

FLO DE HAAN AND GERART DE HAAN

# MEGA EMPIRES™ THE WEST



## RULEBOOK



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## 1. INTRODUCTION

MEGA EMPIRES: THE WEST is a game of skill for 5 to 9 players covering the historical development of ancient civilizations from just after the last Ice Age to the dawn of the new era at the end of the Iron Age - a time span of almost 8000 years. Each player leads their own civilization as they try to expand their culture over a map board that stretches across the Mediterranean Sea from Iberia to the Middle East.

The objective of the game is to score the highest number of Victory Points by building cities and developing Civilization Advances. Although battles and territorial strategy are important, this is not a war game as you might expect when looking at the map board. Instead, the objective of play is to gain a level of overall advancement involving cultural, economic, scientific, political, civic, and religious factors. The player who most effectively balances these various goals will achieve the best score and win the game.

### DESCRIPTION OF PLAY

Each civilization begins with a single population token and every turn all players increase their population by adding tokens to each area they occupy. These tokens can be moved over the map board by land, or by sea using ships. Since all areas have a population limit, a good strategic overview of the map board will provide the players an advantage in occupying more areas. Cities can be built by moving a sufficient number of tokens into a single area. All cities on the map board generate trade cards that will eventually lead to wealth and knowledge.

During trade sessions, players not only receive commodities they are looking for to increase their number of trade points; they may also encounter calamities that will destroy their cities or population. Certain Civilization Advances protect players from the effects of natural or civic calamities. The development of these Advances is symbolized by turning in sets of commodities.

As civilizations develop, it will be harder for their rulers to find the right balance between population growth, maintaining support for their cities and increasing their treasury. If players fail to manage their economy, their cities might eventually revolt and be taken over by other players. The civilization with the strongest economy typically scores the most Victory Points.

At the end of each turn, a check is made for each player to move forward on the Archeological Succession Table (A.S.T.). Each step on this timeline represents a certain period of time in history reaching from the Stone Age to the Late Iron Age, and advancing on this timeline also provides Victory Points.

The numbers of Civilization Advances, the relative progress on the A.S.T. and the numbers of cities in play are all key factors in determining the overall totals of Victory Points and thus the winner of the game.

### SCENARIOS AND PLAYING TIME

- **The First Game** is a tutorial scenario for 5 players, which is recommended for new players to learn the game's basic rules and principles. The scenario takes about 90-120 minutes to complete but does not include all details of the full game.



- **The Basic Game** with 5-9 players takes about 8-12 hours to complete, depending on the number of players and their level of experience.
- **The Short Game** is a scenario for a shorter game due to an advanced starting position of all players in the game. This scenario decreases playing time by 2-3 hours.
- **The Expert Game** is a scenario for 3-18 players for a more challenging variant of The Basic Game, which increases playing time by 1-2 hours.

## DESIGN AND DEVELOPMENT STORY

At the start of this century John Rodriguez, Flo de Haan and Gerart de Haan decided to team up to work on their dream project: creating the biggest board game ever. Initially this was a tribute and expansion to Advanced Civilization, which in turn was based on Francis Tresham's classic game from 1980. This expansion turned out to be a game on its own with new development cards, trading systems, game mechanics and new ways of interacting with other players. Development took years and years with the help of lots of testing players.

Michael Bruinsma enthusiastically decided to publish this game in 2015 as a numbered limited edition collector's item. Delivered in a wooden chest with a total weight of 11 kilos, a map board stretching over 2 meters, more than 2000 tokens and 1500 playing cards, and designed to be played by up to 18 players, **Mega Civilization** was the new colossus in the board gaming world!

After this success, the team started to work on follow-up products. The game was re-released in two parts: **Western Empires** (2019) and **Eastern Empires** (2021). Both games are playable on a stand-alone basis and compatible to be combined for up to 18 players. Also limited edition mini-expansions, **The Special Buildings**, were released for either game.

In 2024 the team, now consisting of Flo and Gerart, takes new steps with the game. The initial releases, **MEGA EMPIRES: THE WEST** and **THE EAST** are revised reprints of Western Empires and Eastern Empires. Prepare for future editions that go beyond THE WEST & THE EAST!

We bow to **Francis Tresham** for creating the greatest game. Special thanks go to **John Rodriguez** for the years of cooperation. In memory of **Michael Bruinsma**, who made this all possible. We also would like to thank: Martin Brodén, Jeffrey Brent, Judith van der Molen, Miquel Schumacher, David van Nederveen Meerkerk, Ronald Engeringh, Mike Droog, Marcel Remijn, Johan Algra, Bill Kohler, Florian Buhr, Christophe Dubreuil, Oriel Maxime, Matthew Smith, Jamie Tang, Charles Frank, Joel Bryant, David Tatu, Lane Schwartz, Ronald J. Colombo, Rob Judy, James Bohren, Hartmut Lipp, Darrin Muggli, Hendrik Westphal, Remco van Dam, all the playtesters and contributors during the years of development of the Civproject, Mega Civilization, Western and Eastern Empires, the developers of Advanced Civilization: Lauren Banerd, Jim Eliason, Jeff Groteboer, Bruce Harper, Eric Hunter, Steven Padgett, Gary Rapanos, Michael Roos, Jennifer Schlickbernd, and Jeff Suchard.

### Game Design & Development

Flo de Haan and Gerart de Haan

### Tribute to Civilization by

Francis Tresham

### Based on Mega Civilization by

Flo de Haan and John Rodriguez

### Text

Flo de Haan and Gerart de Haan

### Artwork

Franz Vohwinkel

### Graphic Design

Colossus Games and Franz Vohwinkel

### Production

Roberto Di Meglio and Fabio Maiorana

A Game Created by **Colossus Games**



colossus-games.com  
mega-empires.com

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## 2. GAME COMPONENTS

2 Rulebooks



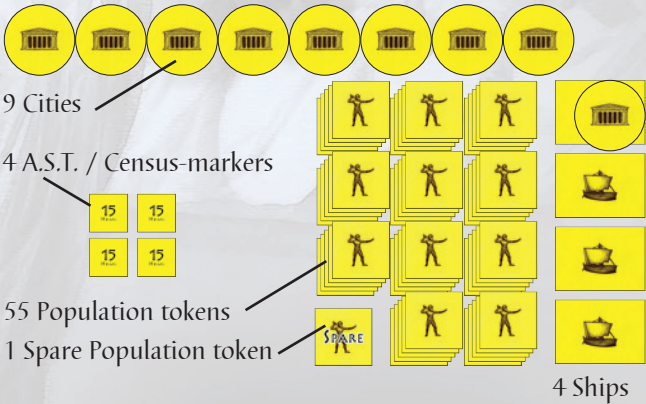
- Basic
- The First Game (Tutorial)

1080 Tokens

2 Map board panels



9 civilizations, each consisting of:



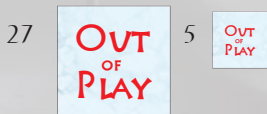
Credit tokens  
in 5 types: Science, Religion, Civic, Art, Craft



each type consisting of:



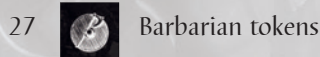
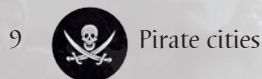
Out of Play markers



Turn-markers



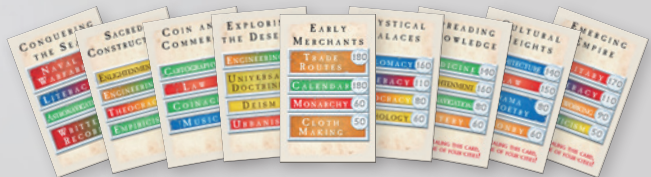
The Barbarians



9 Priority tokens



9 'The Short Game' scenario tokens



9 double-sided Player mats

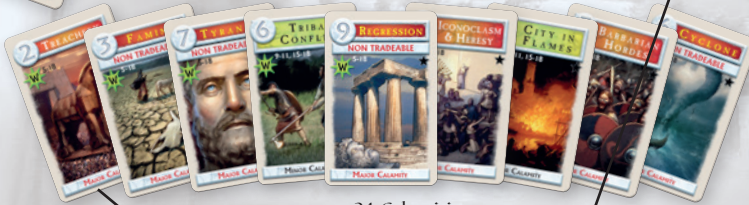




219 Trade cards



195 Commodity cards



24 Calamities

6 Trade card holders



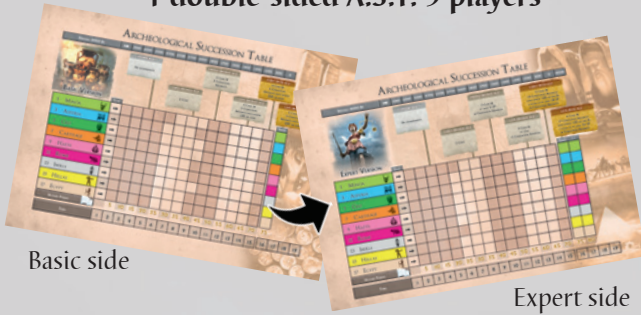
460 Large cards



9 x 51 Civilization Advances

1 Bonus VP card

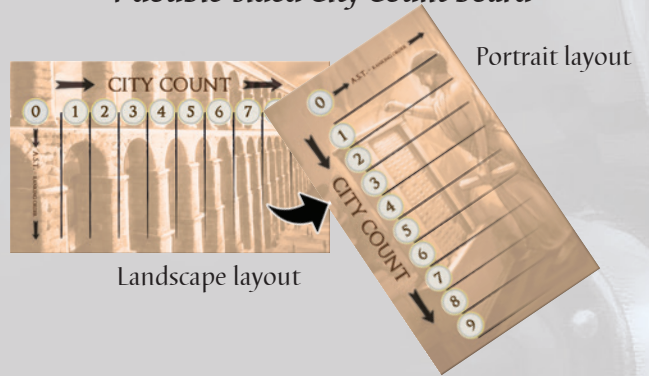
1 double-sided A.S.T. 9 players



Basic side

Expert side

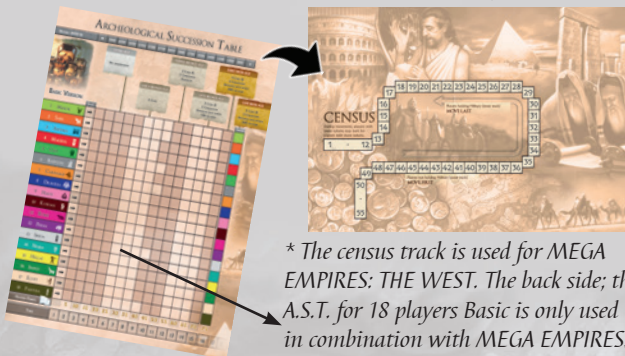
1 double-sided City Count board



Portrait layout

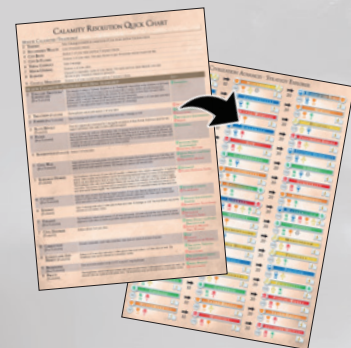
Landscape layout

1 Census Track board / A.S.T. 18 players\*



\* The census track is used for MEGA EMPIRES: THE WEST. The back side; the A.S.T. for 18 players Basic is only used in combination with MEGA EMPIRES: THE EAST.

5 double-sided Player aids



Front: Calamity Resolution Quick Chart 5-18 players  
Back: Strategy Explorer



### 3. GENERAL RULES AND DEFINITIONS

#### THE PLAYING PIECES



#### THE PLAYER MATS

Players use a player mat to store their playing pieces. The player mat is divided into two sections: treasury and stock, divided by the **Sequence of Play** section. During the game it is important to keep the tokens in these two areas separate. A player has **55** population tokens, **9** cities and **4** ships. The 55 tokens are two-sided: one side serves as population, while the other serves as treasury. So each of the 55 tokens is either on the board, in stock or in treasury. Ships and cities are either on the board or in stock, but never in treasury. Place the nine cities on the numbers 1-9, and the four ships on their four slots on the right side of the player mat.

#### STOCK

By default, each player's playing pieces are placed in the **stock** section with the colored side up and are considered to be **in stock**. If a playing piece is destroyed or removed from the board, it is returned to stock. Tokens that are placed on the board are always taken from stock and, unless specified otherwise, placed with the colored side up. The 9 cities and 4 ships are considered to be in stock.

#### TREASURY

Some rules force or allow players to transfer tokens to the **treasury** section. These tokens are then referred to as **treasury tokens** or **in treasury**. Any tokens in treasury must be flipped to show the white side. The amphorae are the symbol for a player's treasury. Tokens in treasury are not considered to be population tokens. When a player pays treasury, the treasury tokens are turned over and moved back to stock.

#### UNITS

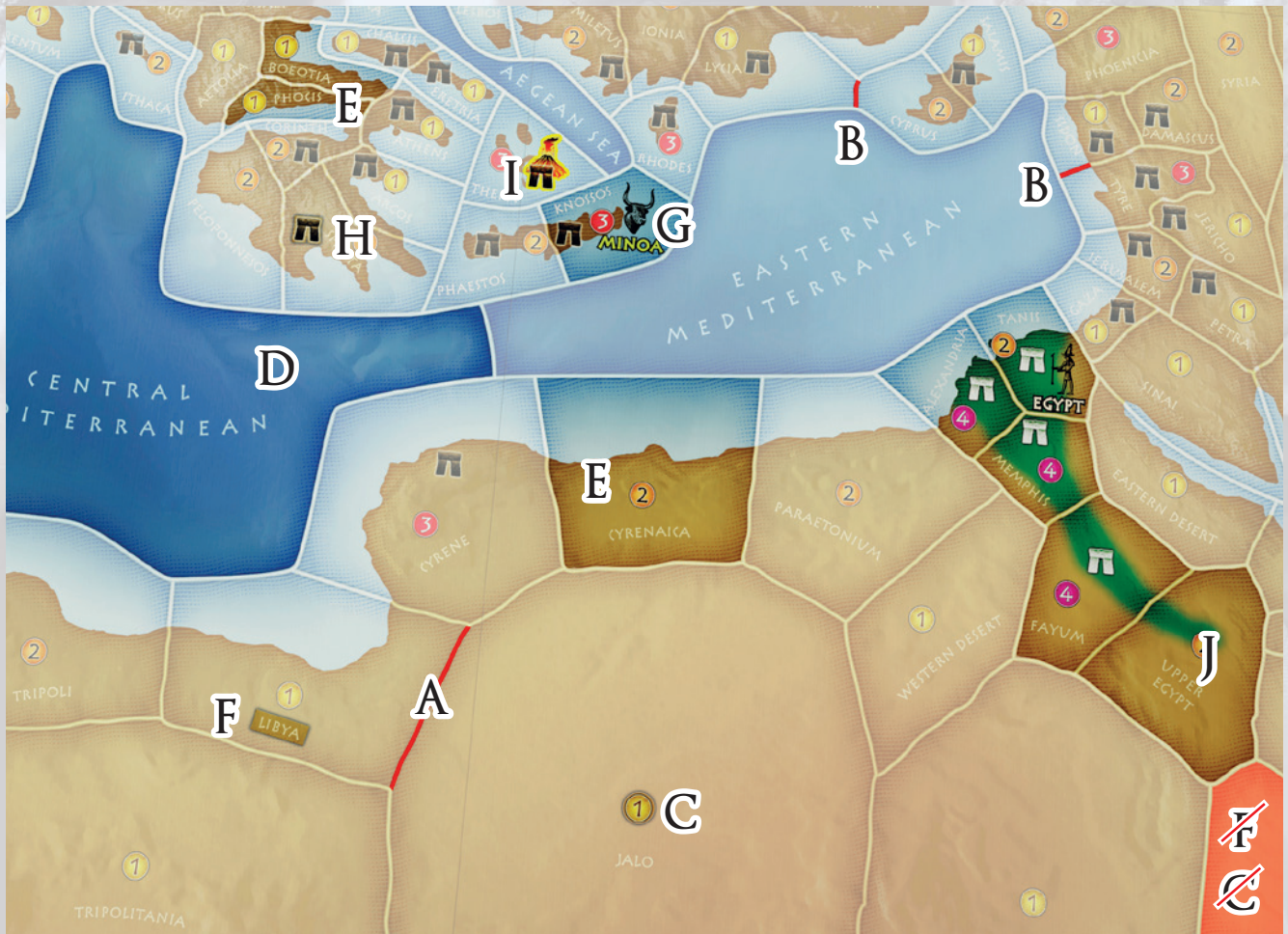
Population tokens and cities are further referred to as **units**. A population token counts as **1 unit point**. A city counts as **5 unit points** (or 5 units). Ships do not count as units.

#### THE BARBARIANS

In the course of the game, barbarian tokens and pirate cities appear on the board that will interfere with some player's units. These are collectively referred to as **The Barbarians**.



## MAP BOARD DEFINITIONS



### Adjacent Areas

An adjacent area generally means sharing a border:

- A. **Areas adjacent by land**; share at least one land border.
- B. **Areas adjacent by water**; share at least one water border.

### Markings in Areas

- C. **Population limit**; a circle containing a number from 0 to 4. This defines the limit of population tokens allowed in an area during specific moments in a game turn.
- D. **Open sea area**; an area that contains only water and has no population limit.
- E. **Coastal area**; an area that contains land and water (indirectly) connected to an open sea area. Areas containing inland seas such as *Lut* (Map board panel 1) are not considered to be coastal areas.
- F. **Area name**; if an area has no name, it is considered to be **Out of Play**.
- G. **Starting location**; an area containing a Civilization's name and symbol.

H. **City site**; a black or white archway symbol in an area.

I. **Volcano**; a volcano symbol in an area or on the border of 2 areas. A volcano on the border of 2 areas is considered to be in both areas.

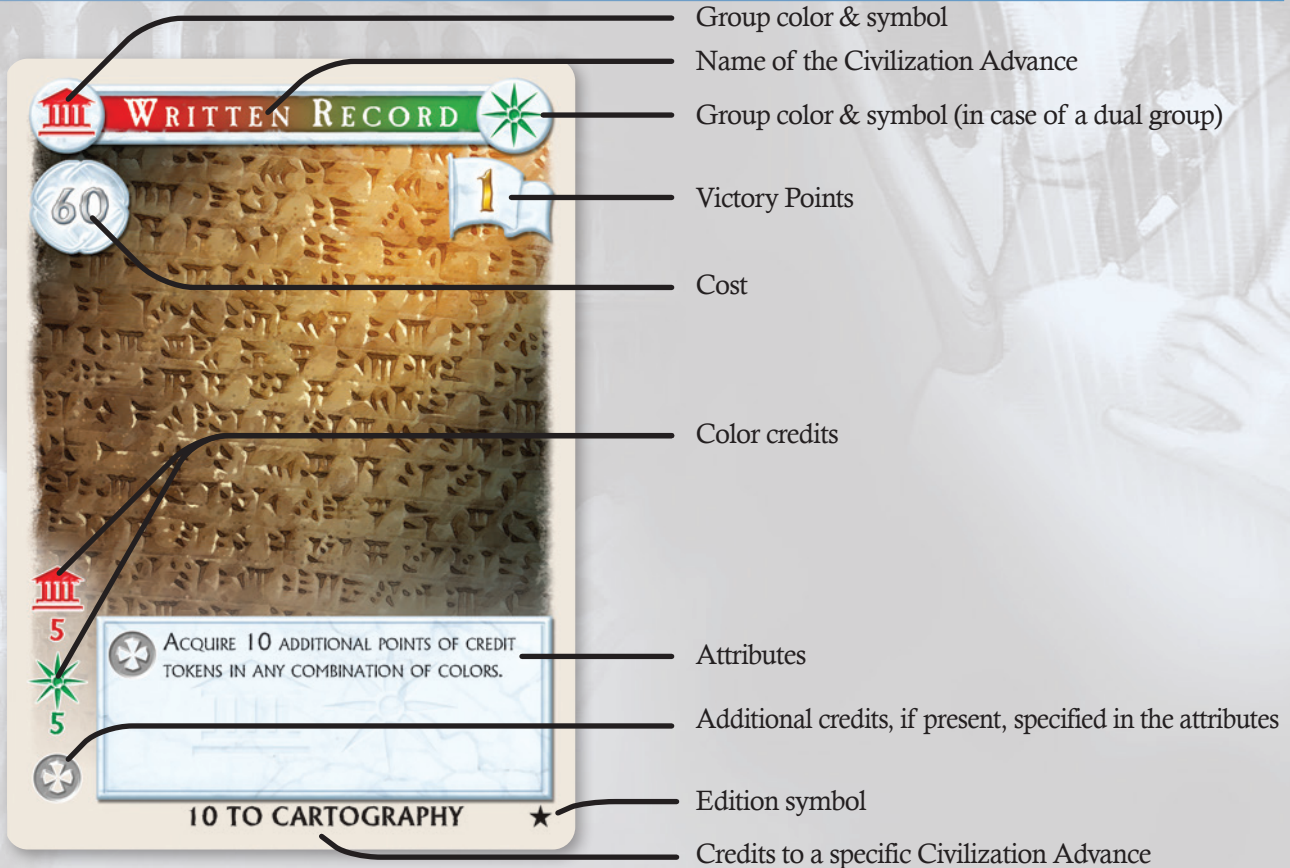
J. **Flood plain**; a dark green stretch of land extending over parts of 1 or more areas. All areas fully or partly covered by a single flood plain are considered to be **on** the flood plain. City sites on a flood plain show a white color. Black city sites in an area with a flood plain are **not** on that flood plain.

### Additional Notes

- Open sea areas are considered to be always in play, even though their area name is printed on a different map board piece.
- The areas *Sinai* and *Eastern Desert* are considered coastal areas only when combined with MEGA EMPIRES: THE EAST.
- The areas *Chalcis* and *Athens* are not considered adjacent. The same applies to *Boeotia* and *Eretria*.



## CIVILIZATION ADVANCES



## GROUPS / COLORS

The cards are divided into 5 groups represented by colors as well as symbols: Science (green star), Arts (blue harp), Crafts (orange vase), Civics (red temple) and Religion (yellow tribal). Some Civilization Advances belong to 2 groups rather than just 1.


## VICTORY POINTS

The top right side of each card shows either 1, 3 or 6 Victory Points in a banner symbol. These points will be scored at the end of the game.

## ATTRIBUTES

Most Civilization Advances show one or more attributes that apply to the holder of the card exclusively. These attributes typically provide calamity protection or benefits in play, however, sometimes they might aggravate certain calamity effects in addition to these benefits. Special abilities can be used once a turn during the Special Abilities phase.



## CREDITS AND CREDIT SYMBOLS

Once players acquire a Civilization Advance, they receive the credit tokens printed on the left side of the card. These credits give a bonus when purchasing other Civilization Advances of the same group. Some Civilization Advances provide additional credit tokens marked with a ; these credits are then mentioned in the attributes. Most of the Civilization Advances provide additional credits to a specific card.

## TRADE CARDS

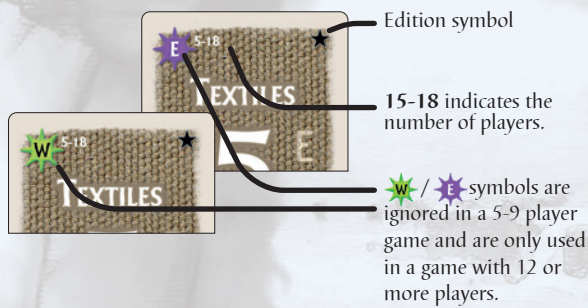
The trade cards are divided into 2 groups: Commodities and Calamities.

- **Commodities** show trading goods with a face value of 0-9.
- **Calamities** show an illustration and either the indication **Minor Calamity**, **Major Calamity** or **Major Calamity (Non Tradeable)**.

Trade cards have either a  or  in the top left corner. When combining this game with MEGA EMPIRES: THE EAST, these markings are used for a different division of trade cards. These markings can be ignored when playing this game with 5-9 players.



The black sun in the top right corner indicates that a card belongs to **this** edition.



Commodities

Calamities

## ARCHEOLOGICAL SUCCESSION TABLE (A.S.T.)

The Archeological Succession Table (from now on A.S.T.) shows a timeline on which each civilization's progress in the game is tracked. The A.S.T. has two sides: one side shows the **Basic A.S.T.**, the other side is the **Expert A.S.T.** for experienced players. The A.S.T. is divided into 6 eras: Stone Age, Early Bronze Age, Middle Bronze Age, Late Bronze Age, Early Iron Age and Late Iron Age. Players start by placing their succession marker covering the arrow on the left and after each turn, if players meet the requirements specified on the top of the A.S.T., they move their succession marker 1 space to the right. These rows differ for each civilization, and each player must stick to their own requirements per step on the A.S.T.



A.S.T.-Ranking order

## A.S.T.-RANKING / A.S.T.-PROGRESS

- **A.S.T.-Ranking** means the vertical position on the list of civilizations as printed on the A.S.T., from the top to the bottom (Civilization #), irrespective of the horizontal position of succession markers. Lower Civilization numbers take priority over higher Civilization numbers.
- **A.S.T.-Progress** means the horizontal position of the actual succession markers. The marker furthest to the right is considered to be highest in progress order. A.S.T.-Ranking breaks ties.

At any time, if a tie occurs between players' activities and it is not specified how to break the tie, it is broken by A.S.T.-Ranking.

A **turn-marker** is used to show the number of game turns played.



A.S.T.-Progress order





## 4. SET UP THE GAME

If this is your first game, it is recommended that you play the scenario **The First Game** which is designed to explain the rules to any new group of preferably 5 players. The First Game takes 90-120 minutes to complete.

Depending on the number of players there are slight adjustments to the setups. Follow the adjustments where they are mentioned.

### DETERMINE THE GAME LIMITS

The A.S.T. for 9 players is used for a game of THE WEST for 5-9 players. Choose between playing with the **Basic** or the **Expert** side of the A.S.T. It is highly recommended to play your first game(s) with the Basic side; the Expert side is aimed for experienced players who appreciate a long and challenging game. The Expert scenario typically adds 1 or 2 game turns to The Basic Game, resulting in 1 to 2 additional hours of playing time. The rules for The Expert Game are explained in the Chapter The Expert Game (page 39). There are also rules for a **Short Game** scenario of 5-6 hours playing time (page 40).

The Census track board has an 18-player A.S.T. on the back side. This is only used when combining this game with MEGA EMPIRES: THE EAST and playing with 10 or more players.

You may consider setting your own time limit. If no specific game limit is set, by default the game ends if the succession marker of 1 or more players has entered the **Late Iron Age** era on the A.S.T. A full game will take approximately 8-12 hours to complete, depending on the number of players and their experience and playing style. Consider the additional time needed for taking breaks during the game.

### SELECT THE MAP BOARD

Depending on the number of players, use the setup instructions shown in chapter 5, Map Board Setups (page 12-13).

### CIVILIZATIONS

Take the playing pieces for only the civilizations mentioned in this setup and leave the others in the box. Also take the set of black Barbarian tokens and Pirate cities, which are used later in the game.

Randomly deal the **Priority tokens** after which, in order, each player may choose a civilization to play (use the large numbers printed on the tokens). Each player receives a player mat and places all 55 population tokens (thus **excluding the spare token**), 9 cities, and 4 ships on the **stock** section of their player mat (colored side up). Each player takes 1 token from stock and places it on the corresponding starting location on the map board.

Each civilization is associated with a **region**; a group of areas which are most commonly occupied by that civilization. However, this does not mean that players should not try to occupy areas assigned to another civilization's region. In fact, to win the game, players will have to expand their boundaries. The regions are specified in the Region Devisions (page 14-15).

### CENSUS AND CITY COUNT

Take the City Count board. You can choose which side, either portrait or landscape orientation, depending on how it fits best on your table. For each civilization, place one of the A.S.T.-markers in the **0**-section.

For each player, place a census marker on the Census track (in the area above the box marked **1-12**) and a succession marker covering the arrow on the A.S.T.

Place a turn-marker on turn 1 on the A.S.T.

### CREDIT TOKENS

Sort the Credit tokens by color and place them aside. They do not need to be in direct reach of the players.

#### 5 Players

All players collect credit tokens worth 10 of each color.



#### 6 Players

All players collect credit tokens worth 5 of each color.



In a game with 7-9 players no credit tokens are collected at the start of the game.

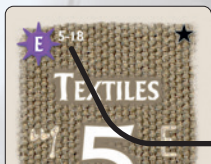
### CIVILIZATION ADVANCES

Each player receives a full set of 51 different Advances, which they can purchase throughout the game.



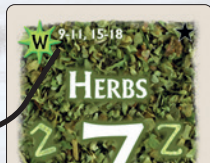
## SELECT TRADE CARDS

For each number of players a specific selection of trade cards is used. For example, when playing with 7 players, the only cards used are the ones that say **5-18** at the top of the card. Leave all other trade cards (that say **9-11**, **15-18**) in the box. Any mentions of more than 9 players refer to the combination with THE EAST. Water commodity cards are always available.



This card is used in a game with **9-11 players** and in a game with **15-18 players**.

This card is used in a game with **5-18 players**.



## PREPARE THE STACKS OF TRADE CARDS

At the start of the game, the trade card stacks are prepared in a specific way. To do this, follow the instructions below, depending on the number of players. All Water commodities are placed in a separate stack face-up. It may happen that the Water cards are not used; this strongly depends on how the game evolves.

### 5-8 Players

Sort all selected trade cards into 9 stacks by stack number. Each stack contains **2** different sets of commodities and **2** different calamities (Minor Calamities are not used, stack 1 does not contain calamities).

For each of the 9 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch **C**.
2. Take both sets of commodities without the Tradeable Major Calamity and shuffle them. From this pile, set aside a number of cards equal to the number of players, which is batch **A**.
3. Take the remaining cards and the Tradeable Major Calamity and shuffle them. This is batch **B**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack



**A:** Shuffled:  
X commodities; X is the number of players

**B:** Shuffled:  
{commodities + Tradeable Major Calamity}

**C:** Non Tradeable Calamity

Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.

### 9 Players

Sort all selected trade cards into 9 stacks by stack number. Each stack contains **3** different sets of commodities and **3** different calamities (Stack 1 does not contain calamities).

Only when setting up the game, for each single stack one complete set of commodities must first be separated from the other commodities. These sets, referred to as the **additional sets** of commodities, are:

Bone (1) - Wax (2) - Ceramics (3) - Grain (4) - Glass (5) - Lead (6) - Herbs (7) - Obsidian (8) - Amber (9)

For each of the 9 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch **C**.
2. Take the **additional set** of commodities and the Tradeable Major Calamity and shuffle these. This is batch **B**.
3. Shuffle the Minor Calamity and the remaining commodities. This is batch **A**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack



**A:** Shuffled:  
{Minor Calamity + 2 sets of regular commodities}

**B:** Shuffled:  
{**additional set** of commodities + Tradeable Major Calamity}

**C:** Non Tradeable Calamity

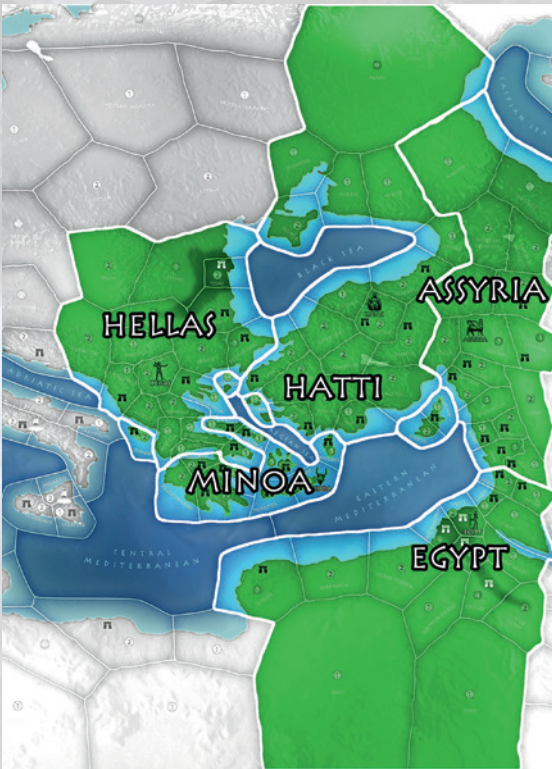
Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.



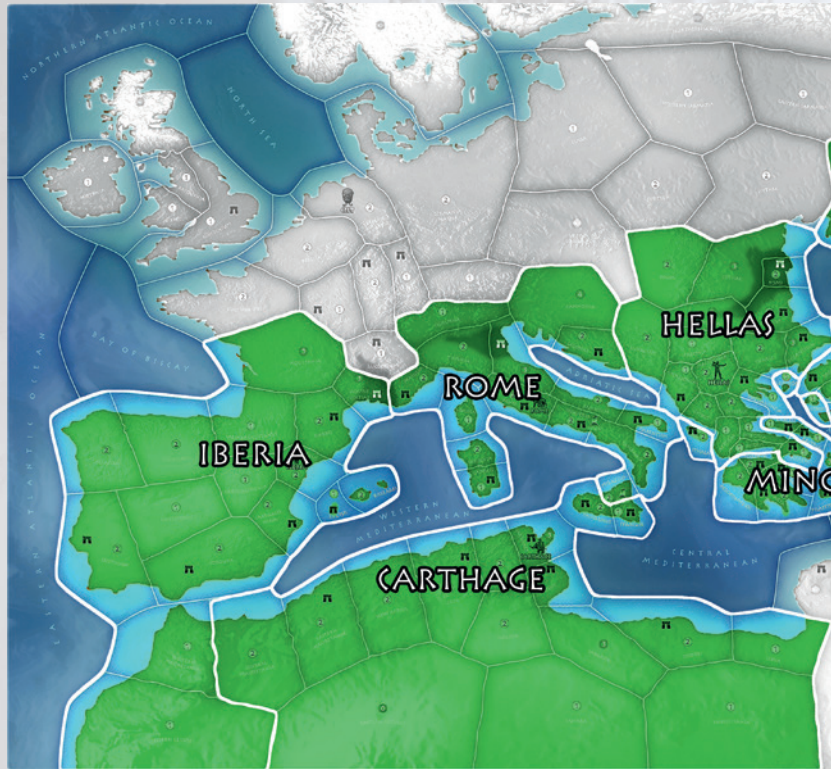
## 5. MAP BOARD SETUPS

Only the colored areas of the map and the civilizations mentioned in them are used for the game. Place **Out of Play** markers on the population limit of each area that is grayed out in the map board setup.

### Setup for 5 players

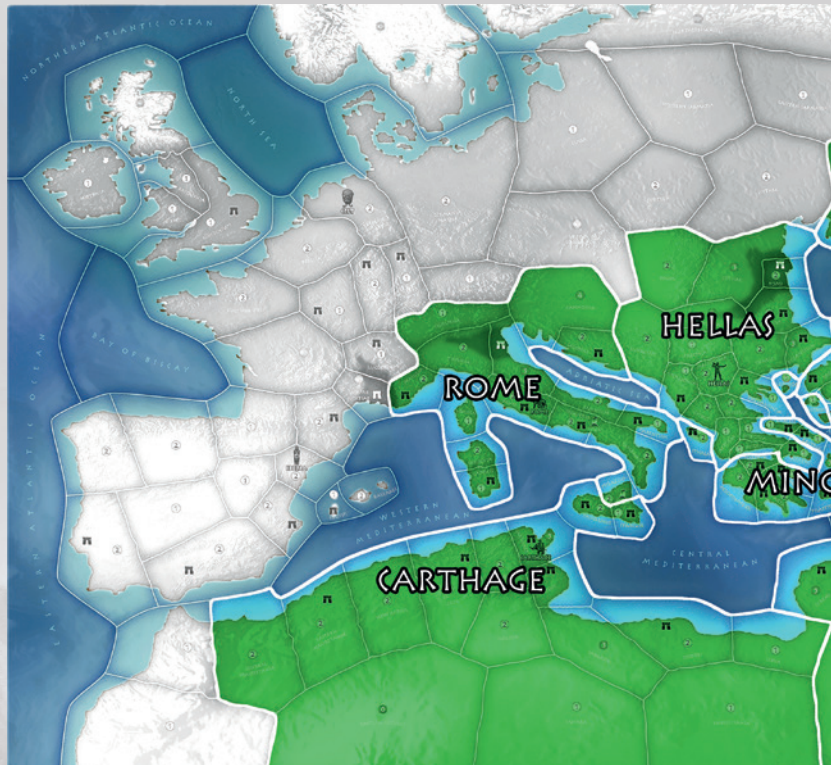


### Setup for 6 players



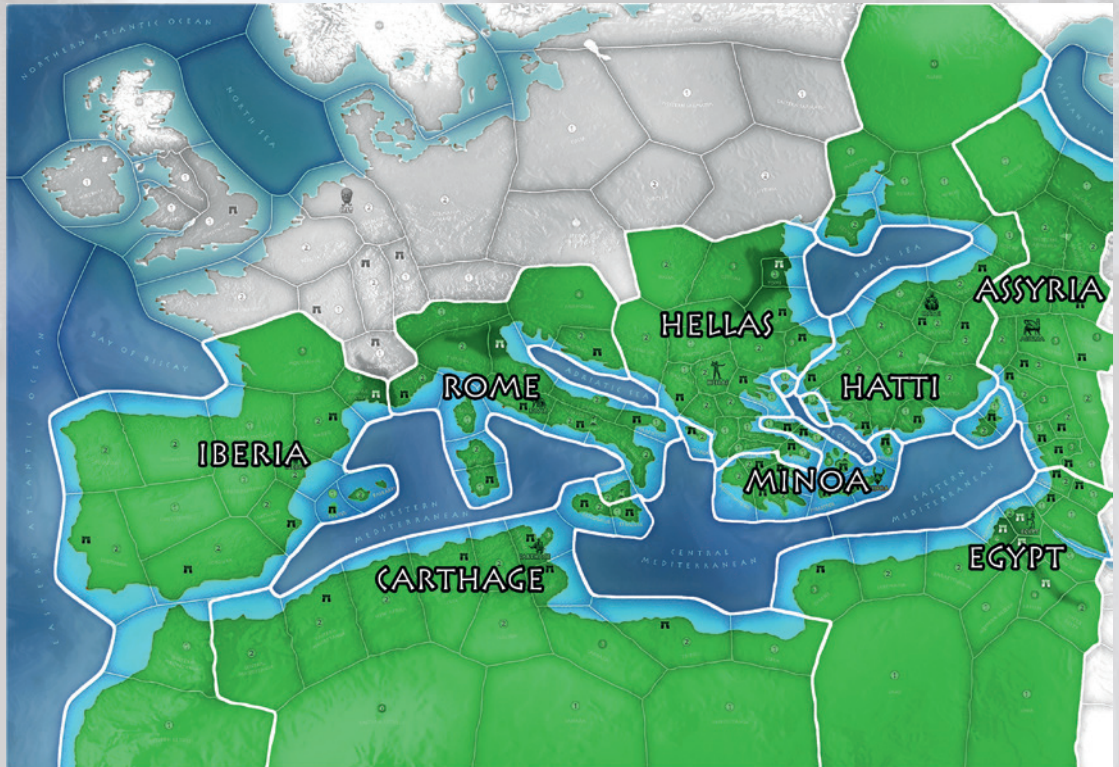
**Note:** Alternative setups can be used, however, these may not be sufficiently balanced.

### Setup for 7 players

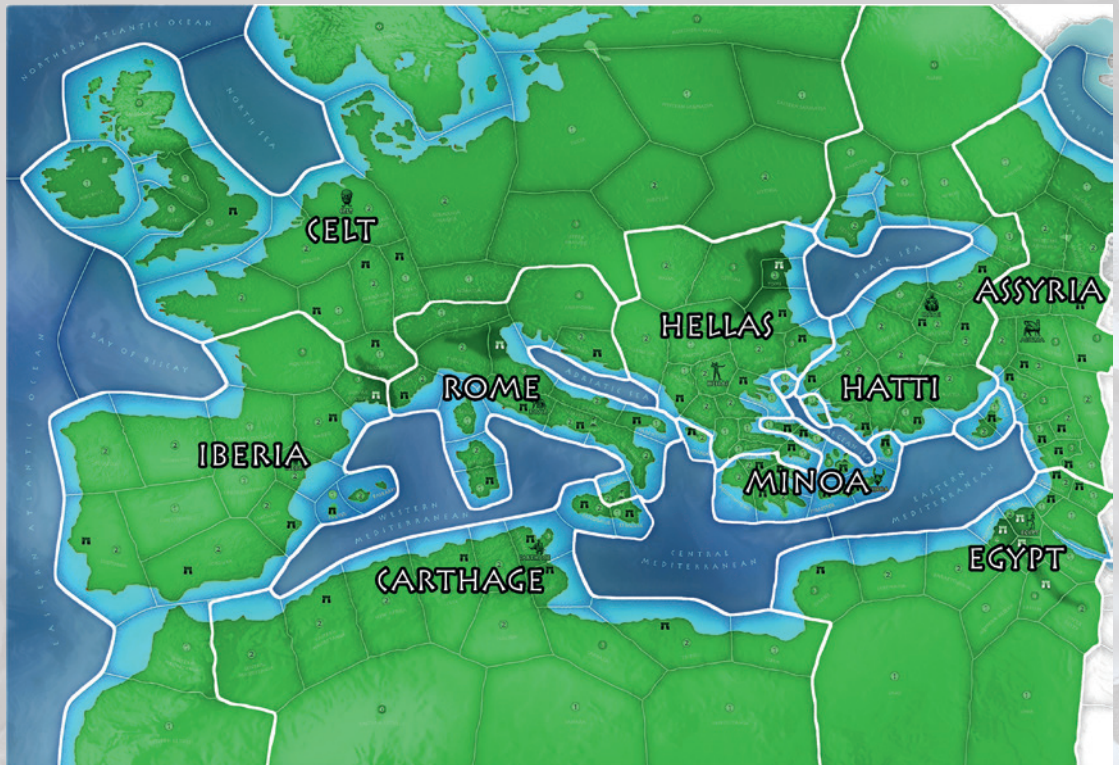




Setup for 8 players



Setup for 9 players





# Region Divisions









## 6. SEQUENCE OF PLAY

The game is played in **turns**, which are divided into phases. Some **phases** are further divided into **steps**. The activities during each phase or step are either played simultaneously or in a determined order. At the end of each turn all players check whether they have achieved their goals for that turn before starting a new turn. The game phases, also shown on the player mats, are the following:

1. Tax Collection
2. Population Expansion
3. Movement
4. Conflict
5. City Construction
6. Trade Cards Acquisition
7. Trade
8. Calamity Selection
9. Calamity Resolution
10. Special Abilities
11. Surplus Population & City Support
12. Civilization Advances Acquisition
13. A.S.T.-Alteration

### 1. TAX COLLECTION

This phase is played **simultaneously** by all players.

#### 1a. Tax Collection

All players must transfer a number of population tokens from stock to treasury equal to the **tax rate** for each of their on the board. The default tax rate is **2 tokens** per city.

*Example: John has 5 cities on the board. He must transfer 10 tokens from stock to treasury.*

Players cannot choose to refrain from collecting tax. If any player has insufficient tokens in stock to fully collect their taxes, proceed with step 1b; otherwise move on with phase 2 (Population Expansion).

#### 1b. Tax Revolts

If a player has insufficient tokens in stock to collect their tax, one or more of their cities revolt and are **annexed** by a different player.

In the case of a tax revolts the following steps are taken:

- The player who cannot fully collect their tax moves all their tokens in stock to treasury while all other players finish their tax collection in the usual way.

- Determine the number of revolting cities. This is equal to the number of cities for which tax was not **fully** collected.
- Determine the **beneficiary** of the tax revolt. This is the player (not being victim of a tax revolt this turn) with the most cities in stock. Ties are first broken by the highest number of tokens in stock and ultimately by A.S.T.-Ranking.
- The beneficiary selects the number of revolting cities from the victim's cities on the board and replaces them with their own. The beneficiary does **not** collect tax for these cities this turn.

*Example: Judith has 5 cities on the board. She has to transfer 10 tokens from stock to treasury, but only has 7 tokens in stock. This means that 2 of her cities will revolt. She transfers all 7 tokens to her treasury and announces the tax revolt. Frank has the most cities in stock and becomes the beneficiary. He chooses 2 of Judith's cities and replaces them with cities from his own stock.*

If the beneficiary has insufficient cities in stock, any remaining revolting cities are replaced with pirate cities.

If more than one player is the victim of a tax revolt, the tax revolts are resolved in A.S.T.-Ranking order.

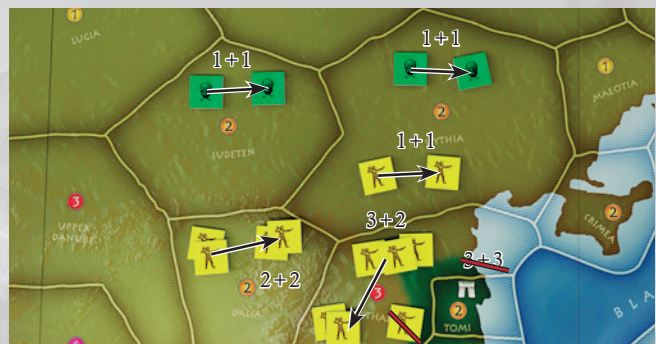
### 2. POPULATION EXPANSION

This phase is played **simultaneously** by all players. However, players may insist that A.S.T.-Ranking order is respected if this could impact their decisions.

#### 2a. Population Expansion

All players place population tokens from stock in each area containing their tokens:

- 1 token in each area with 1 of their tokens;
- 2 tokens in each area with 2 or more of their tokens. This means that an area with 3 or 4 tokens from the same player does **not** expand with more than 2 tokens.





Any new tokens added to the board are placed with their **white side** facing up to distinguish them from tokens that were already on the board. After all players have completed their population expansion, flip all tokens to their **colored side**.

Players with insufficient tokens in stock to complete their population expansion may choose where to add their available tokens. This may include redistributing their tokens previously placed this turn. Players are not allowed to expand fewer tokens than possible.

It is common that population expansion results in the number of tokens exceeding the population limit of an area. Areas that contain tokens from more than 1 player are expanded as usual for each player involved.

Barbarian tokens on the board do not expand.

## 2b. Census

Each player counts their number of tokens on the board and places their Census-markers on the corresponding number on the Census Track board (cities and ships are not counted).

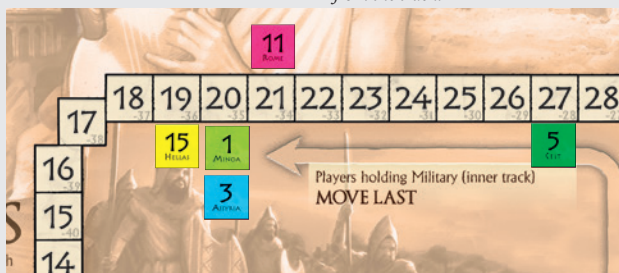
*Since all players have 55 tokens in total, it is often easier to count the total number of tokens in stock and treasury and subtract this number from 55. The smaller number in the lower right corner of the boxes supports this approach.*



Place the Census-markers alongside the numbers rather than on top of them.



Use the numbers on the Census-markers to indicate their mutual A.S.T.-Ranking order, pointing away from the track.



Use the inside of the track for players holding **Military**. Their mutual order is again defined by A.S.T.-Ranking, indicated by the numbers on the Census-markers.

## 3. MOVEMENT

During this phase all players may move their tokens and ships on the board.

Once tokens or ships have moved (or deliberately not moved), **flip** them to their **white side** to indicate that these tokens will not further move this turn.

### Movement Order

This phase is resolved in **Census order** as shown on the Census Track board. This means that the player with the highest census is the first to move their tokens on board, followed by the player with the second highest census, and so on, with A.S.T.-Ranking breaking ties.

*To speed up the game it is highly recommended that players take their movement actions **simultaneously** where possible.*

Players may decide to (partially) take their movement actions **before** their turn based on Census order. However, players may insist that Census order is respected if this could impact their decisions. While executing their moves, players may revert any of their moves until they have declared their movement to be completed.

### Token Movement

**Tokens** may either move 1 step to an area adjacent by land or embark on a ship located in the same area as the token.

Tokens can be moved into any area adjacent by land, regardless of the population limit of the area or the presence of (other player's) tokens, cities or ships.

### Ship Construction

Players may choose to build ships at any time during their movement. This can be done before, during, or after moving any tokens. Players can only build ships in coastal areas and cannot build more than 4 ships per turn.

Players can build ships in 3 different ways:

- By paying **2 treasury tokens**. When paid this way, the ship can be placed in any area on the board that contains at least 1 or more units of the ship's owner.
- By paying **1 treasury token** and returning **1 token from the board** to stock. The ship is placed in the area where the token was taken from.
- By returning **2 tokens from the board** to stock. The ship can be placed in an area where 1 of the tokens was taken from.

Ships can be used immediately after being built.



### Ship Maintenance

Ships built in a **previous turn** have to be maintained as soon as they are used. To maintain a ship, the player must either pay **1 treasury token** or return **1 token from anywhere on the board** to stock. This can be done at any time during movement but has to be done before the ship is used. For each ship this may be done at any time during movement. It is allowed to maintain a ship and not use it.


### Ship Movement

**Ships may move up to 4 steps** by sea. By default, ships are not allowed to move through open sea areas.

At any time during movement, tokens may embark or disembark ships. Ships can **carry up to 5 tokens** at a time. Once a ship has taken its last step, any tokens it carries disembark in the same area (i.e. tokens cannot stay on ships after movement). Tokens can move either by land or by ship, but never both in the same turn.

Ships may move **through** areas containing an **Out of Play** marker but **cannot end** movement there; neither can tokens disembark in such areas. The same is true for **open sea areas** when using **Astronavigation**.

### Preparing for City Construction

Cities are built during the City Construction phase but preparations are taken during the Movement phase. To build a city, a player must have at least **6 tokens** in an area with a **city site**  at the start of the City Construction Phase. Players can also build **wilderness cities** in areas without a city site. To build a wilderness city, the player must have at least **12 tokens** in the area. Wilderness cities can never be built in areas with a population limit of **0** as printed on the board.

### Causing Conflict

Tokens from different players can share an area without conflict as long as the population limit is not exceeded. However, when a player moves a token into an area that contains 1 or more tokens belonging to a different player or The Barbarians **and** the population limit of the area is exceeded, the tokens are in a **conflict situation**. The action of moving a first token into an area this way is considered **causing conflict**.

*Placing population tokens in an area during the Population Expansion phase is not considered causing conflict, even though this may result in a conflict situation.*

A conflict situation can be voided if other player(s) involved decide to move their token(s) from the area afterward. If a player decides to take their movement actions before their turn based on Census order **and** causes a conflict situation, this move cannot be reverted for the token(s) involved, even if the conflict situation is later voided by the other player.

Ships can never cause conflict, but tokens disembarking a ship can.

Conflicts are only resolved during phase 4 (Conflict).

### City Attack

When a player moves a token into an area that contains a different player's city, this is considered a **city attack**. However, to successfully attack a city, a player must have at least **7 tokens** in the area during phase 4 (Conflict).

*It is not possible for 2 or more players to team up in a city attack as their tokens will first get in conflict with each other before the city attack is resolved.*

### City Defense

Players can defend their cities by moving tokens into the city area, which will first get into conflict with the tokens attacking the city. Cities can be defended before or after the (expected) city attack occurs; the defending player should carefully consider the order of movement when planning this.

### End of Movement

Once players have completed their movement, they announce this and flip their marker on the Census Track board to the white side to show this. Also they return any of their ships that were built in a previous turn and not maintained this turn to stock.

The Movement phase ends when all players have completed their movement. All tokens and Census-markers are then flipped back to their colored side.



## 4. CONFLICT

There are 2 types of conflict:

- **Token conflict** is a conflict between tokens of different players, or between a player and The Barbarians.
- **City attack** is a conflict between tokens of a single player (or The Barbarians) and a city of a different player (or The Barbarians).

Token conflicts are resolved before any city attacks.

### 4a. Token Conflicts

Token conflicts are resolved in **rounds of token removal**. During each of these rounds the player with the **minority** in tokens in the area first removes **1** of their tokens, followed by the other player(s) in token minority order. This process is repeated with new rounds of token removal until either the population limit is no longer exceeded or only a single player has tokens left in the area (even if the population limit is exceeded). A conflict can end before a full round of token removal has been completed. All tokens removed during token conflict are returned to stock.

If players start the conflict with an **equal number** of tokens, they **simultaneously** remove **1** of their tokens. It may happen that by removing tokens this way the area ends up depopulated or occupied by fewer tokens than the population limit.

If a token conflict occurs in an area with a city this conflict ends when only a single player (or The Barbarians) has tokens left in the area. Any remaining tokens that do not belong to the city's owner attack the city in the next step.

Ships are never involved in conflict, except for when a player holds **Naval Warfare** (page 36).

#### Conflict with The Barbarians

Conflicts with **barbarian tokens** are resolved in the same way as token conflicts between players. Barbarians do not benefit from any Civilization Advances.

### 4b. City Attacks

A city attack is only successful if the attacking player has at least **7 tokens** in the area with the city (after a possible token conflict). If there are insufficient tokens to successfully attack the city, no conflict occurs and the city is unaffected. These tokens are considered surplus population and remain in the area until phase 5b (Remove Surplus Population).

Successful city attacks are resolved, one at the time, in the following way:

1. The defending player replaces their city with **6 tokens** from stock. If the player has insufficient tokens in stock, the city is replaced with whatever tokens are left in stock (this may be zero). Only if a *defending* player that has insufficient tokens to replace their cities with, is also *attacking* a city **at the same time**, they may (once per turn) decide to wait for the other city attack to be resolved first to gain tokens in stock.
2. A token conflict is resolved between the attacking tokens and the newly placed tokens, applying the rules from step 4a.
3. The attacking player may draw a trade card from the defending player's hand at random. If the defending player does not hold any trade cards this is not applicable.
4. The attacking player may choose to gain up to **3 treasury tokens** from stock. The defending player's treasury is unaffected.

If a single player attacks more than 1 city belonging to different players these are resolved in defending player A.S.T.-Ranking order. If more than 1 city belonging to the same player is being attacked by different players, these are resolved in attacking player A.S.T.-Ranking order. If more than 1 city belonging to the same player is being attacked by the same player, the defending player may choose in which order these are resolved.

#### Conflict with The Barbarians

If a **pirate city** is attacked successfully, the city is replaced with **6 barbarian tokens**. The attacking player cannot draw a trade card but may gain up to 3 treasury tokens from stock.

## 5. CITY CONSTRUCTION

This phase is divided into 3 steps, as described below.

- **City Construction**
- **Remove Surplus Population**
- **Check for City Support**

All players take these actions simultaneously. However, players may insist that A.S.T.-Ranking order is respected if this could impact their decisions.



## 5a. City Construction

Players may choose to build any number of cities per turn. To build a city the following requirements have to be met:

- At least **6 tokens** in an area with a **city site**. 🏰
- At least **12 tokens** in an area without a city site to build a **wilderness city**. Cities cannot be built in an area with a population limit of '0' as printed on the board this way.

To build a city, the player removes all tokens from the area (irrespective of ownership) and replaces them with a city from stock. All removed tokens are returned to stock.

Areas cannot contain more than 1 city. The number of cities a player can have on the board is limited to 9.

*The board contains white 🏰 and black 🏰 city sites. These are treated the same for the purpose of city construction.*

## 5b. Remove Surplus Population

After city construction, all players must remove their **surplus population**, which means any tokens on the board that are in excess of population limits. Areas that contain a city cannot support any more population, so any tokens in an area with a city are also removed as surplus population.

Ships are not impacted during this step.

## 5c. Check for City Support

After players have removed their surplus population, they must do a **check for city support**. The required **support rate** is **2 tokens per city**, which means that each player should have at least 2 tokens on the board for each of their cities on the board.

If a player has insufficient city support, the player has to **reduce a city**. This means that the player removes 1 of their cities from the board and replaces it with a number of tokens from stock equal to the population limit of that area. Cities that were built this turn have to be selected first during this step.

After city reduction another check for city support is made, with the newly added tokens immediately contributing towards the player's city support. If the player still has insufficient support on the board, another city has to be reduced. This process is repeated until the player has sufficient support for their cities.

## 6. TRADE CARDS ACQUISITION

If all players still have zero cities continue with phase 13 (A.S.T.-Alteration). In the first turn that trade cards are dealt, make sure that the stacks of trade cards are set up as described under Prepare the Stacks of Trade Cards (page 11).

For any later game turns, **first** check whether all cards discarded or turned in during the previous turn have been shuffled and placed underneath the stacks.

### 6a. Deal Trade Cards

Each player counts their number of cities on the board and moves their A.S.T.-markers on the **City Count board** accordingly, placing them in A.S.T.-Ranking order for each number. The numbers on the tokens represent their vertical position on the A.S.T.

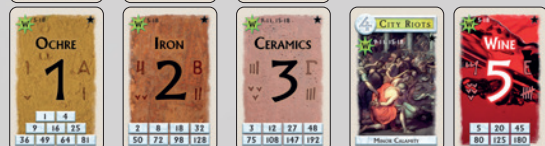
Each player with 1 or more cities on the board is dealt trade cards equal to their number of cities on the board in the order shown on the City Count board (from low to high). Each player is dealt 1 trade card per stack of trade cards, in ascending order and starting with stack #1, until the stack number is reached that equals their number of cities on the board. If at any point a stack is empty, a substitute Water card is dealt instead of the missing trade card.

*It is recommended that a single player is appointed for dealing trade cards to all players.*

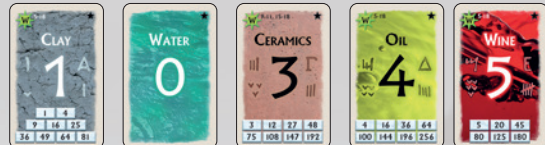
John  
(Minoa)



Judith  
(Hellas)



Tony  
(Egypt)



**Example:** John (Minoa) has 3 cities, so he receives trade cards first. Judith (Hellas) and Tony (Egypt) both have 5 cities, but Hellas (#15) is higher on the A.S.T. than Egypt (#17), so Judith receives cards before Tony. Tony would be dealt cards from stack 1, 2, 3, 4 and 5, but stack 2 is empty, so he receives from stack 1, a Water card, and cards from stack 3, 4 and 5.



## 6b. Additional Purchases

After all players have received their regular trade cards, in the same order as the trade cards were dealt, each player may decide to purchase additional trade cards at their discretion or pass.

By default, players can only purchase trade cards from **stack 9** for **15 treasury tokens** per card. The treasury tokens have to be moved to stock before receiving the card. After purchasing a card, a player may look at that card before deciding to purchase another card or pass.

If a player decides to purchase a card from a stack that is empty, a Water card is received after the purchase costs are paid.

It is not allowed for anybody to count the number of remaining cards in a particular stack. It is also not allowed for players to conceal the number of trade cards they hold.

## 7. TRADE

The objective of the Trade phase is to gather sets of identical trade cards by trading cards with other players. This may substantially increase the total value of the trade cards held by a player.

### Value of Trade Cards

A single commodity is only worth its **face value**, which is the large number in the center of the card. This value is also shown in the first box at the bottom of the card. Two cards of the same commodity are worth the value shown in the second box at the bottom of the card, three cards are worth the value shown in the third box, and so on. The combined value of 2 or more identical commodities is their set value. Depending on the commodity type, the value of a complete set can exceed 200 points.

*The set value of identical commodity cards is always equal to the square of the number of commodities of the set, multiplied by their face value.*



Value: 3



Total value: 12



Total value: 18

Different commodities can never form a set. The total value of these commodities is equal to the sum of their face values.



Total value: 6



Total value: 256

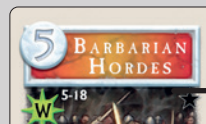
## Trading

Determine a time limit for the trading phase (e.g. 10 minutes), using a timer with an alarm that is visible for all players.

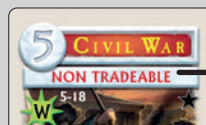
Trading is done **simultaneously**. Each player may negotiate trades with any other player. During each trade 2 players bilaterally negotiate on the exchange of a number of cards from their hands. A trade must include at least **3 trade cards** per player but may be more. The number or trade cards exchanged does not need to be equal.

Before making a transaction both players must truthfully inform each other on the identity of **2 commodity cards and the total number of cards** involved in their offer. If not mentioned, this number is 3 cards by default. Both players may mention the names of the other commodities offered but this additional information does not need to be true. If more than 2 commodities are mentioned only the **first 2 mentioned** must be true.

Calamities may be traded to other players, with the exception of **Non Tradeable** calamities. It is not allowed for players to mention any calamities when making a trade offer. Offering a calamity free trade or a peace treaty on the board is allowed, but such promises are not binding. Transfer of units on the board, treasury, or Civilization Advances cannot be part of a trade offer.



Most calamities can be traded.



If a card says **Non Tradeable** it cannot be traded.

After both players agree on a transaction, the cards involved are exchanged simultaneously. If a player receives a different number of cards than offered, does not receive the first 2 commodities agreed upon, or receives a Non Tradeable Calamity, the transaction is reverted.



All cards involved are returned to their initial owners and the players may start new negotiations. Otherwise, transactions cannot be reverted after the exchange has been made.

### End of Trading

The Trade phase ends when all players declare to have finished trading or if the time limit is reached. When the alarm rings, any deals under negotiation may be finalized but no new negotiations can be started.

## 8. CALAMITY SELECTION

Each player must reveal the **number** of calamities they hold by placing the calamities **face down** in front of them. The **identity** of the calamities is **not revealed** until the next phase. If no player holds any calamities this phase can be skipped.

Players who hold more calamities than the **calamity limit** must discard calamities, one by one **at random**, until the limit is no longer exceeded. After discarding the calamities are placed on the discard piles, one for each number shown on the card.

The calamity limit is dependent on the number of players in the game as described below.

### 5-8 Players

In a game with 5-8 players the limit per player is **2 calamities** (Tradeable or Non Tradeable).

*Example: Angela holds 3 calamities in an 8-player game: **Famine**, **Treachery** and **Barbarian Hordes**. She has to discard 1 of these cards to get within the calamity limit. She shuffles them face down and her neighbor picks one. This calamity is discarded and turns out to be **Treachery**. Angela will be the victim of the remaining calamities in the next phase.*

### 9 Players

In a game with 9 players, there are **Minor Calamities** in addition to the **Major Calamities**. In this situation players are not allowed to hold more than **3 calamities**, no more than **2 of which may be Major Calamities** (Tradeable or Non Tradeable).

*Example: Jack holds 4 calamities in a 9-player game: **Superstition** and **Tyranny** (both Major Calamities) and **Squandered Wealth** and **Coastal Migration** (both Minor Calamities). He discards 1 card at random. This could possibly be **Tyranny**, the one he wishes to get rid of most, but also the considerably less harmful **Squandered Wealth**.*

## 9. CALAMITY RESOLUTION

This phase is divided into 2 steps. In the first step all Minor Calamities are resolved simultaneously and in the second step all Major Calamities in a fixed order.

Detailed rules and definitions for resolving the calamities are provided in chapter 8, Card-Specific Rules - Calamities (page 27-32).

*The **Calamity Resolution Quick Chart** serves as a guide during calamity resolution. However, it does not include the full level of detail (e.g. descriptions of tiebreakers and extraordinary situations) as this rulebook.*

### 9a. Minor Calamities

**Simultaneously**, all players reveal any Minor Calamities they hold and resolve them. Any player who holds more than 1 Minor Calamity resolves the calamities in ascending stack number order. Players may wait for others with a higher A.S.T.-Ranking to resolve their Minor Calamities before resolving their own. Civilization Advances have no (direct) impact on Minor Calamities.

### 9b. Major Calamities

One player names all calamities, one at a time, in ascending stack number order. All stacks contain 2 Major Calamities. The **Non Tradeable** calamity is always named before the **Tradeable** calamity. Since stack 1 does not contain any calamities, this process always starts with the Non Tradeable calamity of stack 2 (Volcanic Eruption).

When a calamity is named, the player holding that calamity reveals and resolves it. Afterward the next calamity is named and resolved, and so on.

A **primary victim** of a calamity that requires the selection of any **secondary victims** must first select these players before resolving the calamity for themselves. All victims of the same calamity resolve this simultaneously, but players may insist on waiting for their turn in A.S.T.-Ranking order. This may result in a secondary victim resolving their part of the calamity before the primary victim.

A large number of Civilization Advances have **reduction** or **aggravation effects** on calamities that should be taken into account during the resolution. Unless a card states “you may choose to”, all attributes are always applied.

After all calamities held by the players have been resolved the calamity cards are placed on separate discard piles, one for each number shown on the card.



No checks for conflict, surplus population or city support are made during this phase.

## 10. SPECIAL ABILITIES

During this phase each player who holds Civilization Advances with Special Abilities may use these abilities. This phase is always carried out in **A.S.T.-Progress** order.

Each special ability can be used at the player's discretion but should be carried out in its entirety or not at all. Players who hold more than 1 Civilization Advance with a special ability may use these abilities in any desired order.

There are 7 different Civilization Advances with special abilities (**Diaspora, Fundamentalism, Monotheism, Politics, Provincial Empire, Trade Routes, and Universal Doctrine**). Detailed rules for these abilities are described in chapter 9, Card-Specific Rules - Civilization Advances (page 32-38).

Placing, destroying or annexing units by means of special abilities is not considered causing conflict. No checks for conflict, surplus population or city support are made during this phase.

## 11. REMOVE SURPLUS POPULATION

If there is a conflict situation on the board at this point it is resolved in accordance with the rules described for phase 4 (Conflict).

If there is no (more) conflict situation on the board, all players simultaneously remove any surplus population on the board and subsequently do a check for city support. Any unsupported cities must be reduced in accordance with the rules described for phase 5c (Check for City Support).

## 12. CIVILIZATION ADVANCES ACQUISITION

### 12a. Civilization Advances Acquisition

During this phase each player may purchase Civilization Advances. This phase is carried out in **A.S.T.-Progress** order.

*To speed up the game players often acquire Civilization Advances simultaneously. It is recommended to follow A.S.T.-progress order when a player's choice on which Advance(s) to acquire depends on other players' choices.*

Civilization Advances are paid for by handing in (sets of) trade cards. The value of a set of trade cards turned in is explained on page 21. Treasury tokens may be spent for a value of 1 each.

The cost of a Civilization Advance is shown at the top left of the card. In the course of the game players will receive discounts through:

- **Permanent credits** received in previous turns.
- **Special credits** to Civilization Advances provided by Civilization Advances bought in previous turns, as shown at the bottom of the cards.

When players purchase one or more Civilization Advances, they receive credit tokens as shown on the lower left corner of the cards. These credit tokens are permanent and provide discounts to other Civilization Advances purchased by the player in **later** turns.

Civilization Advances are considered to be acquired in a single transaction. Any permanent credits held by a player that were obtained in **previous** turns apply to each Civilization Advance of the same color/group acquired.





**Example 1** (see image): John has bought **Pottery** (60 - Craft) and **Masonry** (60 - Craft) in the *previous* turn. He now holds credit tokens worth 20 to Crafts, 5 to Sciences, and 5 to Arts. **Agriculture** (120 - Craft) now costs 90 for him due to the 20 credits to Crafts and the special credit of 10 provided by **Pottery**.

**Example 2** (see image): Judith has bought **Agriculture** (120 - Craft) in the *previous* turn and does not hold any credits towards Civics. **Democracy** (20 - Civic) now costs 200, due to the special credit of 20 provided by **Agriculture**.

**Example 3** (no image): Angela has bought **Music** (80 - Arts) in the *previous* turn. She now holds credit tokens worth 10 to Arts and 5 to Religions. **Mysticism** (50 - dual Arts/Religion) now costs 40 due the credits to Arts. Even though **Mysticism** is both Art and Religion the credits to both groups are not combined.



*The Strategy Explorer* can be used when planning the acquisition of Civilization Advances. It shows all 51 cards in 3 groups of 17 cards each. All cards in the left column (cost <100) provide a credit of 10 to a specific card in the middle column (cost >100), which in turn provide a credit of 20 to a specific card in the right column (cost >200).

As the value of credit tokens held by players builds up during the game, at some point players may be able to get one or more Civilization Advances for free. The cost for any card can never be lower than zero.

There are no prerequisites for purchasing any Civilization Advances. Players can purchase any card they want, provided that they have sufficient value from trade cards and/or treasury to spend.

If the value from trade cards turned in exceeds the total cost of the Civilization Advances, the excess value is lost. A player cannot spend more treasury tokens than necessary when paying for Civilization Advances.

Attributes from newly acquired Civilization Advances go into effect immediately and effects from the cards are cumulative. Full descriptions and detailed rules for all Civilization Advances are provided in chapter 9, Card-Specific Rules - Civilization Advances (page 32-38).

Civilization Advances and credit tokens held by players cannot be lost or exchanged, and are open for all other players to see.

### 12b. Discard Excess Trade Cards

Players have a **hand limit** of 8 commodity cards. Any player who holds more commodity cards at this point must choose and discard commodity cards until the limit is met.

All commodity cards turned in or discarded during this phase are placed on separate discard piles, one for each large number shown on the card.



## 13. A.S.T.-ALTERATION

### 13a. Move Succession Markers

In A.S.T.-Ranking order, each player checks whether they meet the requirements for moving to the next space on their A.S.T. track. Each era has different requirements as shown at the top of the A.S.T. Board. The requirements apply for entering **and** moving through an era.

Players who meet the requirements move their succession marker 1 space to the right. The succession marker of players who do not meet the requirements is not moved this turn.

If the succession marker of 1 or more players enters the final (colored) space of the A.S.T. the game ends immediately. When this happens, continue with phase 13c (Determine Victory).

### 13b. Return Trade Cards to Stacks

All trade cards turned in or discarded this turn are returned to their stacks. The cards are not shuffled into the stacks with remaining cards, but placed underneath the stacks with remaining trade cards of the same number in the following way:

- Collect all cards with the same number from the discard piles. If this includes the **Non Tradeable** calamity, set it aside.
- Shuffle the discarded cards excluding the Non Tradeable calamity and place them underneath the stack of undrawn cards.
- Place the Non Tradeable calamity at the bottom of the stack of undrawn cards (which now includes the freshly shuffled cards).

#### For each stack



Stack of remaining cards  
Do not shuffle - keep cards on top

Shuffle the combination of all  
discarded commodities and the  
Tradeable Major and/or Minor  
Calamity (if in the discard pile)

Non Tradeable Calamity  
(if in the discard pile)

Start a new game turn after returning the trade cards to the stacks.

### 13c. Determine Victory

Only if the end of game is triggered, all players count their number of Victory Points. The total score of Victory Points is determined in the following way:

- **1 Victory Point** for the number of cities on the board.
- **1 Victory Point** for each Civilization Advance owned with a cost of less than 100.
- **3 Victory Points** for each Civilization Advance owned with a cost between 100 and 200.
- **6 Victory Points** for each Civilization Advance owned with a cost of more than 200.
- **5 Victory Points** for every step taken on the A.S.T. These values are printed at the bottom of the A.S.T.
- **5 Bonus Victory Points** are awarded if a single player has moved their succession marker into the **Late Iron Age** era. If more than 1 player did so, this bonus is not granted.

**The player with the highest number of Victory Points is the winner!**

If two or more players have the same number of Victory Points, ties are broken in the following way:

1. The **progress** of their succession marker on the A.S.T. If this is equal, A.S.T.-Ranking does **not** break ties at this point.
2. The single largest number of Civilization Advances (in order) held by the players:
  - Worth **6** Victory Points
  - Worth **3** Victory Points.
3. The **cumulative cost** of all Civilization Advances held by the players.
4. The highest total value of credit tokens of a **single color** held by the players.
5. The highest total value of **all** of the credit tokens held by the players.
6. The number of **cities** the players have on the board.
7. The number of **tokens** the players have on the board.
8. **A.S.T.-Ranking.**



## 7. PLAYER ELIMINATION/ LEAVING THE GAME

### Player Elimination

It is very unlikely that a player's units are fully eliminated from the board. Even if this were to occur the player is still considered to be in the game if that player wants to. During the next occurrence of certain calamities (Civil War, Tyranny) this player will regain a position on the board.

### Leaving the Game

It sometimes happens that a player has to leave in the middle of the game. It is recommended to end the game at this point due to the disruptions caused by the player's departure. However, if the remaining players prefer to continue with the game, follow the rules below to deal with this situation. If possible, complete the turn up to phase 12b (Discard Excess Trade Cards) with the leaving player. Otherwise, finish the current phase first.

### Playing Pieces of the Leaving Player

- Place **Out of Play** markers in each area within the region associated with the leaving player. The regions can be found in chapter 5, Map Board Setups (page 14-15). Remove all of the player's playing pieces and any barbarian tokens or pirate cities from these areas. Units belonging to **other players** remain in these areas for the moment.
- Replace any of the player's remaining tokens and cities on the board **outside** their associated region with barbarian tokens and pirate cities.
- Remove the player's remaining ships from the board.
- Place all trade cards held by the leaving player on the **discard piles**.



### Playing Pieces of Other Players

There may be other players' tokens or cities in areas that are now marked **Out of Play**. In A.S.T.-Ranking order, each player involved does the following for these areas only:

- Remove all ships.
- Replace any cities with 5 population tokens each. Players with insufficient tokens in stock place all of their remaining tokens on the board.
- Take all population tokens put on the board this way and place them anywhere else on the board in either areas within their own region or areas outside of their region that contain at least 1 of their tokens or cities. No conflict situations may be caused and population limits may only be exceeded if there is no legal alternative area available for placement.

After all players have done so, all players must remove surplus population, make an additional check for city support, and reduce any unsupported cities.



## 8. CARD-SPECIFIC RULES - CALAMITIES

A player holding a calamity is referred to as the **primary victim** of this calamity. Unless stated otherwise, the calamity only applies to the primary victim's playing pieces. Ships and Civilization Advances are never impacted by calamities.

A number of calamities force a primary victim to select one or more **secondary victims** who will also suffer from the calamity. The primary victim cannot choose to refrain from doing so, unless there are insufficient legal targets.

**Barbarian tokens** and **pirate cities** cannot be selected for any secondary effects of calamities. Neither do they suffer collateral damage from calamities (if applicable).

Civilization Advances that have an impact on calamities only apply to their holder. The effects on calamities are **cumulative**. This may result in a primary victim being immune to a certain calamity whilst secondary victims still suffer from the effects.

*Example: Tony is the victim of **Superstition** and has to reduce 3 cities. Since he holds **Mysticism** and **Deism** which both say "Reduce 1 less city", he only has to reduce 1 city.*

If a player has insufficient components (cities, population tokens, treasury tokens, trade cards) to comply with the required calamity effect, they apply whatever they have available. If a player can only comply if they exceed the required amount, they must do so.

*Example: Jack has to reduce 3 cities but only has 2 on the board, so he reduces both cities.*

No checks for conflict, surplus population or city support are made during this phase.

### Taking Damage

To **take damage** means that the player must select and remove the determined number of their **unit points** from the board to stock. **Tokens are worth 1 unit point** and **cities are worth 5 unit points** when taking damage. Ships do not count as units and cannot be selected for taking damage.

When taking damage, players are allowed to remove a city and replace it with any number of population tokens up to the population limit. The number of damage taken this

way is equal to 5 **minus** the number of tokens placed on the board.

*Example: Angela has to take 10 damage. She removes 7 tokens from the board and replaces 1 of her cities in an area with population limit 2 with 2 tokens. This counts for  $7 + (5-2) = 10$  damage in total.*

### Destroying Cities or Units

To **destroy a city** means that the player has to select 1 of their cities and return it to stock. To **destroy units** means that all cities and tokens in the area(s) are returned to stock.

### Reducing Cities

To **reduce a city** means that the player has to select 1 of their cities and replace it with tokens from stock up to the area's population limit. The city is returned to stock.

### Annexation of Units

To **annex** a number of **unit points** means that a player replaces a different player's tokens or cities with the same number of their own tokens or cities.

### Losing Treasury

To **lose treasury** means that the player must transfer the indicated number of treasury tokens to stock. If the player has insufficient tokens in treasury, all treasury tokens are moved to stock.

### Paying Treasury

To **pay treasury** means that the player may decide to transfer the indicated number of treasury tokens to stock to prevent a certain calamity effect. If the player has insufficient tokens in treasury the prevention effect cannot be applied.

### Discarding Commodity Cards

To discard commodity cards means that the player selects commodity cards from their hand and places them on the discard pile.

### Beneficiary

Some calamities require a **beneficiary** during its resolution. Depending on the calamity, the beneficiary may either annex units from the primary victim, may not be selected as a secondary victim to the calamity, or act as the controller of certain calamity events. The beneficiary is always a different player than the primary victim.



Each time a calamity requires a beneficiary, the beneficiary is determined in the following way:

- The **last player to trade** the (tradeable) calamity to the primary victim is the beneficiary.
- If the calamity is Non Tradeable, if the (tradeable) calamity was drawn by the primary victim but not traded or if the last player to trade the calamity is untraceable, the player with **the most cities in stock** is the beneficiary. In case of a tie, from these players, the player with the most tokens in stock becomes the beneficiary. If needed, A.S.T.-Ranking breaks ties.

## MINOR CALAMITIES



### TEMPEST

Take 2 damage in total from coastal areas of your choice and lose 5 treasury tokens.



### SQUANDERED WEALTH

You lose 10 treasury tokens.



### CITY RIOTS

Reduce 1 of your cities and lose 5 treasury tokens.



### CITY IN FLAMES

Destroy 1 of your cities. You may choose to pay 10 treasury tokens to prevent this.



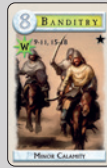
### TRIBAL CONFLICT

Take 5 damage.



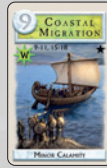
### MINOR UPRISING

Destroy 1 of your cities.



## BANDITRY

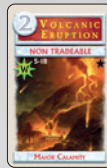
Discard 2 commodity cards of your choice. For each card you must discard, you may choose to pay 4 treasury tokens to prevent it.  
- *Water cards may be used for this purpose.*



## COASTAL MIGRATION

Destroy 1 of your coastal cities and you lose 5 treasury tokens.

## MAJOR CALAMITIES



## VOLCANIC ERUPTION

Only if you have a city on a volcano this calamity is a **Volcanic Eruption**, otherwise this is an **Earthquake**.

**Volcanic Eruption:** Destroy all units (irrespective of ownership) in the area(s) touched by the volcano. If you have cities in more than one area with a volcano, select the one volcano that would affect the most of your unit points.

**Earthquake:** Select and destroy 1 of your cities and select and reduce 1 city adjacent by land or water (irrespective of ownership).

In the case of an Earthquake, if you hold **Engineering**, your city is reduced rather than destroyed.

- *There are 3 volcanoes on the map board, each of which is located on the border of two areas, which are both affected.*

- *In case of an Earthquake, if the only option for the second city is one of your own, you must choose that one.*



## TREACHERY

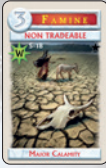
The beneficiary selects and annexes 1 of your cities.

If you hold **Diplomacy**, the beneficiary selects and annexes 1 additional city.

- *The beneficiary is the last player that traded the calamity to you. If you drew it yourself, or if it seems to be untraceable, the player with the most cities in stock (in case of a tie the most tokens in stock) is the beneficiary.*

- *If the beneficiary has insufficient cities in stock they replace the remainder of the selected cities with pirate cities.*





### FAMINE

Take 10 damage and assign 5 damage to each of 3 players of your choice.

- If you are the primary victim and hold **Agriculture**, take 5 additional damage.
  - If you hold **Pottery**, prevent 5 damage.
  - If you hold **Calendar**, prevent 5 damage.
- Even if a primary victim can prevent all of their damage, **Famine** is not canceled and players that can prevent their damage can still be selected as secondary victims.



### SLAVE REVOLT

Immediately perform an additional check for city support, during which your city support rate is increased by 2. Reduce cities until you have sufficient support.

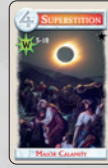
- If you hold **Mythology**, your city support rate is decreased by 1 during the resolution of Slave Revolt.
  - If you hold **Enlightenment**, your city support rate is decreased by 1 during the resolution of Slave Revolt.
  - If you hold **Mining**, your city support rate is increased by 1 during the resolution of Slave Revolt.
- The default city support rate is 2. Any tokens newly gained by reducing a city this way, may immediately count for your city support.
- If you hold **Cultural Ascendancy**, your default city support rate is 3, and still is increased by 2 more during the resolution of **Slave Revolt**.



### FLOOD

Only if you have any units on a flood plain, take 15 damage from the flood plain. If you have any units on more than 1 flood plain, select the flood plain where the most of your units would be affected. All other players with units on the same flood plain take 5 damage from that flood plain as well. Cities built on black city sites are not considered to be on the flood plain. If you have no units on a flood plain, take 5 damage in total from coastal areas of your choice instead.

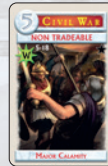
- If you hold **Engineering**, prevent 5 damage.
- In flood plain areas any wilderness cities, cities on a white city site and tokens are considered to be on this flood plain.



### SUPERSTITION

Reduce 3 of your cities.

- If you hold **Mysticism**, reduce 1 less city.
- If you hold **Deism**, reduce 1 less city.
- If you hold **Enlightenment**, reduce 1 less city.
- If you hold **Universal Doctrine**, reduce 1 additional city.



### CIVIL WAR

The beneficiary annexes all your units in excess of 35 unit points. You select the units. Count all units points that you have on the board and select units in excess of 35. All units selected this way must be in areas adjacent to each other if possible, and in each of these areas all of your units must be selected. If you have 35 unit points or less there is no **Civil War**.

- If you hold **Music**, select 5 less unit points.
  - If you hold **Drama and Poetry**, select 5 less unit points.
  - If you hold **Democracy**, select 10 less unit points.
  - If you hold **Philosophy**, select 5 additional unit points.
  - If you hold **Military**, select 5 additional unit points.
- The beneficiary is the player with the most cities in stock (in case of a tie, the most tokens in stock). This cannot be the primary victim.
- You must count all your unit points, and subtract 35. If you have fewer unit points than required (taking into account any Civilization Advances held) there is no **Civil War**.
- If the primary victim cannot make the exact selection, the rule may be broken taking into account the following priority:

1. In each area all units belonging to the primary victim must be selected.
2. The areas selected must be adjacent to each other.
3. The selected units must be exactly the number to comply.
4. The beneficiary must be able to annex all units in the combination selected.

- If the beneficiary has insufficient cities or tokens in stock they choose and annex as many as possible and replace the remainder of the selected units with pirate cities and/or barbarian tokens.

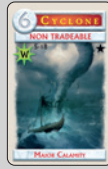




## BARBARIAN HORDES

One of your cities is attacked by 15 barbarian tokens, which will continue attacking your units until there are no areas with barbarian tokens in which the population limit is exceeded. Place 15 barbarian tokens in one of your cities selected by the beneficiary (if possible a wilderness city) and resolve a city attack. After this conflict, the beneficiary moves all remaining barbarian tokens in excess of the population limit to an area adjacent by land or water that contains any of your units and conflict is resolved again. The beneficiary may only move barbarian tokens into an area that contains a city if the attack would be successful. This process is repeated until no population limit is exceeded by the barbarian tokens or no new area can be chosen legally. Any barbarian tokens in excess of a population limit are then destroyed.

- If you hold **Monarchy**, 5 less barbarian tokens are used.
- If you hold **Politics**, 5 additional barbarian tokens are used.
- If you hold **Provincial Empire**, 5 additional barbarian tokens are used.
- The beneficiary is the last player that traded the calamity to you. If you did not trade it after you drew it or if it seems to be untraceable, the player with the most cities in stock (in case of a tie, the most tokens in stock) is the beneficiary.
- If an area also contains tokens belonging to other players, these are involved in the conflict.
- Barbarians may move across sea borders, but not across open sea areas, and they cannot skip an area.
- Barbarians do not benefit from any of the attributes of *Civilization Advances* held by the beneficiary.
- Barbarian tokens are unaffected by **Cultural Ascendancy** or **Diplomacy**.
- No trade cards are drawn as a result of successful city attacks.
- To determine whether a city attack would be successful, potential strategic choices based on *Civilization Advanced* held by the victim should not be considered.
- Barbarian tokens remain on the board until destroyed in conflict or annexed using **Universal Doctrine**.
- The back sides of pirate cities say "Equals 6 Barbarian tokens". In many cases the resolution of



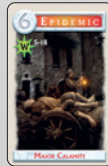
## CYCLONE

The open sea area that has the most of your cities directly adjacent to it becomes the Cyclone area. You select 3 of your cities adjacent to the Cyclone area. All other players with cities directly adjacent to the Cyclone area must select 2 of their cities adjacent to the Cyclone area as well.

- If you hold **Trade Empire**, you must select 1 additional city in an area adjacent to the open sea area. After selecting:
- If you hold **Masonry**, deselect 1 of your selected cities.
- If you hold **Calendar**, deselect 2 of your selected cities.

Reduce all selected cities.

- In case of a tie the primary victim chooses the Cyclone area.
- If, at the moment of resolving **Cyclone**, the primary victim has no coastal cities directly adjacent to any open sea area (before taking into account any prevention effects) then the calamity is canceled.
- Note that while **Masonry** and **Calendar** may prevent reduction, this does not prevent **Cyclone** from occurring, nor does it cancel the **Cyclone** for any secondary victims.



## EPIDEMIC

Take 15 damage and select 2 other players that must take 10 damage as well. The beneficiary may not be selected as a secondary victim.

- If you hold **Medicine**, prevent 5 damage.
- If you are the primary victim and hold **Enlightenment**, prevent 5 damage.
- If you are a secondary victim and hold **Anatomy**, prevent 5 damage.
- If you are the primary victim and hold **Roadbuilding**, take 5 additional damage.
- If you are the primary victim and hold **Trade Empire**, take 5 additional damage.





## TYRANNY

The beneficiary selects and annexes 15 of your unit points. All units selected this way must be in areas adjacent to each other if possible, and in each of these areas all of your units must be selected.

- If you hold **Sculpture**, the beneficiary selects and annexes 5 less unit points.
- If you hold **Law**, the beneficiary selects and annexes 5 less unit points.
- If you hold **Monarchy**, the beneficiary selects and annexes 5 additional unit points.
- If you hold **Provincial Empire**, the beneficiary selects and annexes 5 additional unit points.

- *The beneficiary is the player with the most cities in stock (in case of a tie, the most tokens in stock). This cannot be the primary victim.*
- *If the beneficiary cannot make the exact selection, the rule may be broken taking into account the following priority:*

1. *In each area all units belonging to the primary victim must be selected.*
2. *The areas selected must be adjacent to each other.*
3. *The selected units must be exactly the number to comply.*
4. *The beneficiary must be able to annex all units in the combination selected.*

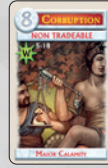
- *If the beneficiary has insufficient cities or tokens in stock they choose and annex as many as possible from the selected units, and replace the remainder of the selected units with pirate cities and/or barbarian tokens.*



## CIVIL DISORDER

Reduce all but 3 of your cities.

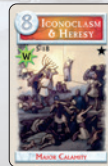
- If you hold **Music**, reduce 1 less city.
- If you hold **Drama and Poetry**, reduce 1 less city.
- If you hold **Law**, reduce 1 less city.
- If you hold **Democracy**, reduce 1 less city.
- If you hold **Advanced Military**, reduce 1 additional city.
- If you hold **Naval Warfare**, reduce 1 additional city.



## CORRUPTION

Discard commodity cards with a total face value (not set value) of at least 10 points.

- If you hold **Law**, discard 5 less points of face value.
- If you hold **Coinage**, discard 5 additional points of face value.
- If you hold **Wonder of the World**, discard 5 additional points of face value.



## ICONOCLASM AND HERESY

Reduce 4 of your cities and select 2 other players that must reduce 1 of their cities as well. The beneficiary may not be selected as a secondary victim.

- If you hold **Philosophy**, reduce 2 less cities.
- If you hold **Theology**, reduce 3 less cities.
- If you hold **Monotheism**, reduce 1 additional city.
- If you hold **Theocracy**, you may choose to discard 2 commodity cards to prevent the city reduction effect for you.

- *If, at the moment of resolving **Iconoclasm and Heresy**, the primary victim has no cities (before taking into account any prevention effects) then the calamity is canceled.*

- *Note that while **Philosophy**, **Theology** and/or **Theocracy** may prevent some or all city reduction for the primary victim, this does not cancel the effects for any secondary victims.*



## REGRESSION

Your succession marker on the A.S.T. is moved 1 step backward.

- If you hold **Fundamentalism**, your marker is moved backward 1 additional step.
- If you hold **Library**, your marker is moved backward 1 less step.
- If you hold **Enlightenment**, for each step backward, you may choose to prevent the effect by destroying 2 of your cities (if possible non-coastal).

- ***Regression** does not prevent you from advancing during the A.S.T.-Alteration phase this turn.*





## PIRACY

The beneficiary selects 2 of your coastal cities, which are replaced by pirate cities. Then you select from 2 other players 1 coastal city each, which are also replaced by pirate cities. The beneficiary may not be selected as a secondary victim.

If you are the primary victim and hold **Cartography**, the beneficiary selects and replaces 1 additional coastal city.

If you are the primary victim and hold **Naval Warfare**, the beneficiary selects and replaces 1 less coastal city.

If you hold **Naval Warfare**, you may not be selected as a secondary victim.

- If, at the moment of resolving **Piracy**, the primary victim has no coastal cities (before taking into account any prevention effects) then the calamity is canceled.

- Pirate cities remain on the board until destroyed or annexed using **Universal Doctrine**.



## AGRICULTURE

The population limit of '0', '1' and '2' areas as printed on the board is increased by 1 for you as long as these areas do not contain any other player's units or barbarian tokens.

**FAMINE**: If you are the primary victim, take 5 additional damage.

- **Agriculture** does not allow you to build a city in an area with population limit '0' as printed on the board.

- When reducing a city, you may immediately use the effect and thus place the additional token.

- In conflict, as soon as you are the only player occupying the area (and the conflict ends), you may immediately use the effect and thus keep the additional token if present.

- The effect of **Agriculture** does not apply to areas containing cities in combination with the effect of **Public Works**.



## ANATOMY

Upon purchase, you may choose to acquire 1 science card with an undiscounted cost of less than 100 for free.

**EPIDEMIC**: If you are a secondary victim, prevent 5 damage.



## ARCHITECTURE

Once per turn, when constructing a city, you may choose to pay up to half of the required number of tokens from treasury.

- You are allowed to use the ability when building a wilderness city.

# 9. CARD-SPECIFIC RULES - CIVILIZATION ADVANCES



## ADVANCED MILITARY

In conflicts, you may choose to remove tokens from areas adjacent by land. After each round of token removal a new check for token majority must be made. You may decide to wait for other token conflicts to be resolved first.

You are allowed to cause conflict in areas containing units belonging to players holding **Cultural Ascendancy**.

**CIVIL DISORDER**: Reduce 1 additional city.

- In conflict the token balance may change after every round of removal as you can remove tokens from different areas instead of the conflict area.

A new check for token majority must be made each round.

- A player holding **Advanced Military** may wait before resolving token conflicts in which they are involved, in order to choose where to remove their tokens (or ships, if they also hold **Naval Warfare**). If more than 1 player involved holds **Advanced Military**, the player with the lowest





## ASTRONAVIGATION

Your ships are allowed to move through open sea areas.

- *Your ships may not end in an open sea area.*



## CALENDAR

+ FAMINE: Prevent 5 damage.

+ CYCLONE: Reduce 2 less selected cities.

- *If you are a victim of **Cyclone**, you must first select the required number of affected cities by flipping the cities (either 1, 2 or 3). If you hold **Trade Empire** this number is increased by 1. If you have insufficient cities directly adjacent to the affected open sea area, you select all of those cities. **Calendar** subsequently permits you to deselect up to 2 of your selected cities. Then you must reduce all your remaining selected cities (if any).*



## CARTOGRAPHY

During the Trade cards acquisition phase, you may acquire additional trade cards from stack 2 for 5 treasury tokens and/or from stack 7 for 13 treasury tokens per card.

- PIRACY: If you are the primary victim, the beneficiary selects and replaces 1 additional coastal city.



## CLOTH MAKING

Your ships are allowed to move 5 steps.



## COINAGE

You may choose to increase or decrease your tax rate by 1.

- CORRUPTION: Discard 5 additional points of face value.

- *You may only set a single tax rate for all of your cities.*

- *The tax rate effects of **Coinage** and **Monarchy** are cumulative.*

- *If an increase in tax rate would result in a tax revolt, you may still choose to do so.*



## CULTURAL ASCENDANCY

Players are not allowed to cause conflict in areas containing your units, except for areas where a conflict situation already occurs. This does not count for players holding **Cultural Ascendancy** or **Advanced Military**.

Your units are protected against the effect of Politics.

Your default city support rate is increased by 1.

- *The Barbarians are unaffected by **Cultural Ascendancy**.*

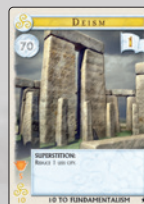
- *Placing tokens during **Population Expansion**, annexation of units a consequence of tax revolts, calamities or special abilities, or moving ships in an area without tokens disembarking is not considered attacking or causing conflict.*

- *An opponent moving a single token in an area that would result in conflict if it stays there is considered causing a conflict, even if in case of a city attack the attack would be unsuccessful.*

- *Attacking a city is considered causing conflict, even if the attack is performed by a single token.*

- *If a player holding **Advanced Military** moves a single token into an area containing your city, this is considered attacking the city. After he moved (and the token stays there), other players may move tokens into this area, even if they don't hold **Advanced Military**, because at this point a conflict situation already occurs in this area.*

- *At any moment a check is made for city support (including the resolution of **Slave Revolt**) you must have an additional token on the map board for each of your cities. When you purchase **Cultural Ascendancy** there is no check for city support. The first time a check is made is during the next turn's **City Construction** phase.*



## DEISM

+ SUPERSTITION: Reduce 1 less city.





## DEMOCRACY

During the Tax Collection phase you collect tax as usual but your cities do not revolt as a result of a shortage in tax collection.

- + CIVIL WAR: Select 10 less unit points.
  - + CIVIL DISORDER: Reduce 1 less city.
- If an increase in tax rate would result in a tax revolt, you may still choose to do so. If this would happen you can still become the beneficiary of another player's tax revolt that turn.



## DIASPORA

**SPECIAL ABILITY:** You may choose to take up to 5 of your tokens from the board and place them anywhere else on the board, providing that no population limits are exceeded.

- Placing a token in an area containing a city is not allowed, except for your own city if you hold **Public Works**. In areas that only contain your tokens the effect of **Agriculture** may be used.



## DIPLOMACY

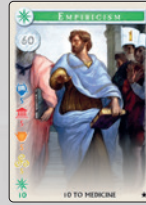
Players are not allowed to move tokens into areas containing your cities, except for areas where a conflict situation already occurs. This does not count for players holding **Diplomacy** or **Military**.

- TREACHERY: The beneficiary selects and annexes 1 additional city.
- The Barbarians are unaffected by **Diplomacy**.
- Placing tokens during **Population Expansion**, **annexation of units a consequence of tax revolts**, **calamities or special abilities**, or **moving ships into an area without tokens disembarking is not considered attacking or causing conflict**.
- If a player holding **Military** decides to move before their turn and move one or more tokens into an area containing your city, this is considered attacking the city. Afterward other players may move tokens into this area, even if they don't hold **Military**, because at this point a conflict situation occurs in this area.



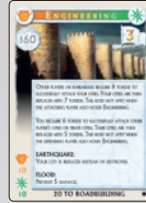
## DRAMA AND POETRY

- + CIVIL WAR: Select 5 less unit points.
- + CIVIL DISORDER: Reduce 1 less city.



## EMPIRICISM

None.

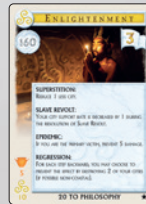


## ENGINEERING

Other players or barbarians require 8 tokens to successfully attack your cities. Your cities are then replaced with 7 tokens. This does not apply when the attacking player also holds **Engineering**.

You require 6 tokens to successfully attack other player's cities or pirate cities. Their cities are then replaced with 5 tokens. This does not apply when the defending player also holds **Engineering**.

- + EARTHQUAKE: Your city is reduced instead of destroyed.
- + FLOOD: Prevent 5 damage.



## ENLIGHTENMENT

- + SUPERSTITION: Reduce 1 less city.
- + SLAVE REVOLT: Your city support rate is decreased by 1 during the resolution of **Slave Revolt**.
- + EPIDEMIC: If you are the primary victim, prevent 5 damage.
- + REGRESSION: For each step backward, you may choose to prevent the effect by destroying 2 of your cities (if possible non-coastal).



## FUNDAMENTALISM

**SPECIAL ABILITY:** You may choose to destroy all units in an area adjacent by land to your units. Barbarian tokens, pirate cities and units belonging to players holding **Fundamentalism** or **Philosophy** are unaffected.

- REGRESSION: Your marker is moved backward 1 additional step.





## LAW

- TYRANNY:** The beneficiary selects and annexes 5 less unit points.
- CIVIL DISORDER:** Reduce 1 less city.
- CORRUPTION:** Discard 5 less points of face value.



## LIBRARY

You may discount the cost of 1 other Civilization Advance that you purchase in the same turn as **Library** by 40 points.

- REGRESSION:** Your marker is moved backward 1 step less.



## LITERACY

None.



## MASONRY

- CYCLONE:** Reduce 1 less of your selected cities.
  - If you are a victim of **Cyclone**, you must first select the required number of affected cities by flipping the cities (either 1, 2 or 3). If you hold **Trade Empire** this number is increased by 1. If you have insufficient cities directly adjacent to the affected open sea area, you select all of those cities. **Masonry** subsequently permits you to deselect 1 of your selected cities. Then you must reduce all your remaining selected cities (if any).



## MATHEMATICS

None.



## MEDICINE

- EPIDEMIC:** Prevent 5 damage.



## METALWORKING

In conflicts, for each round of token removal all other players not holding **Metalworking** must remove their token first.

- If more than 1 player holds **Metalworking**, their mutual order is again the normal minority/majority order.
- The advantage of **Metalworking** also applies in conflicts with barbarian tokens.



## MILITARY

Your movement phase is after all other players not holding **Military** have moved. You are allowed to move tokens into areas containing cities belonging to players holding **Diplomacy**.

- CIVIL WAR:** Select 5 additional unit points.
  - If more than 1 player holds **Military**, for these players their mutual order is again defined by their census.



## MINING

During the Trade cards acquisition phase, you may acquire additional trade cards from stack 6 and/or stack 8 for 13 treasury tokens per card. Treasury tokens are worth 2 points when purchasing Civilization Advances.

- SLAVE REVOLT:** Your city support rate is increased by 1 during the resolution of **Slave Revolt**.
  - When using treasury tokens to purchase Civilization Advances you may exceed the purchase price by exactly 1 this way.



## MONARCHY

- You may choose to increase your tax rate by 1.
  - BARBARIAN HORDES:** 5 less barbarian tokens are used.
  - TYRANNY:** The beneficiary selects and annexes 5 additional unit points.
    - You may only set a single tax rate for all of your cities.
    - The tax rate effects of **Monarchy** and **Coinage** are cumulative.
    - If an increase in tax rate would result in a tax revolt, you may still choose to do so.





## MONOTHEISM

**SPECIAL ABILITY:** You may choose to annex all units in an area adjacent by land to your units. Barbarian tokens, pirate cities and units belonging to players holding **Monotheim** or **Theology** are unaffected.

### [-] ICONOCLASM AND HERESY:

Reduce 1 additional city.

- If you have insufficient units in stock to annex all units in the area to start with, you cannot select this area.
- If you annex an area containing a city and a token (due to **Public Works**) or more tokens than the population limit allows (due to **Agriculture**), the extra token must also be annexed, even if you don't also hold any of these advances. In this case it will be destroyed during the next Remove Surplus Population phase.



## MONUMENT

Acquire 20 additional points of credit tokens in any combination of colors.

- You gain and choose the color(s) of the additional credit tokens at the time **Monument** is purchased. Your decision cannot be changed at a later stage.



## MUSIC

- [+] CIVIL WAR: Select 5 less unit points.
- [+] CIVIL DISORDER: Reduce 1 less city.



## MYSTICISM

- [+] SUPERSTITION: Reduce 1 less city.



## MYTHOLOGY

- [+] SLAVE REVOLT: Your city support rate is decreased by 1 during the resolution of **Slave Revolt**.



## NAVAL WARFARE

Your ships are allowed to carry 6 tokens. In conflicts, you may choose to remove ships from the conflict area instead of tokens. After each round of token removal a new check for token majority must be made.

- [+] PIRACY: If you are the primary victim, the beneficiary selects and replaces 1 less coastal city. You may not be selected as a secondary victim.
- [-] CIVIL DISORDER: Reduce 1 additional city.
  - In conflict, while checking for token majority, your ships are not counted. Because you can remove a ship rather than a token each round, this token balance may change every round of removal. Therefore a new check for majority has to be made each round.
  - Even if you hold **Naval Warfare**, moving your ships into an area (with or without tokens), is **not** considered to be causing conflict or attacking, while disembarking tokens may actually be. In an area containing only your ship and 1 or more enemy tokens or a city, your ship itself does not cause conflict.
  - An enemy token in an area containing only your ship (none of your tokens) is not causing conflict here due to your ship.
  - When attacking a city, a ship does not count for the minimum of 7 tokens; you still require sufficient **tokens**. However, during conflict resolution you may remove your ships as losses if the attack is successful.
  - If your city attack is unsuccessful, all of your ships in this area are destroyed as well.
  - If you hold both **Advanced Military** and **Naval Warfare**, you cannot remove ships from areas adjacent to the conflict area.



## PHILOSOPHY

- [+] ICONOCLASM AND HERESY: Reduce 2 less cities. Your units are protected against the effect of **Fundamentalism**.
- [-] CIVIL WAR: Select 5 additional unit points.





## POLITICS

**SPECIAL ABILITY:** You may choose 1 of 2 options: 1) Gain up to 5 treasury tokens from stock. 2) Annex all units in an area adjacent by land to your units. Pay treasury tokens equal to the number of unit points annexed, or the effect is canceled. Barbarian tokens, pirate cities and units belonging to players holding **Politics** or **Cultural Ascendancy** are unaffected.

**BARBARIAN HORDES:** 5 additional barbarian tokens are used.

- If you have insufficient units in stock or treasury to annex all units in the area to start with, you cannot select this area.
- If you annex an area containing a city and a token (due to **Public Works**) or more tokens than the population limit allows (due to **Agriculture**), the extra token must also be annexed (and be paid for), even if you do not also hold any of these advances.
- In this case it will be destroyed during the next Remove Surplus Population phase.
- The treasury tokens paid are put into your own stock. The treasury of the victim is unaffected.



## POTTERY

**FAMINE:** Prevent 5 damage.



## PROVINCIAL EMPIRE

**SPECIAL ABILITY:** You may choose to select up to 5 players that have units adjacent by land or water to your units. These players must choose and give you a commodity card with a face value of at least 2. Players holding **Provincial Empire** or **Public Works** may not be selected.

**BARBARIAN HORDES:** 5 additional barbarian tokens are used.

- **TYRANNY:** The beneficiary selects and annexes 5 additional unit points.
- The victims may choose whether they give their cards face up or down. You may choose whether you reveal them.



## PUBLIC WORKS

Areas containing your cities may also contain 1 of your tokens. You are protected against the effect of Provincial Empire.

- Tokens in areas with a city expand as normal.
- If your city is annexed or destroyed due to a tax revolt or calamity the additional token is destroyed.
- When building a city, only if you use more than the required tokens from the map board, you may leave 1 token in the area.
- If you reduce a city containing the additional token you must immediately count the extra token as population and thus replace the city with 1 token less than normal.
- **Agriculture** does not allow you to keep more than 1 token in an area containing your city.
- If a special ability mentions destroying or annexing all units in an area containing your city, the additional token must also be annexed or destroyed.



## RHETORIC

During the Trade cards acquisition phase, you may acquire additional trade cards from stack 3 for 9 treasury tokens per card.



## ROADBUILDING

When moving over land, your tokens may move 2 areas. Tokens that are in a conflict situation after 1 step are not allowed to move any further. Your hand limit of trade cards is increased by 1.

**EPIDEMIC:** If you are the primary victim, take 5 additional damage.

- For each of your tokens, if you choose to move 2 steps, you must do so in one go and then flip the token. This second step may not be taken by embarking a ship or after disembarking a ship.
- If a token is in a conflict situation **after** its first step, you may not move this token a second step. However, after the second step the token may end in a conflict situation.
- Attacking a city is considered causing conflict or being in a conflict situation, even if the attack is performed by a single token.





## SCULPTURE

**TYRANNY:** The beneficiary selects and annexes 5 less unit points.



## THEOCRACY

**ICONOCLASM AND HERESY:** You may choose and discard 2 commodity cards to prevent the city reduction effect for you.

- Using this ability prevents your cities from being reduced, but does not cancel the secondary effects of *Iconoclasm and Heresy* if you are the primary victim.
- Water commodity cards may be used.



## THEOLOGY

**ICONOCLASM AND HERESY:** Reduce 3 less cities.

Your units are protected against the effect of **Monotheism**.



## TRADE EMPIRE

Once per turn, you may choose to use 1 substitute commodity card of at least the same face value when turning in an incomplete set of commodity cards.

- CYCLONE:** Select and reduce 1 additional city adjacent to the open sea area.
- EPIDEMIC:** If you are the primary victim, take 5 additional damage.



## TRADE ROUTES

**SPECIAL ABILITY:** You may choose to discard any number of commodity cards to gain treasury tokens at twice the face value of the commodity cards discarded this way.

- You cannot gain less treasury than exactly twice the face value of a commodity card. If you have insufficient tokens in stock you cannot discard this card.
- The effect only applies to the face value of cards (not set value).



## UNIVERSAL DOCTRINE

**SPECIAL ABILITY:** You may choose to annex 1 pirate city or up to 5 barbarian tokens anywhere on the board.

- SUPERSTITION:** Reduce 1 additional city.
- The barbarian tokens may be selected from more than 1 area.



## URBANISM

Once per turn, when constructing a wilderness city you may choose to use up to 4 tokens from areas adjacent by land.

- In combination with *Architecture* this means a wilderness city can be built in an area containing 2 tokens, using 4 tokens from adjacent areas and 6 tokens from treasury.



## WONDER OF THE WORLD

During the Trade Cards Acquisition phase, you may acquire 1 additional trade card for free from a stack number that is higher than your number of cities in play.

**Wonder of the World** counts as a city during the A.S.T.-Alteration phase.

- CORRUPTION:** Discard 5 additional points of face value.
- Acquiring this additional card is considered purchasing for 0 treasury tokens during additional purchases.
- Players cannot acquire the additional card while having 9 cities in play.



## WRITTEN RECORD

Acquire 10 additional points of credit tokens in any combination of colors.

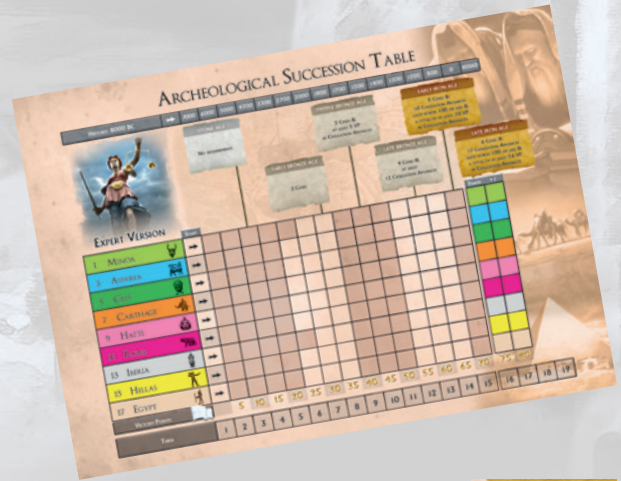
- You gain and choose the color(s) of the additional credit tokens at the time **Written Record** is purchased. Your decision cannot be changed at a later stage.



# 10. THE EXPERT GAME

*Playing time: 10-14 hours*

The Expert Game is aimed for experienced players who appreciate a **long and challenging** game. This scenario typically adds 1 or 2 game turns to The Basic Game, resulting in 1 to 2 additional hours of playing time. The key difference with The Basic Game is that for The Expert Game the **Expert Version** of the A.S.T. is used, which has more stringent A.S.T. requirements than the **Basic Version**. An overview of the requirements per epoch is shown in the table below. The Expert Game can be played with any number of players.



The following rules apply for The Expert Game:

- During A.S.T.-Alteration, if players have **no cities** on the board, their succession marker is **moved 1 space backward**. This rule does not apply to the Stone Age, which does not have any A.S.T. requirements.
- After one or more players have first entered the Late Iron Age (i.e. the first of the 2 colored columns), **1 additional game turn** is played. After this turn the game ends, regardless of whether or not any players have reached the final column of the A.S.T.
- At Victory Determination, if a single player has moved their A.S.T.-marker into the **first of the two** Late Iron Age epoch columns, this player receives the A.S.T. Bonus of 5 Victory Points, regardless of what happens in the final game turn.



A.S.T. Requirements	Basic Version	Expert Version
<b>Stone Age</b>	• No requirements.	• No requirements.
<b>Early Bronze Age</b>	• At least 2 cities.	• At least 3 cities.
<b>Middle Bronze Age</b>	• At least 3 cities and 3 Civilization Advances.	• At least 3 cities and 5 Victory Points in Civilization Advances.
<b>Late Bronze Age</b>	• At least 3 cities and 3 Civilization Advances with a minimal cost price of 100 each.	• At least 4 cities and 12 Civilization Advances.
<b>Early Iron Age</b>	• At least 4 cities and 2 Civilization Advances with a minimal cost price of 100 each.	• At least 5 cities and 10 Civilization Advances with a cost price of less than 100 each, as well as 38 Victory Points in Civilization Advances.
<b>Late Iron Age</b>	• At least 5 cities and 2 Civilization Advances with a minimal cost price of 200 each.	• At least 6 cities and 17 Civilization Advances with a cost price of less than 100 each, as well as 56 Victory Points in Civilization Advances.



# 11. THE SHORT GAME

*Playing time: 6-8 hours*

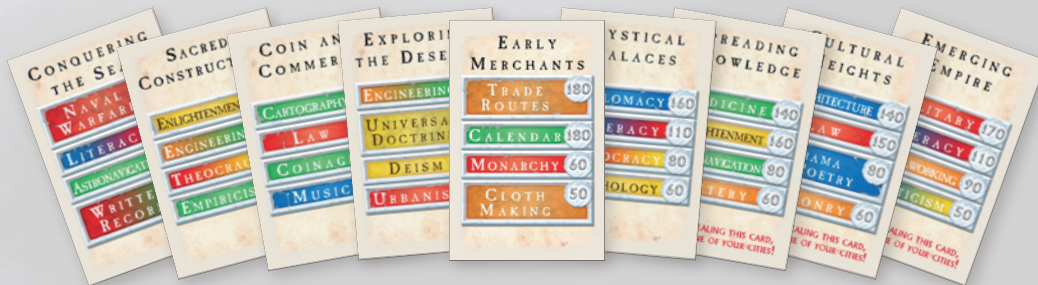
A regular game of MEGA EMPIRES: THE WEST for 5-9 players takes 8-12 hours to complete. This section provides a set of rules for a shorter game in which all players start the game with an advanced position on the A.S.T. and on the map board, and hold a number of Civilization Advances, credit tokens and trade cards. This scenario basically skips the first 10 turns of the game and leaves the players to play the final 5-6 game turns, which are typically the centre of gravity of the game. It is highly recommended to have played at least one regular game of THE WEST before playing this scenario.

## SET UP THE SHORT GAME

Take the 9 Short Game scenario tokens and select the scenarios as shown below when playing with fewer than 9 players. When playing with 9 players, use all 9 scenario tokens.

Set up the game as described in chapter 4, Set Up the Game (page 10) and take the following actions afterwards:

- Shuffle the selection of scenario tokens and place them face down on the table.
- All players draw one token and may look at it (players may look up the listed Civilization Advances in silence).
- Distribute the civilizations as normal, using the Priority tokens.
- In A.S.T.-Ranking order, all players place 5 cities within their own region. At least 4 of these cities must be placed on a city site. Keep in mind that cities cannot be built in areas with population limit '0'.
- After all players have placed their cities, they simultaneously reveal their scenario tokens and collect the listed Civilization Advances and the corresponding credit tokens. It is recommended that all players in turn inform the group of players what Civilization Advances they have received.
- Some scenario tokens order the destruction of 1 city when revealed. This is done at this point, after which the scenario tokens are returned to the game box.
- All players are dealt trade cards as in the Trade Cards Acquisition phase (4 or 5 cards for each player). First all players with 4 cities receive their cards, followed by



5 Players	6 players	7 Players	8 Players
<ul style="list-style-type: none"> <li>• Conquering the Seas</li> <li>• Sacred Constructors</li> <li>• Coin and Commerce</li> <li>• Exploring the Deserts</li> <li>• Mystical Palaces</li> </ul>	<ul style="list-style-type: none"> <li>• Conquering the Seas</li> <li>• Sacred Constructors</li> <li>• Coin and Commerce</li> <li>• Exploring the Deserts</li> <li>• Early Merchants</li> <li>• Mystical Palaces</li> </ul>	<ul style="list-style-type: none"> <li>• Conquering the Seas</li> <li>• Sacred Constructors</li> <li>• Coin and Commerce</li> <li>• Exploring the Deserts</li> <li>• Early Merchants</li> <li>• Spreading Knowledge</li> <li>• Mystical Palaces</li> </ul>	<ul style="list-style-type: none"> <li>• Conquering the Seas</li> <li>• Sacred Constructors</li> <li>• Exploring the Deserts</li> <li>• Early Merchants</li> <li>• Spreading Knowledge</li> <li>• Emerging Empire</li> <li>• Mystical Palaces</li> <li>• Cultural Heights</li> </ul>







## 12. DIVISION OF TRADE CARDS

Commodity or Calamity		5 - 8 players	9 players	Commodity or Calamity	
Stack	Name			Name	Stack
0	Water			Water	0
1	Ochre	9	9	Ochre	1
	Clay	9	9	Clay	
	Bone	.	8	Bone	
2	Papyri	8	8	Papyri	2
	Iron	8	8	Iron	
	Wax	.	8	Wax	
	Tempest	.	1	Tempest	
	Volcanic Eruption	1	1	Volcanic Eruption	
	Treachery	1	1	Treachery	
3	Fish	8	8	Fish	3
	Fruit	9	9	Fruit	
	Ceramics	.	8	Ceramics	
	Squandered Wealth	.	1	Squandered Wealth	
	Famine	1	1	Famine	
	Slave Revolt	1	1	Slave Revolt	
4	Wool	7	7	Wool	4
	Oil	8	8	Oil	
	Grain	.	8	Grain	
	City Riots	.	1	City Riots	
	Flood	1	1	Flood	
	Superstition	1	1	Superstition	
5	Wine	6	6	Wine	5
	Textiles	7	7	Textiles	
	Glass	.	6	Glass	
	City in Flames	.	1	City in Flames	
	Civil War	1	1	Civil War	
	Barbarian Hordes	1	1	Barbarian Hordes	
6	Tin	5	5	Tin	6
	Copper	6	6	Copper	
	Lead	.	6	Lead	
	Tribal Conflict	.	1	Tribal Conflict	
	Cyclone	1	1	Cyclone	
	Epidemic	1	1	Epidemic	
7	Resin	5	5	Resin	7
	Incense	6	6	Incense	
	Herbs	.	6	Herbs	
	Minor Uprising	.	1	Minor Uprising	
	Tyranny	1	1	Tyranny	
	Civil Disorder	1	1	Civil Disorder	
8	Marble	4	4	Marble	8
	Gemstones	5	5	Gemstones	
	Obsidian	.	4	Obsidian	
	Banditry	.	1	Banditry	
	Corruption	1	1	Corruption	
	Iconoclasm and Heresy	1	1	Iconoclasm and Heresy	
9	Ivory	4	4	Ivory	9
	Gold	5	5	Gold	
	Amber	.	4	Amber	
	Coastal Migration	.	1	Coastal Migration	
	Regression	1	1	Regression	
	Piracy	1	1	Piracy	

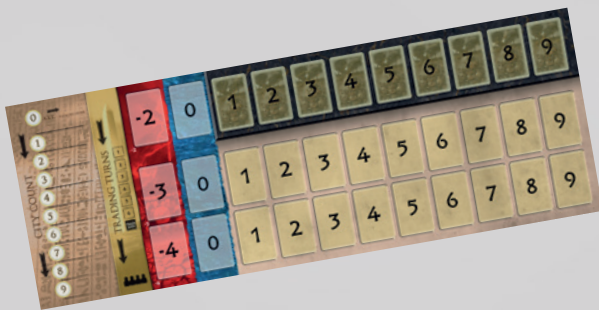


## 13. COMBINING EDITIONS

**MEGA EMPIRES: THE WEST** is a standalone game in the Mega Empires series. You can combine it with **MEGA EMPIRES: THE EAST** to play large games (up to 18 players) or smaller variant scenarios with just 3 or 4 players. Follow our website and social media pages to know more about additional accessories, new games and expansions in the Mega Empires series.

Apart from the base game, which is similar to this edition, **MEGA EMPIRES: THE EAST** includes a rulebook with additional scenarios for 3-18 players.

- Combining THE WEST and THE EAST, supporting 10-18 players.
- Additional rules for playing The Expert Game with up to 18 players.
- Additional rules for playing The Short Game with up to 18 players.
- Playing either THE WEST or THE EAST with 3-4 players.



When playing the game with 3-4 players, trading is done differently, making use of the Market board, which is included in THE EAST edition.



*The full Map board setup for a game with 18 players.*



# SEQUENCE OF PLAY SUMMARY\*

#	Phase	Default Rules/Values	Order
1.	<b>Tax Collection</b>	<ul style="list-style-type: none"> <li>• 2 tokens per city from stock to treasury.</li> </ul>	Simultaneous.
2.	<b>Population Expansion</b>	<ul style="list-style-type: none"> <li>• +1 token in areas with 1 token.</li> <li>• +2 tokens in areas with 2 or more tokens.</li> </ul>	Simultaneous.
3.	<b>Movement</b>	<ul style="list-style-type: none"> <li>• Tokens: 1 area by land <b>or</b> into a ship (and disembark later).</li> <li>• Ships: up to 4 areas by water.</li> <li>• Ships may carry up to 5 tokens at a time.</li> <li>• Ships cannot cross open sea areas.</li> <li>• New ships cost 2 tokens, or 2 treasury, or 1 token + 1 treasury (if paid with tokens, at least one token must come from the area in which the ship is built).</li> <li>• Existing ships cost 1 token or 1 treasury to maintain (the token may come from anywhere on the board).</li> </ul>	Simultaneous. Players may insist waiting for other players in Census order (Highest Census # goes first. A.S.T.-Ranking breaks ties).
4.	<b>Conflict</b>	<ul style="list-style-type: none"> <li>• All token conflicts are resolved before city attacks.</li> <li>• In each conflict area the player with the minority of tokens removes a token first.</li> <li>• In the case of an equal number, the players involved each remove a token simultaneously.</li> <li>• A successful city attack requires at least 7 tokens.</li> <li>• If a city attack is successful, the city is replaced with 6 tokens and a token conflict is resolved.</li> <li>• If a city attack is successful, the attacker may draw a trade card from the defending player at random and gain up to 3 treasury.</li> </ul>	Simultaneous. Defenders of city attacks may insist waiting for other players in A.S.T.-Ranking order.
5.	<b>City Construction</b>	<ul style="list-style-type: none"> <li>• 6 tokens for a city on a city site.</li> <li>• 12 tokens for a wilderness city.</li> <li>• Cities can never be built in areas with a population limit of '0' as printed on the board.</li> <li>• Check all areas for excess population.</li> <li>• City support: 2 tokens for each city on the board.</li> </ul>	Simultaneous.
6.	<b>Trade Cards Acquisition</b>	<ul style="list-style-type: none"> <li>• Players can buy a card from stack #9 for 15 treasury tokens after all cards are dealt.</li> </ul>	City count order (lowest # first); A.S.T.-Ranking breaks ties.
7.	<b>Trade</b>	<ul style="list-style-type: none"> <li>• A trade involves at least 3 cards from both players.</li> <li>• The first 2 cards named in the transaction must be true.</li> <li>• Calamities may not be named during trade.</li> </ul>	Simultaneous during a time limit.
8.	<b>Calamity Selection</b>	<ul style="list-style-type: none"> <li>• Calamity Limit: 3 calamities, no more than 2 of which may be Major calamities.</li> </ul>	Simultaneous.
9.	<b>Calamity Resolution</b>	<ul style="list-style-type: none"> <li>• For damage, a token counts as 1 unit point, a city as 5 unit points.</li> </ul>	Minor: simultaneous. Major: lowest calamity # first, for each # Non Tradeables before Tradeable.
10.	<b>Special Abilities</b>	<ul style="list-style-type: none"> <li>• Each player may use all their Special Abilities (in any order they want).</li> </ul>	A.S.T.-Progress order; A.S.T.-Ranking breaks ties.
11.	<b>Surplus Population &amp; City Support</b>	<ul style="list-style-type: none"> <li>• Check all areas for excess population.</li> <li>• City support: 2 tokens for each city on the board.</li> </ul>	Simultaneous.
12.	<b>Civilization Advances Acquisition</b>	<ul style="list-style-type: none"> <li>• 5-11 Players: hand limit of 8 trade cards (after acquisition).</li> <li>• 12-18 Players: hand limit of 9 trade cards (after acquisition).</li> </ul>	Simultaneous, players may insist waiting for other players in A.S.T.-Progress order.
13.	<b>A.S.T.-Alteration</b>	<ul style="list-style-type: none"> <li>• Basic A.S.T.: 0 cities = freeze (except Stone Age).</li> <li>• Expert A.S.T.: 0 cities = move 1 space backward (except Stone Age).</li> </ul>	A.S.T.-Ranking order.

## Notes

- This summary acts as a reminder for default values and rules. The exact ruling and exceptions are defined in this rulebook.
- **A.S.T.-Ranking** means the vertical position of the civilizations as printed on the A.S.T. (from top to bottom).
- **A.S.T.-Progress** means the horizontal position of each Civilization's succession markers on the A.S.T. (from right to left). If equal, A.S.T.-Ranking breaks ties.

\* This summary only supports *MEGA EMPIRES: THE WEST* for 5-9 players. It is designed to support up to 18 players in combination with *MEGA EMPIRES: THE EAST*.