the value of trade cards and credits used exceed the value of the advancement card being purchased. Any excess is lost.

26.6.3 Multiple Advancement cards are purchased all at once by each player and the cost for them is paid all at once. Trade card sets do not have to be broken up to pay for Advancement cards one at a time.

26.6.4 Reference charts show the credits provided for each advancement card.

26.6.5 Each player may acquire only one of each Advancement. Players may not have more than one of each Advancement card.

26.6.6 Once purchased, Advancement cards may not be traded, exchanged, or removed.

27. RETURN OF EXCESS TRADE CARDS

27.1 Players with the Trade Routes (30.48) advancement may exchange commodity cards for treasury counters at this time. The player converts two population stock counters into treasury counters for each face value point of trade cards returned to the stacks. If a player does not have enough population counters in stock to cover an entire card, that card may not be exchanged.

27.2 Players may retain up to eight trade cards in their hand for the next turn. Excess cards of the player's choice must be returned, face down, to the bottom of the appropriate trade card stacks. Calamity cards are returned to the appropriate stacks last. Players may not conceal the number of commodity cards they retain.

27.2.1 Players with the Trade Routes (30.48) advancement may retain one additional trade card. Holding no more than 9 trade cards.

27.2.2 Players with the Diaspora (30.14) must retain one less commodity card. No more than 7 cards may be held.

27.2.3 The effects of Trade Routes and Diaspora are cumulative and will cancel each other out for this aspect of the game.

27.3 Returning Trade Cards to the Stacks

27.3.1 After all players have acquired Advancements, the commodity trade cards turned in are collected, sorted by East/West, then by number value, shuffled, and returned face down to their respective trade card stack.

27.3.2 Tradeable calamity cards that have been resolved for that turn are then collected and returned in the same manor.

27.3.2 Last, resolved non-Tradeable calamity cards are collected and returned likewise.

28. MOVEMENT OF ADVANCEMENT MARKERS

28.1 Each player's marker is moved on the Chronological Advancement Chart (C.A.C.) one space towards the right along the grid. In some situations, these marker may not move forward or may even be moved backward. These markers only move one space per turn.

28.1.1 The Chronological Advancement Chart (C.A.C.) is divided into epoch's of civilized progression. A marker may not enter a new epoch unless the entry requirements are met by that player's civilization. In some scenarios, and optional rules, numeric values are placed within the boxes on the Chronological Advancement Chart (C.A.C.) grid. These numbers represent the total point value of advancement cards (plus held trade cards, and treasury points) the player must have to enter that space.

28.2 Epoch Entry Requirements

28.2.1 Stone Age - none.

28.2.2 Early Bronze Age - two cities on the map.

28.2.3 Late Bronze Age - three cities on the map and any three advancement cards.

28.2.4 Early Iron Age - four cities on the map and at least three advancement cards with a face value of 100 or more.

28.2.5 Late Iron Age - five cities on the map and at least three civilization cards with a face value of at least 200 each.

28.3 Frozen Chronological Advancement Chart (C.A.C.) Marker Situations

28.3.1 When players have fewer cities on the map than the number required for the epoch their marker is currently in, the marker may not advance on the Chronological Advancement Chart (C.A.C.). Their marker may only advance further in that epoch when they have met the requirements. This determination is only checked at the time markers are moved.

28.4 Backward Movement on the Chronological Advancement Chart (C.A.C.)

28.4.1 When it is determined that a player has no cities in the Movement of Advancement Markers phase, their marker is moved to the left one space. This does not apply during the Stone Age epoch, where no cities are required.

28.4.2 When the calamity Regression (29.9.1) is resolved, the player's Advancement Marker is moved immediately zero to two spaces left on the Chronological Advancement Chart (C.A.C.) The same player will later have the possibility of moving to the right in the Movement of Advancement Markers phase.

V. Rules for Cards

29. TRADE CARD CALAMITIES

29.1.1 The effects of all the calamities are described here. They are listed in order, by the number of the trade stack they belong to. Non-tradeable calamity first, then the major Tradeable calamity, and finally the minor calamity. There are no calamities for the first trade card stack. The effects for all the calamities are summarized on the calamity quick reference chart.

29.1.2 The Primary Victim of the calamity is the player that drew the card, for non-tradeable calamities. For tradeable calamities the Primary Victim is the player holding the card at the end of the Trading Phase. Secondary victims are defined in the card effects, if any.

29.1.3 The barbarian/Pirate forces for both east and west are moved and conflicts resolved before any calamities are addressed (29.5.2.18). The Barbarian Hordes calamity is resolved at this time as well (29.5.2).

29.2 Calamities of the second trade card stack:

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

29.2.1.1 Primary and Secondary Victims with the Urbanism (30.50) advancement not also having Engineering (30.18) must remove an additional four unit points from areas adjacent to the affected area for both Volcanic Eruption and Earthquake.

29.2.1.2 Ships are not affected by either aspect of this calamity.

29.2.2 Volcano:

29.2.2.1 If the Primary Victim has any cities or population counters in an area with a volcano map feature (2.3.1), the volcano erupts and eliminates all the units of all players in the area of the volcano. Some volcanoes are on borders of two areas and both areas are affected at the same time. If the Primary Victim has more than one volcano in areas that they occupy, they select the location of the eruption. There are no advancement cards that can lessen the affect of a volcanic eruption.

29.2.2.2 Secondary Victims of a volcanic eruption are the other players with units affected by the eruption. They must lose 4 additional unit points from adjacent areas if they have Urbanism and not Engineering.

29.2.3 Earthquake:

29.2.3.1 When the Primary Victim has no city or population counters in any areas with volcanoes, one of their cities is destroyed by an earthquake instead. The Primary Victim chooses the city to be destroyed.

29.2.1.3 Secondary Victim: One city belonging to another player can also be affected. The city must be in an adjacent area, either by land or sea. The opponents city is reduced, rather than destroyed. The Primary Victim chooses the opponents city that will be reduced.

29.2.1.4 When the Primary Victim has the Engineering (30.18) advancement, the city is reduced rather than destroyed. A Secondary Victim having the Engineering advancement is not affected.

29.2.2 Treachery (major, Tradeable)

29.2.2.1 One city belonging to the Primary Victim is replaced by a Pirate city. The player that drew the card initially chooses the city to be replaced. When no Pirate cities are available, the Primary Victim's city is reduced.

29.2.2.3 When the Primary Victim has the Diplomacy (30.15) advancement the number of cities replaced or reduced is increased by one.

29.2.3 Squandered Wealth (minor, Tradeable)

29.2.3.1 The Primary Victim must return up to ten treasury counters to stock.

29.2.3.2 There are no Secondary Victims for this calamity.

29.2.3.3 Players with the Universal Doctrine (30.49) advancement reduce the affect of this calamity to five treasury counters returned to stock.

29.2.3.4 Players with the Empiricism (30.17) advancement are not affected by this calamity.

29.3 Third Level Calamities

29.3.1 Famine (major, non-Tradeable)

29.3.1.1 The Primary Victim must remove ten unit points. A total of twenty unit points are to be removed by Secondary Victims selected by the Primary Victim. No more than eight may be removed from any one Secondary Victim. The Primary Victim decides how many unit points are removed by each of the Secondary Victims. The Secondary Victims decide which units to remove.

29.3.1.4 A Primary Victim with the Agriculture (30.3) advancement may not rely on the ability of increased population stacking for the remainder of the turn. Excess population must be removed to normal stacking limits after resolving this calamity.

29.3.1.2 A primary or Secondary Victim with the Pottery (30.39) advancement removes five fewer unit points than ordered.

29.3.1.3 A Secondary Victim with the Calendar (30.7) advancement removes five fewer unit points.

29.3.1.4 Players having the Irrigation (30.22) advancement are not affected by this calamity.

29.3.2 Superstition (major, Tradeable)

29.3.2.1 The Primary Victim chooses three cities to reduce.

29.3.2.2 There are no Secondary Victims for this calamity.

29.3.2.3 When the Primary Victim has the Universal Doctrine (30.49) advancement one additional city is reduced.

29.3.2.4 The Mysticism (30.34), Deism (30.12), or Enlightenment (30.19) advancements reduce the number of cities affected by one for each of these advancements held.

29.3.3 Tempest (minor, Tradeable)

29.3.3.1 The Primary Victim must return all ships to stock.

29.3.3.2 The Primary Victim must also return five treasury counters to stock.

29.3.3.3 There are no Secondary Victims for this calamity.

- 29.3.3.4 Players with the Astronavigation (30.6) advancement may retain two ships of their choice.
- 29.3.3.5 Players with the Cartography (30.8) advancement may retain two ships of their choice.
- 29.3.3.6 Players with the Masonry (30.24) advancement lose 2 fewer treasury counters to stock.
- 29.3.3.7 Players with the Engineering (30.18) advancement lose 3 fewer treasury counters to stock.

29.4 Fourth Level Calamities

29.4.1 Civil War (major, non-Tradeable)

- 29.4.1.1 The Primary Victim's civilization is divided into two factions. One faction will be controlled by the Primary Victim and the other will be controlled by the beneficiary.
- 29.4.1.2 The player with the fewest unit points in play with units adjacent to the Primary Victim is the beneficiary. The Barbarian/Pirate entity is included in this consideration, and if two players tie as the eligible beneficiary, the Barbarian/Pirate entity is selected instead. The Primary Victim may select any player to act as the Barbarian/Pirate.
- 29.4.1.3 The Primary Victim begins by selecting fifteen unit points on the map and flips the counters over to mark them.
- 29.4.1.4 When the Primary Victim has the Philosophy (30.37) advancement, the first faction is reduced by fifteen unit points from the selection of the Primary Victim.
- 29.4.1.5 The Music (30.33), Drama and Poetry (30.16), advancements increase the first faction by five unit points for each advancement held. These are also selected by the Primary Victim.
- 29.4.1.6 The Democracy (30.13) advancement adds an additional ten unit points to the first faction selected by the Primary Victim.
- 29.4.1.7 When the Primary Victim has selected the units for the first faction the beneficiary selects an additional 20 unit points to complete the first faction and flips the counters over.
- 29.4.1.8 The Military (30.28), Naval Warfare (30.36), and Advanced Military (30.2) advancements reduce the first faction by five unit points for each advancement held. These are taken from the beneficiaries selection of 20 unit points.
- 29.4.1.9 The remaining counters constitute the second faction.
- 29.4.1.10 If either faction has no counters the calamity has no effect.
- 29.4.1.11 The Primary Victim must then decide which of the two factions they will play, and the beneficiary replaces the remaining faction with units from their stock. Barbarian/Pirate units are used if the beneficiary runs out of counters in stock.
- 29.4.1.12 The Primary Victim retains his stock, ships, treasury, civilization cards, and position on the Chronological Advancement Chart (C.A.C.).

29.4.2 Slave Revolt (major, Tradeable)

- 29.4.2.1 An immediate check for city support is initiated for the Primary Victim. Fifteen population counters may not be used to support their cities for this determination. If they have fewer than fifteen population counters on the map, the calamity affects all of them.
- 29.4.2.4 Unsupported cities are reduced one at a time, at the choice of the Primary Victim, with the newly available population counters being counted to provide support for the remaining cities.

29.4.2.3 The Mythology (30.35) and Enlightenment (30.19) advancements each allow five more population to be counted for city support.

29.4.2.2 The Theocracy (30.45) and Mining (30.29) advancements increase the number of population counters that may not be counted for city support by five each.

29.4.3 City in Flames (minor, Tradeable)

29.4.3.1 One of the Primary Victims cities is destroyed by fire. The Primary Victim must remove one city of their choice and return it to stock.

29.4.3.2 There are no Secondary Victims for this calamity.

29.4.3.2 Either the Masonry (30.24) or Engineering (30.18) advancement causes the city to be reduced instead of destroyed.

29.5 Fifth Level Calamities

29.5.1 Flood (major, non-Tradeable)

29.5.1.1 The Primary Victim selects a single flood plain (2.3.2) map feature that they have units located on. The Primary Victim must remove 17 unit points from that flood plain. Only cities built on a white square or without a city site are vulnerable to flood. Cities on black city sites are not affected. Population counters on a flood plain are always vulnerable to flood.

29.5.1.3 Ten unit points on the selected flood plain must be removed by one or more Secondary Victims. The Primary Victim chooses which players and how many unit points they must lose. The Secondary Victims choose which units are lost.

29.5.1.4 A primary or Secondary Victim with the Engineering (30.18) advancement removes a maximum of seven unit points from a flood plain. When the Primary Victim has the Engineering (30.18) advancement and has no units on a flood plain, one of their coastal cities is reduced instead of eliminated.

29.5.1.5 When the Primary Victim has no units on a flood plain, one of their coastal cities is destroyed instead. The Primary Victim may choose the city.

If the Primary Victim has no coastal cities, he is unaffected by the flood.

29.5.2 Barbarian Hordes (major, Tradeable)

29.5.2.1 The player that drew the Barbarian Hordes card controls the barbarians each turn until the next time they are drawn. If the Barbarian Hordes card was drawn by the Primary Victim and not traded, the player with the least amount of cities, even when it is the Primary Victim, is the controller.

29.5.2.2 The Barbarian Horde consists of fifteen barbarian population counters.

29.5.2.3 When the Primary Victim holds Politics (30.38) or Provincial Empire (30.40) an additional five barbarian population counters are given for each.

29.5.2.4 If the Primary Victim holds Monarchy (30.30), five fewer barbarian population counters are used.

29.5.2.5 The barbarians begin in an area that the Primary Victim has population counters in.

29.5.2.6 The Barbarian turn begins with barbarian/pirate cities. For each barbarian/pirate city, the barbarian player may generate 1 ship or 2 population counters.

29.5.2.7 Barbarian Population counters may stack with their cities.

29.5.2.8 Barbarian/Pirate ships may move up to 4 areas. They may not enter the dark blue open sea areas.

29.5.2.9 Barbarian/Pirate ships must stop when entering an area that contains ships of other players, conflict occurs with ships in the same way as with population counters.

29.5.2.10 The Naval Warfare advancement acts the same way that Metalworking or Iron Working does with Population conflicts.

29.5.2.11 Barbarian population counters may use barbarian ships as bridges and may move any number of population counters across them in their turn. Two ships are required to do this, one in the start area and another in an adjacent destination area.

29.5.2.12 Barbarian population counters already in play may move 1 area.

29.5.2.13 Newly placed barbarian population counters from the Barbarian Hordes card are then placed and resolve all barbarian conflicts.

29.5.2.14 Once conflict is resolved, all surviving barbarian counters in excess of the population limit must move to another area.

29.5.2.15 The barbarian controller determines which areas the barbarians move to, and which cities or units are attacked.

29.5.2.16 Barbarians do not gain any benefits from the controlling player's civilization advancements.

29.5.2.17 If barbarians eliminate a city, no trade card is drawn from the victim, nor does pillage occur. A Barbarian/Pirate city is put in its place at no cost to the barbarian counters present.

29.5.2.18 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.

29.5.2.19 Barbarians may not be selected as Secondary Victims of calamities.

29.5.2.10 Barbarian/Pirate units that come into play prior to the play of the first Barbarian Hordes calamity card, are unmanaged and can make no actions in this phase.

29.5.3 City Riots (*minor, Tradeable*)

29.5.3.1 The Primary Victim must choose one city to reduce.

29.5.3.2 The Primary Victim must also return five treasury counters to stock.

29.5.3.3 There are no Secondary Victims for this calamity.

29.5.3.4 When the Primary Victim has the Law (30.21) advancement the city is not reduced.

29.6 Sixth Level Calamities

29.6.1 Cyclone (*major, non-Tradeable*)

29.6.1.1 A Cyclone occurs in a dark blue open sea area and affects all adjacent coastal areas. The open sea area that will affect the most of the Primary Victim's cities must be chosen.

29.6.1.2 When the Primary Victim has no cities on coastal areas, this calamity has no effect.

29.6.1.3 The Primary Victim must choose three coastal cities exposed to the Cyclone and reduce them. All other players with cities adjacent to the cyclone must reduce two of their coastal cities.

29.6.1.4 All ships in coastal areas affected by the Cyclone are returned to stock.

29.6.1.5 A primary or Secondary Victim with the Trade Empire (30.47) reduces one additional city.

29.6.1.6 A primary or Secondary Victim with the Masonry (30.24) advancement reduces one fewer city.

29.6.1.7 A primary or Secondary Victim with the Engineering (30.18) advancement reduces two fewer cities.

29.6.2 Epidemic (major, Tradeable)

29.6.2.1 The Primary Victim must remove sixteen unit points, and must instruct other players to remove a total of twenty five unit points, no more than ten 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 that drew the Epidemic card is immune and cannot lose any units as a Secondary Victim.

29.6.2.2 No areas may be completely depopulated by this calamity. Players leave at least one population counters in each area. Cities can be reduced to one population counter and count as four unit points.

29.6.2.3 A primary or Secondary Victims with the Roadbuilding (30.43) or Trade Empire (30.47) advancement removes an additional five unit points for each of these advances.

29.6.2.4 A Primary Victim with the Medicine (30.26) or Anatomy (30.4) advancement removes eight fewer unit points for each of these advances they have acquired. Secondary Victims remove five fewer unit points for each of these advances held.

29.6.3 Coastal Migration (minor, Tradeable)

29.6.3.1 The Primary Victim must remove five unit points from one or more coastal areas.

29.6.3.2 All of the Primary Victim's ships are returned to stock.

29.6.3.3 This calamity has no effect on players with the Diaspora (30.14) advancement.

29.6.3.4 There are no Secondary Victims for this calamity.

29.7 Seventh Level Calamities

29.7.1 Corruption (major, non-Tradeable)

29.7.1.1 The Primary Victim must immediately return ten points of commodity cards (face value, not set value) of their choice. The cards are immediately returned to the bottom of their appropriate trade card stacks.

29.7.1.2 The Coinage (30.10) advancement causes an additional five points of commodity cards to be returned to the bottom of the trade card stacks.

29.7.1.3 If the victim has the Law (30.21) advancement ten fewer points of commodity cards are returned.

29.7.1.4 There are no Secondary Victims for this calamity.

29.7.2 Civil Disorder (major, Tradeable)

29.7.2.1 All but three of the Primary Victim's cities are reduced. The Primary Victim chooses the cities that are reduced.

29.7.2.2 The Music (30.33), Drama and Poetry (30.16), Law (30.21), Democracy (30.13), Military (30.28), and Advanced Military (30.2) advancements causes one more city to be retained for each of these advancements held.

29.7.2.3 The Roadbuilding (30.43), Monarchy (), Provincial Empire (), Theocracy (), and Mining () advancements cause one additional city to be reduced for each held.

29.7.2.4 There are no Secondary Victims for this calamity.

29.7.3 Tribal Conflict (minor, Tradeable)

29.7.3.1 The Primary Victim must remove all population counters from two areas they choose that are adjacent to each other by land. Neither may contain a city.

29.7.3.2 When no such conditions exist, the calamity has no effect.

29.7.3.3 There are no Secondary Victims for this calamity.

29.8 Eighth Level Calamities

29.8.1 Tyranny (major, non-Tradeable)

29.8.1.1 Eligible beneficiaries of this calamity must have units adjacent to the Primary Victim. The barbarian/pirate entity is automatically considered even if there are no barbarian/pirate forces in play, or adjacent to the Primary Victim.

29.8.1.2 The eligible player with the most unit points in stock becomes the beneficiary. In the event of a tie, the barbarian/pirate entity is selected.

29.8.1.3 The beneficiary replaces the Primary Victim's units with their own stock - unit points equal to two times the number of cities the Primary Victim has in play. These units must be annexed from areas within or adjacent (by land or water) to the beneficiary's civilization if possible. Each area is annexed in turn, with areas previously annexed being used in this determination.

29.8.1.4 The Military (30.??), and Advanced Military (30.??) advancements each cause five fewer unit points to be lost to the beneficiary.

29.8.1.5 The Democracy (30.??) advancement causes ten fewer unit points to be lost to the beneficiary.

29.8.1.6 The Monarchy (30.30) and Theocracy (30.45) advancements each cause an additional five unit points to be annexed by the beneficiary.

29.8.1.7 If the beneficiary is unable to make any more annexations due to depleted stock the calamity is ended.

29.8.1.8 Cities cannot be reduced through the course of this calamity.

29.8.2 Iconoclasm and Heresy (major, Tradeable)

29.8.2.1 The Primary Victim must reduce four cities of their choice, and must call for the reduction of two more cities from another player (or one from two other players). The Primary Victim decides how many cities are reduced by the Secondary Victims. The Secondary Victims choose the cities to reduce.

29.8.2.2 The player that drew the Iconoclasm and Heresy card may not be a Secondary Victim.

29.8.2.3 The Monotheism (30.31) advancement reduces one additional city to be reduced.

29.8.2.4 A primary or Secondary Victim with the Theocracy (30.45) advancement may return any one commodity trade card from their hand for each city to be spared to the bottom of the appropriate trade card stack instead of reducing a city. This is limited only by the number of commodity trade cards the player has.

29.8.2.5 The Philosophy (30.37) advancement reduces one fewer city

29.8.2.6 The Theology (30.46) advancement reduces three fewer cities.

29.8.3 Minor Uprising (minor, Tradeable)

29.8.3.1 The Primary Victim must return either a treasury or population counter to stock for each city they have in play.

29.8.3.2 The Military and Advanced Military advancements reduce the payment requirement of this calamity by five for each advancement acquired.

29.9 Ninth Level Calamities

29.9.1 Regression (major, non-Tradeable)

29.9.1.1 The Primary Victim's assent ion marker is moved one space to the left. This does not affect the normal movement of the assent ion marker during the Movement of Advancement Markers phase (28).

29.9.1.2 The Fundamentalism (30.20) advancement moves the assent ion marker left one additional space.

29.9.1.3 The Library (30.22) advancement causes the assent ion marker to move one less space to the left.

29.9.2 Piracy (major, Tradeable)

29.9.2.1 Two of the Primary Victim's coastal cities are replaced by barbarian/pirate cities. The player that drew the card selects the cities.

29.9.2.2 Two additional coastal cities of other players are also replaced by barbarian/pirate cities (one each). The Primary Victim selects these cities.

29.9.2.3 The player that drew the card may not be selected as a Secondary Victim.

29.9.2.4 The Cartography (30.8) advancement causes one additional city to be replaced.

29.9.2.5 The Naval Warfare (30.36) advancement causes a barbarian/pirate ship to be placed from stock on to the coastal cities instead of losing the cities. No ships are placed if there is no available stock.

29.9.3 Banditry (minor, Tradeable)

29.9.3.1 The Primary Victim must select one or more commodity cards of their choice, with a total face value equal to the number of cities they have in play. The cards are given to the player that drew the card.

29.9.3.2 If the Primary Victim drew the card and it was not traded the cards are returned to the bottom of their appropriate stacks instead.

29.9.3.3 The Theology (30.??) and Law (30.??) advancements cause 5 fewer face value points to be removed for each.

30. CIVILIZATION ADVANCEMENT CARDS

30.1 Each civilization advancement that players can acquire are explained in detail below.

30.2 Advanced Military (Civic – 260)

30.2.1 This advancement provides 10 Civic and 5 Science credits.

30.2.2 The player with this advancement may use population counters from areas adjacent by land as casualties in conflicts. At least one population counter must remain in the areas used (18.2.4).

30.2.3 This advancement reduces the first faction in Civil War by five unit points, taken from the beneficiaries selection of 20 unit points. (29.4.1.8).

30.2.4 One additional city is retained in the Civil Disorder (29.7.2.2) calamity.

30.2.5 Five fewer unit points are lost to the beneficiary in the Tyranny calamity (29.8.1.4).

30.2.6 The cost of a Minor Uprising is reduced by 5 (29.8.3.2).

30.2.7 The Cultural Ascendancy (30.11) advancement held by other players is neutralized. You may initiate conflicts with them.

30.3 Agriculture (Craft – 120)

30.3.1 This advancement provides 10 Craft and 5 Science credits. It also gives 20 credits for the Democracy advancement.

30.3.2 This advancement increases the population limit by one in areas that the holder alone occupies (20.1.3).

30.3.3 The effects of city reduction (21.2) is indirectly lowered.

30.3.4 The ability of this card is suppressed when the player is the Primary Victim of Famine (29.3.1.4).

30.4 Anatomy (Science – 270)

30.4.1 This advancement provides 10 Science and 5 Craft credits.

30.4.2 When purchased, this advancement allows the player to immediately acquire up to two additional science advancements valued under 100 points. Cards with dual groups (colors) are eligible. The player may not acquire advancements that they already have.

30.4.3 This advancement causes eight fewer unit points to be lost as the Primary Victim of Epidemic, and five fewer points for a Secondary Victim (29.6.2.4).

30.5 Architecture (Art – 140)

30.5.1 This advancement provides 10 Art and 5 Science credits. It also gives 20 credits for the Mining advancement.

30.5.2 Once each turn, up to half of the population cost of building a city can be paid with treasury counters (19.1.3).

30.6 Astronavigation (Science – 80)

30.6.1 This advancement provides 10 Science and 5 Religion credits. It also provides 10 credits for the Calendar advancement.

30.6.2 The player's ships can enter dark blue open sea areas (17.2.3).

30.7 Calendar (Science – 180)

30.7.1 This advancement provides 10 Science and 5 Civic credits. It also provides 20 credits for the Public Works advancement.

30.7.2 Five fewer unit points are lost by a Secondary Victim of Famine (29.3.1.3).

30.8 Cartography (Science – 160)

30.8.1 This advancement provides 10 Science and 5 Art credits. It also gives 20 credits for the Library advancement.

30.8.3 This advancement allows the player to purchase one trade card from the seventh stack for 14 treasury counters each turn (22.2.4).

30.8.4 One additional city is replaced due to Piracy (29.9.2.4).

30.9 Cloth Making (Craft – 50)

30.9.1 This advancement provides 10 Craft and 5 Art credits. It also gives 10 credits for the Naval Warfare advancement.

30.9.2 Increases the players ship movement by one area (17.2.2).

30.10 Coinage (Science – 90)

30.10.1 This advancement provides 10 Science and 5 Civic credits. It also gives 10 credits for the Trade Routes advancement.

30.10.2 Players with this advancement may increase or decrease their tax rate by one (13.2.2).

20.10.3 Five additional face value commodity card points must be returned to the trade card stacks due to Corruption (29.7.1.2).

30.11 Cultural Ascendancy (Art – 280)

30.11.1 This advancement provides 10 Art and 5 Religion credits.

30.11.2 Your cities, ships and population counters can only be attacked by other players having either the Cultural Ascendancy or Advanced Military (17.4.2) advancements. (Barbarian/Pirate exempt)

30.11.3 Players with the Politics (25.5) advancement may not use its special ability on players with this advancement.

30.11.4 The players cities require one additional population marker for support (21.1.1).

30.12 Deism (Religion – 80)

30.12.1 This advancement provides 10 Religion and 5 Craft credits. It gives 10 extra credits for the Fundamentalism advancement.

30.13.2 One fewer city is reduced by the Superstition (29.3.2.2) calamity.

30.13 Democracy (Civic – 220)

30.13.1 This advancement provides 10 Civic and 5 Art credits.

30.13.2 This advancement suppresses tax revolts (13.3), they do not occur to players with this advancement.

30.13.3 The first faction is increased by ten unit points for the Civil War (29.4.1.3) calamity.

30.13.4 One fewer city is reduced by the Civil Disorder (29.7.2.2) calamity.

30.14 Diaspora (Religion – 270)

30.14.1 This advancement provides 10 Religion and 5 Art credits.

30.14.2 Players with the Diaspora (30.14) advancement may either place a city, or completely populate an empty area on the map adjacent to an area they alone occupy.

30.14.3 Areas separated by water borders are not considered adjacent for this ability.

30.14.4 Players with this advancement must hold one fewer trade card between turns (27.2.2).

30.15 Diplomacy (Art – 180)

30.15.1 This advancement provides 10 Art and 5 Civic credits. It also gives 20 credits for the Provincial Empire advancement.

30.15.2 Your cities can only be attacked by other players having either the Diplomacy or Military (17.4.1) advancements. (Barbarian/Pirate exempt.)

30.15.3 One additional city is captured or destroyed by the Treachery calamity(29.2.2.3).

30.16 Drama and Poetry (Art – 80)

30.16.1 This advancement provides 10 Art and 5 Religion credits. It also gives 10 credits for the Rhetoric advancement.

30.16.2 The first faction is increased by five unit points for the Civil War calamity(29.4.1.3).

30.16.3 One fewer city is reduced by the Civil Disorder calamity (29.7.2.3).

30.17 Empiricism (Science – 60)

30.17.1 This advancement provides 5 Craft, 10 Science, 5 Art, 5 Civic and 5 Religion credits. It also gives 10 credits for the Medicine advancement.

30.18 Engineering (Craft & Science – 160)

30.18.1 This advancement provides 5 Craft and 5 Science credits. It also gives 20 credits for the Roadbuilding advancement.

30.18.2 For conflicts, this advancement increases the value of the players cities by one.

Attacking players must add an additional population counter, and one additional population counter is added when the city is replaced for conflict resolution (18.3.5).

30.18.3 Players with this advancement require one less population counter when attacking cities of players without this advancement. The defending cities are replaced with one fewer population counter (18.3.5).

30.18.4 A city is reduced rather than destroyed by the Earthquake calamity (29.2.1.4).

30.18.5 A maximum of seven unit points from a flood plain are destroyed, or one coastal city is reduced rather than destroyed, due to Flood (29.5.1.4).

30.18.6 Two fewer cities are reduced by the Cyclone calamity (29.6.1.7).

30.19 Enlightenment (Religion – 160)

30.19.1 This advancement provides 10 Religion and 5 Craft credits. It also gives 20 credits for the Philosophy advancement.

30.19.2 One fewer city is reduced by the Superstition calamity (29.3.2.2).

30.19.3 Five fewer population can be counted for city support during the Slave Revolt calamity (29.4.2.3).

30.20 Fundamentalism (Religion – 150)

30.20.1 This advancement provides 10 Religion and 5 Art credits. It also gives 20 credits for the Monotheism advancement.

30.20.3 In the Special Abilities Phase (25.3), players with this advancement may destroy all units in one area adjacent by land. Players with the Fundamentalism or Philosophy advancement and the Barbarian/Pirate are exempt.

30.20.2 Players with this advancement have their Chronological Advancement Chart (C.A.C.) marker moved back (left) one additional space due to the Regression calamity (29.9.1.2).

30.21 Iron Working (Craft – 200)

30.27.1 This advancement provides 10 Craft and 5 Science credits. It also gives 10 credits to the Advanced Military advancement.

30.27.2 In conflicts, players without the Iron Working advancement must remove population counters first (18.2.3).

30.22 Irrigation (Craft – 200)

30.3.1 This advancement provides 10 Craft and 5 Science credits.

30.3.2 This advancement increases the population limit by one in areas that the holder alone occupies (20.1.3).

30.3.3 The effects of city reduction (21.2) is indirectly lowered.

30.3.4 Players with this advancement are immune to the effects of Famine (29.3.1.4).

30.23 Law (Civic – 170)

30.21.1 This advancement provides 10 Civic and 5 Religion credits. It also gives 20 credits for the Cultural Ascendancy advancement.

30.21.2 Five fewer commodity card points must be returned due to the Corruption calamity (29.7.1.3).

30.21.3 One fewer city is reduced by the Civil Disorder calamity (29.7.2.3).

30.24 Library (Science – 220)

30.22.1 This advancement provides 10 Science and 5 Art credits.

30.22.2 It discounts the cost of any one Advancement by forty points, provided that the card is purchased simultaneously with Library.

30.22.3 The player's Chronological Advancement Chart (C.A.C.) marker is moved back (left) one fewer space by the Regression calamity (29.9.1.3).

30.25 Literacy (Art & Civic - 110)

30.23.1 This advancement provides 5 Craft, 5 Science, 10 Art, 10 Civic and 5 Religion credits. It also gives 20 credits for the Mathematics advancement.

30.26 Masonry (Craft – 60)

30.24.1 This advancement provides 10 Craft and 5 Science credits. It also gives 10 credits for the Engineering advancement.

30.24.2 One fewer city is reduced by the Cyclone calamity (29.6.1.6).

30.27 Mathematics (Science & Art – 240)

30.25.1 This advancement provides 10 Craft credits, 10 Science credits, 10 Civic credits, 10 Art credits and 10 Religion credits.

30.28 Medicine (Science – 140)

30.26.1 This advancement provides 10 Science and 5 Craft credits. It also gives 20 credits for the Anatomy advancement.

30.26.2 Eight fewer unit points are lost by a Primary Victim and five fewer unit points are lost by a Secondary Victim of Epidemic (29.6.2.4).

30.29 Metalworking (Craft – 90)

30.27.1 This advancement provides 10 Craft and 5 Science credits. It also gives 10 extra credits for the Military advancement.

30.27.2 In conflicts, players with this advancement remove their first population counter after all other players without the Metalworking advancement have removed theirs (18.2.3).

30.30 Military (Civic – 170)

30.28.1 This advancement provides 10 Civic and 5 Craft credits. It also gives 20 credits for the Advanced Military advancement.

30.28.2 Players with this advancement construct and maintain ships (16.1.1), and move (17.2.1), after all players without the Military advancement.

30.28.3 The first faction is reduced by five unit points in the Civil War calamity (29.4.1.6).

30.28.4 One fewer city is reduced by the Civil Disorder calamity (29.7.2.3).

30.28.5 You may attack the cities of players with the Diplomacy advancement (17.4.1).

30.31 Mining (Craft – 230)

30.29.1 This advancement provides 10 Craft and 5 Science credits.

30.29.2 Players with this advancement may purchase one trade card from the eighth trade card stack for 16 treasury counters (22.5.5).

30.29.4 Five fewer population counters can counted for city support during the Slave Revolt calamity (29.4.2.2).

30.30.5 Treasury counters are worth two points when purchasing civilization advances (26.4.2).

30.32 Monarchy (Civic – 60)

30.30.1 This advancement provides 10 Civic and 5 Religion credits. It also gives 10 credits for the Law advancement.

30.30.2 Players with this advancement may increase the tax rate on their cities by one (13.2.1).

30.30.3 Five fewer barbarian population counters are used for the Barbarian Hordes calamity when the player that drew the calamity has this advancement (29.5.2.2).

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

30.33 Monotheism (Religion – 240)

30.31.1 This advancement provides 10 Religion credits and 5 Civic credits.

30.31.2 Players may replace all units belonging to a single player in one area adjacent by land with their own stock counters.

30.31.3 Monotheism or Theology advancements acquired by the subjected player negate this conversion. Pirate cities and barbarian counters may not be converted.

30.31.4 One additional city is reduced by the Iconoclasm and Heresy calamity (29.8.2.5).

30.34 Monument (Craft & Religion – 180)

30.32.1 This advancement provides 5 Craft and 5 Religion credits. It also gives 20 credits for the Wonder of the World advancement.

30.32.2 Upon purchase, the player acquires ten points of credit counters in any combination of colors. These credits are permanent but cannot be used the same turn that the Monument advancement is acquired.

30.35 Music (Art – 80)

30.33.1 This advancement provides 10 Art and 5 Religion credits. It also gives 10 credits for the Enlightenment advancement.

30.33.2 The first faction is increased by five unit points for the Civil War calamity (29.4.1.3).

30.33.3 One fewer city is reduced by the Civil Disorder calamity (29.7.2.2).

30.36 Mysticism (Art & Religion - 50)

30.34.1 This advancement provides 5 Art and 5 Religion credits. It also gives 10 credits for the Monument advancement.

30.34.2 One fewer city is reduced by the Superstition calamity (29.3.2.2).

30.37 Mythology (Religion – 60)

30.35.1 This advancement provides 10 Religion and 5 Art credits. It also gives 10 credits for the Literacy advancement.

30.35.2 Five more population can be counted for city support during the Slave Revolt calamity (29.4.2.3).

30.38 Naval Warfare (Civic – 160)

30.36.1 This advancement provides 10 Civic and 5 Craft credits. It also gives 20 credits for the Diaspora advancement.

30.36.2 Players ships may carry one additional population counter (17.5.2).

30.36.3 Players with this advancement may use ships instead of population as casualties in conflicts (18.2.5).

30.36.4 The first faction is reduced by five unit points in the Civil War calamity (29.4.1.6).

30.36.5 One additional city is reduced by the Civil Disorder calamity (29.7.2.3).

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

30.39 Philosophy (Science & Religion – 240)

30.37.1 This advancement provides 5 Science, and 5 Religion credits.

30.37.2 The first faction in the Civil War calamity is reduced by fifteen unit points (29.4.1.3).

30.37.3 One less city is reduced by the Iconoclasm and Heresy calamity (29.8.2.3).

30.37.4 Players with the Fundamentalism advancement may not use their special ability on players with this advancement (25.3).

30.40 Politics (Art – 230)

30.38.1 This advancement provides 10 Art and 5 Religion credits.

30.38.3 Players with this advancement may either replace from treasury all units in one adjacent area belonging to one player without the Politics or Cultural Ascendancy advancements, or they may convert five treasury counters from stock to treasury. Pirate cities and barbarian counters may not be annexed with this ability.

30.38.2 Five barbarian population counters are added to the total for the Barbarian Hordes calamity when the player that drew the calamity has this advancement (29.5.2.2).

30.41 Pottery (Craft – 60)

30.39.1 This advancement provides 10 Craft and 5 Art credits. It also gives 10 credits for the Agriculture advancement.

30.39.2 Five fewer unit points are lost by the Famine calamity (29.3.1.2).

30.42 Provincial Empire (Civic – 260)

30.40.1 This advancement provides 10 Civic and 5 Religion credits.

30.40.2 Five barbarian population counters are added to the total for the Barbarian Hordes calamity when the player that drew the calamity has this advancement (29.5.2.2).

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

30.40.4 Players with this advancement may take one commodity card with a face value of two or more (opponent's choice) from up to five players that they have units adjacent to. Players with the Provincial Empire or Public Works advancement are exempt from this special ability.

30.43 Public Works (Civic – 230)

30.41.1 This advancement provides 10 Civic and 5 Craft credits.

30.41.2 Players with this advancement must spend one additional population counter to construct cities (19.4).

30.41.3 The players city areas may also have one population counter in them (20.1).

30.41.4 Players with the Provincial Empire advancement may not use their special ability on players with the Public Works advancement (25.6).

30.44 Rhetoric (Art – 130)

30.42.1 Provides 10 Art and 5 Civic credits. It also gives 20 credits for the Politics advancement.

30.42.2 Players with this advancement may buy one trade card from the third trade card stack for six treasury counters each turn (22.5.3).

30.45 Roadbuilding (Craft – 220)

30.43.1 This advancement provides 10 Craft and 5 Science credits.

30.43.2 This advancement allows the players population counters to move two areas instead of one so long as the first area has no units from any other player (17.3.1).

30.43.3 Five additional unit points are lost by the Epidemic calamity (29.6.2.4).

30.43.4 One additional city is reduced by the Civil Disorder calamity (29.7.2.3).

30.46 Sculpture (Art – 50)

30.44.1 This advancement 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).

30.47 Theocracy (Civic & Religion – 80)

30.45.1 This advancement provides 5 Civic and 5 Religion credits. It also gives 10 credits for the Universal Doctrine advancement.

30.45.2 Players with this advancement may return one commodity card for each city instead of reducing them due to the Iconoclasm and Heresy calamity (29.8.2.2).

30.45.3 Five fewer population may be counted for city support during the Slave Revolt calamity (29.4.2.2).

30.48 Theology (Religion – 250)

30.46.1 This advancement provides 10 Religion and 5 Science credits.

30.46.2 Three fewer cities are reduced due to Iconoclasm and Heresy (29.8.2.4).

30.46.3 Players with the Monotheism advancement may not use their special ability on you (25.4).

30.49 Trade Empire (Craft – 260)

30.47.1 This advancement provides 10 Craft and 5 Civic credits.

30.47.2 Players with this advancement may ask up to three players, (one at a time in succession) without the Trade Empire or Wonder of the World advancements, for a single named commodity card. If the player has that card, they must surrender it. Only one trade card may be obtained with this ability each turn.

30.47.3 One additional city is reduced by the Cyclone calamity (29.6.1.6).

30.47.4 Five additional unit points are lost by the Epidemic calamity (29.6.2.4).

30.50 Trade Routes (Craft – 180)

30.48.1 This advancement provides 10 Craft and 5 Religion credits. It also gives 20 credits for the Trade Empire advancement.

30.48.2 When returning excess commodity cards (27.1), players with this advancement may convert two population stock to treasury for the face value of each trade card returned.

30.48.3 Players with this advancement may increase the number of trade cards they can hold between turns by one (27.2.1).

30.51 Universal Doctrine (Religion – 160)

30.49.1 This advancement provides 10 Religion and 5 Civic credits. It also gives 20 credits for the Theology advancement.

30.49.2 Players with this advancement may replace from their stock up to five barbarian/pirate population counters in one adjacent area, or one barbarian/pirate city.

30.49.3 One more city is reduced by the Superstition calamity (29.3.2.3).

30.52 Urbanism (Civic – 50)

30.50.1 This advancement provides 10 Civic and 5 Science credits. It also gives 10 credits for the Diplomacy advancement.

30.50.2 Players with this advancement may use up to four counters from adjacent areas to build a city in an area without a city site (19.5).

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

30.51.1 This advancement provides 5 Craft and 5 Art credits.

30.51.2 When purchased, the player immediately acquires twenty points of credit counters in any combination of colors. They can not be used the same turn this advancement is purchased.

30.51.3 Players with the Trade Empire advancement may not use their special ability on you (25.7).

30.54 Written Record (Science & Civic) – 60)

30.52.1 This advancement provides 5 Science, and 5 Civic credits. It also gives 10 credits for the Cartography advancement.

30.52.2 Players that purchase this advancement immediately acquire five points of credit counters of any one color. They can not be used the same turn this advancement is purchased.

VI. Winning the Game

31. THE END OF THE GAME

31.1 The game ends when one of the following conditions are met:

- A. At least one player moves his accession marker onto a finish square on the Chronological Advancement Chart (C.A.C.) The move into the finish square counts as the last step along the Chronological Advancement Chart (C.A.C.) The first player that reaches the last space on the Chronological Advancement Chart (C.A.C.) ends the game but does not necessarily win the game.
- B. A predetermined time limit is reached.

31.2 Because of the length of time required to move to the end of the Chronological Advancement Chart (C.A.C.), games will often end when a time limit is reached. This time limit should be set before the game starts. All players must complete the final turn before determining the winner.

32. VICTORY DETERMINATION

32.1 The winner is determined by totaling the values of the following items:

- A. Chronological Advancement Chart (C.A.C.) position: 5 points for each space.
- B. Advancement cards:
 - 1 point for each card with a face value of less than 100.
 - 2 points for each card with a face value of 100 and less than 200.
 - 3 points for each card with a face value of 200 or more.
- A. Cities: 1 point for each city on the map.

32.2 The player with the highest point value is the winner. This will not necessarily be the player with the largest amount of civilization cards or the player who is furthest along the Chronological Advancement Chart (C.A.C.), although both are important sources of victory points. Ties are decided by the value any commodity cards held (set value) and treasury counters.