

Civilization, by Francis Tresham. Gibson's 1988 edition. Concise rules by Greg Lorrman © 2016, BGG: itsastickup. V1.0e (beta)

Except as stated, rules in terms of an individual player and own pieces.

'Their' = opponents.

21. Summary: reach end of Progress Chart first, which requires much more than 1000 points. Cities are eligible to gain Trade cards. Trade cards buy Civ cards; which are needed to gain maximum points. Tip: too many low value Civ cards makes it impossible to get enough points!

31. Board. Circled numbers: a zone's max allowed population tokens, (but see rule 53.8). Floodplains: darker shade with white details. Open sea: only crossable by ships if you have the ASTRONOMY card (see 53.6). Small squares are city sites. Cones are volcanoes. Progress Chart: arrow is start position, circle is finish; final epoch indicates points needed to reach step; markers moved one step at end of each round (see conditions, rule 43.13).

32. Playing pieces. 56 round population, 'pop', tokens also used as 'treasury', 4 ships, 12 squares (9 for cities, 2 for Census and Progress charts, 1 unused spare). Tokens, cities and ships not in play are kept in 'Stock' of player mat. 7 players: only 48 round tokens.

33. Player Mats. Used for treasury and stock tokens.

41. Procedure. Each event is performed in the listed sequence, 43 below, with non-applying events missed out in the earlier rounds. Secondary consequences noted in parentheses, 43.

42. Set up. Sort trade cards, shuffle 1 & 2 value cards, and stack face down in marked areas, with a calamity card, as numbered, at the bottom except the first stack. Take a trade card from each stack for each player, shuffle, deal, choose nations in ascending order, return cards to stacks. One token to start position as below:

2 Player: buff areas only. Two of: Asia, Hattusas; Crete, Knossos; Thrace, Odessus. Only 1 MYSTICISM card.

3: buff & pink. Any three of Asia, Hattusas; Crete, Knossos; Italy, Tarquinii; Illyria, north edge of 5 zone; Thrace, north edge 3. One MYSTICISM card.

4: buff & green. Asia, north edge 2 zone; Assyria, north east corner 2; Babylon, Susa; Crete, Knossos; Thrace, Odessus. Two MYSTICISM cards.

5 Pink unplayed. Africa, Carthage; Asia, north edge 2; Assyria, north east corner 2; Babylon, Susa; Crete, Knossos; Egypt, Hieraconopolis; Thrace, Odessus. Two MYSTICISM cards.

6 & 7: Exactly as for 5 but also: Illyria (north edge 5); Tarquinii, Thrace (north edge 3). Place square (city) marker on start arrow/triangle of track at left of Progress Chart.

Events for 1 round (16-20 rounds) **for non-simultaneous players' actions:

- 43.1 E1 - collect taxes (revolts)
- 43.2 E2 - Population expansion
- 43.3 E3 - Census
- 43.4 E4 - construct ships (remove surplus)
- 43.5* E5 - movement
- 43.6 E6 - conflict (surrender or reduction of cities)
- 43.7 E7 - build cities (remove surplus population)
- 43.8* E8 - acquire trade cards (buy gold)
- 43.9 E9 - trade
- 43.10* E10 - exchange trade cards and treasury
- 43.11* E11 - resolve calamities (reduce unsupported cities)
- 43.12 E12 - return excess trade cards
- 43.13 E13 - Alter progress chart

43.1 E1 TAXES: two tokens per city from stock to treasury or REVOLT. See COINAGE 53.9. **Revolt:** player with most tokens in stock after taxes chooses which cities revolt and takes them over. If insufficient cities in stock to complete, then next player with largest stock chooses etc. Taken cities pay no tax this round and can be unsupported (43.65) until end of E6.

43.2 E2 EXPANSION: Add a token to each zone that has one token. Add two tokens if more. If lacking stock, may choose distribution. Expand most populated first to help keep track.

43.3 E3 CENSUS: Count tokens on the map and move the census marker.

43.4 E4 SHIPS: Two tokens to build. One to maintain. Out of treasury or levy on the same zone, to stock. Unmaintained ships go to stock. Build only on coastal zones.

43.5 E5 MOVEMENT: move in order of census, most tokens first. All zones may have unlimited tokens in this phase. All tokens can move one zone, or on and off a ship multiple zones; may not stay on a ship. **Ships** carry max five tokens at a time (more within the phase with disembarkations) and max four coastal zones, including lakes, and may retrace (see CLOTHMAKING 53.1 ASTRONOMY 53.6). Ships cannot use rivers or land.

43.6 E6 CONFLICT: occurs when multiple players' tokens (or city) in a zone above token limit. Ships do not conflict. Removed tokens go to stock. A city is a fully populated zone.

43.61 Procedure: player with least tokens remove a token first, then next least player etc. until zone limit. If begun with equal tokens, remove simultaneously; which may depopulate. See METALWORKING 53.7. At zone limit, peoples can co-exist and conflict ends.

43.62 City attack requires attacker to have 7 tokens (8 if city owner has ENGINEERING) and attacked city is replaced by 6 tokens and battle continues as 43.61. If less than seven (or eight, 53.11), attacker tokens forfeit to stock.

43.63 Two or more groups of tokens must first battle each other. Survivor then attacks city.

43.64 Surrender: become attacker city if too few stock to become 6 tokens. Other battles first.

43.65 After end of all conflicts, 'reduce' unsupported cities, of your choice, to zone max where less than 2 tokens on the board per city (see AGRICULTURE).

43.7 E7 BUILD CITIES: May build a city if 12 tokens in a zone, or 6 for a city site. Max 1 city per zone. Max 9 cities. After building, remove excess tokens (see AGRICULTURE), which includes those still in city zones, to stock.

43.8 E8 ACQUIRE TRADE CARDS: Player with least number of cities first then next least etc: take one card from each stack for each city, stack 1 first, then 2 & etc. Miss out on a trade card if a stack is empty; no compensation from other stacks. Keep cards secret but red cards declared and placed face up. Draw/buy gold/pirate card with 18 tokens from treasury to stock.

43.9 E9 TRADE: negotiation is simultaneous and not secret. Agreements/treaties are not binding. Deals between two players only; no three-way or more trades. Trade only with trade cards and black calamity cards. Red calamity cards cannot be traded. Must offer 3 or more cards or not permitted to trade. Correctly state the number of cards, the total point value, (multiples calculated, 51) and the commodity type of one card. All other information may be incorrect. Trade by simultaneous, face-down exchange. Black calamity cards cannot be traded away once received in trade and are valued at zero. Trade until all players finished.

43.10 E10 CIVILIZATION CARDS EXCHANGE. Play in reverse, Egypt to Africa. To 'pay' for as many Civ cards as wanted, place trade cards (combined value) to bottom of stacks and exact tokens from treasury to stock; no change given and cannot surrender tokens to stock. Can hold max 1 Civ card of each type and max eleven Civ cards. Civ cards from previous rounds used as credit towards specific new cards, as marked by colour and symbol, 54, 53.3-53.10. Each card used as credit to one new card per round. Dual cards can only use one of the two credits as marked. Civ cards used as credit are kept; Civ cards cannot be traded, given or surrendered.

43.11 E11 RESOLVING CALAMITIES: Red cards are active. Black cards received in a trade are active. Resolve 2 active cards if available, less if not. Resolve strictly sequentially 52.2 to 52.9; no choosing between 3+ active cards. After everyone's cards resolved, unsupported cities reduced, 43.65. Resolved and excess active cards to the bottom of the stacks.

43.12 E12 RETURN EXCESS TRADE CARDS (E12): Black cards not received in trade may be kept. Keep max total of 6 trade and black cards. Rest to bottom of stacks.

43.13 E13 After Progress Chart: Markers may move one step but in epochs two and higher, if no cities after E11: marker is moved back one instead. Minimum conditions for crossing an epoch: epoch two, 2 cities; three, 3 groups/colours of Civ cards; four, 7 civ cards; five, civ cards worth minimum 1,000 points; after five, stated minimum points of step counting treasury and trade cards also, and must move back if short of current step's stated minimum value.

44. Winning: First to the circle. Tie break is total points: civ and trade cards plus treasury.

51. Trade cards: 75 cards, 66 trade 1-9 points, 8 calamity 0 points. More than one card of a single commodity increases points by rows along top and bottom of card, left to right, 1 card, 2, 3 etc. (The formula is points for one card times number of cards of the commodity.)

52.1 Resolving calamities: tokens=1 unit, cities=5 units (ships do not take part). Where cities eliminated, depopulate the zone. Else reduced, 43.65, AGRICULTURE 53.8 taken in to account. Removed tokens and cities to stock.

52.2 Volcanoes and earthquakes: All units in volcano zone are lost without respect to owner. Syracuse and Cumae equally affect all zones they border. If units affected by more than one volcano, may choose which erupts. Earthquake: If your units not affected by a volcano, reduce one city, 43.65, and may reduce one city of one opponent with adjacent units, even if separated by water (example, Rhodes and Miletus).

52.3 Flood: Lose max 17 units if units on a flood plain. Affects tokens in a zone with a darker section but cities only affected if a white square. Max 10 units of opponents may also be removed by card-holder if on the same flood plain. ENGINEERING: players only lose 7 units.

52.4 Famine: lose 9 units, then may order opponents to remove max 11 units each of their choice, max 20 opponent units. POTTERY: reduce by 4 units for each GRAIN card.

52.5 Civil War: No Civil War with less than 35 units. By flipping on to blank side, 'secede' 15 units and nominated opponent flips another 20 of cardholder's units. Choose to keep flipped or unflipped, nominee changes others to his own tokens from stock. PHILOSOPHY: only player with most tokens in stock, which may be the cardholder, secedes 15 cardholder units, then choose. If DEMOCRACY without PHILOSOPHY, 15 units secede and another 30 by nominee, then choose. See part 6 for token or city shortage.

52.6 Epidemic. Lose 16 units. Then instruct opponents to lose 10 units of opponents' choice, 25 units max. Opponent who gave away/started the epidemic is immune. No zone may be depopulated, which may reduce losses; replace cities by 1 token (a loss of 4 units). MEDICINE: lose only 11 units, opponents with MEDICINE lose max 5 units.

52.7 Civil Disorder. If more than 4 cities, reduce the rest, 43.65. LAW: more than 5. DEMOCRACY: more than 6.

52.8 Iconoclasm & Heresy: reduce 4 cities, 43.65. LAW, 3. PHILOSOPHY, 2. May choose 2 cities of opponents to reduce; opponent with LAW, max 1; PHILOSOPHY, immune.

52.9 Piracy: Eliminate, 52.1, one coastal city (land zone with sea) per ship connected by sea of opponent who traded the card. No sea range limit.

53 Civilization Cards: confer a special ability or immunity, except MYSTICISM.

53.1 CLOTH MAKING: Ships may move 5 zones instead of 4.

53.2 POTTERY: Combined with GRAIN, reduces famine (see 52.4).

53.3 DRAMA & POETRY: Counts 20 credits towards LITERACY.

53.4 MUSIC: 30 credits towards PHILOSOPHY.

53.5 ARCHITECTURE: 15 credits towards any Civ card.

53.6 ASTRONOMY: Ships can cross open sea (see 31, 43.5)

53.7 METALWORKING: In conflict, opponents must remove tokens first despite their larger force. No effect on opponents with METALWORKING (see 43.61, 43.63).

53.8 AGRICULTURE: token limit increases by 1 for occupied zones. Does not apply during conflicts or in zones with opponents' tokens.

53.9 COINAGE: may choose level of tax for cities at 1, 2 or 3 tokens per city, any round, but same tax for all cities that round.

53.10 LITERACY: 25 credits towards LAW, DEMOCRACY, or PHILOSOPHY.

53.11 ENGINEERING: Reduces Flood, see 52.3. Attacker must bring 8 not 7 tokens against city, 43.62

53.12 MEDICINE: reduces Epidemic, 52.6

53.13 LAW: required to gain DEMOCRACY or PHILOSOPHY. Reduces Civil Disorder, 52.7; and Iconoclasm & Heresy, 52.8.

53.14 DEMOCRACY: Reduces Civil War, 52.5; and Civil Disorder, 52.7.

53.15 PHILOSOPHY: Modifies Civil War, 52.5. Reduces Iconoclasm & Heresy, 52.8.

54. Civ card values and credits. Central number is points value. Colour identifies the group, some belong to two groups. Arts, blue; Crafts, orange; Sciences, green; Civics, pink. Geometric symbol is credit towards others in the same group (43.10). LAW, DEMOCRACY, PHILOSOPHY do not provide credit. Four of each card except: MYSTICISM, 3; DEMOCRACY AND PHILOSOPHY, 5; ARCHITECTURE and LITERACY, 6; LAW, 7.

Part 6 SPECIAL CASES

62. Orders of Precedence: absent another rule, and for ties, players move in the order of the Progress Chart. Also for deciding who should be involved in a specific action; ie, a revolt with two players with equal number of tokens in stock. Order in conflicts needed in a potential token shortage: starting at Africa, token to token battles first, then tokens attacking cities.

63. Multiple Actions. Separate in to individual actions, then as in 62. For instance, Removing secondary casualties from Epidemic.

64. Shortage of Cities. In E7 limits cities built. For revolts, see 43.1. For Civil War, acquired cities lost by revolt, as in 43.1; can cause reversion to original player.

65.1 Shortage of stock tokens. For E1: revolt 43.1. E2: limits expansion, 43.2. E6: attacked city surrenders, goes to stock, 43.64 & 62. E7 & E11: city reduction becomes elimination, 52.1, except in Civil War. Civil War: player with most stock tokens takes over excess tokens.

65.2 Shortage of treasury tokens: no critical effect.

65.3 Shortage of tokens on the board. If insufficient tokens to support cities, cities are reduced, 43.65.

66. Errors. If possible, restore to correct positions. If an illegal action cannot be reasonably reversed and player benefited, the penalty is that the marker cannot be moved forward at E13.

Chris Farrell recommendation. Shorter and more satisfying: 4-5 players; winner to pass last triangle on Progress chart (not the Epoch); no MYSTICISM; remove 1 each of non-pink (non-civics) Civ cards; Egypt and Babylon require only 5 tokens to build on a flood plain (corrects a balance issue). Chris Farrell is a BGG and Civilization guru. illuminatinggames.wordpress.com