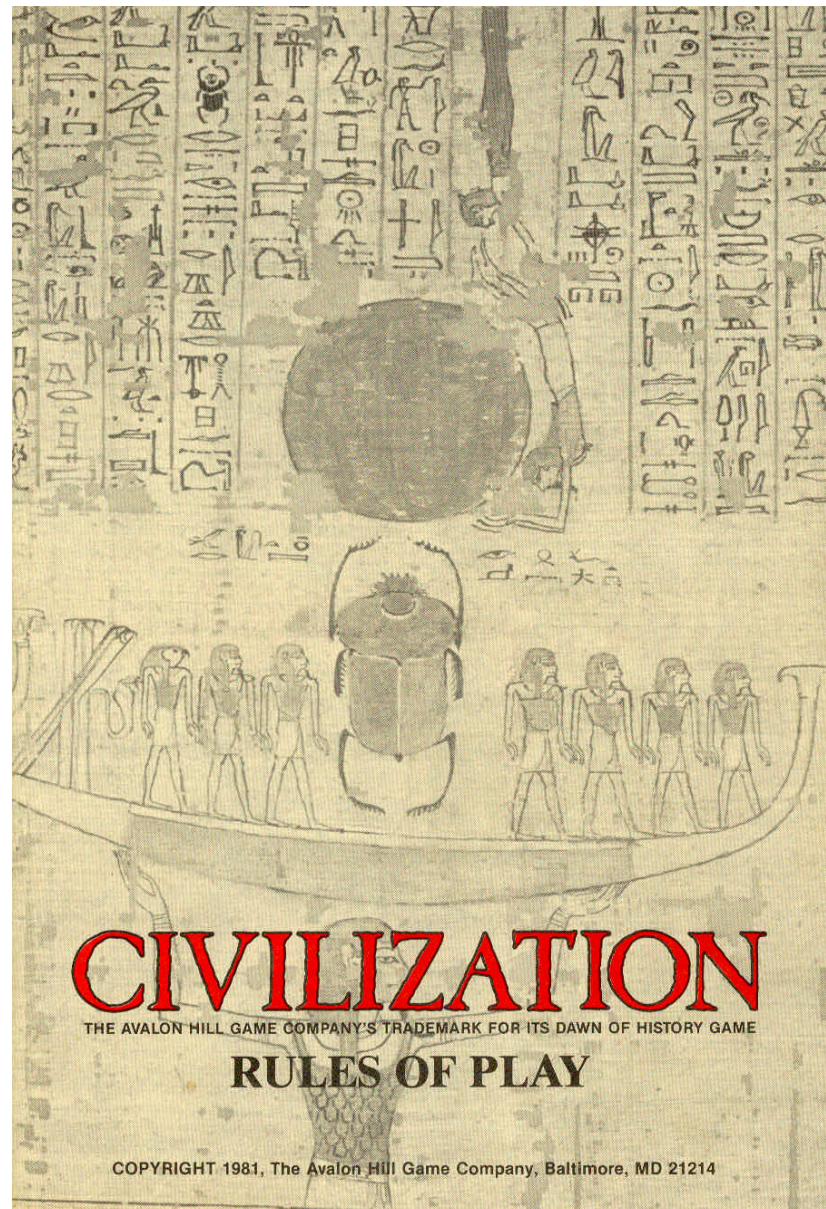




CIVILIZATION

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS DAWN OF HISTORY GAME

RULES OF PLAY

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II. INTRODUCTION

CIVILIZATION is a game of skill for two to seven players. It covers the development of ancient civilizations from the invention of agriculture circa 8000 B.C. to the emergence of Rome around the middle of the third century B.C. Each player leads a nation of peoples over a mapboard of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

Although battles and territorial strategy are important, this is not a war game because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic and political factors so that such conflicts that do arise are a result of rivalry and land shortage rather than a desire to eliminate other players. Nomad and farmer, warrior and merchant, artisan and citizen all have an essential part to play in the development of civilization. It is the player who most effectively changes

emphasis between these various outlooks who will achieve the best balance and win.

There are three distinct games of increasing complexity available in this package. For ease of presentation, the rules for the full game (the most difficult of the three games) are explained first. This game can last many hours (12 hour games with seven players are not unusual) so it is recommended that the other games or a shorter version of the full game be attempted if the players don't have the necessary time.

It is also recommended that beginners forego the full game until experience is gained with the simpler games. It is not possible to appreciate the full potential of a game of this magnitude by simply reading the rules, and to charge straight into the full game, will inevitably lead to time wasted on unsound strategies and tactical errors. It is better to learn in easy steps. In this way, the maximum enjoyment will be derived for the time spent.

III. FULL GAME

1. DESCRIPTION OF PLAY

Starting with a single token, each player moves and increases his population each round, as he inhabits selected areas of the board, which are fertile and defensible. This represents the travels of nomadic tribes and their search for a suitable homeland. As the board reaches the limit of the population it can support there begins an era of conflict as border wars help to establish the best boundaries but the scope for expansion by aggression is limited by the loss of people in the areas concerned.

The pressure for expansion is more usefully absorbed in building cities which house more people and are better able to resist attack. A corollary to the founding of cities is their need for agricultural hinterland and their generation of revenue (taxation) establishing a central fund for the benefit of the whole state but which also places a burden on those who have to support it. Too rapid a rate of urbanization will inevitably lead to an excess of revenue (treasury) over resources (stock) causing inflation and stagnation. Cities are essential to provide the wealth needed for an advancing civilization but, unless the wealth is augmented by trade, the nation will be out-run by others with a more energetic outlook.

Trade, though, is not without its hazards in the form of alien philosophies and epidemics which can have a disastrous effect on people who have failed to evolve a balanced cultural outlook but such calamities may also provide the impetus from which a well organized society can rise in new ways and achieve still further greatness.

Wealth from trade can be utilized to advance various aspects of a nation's civilization, which in turn aids it in its further progress. It is the speed and efficiency in which a nation is able to develop these various aspects of civilization which in the end will determine its chance for success (and victory).

These instructions describe the full game as it is to be played with the full complement of seven players. Playing with less than seven players requires special considerations, which are covered at the conclusion of the full game rules.

2. COMPONENTS

2.1 INVENTORY

- Archeological succession card
- Four panel mapboard
- Nine sets of playing pieces
- Deck of 74 trade cards (plus 6 spares)
- Set of 72 civilization cards
- Seven player mats
- Seven place cards (numbered 1 to 7)
- Instruction manual

2.2 MAPBOARD

The mapboard consists of four panels which when put together form the ancient civilized world from the Tyrrhenian Sea to the Persian Gulf.

The map has been divided into areas for purposes of occupation and movement. These areas contain significant features needed to play the game.

2.2.1 Land area

Any area containing various green or gold brown colored territories. Several islands within one area are considered to constitute 1 island for rules purposes.

2.2.2 Water area

Any area containing blue territory.

NOTE Many areas qualify as both a land and a water area. Coastal areas, areas with islands, and areas with lakes are good examples. Water areas without any land will be referred to specifically as open sea.

2.2.3 Land boundary

If a white line dividing two areas crosses any land, it is considered a land boundary between those two areas.

2.2.4 Water Boundary

If a white line dividing two areas crosses any water (sea or lake), it is considered a water boundary between these two areas.

NOTE Just like areas, a boundary can be both a land and a water boundary if it crosses both land and water. When there is a need just to discuss land boundaries that do not cross any water, they will be referred to specifically as all-land boundaries; similarly, water boundaries that do not cross any land are called all-water boundaries.

2.2.5 City sites

Small squares. (The white city sites are vulnerable to floods.)

2.2.6 Flood plains

Four regions colored dark green. Any area that contains any part of a flood plain is considered on that flood plain.

2.2.7 Population limits

Every land area contains a number enclosed in a colored circle. These numbers indicate the maximum population (in tokens) that the area can accommodate.

Each value has its own color to aid in identification.

2.2.8 Volcanoes

Three white triangles. Two of them straddle two areas.

2.2.9 Start area

Areas that contain any part of a colored border. A player may place his initial token only in an area with a border of the same color as his token. Note that the yellow green border around the island of Crete signifies the Crete start areas.

2.2.10 Map dividers

Dotted lines used to divide the mapboard into smaller playing areas needed for games with less than six players.

2.2.11 Other features

All other features have no impact on play.

2.3 PLAYING PIECES

2.3.1 There are nine sets of playing pieces. Each set has a distinctive color associating it with one nation.

2.3.2 Every set contains 55 large square tokens; 9 round cities, 4 oblong ships, 1 small square census marker (with number) and 1 small square succession marker (without number). For ease of description, the large square tokens will henceforth just be called tokens.

2.3.3 The term token does not include ships or cities, only the large tokens. When there is a need for a rule to cover both tokens and cities (never ships), they will together be referred to as units-with a city having a value of 5 unit points and a token having a value of 1 unit point.

2.4 ARCHEOLOGICAL SUCCESSION CARD

2.4.1 This card is divided in to three sections - the Trade Card Stacks, the Census Track and the Archeological Succession Table (A.S.T.).

2.4.2 The A.S.T. is divided into nine horizontal tracks, one for each nation. Each player moves his succession marker along his nation's track from left to right. There are a total of seventeen spaces on each track, including the start arrow and the finish square.

2.4.3 The A.S.T. is also divided into five regions (called epochs) by shading; New Stone Age, Early Bronze Age, Late Bronze Age, Early Iron Age, and Late Iron Age. In the last epoch, many of the spaces contain a point value that the player must have collected in order to enter.

NOTE All nations do not enter the same epochs at the same time.

2.4.4 Running along the top and bottom of the track are marker arrows that indicate the finish lines for the shorter games.

2.5 TRADE CARDS

These include eleven different types of commodities with values of 1 to 9, and eight calamities.

2.6 CIVILIZATION CARDS

These represent sixteen important aspects of civilization. They are divided into four groups each identified by its own color. Some cards belong to two groups. The groups are Arts (blue), Crafts (orange), Sciences (green) and Civics (red).

2.7 PLAYER MATS

- 2.7.1 All tokens, cities and ships not currently in play are kept in the stock area of the player mat. This is the player's reserve and is called his stock.
Tokens, cities and ships removed from play are always placed in the stock from which they can be returned to play at a later time. (This means that no playing piece is ever permanently eliminated from the game.)
- 2.7.2 Tokens have a dual role in CIVILIZATION. When placed on the mapboard (colored side up), they represent groups of peoples but, when put in the treasury area of the player mat (white side up), they are a kind of currency to be used in making purchases.
- 2.7.3 Be careful not to mix tokens in treasury with tokens in stock, as they are not the same. Flipping over tokens in treasury aids in maintaining this distinction.

3. SUMMARY OF PLAY

The object of CIVILIZATION is to be the first player to reach the end of the Archeological Succession Table. This requires the possession of at least 1200 points (the exact amount varies depending upon the nation being played). These points are acquired by a step-by-step process that mirrors the actual development of civilizations.

Occupancy of the board areas is indicated by tokens (representing the various groups of peoples) and cities. Each round, 1 token is added to every area containing one token of the same color and 2 tokens are added to every area containing two or more tokens of the same color. At this time, too, ships may be built.

Once the population has increased, tokens may migrate to new areas. Tokens may cross 1 land boundary or they may board a ship and move up to four areas by sea.

In areas where there is too much population, conflicts occur until it is reduced to the level that the area can support.

6 tokens at a city site or 12 tokens in an area without a city site may combine into a city. Cities pay taxes of tokens from stock into treasury and are eligible to collect 1 trade card apiece each round.

Trade cards may be exchanged between players during a trading session to build up sets of increased value. These sets plus treasury may be exchanged for civilization cards.

Civilization cards confer special abilities and immunities upon the holder. They also provide players with the bulk of the points they need to progress along the Archeological Succession Track and win.

4. SET UP

4.1 BOARD

Layout the mapboard and the archeological succession card. Each player gets a player mat that he places in view in a convenient location. Sort out the civilization cards by type where they can be seen.

4.2 TRADE CARDS

Sort the trade cards by number and stack them, face downwards, in the correct positions on the trade card stacks-with the proper calamity card at the hotter of each stack. The first stack does not get a calamity. The different value '1' and value '2' commodity cards should be shuffled among themselves first.

4.3 PLACE CARDS

Shuffle and deal 1 place card to each player. You only need to use as many as there are players. Since these cards are needed only to determine the order of set-up, after use, they can be set aside for the rest of the game.

4.4 CHOOSE NATION

Working in place card order, each player, in turn, chooses one of the nine nations to play, takes the set of playing pieces of the national color, and places 1 token in any one of his nation's start areas. He places his succession marker on his nation's start arrow on the A.S.T. and the remaining pieces in his stock.

4.5 TOKENS

The number of tokens available changes with the number of players. For seven players, each is limited to 47 tokens. The remaining tokens are placed aside and not used at all.

NOTE There is a choice of starting areas for all nations except Thrace. There will always be two nations not in play. These nations have no effect on play. Their playing pieces cannot be used and should also be set aside with the place cards and extra tokens.

5. ROUND BY ROUND PROCEDURE

5.1 SEQUENCE OF ACTIVITIES

The game is played in rounds. Each round is divided into a specific sequence of activities (called phases). During each phase, players perform the listed activity (usually in a prescribed order). When all phases have been played, the round is finished and a new round begins.

5.2 A.S.T. ORDER

For most phases, players take their turns in a pre-determined order called A.S.T. order. This order is the same as the list of nations on the A.S.T., i.e. Africa would play first in the phase, Italy second, and so on down to Egypt. All phases that do not proceed in A.S.T. order will be so marked in the sequence of play (see 5.7, page 6).

5.3 EXCEPTIONS

It is important to note that, with two exceptions, A.S.T. order is also used to resolve all ties between the nations. (Ties in winning and conflict are special cases and are resolved by their own specific procedures. See corresponding sections for details.)

NOTE To speed up play, certain phases can and should be played simultaneously but only when all agree. These phases are marked "simultaneous" in the sequence of play. A player always has the right to insist that a phase be played in order if it could affect his own play. For example, in most rounds, especially the early ones, there is no reason why players should not increase their populations at the same time. At a certain time, though, the Illyrian player may want to see where the Italian player chooses to place his tokens before putting down his own. He would therefore request that the phase be played in A.S.T. order.

5.4 NUMBER OF ROUNDS

There are at least 16 rounds in a game and there are 13 phases in a round. There can often be more than 16 rounds since players are usually delayed when entering new epochs.

5.5 SKIPPING PHASES

During the early rounds, only a few of the possible phases need to take place but they must all be performed in the correct order, simply skipping those that are not appropriate or required.

5.6 SECONDARY ACTIONS

The immediate consequences of a phase may require secondary actions to be taken in certain instances. These secondary actions are shown in parenthesis in the Activity Section of the sequence of play.

5.7 SEQUENCE OF PLAY

Phase	What	Conditions	Order
1	Collect Taxation (Revolts)	If cities exist	A.S.T. order/simultaneous
2	Population Expansion	Always	A.S.T. order/simultaneous
3	Census	Always	Simultaneous
4	Construct/maintain Ships (Remove surplus ships)	If desired	A.S.T. order/simultaneous
5	Movement	Always	Census order
6	Conflict	If necessary	Simultaneous
7	Build Cities	If desired	A.S.T. order/simultaneous
8	Remove Surplus Population (Reduce unsupported cities)	If necessary	A.S.T. order/simultaneous
9	Acquire Trade Cards (Buy gold trade card)	If cities exist	Least cities first
10	Trade	If desired	Simultaneous
11	Acquire Civilization Cards (Return excess trade cards)	If desired	Inverse A.S.T. order
12	Resolve Calamities (Reduce unsupported cities)	If cards were traded	Calamity card order
13	Move succession markers on A.S.T.	Always	

6. TAXATION

6.1 STOCK TO TREASURY

Every player must pay 2 tokens from his stock to his treasury for every city he has on the board. (This is the only way tokens are moved into treasury.)

6.2 INSUFFICIENT STOCK

If the player does not have sufficient tokens in his stock to pay all his taxes, his excess cities will revolt.

6.3 REVOLT

6.3.1 Revolts are resolved only after everyone has paid his taxes.

6.3.2 The player with the most tokens in stock chooses which cities are to revolt and exchanges them with his own cities. He may take over only that number of cities on which the original owners are unable to pay their taxes.

NOTE If the player has insufficient cities in stock to take over all cities in revolt, the player with the next largest token stock takes over the remainder and so on until all cities in revolt have been replaced. (In rare cases where no player can take over remaining revolting cities, they are eliminated instead.) It is just possible that this could lead some or all of the cities to revert back to the original player.

6.3.3 The unpaid taxes are not paid by the new owners.

7. POPULATION EXPANSION

7.1 NUMBER OF TOKENS

Each player must add 1 token to every area which already contains 1 of his tokens and 2 tokens to every area which already contains two or more of his tokens.

7.2 CITIES

Tokens are never added to areas with cities.

7.3 POPULATION LIMIT

Tokens can be added to an area in excess of its population limit.

7.4 INSUFFICIENT TOKENS

If a player does not have sufficient tokens in stock to complete his population expansion, he may divide them among the eligible areas as he wishes.

8. CENSUS

8.1 COUNTING

Each player must count and declare the number of tokens (not cities or ships) he has on the board. The player with the most tokens will move first in the Movement Phase, followed by the other players in order of decreasing token strength on the board.

8.2 CENSUS ORDER

The census determines only the order for movement.

8.3 CENSUS MARKER

A simple procedure has been devised to remember the census order. Each player covers his token strength on the census track with his census marker. A record is now available for the order of movement. The number on the census marker indicates that nation's position in the A.S.T. order and aids in resolving any ties.

9. SHIP CONSTRUCTION

9.1 PAYING FOR SHIPS

Ships enable tokens to be moved large distances across water boundaries. Building a ship costs 2 tokens. This is paid either by the treasury, by a levy of the player's tokens in one area or by a combination of the two.

9.2 PLACING SHIPS

A ship financed completely from treasury can be placed in any area containing at least 1 of the player's units. A ship built totally or partially by levy must be placed in the area being levied. The player must remove the required number of tokens from that area to satisfy the levy.

9.3 MAINTAINING SHIPS

Ships already in play are maintained at a cost of 1 token per turn paid by treasury or by a levy in the area that the ship occupies. Ships not maintained are immediately returned to the stock.

9.4 REMOVING SHIPS

A player may remove a ship from the board by not paying maintenance in order to build it in another area (never in the same area).

9.5 SHIP LIMIT

No player may ever have more than 4 ships in play at the same time.

9.6 TOKENS TO STOCK

All tokens spent are returned to stock.

10. MOVEMENT

10.1

Once shipbuilding is completed, players may move any of their own tokens and ships that they wish to move. (A player can never move another player's pieces only his own.) Each player takes his turn to move in the order given by the census. (This gives the later players an advantage in that they can respond to a situation that has arisen and this compensates for their reduced military strength.)

10.2

Tokens may be moved either across a land boundary into an adjacent land area or onto a ship currently occupying the same area. (Tokens are never permitted to move across both land and water in the same turn.) Tokens and ships are never required to move. (Cities cannot move.)

10.3

Any number of tokens (of any number of players) may be moved into the same area. Tokens may be moved into an area containing a city (i.e. to defend or attack it).

10.4

Tokens may be placed in an area in excess of its population limit (usually in anticipation of conflict or city construction later in the round) but will have to be removed in a later phase if still in excess.

10.5

A ship may carry as many as 5 tokens at any one time. Only tokens that have not been moved overland this phase may embark onto and move with a ship.

10.6

A ship may move 4 or fewer areas by water. All ship movement must be across water boundaries.

10.7

A player cannot move any of his ships into an open sea area until his nation acquires the proper navigational tools. This is done when he acquires the Astronomy civilization card. Once Astronomy has been acquired, a ship can cross but never remain in open sea, it must always end its move in an area with both land and sea.

10.8

A ship may take part in any number of embarkations and disembarkations or tokens and may retrace all or part of its route subject only to the four area limitation. A ship may thus ferry two loads or tokens across a narrow strait or lake, or pick up and set down tokens at different areas along its voyage.

10.9

Tokens must be embarked and disembarked during the same turn. A token may not re- main aboard a ship at the end of movement. A token cannot travel on more than one ship each round.

10.10

Ships may travel in any water area (including lakes) but may not cross all-land boundaries. They may end their move in any area (except open sea) that they can reach-the inhabitants or those areas notwithstanding.

11. CONFLICT

11.1

Conflicts occur if two or more players' tokens are occupying the same area and the total population is greater than the population limit. (Note that an area is considered fully populated if it contains a city.) When the population limit is not exceeded, the different peoples will co-exist.

11.2

All conflicts occur in land areas. Ships are never involved in conflicts although they may have transported the tokens to battle. Ships cannot be captured.

11.3

Tokens and cities removed by conflict are returned to the proper stocks.

11.4

Conflicts may occur between tokens, between tokens and cities, and between tokens and cities defended by tokens.

11.5 CONFLICTS BETWEEN TOKENS

11.5.1 The players alternate removing 1 token at a time until only 1 player's tokens remain in the area or the population level is no longer exceeded. The player with the fewest number of tokens removes first.

11.5.2 If both players have an equal number of tokens in the area, they remove simultaneously. (It follows in this case that an even number of tokens will be present at all stages so that an area which can support only 1 token will end up depopulated.)

11.5.3 If more than two players are involved in a conflict, tokens are removed in ascending order of strength. (Note that two or more players may still be required to remove tokens simultaneously.)

11.6 CONFLICTS BETWEEN TOKENS AND CITIES

11.6.1 Cities remain standing unless attacked by 7 or more tokens of the same nation. Tokens of less than this number are simply removed.

- 11.6.2 If attacked by 7 or more tokens, the city is replaced by 6 tokens and the conflict resolved between tokens.
- 11.6.3 If two or more players attack a city, they battle among themselves first until only 1 player's tokens remain; the survivor then attacks the city if he still has at least 7 tokens.

11.7 CONFLICTS BETWEEN TOKENS AND CITIES DEFENDED BY TOKENS

The rival tokens battle among themselves until all but 1 player's tokens are eliminated. If sufficient attacking tokens remain, they proceed to attack the city.

11.8 SURRENDER OF CITIES

- 11.8.1 If a player does not have sufficient tokens in his stock to convert a city under attack into 6 tokens then the city surrenders. The attacker replaces the surrendered city with a city of his own from stock (the surrendered city is returned to stock). If the attacker already has all nine of his cities in play, the surrendered city is just eliminated and returned to stock.
- 11.8.2 A player is entitled to demand that any other conflicts involving his tokens be settled first so as to collect enough tokens in stock to avoid surrender.

12. BUILD CITIES

12.1 AREAS

A city may be built in any land area. There cannot be more than 1 city inhabiting the same area at the same time.

12.2 TOKEN

A player with six or more tokens in an area containing a city site may convert them to a city. If the area does not contain a city site, at least 12 tokens are needed to build a city. These tokens are removed to the stock.

12.3 CITY LIMITS

No player may have more than 9 cities on the board at any one time.

13. REMOVAL OF SURPLUS POPULATION

13.1

Once cities have been built, surplus population must be removed to the stock. No area without a city may now contain more tokens than allowed by its population limit and no area with a city may contain any tokens at all.

13.2

Ships never count in population. Any number of ships may exist in the same area. For example, 3 ships and 3 tokens are in an area with a population limit of 2. 1 token must be removed to the stock; the ships may stay without penalty.

14. REDUCTION OF UNSUPPORTED CITIES

14.1

After each player has removed his surplus population (if any), he must check for city support.

14.2

A player must have 2 tokens on the board for every city he has in play. (These tokens represent the agricultural support needed to maintain the urban populations.) If a player has insufficient tokens to support his cities, he must begin to reduce them (his choice), one at a time, until there are enough tokens to support the remaining cities.

14.3

A city is reduced by removing it from play and replacing it with the maximum number of tokens allowed by the area's population limit. These added token(s) can be immediately used as support for the other cities vulnerable to reduction. Cities just built in this same phase must all be reduced first before any built or acquired before this phase.

14.4

If, when attempting to reduce a city, a player finds that he does not have enough tokens in stock to meet the population limit, he replaces the city with what's left and, then, eliminates all of his remaining cities still out of support.

14.5

Ideally, city support should be checked at the conclusion of every phase in which tokens have been removed from play since there is a chance that, as a consequence, some cities might have lost support. In practical terms, the high number of support checks that would be required each round is too disruptive to the flow of play to be seriously considered. Experience has proven that city support checks need only be conducted at two critical points in the round: before trade card acquisition and before taxation. (These two points are marked in the sequence of play.) City support cannot be checked at any other time.

15. ACQUIRE TRADE CARDS

15.1 DRAWING CARDS

Each player must draw trade cards from as many stacks as he has cities in play.

15.2 ORDER

The player with the fewest cities on the board draws first, followed by the others in ascending order of city strength.

15.3 NUMBER OF CARDS

Trade cards are always collected by the same method: 1 card is drawn from the top of each stack (progressing from stack 1) until the player has drawn from the stack equivalent to the number of his cities on the board. Therefore, a player with 3 cities in play always draws a card from each of stacks 1, 2 and 3. He cannot draw a card from stack four until he has at least four cities in play.

15.4 EMPTY STACK

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

15.5 KEEP CARDS SECRET

15.5.1 Players should not disclose what they have drawn as they may have acquired a calamity card with a brown back (which they can try to pass off in trade). Calamity cards with red backs are, of course, visible to all and must be declared. These may not be traded.

15.5.2 Trade cards must be held in secret. In fact, when in a player's hands, they are the only items that are not open to inspection.

15.6 GOLD TRADE CARDS

Each player has the opportunity to buy gold trade cards, if available in his turn, at a rate of 1 gold card per 18 tokens in treasury. (If he buys Piracy instead, he may use this card in the usual manner.) The spent tokens are returned to stock.

16. TRADE

16.1

Players trade to build up sets of the same commodities (sets are more valuable than individual cards). Trade is open to all players simultaneously. Trading is often very noisy with many offers being called out. Offers can be suspended, altered or withdrawn in open negotiation among all players. Once cards have changed hands, though, the deal has been completed and cannot be revoked.

16.2

Trade is by a system of barter involving trade cards only. It cannot include treasury or civilization cards.

16.3

Each player offers a stated number of cards, which must be at least 3, quotes their total point value, and names 1 commodity included. This information must be correct. Any other information verbally revealed in an offer, whether volunteered or sought, need not be correct. (Trade cards in a player's hand can never be shown to other players.)

Example of trade offer-A player, wishing to trade 2 salt and 1 grain, is required to state at the very least, "I'll trade 3 cards for a total value of 16 including salt" (or "grain"). Other players make counter offers. If agreement between two players is reached, the cards are exchanged, face downwards, simultaneously. (Note that a player with less than 3 cards is not able to trade.)

16.4

Any one trading deal may involve two players only.

16.5

Technically, trading is permitted to continue until all payers have completed all the deals they wish to make. It is strongly recommended, though, that a time limit of not more than five minutes be imposed upon a trade session. Experience has shown that trade sessions often drag on interminably, especially if one player refuses to concede that he can't make a deal.

16.6

Calamity cards have a point value of 0 in trade.

17. ACQUIRE CIVILIZATION CARDS

17.1

This phase is played in inverse A.S.T. order, i.e. Egypt has first opportunity to acquire civilization cards each round, then Babylon and so on up to Africa.

17.2

Each player, in his turn, has the option to acquire one or more Civilization cards. This is done by turning in enough trade cards, tokens in treasury and for credits to equal the value of the cards being acquired.

17.3

The value of every civilization card is in large type at the hotter center of the card.

17.4 TRADE CARD SETS

17.4.1 When more than one card of the same commodity is held, the value of the combination is greatly increased as explained by the following formula -square the number of cards held and then multiply the result by the commodity value. For example, 3 grain cards of value 4 have a total value of 36 (3 x3 x4) not 12.

17.4.2 For ease of play, the values of set holdings are given on the cards themselves, combinations from 1 to 4 along the top edge and larger quantities along the bottom.

17.4.3 Different commodities, even of the same value, may not be combined.

17.4.4 It is these increased values that must be used in all transactions (and trade offers) involving sets of two or more cards of the same commodity.

17.5 CREDITS

17.5.1 All groups of civilization cards except Civics provide a credit (called a group credit) towards other cards of the same group and to a major Civics card. Group credits are printed in the lower corners of the cards. (The color indicates the group and the geometric symbol indicates the Civics to which the credit applies.) A few cards also have special credits; these are described in the center portion of the card.

17.5.2 All Arts (blue) cards count 5 points towards any other Arts card and the Law Civics (triangle); all Crafts (orange) cards count 10 points towards any other Crafts card and the Democracy Civics (square); all Science (green) cards count 20 points towards any other Science card and the Philosophy Civics (circle).

17.5.3 The red (Civics) cards do not give a group credit though they do receive them. (Literacy and Architecture provide special credits as explained on the card.)

Example of civilization card acquisition:

Player A has a Mysticism civilization card (acquired in a previous round), 6 trade cards (comprised of 3 grain, 2 papyrus, and 1 hide), and 10 tokens in treasury. He wishes to acquire the Music civilization card, value 60. The Mysticism card provides 5 points in art credit; the trade cards have a value of 45 and the treasury has a value of 10 points. The total value is 60 points just enough to acquire the Music card.

17.6

After use, trade cards are replaced, face down, at the bottom of the appropriate trade card stacks. Used treasury is returned to stock.

17.7

Players may not hold more than one of each type of civilization card. No player may ever hold more than 11 of the 16 possible types of cards.

17.8

Treasury, if needed, must be to the exact amount required; excess tokens may not be surrendered.

17.9

No 'change' is given if the value of the trade cards and credit (if any) exceeds the value of the civilization cards gained. All excess is lost.

17.10

Credit cannot be used in the same turn acquired; the player must wait until the next round to use them. To ensure that this situation can never occur, all civilization cards desired in a round must be acquired together at the same time.

17.11

The same credit from a civilization card already owned can be applied toward different cards in the same turn but it cannot be applied more than once toward the same card. For example, Player B has Mysticism and wishes to acquire two Sciences, Astronomy and Coinage. Mysticism's 20 point science credit can be applied once to the acquisition of each for a total credit of 40 points.

17.12

As stated earlier, some civilization cards confer a special credit in addition to their normal group credit. Only 1 of these credits can be used toward any one card even if both apply. For example, Architecture gives a 5 point Arts credit towards Law; it also gives a special 15 point credit toward all Civics. A player who wishes to acquire Law may use either the Arts credit or the special Civics credit, he cannot use both.

17.13

Once gained, civilization cards can never change hands nor can they be surrendered. This makes strategic planning essential as players require at least 1000 points to enter the Late Iron Age and considerably more to win. Because of the 11 card limit on holdings, too many low value cards can be a serious handicap, particularly to those who require 1400 points to finish.

17.14

Four civilization cards (Mysticism, Architecture, Literature and Engineering) belong to two groups. These are printed with both group colors along the top. These cards receive all the advantages of both groups. To give just two examples, a player wishing to acquire Engineering would use the credits of all his green science cards plus the credits of all his orange Crafts cards. On the

other hand, a player already with Engineering is allowed to use both its science credit and its craft credit as often as needed in the same turn. 17.15 A player cannot choose not to use a credit if it can apply to a card being acquired. This prevents a player from substituting treasury for credit.

NOTE It is possible that a player can have gained enough credits that he can acquire certain civilization cards (Astronomy, for example) without turning in any trade cards or treasury at all, i.e. he can pick up that card, if he wishes without cost.

18. RETURN EXCESS TRADE CARDS

Players may retain up to 6 trade and brown-backed calamity cards in their hands for the next round. Any cards in excess of 6 must be surrendered and placed, face down, at the bottom of the appropriate trade card stacks.

19. CALAMITIES

19.1

At the start of play, there is a calamity card placed at the bottom of each trade card stack except the first. After a few rounds of drawing cards from the stacks, these cards will eventually reach the top of the stacks.

19.2

When drawn, calamity cards with red backs cannot be traded but must be declared and acted on by the recipient.

19.3

Calamity cards with brown backs are not acted on by the players who first draw them. Instead, they may pass them off in trade to other players who, then, must reveal and act upon them. (These players may not trade them to someone else.)

19.4

A player does not have to trade a brown-backed calamity card the same turn he draws it. He may choose to keep it to trade in another round or return it to the bottom of the trade card stack in the next phase.

19.5

Calamities are not resolved until after all players have had a chance to acquire civilization cards.

19.6

Calamities are enacted in ascending order starting with the Volcanic Eruption (2) and ending with Piracy (9). As each calamity is re- solved it is returned, face down, to the bottom of its stack. A description of each calamity is provided in 22.2, page 16.

19.7

No player can enact more than 2 calamities in the same round. If a player receives more than 2 calamities in the same round, he keeps the 2 lowest and returns the others to the bottom of their respective stacks at the start of this phase. A player can still be an unwilling participant in the side effects of other player's calamities irrespective of his own two calamities.

19.8

Once all calamities are resolved, players must again check for city support as explained in 14, page 10.

20. MOVE SUCCESSION MARKERS ON A.S.T.

20.1 MOVING MARKERS

Normally at this time, every player's marker is moved 1 space to the right along the player's track. Before crossing into a new epoch, though, certain minimum requirements must be met. If these cannot be met, the marker cannot be moved forward this round.

20.2 ENTRY REQUIREMENTS

20.2.1 Early Bronze Age

The player must have **2 cities** in play.

20.2.2 Late Bronze Age

The player must own civilization cards from at least **3 groups** (i.e. 3 of the 4 colors must be present).

Remember some cards belong to and count as two groups.

20.2.3 Early Iron Age

The player must own at least **7 civilization cards**.

20.2.4 Late Iron Age

The player must own at least **1000 points** worth of civilization cards. Trade cards and treasury are not counted.

20.3 SPACES WITH POINT VALUES

Many of the spaces in the Late Iron Age contain point values. A player will need the value stated for his marker to enter that space. He can now count his treasury and trade cards as well as civilization cards to meet the requirement. If the player can't make up the points needed his marker cannot move forward.

20.4

If a player ends up with a lower total than indicated for the space he is on (i.e. he has lost sufficient treasury and/ or trade card points in the current round to fall below the point total) he must move back 1 space.

20.5

In any epoch, except the first (New Stone Age), a player who ends the round with no cities in play must move his token back 1 space.

21. HOW TO WIN

21.1

The first player to move his marker onto a finish square wins. He may not do this unless he owns points at least equal to that required for the space he is moving off. This move counts as the last step along the A.S.T.

21.2

In the event of a tie, the winner is the finisher with the highest total value of civilization cards, trade cards and treasury.

22. DATA

22.1 COMMODITY CARDS

- 22.1.1 There are 74 trade cards of which 66 are commodities and 8 are calamities.
- 22.1.2 The following table shows the number of cards of each commodity and their corresponding values when collected in sets.

Number of Cards	Commodity								
	Ochre/Hides	Iron/Papyrus	Salt	Grain	Cloth	Bronze	Spice	Gems	Gold
1	1	2	3	4	5	6	7	8	9
2	4	8	12	16	20	24	28	32	36
3	9	18	27	36	45	54	63	72	81
4	16	32	48	64	80	96	112	128	
5	25	50	75	100	125	216	175		
6	36		108	144	180				
7	49		147	196	245				
8			192	256					
9			243						

22.2 CALAMITY CARDS

card he holds.

- 22.2.1 The first four calamities have red backs and apply only to the player who draws them from the stack. These cards are never traded but must be placed in front of the players who drew them to be resolved by them in the Resolve Calamity Phase.
- 22.2.2 The second four calamities have brown backs. These do not apply to the players who draw them but they affect the first players to whom they're traded. As soon as one is traded, it is placed, face up, in front of the recipient to be resolved by him in the Resolve Calamity Phase.
- 22.2.3 In the following descriptions of calamities, the term the player always refers to the player who received the calamity. Cities are worth 5 unit points and tokens are worth 1 unit point.

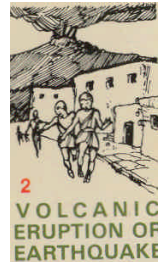
22.2.4 Volcanic Eruption or Earthquake

- 22.2.4.1 If the player has units in an area touched by a volcano, it erupts and all units (ships are not affected) in such areas are lost irrespective of ownership.

NOTE Two of the three volcanoes touch two areas.

- 22.2.4.2 If the player has units adjacent to more than one volcano, he can decide which one is to erupt.

- 22.2.4.3 If the player has no units by a volcano, he must reduce 1 of his cities (see 14.3, page 10) as a result of an earthquake. He may also demand the reduction of 1 other player's city in an area adjacent to his own city (even across water).



22.2.5 Famine

- 22.2.5.1 The player loses 9 unit points, himself, and he may instruct other players to remove up to 20 unit points but not more than 11 from any individual. The player decides how many unit points the others shall lose but they themselves decide which ones to remove. Any player with a Pottery civilization card may reduce his loss by 4 unit points for each Grain trade



22.2.6 Civil War

22.2.6.1 The player's nation is divided into 2 factions. The first faction is exactly 35 unit points, the rest join the second faction. Of the first faction, 15 are first chosen by the player and 20 by his nominee. The player decides whether he will continue with the first or second faction. His nominee then annexes the other group and changes them to his own color. The player retains his stock, ships, treasury and position on the A.S.T. If the player has 35 or fewer unit points, the Civil War has no effect.

22.2.6.2 Normally, the player may select any other player as his nominee but, if any players no longer have any tokens on the board, the player must select one of these as his nominee.

NOTE A player can never be permanently eliminated from the game since he can always return later as a result of another player's civil war.

22.2.6.3 In case the nominee has insufficient units to replace the ones lost in Civil War, the remainder are taken over by the player with the most tokens in stock. This procedure may have to be repeated until all designated units are replaced.

NOTE It is just possible that this could lead these units to revert back to the original player, though he cannot count any of his tokens already removed to stock as a result of the Civil War as part of his stock.

22.2.6.4 If the player has Philosophy, only 15 units form the first faction, all chosen by the nominee who, in this case, must be the player with the most tokens in stock. (This might be himself!).

22.2.6.5 If the player has Democracy (and not Philosophy, which takes precedence), 45 units form the first faction, 15 chosen by the player and 30 by his nominee.



22.2.7 Flood

22.2.7.1 The player loses 17 unit points if they are on a flood plain. Cities are vulnerable only if on a flood plain with no site or a site shown as a white square. (Cities on black sites are safe.)

22.2.7.2 10 unit points on the same flood plain and belonging to other players are also removed. The player divides the 10 unit point loss as he chooses, but the affected players choose which units are to be lost. (If the other players have less than 10 unit points, total, on the flood plain, all are eliminated.)

22.2.7.3 If the player has units on more than one flood plain, he must select the one containing the greatest amount of his unit points (he has a free choice in a tie).

22.2.7.4 A player holding Engineering loses only 7 unit points maximum due to a flood.

22.2.8 Epidemic

22.2.8.1 The player loses 16 unit points. The player can order other players to lose up to 25 unit points of their choice but no more than 10 from any individual and the player who passed the card in trade is immune and cannot be affected at all.

22.2.8.2 No area may be left totally depopulated and cities, if involved, are replaced by 1 token. As a result, for this calamity only, a city's value is 4 unit points. The need to avoid total depopulation may sometime reduce the losses that would otherwise occur.

22.2.8.3 If the player holds medicine, he loses only 11 unit points; any other player with Medicine may not lose more than 5 unit points.



22.2.9 Civil Disorder

- 22.2.9.1 If the player owns more than 4 cities, the excess cities are reduced (see 14.3, page 10)
- 22.2.9.2 If the player holds Law (and not Democracy), only cities in excess of 5 are reduced.
- 22.2.9.3 If the player holds Democracy, only cities in excess of 6 are reduced.
- 22.2.9.4 It is the player who chooses which cities are to be reduced.

**22.2.10 Iconoclasm and Heresy**

- 22.2.10.1 The player loses 4 of his cities by reduction (see 14.3, page 10).
- 22.2.10.2 If the player holds Law (and not Philosophy), he loses only 3 cities by reduction.
- 22.2.10.3 If the player holds Philosophy, he loses only 2 cities by reduction.
- 22.2.10.4 The player may also order the reduction of 1 or 2 cities (he picks the cities) belonging to other players. A player with Law (and not Philosophy) cannot lose more than 1 city as a result of the player's order. A player with Philosophy cannot be affected at all by the player's order.

**22.2.11 Piracy**

- 22.2.11.1 The player loses 1 coastal (containing both water and land) city eliminated for each legitimate ship owned by the player who traded him the card. That player also chooses which of the player's cities are lost.
- 22.2.11.2 To be legitimate, a ship must be able to reach the city it intends to destroy by means of normal movement (though they can be any distance apart). For example, a ship in the Black Sea can eliminate a



city anywhere on the Mediterranean. The ship cannot eliminate a city on the Persian Gulf.

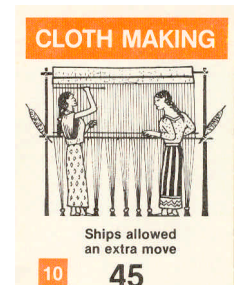
22.2.12 General Notes on Catastrophes

- 22.2.12.1 Unless specifically stated that they can be reduced, cities must be eliminated when resolving calamities.
- 22.2.12.2 Players must fulfill their losses by the exact amount. If a player is unable to match his loss exactly, he must exceed his loss but by as small an amount as possible.
- 22.2.12.3 Treasury and ships are never affected by a calamity.

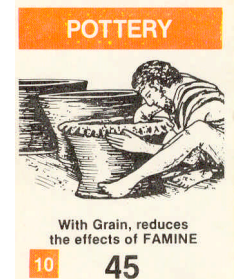
22.3 CIVILIZATION CARDS

- 22.3.1 There are 4 of each type of civilization card except Mysticism (3), Democracy and Philosophy (5), Architecture and Literacy (6) and Law (7).
- 22.3.2 All civilization cards except Mysticism confer some special ability, credit or immunity upon the holder as follows.
- 22.3.3 **Cloth Making**

Ships may move an extra area, 5 instead of 4.

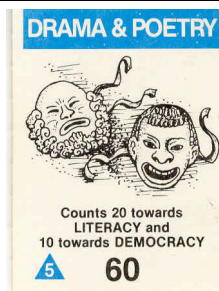
**22.3.4 Pottery**

The effect of Famine (see 22.2.5, page 16) is reduced when combined with Grain.



22.3.5 Drama and Poetry

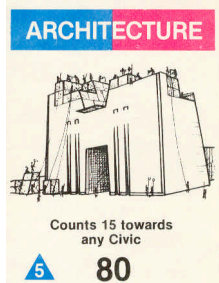
Provides a special credit of 20 points towards Literacy and a special credit of 10 points towards Democracy.

**22.3.6 Music**

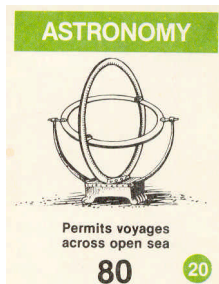
Provides a special credit of 30 points towards Philosophy.

**22.3.7 Architecture**

Provides a special credit of 15 points towards any Civics.

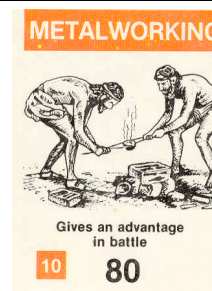
**22.3.8 Astronomy**

Ships may cross open sea.

**22.3.9 Metalworking**

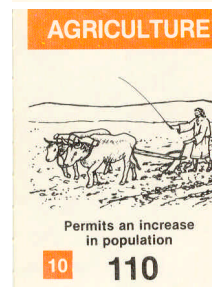
In conflicts, a player with metalworking always removes his token after all other involved players without metalworking have removed theirs-even though they may have the larger forces.

NOTE Among players with metalworking, there is no effect.

**22.3.10 Agriculture**

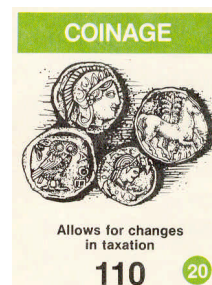
Allows the holder to increase the population limit by 1 in any areas he alone occupies (i.e. an area with a population limit of 2 can now support 3 of his tokens). It is not effective if different nations inhabit the same area.

NOTE Agriculture also increases by 1 the number of tokens that are to be substituted for a city being reduced.

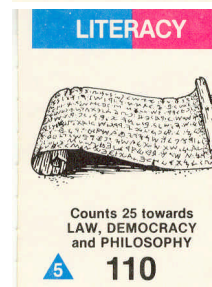
**22.3.11 Coinage**

Each round, the holder may fix the level of taxation for his cities at 1, 2 or 3 tokens per city. He must levy the same tax on each of his cities during that round.

NOTE He may voluntarily choose to overtax his stock, even if it causes the revolt of some his cities.

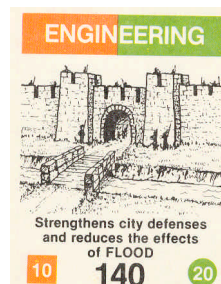
**22.3.12 Literacy**

Provides a special credit of 25 points towards Law, Democracy and Philosophy.

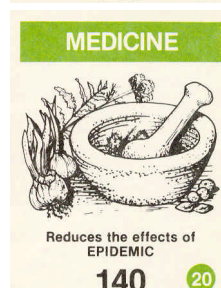


22.3.13 Engineering

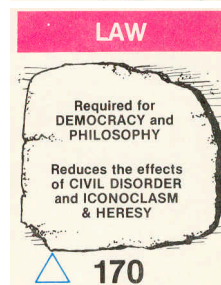
Reduces the effects of flood (see 22.2.7, page 17) and makes it necessary for an attacker to bring at least 8 (not 7) tokens against a city in order to attack it.

**22.3.14 Medicine**

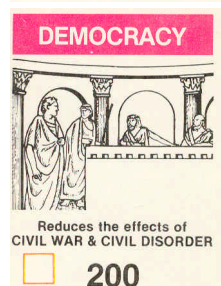
Reduces the effect of Epidemic (See 22.2.8, page 17).

**22.3.15 Law**

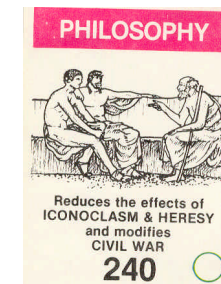
Law must be acquired before either Democracy or Philosophy can be gained. It also reduces the effects of Civil Disorder (see 22.2.9, page 18) and Iconoclasm & Heresy (see 22.2.10, page 18).

**22.3.16 Democracy**

Reduces the effects of Civil War (see 22.2.6, page 17) and Civil Disorder (see 22.2.9, page 18).

**22.3.17 Philosophy**

Alters Civil War (see 22.2.6, page 17) and reduces the effects of Iconoclasm & Heresy (see 22.2.10, page 18).



23. TROUBLESHOOTING POTENTIAL PROBLEMS

23.1 A.S.T. ORDER

It is important to remind all players that except when determining victory or resolving conflict, any time a tie occurs between nations, it must be resolved in A.S.T. order.

23.2 ACTIONS INVOLVING MORE THAN TWO PLAYERS

These actions should be separated into individual actions and then dealt with as explained in the appropriate sections of the instructions.

23.3 GREEK COASTLINE

One area on the board (in central Greece) has two distinct coastlines. A ship can enter this area from one coastline in one round and leave from the other in the next round only if the player has unit(s) in the area. Otherwise, the ship must leave from the same coastline it entered. A ship may never cross from one coastline to the other in the same move.

24. OPTIONAL RULES

The following rules are included as optional only because they have not received sufficient testing. Both are recommended for inclusion in play.

24.1

No player may lose units as a result of calamity (either sustained directly by himself or as a result of other players' calamities) if his strength falls below 16 unit points (a city is worth 5 unit points). As soon as the player removes the 1 unit that causes his strength to fall below 16 unit points, he ignores all further losses due to calamity until his strength builds back up above 15 unit points. This does not apply to any other type of loss.

24.2

For six and seven player games, the African entry into the Early Iron Age should be moved back one space in line with the entries of Italy, Illyria, Thrace and Crete.

IV. PLAYING THE FULL GAME WITH LESS THAN SEVEN PLAYERS

Except where noted below, all of the rules and components of the seven player game remain in effect.

25. SIX PLAYER GAME

The only difference between this and the seven player game is the number of tokens available to each player.

25.1 TOKENS

Each player uses 55 tokens.

26. FIVE PLAYER GAME

26.1 PANELS

Only 3 of the 4 mapboard panels are used. Do not include the western panel of the mapboard (the one with the Italian Start Areas).

26.2 AREA LIMITS

The removal of one panel causes special situations to occur along the western edge of the reduced board.

26.2.1 Areas, which do not contain a population limit, may not be occupied.

26.2.2 Not all city sites may be available, even when the area itself can be used.

26.3 NATIONS

Nations, which start entirely on the discarded Western panel, cannot be played.

26.4 CIVILIZATION CARDS

Only 2 Mysticism civilization cards are used.

26.5 TOKENS

Each player uses 47 tokens.

27. FOUR PLAYER GAME

27.1 PANELS

Only 3 of the 4 mapboard panels are used. Do not include the western panel of the mapboard (the one with the Italian Start Areas).

27.2 AREA LIMITS

Play must be limited to the areas completely to the right of the dotted dividing lines (open sea areas containing the dotted lines are useable).

27.3 NATIONS

Only four nations (Egypt, Babylon, Assyria and Asia) are available for play.

27.4 CIVILIZATION CARDS

Only 2 Mysticism civilization cards are used.

27.5 TOKENS

Each player uses 55 tokens.

28. THREE PLAYER GAME

28.1 PANELS

Only 3 of the 4 panels are used. Do not include the eastern panel of the mapboard (the one with the Babylon Start Areas).

28.2 AREA LIMITS

Play must be limited to the areas completely to the left of the dotted dividing lines (open sea areas containing dotted lines are useable).

28.3 NATIONS

Only five nations (Italy, Africa, Illyria, Thrace and Crete) are available for play.

28.4 CIVILIZATION CARDS

Only 1 Mysticism civilization cards are used.

28.5 TOKENS

Each player uses 47 tokens.

29. TWO PLAYER GAME

29.1 PANELS

Only 3 of the 4 panels of the mapboard are used. Do not include the eastern panel (the one with the Babylon Start Areas). City sites on islands cannot be used. It costs 12 tokens to build a city anywhere on any island.

29.2 AREA LIMITS

Play must be limited to the areas completely to the left of the dotted dividing lines (open sea areas containing the dotted lines are useable).

29.3 NATIONS

Only four nations (Italy, Africa, Illyria and Thrace) are available for play.

29.4 CIVILIZATION CARDS

Only 1 Mysticism civilization cards are used.

29.5 CIVILIZATION CARDS

Each player uses 55 tokens.

V. SIMPLIFIED GAMES

30. GUIDELINES

30.1 A.S.T. MARKER ARROWS

The marker arrows on the A.S.T. denote points at which it is permissible to terminate the game.

30.2 FINISH LINES

Players decide before beginning play which of the finish lines will be used. The first player to cross the line between the selected pair of markers wins.

30.3 MYSTICISM CIVILIZATION CARDS

Do not use any of the Mysticism civilization cards for any of the shorter versions. All other rules and components are the same as for the full game.

31. THE GAME OF NOMADS AND SEAFARERS

31.1 INTRODUCTION

This is the simplest of all games presented. It is fast and fairly trivial but may not be quite as easy as it looks.

Nomads and Seafarers is suited for 2, 3 or 4 players. Starting with a single token, each player moves and increases his population as he spreads into the uninhabited areas of the board. As each nation gets larger, competition develops for the remaining open areas. At the end of play, the person occupying the most areas is the winner.

31.2 COMPONENTS

- 31.2.1 Use the entire mapboard.
- 31.2.2 Each player receives one set of 55 tokens and 4 ships. (The cities are not used.)

- 31.2.3 Place one succession marker on the top track of the A.S.T. This is used as a time marker for all the players and is moved 1 space to the right at the end of each round. When the marker reaches the finish square of the track, the game is over. (Players do not need their own individual succession marker on the A.S.T.)
- 31.2.4 It is best for players to choose starting positions that are well separated from one another.

31.3 VICTORY CONDITIONS

The winner is the player who occupies the greatest number of areas at the end of the game.

(This is not necessarily the player with the most tokens on the board.) This game is not entirely fair since some starting positions have an advantage.

31.4 SEQUENCE OF PLAY

Because Nomads and Seafarers is a simplified version of the full game, only some of the activities are performed.

Phase	What
1	Population expansion
2	Construct/maintain ships (Remove surplus ships)
3	Movement (Remove surplus population)
4	Move succession markers on A.S.T.

31.5 SPECIAL RULES

- 31.5.1 Tokens may not be moved into an area already occupied by another player's token(s). No conflict is permitted.
- 31.5.2 Ships may only be built or maintained by a levy (there being no treasury).
- 31.5.3 Ships may cross open sea but may not remain there between turns.
- 31.5.4 The order of moving is done in A.S.T. order. Census is not taken.

- 31.5.5 All other activities not included in the sequence of play are disregarded.
- 31.5.6 At the end of movement, tokens in excess of population limits must be removed to the stock.

32. THE GAME OF FARMERS AND CITIZENS

32.1 INTRODUCTION

From 2 to 7 players may play this game of empire building and conquest. Farmers and Citizens concentrates upon city construction and territorial conflict. Players must learn to balance the impulse for expansion with the need to maintain large peaceful urban areas. Each has its place and it's the wise player who knows when to emphasize one over the other.

This game is more like the full game than Nomads and Seafarers. The trade and civilization cards are still not used, though.

32.2 COMPONENTS

- 32.2.1 Use the full mapboard.
- 32.2.2 Set this up like Nomads and Seafarers except use the cities, place cards and A.S.T. in the same way as for the full game.

32.3 VICTORY CONDITIONS

- 32.3.1 The first player to cross the finish line indicated by second marker arrows (in late Bronze Age) is the winner. If several players do this together, the winner is the one with the most cities.

- 32.3.2 In this game, only 2 epochs are entered. Players must still have 2 cities in play to enter the Early Bronze Age. There is no requirement for entry into the Late Bronze Age.

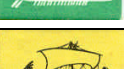
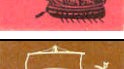
32.4 SEQUENCE OF PLAY

Phase	What
1	Population expansion
2	Census
3	Construct/maintain ships (Remove surplus ships)
4	Movement
5	Conflict
6	Build cities
7	Remove surplus population (Reduce unsupplied cities)
8	Move succession markers on A.S.T.

32.5 SPECIAL RULES

- 32.5.1 Ships may only be built by levy. Ships may cross open sea, but may not end move there.
- 32.5.2 If victory conditions of this game are found to be too easy, it may be shortened by one or two rounds.

VI. DESCRIPTIONS OF COUNTER ILLUSTRATIONS

	Tokens		Cities	Ships
Egypt		Detail from Fowling Scene, wall painting from tomb of Amenemheb, Thebes, c. 1450 B.C.	 Great pyramids of Gizeh: Menkure, c.2575 B.C., Khafre, c.2600 B.C., Khufu, c.2650 B.C.	
Babylon		God, Shamesh, on throne from Stele of Hammurabi, Susa, c.1760 B.C.	 Artist's reconstruction of ziggurat at Ur, c.2100 B.C.	
Asia		Charioteer (emphasizing the horse, domesticated in the Asian steppe)	 Artist's reconstruction of Lion Gate, Boghazkog, Anatolia, c.1400 B.C.	
Assyria		Winged, human-headed bull, Khorsabad, c.720 B.C.	 Artist's rendition of Ishtar Gate, Babylon, c.575 B.C.	
Crete		Detail from Toreador Fresco, Knossos, c.1500 B.C.	 Artist's reconstruction of Colonnade at the palace of Knossos, Crete, c.1400 B.C.	
Thrace		Hunter, detail of the Lion Hunt mosaic, Pella, c.300 B.C.	 The Parthenon, Athens, 432 B.C.	
Illyria		Figure of Apollo (reconstructed) from west pediment of the Temple of Zeus at Olympia	 Artist's reconstruction of Treasury of the Siphnians in the Sanctuary of Apollo at Delphi, c.530 B.C.	
Italy		Statue of Augustus which stood in front of imperial villa in Prima porta, about ten miles north of Rome, c.20 B.C.	 The Pantheon, Rome, c.125 A.D.	
Africa		African elephant (this species occurs only in Africa) used on Carthaginian coins	 Artist's rendition of fortified gate at New Carthage, Spain, c.250 B.C.	

VII. DESIGN CREDITS

GAME DESIGN

F. G. Tresham and Hartland Trefoil Ltd.

GAME DEVELOPMENT

Mick Uhl.

PLAYTEST

Alan R. Moon, Cliff Willis, William Cleary, Doug Burke, Richard Hambien, Charles Kibler, Bruce Milligan, Don Greenwood, Bill Rakowski, F. G. Tresham and Hartland Trefoil.

COMPONENTS ARTWORK AND LAYOUT

Charles Kibler and Hartland Trefoil.

MAPBOARD

Dale Sheaffer.

BOX ART AND LAYOUT

Charles Kibler.

TYPESETTING

Colonial Composition.

PREP DEPT. COORDINATOR

Blaine M. Adkins.

PRINTING

Monarch Services.

PRODUCTION

Bastern Box.

WORD FORMAT MANUAL

Bo Brandt