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Western Empires

999 GAMES

The First Game

THE FIRST GAME

This booklet is meant for groups that have never played the game before – even those who might have played Francis Tresham's Civilization. The objective of this scenario is to learn the rules organically as the game progresses, instead of having to read the full rulebook before starting. It will develop as a simplified version of the game, adding new rules every step of the way. This is to make the game easier to learn; experienced players may notice some difference to the full game, though.

This scenario was designed for 5 players. If you want to play with a different number of players, either form teams or have some players play with more than one civilization. The game takes about 2 hours to complete.

A.   SET UP THE GAME

- Take map board 2 (Eastern Mediterranean) and look up the map board setup for 5 players (chapter 5 in the rulebook, page 12). The civilizations in play are: Assyria, Hatti, Egypt, Hellas and Minoa.
- Take the 'out of play' tokens and mark all areas that are not used by placing a token over the population limits of these areas. Any areas having such a marker are considered to be not on the map board. The same applies to land areas not having a population limit at the edges of the map board.
- Each player picks a civilization to play and takes the corresponding player mat and the token set for that civilization (55 population tokens, 9 cities, and 4 ships). Place the population tokens in the stock area of the player mat, place the nine cities on the numbers 1-9, and the four ships on their four slots on the right of the player mat, all colored side up. Each token set includes a 'spare' token which is not used.
- Take the Census Track board, the City Count board (choose whatever side fits best on your table) and the Archeological Succession Table (A.S.T.) (choose the Basic side). The Census Track board has an 18-player A.S.T. on the backside. This is only used when combining this game with Eastern Empires, playing with more than 9 players. Use the A.S.T. for 9 players for this game. Each player places his census marker on the census track above the '1-12' box and places his A.S.T.-marker on the A.S.T. covering the left arrow (next to the name of his civilization). All markers are placed colored side up. Also place a turn marker on turn 1 on the A.S.T.

- Take the set of trade cards and only use the following sets of commodities: 9 ochre, 9 clay, 8 papyri, 8 iron, 8 fish, 9 fruit, 7 wool, 8 oil, 6 wine, 7 textiles, 5 tin, 6 copper, 5 resin, 6 incense, 4 marble, 5 gemstones, 4 ivory, 5 gold and the 8 Minor Calamities. Make 9 stacks, 1 for each number (face value), and place the corresponding Minor Calamities on top of that (stack 1 has no Minor Calamity). Now shuffle each stack and place them (face down) in the stack holders, remembering the stack number (stack 1 consists of only 1's, stack 2 consists of only 2's). Take the set of water commodities (0) and place them face up next to the stacks of trade cards.
- Each player takes 1 population token and places it on the map board on his starting area containing the name of his civilization. At this point, all players should have a player mat with 54 tokens, 9 cities and 4 ships.
- For now, leave the remaining components in the game-box.

B.   IDENTIFY THE GAME PARTS

The player mats
Each player has exactly 55 population tokens which are located either on the map or in one of the two holding sections on the player mat. During the game, when treasury is gained, tokens from the 'Stock' section are moved to the 'Treasury' section of the player mat. Ships and cities are never moved to treasury and are always either on the board or considered 'in stock'.

In between these 2 sections is a list of turn-phases. During this scenario we will skip many of these phases, adding them one by one as the game progresses.

The A.S.T. (Archeological Succession Table)
The A.S.T. indicates a player's progression through time. The game is played mostly simultaneously. At certain points a check is made for progression. If so, a player will advance on the A.S.T. (to the right). The different colored areas on this track indicate specific ages (such as the Stone Age, the Bronze Age and the Iron Age). To advance to a next age, the players have to fulfill specific requirements. Each civilization has its own track on which they strive to reach the different ages at different points in time.

The Census Track board
The census track indicates a player's token count on the board (cities and ships are not counted). At certain moments during the game a count is made and the total is marked on this track. Markers are not placed **on** the

numbers but alongside this track. It is quite common that more players have the same number of tokens. In this case the number on a player's marker indicates the Civilization # order (from top to bottom) of his civilization on the A.S.T., and will serve as a tiebreaker in specific situations. These numbers will later be referred to as 'A.S.T.-ranking'.

The City Count board
The City Count board indicates the number of cities each player has on the board during the Trade card acquisition phase in each game turn. Similar to the census track, in the case of two or more players having the same number of cities in play, the players' markers are placed in A.S.T.-ranking order.

The map board
On the map board we see land areas, sea areas, and coastal areas (that consist of both sea and land).The areas that have only sea are called 'open sea areas'. You have to develop a specific advance in the game to access these areas. In this scenario you cannot access them, thus they are considered as not being on the map board. Each land area has a name and a population limit number. At certain points a check is made and any population exceeding this limit is removed (and returned to stock). Between these checks players can move and exceed this limit in order to engage in conflict or build cities.

In some areas there are black or white markings shaped like an archway. These markings indicate city sites, which are ideal (and historical) locations to build cities. In these areas cities can be built at a lower cost than in areas not having these markings. Some areas have a population limit of '0'. In these areas a city can **never** be built. You can move 1 or more tokens there, but during the check for population limits, any population is removed. The use of these areas will be clarified later.

We see larger green parts stretching over more areas, which are called flood plains. In the full game these parts can be flooded, destroying population and/or cities. In this scenario the effects of flood plains are ignored. The white city sites indicate those vulnerable to flood in the full game; these are considered the same as the black ones in this scenario.

The map board shows volcanoes which may erupt, just as flood plains can flood, destroying population and cities. Volcanoes remain inactive and are ignored in this scenario; they are only used in the full game.

C.   START THE GAME

The game is played in turns, in which all players perform their actions. A turn consists of phases, most of which are played simultaneously. Sometimes players can insist on taking their right to wait for other players to take their actions first. The actual order is defined by rules which will be explained. If no specific order is mentioned, players play simultaneously.

TURN 1.

Population expansion
Each player now takes an additional population token and places it on top of the token already on the map board. Next, all players count their tokens on the map board and adjust this on the census track. Since the first box is labeled '1-12', you will see that any number below 12 does not make a difference. The actual rule for population expansion is this: any area containing **1** of your tokens expands by **1** of your tokens, any area containing **2 or more** of your tokens expands by **2**. For the remainder of this scenario and for the full game this rule applies.

Movement
During this phase, each player may (but does not have to) move each of his tokens 1 area.

Tips and rules (for Movement in general):
- By default, all players resolve this phase simultaneously.
- It is recommended to spread out as much as possible.
- It is recommended to flip each token that has moved (or intentionally does not move) to indicate which tokens have moved and which players have completed their moves.
- Always consider the population limits. We strongly recommend that players avoid leaving population tokens exceeding the population limit in any area at the end of the Movement phase - especially early in the game.
- Tokens cannot be moved across water-boundaries (the use of ships will be explained later).

In order to gain the best learning experience it is recommended not to deviate from the examples as described in the green boxes.

Note that Minoa can only move in one direction (the player can either leave both tokens in Knossos, or move 1 or both tokens to Phaestos). For Assyria, it is recommended to move 1 token into Syria, since that area has access to many more areas.

All players must now move. Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Surplus population check
At this point any population exceeding a population limit of an area is removed (and returned to stock).

End of turn 1. - A.S.T.-alteration
In this phase, for each player a check is made whether they meet the requirements to advance on the A.S.T. At the top of the A.S.T. the requirements to be in a specific age are printed. For the Stone Age there is no requirement, so at this point all players move their markers 1 space to the right. When all players have advanced, the turn marker is moved 1 space to the right as well.

TURN 2.

Population expansion
For each player:

- *Any area containing **1** of your tokens expands by **1**. Any area containing **2 or more** of your tokens expands by **2**.*
- *Count the number of tokens on the board for each civilization and adjust the census track (since this will be 4 for all players, all players are still in box 1-12).*

From now on we will put general rules and definitions in orange boxes.

As during the Movement phase, flip each newly placed token to indicate which areas have expanded.

Movement
Make sure all tokens on the map board are flipped to their colored side. In this phase all players will again move their tokens. But first take a closer look at the following situations.

Conflict is now possible. It may occur that both Assyria and Hatti want to occupy the same area. This does not necessarily have to result in a conflict. As long as the population limit of an area is not exceeded, the tokens of 2 or more players can coexist. Whenever a population limit is exceeded this will result in conflict after this phase. Conflicts early in the game will slow down the development of your population, so engaging in conflict at this stage of the game is not recommended.

To decide who moves first (Hatti or Assyria), take a look at the census track. By default players move

simultaneously, but players with fewer tokens on the map may insist on waiting for players with a higher number of tokens on the map. This number is represented on the census track. In the case of a tie (which is the case in this example) consult the A.S.T.-ranking. The order is from top to bottom, so the player lower on the list may insist on waiting for the player higher on the A.S.T. The players may as well look at the numbers on the markers on the census track which correspond with the A.S.T.-ranking.

Minoa does not have many options. In the Population expansion phase, the way to fully expand is to have 2 tokens in both areas of Crete, namely Phaestos and Knossos.

- *All movement is done simultaneously. A player with a lower census count may insist on waiting for a player with a higher census count. A.S.T.-ranking breaks ties. Players may move all or a part of their tokens, and wait for the remainder of their tokens for players that move before them. Once a player declares he is done moving, he flips his census marker to the white side and he cannot revert his moves.*

Each player may (but does not have to) move each of his tokens 1 area. Flip each token that moved or intentionally did not. Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Conflict
If players decided to **engage in conflict** this is resolved now. If not, skip this phase.

A conflict occurs when more than one player has tokens in the same area **and** the population limit is exceeded. If the population limit is not exceeded, there is no conflict in that area and civilizations coexist in peace.

Conflict is resolved per area in the following way:

- *Tokens are removed in rounds. In each round players take turns in removing a token from the area until **either** of the following situations occurs, in which case the conflict ends immediately:*
  a. the population limit is no longer exceeded,
  b. the area is occupied by only 1 player (may still exceed the population limit).
- *The player having the lowest number of tokens in the area must remove one first. Then the player with the next lowest number removes a token. This process is*

repeated until the conflict ends.
- *If players have an equal number of tokens in the area to start with, all of them must remove a token simultaneously (this may result in an empty area).*
- *All removed tokens are returned to stock.*

Surplus population
At this point any population exceeding a population limit of an area is removed and returned to stock (this check is not yet made in the Conflict phase).

End of turn 2. - A.S.T.-alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T. If so, they move their marker to the right. For the Stone Age there is no requirement, so at this point all players move their markers 1 space to the right. When all players have advanced, the turn marker is moved 1 space to the right as well.

TURN 3.

Population expansion
For each player:

- *Any area containing **1** of your tokens expands by **1**. Any area containing **2 or more** of your tokens expands by **2**.*
- *Count the number of tokens on the board and adjust the census track (since this will be 8 for all players, they are still in box 1-12).*

As is done in the Movement phase, it is recommended to flip each newly placed token to indicate which areas have already expanded. Be sure to flip back all tokens before the next phase.

Movement
All payers will again move their tokens. **Best practice** is to move your tokens into a position so that in the next turn your ideal expansion will result in a total of 16 tokens.

All players should therefore attempt to have 1 or 2 (not 3) tokens in an area and avoid conflict. 3 tokens would expand to 5 tokens, which will result in a total of 15 or fewer tokens, rather than the maximum of 16 tokens.

Let's take a closer look at these situations:

- Minoa now has 8 tokens and can only support 5 tokens on the isle of Crete. It can only move its tokens by ship to other areas, however...

- *Any player who wants to build a ship can do so during the Movement phase or at any moment before, during or after moving his tokens.*
- *Building a ship requires the sacrifice of 2 tokens, at least 1 of which must come from the area the ship is built in. Sacrificed tokens are returned to stock.*
- *A ship can hold up to 5 tokens at a time.*
- *A ship may move 4 areas per turn.*
- *Ships can only sail across the coast (The light blue sea areas).*
- *Tokens may only embark if they have not yet moved this turn.*
- *Disembarked tokens cannot make any further moves this turn.*

Each player may (but does not have to) move each of his tokens 1 area. Flip each token that moved or intentionally did not.

- Minoa builds a ship in Knossos, sacrificing 2 tokens from that area. It uses the ship to pick up 1 token from Knossos, sails to Phaestos, picks up another 3 tokens and sails to Peloponnesos. There it disembarks 2 tokens, then sails to Corinth and disembarks the remaining 2 tokens.
- Assyria and Hatti want to avoid conflict, but since Assyria is first in A.S.T.-ranking, it now has to choose where to move its tokens. Hatti can respond to that, after Assyria has moved all its tokens. When Assyria has made its moves, it passes and then it is Hatti's turn. Assyria cannot change its mind after passing. Any 'forgotten' moves are void.

Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Conflict
Most likely no actions are to be taken here, since Assyria, Hatti and Egypt have avoided conflict. But if conflict does occur, follow the rules explained in the previous turn.

Surplus population
Any population exceeding a population limit of an area is removed and returned to stock.

End of turn 3. - A.S.T.-alteration

For each player a check is made whether they meet the requirements to advance on the A.S.T. Still, for the Stone Age there is no requirement, so at this point all players move their markers 1 space to the right. When all players have advanced, the turn marker is moved 1 space to the right as well.

TURN 4.

Population expansion

For each player:

- *Any area containing **1** of your tokens expands by **1**. Any area containing **2 or more** of your tokens expands by **2**.*
- *Count the number of tokens on the board and adjust the census track.*

Most players will now have 16 tokens, except for Minoa, which has only 12 tokens.

As is done in the Movement phase, it is recommended to flip each newly placed token to indicate which areas have already expanded. Flip back all tokens before moving to the next phase.

Movement

In this phase all players will again move their tokens. The objective is to build a city.

Cities can be built by having at least 6 tokens in a single area containing a city site **after** the Conflict phase, or 12 tokens in a single area without a city site (and that does not have a population limit of '0'). This way population limits can temporarily be exceeded. A check for exceeding population limits is only made twice per game turn.

When building a city all population in that area is removed, and once an area contains a city it can no longer support population tokens.

Cities are built in a later phase but players already need to prepare the construction of a city during the Movement phase.

For some players it may now be interesting to build a city. Others may find it better to wait for another turn and see if they can move in ways that they can expand to 32 tokens in the next turn. Building too many cities may have a negative result on further growth. As in previous turns, players can use ships to move their tokens.

- *Any new ship will require the sacrifice of **2** tokens.*
- *Any ship left over from the previous turn requires an upkeep of **1** token to be sacrificed from anywhere on the board, before it can be used. If not paid, the ship is destroyed and returned to stock.*

- Assyria decides to build 1 city and is the first to move, because it has 16 tokens (the highest number, along with other players), and is highest in A.S.T.-ranking.
- Minoa decides to build a city in Corinth, but it may wait for Hellas to move first, because Minoa has fewer tokens on the board. As it moves, it decides not to keep the ship in Corinth. It does not pay the upkeep, so the ship is returned to stock.
- Egypt decides to build a city in Jerusalem, but it may wait for Assyria to move first.
- Hellas and Hatti decide not to build a city and try to gain as much territory as possible, intending to expand to 32 tokens next turn.

Players should keep in mind that city construction occurs after conflict, so it's possible to prevent another player from building a city by attacking the tokens that were intended to build the city. For example, if one player moves 6 tokens into an area, and another player moves 2 tokens into the same area, the first player will only have 5 tokens after the conflict; not enough to build the city. In this situation, movement order is important; for example if Minoa (census 12) was attempting to build a city and Hellas (census 16) moved tokens in to attack the area, Minoa could simply move somewhere else in reaction, because Minoa is entitled to move after Hellas, even if movement is nominally performed simultaneously in the interest of speed. If the roles were reversed, then Hellas would not have been able to react to Minoas movement.

Players can, of course, negotiate agreements to avoid conflict, but deals are not binding.

As players move simultaneously, players may move a part of all of their tokens before their turn, and wait for the remainder of their tokens for players that must move before them. As soon as a player declares his movement has ended, he cannot revert his choices. Once **all** players have ended their movement, flip all tokens back to their colored side.

Conflict

Check to see if there is any conflict as in the previous turn.

This may result in unsuccessful attempts to build a city. Conflict is resolved as described in turn 2.

City construction

All players who want to build a city remove **all** tokens from that area and place a city marker there. If (after conflict) the number of tokens is lower than 6 (in an area with a city site), a player cannot build a city there.

- *Once an area contains a city it can no longer support population tokens.*
- *An area can only contain 1 city.*
- *After city construction, all players must do a check for surplus population.*

City support

After construction, all players require **2 tokens** on the map board for each of their cities in play. Thus if a player would have 9 cities, he would require an additional 18 tokens at this point. If a player cannot comply he has to **reduce** cities until he meets this requirement.

- *Reducing a city means: removing a city and replacing it with a number of tokens equal to the population limit of that area. The newly gained tokens may be used for further city support.*

For now, the players that have built a city will require **2** tokens on the map board which should not be a problem at this time.

Trade cards acquisition

For each player, count the number of cities he has on the board, and move the A.S.T.-markers on the City Count board accordingly. In A.S.T.-ranking order, all players receive trade cards.

- *If a player has 1 city, he receives a card from stack 1. If a player has 2 cities, he receives a card from stack 1 and a card from stack 2 and so on. If, for instance, a player has 6 cities, he receives a card from stack 1, 2, 3, 4, 5 and 6.*

For now, Minoa, Assyria and Egypt each receive a trade card from stack 1. This can be either a clay or an ochre card.

For the anatomy of a trade card, check the rulebook. For now, ignore all symbols except for the name, the face value (large number), and the numbered boxes at the bottom of each card. Calamity cards show a calamity-image and the name of the calamity.

- *1 clay is worth 1. 1 ochre is worth 1 (box 1 on the bottom of the card).*
- *2 clay is worth 4 (box 2 on the bottom of the card). The same goes for 2 ochre.*
- *1 clay plus 1 ochre is worth 2, not 4.*
- *9 clay are worth 81 (box 9 on the bottom of the card).*
- *The number of cards in a full set is equal to the number of boxes on a trade card. If a card shows 6 boxes, there are only 6 copies of this commodity in the game.*

Trade

During this phase players may trade with each other. However, players can only trade when they have at least 3 trade cards, which is not yet the case. Therefore this phase is skipped.

Note: In a rare situation, a player may have drawn a calamity (Squandered Wealth). If this is the case, ignore the effect for now and keep the card.

End of turn 4. - A.S.T.-alteration

Each player now checks to see if they meet the requirements needed to advance on the A.S.T. For the Stone Age there is no requirement, so at this point all players move their markers 1 space to the right. When all players have checked to see if they advance, the turn marker is moved 1 space to the right.

TURN 5

At the start of the turn, if we take a look at the A.S.T., we can see that all players need to have at least 2 cities to advance to the Early Bronze Age at the end of turn 5, except for Minoa that still has 1 additional turn to meet this requirement. We now know how to do this. Keep this in mind when making decisions during movement.

Now that some players have cities on the board, another phase is added.

Tax collection

All players collect taxes from their cities.

- *For each city a player has on the board, he moves and flips 2 tokens from **stock** to **treasury**.*

This treasury can be used instead of sacrificing tokens from the board when building or paying upkeep for a ship during the Movement phase.

Notice that at this point a player (who has collected tax) has only 53 tokens left for distribution on the board. The more treasury a player gains, the fewer tokens he has left for population expansion.

Population expansion

For each player:

Movement

- If played as described, Hatti and Hellas now have 32 tokens, Assyria and Egypt have 20 tokens and Minoa has only 12. This is to show that a difference in tokens in the early stage has a big impact on the coming turns. If Minoa had not built the city in turn 4, it now would have had 24 population. Hatti and Hellas both have 32 tokens (or close to 32) now. They can even build 3 cities this turn if they like and still have more tokens left. However, they have to make movement decisions before other players, which is a strategic disadvantage in movement.
- At this point players may risk a few tokens by engaging in conflict.
- Hatti will attempt to build 3 cities this turn. Hellas will even try to build 4 cities.
- Since Minoa has only 12 tokens left, it is unlikely that it will risk tokens in engaging in conflict with Hellas.
- Hatti has to move first. Then Assyria takes its chance to seek conflict with Hatti by moving more tokens into areas occupied by Hatti after Hatti has ended its movement.
- Assyria and Egypt agree on a peace treaty.
- Assyria builds a city in the southern part of its region.
- Egypt builds a city in Cyrene, or somewhere in the Nile-delta.
- Minoa spends 2 treasury to build a new ship in Knossos and moves 4 tokens to the Turkish coast and Cyprus. Minoa has 1 turn left to construct 2 cities, so it does not build a new one this turn.

Conflict

As described in turn 2, conflict is resolved in all areas where a conflict situation occurs.

- Assyria and Hatti are in conflict. Hatti has fewer tokens in the contested areas. If Assyria has made the right moves, it loses fewer tokens than Hatti. It will now occupy some areas previously owned by Hatti.

City construction

Players now build their cities:

Trade cards acquisition

- All players receive trade cards for their cities as described in turn 4.
- Whenever a player draws a calamity, he does not show or mention this.

Trade

Now players have multiple trade cards: ochre, clay, iron, papyri, etc. and maybe a calamity.

In order to trade, a player should have at least 3 cards. Since players have only 3 cards (or maybe 4) at this point, it's not possible to create a better hand of cards. Therefore we skip this phase for now. Trade is very rare in turn 5.

Calamity resolution

By now calamities may have come into play. Perhaps a player has 'Tempest', 'Squandered Wealth' or even 'City Riots'.

Take a look at the Calamity Resolution Quick Chart to see what effects these calamities have.

Any calamity that has been resolved is placed under the corresponding stack (do not shuffle).

Surplus population and City support

After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of turn 5. - A.S.T.-alteration

For each player, a check is made whether they meet the requirements to advance on the A.S.T.

Now all players (except for Minoa) must have 2 cities on the board in order to advance to the Early Bronze Age. It may turn out (due to a calamity) that a player has fewer than 2 cities on the board. In that case, his marker does not move this turn. When all players have advanced (or stayed), the turn marker is moved 1 space to the right as well.

TURN 6.

Tax collection

All players collect taxes from their cities.

Population expansion

For each player:

Movement

Take a look at the Census and A.S.T.

- If Hellas managed to build 4 cities in the previous turn, it now has the smallest number of tokens on the board and may move last.
- Egypt has built only 1 additional city last turn. It has the most tokens on the board and must move first.
- Hatti now has fewer tokens on the board than Assyria, and therefore is able to react to Assyria's movement, maybe to take revenge for its earlier attack.
- Minoa has to build at least 1 additional city in order to advance to the Early Bronze Age at the end of the turn.
- Egypt retains its treaty with Assyria and tries to build 3 cities.
- Minoa uses 1 treasury to upkeep its ship in Cyprus and moves around its tokens from the Turkish coast in order to build a city at Salamis. It also uses 1 treasury and 1 token from Peloponnesos to build a new ship in Peloponnesos. That ship brings 2 tokens to Ithaca. It also wants to build a city in Phaestos without the use of any ship.

- Assyria prepares for a counterattack on Hatti. It wants to build 1 additional city and uses some tokens to exceed the population limits of the newly conquered areas to defend them against Hatti.
- Maybe Hatti does not want to attack Assyria as it costs too many tokens. It might be better to use these tokens to build an additional city.
- Hellas decides not to build a new city in order to keep as many tokens as possible for expansion next turn.

All players now make their moves.

Conflict

Any conflicts now occurring should be resolved.

City construction

- All players build their cities as described.
- A check for surplus population is made after city construction.
- A check for city support is made. Each player must reduce one or more cities of their choice until all of their remaining cities are supported.

Trade cards acquisition

All players receive their trade cards.

There is a big chance that at least 1 player receives a calamity now.

Trade

A 10 minute time limit is set for trade. All players can now trade with each other simultaneously. The objective of trade is to make complete sets of commodities. Players may be afraid of getting a calamity in return, however, the best way to gain points is to trade as much as possible.

Trade is done in the following way:

Example 1:
- *Nathan has 1 clay, 1 ochre, 1 papyri and a few other commodities. To Jeffrey he offers a papyri and 2 clay.*
- *Jeffrey has 1 iron and 2 ochre, and promises an iron, an ochre and does not mention any other card.*
- *Now Nathan is allowed to give 1 papyri, 1 clay and any other card in addition - not necessarily a second clay.*
- *Jeffrey must give at least 1 iron and 1 ochre, but the third card can be any trade card, even a calamity. Nathan could have given a calamity as well (if he had one).*

Example 2:
- *Rico offers a fish and an iron and asks for wool.*
- *Martin agrees and offers a wool and an ochre.*
- *Both players give the promised cards and 1 additional card (this may include any trade card, for example a calamity).*
- *If either player receives a calamity, he should be careful not to reveal that fact, but can (and should) attempt to trade this card away in a future trade.*

As soon as the 10 minute limit has passed, all players stop trading.

Calamity resolution
All players with a calamity must reveal it and resolve it using the Calamity Resolution Quick Chart. Players may lose treasury (which is returned to stock), suffer damage (removing tokens or cities) or are forced to reduce a city or even destroy one of them.

> Any calamity that has been resolved is placed under the corresponding stack (do not shuffle the stacks).

Surplus population and City support
After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of turn 6. - A.S.T.-alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T.

Now all players must have 2 cities on the board in order to advance to the Early Bronze Age. When all players have advanced (or stayed), the turn marker is moved 1 space to the right as well.

Now follows a final turn to conclude this scenario.

TURN 7

Tax collection
All players collect taxes from their cities.

> - *For each city a player has on the board he moves and flips 2 tokens from **stock** to **treasury**.*

This treasury can be used to build or maintain ships, but can also be used to purchase additional trade cards. This will be explained later.

Population expansion
For each player:

> - *Any area containing **1** of your tokens expands by **1**. Any area containing **2 or more** of your tokens expands by **2**.*
> - *Count the number of tokens on the board and adjust the census track.*

Movement
This last turn is the moment to explain city attacks.

> In order to successfully attack a city the attacker must have at least 7 tokens in an area containing an enemy city. The player whose city is under attack can defend the city by moving his tokens into the same area. However, this is only possible if his turn of movement occurs after the attacker's movement. The city attacks will be resolved during the Conflict phase; this will be explained later.

It is recommended that some players attempt to attack a city in order to understand the mechanics. Also try and be prepared for city defense. The usefulness of attacking a city depends on the situation.

Note: as mentioned, too much warfare will make a player fall behind in development.

Conflict

> First all regular token conflicts are resolved.
>
> If a city under attack is defended by tokens, resolve the conflict as if it was a regular token conflict, ignoring the city for now. Keep in mind that the conflict ends immediately once a single player is the only one to have tokens in the area.

City attack resolution

> - *If at this point the attacking player still has 7 tokens in the city area, the attack is successful.*
> - *If the attack was not successful, his tokens will eventually be destroyed and returned to stock and the*

> *city attack is prevented.*
> - *If successful, the city is destroyed and replaced with 6 tokens belonging to the city's owner.*
> - *Then, a regular token conflict is resolved in this area.*
> - *Regardless of the results of the conflict, if the city was destroyed, then the attacker may move up to 3 tokens from his stock to treasury.*
> - *He may also draw a trade card randomly from the defender's hand.*

City construction
Players may now build their cities:

If an attacker of a city had placed sufficient tokens in the city area to have at least 6 tokens left **after** the successful city attack, he may even build a new city of his own there.

- A check for surplus population is made. Remove all surplus population.
- A check for city support is made. Any unsupported cities must be reduced.

Trade cards acquisition
All players receive their trade cards.

> Whenever a stack is empty, a player draws a 'water' card instead. This card has a face value of '0', but, unlike calamities, can be traded as a commodity.
>
> After all players have received their trade cards, additional trade cards can be purchased. By default players can buy 1 or more cards, only from stack 9 for 15 treasury tokens per card.

At this point, it may not seem very attractive to do so, but as the full game would develop, for players this additional trade card may turn out to be very valuable.

Trade
A time limit of 10 minutes is set and players may trade.

Note: try to trade as much as possible.

At the end of this phase, the more successful players will have a (near) full set of wool, oil, fruit, fish or any lower value commodity. Notice that the higher the face value of a card, the more valuable the full sets will be.

Calamity resolution
After trade, players must reveal their calamities and resolve them. This may result in loss of treasury, tokens or cities.

Surplus population and City support
After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of turn 7. - A.S.T.-alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T.

All players must still have 2 cities on the board in order to advance through the Early Bronze Age. When all players have advanced (or stayed), the turn marker is moved 1 space to the right as well.

Victory determination
These Victory Points count **for this scenario only**.

- All players count their trade points.
- Any treasury left is worth 2 points per token.
- Each city of their own gives an additional 5 points.
- Each step on the A.S.T. gives an additional 5 points.

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

D. CONCLUSION

The winner is the player with the most points. However, this scenario was not about winning, but rather about understanding the sequence of play. Most likely, Minoa will end up last. This seems unbalanced, but Minoa has some advantages that will develop later in the game. Egypt has some disadvantages that will develop later in the game as well. The 18 civilizations in this game each have their own characteristics. Each civilization should discover their unique position on the board and A.S.T.-ranking to gain full advantage during the game.

WHAT IS DIFFERENT IN OUR SCENARIO COMPARED TO A FULL GAME

As you can see on the A.S.T., there are many game turns left and more milestones to reach. The full game (the more players the better) will have a dedicated group all brought together going for 1 goal. It takes a full day to play, and is not for the faint-hearted.

Let's first take a look at the different phases you will see in the full game. It is very likely that players have already noticed additional phases mentioned on the player mat.

1. Tax collection
   - There is a penalty whenever a player cannot collect taxes (having too much population on the board, or too much unspent treasury).

2. Population expansion

3. Movement
   - Crossing open sea areas is made possible by developing a specific Civilization Advance: 'Astronavigation'.
   - During calamity resolution barbarian tokens and pirate cities may appear. Players will have to engage in conflict to remove these.

4. Conflict

5. City construction

6. Trade cards acquisition
   - A specific order of receiving cards is explained in the Rulebook.
   - Additional trade cards can be purchased later in the game.

7. Trade
   - In the full game, not all calamities are tradeable.

8. Calamity selection
   - In the full game, this is a new phase compared to our scenario here. We have only used the simpler 'Minor Calamities' in our scenario. In a full game, depending on the number of players, more calamities and especially the heavier calamities are used. These are Major Tradeables and Major Non Tradeables. Have a look at the calamity resolution chart to see what these will do when they occur.
   - A player can only be the victim of a limited number of calamities. Any excess calamities are discarded in this phase.

9. Calamity resolution
   - A specific order of resolution is explained in the Rulebook.
   - The full game has more calamities, usually with higher impact, and sometimes affecting more than one player at once. Protection against these calamities can be bought through Civilization Advances - though some Civilization Advances can actually aggravate calamities rather than offer protection.
   - Resolved calamities are gathered and only placed under each stack at the end of the turn.

10. Special abilities
    - The game includes a set of 51 different Civilization Advances for each player which can be bought by using trade points. Some of them have special abilities. These can only be used once a turn, during this phase.

11. Surplus population & city support

12. Civilization Advances acquisition
    - This is the phase where the Advances can be bought by turning in the collected trade points.
      Some examples of Civilization Advances are attributes like 'Your ships can now move 5 steps per turn', 'You can sail across open sea areas', 'In conflict, the other player always removes their token first' and 'Prevent X damage when being the victim of calamity Y'.
    - A player can only hold a maximum of 8 or 9 trade cards (depending on the number of players), whether buying advances or not. Any excess must be discarded.
    - All discarded trade cards and resolved calamities are gathered per stack, shuffled and placed under their corresponding stacks. Non Tradeables will always be the bottom card here.

13. A.S.T.-alteration

General

More detailed changes between this scenario and a full game that are not mentioned here are fully explained in the Rulebook.

Take a look at the Rulebook or the actual cards to fully understand all 51 advances and their system of use. Civilization Advances really make quite a difference to the game. It is impossible to purchase all of them even in a full game, so every new game is different from the previous one as each player experiments and tries different strategies.

As mentioned before, beware of volcanoes and flood plains on the map board, as these areas may seem attractive to settle. However, they can either erupt or flood during calamity resolution, destroying population and cities.

For any new group we suggest that at least 1 player reads the complete sequence of play in the Rulebook before starting a full game. Now that everyone understands the sequence of play, it will not be too hard to see what a full game looks like. A full game of 9-18 players takes 10-12 hours to complete (this may be a few hours less for a smaller group). If desired one can set a time limit to perform the end-game scoring early when the timer goes off. In that case it is recommended to be prepared for that time limit at the start of any new turn.