

ADVANCED CIVILIZATION

Rules

I. OVERVIEW

1. INTRODUCTION

1.1 ADVANCED CIVILIZATION is a game of skill for two to eight players which covers the development of ancient civilizations from the invention of agriculture to the emergence of Rome as the dominant Mediterranean power - a span of almost 8,000 years. Each player leads a nation of peoples over a mapboard of the Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

1.2 Although battles and territorial strategy are important, ADVANCED CIVILIZATION is not a war game because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic, political and religious factors. Conflicts which do arise result from rivalries and shortages of land rather than attempts to eliminate other players. Nomads, farmers, warriors, merchants, artisans, priests and citizens all have an essential part to play in the development of each nation's civilization. The player who most effectively balances these various outlooks will achieve the best balance and win the game.

1.3 A game of ADVANCED CIVILIZATION can take up to ten or twelve hours to complete. When this much time is not available, players should play to a fixed time limit (see 34.1 B, below).

2. DESCRIPTION OF PLAY

2.1 The object of ADVANCED CIVILIZATION is to acquire the greatest number of victory points (35). The winner will not necessarily be the first player to reach the end of the Archaeological Succession Track (A.S.T.); or the player with the greatest number of civilization card points, although these are important factors in determining the winner. Civilization cards are acquired by a step-by-step process that mirrors the actual development of civilizations.

2.2 Occupancy of areas on the board are indicated by tokens, which represent groups of peoples, and cities. At the start of the game, each nation begins with a single token in one of its start areas. Each turn, each player increases his population by adding one token to each area containing one token and two tokens to each area containing two or more tokens.

2.3 Each player may then move his tokens to new areas by land or by boarding ships and moving by sea into other land areas. Players generally move their tokens into areas of tile board which are fertile and defensible. This movement represents the travels of nomadic tribes and their search for a suitable homeland.

2.4 After movement, conflict is resolved in land areas which contain surplus population. As tile population of tile board reaches its limit, conflict becomes more common as border wars help to establish the boundaries of each nation. The scope of expansion is often limited by the loss of tokens in contested areas.

2.5 After conflict is resolved, cities may be constructed in areas which contain enough tokens. City construction is a more productive way of absorbing population pressures than is territorial expansion, for while cities require an agricultural hinterland, they are better able to resist attack and generate revenue through taxes which may be used to establish a central fund for the benefit of the whole state. The payment of taxes is represented by the transfer of tokens from stock into treasury. Players must strive to maintain a balance between rural and urban populations.

2.6 Each turn, players collect one trade card for each city they, have on the board. Most trade cards are commodities, but some are calamities which may affect one or more players. Trade cards, including some calamities, are then exchanged between players during the trading session, allowing players to build up sets of commodity cards. Once all calamities are resolved, these commodity card sets and tokens in treasury may be exchanged for civilization cards.

2.7 Cities are thus essential to provide the wealth needed to advance a civilization, but a nation which fails to augment this wealth by trade will be surpassed by others with a more energetic outlook. However, trade is not without its hazards in the form of calamities which can have a disastrous effect on people who have failed to evolve a balanced culture. Such calamities may also indirectly provide the impetus from which a well-organized society can rise in new ways and achieve still further greatness. Even so, the best calamities are those which happen to other nations.

2.8 Wealth from trade can be utilized to advance various aspects of a nation's civilization, which in turn aids its further progress. Civilization cards confer special abilities and immunities upon their holders, and also provide players with the bulk of the points they need to progress along the Archaeological Succession Track and win. The speed and efficiency with which a nation is able to develop these various aspects of civilization will determine its chances for success and victory in the game. Strategic planning is essential, as certain civilization cards are expensive and to purchase them a player will normally accumulate credits from a series of less expensive cards. For example, the cost of Democracy (200) can be reduced by 45 points with the possession of Drama and Poetry, Architecture, and Literacy.

II. GAME COMPONENTS

3. COMPONENTS

3.1 The game consists of the following components:

A. A mapboard made up of four panels. The Italian start areas are on the western-most panel, and the Babylonian start areas are on the easternmost panel. The Western Expansion Map panel may also be used, but is not essential to play of the game.

B. Nine sets of playing pieces.

C. Set of 24 civilization cards (eight of each type).

D. Deck of 114 commodity cards (plus spare blank cards). Seventy commodity cards are included in ADVANCED CIVILIZATION.

E. Deck of 12 calamity cards. Eight calamity cards are included in ADVANCED CIVILIZATION.

F. Archaeological Succession Card (consisting of the Archaeological Succession Track, the Census Track and the Trade Card Stacks).

G. Eight Player Mats.

H. Place Cards.

I. Rulebook and Gainer's Guide.

J. Summary of Calamity Effects.

K. Civilization Card Credit Table, printed on the back of the rulebook.

3.2 ADVANCED CIVILIZATION is played using the original mapboard, player mats, place cards, and some of the trade cards, from the original CIVILIZATION game, as well as the new, civilization, commodity and calamity cards, and rules contained in this ADVANCED CIVILIZATION expansion kit. Players may wish to photocopy tile new sequence of play (page 7) to add to their player mats

3.3 ADVANCED CIVILIZATION does not use dice.

4. THE MAPBOARD

4.1 The mapboard consists of four panels which form a stylized map of the ancient civilized world from Italy to the Persian Gulf. A fifth panel, the Western Extension Mapboard, may also be used, although it is not essential to play of ADVANCED CIVILIZATION The map has been divided into areas for purposes of population and movement. These areas contain significant features central to the play of the game.

4.2 Areas:

4.21 Land areas consist of any area bounded by white lines which contains various green or brown-colored territory. Several islands within one area are considered to constitute one island for rule purposes.

4.22 Water areas consist of any area containing blue. Areas which contain both green or brown territory and blue are considered to be both land and water areas.

4.23 Open sea areas are water areas which contain only blue territory.

4.24 Coastal areas are areas which contain both land and ocean (nonlake) water.

4.3 Boundaries:

4.31 Land boundaries are indicated by a white line dividing two land areas.

4.32 Water boundaries are indicated by a white line dividing two water areas, including lakes.

4.33 A boundary which crosses both land and water is considered to be both a land and water boundary. Where rules refer only to land or water boundaries, the terms all-land and all-water boundaries are used.

4.4 Geographical features:

4.41 Volcanoes are represented by white triangles. One of the volcanoes, in the Aegean, occupies one area. The other two volcanoes, in Sicily and Italy, straddle two areas.

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

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

4.5 Population limits of land areas are indicated by a number enclosed in a colored circle. These numbers indicate the maximum number of tokens that the area can accommodate. To ease identification, each value has its own color.

4.6 Start areas for each nation are indicated by a colored border. At the start of the game, players may only place their initial token in a start area with a border of the same color as their token. Crete's start areas are indicated by a yellow-green border around the island of Crete.

4.61 If the Western Extension Mapboard is used, the start areas on the western edge of the original mapboard arc disregarded. The start areas for Africa and Italy arc altered accordingly.

4.7 The map divider, represented by a dotted line in the middle panel of the mapboard, is used to divide the mapboard into smaller playing areas for games with less than six players.

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

5. PLAYING PIECES

5.1 There are nine sets of playing pieces, each of which bears a distinctive national color. Each set contains 55 large square tokens, nine round cities, four rectangular ships, one small square census marker bearing a number and one small square succession marker.

5.2 Tokens are square, and arc used to represent rural populations. When the term token is used, this does not include ships or cities.

5.3 Cities are round, and arc used to represent urban populations.

5.4 Ships are rectangular, and arc used only to move tokens across water areas.

5.5 Units is a term used to refer to tokens and cities, but not ships.

5.6 Unit points is a term used to refer to the value of tokens and cities, usually in the context of resolving calamities. Each city has a value of five unit points and each token has a value of one unit point.

6. CIVILIZATION CARDS

6.1 Civilization cards represent 24 important aspects of civilization. There arc five groups of civilization cards, each identified by its own color and symbolic shape. Four cards belong to two groups. The groups are: Arts (blue - triangle), Crafts (orange square), Sciences (green circle), Civics (red - hexagon), and Religion (yellow -star).

6.2 Where the attributes of civilization cards create exceptions to a general rule, these exceptions are set out in italics. The attributes of the various civilization cards are summarized on their reverse side.

7. TRADE CARDS

7.1 There are two types of trade cards - commodity cards and calamity cards. The term trade card is used in the rules to refer to both commodity and calamity cards. Rules which refer specifically to commodity or calamity cards apply only to that type of card.

8. COMMODITY CARDS

8.1 There are 114 commodity cards. The following table sets out the value and number of each commodity:

Value	Commodity	Number
1	Ochre	7
1	Hides	7
2	iron*	8
2	Papyrus*	7
3	Salt	9
3	Timber*8	
4	Grain	8
4	oil*	7
5	Cloth	7
5	Wine*	6
6	Bronze 6	
6	Silver* 5	
7	Spices* 6	
7	Resin* 5	
8	Gems*	5
8	Dye*	4
9	Gold*	5
9	Ivory* 4	

* Use commodity cards provided with ADVANCED CIVILIZATION.

9. CALAMITY CARDS

9.1 There are 12 calamity cards. The following table sets out the trade card stack in which each calamity is placed and its trade status:

Trade	Stack Calamity	Trade Status
2	Volcano/Earthquake*	Non-tradable
2	Treachery*	Tradable
3	Famine*	Non-tradable
3	Superstition*	Tradable
4	Civil War*	Non-tradable
4	Slave Revolt*	Tradable
5	Flood*	Non-tradable
5	Barbarian Hordes*	Tradable
6	Epidemic	Tradable
7	Civil Disorder	Tradable
8	Iconoclasm and Heresy	Tradable
9	Piracy	Tradable

* Use calamity cards supplied with ADVANCED CIVILIZATION.

10. ARCHAEOLOGICAL SUCCESSION CARD

10.1 The Archaeological Succession Card is divided into three sections: the Archaeological Succession Table (A.S.T.), the Trade Card Stacks and the Census Track.

10.2 The Archaeological Succession Table (A.S.T.) contains a horizontal track for each nation. Each player's succession marker moves along his nation's track from left to right. There are a total of sixteen spaces on each track, including the start arrow and the finish square.

10.21 The A.S.T. is divided into five regions (called epochs) by shading: the Stone Age, Early Bronze Age, Late Bronze Age, Early Iron Age, and Late Iron Age. In the last epoch, each space contains a point value. Such spaces may not be entered unless the player in question has acquired the indicated number of points (33.25). Not all nations enter the same epochs at the same time.

10.3 Trade Card Stacks are used to hold the various trade cards during play. There are nine stacks, one for each level of trade card.

10.4 The Census Track is used to hold each nation's census marker. After population expansion has occurred, players determine how many of their tokens are on the board and their census markers are moved to the appropriate number on the Census Track.

11. PLAYER MATS

11.1 Player mats are used by players to hold all tokens, cities and ships not currently in play on the board. These are referred to as stock and are kept in the stock area of the Player Mat. When tokens, cities and ships are removed from the board they are placed in stock and may be returned to play at a later time. No playing piece is ever permanently removed from the game.

11.2 When tokens are placed in the treasury area of the Player Mat they become a currency which may be used to purchase civilization cards. It is important not to mix tokens in stock with tokens in treasury, as they serve separate functions. To maintain this distinction, tokens placed in treasury should be inverted. The sequence of play followed each turn does not correspond exactly to that printed on the Player Mats - see 18.

12. PLACE CARDS

12.1 The place cards are used at the start of the game to determine the order in which players select their nations. They have no other purpose and are put aside once the game begins.

13. CALAMITY EFFECTS SUMMARY

13.1 This sheet sets out the effects of each calamity. The Calamity Effects Summary is printed separately for ease of reference.

14. CIVILIZATION CARD CREDIT AND GAME RECORD SHEET

14.1 The Civilization Card Credit Table saves a great deal of time by allowing players to quickly calculate the credits they have accumulated towards the purchase of additional civilization cards.

14.2 The Game Record Chart provides a convenient way for players to record their civilization card purchases and keep a running total of their civilization card points. Players must keep a running total of their civilization card values and reveal this total when asked by another player. Players may wish to record the number of the turn in which they acquired their civilization cards for future reference.

14.3 These player aids are printed on the back of the rulebook. Players should photocopy the Civilization Card Credit Table and Game Record Chart and keep an adequate supply on hand.

III. GETTING STARTED

15. SETTING UP THE GAME

15.1 Lay out the mapboard and the Archaeological Succession Card. All players place a Player Mat in front of them.

15.2 Sort out the civilization cards by type and put them to one side in an easily accessible location. Sort the commodity cards by number, shuffle each stack, then count out a number of commodity cards from each of the second to ninth stacks equivalent to the number of players. These are put to one side. Each of the eight tradable calamity cards is then shuffled in with the remaining commodity cards of the same numeric value (i.e., Treachery is shuffled in with Iron and Papyrus, Superstition with Salt and Timber, and so on), and the commodity cards which were put to one side are now placed on top of their trade card stacks. This ensures that no player will draw a tradable calamity until play is well underway. The four non-tradable calamity cards are placed at the bottom of the stack of trade cards corresponding to their numeric value. The first stack does not get a calamity.

15.3 The numbered place cards are shuffled and one is dealt to each player. One place card is used for each player to determine the order in which nations are selected by the players. In sequence, each player selects one of the nine nations to play, takes the set of playing pieces for that nation and places one token in any one of his nation's start areas

(4.6). There is a choice of starting areas for every nation except Thrace, which has only one start area.

15.31 Even with eight players, one nation will not be in play. Units belonging to a nation which is not in play are used for the Barbarian Hordes and Piracy calamities. Otherwise these extra units are not used and are put aside.

15.4 Players place their succession markers on their nation's start arrow on the A.S.T. and their census markers on the Census Track beside the A.S.T. Play may now begin.

15.5 Late arrivals:

15.51 Players who wish to join a game once it is in progress may do so by selecting an unused nation and waiting for a Civil War.

15.52 Once a Civil War occurs, the new player will be the beneficiary, as he will have the most units in stock (30.411). In addition to whatever cities and tokens it acquires as a result of the Civil War, the new nation also acquires, at no cost, the same civilization cards as are held by the Civil War victim, and places his marker on the same A.S.T. position as the Civil War victim. The Civil War victim retains his civilization cards. This assumption of the civilization cards and A.S.T. position by the beneficiary of a Civil War only occurs when a new player is entering the game.

15.6 Early departures:

15.61 If a player must leave a game while it is still in progress, his units remain, inert, on the mapboard until eliminated by other players. The inert nation does not move, its population does not increase, and its cities do not require support. Such a nation may not be selected as a secondary victim of calamities.

15.62 When a player leaves the game, his nation retains, at random, one trade card for each city it has on the mapboard. Excess trade cards are returned to the appropriate trade card stacks. When a city belonging to the inert nation is eliminated, the attacking player draws one of the trade cards retained by that nation and pillages the city (24.5).

15.63 An inert nation retains its civilization cards. Their attributes are taken into account when resolving attacks against the inert nation's units.

16. THE NUMBER OF PLAYERS

16.1 ADVANCED CIVILIZATION may be played by between two and eight players. Depending on the number of players, the playing area, number of tokens per player and certain rules are different, as set out below. Unless otherwise specified, all other rules remain in effect.

16.11 When a game is played on only a portion of the mapboard, land areas which are only partially on the mapboard may be used if their population limit is printed on a panel which is in play. A playable land area which normally contains a city site is considered not to have a city site if the site is printed on a panel which is not in play.

16.12 Nations whose start areas are on a panel which is not in play may not be selected. If the western-most panel is not in play, the start areas for Africa and Italy are changed accordingly.

16.2 Eight players - All four panels of the mapboard are used. If the Western Extension Mapboard is available, it is used as well. Each player uses 47 tokens.

16.3 Seven players - All four panels of the mapboard are used. If the Western Extension Mapboard is available, it is used as well. Each player uses 55 tokens.

16.4 Six players - All four panels of the mapboard are used. If the Western Extension Mapboard is available, players may choose not to use the eastern-most panel of the mapboard. Each player uses 55 tokens.

16.5 Five players - Three panels of the mapboard are used. Players may play without both the western-most and eastern-most panels, or, if the Western Extension Mapboard is available, the two most western panels or the two most eastern panels. Each player uses 47 tokens.

16.6 Four players - Only the three eastern panels of the mapboard are used, and the dotted map dividing line marks the western edge of the board. Open sea areas containing the dividing line may be used. Only four nations (Egypt, Babylon, Assyria and Asia) are available for play. If the Western Expansion Mapboard is available, the western portion of the mapboard can be used, with five nations (Italy, Africa, Illyria, Thrace and Crete) being available for play. In either case, each player uses 55 tokens.

16.7 Three players - Only the three middle panels of the mapboard are used, and the dotted map dividing line marks the eastern edge of the board. Open sea areas containing the dividing line may be used. Only five nations (Italy, Africa, Illyria, Thrace and Crete) are available for play. Each player uses 47 tokens.

16.8 Two players - Only the three middle panels of the mapboard are used, and the dotted map dividing line marks the eastern edge of the board. Open sea areas containing the dividing line may be used. City sites on islands are disregarded - 12 tokens are required to build a city on an island. Only four nations (Italy, Africa, Illyria and Thrace) are available for play. Each player uses 55 tokens.

IV. TURN BY TURN PROCEDURE

17. THE GAME TURN

17.1 Each ADVANCED CIVILIZATION game turn is divided into a number of distinct activities, referred to as phases. During each phase, players perform the indicated activity simultaneously or, if necessary, in a prescribed order. When all phases have been completed, the turn is finished and a new turn begins.

17.2 To speed play, in many phases all players may carry out the required activity simultaneously, as their actions will have no effect on other players. However, situations often arise in which the actions of other players are of crucial importance in determining a player's actions. Players may insist at any time that activities in a particular phase be carried out in the proper order.

17.3 The order of player activity during various phases is determined according to various criteria, as detailed in the rules applying to each phase. These criteria are summarized in the sequence of play.

17.4 A.S.T. order is used to resolve all ties between the nations except conflict. A.S.T. order corresponds to the list of nations on the A.S.T. Africa is first, Italy second, and so on down to Egypt.

18. SEQUENCE OF PLAY

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

Activity	Conditions
-Collect Taxes (possible city revolts) (19)	Only if cities exist (A.S.T. order)
-Population expansion (20)	Always (A.S.T. order)
-Census (21)	Always
-Ship construction and maintenance (22)	If desired (census order)
-Movement (23)	Always (census order)
-Conflict (24)	If necessary (simultaneous, unless otherwise desired)
-City construction (25)	If appropriate (A.S.T. order)
-Remove surplus population (check for city support) (26)	If necessary (A.S.T. order)
-Trade card acquisition (purchase Gold/Ivory) (27)	If cities exist (fewest cities goes first)
Trade (28)	At least three trade cards required (simultaneous)
-Resolve calamities (Monotheism conversion, check for city support) (29)	If appropriate (in ascending order)
-Acquisition of civilization cards (return surplus trade cards) (31)	If appropriate (A.S.T. order)
-Movement of succession markers on A.S.T. (33)	Always

18.2 There are 13 phases in a turn. During the early stages of the game, each turn will consist of only a few of the 13 phases. Phases in which no activity takes place are simply disregarded.

18.3 The principal activity of a phase may sometimes require secondary actions to be taken. These secondary actions are shown in parentheses in the activity section of the sequence of play.

V. THE PHASES

19. TAXATION

19.1 Every player must transfer two tokens from stock to treasury for every city he has on the board. This is the only way tokens are moved into treasury, other than pillage (24.52).

19.2 Players who hold Coinage may vary their taxation rate by increasing it to three tokens per city or decreasing it to one token per city. The same tax must be levied on each city in a given round. A taxation rate may be set which causes the revolt of some cities.

19.3 Revolts

19.31 Revolts occur when a player does not have sufficient tokens in his stock to pay the required taxes. Once the shortfall is determined, the excess cities revolt. Revolts are resolved only after all other players have paid their taxes.

19.32 The player with the most units in stock (cities count for five each, tokens count for one each) is the beneficiary of the revolt and chooses which cities revolt and replaces them with his own cities. He may take over only that number of cities for which the original owners are unable to pay their taxes. If the beneficiary does not have enough cities in stock to take over all cities in revolt, the player with the next largest number of units in stock takes over the remainder and so on, until all cities in revolt have been replaced. The unpaid taxes are not paid by the new owners .

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

19.34 Cities belonging to players who hold Democracy never revolt.

20. POPULATION EXPANSION

20.1 Each player adds one token to every area which contains one of his tokens and two tokens to every area which already contains two or more of his tokens. Tokens are never added to areas with cities. Tokens may be added to an area in excess of its population limit.

20.2 If a player does not have sufficient tokens in stock to complete his population expansion, he divides what tokens he has in stock among the eligible areas as he wishes, but otherwise population expansion is automatic and may not be voluntarily curtailed.

20.3 Population is increased in A.S.T. order. If population increases are automatic or do not affect other players, this activity may be carried out simultaneously.

21. CENSUS

21.1 Each player counts the number of tokens he has on the board. Cities and ships are not counted. Except for players who hold Military, the player with the most tokens will build ships first and move first in the movement phase, followed by the other players in order of decreasing token strength.

21.2 Each player's census marker is placed on the Census Track on the space which 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 nation's position in the A.S.T. order.

22. SHIP CONSTRUCTION

22.1 Players build and maintain ships in census order. Building a ship costs two tokens. This may be paid either from treasury, by a levy of the player's tokens from the area in which the ship is being constructed or by a combination of the two.

22.11 Players who hold Military always build and maintain ships after players who do not hold Military. The order of ship construction as between those players who hold Military is determined normally, according to census order.

22.2 A ship financed completely from treasury may be placed in any area containing at least one of the player's units. A ship built totally or partially by levy must be placed in the area being levied. All tokens spent on ships are returned to stock.

22.3 Ships already in play must be maintained at a cost of one token per turn from treasury or by a levy of one token from the area that the ship occupies. Ships which 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.

22.4 A player may not have more than four ships in play at one time.

23. MOVEMENT

23.1 Once ship building is completed, players may move some, all, or none of their tokens and ships. Cities may not be moved. A player may not move another player's units.

23.2 Players move in census order, the player with the greatest number of tokens moving first.

23.21 Players who hold Military always move after players who do not hold Military. The order of movement as between those players who hold Military is determined normally, according to census order.

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

23.3 Tokens may be moved either across one land boundary into an adjacent land area or onto a ship currently occupying the same area. Tokens may not move across both land and water in the same turn.

23.31 Players who hold Roadbuilding may move their tokens through one land area into a second land area in the same movement phase. The first area entered may not contain units belonging to another player, Barbarians or a Pirate city. Roadbuilding may not be used to move tokens through a land area then on board a ship.

23.4 Any number of tokens, belonging to any number of players, may be moved into the same area. Tokens may be moved into an area containing a city. Tokens may be moved into an area in excess of the area's population limit, although this may result in the later elimination of excess tokens.

23.5 Movement of ships

23.51 A ship may carry as many as five tokens at one time. Only tokens which have not been moved overland in the current movement phase may embark onto and move with a ship.

23.52 Ships may only move across water boundaries. A ship may move into up to four water areas in the same movement phase. Players may not move their ships into open sea areas (4.23) unless they hold Astronomy. Ships may travel in any water area, including lakes, but may not cross all-land boundaries.

23.53 Players who hold Cloth Making may move their ships into one extra area during each movement phase.

23.54 Players who hold Astronomy may move their ships into open sea areas.

23.55 Ships may end their movement in any water area they can reach, other than an open sea area, regardless of whose ships or tokens also occupy the area.

23.56 A ship may take part in any number of embarkations and debarkations of tokens during the same movement phase, and may retrace all or part of its route subject only to the limitation on the number of areas entered. A ship may thus ferry two loads of tokens across a narrow strait or lake, or pick up and set down tokens at different areas along its voyage. Tokens must be embarked and debarked during the same movement phase. A token may not remain aboard a ship at the end of a movement phase. A token may not travel on more than one ship in the same movement phase.

23.57 In Greece, some areas have two distinct coastlines. Ships may enter such areas from either side, but must leave from the same side. Ships may not cross directly from one coastline to another.

24. CONFLICT

24.1 Conflict occurs when the tokens of two or more nations occupy the same area and the total number of tokens in the area is greater than the population limit of the area. An area which contains a city is considered to be fully populated. If the population limit of an area containing tokens belonging to two or more different nations is not exceeded, the tokens will co-exist without conflict.

24.11 Conflicts may occur between tokens, between tokens and cities, and between tokens and cities defended by tokens. All conflicts occur in land areas. Ships are never involved in conflicts, even if they have transported tokens to battle. Ships cannot be captured or eliminated by conflict.

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

24.2 Conflict Between Tokens

24.21 Players remove one token at a time alternately until only one player's tokens remain in the area or the population level is no longer exceeded. A conflict may thus end in co-existence. The player with the fewest number of tokens removes first.

24.22 If both players have an equal number of tokens in the area, they remove their tokens simultaneously. As a result, an even number of tokens will be present at all stages so that an area which can support only one token will end up depopulated.

24.23 If more than two players are involved in a conflict, tokens are removed in ascending order of strength. Two or more players may still be required to remove tokens simultaneously.

24.24 Players who hold Metalworking remove their tokens after players who do not hold Metalworking, regardless of the number of their tokens as compared to other players. Conflict between players who both hold Metalworking is resolved normally.

24.3 Conflicts Between Tokens and Cities

24.31 Cities remain standing unless attacked by seven or more tokens belonging to the same nation. If fewer than seven tokens attack a city, they are simply removed without affecting the attacked city.

24.32 If a city is attacked by the required number of tokens, the defender replaces the city with six tokens and the resulting conflict between the attacking and defending tokens is resolved. If the defending player has fewer than six tokens in stock he replaces the attacked city with what tokens he has and combat is resolved normally. Players are entitled to resolve any other conflicts involving their tokens before resolving attacks on their cities, so their cities may be replaced by the maximum number of tokens allowed.

24.33 Two or more players may not combine to attack a city. If two players have tokens in an area containing a city belonging to a third player, they battle among themselves until only one player's tokens remain. If sufficient tokens survive, the survivor may then attack the city.

24.34 When a Pirate city is attacked by a player, the Pirate city is replaced by unused tokens solely for the purpose of resolving combat. If any such tokens survive the resulting combat, they are removed from the board.

24.35 Players who hold Engineering require only six tokens to attack a city. The defending city is replaced by five tokens. Eight tokens are required to attack a city belonging to a player who holds Engineering. The city is replaced by seven tokens. If both the attacker and defender hold Engineering, the effects of Engineering cancel.

24.4 Conflicts Between Tokens and Cities Defended By Tokens

24.41 Conflict between tokens is resolved before attacks on cities. Tokens defending a city must be eliminated before the city is attacked. The city may only be attacked if a sufficient number of attacking tokens survive the initial conflict between tokens.

24.5 Consequences of City Elimination

24.51 Drawing a trade card: When a city is attacked and eliminated by a player, the attacking player immediately draws, at random, one of the victim's trade cards and retains it for his own use. If the victim has no trade cards, no such draw occurs.

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

24.53 No trade card is drawn nor does pillage occur when a city is converted by Monotheism, captured by Pirates, eliminated by Barbarians or lost as a result of any other calamity or a tax revolt. A trade card is drawn and pillage occurs only when one player eliminates another player's city by direct attack. A player who attacks and eliminates, a Pirate city may pillage it.

25. CITY CONSTRUCTION

25.1 City construction takes place after all conflict is resolved. A city may be built in any land area. Fetch land area may contain only one city. No player may have more than nine cities on the board at any one time.

25.2 A player with six or more tokens in an area containing a city site may build a city in that area by replacing the tokens with a city. In areas which do not contain a city site, at least twelve tokens are needed to build a city. Tokens used to construct cities are returned to stock.

25.3 Players who hold Architecture truly use tokens from their treasury to assist in the building of one city each turn. At least half of the tokens used must consist of onboard tokens, but the remainder may consist of tokens taken from treasury. Architecture may not be used to construct cities in areas which contain tokens belonging to another player or Barbarians.

26. REMOVAL OF SURPLUS POPULATION

26.1 After city construction is completed, all surplus population is removed to stock. Areas with cities may not also contain tokens, and areas without cities may not contain more tokens than allowed by their population limits.

26.11 The population limit in areas containing only tokens belonging to a player who holds Agriculture is increased by one. This effect is limited to areas which do not contain other tokens. Agriculture has no effect in areas where tokens are co-existing or during conflict.

26.2 Ships do not count towards population limits. Any number of ships may exist in the same area. For example, if three ships and three tokens are in an area with a population limit of two, one token must be removed to stock but the ships may remain without penalty.

26.3 Checking for city support

26.31 After all surplus population has been removed, each player checks for city support. Each player must have two tokens on the board for every city in play. These tokens represent the agricultural support needed to maintain the urban populations. Players who do not have enough tokens on the board to support their cities must reduce their cities, one at a time, until there are enough tokens to support the remaining cities.

26.32 Players who must reduce unsupported cities may select which cities are to be reduced first, subject only to the requirement that newly constructed cities must be reduced before cities which were built or acquired in a previous turn.

26.4 City reduction

26.41 Cities are reduced by removing them from play and replacing them with the maximum number of tokens allowed by the area's population limit. These added token(s) can immediately be used as support for other cities vulnerable to reduction. If, when attempting to reduce a city, players find that they do not have enough tokens in stock to meet the population limit, they replace their city with the tokens they have in stock. If other cities are still unsupported, they are eliminated.

26.5 City support is checked only at two critical points in each turn after the removal of surplus population and after the resolution of calamities. These two points are indicated in the Sequence of Play. City support is not checked at any other time, other than when resolving Slave Revolt (30.42).

26.6 When city reduction is required as a result of calamities, the procedure set out above is followed.

27. ACQUISITION OF TRADE CARDS

27.1 Players draw one trade card from as many trade card stacks as they have cities on the board. The player with the fewest number of cities on the board draws his trade cards first, followed by the player with the next fewest number of cities, and so on, until all players have drawn their trade cards.

27.2 Trade cards are always collected by the same method. One card is drawn from each stack, progressing from the first stack, until the player has drawn from the same number of stacks as he has cities on the board. A player with three cities in play thus draws one trade card from each of the first three stacks, and cannot draw a trade card from the fourth or any higher trade card stack until he has more than three cities in play.

27.21 If a stack is empty, a player is not entitled to replace the lost card with one from another stack. The player must simply forego drawing a trade card from that particular stack.

27.3 Players may not disclose what trade cards they have drawn as they may have acquired a calamity card which they may be able to trade to another player. Calamity cards which may not be traded (Volcano/Earthquake, Famine, Civil War and Flood) must be retained by the player who drew them until all trading is complete.

27.4 Trade cards must be held in secret. While in a player's hands, trade cards are the only one of his items which are not open to inspection by other players.

27.5 Buying Gold, Ivory or Piracy

27.51 A player, regardless of the number of cities he has on the board, may buy one or more trade cards from the ninth (Gold/Ivory) stack at a cost of 18 tokens from treasury per card. The spent tokens are returned to stock. Trade cards are purchased from the ninth stack immediately after the purchasing player collects his trade cards, before any other players collect their trade cards.

28. TRADE

28.1 Players trade to build up sets of the same commodities, as sets are more valuable than individual commodity cards. Trade is open to all players. Offers may be suspended, altered or withdrawn in open negotiation between players, but once trade cards have changed hands, a deal is complete and cannot be revoked.

28.2 Trade is carried on by a system of barter involving only trade cards. Trade deals may not include treasury or civilization cards. Any one trade deal may involve only two players.

28.3 Each trade must involve at least three trade cards on each side. A player with fewer than three trade cards may not trade. When negotiating a trade, each player must honestly inform the other of the number of trade cards he wishes to trade and at least two of the trade cards involved in the trade. This information must be correct - the remaining card or cards need not be specified and may consist of any commodity or tradable calamity card(s), regardless of what was said to the other player. A player may not show his trade cards to another player during negotiations, nor may a player inform other players of the details of a trade after it is completed.

EXAMPLE: A player, wishing to acquire grain, announces 'I want grain -I'll trade salt for grain.' He agrees with a prospective trading partner that he will trade three cards, including two salt, for a grain, an iron and two unknown cards. His partner guarantees that the other player will receive two salt cards. An assurance that the third card is also a salt does not guarantee that the third card traded will not be a different commodity, or possibly a tradable calamity card. Similarly, our player can only be sure that he will receive one grain, one iron and two other cards. He has no way of knowing what the other cards will be until he receives them, although meaningless assurances can be given by his trading partner.

28.4 Limiting the trading phase

28.41 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 not more than five minutes be imposed upon the trading phase.

28.5 Commodity Card Sets

28.51 When a player holds more than one commodity card of the same type, the value of the combination is increased according to the following formula: square the number of cards held, then multiply the result by the value of the commodity. For example, three grain cards (each worth four) have a value of $3 \times 3 \times 4 = 36$, rather than $4 + 4 + 4 = 12$.

28.52 The values of the cards when collected in sets is printed on each commodity card. Different commodities, even of the same value, may not be combined in sets.

28.53 Mining increases the value of Iron, Bronze, Silver, Gems or Cold by one card. This effect only applies once each turn. For example, if a player holding Mining uses three Bronze cards to purchase a civilization card, he could use Mining to increase the value of the set from 54 to 96 (the value of four Bronze cards), but could not also use Mining to increase the value of a set of Gems cards in the same turn. Mining may not be used to increase the value of a set of commodity cards beyond the limit printed on the commodity card itself.

29. RESOLUTION OF CALAMITIES

29.1 All calamities are resolved immediately after trading ends, before the acquisition of civilization cards.

29.2 Non-tradable calamity cards must be retained by the players who drew them until the end of trading. Such calamities are resolved against the drawing player once trading is completed.

29.3 Tradable calamity cards are also not revealed when drawn. A player who draws a tradable calamity card may trade it to another player. A player who receives such a calamity card in trade may in turn trade it to another player, and so on, until the trading session ends. There is no limit to the number of times a tradable calamity card may be traded. At the end of the trading session, all calamity cards are revealed by the players who hold them.

29.4 A player who drew a tradable calamity card need not have traded it, but such cards cannot be held for future turns. Subject to 29.5, all calamities take effect on the turn in which they are drawn. If a player retains a tradable calamity card, he becomes the primary victim of the calamity, just as though the card had been traded to him. When a player retains a tradable calamity which calls for secondary victims (Epidemic, Iconoclasm and Heresy, and Piracy), any other eligible player may be named as a secondary victim.

29.5 No player may be the primary victim of more than two calamities in the same turn. If a player receives more than two calamities in the same turn, his calamities are shuffled together, and two are drawn at random. The remaining calamities received by that player are disregarded and are returned to the appropriate stack of trade cards. There is no restriction on the infliction of secondary effects of calamities.

29.6 Calamities are resolved in ascending order, starting with Volcanic Eruption/Earthquake and ending with Piracy. Non-tradable calamities are resolved before tradable calamities of the same numeric value (i.e., the order of resolution is Volcanic Eruption, Treachery, Famine, Superstition, etc.).

29.61 The player who holds a calamity card at the end of the trading session is the primary victim of that calamity. In many cases, other players must be selected by the primary victim as secondary victims. The player who traded a tradable calamity card to the primary victim may not be selected as a secondary victim.

EXAMPLE: Crete draws Epidemic, and trades it to Egypt. At the end of the trading session, Egypt loses 16 unit points, and Crete is immune from the secondary effects of the Epidemic, as the player who traded it to Egypt. Had Crete not traded Epidemic, it would have been the primary victim, and all other players would be potential secondary victims.

29.62 When resolving calamities, cities are worth up to five unit points and tokens are worth one unit point. If a city is reduced, surviving tokens are not counted towards the resolution of the calamity.

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

29.63 Players must fulfill their losses from calamities by the exact amount required, if possible. If unable to do so, a player may exceed the amount required, but only by as small an amount as is necessary.

29.64 Whenever a calamity requires that the primary victim direct effects against other players, the primary victim must do so.

29.65 Barbarian tokens and Pirate cities are never affected by calamities.

29.7 After all calamities are resolved, they are put to one side. After civilization cards are purchased, tradable calamity cards are shuffled together with returned trade cards of the same value and returned, face down, to the bottom of the appropriate stack of trade cards. Non-tradable calamity cards are then placed at the bottom of the appropriate stack of trade cards.

29.8 Once all calamities are resolved, players must again check for city support as explained above (26.3).

30. CALAMITIES

30.1 The effects of the various calamities are set out below. The calamities are listed in the order in which they are resolved. Thus Volcano/Earthquake and Treachery are placed in the second trade stack, Famine and Superstition in the third trade stack, and so on. There are no calamities associated with the first trade card stack. These effects are reprinted in the Summary of Calamity Effects.

30.2 Second level calamities

30.21 Volcanic Eruption or Earthquake

30.211 If the primary victim has any cities in an area touched by a volcano, the volcano erupts and eliminates all units, irrespective of ownership, in the areas touched by the volcano. If the primary victim has cities in areas touched by more than one volcano, the site of the eruption is that which causes the greatest total damage to the primary victim and any secondary victims. In the event of a tie, the primary victim selects the location of the eruption.

30.212 If the primary victim has no cities in an area touched by a volcano, one of his cities is destroyed by earthquake. One city belonging to another player is reduced. This second city must be in an area adjacent to the destroyed city, even across water. As above, the site of the earthquake is that which causes the greatest total damage.

30.213 If the primary victim holds Engineering, an earthquake reduces, rather than destroys, his city. A player who holds Engineering may not be selected as a secondary victim of an Earthquake. Engineering has no effect on Volcanoes.

30.22 Treachery

30.221 One city belonging to the primary victim is replaced by one city belonging to the player who traded him the card. If the trading player has no available cities, the victim's city is eliminated. The player trading the card selects the city.

30.222 If Treachery is drawn by a player and not traded, one city belonging to that player is reduced. As no one traded the card to the primary victim, no other player benefits from the primary victim's misfortune.

30.3 Third level calamities

30.31 Famine

30.311 The primary victim loses ten unit points himself, and must instruct other players to remove 20 unit points, no more than eight of which may come from any one player. The primary victim decides how many unit points are lost by each of the secondary victims, but the secondary victims decide which units to remove.

30.312 Players who hold Pottery may reduce their losses by four unit points for each Grain trade card held. Grain cards used for this purpose are not discarded, but must be placed face up in front of the player until the end of the turn and may not be used to acquire civilization cards until the following turn.

30.32 Superstition

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

30.322 If the primary victim has Mysticism, two cities are reduced; if the primary victim holds Deism, one city is reduced; if the primary victim holds Enlightenment, there is no effect. These effects are not cumulative. The governing effect is that of the highest level Religion card held.

30.4 Fourth level calamities

30.41 Civil War

30.411 The primary victim's nation is divided into two factions. The player with the most unit points in stock is the beneficiary of the Civil War. This determination is made by counting tokens in stock (one each) and cities in stock (five each). If the primary victim has the most units in stock there is no Civil War.

30.412 The composition of the first faction is decided by both the primary victim and the beneficiary as follows:

30.4121 The primary victim begins by selecting 15 unit points.

30.4122 If the primary victim holds Music he selects an additional five unit points. If the primary victim holds Drama and Poetry he selects an additional five unit points. If the primary victim holds Democracy he selects an additional ten unit points. The effects of Music, Drama and Poetry, and Democracy are cumulative.

30.4123 After the primary victim completes his selection, the beneficiary selects an additional 20 unit points belonging to the primary victim to complete the first faction.

30.4124 If the primary victim holds Philosophy, the first faction is automatically comprised of 15 units chosen by the beneficiary, regardless of any other civilization cards held by the primary victim.

30.413 Whatever remains constitutes the second faction. If there is no second faction there is no Civil War.

30.414 If the primary victim holds Military, five unit points are removed from each faction to reflect the increased destructiveness of the Civil War. The required units are removed after factions are selected. Each player must, if possible, remove the required units from areas adjacent to the other faction.

30.415 The primary victim then decides whether he will continue to play the units of the first or second faction. The primary victim retains his stock, ships, treasury, civilization cards, and position on the A.S.T. The beneficiary annexes whichever faction is not retained by the primary victim by replacing the units involved with his own. If he runs out of units, the remainder are taken over by the next player with the most units in stock, and so on.

30.42 Slave Revolt

30.421 Fifteen tokens belonging to the primary victim may not be used to support his cities. This effect is resolved immediately. After the end of the current calamity phase, the tokens again function normally.

30.422 Cities are reduced one at a time, with the newly available tokens being eligible to provide support for the victim's remaining cities (see 26.6). If the primary victim has less than fifteen tokens on the board, only those tokens are affected by Slave Revolt. Tokens placed on the board after the resulting reduction of the primary victim's cities may always be used for city support.

30.423 If the primary victim holds Mining, an additional five tokens may not be used for city support. If the primary victim holds Enlightenment, the number of tokens which may not be used for city support is reduced by five. If a player holds both Mining and Enlightenment, the effects cancel.

30.5 Fifth level calamities

30.51 Flood

30.511 If the primary victim has units on a flood plain (4.42), he loses a maximum of 17 unit points from that flood plain. Cities are vulnerable to flood if they have been built in areas with no city site or a city shown as a white square. Cities on black city sites are safe.

30.512 Ten unit points on the same flood plain belonging to one or more secondary victims are also removed. The primary victim divides the ten unit point loss among the secondary victims as he chooses, but the secondary victims themselves choose which units are to be lost. If the number of units on the affected flood plain belonging to other players totals ten unit points or less, all those other players automatically become secondary victims and all their units are eliminated.

30.513 If the primary victim has units on more than one flood plain, the flood occurs on the flood plain containing the greatest number of his unit points. In the event of tie, the primary victim selects the location of the flood.

30.514 If the primary victim has no units in a flood plain, one of his coastal cities is eliminated. The primary victim chooses the city. If the primary victim has no coastal cities, he is unaffected by the flood.

30.515 A player who holds Engineering who has units on a food plain loses a maximum of seven unit points from food, whether as a primary or secondary victim. If a primary victim who holds Engineering has no units on a food plain, one of his coastal cities is reduced rather than eliminated.

30.52 Barbarian Hordes

30.521 Initial placement

30.5211 Fifteen tokens belonging to one of the nations which did not start the game are placed in one of the primary victim's start areas. These Barbarian tokens are placed in the start area which causes the greatest damage to the primary victim. If the primary victim does not have units in any of his start areas, the Barbarians are initially placed in an empty start area. They may be placed in an area which contains units belonging to a player other than the primary victim only if no other area is available.

30.5212 Immediately after initial placement, conflict is resolved between the newlyplaced Barbarians and any units, including those of nations other than the primary victim, in the area occupied by the Barbarians.

30.523 Continued movement

30.5231 Once conflict arising out of their initial placement is resolved, all surviving Barbarians in excess of the population limit of the area of initial placement move to the adjacent area which will result in the greatest damage to the primary victim. Conflict is again resolved.

30.5232 This process is repeated until there are no surplus Barbarian tokens. At the end of the calamity phase, surviving Barbarian tokens may not exceed the population limits of the areas they occupy.

30.5233 Barbarians always move as a unit, other than when they leave tokens in areas they have already occupied. Barbarians may move across water boundaries, but not across open sea areas.

30.5234 The movement of Barbarians is governed by the principle that they always move into the area which causes the greatest immediate damage to the primary victim. No calculation is made as to whether the overall damage to the primary victim would be greater if the Barbarians went into one area as opposed to another, as the determination of greatest damage is made for each Barbarian movement in turn.

30.5235 All movement and conflict involving Barbarians is completed during the calamity phase, prior to the resolution of any other calamities. Once the Barbarians have stopped moving, they remain on the board until eliminated by other players. Barbarians do not increase their population and may not be selected as secondary victims of calamities.

30.524 Conflict with other nations

30.5241 Barbarians must enter areas occupied solely by cities or tokens belonging to the primary victim, provided they can inflict damage on the primary victim by entering such areas. If they are unable to move into such an area, they may enter empty areas or areas occupied by units belonging to other nations in order to reach the nearest area in which they can inflict damage on the primary victim.

30.5242 If Barbarians enter areas containing units belonging to nations other than the primary victim, they engage in conflict with those units. Barbarians do not attack their own tokens, and thus may pass through areas they have already occupied with no ill effects. It is possible that a primary victim who has no units near his starting areas might not suffer any ill effects from this calamity, as the Barbarians might exhaust themselves ravaging and occupying areas while trying to reach the nearest vulnerable primary victim units.

30.525 Resolving ties

30.5251 If Barbarians have a choice of areas to enter, the player who traded the calamity to the primary victim selects the area. If the calamity was not traded, such decisions are made by the player with the most units in stock at the time the calamity is resolved.

30.5252 Barbarian tokens do not benefit from any of the attributes of their controlling player.

30.526 If Barbarians eliminate a city, no trade card is drawn from the victim.

30.527 Crete may not be the primary victim of Barbarian Hordes.

30.6 Sixth level calamities

30.61 Epidemic

30.611 The primary victim loses 16 unit points. The primary victim must also order other players to lose 25 unit points of their choice, no more than 10 of which may come from any one player. The player who traded Epidemic to the primary victim may not be selected as a secondary victim.

30.612 A nation removing tokens as a result of an Epidemic must leave at least one token in each affected area. Cities which are eliminated by an Epidemic are replaced by at least one token, so cities account for a maximum of four unit points when calculating losses from this calamity.

30.613 If a primary victim of Epidemic holds Medicine, his losses are reduced by eight unit points. If a secondary victim of Epidemic holds Medicine, his losses are reduced by five unit points.

30.614 A player who holds Roadbuilding loses an additional five unit points to Epidemic, both as a primary and a secondary victim.

30.615 The effects of 30.613 - 30.614 are cumulative.

30.7 Seventh level calamities

30.71 Civil Disorder

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

30.712 The number of the primary victim's cities reduced is decreased by one for each of the following civilization cards held: Music, Drama and Poetry, Law and Democracy.

30.713 The number of the primary victim's cities reduced is increased by one if the primary victim holds Military.

30.714 The number of the primary victim's cities reduced is increased by one if the primary victim holds Roadbuilding.

30.715 The effects of 30.712 - 30.714 are cumulative.

30.8 Eighth level calamities

30.81 Iconoclasm and Heresy

30.811 Four of the primary victim's cities are reduced. The primary victim chooses which cities are reduced.

30.812 If the primary victim holds Law, the number of cities reduced is decreased by one.

30.813 If the primary victim holds Philosophy, the number of cities reduced is decreased by one.

30.814 If the primary victim holds Theology, the number of cities reduced is decreased by three.

30.815 If the primary victim holds Monotheism, the number of cities reduced is increased by one.

30.816 If the primary victim holds Roadbuilding, the number of cities reduced is increased by one.

30.817 The effects of 30.812 - 30.816 are cumulative.

30.818 The primary victim must also order the reduction of a total of two cities belonging to other players. The player who traded Iconoclasm and Heresy to the primary victim may not be selected as a secondary victim.

30.819 A secondary victim who holds Philosophy may not lose more than one city as a result of the primary victim's order. A player who holds Theology cannot be named as a secondary victim.

30.9 Ninth level calamities

30.91 Piracy

30.911 The primary victim loses two coastal cities. The player trading the card selects the cities. These cities are replaced by two pirate cities belonging to one of the nations which did not start the game (for convenience, use the same units as for Barbarian Hordes).

30.912 Two coastal cities belonging to two other players are similarly replaced by pirate cities, even if the primary victim had fewer than two coastal cities and was thus not himself fully affected. The primary victim selects these cities. The secondary victims may each lose only one city. The player who traded Piracy to the primary victim may not be selected as a secondary victim.

30.913 Pirate cities do not require city support, and remain on the board until attacked and destroyed. When a pirate city is attacked, it is replaced by unused tokens solely for the purpose of resolving combat. After combat is resolved, any surviving pirate tokens are eliminated. When a pirate city is destroyed, the attacker may pillage the city.

31. ACQUISITION OF CIVILIZATION CARDS

31.1 Each player has the option of acquiring one or more civilization cards by turning in commodity cards and treasury tokens and applying credits from previously purchased civilization cards. The value of each civilization card is printed in large type at the bottom center of the civilization card.

31.12 Civilization cards are acquired in A.S.T. order. This allows certain players to see which civilization cards other players are acquiring before deciding on their own acquisitions. Because there is no limit to the number of each type of civilization card, it often may be possible to waive this rule so that all players acquire civilization cards simultaneously.

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

31.3 Commodity Cards

31.31 The value of commodity card sets when acquiring civilization cards is calculated as set out in 28.51.

31.4 Tokens

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

31.3 Credits

31.51 Most civilization cards provide credits towards other cards of the same group (group credits), as well as special credits towards certain other civilization cards.

31.52 A summary of credits is printed on the Civilization Card Credits table. By highlighting across the table when a civilization card is acquired, a player can read down the appropriate column to quickly total the credits amassed for a particular civilization card.

31.53 Credits may not be used in the same turn in which they are acquired. A player must wait until the next turn to use credits from newly acquired civilization cards. The simplest way to enforce this rule is for players who purchase more than one civilization card to collect them at the same time.

31.54 A credit from a civilization card which is already owned by a player may be applied towards the purchase of more than one additional civilization card, but the credit may only be applied once to each new card. For example, a player holding Astronomy, which gives a 20 point credit towards all other sciences, may apply the 20 point credit to the purchase of both Coinage and Medicine in the same turn, but the credit from Astronomy may only be applied once to each new card.

31.55 Four civilization cards (Engineering, Mathematics, Literacy and Mysticism) belong to two groups. These are printed with both group colors along the top. These cards receive all the advantages of both groups. For example, a player wishing to acquire Engineering receives credits from his orange craft cards and his green science cards. Conversely, a player who already holds Engineering may use both the craft and science credit associated with Engineering when acquiring other civilization cards.

31.551 A civilization card with two colors counts for two groups when determining whether the entry conditions for certain epochs are met (33.23).

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

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

31.58 No "change" is given if the value of commodity cards and credits exceeds the value of the civilization cards being purchased. Any excess is lost.

EXAMPLE: A player holds Mysticism (acquired in a previous round), six trade cards (three Grain, two Papyrus, and one Hides), and ten tokens in treasury. He wishes to acquire the Music card (value 60). Consulting the Civilization Card Credits table, our player sees that Mysticism provides five points in credit; the trade cards have a value of 45 (36 for the Grain, eight for the Papyrus and one for the Hide); and the treasury holds ten tokens. The total value is 60 points (five in credits + 45 in trade cards + 10 in treasury) - just enough to acquire Music.

31.6 Restrictions

31.61 A player may acquire one, and only one, of each of the 24 civilization cards. A player may not hold more than one of each type of civilization card.

31.62 Certain civilization cards may only be acquired if a player already acquired another civilization card in a previous turn. Engineering is required for Roadbuilding and Mining; Law is required for Democracy and Philosophy; Enlightenment is required for Monotheism and Theology.

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

31.7 Returning Excess Commodity Cards

31.71 After completing purchases of civilization cards, players may retain up to eight commodity cards in their hands for the next turn. Players may not conceal the number of commodity cards they retain. Any excess commodity cards of the player's choice must be surrendered, displayed, shuffled together with commodity cards used to acquire civilization cards and with calamities which take place in the same turn, then placed, face down, at the bottom of the appropriate trade card stack.

31.72 Tradable calamity cards may not be retained or surrendered. If a tradable calamity is not traded and resolved against another player, it is resolved against the player who drew it.

31.8 Restacking Returned Trade Cards

31.81 Once all players have acquired civilization cards, all commodity cards used for that purpose, excess commodity cards and any tradable calamity cards which were drawn in that turn are shuffled together and placed, face down, at the bottom of the appropriate trade card stack.

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

32. CIVILIZATION CARD ATTRIBUTES

32.1 The groups, cost, attributes and credits associated with the various civilization cards are described below. Details of how civilization cards affect calamities are found in the rules relating to the calamity. The credits given by each civilization card towards the purchase of additional civilization cards are also set out in the Civilization Card Credit table, printed on the back of the rulebook.

32.2 Crafts

32.21 Pottery (Craft - 45)

32.211 The effects of Famine are reduced if the affected player holds Pottery and one or more Grain cards (30.312).

32.212 Pottery provides a credit of 10 points to all other Craft cards, Democracy and Monotheism.

32.22 Cloth Making (Craft - 45)

32.221 Ships may move an extra area - five areas instead of four.

32.222 Cloth Making provides a 10 point credit to all other Craft cards, Democracy and Monotheism.

32.23 Metalworking (Craft - 80)

32.231 In conflicts, a player with metalworking always removes his token after all other players without metalworking have removed theirs, even though the other player(s) may have larger forces. Among players who hold Metalworking there is no effect.

32.232 Metalworking provides a credit of 10 points to all other Craft cards, Democracy and Monotheism, and 20 points to Military.

32.24 Agriculture (Craft - 110)

32.241 The population limit in areas occupied solely by tokens belonging to a player who holds Agriculture is increased by one. Thus an area which normally has a population limit of two can support three tokens. This effect increases the number of tokens substituted for reduced cities by one, but does not apply during conflicts or in areas which contain tokens belonging to other nations.

32.242 Agriculture provides a credit of 10 points to all other Craft cards, Democracy and Monotheism.

32.25 Roadbuilding (Craft - 140)

32.251 Players who hold Roadbuilding may move their tokens through one land area into a second land area in the same movement phase. The first area entered may not contain units belonging to another player, Barbarians or a Pirate city. Roadbuilding may not be used to move tokens through a land area and then on board a ship.

32.252 Roadbuilding aggravates the effects of Epidemic (30.614), Civil Disorder (30.714) and Iconoclasm and Heresy (30.816).

32.253 Roadbuilding may only be acquired by a player who has Engineering.

32.254 Roadbuilding provides a credit of 10 points to all other Craft cards, Democracy and Monotheism.

32.26 Mining (Craft - 180)

32.261 Mining allows the holder to increase the value of any set of Iron, Bronze, Silver, Gems or Gold by one card when acquiring civilization cards or when evaluating his hand for A.S.T. or victory condition purposes. Mining may not be used to increase the value of a set of commodity cards beyond the limit printed on the commodity card itself. This ability may only be used once per turn.

EXAMPLE: A player holds Mining. If he turns in three Iron cards, their value is calculated as though there were four Iron cards (32 rather than 18). If two Gems cards were turned in, they would be worth 72 rather than 32, but the Mining card could not be used to increase both Iron and Gems in the same turn, nor could it be used to increase the value of retained commodity cards later in the same turn if already used when acquiring civilization cards.

32.262 Mining aggravates the effects of a Slave Revolt (30.423).

32.263 Mining may only be acquired by a player who has Engineering.

32.264 Mining provides a credit of 10 points to all other Craft cards, Democracy and Monotheism.

32.3 Crafts/Sciences

32.31 Engineering (Craft/Science- 140)

32.311 Players who hold Engineering require only six tokens to attack a city. The defending city is replaced by five tokens. Eight tokens are required to attack a city belonging to a player who holds Engineering. The city is replaced by seven tokens. If both the attacker and defender hold Engineering, the effects of Engineering cancel.

32.312 Engineering reduces the effects of Earthquake (30.213) and Flood (30.515).

32.313 A player must hold Engineering before he acquires either Mining or Roadbuilding.

32.314 Engineering provides a credit of 10 points to all other Craft cards, Democracy and Monotheism; and 20 points to all other Science cards, Philosophy and Theology.

32.4 Sciences

32.41 Astronomy (Science - 80)

32.411 Ships belonging to a player who holds Astronomy may cross open seas.

32.412 Astronomy provides a 20 point credit to all other Science cards, Philosophy and Theology.

32.42 Coinage (Science - 110)

32.421 Players who hold Coinage may vary their taxation rate by increasing it to three tokens per city or decreasing it to one token per city. The same tax must be levied on each city in a given round. A taxation rate may be set which causes the revolt of some cities.

32.422 Coinage provides a credit of 20 points to all other Science cards, Philosophy and Theology.

32.43 Medicine (Science - 140)

32.431 Medicine reduces the effect of Epidemic (30.613).

32.432 Medicine provides a credit of 20 points to all other Science cards, Philosophy and Theology.

32.5 Science/Arts

32.54 Mathematics (Science/Arts - 230)

32.541 Mathematics provides a credit of 20 points to all other Science cards, 5 points to all other Arts cards and Law, 10 points to Enlightenment and 25 points to Philosophy and Theology.

32.6 Arts

32.61 Drama and Poetry (Arts - 60)

32.611 Drama and Poetry reduces the effects of Civil War (30.4122) and Civil Disorder (30.712).

32.612 Drama and Poetry provides a credit of 5 points towards Mathematics, Music, Architecture, Law and Mysticism, 10 points towards Democracy and Enlightenment, and 20 points towards Literacy.

32.62 Music (Arts - 60)

32.621 Music reduces the effects of Civil War (30.4122) and Civil Disorder (30.712).

32.622 Music provides a credit of 5 points towards Drama and Poetry, Architecture, Literacy, Law and Mysticism, 10 points towards Democracy and Enlightenment, and 20 points towards Mathematics and Philosophy.

32.63 Architecture (Arts - 120)

32.631 Players who hold Architecture may use tokens from their treasury to assist in the building of one city each turn. At least half of the tokens used must consist of on-board tokens, but the remainder may consist of tokens taken from treasury. Architecture may not be used to construct cities in areas which contain tokens belonging to another player or Barbarians.

32.632 Architecture provides a credit of 5 points towards all other Arts cards, 10 points to Democracy and Enlightenment, and 15 points to Law.

32.7 Arts/Civics

32.71 Literacy (Arts/Civic - 110)

32.711 Literacy provides a credit of 5 points to all other Arts cards, 10 points to Enlightenment and 25 points to Law, Democracy and Philosophy.

32.8 Civics

32.81 Law (Civic - 170)

32.811 Law reduces the effects of Civil Disorder (30.712) and Iconoclasm and Heresy (30.812).

32.812 A player must hold Law before he acquires either Democracy or Philosophy.

32.82 Democracy (Civic - 200)

32.821 A player who holds Democracy is immune from tax revolts.

32.822 Democracy reduces the effects of Civil War (30.4122) and Civil Disorder (30.712).

32.823 Democracy may only be acquired by a player who holds Law.

32.83 Military (Civic - 180)

32.831 Players who hold Military always move after players who do not hold Military. The order of movement as between those players who hold Military is determined normally, according to census order. Military has a similar effect on the order of ship construction.

32.832 If a player holding Military has a Civil War, both factions lose 5 unit points after the Civil War is resolved (30.414).

32.833 Military aggravates the effects of Civil Disorder (30.713).

32.84 Philosophy (Civic - 240)

32.841 Philosophy alters the effects of Civil War (not necessarily for the better 30.4124) and reduces the effects of Iconoclasm and Heresy (30.813, 30.819).

32.842 Philosophy may only be acquired by a player who holds Law.

32.9 Religion

32.91 Mysticism (Religion/Arts - 50)

32.911 Mysticism reduces the effects of Superstition (30.322).

32.912 Mysticism provides a credit of 5 points to all other Arts cards and 15 points to all other Religion cards.

32.92 Mism (Religion - 80)

32.921 Deism reduces the effects of Superstition (30.322).

32.922 Deism provides a credit of 15 points to Enlightenment, Monotheism and Theology.

32.93 Enlightenment (Religion - 150)

32.931 Enlightenment nullifies the effects of Superstition (30.222), and reduces the effects of Slave Revolt (30.423).

32.932 A player must hold Enlightenment before he acquires either Monotheism or Theology.

32.933 Enlightenment provides a credit of 15 points to Monotheism and Theology.

32.94 Monotheism (Religion - 220)

32.941 At the end of the calamity phase, prior to the acquisition of civilization cards, a player holding Monotheism may convert the occupants of any one area adjacent by land to an area containing his own units by replacing the units in that area with his own units. An area containing either a city or one or more tokens may be taken over in this manner, being replaced by a city or tokens, respectively.

32.942 If the player holding Monotheism does not have sufficient units in stock to replace units in a target area, he may not convert that area. The area must be adjacent by land to an area containing the player's own units, and may not be occupied by units belonging to another player who also has Monotheism or Theology. Barbarian tokens and Pirate cities may not be converted by Monotheism.

32.943 Monotheism aggravates the effects of Iconoclasm and Heresy (30.815).

32.944 Monotheism may only be acquired by a player who holds Enlightenment.

32.95 Theology (Religion - 250)

32.951 Theology reduces the effects of Iconoclasm and Heresy (30.814, 30.819).

32.952 A player who holds Theology is not affected by Monotheism.

32.953 Theology may only be acquired by a player who holds Enlightenment.

33. MOVEMENT OF MARKERS ON THE A.S.T.

33.1 At the end of each turn, each player's marker is moved one space to the right along the A.S.T. In some situations, a marker may not move forward or may even be moved backward one space.

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

33.2 Epoch Entry Requirements:

33.21 Stone Age - none.

33.22 Early Bronze Age - two cities in play.

33.23 Late Bronze Age - three cities in play and ownership of at least three groups of civilization cards (i.e., three of the five colors must be present). Remember that some cards belong to and count as two groups.

33.24 Early Iron Age - four cities in play and ownership of at least nine civilization cards, including civilization cards from all five groups (i.e., all five colors must be present).

33.25 Late Iron Age - five cities in play. Each space in the Late Iron Age contains a point value. To enter such a space, the value of a player's civilization cards must at least equal the value printed in the space. Commodity cards and treasury are not counted.

33.3 If a player has fewer cities in play than the number required to enter an epoch, his marker is frozen on the A.S.T. and may not advance further in that epoch until he has again constructed the required number of cities. This determination is made at the time markers are moved along the A.S.T.

33.4 If a player ends a round with no cities in play, his marker moves backwards on the A.S.T. at the rate of one space per turn, unless that player is in the Stone Age, which has no city requirement.

VI. WINNING THE GAME

34. THE END OF THE GAME

34.1 The game ends when either of the following conditions is met:

- A. At least one player moves his marker onto a finish square on the A.S.T. The move into the finish square counts as the last step along the A.S.T. The player who first reaches a finish square on the A.S.T. does not necessarily win the game.
- B. A predetermined time limit is reached.

34.2 Because of the length of time required to move to the end of the A.S.T., games will often end when a time limit is reached. In the interest of fairness, this time limit should be set before the game starts. Players must complete the final turn before determining the winner.

35. VICTORY DETERMINATION

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

- A. Civilization cards (the total face value).
 - B. Commodity cards (the total value of sets plus the face value of individual cards).
 - C. Treasury (the number of tokens in Treasury).
 - D. A.S.T. position (100 points for each space).
 - E. Cities (50 points for each city on the board).
- 35.2 The player with the highest point value is the winner. This will not necessarily be the player with the most valuable civilization cards or the player who is furthest along the A.S.T., although both are an important source of points. If two or more players have the same number of points, the game is a tie.

Learning ADVANCED CIVILIZATION

A Guide for CIVILIZATION Players

The following article is directed at those who are familiar with CIVILIZATION. It explains the main differences between CIVILIZATION and ADVANCED CIVILIZATION, and is intended to ease the transition from the old game to the new. The organization format of the ADVANCED CIVILIZATION rules has been used, as it essentially follows the sequence of play for each game turn.

The components

ADVANCED CIVILIZATION uses the CIVILIZATION mapboard, including, if available, the Western Expansion Mapboard. Similarly, the nine sets of player tokens from the original game are used. Many of the other game components have been redone, although their general design and intent is unchanged.

Eight new civilization cards have been added, and all the civilization cards have been reprinted, with their attributes appearing on the back of each card. The sixteen civilization cards from the original game are used in ADVANCED CIVILIZATION although some costs, credits and groupings have been changed.

There are also four new calamity cards, to be used with the eight calamities from the original game. The four redbacked calamities have been reprinted with brown backs.

This gives a total of 24 civilization cards and 12 calamities.

The total number of commodity cards has been increased from 66 to 114. Players who have used the expansion trade cards will be familiar with timber, oil, wine, silver, resin, dye and ivory. In ADVANCED CIVILIZATION the number of each commodity is generally greater, in part to balance the new calamities.

One important new component is the Civilization Card Credit Sheet, which is meant to be photocopied and used by players during every game. This handy table shows the credits given by each civilization card, as well as the cost and prerequisites, if any, of each civilization card. A player can thus see at a glance the credits he has amassed towards the purchase of new civilization cards. Space is also provided so players can keep track of the civilization cards they have acquired and their cumulative point totals, which are so important for A.S.T. advancement.

Finally, the attributes of the various civilization cards and the effects of calamities are set out on separate player aids for easy reference.

Starting the game

Few changes have been made in setting up the game, other than in the preparation of the trade card stacks. Simply put, the tradable calamities are shuffled into the bottom portion of each trade card stack, so they won't be drawn right away. At least as many commodity cards as there are players are placed at the top of each stack. Nontradable calamities are placed at the bottom of each stack. This method has generally met with approval, although there are many optional rules permitting different approaches to calamities (see "Season to Taste", p.46).

The sequence of play

The overall sequence of play is unchanged from CIVILIZATION, except that calamities are resolved before the acquisition of civilization cards. This prevents players from purchasing a civilization card in order to reduce or avoid the effects of a yet to be resolved calamity.

The sequence of play, and the important changes in play during each phase, are set out below.

Taxation

Cities belonging to players who hold Democracy never revolt. This change is not particularly significant, as city revolt is rare in any case.

Population expansion

Here there are no changes. Population expansion occurs in A.S.T. order if any player wishes, although it will usually take place simultaneously in order to speed play, especially when players have enough tokens in stock to allow for maximum expansion.

Census

No changes.

Ship construction

Players now build ships in census order, so that the largest nations build their ships first. This makes ship construction consistent with movement. Players with Military build their ships last.

Movement

Movement still occurs in census order, although players who hold Military move after players who do not. Census order applies as between all players who hold Military.

Players who hold Roadbuilding may move their tokens through two land areas, provided the first area does not contain units belonging to anyone else.

Conflict

City surrender has been abolished. If the defender does not have the normal six tokens to substitute for a city, he uses what tokens he has and combat is resolved normally.

A significant change involves the pillaging of destroyed cities. A player who eliminates a city in combat may pillage it by transferring up to three tokens from stock to treasury. The defender's treasury is unaffected, as he has already lost the city. In addition, the attacker draws one commodity card from the defender's hand and retains it for his own use.

These changes not only make aggression profitable in some circumstances, but add an element of uncertainty in the handling of trade cards. A player who tries to corner a market by holding a large number of valuable commodity cards for a turn may find his precious hoard under attack from jealous neighbors. These changes do not make war itself profitable, but the occasional raid, especially if the victim can not or does not retaliate, can be quite rewarding.

Engineering now aids in the attack, as well as the defense, of cities. A player who holds Engineering may attack a city with only six tokens, while if the defender holds Engineering eight tokens are required. If both players hold Engineering, the effects cancel.

City construction

Players who hold Architecture may use tokens from treasury to assist in the construction of one city each turn. At least half the cost of construction must be paid with onboard tokens.

Removal of surplus population

No changes.

Reduction of unsupported cities

No changes.

Acquisition of trade cards

Here there are no changes, although the increased number of trade cards makes for greater variety in this phase.

Trading

The rules for trading have been simplified and improved. Each player involved in a trade must trade at least three cards, truthfully stating the number of cards traded. In addition, each player must honestly name two of the trade cards being traded. There is no requirement to state the total point value of the cards being traded.

This means that in every trade two cards from each player will be known, although at least one card will be unknown. This change not only makes trading simpler and faster, it encourages the trading of calamities. At the same time, a player who risks getting a calamity can be certain of getting something of value.

Another major change in trading involves tradable calamities. No calamities are revealed until trading has concluded, and thus the eight tradable calamities may be traded repeatedly until the trading session ends. Whoever holds a calamity at that time becomes its primary victim. This change makes every trade exciting and dangerous.

Resolving calamities

Again, it is important to note the change in the sequence of play. Calamities are resolved before the acquisition of civilization cards.

At the end of each trading session, all calamity cards are revealed and acted upon. Calamities may not be discarded or held for the next turn. A player who failed to trade a tradable calamity card himself becomes the primary victim of the calamity.

The only exception to these Draconian rules is that a player may not be the primary victim of more than two calamities. The two which take effect are selected randomly. Stoics may play without this rule.

Calamities are still resolved in ascending order, after which they are put to one side until shuffled back into their trade card stacks.

There are four new calamities: Treachery, Superstition, Slave Revolt and Barbarian Hordes. In addition, changes have been made in the other eight calamities. These are examined in greater detail later.
Acquisition of civilization cards

Apart from various changes in credits, civilization cards are acquired as before. A very important change is that there is no limit to the number of civilization cards a player may acquire, nor is there a limit to the number of each type of civilization card. A player may thus acquire all 24 civilization cards, and in fact it is theoretically possible for every player to acquire every civilization card.

Because of this change, the order in which civilization cards are acquired is usually not important. If a player wishes to see what a neighbor acquires before making his own civilization cards purchases, A.S.T. order is used.

Once civilization cards have been acquired, all commodity cards used to pay for civilization cards, excess commodity cards and tradable calamities are shuffled together and returned to the bottom of their respective trade cards stacks. Non-tradable calamities are then returned to the bottom of the appropriate trade card stacks.

A.S.T. movement

Movement along the A.S.T. takes place as before, but the requirements for the various epochs have been changed.

Two cities are required to enter the Early Bronze Age.

Three cities and civilization cards in three of the five groups are required to enter the Late Bronze Age.

Four cities and nine civilization cards, including one card from each of the five groups, are required to enter the Early Iron Age.

Five cities and a specific number of points in civilization cards, depending on the nation, are required to enter the Late Iron Age.

Each square in the Late Iron Age has a point value. To advance further in that epoch, a nation must have that point value in civilization cards.

Another change in the A.S.T. is that a nation which has entered an epoch, but no longer can meet the entry requirements, remains frozen on the A.S.T. Since civilization cards, once acquired, can never be lost, this rule only applies to the city requirements. It gives players an opportunity to catch up to the leader, as well as justly causing difficulties for nations which barely meet the city requirements when entering a new epoch.

Victory determination

In contrast to the original game, ADVANCED CIVILIZATION can be played to a time limit. This time limit, which can be anywhere from three to seven or eight hours, should be set before the game begins. This allows a game to be completed within a set time, without the nagging feeling that the best was yet to come. This rule change is probably the one most appreciated by people who do not play the game.

This improvement is a result of a new formula for determining the winner of the game. The winner is determined by adding the following values once play is completed:

1. Civilization cards values
2. Commodity cards
3. Tokens in treasury
4. A.S.T. position (100 points per square)
5. Cities in play (50 points per city)

Calamities

This article would not be complete without a more detailed discussion of the new calamities and civilization cards. With twelve calamities, ADVANCED CIVILIZATION can be brutal at times, but the challenge of guiding a nation through dark ages makes the game a true test of leadership and resilience.

Because many of the original calamities have been modified, it is worth looking at all twelve calamities. Volcano/Earthquake.

This calamity is more or less the same, although the location selected by the victim must maximize the total damage. Engineering is powerless against volcanoes, but reduces the effects of earthquakes.

Treachery

The primary victim loses one city to the player who traded him the card. If Treachery is not traded, the player who drew it has one city reduced.

Famine

The primary victim loses ten unit points, and must instruct other players to lose 20 unit points, no more than eight of which may come from any one player. With Pottery, each Grain card held by a victim reduces the effect of Famine by four unit points, although Grain cards used for this purpose may not be used to acquire civilization cards until the following turn.

Superstition

The primary victim has three cities reduced. The effects of Superstition are reduced by Mysticism, Deism and Enlightenment.

Civil War

Civil War is still potentially the most devastating calamity, but victims now have some chance of control over its effects. As before, the victim's nation is divided into two factions. Normally the first faction will consist of 35 unit points, although this is increased by five for each of Drama and Poetry and Music, and increased by ten if Democracy is held. A nation with all three civilization cards would thus retain 50 unit points, making the civil war bearable.

Philosophy still ensures the loss of at least 15 unit points, while Military has the effect of eliminating five unit points from both factions once the civil war is resolved.

Another very important change is that the beneficiary of the civil war is now the nation with the most units in stock. This seemingly small change has a tremendous positive effect on play, because the nation which needs help the most usually benefits. This means that no player is ever completely out of the running.

Slave Revolt

Fifteen tokens belonging to the primary victim may not be used for city support until the following turn. This number is increased by five by Mining and decreased by five by Enlightenment.

Flood

If the primary victim has units on a flood plain, the effects are unchanged. If the primary victim has no units on a flood plain, one of his coastal cities is eliminated. If the primary victim holds Engineering, the coastal city is reduced rather than eliminated.

Barbarian Hordes

Once you've played a game with this calamity, you'll wonder how you ever played without it. Fifteen Barbarian tokens begin in one of the primary victim's starting areas, and flow through the richest areas of his empire until they comply with population limits. The Barbarians then remain in the areas they have occupied until attacked and eliminated. Crete, which has no start areas on the edge of the board, is immune from this calamity.

Optional rules allow the number of Barbarians to be increased. Use at your own risk.

Epidemic

Epidemic is essentially unchanged. Medicine reduces the primary victim's losses from 16 to eight unit points, and reduces secondary victims' losses by five unit points. Roadbuilding increases losses by both primary and secondary victims by five unit points. As with Famine, the secondary effects are not optional - the primary victim must designate secondary victims until the epidemic has run its course.

Civil Disorder

All but three of the primary victim's cities are reduced. Possession of each of Drama and Poetry, Music, Law and Democracy saves one city, but Military and Roadbuilding each cost an additional city.

Iconoclasm and Heresy

Here the calamity is the same, although the effects of civilization cards on its effects are different. The primary victim has four cities reduced, but saves one city for each of Law and Philosophy, and three cities for Theology. One additional city is reduced for each of Monotheism and Roadbuilding. Two cities are lost by secondary victims, with Philosophy and Theology providing protection for secondary victims.

Piracy

Piracy has been completely revamped. The primary victim replaces two of his coastal cities with pirate cities, which remain on the board until attacked and destroyed. The primary victim selects two secondary victims, each of whom has one coastal city replaced by a pirate city. As usual, the player who traded the calamity to the primary victim may not be selected as a secondary victim. Ships play no part in the resolution of Piracy.

Civilization cards

An entire new category of civilization cards has been added to the game, with a corresponding increase in the possibilities open to the players. The Religion category consists of Mysticism (also an Arts), Deism, Enlightenment, Monotheism and Theology.

In addition, there are two new Crafts cards (Roadbuilding and Mining), one new Science/Arts card (Mathematics) and one new Civic (Military). This gives a total of 24 civilization cards, four of which belong to two groups (Engineering: Crafts/Science; Mathematics: Science/Arts; Literacy: Arts/Civic; Mysticism: Religion/Arts). The eight new civilization cards are worth a closer examination, as are a few familiar cards with different attributes. The civilization cards are analyzed in detail elsewhere in this publication.

Mysticism (Religion/Arts - 50)

Mysticism reduces the effects of Superstition, and otherwise is valuable for its credits and because it belongs to two groups.

Deism (Religion - 80)

Deism saves two cities from Superstition.

Enlightenment (Religion - 150)

Enlightenment completely nullifies the effects of Superstition, and reduces the effects of Slave Revolt. In addition, it is a prerequisite for both Monotheism and Theology, and therefore its acquisition always is a cause for comment and concern.

Monotheism (Religion - 220)

Monotheism is expensive and aggravates Iconoclasm and Heresy, but has a unique property which inspires dread out of proportion to its real value. The holder may convert one area each turn, by replacing the units in the area with his own. Players with Monotheism or Theology are immune from such conversion.

Because only one area may be converted each turn, the effects of Monotheism are not as drastic as they may seem. Even so, when several players have Monotheism near the end of the game, it is unpleasant to be one of the few nations open to conversion.

Theology (Religion - 250)

The most expensive of the new Religion cards, Theology is benign and protects its holder against both Monotheism and Iconoclasm and Heresy.

Roadbuilding (Craft - 140)

Roadbuilding allows land movement through two areas, provided the first does not contain enemy units. Roadbuilding aggravates the effects of Epidemic, Civil Disorder and Iconoclasm and Heresy, but provides enormous flexibility during play- Engineering is required for the acquisition of Roadbuilding.

Mining (Craft - 180)

Mining allows the holder to increase the value of it set of Iron, Bronze, Silver, Gems or Gold by one card. Four Bronze are thus treated as live when used for the acquisition of civilization cards. This ability may only be used once each turn, but Mining still pays its way, especially if acquired early. Engineering is required for the acquisition of Mining.

Mathematics (Science/Arts - 230)

Mathematics doesn't do anything, but it provides a useful outlet for the credits accumulated by a scientific and artistic civilization.

Military (Civic - 180)

Military allows tile holder to build ships and move after other players. This attribute is extremely powerful, as it lets a large nation wage war effectively or embark upon unanswerable raids for pillage and trade cards. In theory, it is also useful for defense.

Even so, Military is very expensive because there are almost no credits available towards its purchase, and also because it provides no credits to other cards.

Architecture (Arts - 120)

Architecture is virtually a new card. It belongs to only one group, is more expensive and has a powerful attribute: the construction of cities using tokens from treasury, as described above.

The effects of the new civilization cards

The civilizations which are possible in the game are now more diverse and complex than was ever the case in CIVILIZATION. The personalities of the players and the requirements of the various nations ensure unique patterns of development for each culture.

This would not have been possible without the introduction of the new Religion category, together with the creation of several higher level Crafts and Science cards. While it is theoretically possible for a player to acquire every civilization card, most games will end long before this happens. When the victor is determined, each civilization will be different. In the meantime, players have the satisfaction of creating something original, rather than marching down a predetermined path.

Conclusion

Few players who play ADVANCED CIVILIZATION will ever go back to the original game. The overall effect of the rule changes is to make ADVANCED CIVILIZATION more challenging and interesting, although no more difficult, to play.

The increased number of calamities make them a constant threat to every nation's civilization. Far from introducing more luck into the game, the new calamities force players to be more attentive to external dangers, and the skilful player will always "somehow" be lucky when it comes to calamity effects. The balancing effects of Civil War, one of the best new rules, ensure that no nation is ever really out of the game because of calamities.

The new rules relating to city elimination make aggression more profitable, without turning ADVANCED CIVILIZATION into a wargame. Aggression is now a more reasonable policy, and this forces players to pay attention to threats from other nations. Again, the overall effect of the changes is to make the players aware of just how many things the ancients had to worry about.

Finally, the new method of victory determination allows games to be played in a reasonable time, which means that relatives and friends who previously couldn't afford to spend twelve or fourteen hours playing a game can now be enticed into an afternoon of ADVANCED CIVILIZATION. This is one of the great attractions of ADVANCED CIVILIZATION - because it is not a wargame and every player engages in a creative activity, it is suitable for a much wider range of players. It is, in fact, the epitome of a "social game," so much so that true enthusiasts sometimes find that they don't really care whether or not they win the game.

On the other hand, the sense of history generated by ADVANCED CIVILIZATION can be so great that players find themselves identifying with tile nations to an alarming degree. In tile games I have played, passions have been aroused, tensions have been high and holy wars of revenge have been launched. Only a truly classic game can bring out the best (and worst) in people.

In short, there is something for everyone. Both "nongainers" and hard-core wargamers can enjoy themselves. Every player's personality will be reflected in his or tier civilization. You will always have fun playing ADVANCED CIVILIZATION but of course whether your nation develops an advanced civilization is another question.

Putting It All Together

The ADVANCED CIVILIZATION expansion kit consists of the following components:

1. 24 civilization cards, eight of each type.
2. A deck of 80 trade cards, as follows: eight Iron, seven Papyrus, eight Timber, seven Oil, six Wine, five Silver, six Spices, five Resin, five Gems, four Dye, five Gold, four Ivory, one each of Volcano/Earthquake, Treachery, Famine, Superstition, Civil War, Slave Revolt, Flood, Barbarian Hordes, and two blanks.
3. An Archaeological Succession Card.
4. Summary of Calamity Effects.
5. Rulebook and Gamer's Guide.

The ADVANCED CIVILIZATION expansion kit must be used with a CIVILIZATION game. The mapboard, playing pieces, player mats and place cards from the original game are used.

In addition, the Ochre, Hides, Salt, Grain, Cloth and Bronze commodity cards from CIVILIZATION are used, together with the Epidemic, Civil Disorder, Iconoclasm and Heresy and Piracy calamity cards. The remaining trade cards from the original game, including the four redbacked calamities, are not used in ADVANCED CIVILIZATION

In short, the expansion kit is combined with the original CIVILIZATION game to create ADVANCED CIVILIZATION. Virtually all components which have changed have been redone, but the original mapboard and units are still used, and for this reason it was decided not to simply issue ADVANCED CIVILIZATION as a complete, but more expensive, game. The expansion trade card deck, which introduced a number of new commodities, has been incorporated into ADVANCED CIVILIZATION and is thus no longer required.

The Western Expansion Mapboard, on the other hand, is not included in the ADVANCED CIVILIZATION expansion

kit. The Western Expansion Mapboard is not strictly necessary for ADVANCED CIVILIZATION but it is highly recommended and can be purchased separately from Avalon Hill.