

Advanced Civilization

Rules of Play

Including customized variants and miscellaneous adjustments
Adapted by Master Terrorist in collaboration with his dark side.

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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 of 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.

1.2 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 34.1B, 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 a single 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 the 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 the population of the 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 & 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 (4). The Italian start areas are on the western-most panel, and the Babylonian start areas are on the eastern-most panel. The Western Extension Map panel may also be used, but is not essential to play the game.
- B.** Nine sets of playing pieces (5).
- C.** Set of 24 civilization cards, eight of each type (6).
- D.** Deck of 114 commodity cards, plus spare blank cards (8). Seventy commodity cards are included in **Advanced Civilization**.
- E.** Deck of twelve calamity cards (9). 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 (10).
- G.** Eight Player Mats (11).
- H.** Place Cards (12).
- I.** Rulebook and Gamer's Guide.
- J.** Summary of Calamity Effects (13).
- K.** Civilization Card Credit Table, printed on the back of the rulebook (14).

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 the new sequence of play (18) 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 **Advanced Civilization**. The map has been divided into areas for purpose of population and movement. These areas contain significant features central to the play of the game (see Mapboard).

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 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 (non-lake) 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 only refer 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 amount 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 of 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 for Africa and Italy are altered accordingly.

4.7 The map divider represented by a dotted line in the middle panel of the mapboard, is used to divide the map 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, namely Africa - brown (1), Italy - red (2), Illyria - yellow (3), Thrace - dark green (4), Crete - light green (5), Asia - orange (6), Assyria - dark blue (7), Babylon - light blue (8) and Egypt - pink (9). 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 are used to represent rural population. When the term token is used, this does not include ships or cities.

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

5.4 Ships are rectangular, and are 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 civilizations (32). There are five groups of civilization cards, each identified by its own color and symbolic shape. Four cards belong to two groups. The groups are: Crafts (orange - square, 32.2), Sciences (green - circle, 32.4), Arts (blue - triangle, 32.6), Civics (red - hexagon, 32.8) and Religion (yellow - star, 32.9).

6.1 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 on the left sets out the value and number of each commodity.

<u>Value</u>	<u>Commodity</u>	<u>Number</u>	<u>Trade Stack</u>	<u>Calamity</u>	<u>Trade Status</u>
1	Ochre	7	1		
1	Hides	7			
2	Iron*	8	2	Treachery*	Tradable
2	Papyrus*	7	2	Volcano/Earthquake*	Non-Tradable
3	Salt	9	3	Superstition*	Tradable
3	Timber*	8	3	Famine*	Non-Tradable
4	Grain	8	4	Slave Revolt*	Tradable
4	Oil*	7	4	Civil War*	Non-Tradable
5	Cloth	7	5	Barbarian Hordes*	Tradable
5	Wine*	6	5	Flood*	Non-Tradable
6	Bronze	6	6	Epidemic	Tradable
6	Silver*	5			
7	Spices*	6	7	Civil Disorder	Tradable
7	Resin*	5			
8	Gems*	5	8	Iconoclasm & Heresy	Tradable
8	Dye*	4			
9	Gold*	5	9	Piracy	Tradable
9	Ivory*	4			

*) Use commodity cards provided with **Advanced Civilization**.

9. CALAMITY CARDS

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

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, including the start arrow and 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 board and their census markers are moved to the appropriate number on the Census Track.

11. PLAYERS 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 removed 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 civilizations 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 (30).

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 that 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 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 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 the Civil War only occurs when a new player enters the game.

15.6 Early Departures:

15.61 If 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 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).

15.62 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, Asia and Assyria) are available for play. If the Western Extension 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 first, Italy second, and so on down to Egypt (as in 15.1).

18. SEQUENCE OF PLAY

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

Activity

Collect Taxes (possible city revolts) (19)

Population expansion (20)

Census (21)

Ship construction and maintenance (22)

Movement (23)

Conflict (24)

City construction (25)

Remove surplus population (check for city support) (26)

Trade card acquisition (purchase Gold/Ivory) (27)

Trade (28)

Resolve calamities (Monotheism conversion, check for city support) (29)

Acquisition of civilization cards (return surplus trade cards) (31)

Movement of succession markers on A.S.T. (33)

Conditions

- Only if cities exist (A.S.T. order)

- Always (A.S.T. order)

- Always

- If desired (census order)

- Always (census order)

- If necessary (simultaneous, unless otherwise desired)

- If appropriate (A.S.T. order)

- If necessary (A.S.T. order)

- If cities exist (fewest cities goes first)

- At least three trade cards are required (simultaneous)

- If appropriate (in ascending order)

- If appropriate (A.S.T. order)

- 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 to 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 which 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 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 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. SHIPS 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 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 built 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.

22.31 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 into 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 Conflict 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 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 effect of Engineering cancel.

24.4 Conflict 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 a player eliminates another player's city in a 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. Each 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 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.

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 have not 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. Added tokens 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 a 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 trade 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 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, the trade cards are the only one of his items which are not open to inspection to 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 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 trade salt for grain." He agrees with a prospective trading partner that he will trade three cards, including two salt, for a grain, an iron and two unknown cards. This guarantees that the other player will receive two salt cards. An assurance that the third card is also a salt does not guarantee that the third card traded will not be a different commodity, or possibly a tradable calamity card. Similarly, our player can only be sure that he will receive one grain, one iron and two other cards. He has no way of knowing what the other cards will be until he receives them, although meaningless assurances can be given by his trading partner.

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 the 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 Gold 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 the 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 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 & 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 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 counts 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 card stack, Famine and Superstition are placed in the third trade card 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 an 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 & 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 & 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 unit points 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 unit points 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 points 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 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 a tie, the primary victim selects the location of the flood.

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

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

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 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 newly placed 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 the 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 or 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 & 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 & 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 & 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 TRADE 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 the 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.

31.5 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 the 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 craft and science credit associated with Engineering when acquiring of 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 held for 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 must 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 Credit table, the 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 has ten tokens. The total value is 60 points (five in credits + 45 in trade cards + 10 treasury) - just enough to acquire Music.

31.6 Restrictions

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

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, 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 & 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 Craft/Science

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

32.51 Mathematics (Science/Arts - 230)

32.311 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 & Poetry (Arts - 60)

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

32.612 Drama & 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 & 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/Civic

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 & 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 move always 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 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 & 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 Deism (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 (30.322), and reduces the effects of Slave Revolt (30.423).

32.932 A player must hold Enlightenment before he acquires Monotheism and 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 & 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 & 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 are 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.

VII. VARIANTS AND ADJUSTMENTS

36. INTRODUCTION

36.1 Advanced Civilization is a game of skill for two to eight players which covers the development of ancient civilizations. Although the rules of this game are well-thought-out, on some points they are too strict and illogical. Below are several variants and adjustments, which are set out in the form of rule replacements and supplements matching the original Advanced Civilization Rules of Play and Gamer's Guide.

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- 39.9 Late Arrival's Civil War by The Terrorist

38. NINE OR MORE PLAYER VARIANTS

38.1 Multi-Player Variant by The Terrorist (robertoh@wanadoo.nl)

38.11 The Advanced Civilization rules are originally written to accommodate only eight players. This is because of the way the game handles Barbarian Hordes and Piracy calamities. The playing pieces from the ninth set are used to represent the parties involved in these calamities. Therefore additional components (and rules) are required to play a nine (or more) player variant. To facilitate the rules replacement, the following rule changes are worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

3. COMPONENTS

3.1 M-player games should consist of the following components:

- B.** **M+1** sets of different colored playing pieces.
- C.** Set of 24 civilization cards (**M** of each type).
- G.** **M** Player Mats.
- H.** **M** Place Cards.
- L.** Appendix containing Variants for **Advanced Civilization** (i.e. this chapter).

EXAMPLES:

3.1 Nine player games should consist of the following components:

- B.** Ten sets of different colored playing pieces.
- C.** Set of 24 civilization cards (nine of each type).
- G.** Nine Player Mats.
- H.** Nine Place Cards.
- L.** Appendix containing Variants for **Advanced Civilization** (i.e. this chapter).

3.1 Ten player games should consist of the following components:

- B.** Eleven sets of different colored playing pieces.
- C.** Set of 24 civilization cards (ten of each type).
- G.** Ten Player Mats.
- H.** Ten Place Cards.
- L.** Appendix containing Variants for **Advanced Civilization** (i.e. this chapter).

5. PLAYING PIECES

5.1 There are at least **M+1** sets of playing pieces, each of which should have 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.

15. SETTING UP THE GAME

15.5 Late Arrivals:

15.51 Players who are going to join a game once it is in progress can do so by selecting an unused set of playing pieces and waiting for a Civil War.

15.52 Once a Civil War occurs, the new player will be the beneficiary, as his nation 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. By which this new nation becomes the counterpart of the Civil War victim's nation. Nevertheless, the Civil War victim retains his civilization cards. This assumption of the civilization cards and A.S.T. position by the beneficiary of the Civil War only occurs when a new player enters the game.

EXAMPLE: Egypt draws Civil War. At the end of the trading session, Egypt is divided into two factions. The current Egyptian player then decides whether he will continue to play the units of the first or second faction. He will retain his stock, ships, treasury, civilization cards, and position on the A.S.T. The new player annexes whichever faction is not retained by the Egyptian player by replacing the units involved with his own, acquires the same civilization cards as are held by Egypt, and places his marker on the same A.S.T. position as Egypt. By which his nation becomes Egypt-II.

16. THE NUMBER OF PLAYERS

16.1 Advanced Civilization may be played by two upto **M** 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.

16.9 Nine 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.

16.10 Ten Players - All four panels of the mapboard and the Western Extension Mapboard are used. Each player uses 47 tokens. The tenth player will be treated as a late arrival (15.5) and will therefore enter the game as the beneficiary of the first Civil War.

16.M M Players - All four panels of the mapboard and the Western Extension Mapboard are used. Each player uses 47 tokens. The Nth player (where **N** is between 10 and **M**) will be treated as a late arrival (15.5) and will therefore enter the game as the beneficiary of the (**N-9**)th Civil War.

17. THE GAME TURN

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's counterpart (Africa-II) first, Africa second, Italy's counterpart (Italy-II) third, Italy fourth, and so on down to Egypt (as in 15.1).

38.2 Nine-Player Variant by Jeff Pawlowski (shatrat@eden.com)

38.21 This nine-player variant changes the rules, only slightly, but changes the game greatly in nuance. It is greatly recommended that the Western Expansion Mapboard will be utilized. Although Avalon Hill has recommended that only 47 tokens will be used under rule 16.9, even with the Western Expansion Mapboard, we have found that this nine-player variant works well with a full compliment of 55 tokens with the Western Expansion Mapboard, and 47 tokens without the Western Expansion Mapboard. To facilitate the rules replacement, the following rule changes are worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

30. CALAMITIES

30.52 Barbarian Hordes

30.520 The player with the most tokens in stock is the beneficiary of the Barbarian Hordes. Cities are not counted to determine the beneficiary. If the primary victim has the most tokens in stock there is no Barbarian Hordes. Ties between possible beneficiaries are broken by counting up who has the most cities in stock. If a tie still occurs, the player furthest behind on the

A.S.T. will resolve the tie. If there is still a tie, the player with the least total number of points in civilization cards becomes the beneficiary. If a tie still remains, the player with the smallest treasury becomes the beneficiary.

30.521 Initial placement

30.5211 Fifteen tokens belonging to the beneficiary are placed in one of the primary victim's start areas (or all remaining units in stock, if less than fifteen). 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 newly-placed Barbarians and any units, including those of nations other than the primary victim, in the area occupied by the Barbarians.

30.5213 Barbarian tokens do not benefit from the use of civilization cards possessed by the beneficiary of the calamity to resolve the outcome of this calamity (similar to rule 30.5252).

30.523 Continued Movement

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 and control of these units are handed to the beneficiary, as per the following rule.

30.5236 After resolution of the calamity, the beneficiary of the Barbarian Hordes gains control over any remaining tokens. These units now gain the benefit of any civilization cards held by the player, and are treated like any tokens owned by the player, including, but not limited to, population expansion, city support, calamity resolution, etc.

30.91 Piracy

30.910 The player with the most cities in stock is the beneficiary of the Piracy. Only cities are counted to make this determination, not population tokens. If the primary victim has the most cities in stock there is no Piracy. Ties between possible beneficiaries are broken by counting up who has the most tokens on the board to better support the cities about to be gained. If a tie still occurs, the player furthest behind on the A.S.T. will resolve the tie. If there is still a tie, the player with the least total number of points in civilization cards becomes the beneficiary. If a tie still remains, the player with the smallest treasury becomes the beneficiary.

30.911 The primary victim loses two coastal cities. The player trading the card selects the cities. These cities are replaced by two cities belonging to the beneficiary.

30.912 Two coastal cities belonging to two other players are similarly replaced by the beneficiary 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, and the beneficiary of the calamity, may not be selected as a secondary victim.

30.913 If the beneficiary does not have enough cities to complete the resolution of Piracy, then the remaining coastal cities that fall victim to Piracy are replaced by the next in position to become the beneficiary, and so on, until complete resolution of the calamity.

30.915 After complete resolution of the calamity, all cities involved are returned to the control of their owners. City support is now calculated, and resolved normally. These cities are now treated just like any city owned by the respective player, and gains the benefits of civilization cards.

38.22 The nuances of **Advanced Civilization** is greatly changed by the simple alterations of this simple nine-player variant. Not only does it further crowd the seemingly overcrowded game board, but it also makes it very hard to determine who is ahead in the game, since the leader will be victim to trade embargoes and random conflicts.

38.23 The changes in rules also change the nuances stated above according to Barbarian Hordes and Piracy. Since these units are no longer non-player units, they are prone to the effects of calamities. Unfortunately, since these units are now player controlled, they benefit from population expansion and are used to benefit the controlling player. This makes the tactic of ignoring these units dangerous. Finally, these new rules allow players that are desperately behind the opportunity to advance. They no longer just benefit from Civil War, but also benefit from Barbarian Hordes and Piracy. This is no guarantee that the leaders will be hurt by these calamities, as these calamities are tradable, but still give hope to the players at the bottom.

38.24 There has been a tactic used to give Barbarian Hordes and Piracy to the possible beneficiary of the calamities to cancel these calamities out. This usually works for the potential beneficiary to work deals with other players to hold the card. This can also be a wily opportunity for the potential beneficiary to also be the "trading" player. This is of particular benefit for Piracy, since the trading player selects the cities in which to be converted.

39. MISCELLANEOUS ADJUSTMENTS

39.0 The rules of Advanced Civilization may be adjusted manually to enhance gameplay. The following adjustments and the above variants may be combined to work out new and more playable variants for Advanced Civilization.

39.1 Free Ship for Crete by The Chairman (mge@xs4all.nl)

39.11 Although Crete cannot be the primary victim of Barbarian Hordes, it is still an undesirable nation to start the game with. Because Crete is an island consisting of two areas with a population limit of two and three, at some point in the game the Cretan player has to buy a ship and move up to five tokens to other areas. In the third turn when the population of each nation should reach eight, the Cretan player is able to build a city (at cost of six tokens) or buy a ship (at a cost of two tokens). In either case Crete will have a slower development of its civilization than other nations. To overcome this problem and to make Crete a more desirable nation to play with, the Olympic Gods provide Crete with a ship in the third turn. This additional rule is set out below and worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

22. SHIP CONSTRUCTION

22.5 In the third turn when the population of each nation should reach eight, Crete may construct one ship at no cost. This ship must be placed in Phaestos or Knossos. However, in the next turn(s) this ship must be maintained as normal, otherwise it is immediately returned to stock.

39.2 Stacking of Non-Tradable Calamities by The Chairman (mge@xs4all.nl)

39.21 Nobody would like to draw Civil War or any other non-tradable calamity. Usually the experienced players calculate in which turn the non-tradable calamities should be drawn. Some players even calculate the exact place of a non-tradable calamity in the appropriate trade card stack. To avoid that players adapt their strategies to these exact calculations, all non-tradable calamities should be drawn at random. To ensure that the non-tradable calamities are randomly and fairly stacked, the following rules are adjusted and worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

15. SETTING UP THE GAME

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. From each of the second to the fifth trade card stacks the last three cards are drawn and each of the four non-tradable calamity cards is then shuffled in with the drawn trade cards of the same numeric value (i.e. Volcano/Earthquake is shuffled in with Iron and Papyrus, Famine with Salt and Timber, and so on). These four sets of four cards are now placed at the bottom of the stack of trade cards corresponding to their numeric value. This ensures that the non-tradable calamities will be drawn at random. The first stack does not get a calamity.

31. ACQUISITION OF TRADE CARDS

31.8 Restacking Returned Trade Cards

31.82 For each of the non-tradable calamity cards which is drawn this turn, the last three cards are drawn from the bottom of the appropriate trade card stack. Each non-tradable calamity card is then shuffled in with the drawn trade cards of the same numeric value. Afterwards each set of cards is placed at the bottom of the stack of trade cards corresponding to their numeric value.

39.3 Unlimited Trading of Calamities by Jeff Pawlowski (shatrat@eden.com)

39.31 Although **Advanced Civilization** does not use dice, some players are very unlucky when they draw a non-tradable calamity (Volcano/Earthquake, Famine, Civil War or Flood), because not all non-tradable calamities have the same effect on each nation. To take out the last point of luck in the game, all calamities should be tradable. By which a player who draws a "non-tradable" calamity, can use his skills and talents to trade it to another player. To match the Advanced Civilization Rules of Play and Gamer's Guide this rule is described below and worded accordingly.

27. ACQUISITION OF TRADE CARDS

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 are marked "non-tradable" (Volcano/Earthquake, Famine, Civil War and Flood) may also be traded to other players.

29. RESOLUTION OF CALAMITIES

29.2 Non-tradable calamity cards are not revealed when drawn. Hereafter all non-tradable calamity cards are redefined as being tradable. Therefore a player who drew a "non-tradable" calamity card is allowed to 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 "non-tradable" calamity card may be traded. At the end of the trading session, all calamity cards are revealed by the players who hold them.

39.4 Barbarian Population Expansion by Karl Bilawski (karlb@soda.berkeley.edu)

39.41 Usually Barbarian tokens do not expand their population and they are not affected by secondary affects of other calamities. Further, these non-player tokens are static and can only be removed by an attacking player. It is not terribly logical that Barbarians do not expand their population and are not affected by natural calamities (Volcanic Eruption and Flood). Although they remain static, they should reproduce - so if left to their own devices, Barbarians in an area capable of supporting 2 tokens will have 4 tokens (combat before starvation) when they are attacked there. In addition they should be vulnerable to Volcanic Eruptions and Flood. To facilitate the rules replacement, the following rule changes are worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

20. POPULATION EXPANSION

20.4 The player with the least number of tokens on the board is the controlling player of the Barbarian population expansion in this turn. He adds one token to every area which contains one Barbarian token and two tokens to every area which already contains two or more Barbarian tokens.

20.5 If the Barbarians do not have sufficient tokens to complete their population expansion, the controlling player divides the remaining Barbarian tokens among the eligible areas he wishes, but otherwise Barbarian population expansion is automatic and may not be voluntarily curtailed.

24. CONFLICT

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 become Barbarians and stay on the board.

25. CITY CONSTRUCTION

25.4 The controlling player of the Barbarian population as determined above (20.4) must build Pirate cities if there are six or more Barbarian tokens in an area containing a city site (Alexandria, Fayum and Moesia) by replacing the tokens with a city. If there are no Pirate cities available then the Barbarian population will be reduced accordingly.

29. RESOLUTION OF CALAMITIES

29.65 Barbarian tokens and Pirate cities can only be affected by Volcanic Eruption and Flood. They are never affected by other calamities.

30. CALAMITIES

30.51 Flood

30.5121 If there are non-player units on the affected flood plain and if the number of unit points belonging to other secondary players is less than ten, the remainder of non-player units is eliminated, but the controlling player of the Barbarian population as determined above (20.4) chooses which units are lost. If the number of non-player units on the affected flood plain is equal to or smaller than the remainder, all those non-player units automatically become secondary victims and all these units are eliminated.

30.91 Piracy

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 tokens become Barbarian tokens. When a Pirate city is destroyed, the attacker may pillage the city.

39.5 Modified Tax Revolt & Civil War by Karl Bilawski (karlb@soda.berkeley.edu)

39.51 Everyone, myself included, gripes about the debilitating effects of Tax Revolt and Civil War. It is not only unsatisfactory to have another player simply take over a chunk of one's civilization, it is not terribly logical either - how would Hispanics suddenly swear mass allegiance to Babylon? So instead of this, what should happen is that the revolting tokens and cities become Barbarian tokens and Pirate cities, rather than units of another player's nation. The same number revolt, and the affected player still has the hassle of trying to reconquer them, but inter-player hassles are avoided without losing the effects of Tax Revolt and Civil War. To facilitate the rules replacement, the following rule changes are worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

19. TAXATION

19.3 Revolts

19.32 The player which the most units in stock (cities count for five each, tokens count for one each) is the controlling player of the revolt and chooses which cities revolt and replaces them with Pirate cities. He may replace only that number of cities for which the original owners are unable to pay their taxes. If there are not enough Pirate cities to take over all cities in revolt, the cities are reduced instead and the tokens are replaced with Barbarian tokens.

19.33 In the rare case when there are no Barbarian tokens left to take over remaining revolting cities, they are eliminated instead.

30. 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 controlling player of the Barbarian faction (i.e. 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 then he is the controlling player of the Barbarian faction (i.e. beneficiary).

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. Whichever faction is not retained by the primary victim becomes the Barbarian faction. The controlling player of the Barbarian faction replaces the tokens and cities involved with Barbarian tokens and Pirate cities. If there are not enough Pirate cities to take over all cities in the Barbarian faction, the cities are reduced instead and the tokens are replaced with Barbarian tokens. In the rare case when there are no Barbarian tokens left to take over remaining units in the Barbarian faction, they are eliminated instead.

39.6 No-Trade Civil War by Gary (cthulhoid@aol.com)

39.61 For those who are interested, here is a Civil War variant that, unlike the original, does not kill the game for whoever gets it. When someone draws the Civil War card as part of his hand, he immediately plays it face up in front of him. This player may not trade any trade cards this round at all. He may buy civilization cards as normal, and may keep up to eight (or sometimes even more) commodity cards, but he may not trade at all. In essence, he is "boycotted" by the other players, because his internal areas are in chaos and no merchant would dare enter an empire in such upheaval.

39.62 If the Civil War victim draws more than two calamities, Civil War always takes effect, and draw as normal to see which one of the other calamities he holds also takes effect (after all trading is over). In addition, Military increases the number of active calamities being held by the Civil War victim, by one. Furthermore he should not tell other players which calamities he has drawn other than Civil War, so they will not know whether to trust their trading partners that round, until all trading is finished.

39.63 To match the Advanced Civilization Rules of Play and Gamer's Guide these rule changes are described below and worded accordingly.

27. ACQUISITION OF TRADE CARDS

27.31 A player who draws the non-tradable calamity card Civil War, must immediately reveal this card and place it, face up, in front of him. Further, this player is not allowed to exchange any trade cards this turn at all. In other words, during the trading session the other players must boycott the unlucky player who has drawn Civil War.

29. RESOLUTION OF CALAMITIES

29.5 No player may be the primary victim of more than two calamities in the same turn, unless Civil War is drawn (and the victim holds Military). 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 returned to the appropriate stack of trade cards. There is no restriction on the infliction of secondary effects of calamities.

29.51 If a player has drawn two or more calamities beside Civil War in the same turn, the other calamities are shuffled together, and one is drawn at random. By which this player becomes the primary victim of Civil War and another calamity. The remaining calamities drawn by that player are disregarded and returned to the appropriate stack of trade cards. Again, there is no restriction on the infliction of secondary effects of calamities.

29.52 If a player holding Military has drawn two or more calamities beside Civil War in the same turn, all calamities take effect. Still, there is no restriction on the infliction of secondary effects of calamities.

31. ACQUISITION OF CIVILIZATION CARDS

31.8 Returning Excess Commodity Cards

31.83 A player who has drawn Civil War, may be allowed to retain more than eight commodity cards in his hands for the next turn. If the Civil War victim holds Music he may retain an additional commodity card. If the Civil War victim holds Drama & Poetry he may retain an additional commodity card. If the Civil War victim holds Democracy he may retain two additional commodity cards. The effects of Music, Drama & Poetry, and Democracy are cumulative.

EXAMPLE: The Babylonian player holds Democracy and Music. Beside Civil War he draws Flood and Iconoclasm & Heresy. He is not allowed to trade, but may retain 11 commodity cards at the end of the round instead of 8, because of the mitigating civilization cards. After all trading is finished, one calamity is randomly drawn to see whether Flood or Iconoclasm & Heresy affects him. However, if he holds Military, both Flood and Iconoclasm & Heresy would affect him. In either case, the Babylonian player keeps these calamities hidden in his hand until all trading is over. He may acquire civilization cards as normal.

39.7 Increased Volcanic Eruption by The Terrorist (robertoh@wanadoo.nl)

39.71 Normally a Volcanic Eruption is rare, because only a few nations have cities in areas touched by a volcano. The damage of an Earthquake is very small in comparison with a Volcanic Eruption, especially later in the game when most players have Engineering. To increase the probability on a Volcanic Eruption the damaging effects of this calamity should be increased. All areas adjacent to the areas touched by a volcano, even across water, should be vulnerable to Volcanic Eruptions. The damage of this calamity could now be extremely heavy, because more victims may be involved. The following rule concerning Volcanic Eruption is adjusted and worded to match the Advanced Civilization Rules of Play and Gamer's Guide.

30. CALAMITIES

30.21 Volcanic Eruption/Earthquake

30.211 If the primary victim has any cities in or adjacent to an area touched by a volcano, the volcano erupts. The eruption eliminates all units, irrespective of ownership, in the areas touched by the volcano. All cities in an area adjacent to such an area, even across water, must be reduced. All tokens in an area adjacent to such an area, but not across water, are eliminated as well. If the primary victim has cities in or adjacent to areas touched by more than one volcano, the site of the eruption is that which causes the greatest total damage to the primary victim. In the event of a tie, the site of the eruption is that which causes the greatest total damage to all secondary victims. If there is still a tie, the primary victim selects the location of the eruption.

39.8 Modified Piracy by The Terrorist (robertoh@wanadoo.nl)

39.81 To increase the gameplay of **Advanced Civilization**, especially in nine or more player games, the effects of Piracy should be altered such that Pirate cities no longer exist. The player holding Piracy after all trading is finished, should reduce two coastal cities and loses two commodity cards. In addition secondary victims should reduce one coastal city and lose one commodity card. The damage of Piracy is now extremely heavy, because the victims may lose valuable commodity cards. This should be the real meaning of Piracy (destroying and pillaging coastal cities). To match the Advanced Civilization Rules of Play and Gamer's Guide these rule changes concerning Piracy are described below and worded accordingly.

30. CALAMITIES

30.91 Piracy

30.911 The primary victim must reduce two coastal cities. The player trading the card selects the cities. If the card has not been traded the primary victim becomes the "trading player" as well. In addition the primary victim loses two commodity cards. These cards are immediately returned to the appropriate trade card stack. If the primary victim has only one coastal city, this city is reduced and only one commodity card is drawn. If the primary victim has no coastal cities, Piracy does not affect him at all.

30.912 Two coastal cities belonging to two other players are similarly reduced and a commodity card is drawn from their hands, 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 and one commodity card. These cards are immediately returned to the appropriate trade card stack. The player who traded Piracy to the primary victim may not be selected as a secondary victim.

30.913 If the player who traded Piracy to the primary victim holds Astronomy and Cloth Making, the number of cities reduced and commodity cards lost is increased by one. If the trading player does not have both civilization cards, there are no aggravating effects.

EXAMPLE: Africa draws Piracy, and trades it to Illyria. At the end of the trading session, Illyria must reduce two coastal cities and two commodity cards are drawn, and Africa is immune from the secondary effects of Piracy, as the player who traded it to Illyria. If Africa holds both Astronomy and Cloth Making, Illyria must reduce an additional coastal city and an extra commodity card is drawn. Had Africa not traded Piracy, it would have been the primary victim, and all other players would be potential secondary victims. If Africa holds both Astronomy and Cloth Making, it must reduce three coastal cities and three commodity cards are drawn.

39.9 Late Arrival's Civil War by The Terrorist (robertoh@wanadoo.nl)

39.91 Nobody would like to draw Civil War especially when a new player could enter the game once it is in progress. Usually the players calculate in which turn this non-tradable calamity should be drawn. In this turn most players engage in huge battles and try to avoid a Civil War by keeping their empires small. By which there is no Civil War or the damage of a Civil War is kept to a minimum. Another successful strategy is that during the trading session the player holding Civil War tries to collect three or more calamities in the hope that Civil War will be disregarded. Whatever happens the late arrival's prospects are very bad. In the interest of fairness, below are some rule replacements and supplements matching the Advanced Civilization Rules of Play and Gamer's Guide, which should increase the late arrival's prospects.

15. SETTING UP THE GAME

15.5 Late Arrivals:

15.51 Players who are going to join a game once it is in progress can do so by selecting an unused set of playing pieces and waiting for a Civil War. A new player will automatically be the beneficiary of the occurring Civil War, as he will have the most units in stock (30.411).

15.52 Once a Civil War occurs, this calamity must be resolved as last. In this turn the Civil War victim may not be selected as a secondary victim of other calamities (Famine, Epidemic, Iconoclasm & Heresy, and Piracy). However, he is still vulnerable to possible secondary effects of Volcano/Earthquake and Flood).

15.53 If a player has drawn two or more calamities beside Civil War in the same turn, the other calamities are shuffled together, and one is drawn at random. By which this player becomes the primary victim of Civil War and another calamity. The remaining calamities drawn by that player are disregarded and returned to the appropriate stack of trade cards.

15.54 After all other calamities are resolved, the primary victim's nation is equally divided into two factions. If possible both factions should have the same number of cities, tokens and unit points. If the number of cities is odd then the difference between the factions must be one city, but the number of unit points should be equal. If the total number of unit points is odd then the faction with the most cities must have one unit point more than the other, otherwise one faction must have one token more than the other.

15.55 The composition of the first faction is decided by both the primary victim and the late arrival as follows:

15.551 The primary victim begins by selecting 15 unit points.

15.552 If the primary victim holds Music he selects an additional five unit points. If the primary victim holds Drama & 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 & Poetry, and Democracy are cumulative.

15.553 After the primary victim completes his selection and subject to 15.54, the late arrival selects (or deselects) those unit points belonging to the primary victim to complete the first faction (or second faction).

15.554 If the primary victim holds Philosophy, the late arrival is allowed to swap over one city between the two factions, regardless of any other civilization cards held by the primary victim.

15.56 Whatever remains constitutes the second faction.

15.57 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.

15.58 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 late arrival annexes whichever faction is not retained by the primary victim by replacing the units involved with his own, but he 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. By which this new nation becomes the counterpart of the Civil War victim's nation. Nevertheless, the Civil War victim retains his civilization cards. This assumption of the civilization cards and A.S.T. position by the beneficiary of the Civil War only occurs when a new player enters the game.

15.59 In the turn when this Civil War occurs, the Civil War victim and the late arrival may not be selected as a victim of Monotheism. In the interest of fairness, if the Civil War victim and the late arrival hold Monotheism, they may not use it to convert other player's units in this turn.

EXAMPLE: Egypt draws Civil War. After all other calamities are resolved, Egypt has five cities and 26 tokens on the board (51 unit points). Its nation is quite equally divided into two factions. The first faction consists of three cities and 11 tokens (26 unit points) and the second faction consists of two cities and 15 tokens (25 unit points). The current Egyptian player then decides whether he will continue to play the units of the first or second faction. He will retain his stock, ships, treasury, civilization cards, and position on the A.S.T. The new player annexes whichever faction is not retained by the Egyptian player by replacing the units involved with his own, acquires the same civilization cards as are held by Egypt, and places his marker on the same A.S.T. position as Egypt. By which his nation becomes Egypt-II.