



## WEST EXTENSION MAP

For some time players of the popular *CIVILIZATION* have been looking for ways to improve this already-classic game. Back in 1982, the "Expansion Trade Cards" were introduced—and were an immediate hit. Now comes a new map, extending the world of *CIVILIZATION* to the Straits of Hercules and adding all Gaul, southern England, and western North Africa. Printed on heavy, glossy stock, the West Extension Map may be added to any standard or *ADVANCED CIVILIZATION* game to produce a greatly improved four-player scenario and a challenging five-, six- or seven-player version. Iberia now starts from any of the three areas on the western edge of the peninsula (replacing Italy as a player-race); African openings are also expanded. Both make use of a revised AST Table printed directly upon the new map section. Other than these intriguing changes, all standard rules remain in force.

Experienced players, perhaps suffering ennui after yet another thrashing as Africa, will find their games considerably livelier as new approaches are debated. Novice players, with more room for expansion of their peoples, will find the penalties for mistakes less daunting. Whether with four or seven, the extended-map version of *CIVILIZATION* is sure to be seen at more than a few Saturday-night gaming sessions.

The West Extension Map is now available for \$8.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add \$3.00 shipping and handling for domestic orders; \$6.00 for Canadian; \$9.00 for overseas. Maryland residents please add 5% state sales tax. For easy credit card ordering, call 1-800-999-3222.



### The Avalon Hill Game Company

Division of Monarch Avalon, Inc.

# ADVANCED CIVILIZATION

## Preface

*CIVILIZATION* is an outstanding game, which has been played by many who could not be considered by any stretch of the imagination to be "wargamers". Articles suggesting rule changes for *CIVILIZATION* have occasionally been published, and house rules abound, but no systemic revision of *CIVILIZATION* has been attempted. Until now.

### "Advanced" *CIVILIZATION*

The term "advanced" is likely a misnomer. "Enhanced" might have been more accurate, but *ADVANCED CIVILIZATION* follows a tradition which is already established at Avalon Hill. When a product is based on an existing game, but goes beyond it, it is appropriate to use the term "advanced", as in *ADVANCED SQUAD LEADER* or *ADVANCED THIRD REICH*. This does not necessarily imply that the "advanced" version is more complex or difficult to play, although it might be, but rather that it represents what the designers see as the next step in the development of the original game concept.

*ADVANCED CIVILIZATION* is almost certainly no more difficult to play than the original game. The addition of civilization, commodity and calamity cards does not make the game harder to understand. *ADVANCED CIVILIZATION* is really just *CIVILIZATION*, only more so. Some may feel that a change such as allowing the purchase of more than 11 civilization cards hurts the game, by eliminating a key element of the classic game. Those who reach such conclusions should continue to play *CIVILIZATION*, which will still be published and sold by Avalon Hill.

### A complete package

*ADVANCED CIVILIZATION* is presented in a somewhat unique form. It was decided to offer the public both the rules and a Gamer's Guide, all in one package. Such an approach relied heavily on the designers and playtesters, and only time will tell if it is well-received. It is hoped that the articles included in this publication will ease the transition from *CIVILIZATION* to *ADVANCED CIVILIZATION*, as well as giving players insights into how the new game works. Much of the expertise gained from playing *CIVILIZATION* will still apply, but much will not, and players who do not develop strategies which suit the new game will quickly find themselves in trouble.

### Rules

To some extent, the organization of the rules follows those in the original game. A number of improvements have been made, especially in numbering, and players should be able to quickly find applicable rules during play. An index was not thought to be necessary.

### Gamer's Guide

The Gamer's Guide consists of a number of articles on a variety of topics. The "Designer's Notes" (p. 16) may interest some, but all *CIVILIZATION* players should read "Learning

*ADVANCED CIVILIZATION*" (p. 17), which sets out the differences between *CIVILIZATION* and *ADVANCED CIVILIZATION*. Readers who are unfamiliar with either game will still find Gary Rapanos' article interesting for historical reasons, but *CIVILIZATION* players will find it invaluable in helping them know what to remember and what to forget.

Two articles which should be of general interest are "The Wrath of the Gods" (p. 26) and "Civilization Cards" (p. 31), which discuss several essential aspects of the game. The insights in these articles are definitely not exhaustive, but provide food for thought.

A somewhat different approach to the game is found in "Through the Labyrinth" (p. 20) and "A Study in Contrasts" (p. 28), which discuss the play of Crete, Egypt and Africa. *ADVANCED CIVILIZATION* is not susceptible to exact analysis, but these articles contain many useful ideas, and offer examples of the applications of general principles familiar to many players.

"The Wisdom of the Ages?" (p. 39) is an attempt to gather some of these principles together for the benefit of the reader. They look great on paper, but I suspect that once the excitement of a game takes over, I would be lucky if I paid attention to more than half of them.

"The Road to Civilization" (p. 23) discusses the A.S.T., which is no longer determinative in *ADVANCED CIVILIZATION*, but is still important. The requirements of the A.S.T. have all sorts of effects on other areas of the game.

Another crucial aspect of the game is analyzed in "Diplomacy" (p. 38), which may cause the reader to look at this familiar subject from a different perspective.

"Season to Taste" (p. 46) offers experienced players some optional rules. Certainly it is best to become familiar with the standard *ADVANCED CIVILIZATION* rules before experimenting with the intriguing suggestions found in that article.

Full-fledged variants are contained in "Imperial Civilizations" (42) and "Civilization and Trade" (p. 44), and it will be interesting to see if these ideas achieve popularity. A variant on a somewhat smaller scale is contained in "Atlantis" (p. 41).

### Conclusion

If I were to find fault with the Gamer's Guide, it would be that too much of it reflects my own views of *ADVANCED CIVILIZATION*, although the final product represents a considerable effort from a large number of contributors, to whom I express my appreciation.

To a lesser extent, I suppose, the same can be said about the rules themselves, but again it must be emphasized that many *CIVILIZATION* players contributed important and innovative ideas which appear in this publication. All those who participated in the development of *ADVANCED CIVILIZATION* and the production of the Gamer's Guide hope that both will provide gamers with many hours of challenge and enjoyment.

Bruce Harper

# ADVANCED CIVILIZATION

## Table of Contents

Preface .....	2	31. ACQUISITION OF CIVILIZATION CARDS .....	13
Table of Contents .....	3	32. CIVILIZATION CARD ATTRIBUTES .....	13
Design Credits .....	3	33. MOVEMENT OF MARKERS ON THE A.S.T. ....	15
		<b>VI. WINNING THE GAME</b>	
		34. THE END OF THE GAME .....	15
		35. VICTORY DETERMINATION .....	15

## RULES

<b>I. OVERVIEW</b>	
1. INTRODUCTION .....	4
2. DESCRIPTION OF PLAY .....	4
<b>II. GAME COMPONENTS</b>	
3. COMPONENTS .....	4
4. THE MAPBOARD .....	5
5. PLAYING PIECES .....	5
6. CIVILIZATION CARDS .....	5
7. TRADE CARDS .....	5
8. COMMODITY CARDS .....	5
9. CALAMITY CARDS .....	6
10. ARCHAEOLOGICAL SUCCESSION CARD .....	6
11. PLAYER MATS .....	6
12. PLACE CARDS .....	6
13. CALAMITY EFFECTS SUMMARY .....	6
14. CIVILIZATION CARD CREDIT AND GAME RECORD SHEET .....	6
<b>III. GETTING STARTED</b>	
15. SETTING UP THE GAME .....	6
16. THE NUMBER OF PLAYERS .....	7
<b>IV. TURN BY TURN PROCEDURE</b>	
17. THE GAME TURN .....	7
18. SEQUENCE OF PLAY .....	7
<b>V. THE PHASES</b>	
19. TAXATION .....	8
20. POPULATION EXPANSION .....	8
21. CENSUS .....	8
22. SHIP CONSTRUCTION .....	8
23. MOVEMENT .....	8
24. CONFLICT .....	9
25. CITY CONSTRUCTION .....	9
26. REMOVAL OF SURPLUS POPULATION .....	9
27. ACQUISITION OF TRADE CARDS .....	10
28. TRADE .....	10
29. RESOLUTION OF CALAMITIES .....	10
30. CALAMITIES .....	11

## GAMER'S GUIDE

<b>DESIGNER'S NOTES</b> .....	16
Is <i>CIVILIZATION</i> Advancing? .....	By Bruce Harper
<b>LEARNING ADVANCED CIVILIZATION</b> .....	17
A Guide for <i>CIVILIZATION</i> Players .....	By Gary Rapanos
<b>THROUGH THE LABYRINTH</b> .....	20
Playing Crete in <i>ADVANCED CIVILIZATION</i> .....	By Eric Hunter
<b>THE ROAD TO CIVILIZATION</b> .....	23
The A.S.T. in <i>ADVANCED CIVILIZATION</i> .....	By Michael Roos
<b>CONFERENCE MAP</b> .....	24
<b>THE WRATH OF THE GODS</b> .....	26
Calamities in <i>ADVANCED CIVILIZATION</i> .....	By Jennifer Schlickbernd
<b>A STUDY IN CONTRASTS</b> .....	28
Egypt and Africa in <i>ADVANCED CIVILIZATION</i> .....	By Lauren Banerd
<b>CIVILIZATION CARDS</b> .....	31
The Options in <i>ADVANCED CIVILIZATION</i> .....	By Bruce Harper
<b>DIPLOMACY</b> .....	38
A Civilized Approach .....	By Lauren Banerd
<b>THE WISDOM OF THE AGES?</b> .....	39
Advancing your Civilization .....	By Lauren Banerd and others
<b>ATLANTIS</b> .....	41
The Lost Civilization .....	By Bruce Harper
<b>IMPERIAL CIVILIZATIONS</b> .....	42
An <i>ADVANCED CIVILIZATION</i> Variant .....	By Bruce Harper
<b>CIVILIZATION AND TRADE</b> .....	44
An <i>ADVANCED CIVILIZATION</i> Variant .....	By Peter Robbins
<b>SEASON TO TASTE</b> .....	46
Optional Rules for <i>ADVANCED CIVILIZATION</i> .....	By Bruce Harper

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# DESIGNER'S NOTES

## Is CIVILIZATION Advancing?

by Bruce Harper

I have played *CIVILIZATION* since its initial release, and for the last few years played the game regularly. Everyone in our group enjoyed the game, but we all had the feeling that improvements could be made.

There were no complaints about the essential structure of the game. As a multi-player game, *CIVILIZATION* has few, if any, equals. The most important reason for this is that in *CIVILIZATION* players are never eliminated from the game, in contrast to games such as *RISK* and *DIPLOMACY*. *CIVILIZATION* is also easier to learn and play than many strategy games. *CIVILIZATION* was a refreshing change from wargaming, and our games contained some memorable moments.

To its credit, Avalon Hill did not rest on its laurels, and we found the additional trade cards and Western Extension Mapboard revitalized the game, but only for a while. Problems arose.

### The problems

Our *CIVILIZATION* games were interesting, but they all started to look the same, as Democracy and Philosophy were inevitably the ultimate achievements of civilization. Another serious concern was that the games were too long, and could never be properly finished. Finally, there was no stopping a player who got ahead on the Archaeological Succession Track (A.S.T.), although almost every game ended with a ferocious attack against the front runner.

*ADVANCED CIVILIZATION* is an attempt to solve these problems, and allow the game to fully realize its potential. The game is still clearly recognizable, and can still be learned easily, especially by those who are already familiar with *CIVILIZATION*, but the changes make the game much more interesting and challenging to play.

In the following, I will briefly set out the key changes to *CIVILIZATION*, and share with you the thinking which triggered them.

### New civilization cards

One of the most important features of *ADVANCED CIVILIZATION* is the creation of a new category of civilization card. The Religion category consists of Mysticism (50), Deism (80), Enlightenment (150), Monotheism (220) and Theology (250). Mysticism previously was an Arts/Science card worth 30.

The introduction of the Religion category of civilization cards is not a statement as to the importance of religion in human development. The primary reason for this new category of cards was that the game required diversity. With every civilization going down the same path, the main question in the game became not what types of civilizations would develop, but rather how fast they would develop. This appeared to be the main reason the game was becoming stale. The same logic lies behind the addition of four other higher civilization cards. Two are Crafts cards (Roadbuilding and Mining), one an esoteric and practically useless Science/Arts card (Mathematics) and the other a

rogue Civic (Military). Roadbuilding and Military were originally conceived by Jim Eliason and described in his article "Advanced Civilizations - Beyond the Eleventh Card". I apologize to Jim for any violence I may have done to his original ideas.

It is now possible to develop a civilization in one of a number of different directions without reaching a dead end. Allowing players to buy as many different civilization cards of whatever type as they wish encourages this trend. The civilizations in *ADVANCED CIVILIZATION* are wonderfully diverse, without any artificial rules being required to push players in different directions.

### Victory conditions

The revised victory conditions take into account five different factors: Civilization card values, trade card values, treasury, A.S.T. position (100 points per space) and cities (50 points per city). This change arose out of the belief that the previous rules, under which the first player to reach the end of the A.S.T. was the winner, placed too much emphasis on the A.S.T.

The new victory conditions recognize not only the rate of development of each civilization (the A.S.T.), but also its overall achievements (civilization cards) and its potential for future development (cities, trade cards and treasury).

Another advantage to the new victory conditions is that they allow a game to be played in a set time. This is a distinct improvement over the old idea of playing to an earlier point in the A.S.T. It's always best to take the whole day and play a game to conclusion, but in the real world this isn't always possible.

### New calamities and trade rules

Another aspect of the original version of *CIVILIZATION* that always intrigued me was the impact of calamities on the game, especially in trading. Unfortunately this part of the game only came into its own once trade cards were being drawn from the higher value trade stacks. Players also would hold onto tradable calamities, removing them from play.

Several changes, all related, were made in this area. Four new calamities were added, all of which can be traded: Treachery, Superstition, Slave Revolt and Barbarian Hordes. These are stacked in the two, three, four and five value trade stacks, respectively.

The trade rules themselves were also changed. Each player involved in a trade must trade at least three trade cards, but the cumbersome formula in the original game has been replaced by the simple rule that two of the trade cards for each side must be honestly revealed. The other card(s) in a trade might well be calamities, but each player knows two of the trade cards he will receive.

A third change, allowing the unlimited trading of tradable calamities, makes every trade dangerous. The intention of this rule is to prevent "safe" trades, which might occur after all calamities

have been exposed. The rule that a player who fails to trade a tradable calamity becomes the primary victim of the calamity ensures that calamities continually circulate, as they cannot be discarded or held for future turns.

Once players are accustomed to these changes, they quickly accept calamities as normal, and learn to endure the temporary setbacks associated with them.

### Aggression in CIVILIZATION

*CIVILIZATION* is not a war game, we are told. There is no doubt that one of its best features is that many people play *CIVILIZATION* who do not play wargames. There are several reasons for this. One is that the overall objective of the game is the more or less commendable goal of advancing a civilization out of the Stone Age. A second, related, reason is that the game is essentially constructive, rather than destructive, in nature. Even the last place finisher creates something of enduring value. Finally, the game is social in nature, especially when it comes to trading.

In the original rules, aggression was more or less discouraged, and the result was a somewhat unnatural fossilization of the positions of the various players. Without wanting to convert *CIVILIZATION* into *ADVANCED THIRD REICH*, several changes have been made to make aggressive behavior a reasonable, although not compulsory, option for players who are so inclined.

The two changes which most affect this aspect of the game are the provisions which allow a player who successfully attacks another player's city to take one of the victim's trade cards and transfer up to three tokens from stock to treasury to reflect pillage of the destroyed city. This does not make constant aggression a paying proposition, as the tokens used in attacks against enemy cities can often be more profitably employed in city construction. These changes do create a balance between attack and defence, by making aggression a viable, albeit costly, option in some situations, such as where another player is known to hold a single Gold card.

It is open to a player to go mad and acquire only aggressive civilization cards, such as Metalworking, Military, Roadbuilding and Astronomy, but it is difficult to see how such a "strategy" could succeed, as richer and more soundly governed nations could acquire the same civilization cards. In any event, the game system now accommodates a variety of styles, and players will be free to devise strategies as they wish.

### Conclusion

Most of the other changes to the rules can be understood in relation to the goals described above. Generally, artificial rules which forced civilizations to develop in certain directions have been abolished, although players ignore the constraints of the game system at their peril, but are otherwise free to mould a civilization in their own image.

# Learning ADVANCED CIVILIZATION

## A Guide for CIVILIZATION Players

by Gary Rapanos

The following article is directed at those who are familiar with *CIVILIZATION*. It explains the main differences between *CIVILIZATION* and *ADVANCED CIVILIZATION*, and is intended to ease the transition from the old game to the new. The organization format of the *ADVANCED CIVILIZATION* rules has been used, as it essentially follows the sequence of play for each game turn.

### The components

*ADVANCED CIVILIZATION* uses the *CIVILIZATION* mapboard, including, if available, the Western Expansion Mapboard. Similarly, the nine sets of players tokens from the original game are used. Many of the other game components have been redone, although their general design and intent is unchanged.

Eight new civilization cards have been added, and all the civilization cards have been reprinted, with their attributes appearing on the back of each card. The sixteen civilization cards from the original game are used in *ADVANCED CIVILIZATION*, although some costs, credits and groupings have been changed.

There are also four new calamity cards, to be used with the eight calamities from the original game. The four red-backed calamities have been reprinted with brown backs.

This gives a total of 24 civilization cards and 12 calamities.

The total number of commodity cards has been increased from 66 to 114. Players who have used the expansion trade cards will be familiar with timber, oil, wine, silver, resin, dye and ivory. In *ADVANCED CIVILIZATION*, the number of each commodity is generally greater, in part to balance the new calamities.

One important new component is the Civilization Card Credit Sheet, which is meant to be photocopied and used by players during every game. This handy table shows the credits given by each civilization card, as well as the cost and prerequisites, if any, of each civilization card. A player can thus see at a glance the credits he has amassed towards the purchase of new civilization cards. Space is also provided so players can keep track of the civilization cards they have acquired and their cumulative point totals, which are so important for A.S.T. advancement.

Finally, the attributes of the various civilization cards and the effects of calamities are set out on separate player aids for easy reference.

### Starting the game

Few changes have been made in setting up the game, other than in the preparation of the trade card stacks. Simply put, the tradable calamities are shuffled into the bottom portion of each trade card stack, so they won't be drawn right away. At least as many commodity cards as there are players are placed at the top of each stack. Non-tradable calamities are placed at the bottom of each stack. This method has generally met with approval, although there are many optional rules permitting different approaches to calamities (see "Season to Taste", p.46).

### The sequence of play

The overall sequence of play is unchanged from *CIVILIZATION*, except that calamities are resolved before the acquisition of civilization cards. This prevents players from purchasing a civilization card in order to reduce or avoid the effects of a yet to be resolved calamity.

The sequence of play, and the important changes in play during each phase, are set out below.

### Taxation

Cities belonging to players who hold Democracy never revolt. This change is not particularly significant, as city revolt is rare in any case.

### Population expansion

Here there are no changes. Population expansion occurs in A.S.T. order if any player wishes, although it will usually take place simultaneously in order to speed play, especially when players have enough tokens in stock to allow for maximum expansion.

### Census

No changes.

### Ship construction

Players now build ships in census order, so that the largest nations build their ships first. This makes ship construction consistent with movement. Players with Military build their ships last.

### Movement

Movement still occurs in census order, although players who hold Military move after players who do not. Census order applies as between all players who hold Military.

Players who hold Roadbuilding may move their tokens through two land areas, provided the first area does not contain units belonging to anyone else.

### Conflict

City surrender has been abolished. If the defender does not have the normal six tokens to substitute for a city, he uses what tokens he has and combat is resolved normally.

A significant change involves the pillaging of destroyed cities. A player who eliminates a city in combat may pillage it by transferring up to three tokens from stock to treasury. The defender's treasury is unaffected, as he has already lost the city. In addition, the attacker draws one commodity card from the defender's hand and retains it for his own use.

These changes not only make aggression profitable in some circumstances, but add an element of uncertainty in the handling of trade cards. A player who tries to corner a market by holding a large number of valuable commodity cards for a turn may find his precious hoard under attack from jealous neighbors. These

changes do not make war itself profitable, but the occasional raid, especially if the victim can not or does not retaliate, can be quite rewarding.

Engineering now aids in the attack, as well as the defense, of cities. A player who holds Engineering may attack a city with only six tokens, while if the defender holds Engineering eight tokens are required. If both players hold Engineering, the effects cancel.

### City construction

Players who hold Architecture may use tokens from treasury to assist in the construction of one city each turn. At least half the cost of construction must be paid with on-board tokens.

### Removal of surplus population

No changes.

### Reduction of unsupported cities

No changes.

### Acquisition of trade cards

Here there are no changes, although the increased number of trade cards makes for greater variety in this phase.

### Trading

The rules for trading have been simplified and improved. Each player involved in a trade must trade at least three cards, truthfully stating the number of cards traded. In addition, each player must honestly name two of the trade cards being traded. There is no requirement to state the total point value of the cards being traded.

This means that in every trade two cards from each player will be known, although at least one card will be unknown. This change not only makes trading simpler and faster, it encourages the trading of calamities. At the same time, a player who risks getting a calamity can be certain of getting something of value.

Another major change in trading involves tradable calamities. No calamities are revealed until trading has concluded, and thus the eight tradable calamities may be traded repeatedly until the trading session ends. Whoever holds a calamity at that time becomes its primary victim. This change makes every trade exciting and dangerous.

### Resolving calamities

Again, it is important to note the change in the sequence of play. Calamities are resolved before the acquisition of civilization cards.

At the end of each trading session, all calamity cards are revealed and acted upon. Calamities may not be discarded or held for the next turn. A player who failed to trade a tradable calamity card himself becomes the primary victim of the calamity.

The only exception to these Draconian rules is that a player may not be the primary victim of more than two calamities. The two which take effect are selected randomly. Stoics may play without this rule.

Calamities are still resolved in ascending order, after which they are put to one side until shuffled back into their trade card stacks.

There are four new calamities: Treachery, Superstition, Slave Revolt and Barbarian Hordes. In addition, changes have been made in the other eight calamities. These are examined in greater detail later.

### Acquisition of civilization cards

Apart from various changes in credits, civilization cards are acquired as before. A very important change is that there is no limit to the number of civilization cards a player may acquire, nor is there a limit to the number of each type of civilization card. A player may thus acquire all 24 civilization cards, and in fact it is theoretically possible for every player to acquire every civilization card.

Because of this change, the order in which civilization cards are acquired is usually not important. If a player wishes to see what a neighbor acquires before making his own civilization cards purchases, A.S.T. order is used.

Once civilization cards have been acquired, all commodity cards used to pay for civilization cards, excess commodity cards and tradable calamities are shuffled together and returned to the bottom of their respective trade cards stacks. Non-tradable calamities are then returned to the bottom of the appropriate trade card stacks.

### A.S.T. movement

Movement along the A.S.T. takes place as before, but the requirements for the various epochs have been changed.

Two cities are required to enter the Early Bronze Age.

Three cities and civilization cards in three of the five groups are required to enter the Late Bronze Age.

Four cities and nine civilization cards, including one card from each of the five groups, are required to enter the Early Iron Age.

Five cities and a specific number of points in civilization cards, depending on the nation, are required to enter the Late Iron Age.

Each square in the Late Iron Age has a point value. To advance further in that epoch, a nation must have that point value in civilization cards.

Another change in the A.S.T. is that a nation which has entered an epoch, but no longer can meet the entry requirements, remains frozen on the A.S.T. Since civilization cards, once acquired, can never be lost, this rule only applies to the city requirements. It gives players an opportunity to catch up to the leader, as well as justly causing difficulties for nations which barely meet the city requirements when entering a new epoch.

### Victory determination

In contrast to the original game, *ADVANCED CIVILIZATION* can be played to a time limit. This time limit, which can be anywhere from three to seven or eight hours, should be set before the game begins. This allows a game to be completed within a set time, without the nagging feeling that the best was yet to come. This rule change is probably the one most appreciated by people who do not play the game.

This improvement is a result of a new formula for determining the winner of the game. The winner is determined by adding the following values once play is completed:

1. Civilization cards values
2. Commodity cards
3. Tokens in treasury
4. A.S.T. position (100 points per square)
5. Cities in play (50 points per city)

### Calamities

This article would not be complete without a more detailed discussion of the new calamities and civilization cards. With twelve calamities, *ADVANCED CIVILIZATION* can be brutal at times, but the challenge of guiding a nation through dark ages makes the game a true test of leadership and resilience.

Because many of the original calamities have been modified, it is worth looking at all twelve calamities.

### Volcano/Earthquake

This calamity is more or less the same, although the location selected by the victim must maximize the total damage. Engineering is powerless against volcanoes, but reduces the effects of earthquakes.

### Treachery

The primary victim loses one city to the player who traded him the card. If Treachery is not traded, the player who drew it has one city reduced.

### Famine

The primary victim loses ten unit points, and must instruct other players to lose 20 unit points, no more than eight of which may come from any one player. With Pottery, each Grain card held by a victim reduces the effect of Famine by four unit points, although Grain cards used for this purpose may not be used to acquire civilization cards until the following turn.

### Superstition

The primary victim has three cities reduced. The effects of Superstition are reduced by Mysticism, Deism and Enlightenment.

### Civil War

Civil War is still potentially the most devastating calamity, but victims now have some chance of control over its effects. As before, the victim's nation is divided into two factions. Normally the first faction will consist of 35 unit points, although this is increased by five for each of Drama and Poetry and Music, and increased by ten if Democracy is held. A nation with all three civilization cards would thus retain 50 unit points, making the civil war bearable.

Philosophy still ensures the loss of at least 15 unit points, while Military has the effect of eliminating five unit points from both factions once the civil war is resolved.

Another very important change is that the beneficiary of the civil war is now the nation with the most units in stock. This seemingly small change has a tremendous positive effect on play, because the nation which needs help the most usually benefits. This means that no player is ever completely out of the running.

### Slave Revolt

Fifteen tokens belonging to the primary victim may not be used for city support until the following turn. This number is increased by five by Mining and decreased by five by Enlightenment.

### Flood

If the primary victim has units on a flood plain, the effects are unchanged. If the primary victim has no units on a flood plain, one of his coastal cities is eliminated. If the primary victim holds Engineering, the coastal city is reduced rather than eliminated.

### Barbarian Hordes

Once you've played a game with this calamity, you'll wonder how you ever played without it. Fifteen Barbarian tokens begin in one of the primary victim's starting areas, and flow through the richest areas of his empire until they comply with population limits. The Barbarians then remain in the areas they have occupied until attacked and eliminated. Crete, which has no start areas on the edge of the board, is immune from this calamity.

Optional rules allow the number of Barbarians to be increased. Use at your own risk.

### Epidemic

Epidemic is essentially unchanged. Medicine reduces the primary victim's losses from 16 to eight unit points, and reduces secondary victims' losses by five unit points. Roadbuilding increases losses by both primary and secondary victims by five units points. As with Famine, the secondary effects are not optional - the primary victim must designate secondary victims until the epidemic has run its course.

### Civil Disorder

All but three of the primary victim's cities are reduced. Possession of each of Drama and Poetry, Music, Law and Democracy saves one city, but Military and Roadbuilding each cost an additional city.

### Iconoclasm and Heresy

Here the calamity is the same, although the effects of civilization cards on its effects are different. The primary victim has four cities reduced, but saves one city for each of Law and Philosophy, and three cities for Theology. One additional city is reduced for each of Monotheism and Roadbuilding. Two cities are lost by secondary victims, with Philosophy and Theology providing protection for secondary victims.

### Piracy

Piracy has been completely revamped. The primary victim replaces two of his coastal cities with pirate cities, which remain on the board until attacked and destroyed. The primary victim selects two secondary victims, each of whom has one coastal city replaced by a pirate city. As usual, the player who traded the calamity to the primary victim may not be selected as a secondary victim. Ships play no part in the resolution of Piracy.

### Civilization cards

An entire new category of civilization cards has been added to the game, with a corresponding increase in the possibilities open to the players. The Religion category consists of Mysticism (also an Arts), Deism, Enlightenment, Monotheism and Theology.

In addition, there are two new Crafts cards (Roadbuilding and Mining), one new Science/Arts card (Mathematics) and one new Civic (Military). This gives a total of 24 civilization cards, four of which belong to two groups

(Engineering: Crafts/Science; Mathematics: Science/Arts; Literacy: Arts/Civic; Mysticism: Religion/Arts). The eight new civilization cards are worth a closer examination, as are a few familiar cards with different attributes. The civilization cards are analyzed in detail elsewhere in this publication.

### Mysticism (Religion/Arts - 50)

Mysticism reduces the effects of Superstition, and otherwise is valuable for its credits and because it belongs to two groups.

### Deism (Religion - 80)

Deism saves two cities from Superstition.

### Enlightenment (Religion - 150)

Enlightenment completely nullifies the effects of Superstition, and reduces the effects of Slave Revolt. In addition, it is a prerequisite for both Monotheism and Theology, and therefore its acquisition always is a cause for comment and concern.

### Monotheism (Religion - 220)

Monotheism is expensive and aggravates Iconoclasm and Heresy, but has a unique property which inspires dread out of proportion to its real value. The holder may convert one area each turn, by replacing the units in the area with his own. Players with Monotheism or Theology are immune from such conversion.

Because only one area may be converted each turn, the effects of Monotheism are not as drastic as they may seem. Even so, when several players have Monotheism near the end of the game, it is unpleasant to be one of the few nations open to conversion.

### Theology (Religion - 250)

The most expensive of the new Religion cards, Theology is benign and protects its holder against both Monotheism and Iconoclasm and Heresy.

### Roadbuilding (Craft - 140)

Roadbuilding allows land movement through two areas, provided the first does not contain enemy units. Roadbuilding aggravates the effects of Epidemic, Civil Disorder and Iconoclasm and Heresy, but provides enormous flexibility during play. Engineering is required for the acquisition of Roadbuilding.

### Mining (Craft - 180)

Mining allows the holder to increase the value of a set of Iron, Bronze, Silver, Gems or Gold by one card. Four Bronze are thus treated as five when used for the acquisition of civilization cards. This ability may only be used once each turn, but Mining still pays its way, especially if acquired early. Engineering is required for the acquisition of Mining.

### Mathematics (Science/Arts - 230)

Mathematics doesn't do anything, but it provides a useful outlet for the credits accumulated by a scientific and artistic civilization.

### Military (Civic - 180)

Military allows the holder to build ships and move after other players. This attribute is extremely powerful, as it lets a large nation wage war effectively or embark upon unanswer-

able raids for pillage and trade cards. In theory, it is also useful for defense.

Even so, Military is very expensive because there are almost no credits available towards its purchase, and also because it provides no credits to other cards.

### Architecture (Arts - 120)

Architecture is virtually a new card. It belongs to only one group, is more expensive and has a powerful attribute - the construction of cities using tokens from treasury, as described above.

### The effects of the new civilization cards

The civilizations which are possible in the game are now more diverse and complex than was ever the case in *CIVILIZATION*. The personalities of the players and the requirements of the various nations ensure unique patterns of development for each culture.

This would not have been possible without the introduction of the new Religion category, together with the creation of several higher level Crafts and Science cards. While it is theoretically possible for a player to acquire every civilization card, most games will end long before this happens. When the victor is determined, each civilization will be different. In the meantime, players have the satisfaction of creating something original, rather than marching down a predetermined path.

### Conclusion

Few players who play *ADVANCED CIVILIZATION* will ever go back to the original game. The overall effect of the rule changes is to make *ADVANCED CIVILIZATION* more challenging and interesting, although no more difficult, to play.

The increased number of calamities make them a constant threat to every nation's civilization. Far from introducing more luck into the game, the new calamities force players to be more attentive to external dangers, and the skilful player will always "somehow" be lucky when it comes to calamity effects. The balancing effects of Civil War, one of the best new rules, ensure that no nation is ever really out of the game because of calamities.

The new rules relating to city elimination make aggression more profitable, without turning *ADVANCED CIVILIZATION* into a wargame. Aggression is now a more reasonable policy, and this forces players to pay attention to threats from other nations. Again, the overall effect of the changes is to make the players aware of just how many things the ancients had to worry about.

Finally, the new method of victory determination allows games to be played in a reasonable time, which means that relatives and friends who previously couldn't afford to spend twelve or fourteen hours playing a game can now be enticed into an afternoon of *ADVANCED CIVILIZATION*. This is one of the great attractions of *ADVANCED CIVILIZATION* - because it is not a wargame and every player engages in a creative activity, it is suitable for a much wider range of players. It is, in fact, the epitome of a "social game," so much so that true enthusiasts sometimes find that they don't really care whether or not they win the game.

On the other hand, the sense of history generated by *ADVANCED CIVILIZATION* can be so great that players find themselves identifying

with the nations to an alarming degree. In the games I have played, passions have been aroused, tensions have been high and holy wars of revenge have been launched. Only a truly classic game can bring out the best (and worst) in people.

In short, there is something for everyone. Both "non-gamers" and hard-core wargamers can enjoy themselves. Every player's personality will be reflected in his or her civilization. You will always have fun playing *ADVANCED CIVILIZATION*, but of course whether your nation develops an advanced civilization is another question.

## Putting It All Together

The *ADVANCED CIVILIZATION* expansion kit consists of the following components:

1. 24 civilization cards, eight of each type.
2. A deck of 80 trade cards, as follows: eight Iron, seven Papyrus, eight Timber, seven Oil, six Wine, five Silver, six Spices, five Resin, five Gems, four Dye, five Gold, four Ivory, one each of Volcano/Earthquake, Treachery, Famine, Superstition, Civil War, Slave Revolt, Flood, Barbarian Hordes, and two blanks.
3. An Archaeological Succession Card.
4. Summary of Calamity Effects.
5. Rulebook and Gamer's Guide.

The *ADVANCED CIVILIZATION* expansion kit must be used with a *CIVILIZATION* game. The mapboard, playing pieces, player mats and place cards from the original game are used.

In addition, the Ochre, Hides, Salt, Grain, Cloth and Bronze commodity cards from *CIVILIZATION* are used, together with the Epidemic, Civil Disorder, Iconoclasm and Heresy and Piracy calamity cards. The remaining trade cards from the original game, including the four red-backed calamities, are not used in *ADVANCED CIVILIZATION*.

In short, the expansion kit is combined with the original *CIVILIZATION* game to create *ADVANCED CIVILIZATION*. Virtually all components which have changed have been redone, but the original mapboard and units are still used, and for this reason it was decided not to simply issue *ADVANCED CIVILIZATION* as a complete, but more expensive, game.

The expansion trade card deck, which introduced a number of new commodities, has been incorporated into *ADVANCED CIVILIZATION*, and is thus no longer required.

The Western Expansion Mapboard, on the other hand, is not included in the *ADVANCED CIVILIZATION* expansion kit. The Western Expansion Mapboard is not strictly necessary for *ADVANCED CIVILIZATION*, but it is highly recommended and can be purchased separately from Avalon Hill.

# Through the Labyrinth

## Playing Crete in ADVANCED CIVILIZATION

by Eric Hunter

Each nation in *ADVANCED CIVILIZATION* has its own set of advantages and difficulties. Crete's advantages in *CIVILIZATION*, a forgiving AST track and a 1,200 point finishing total, are now less important because of the changes to the victory conditions in *ADVANCED CIVILIZATION*. Even so, Crete is an interesting and challenging nation to play, and has as good a chance of finishing first as any other nation.

### The fundamentals

Crete must establish a presence on both the Greek mainland and in Asia Minor, then lay claim to as many islands as possible. Accordingly, the keys to Cretan success are diplomacy, together with naval and military power.

It is obvious that Crete needs to be a naval power. If Crete is to expand from its start areas, it must build ships, and since ten of the areas within easy reach of Crete's start areas are divided among seven islands, Crete must maintain ships in order to transfer tokens to these areas. There are twenty-five areas that may be reached by ship from Crete in one turn. Sixteen of these areas contain city sites, and the remaining nine areas can support eighteen tokens. Unfortunately, it is impossible for Crete to occupy the key agricultural areas to which it has access, much less all twenty-five areas, before some of them are occupied by other nations.

For this reason, I rank diplomatic skill as the most important key to Cretan victory. Crete must acquire and hold enough fertile areas in the early game to allow for city construction and support. The most important territories are Ionia, Sardes and Miletus, in southern Asia Minor, and Delphi and Thessaly, north of Athens, in Greece.

Thessaly, the more northern of the two areas in Greece, can be occupied by Illyria on turn 4 if that nation moves into southern Greece as rapidly as possible. If Illyria is not in the game, or moves into Italy rather than southern Greece, Thessaly will not be occupied until turn 5 or later. Crete, on the other hand, can occupy Thessaly on turn 3.

The key to successful diplomacy in the early game is to occupy critical areas before your opponents can get there, then, if necessary, explain away your actions. Crete can point to the fertile areas which Illyria, Thrace and Assyria have near their start areas, and can allow other nations possession of a few city sites in return for more fertile areas. Most players will be willing to reach an accommodation this early in the game, rather than begin a fruitless war against a nation which really has no where else to go.

### The first six turns

Here, then, are my recommendations for Crete's first six turns. The exact details of movement will naturally depend to some extent on the actions of neighboring players, but a general approach for Crete can be described. In *ADVANCED CIVILIZATION*, as in most games of strategy, it is important both to have a plan in

mind and stick to it, while being flexible when carrying it out.

### Turns 1 - 3:

The first few turns are easy. On turns 1 and 2, Crete's population expands to two, then four, tokens. By turn 3, Crete will have eight tokens. At this point Crete has a choice of building a city or converting two tokens into a ship. As Albert Parker demonstrated convincingly in his article "How Ya Gonna Keep 'em Down on the Farm" (*The GENERAL*, Vol. 23, No. 6), building cities too early results in slower population growth and a weaker board position. Crete should therefore delay city construction and use two tokens to construct a ship.

This view is confirmed by the analysis summarized in the tables set out below. Crete needs to have two cities built by the end of turn 5 to advance into the Early Bronze Age. Table 1 shows that if Crete builds a city on turn 3, it cannot build a second city until turn 6 and will be held back on the A.S.T. Delays on the A.S.T. are not fatal, but they should be avoided if possible. Tables 2 and 3 show that if Crete builds one city on turn 4, and a second city on

turn 5, it will be able to advance on the A.S.T., but with a smaller population and slower future expansion than if city construction is deferred until turn 5.

The initial Cretan migration should be to Asia Minor, unless Illyria is moving into southern Greece, because of the agricultural areas in Asia Minor which Crete requires. Crete should build a ship in Knossos, and move the two remaining tokens from Knossos to Lycia and Galatia. To avoid a population surplus, of course, two of the four tokens in Phaestos move to Knossos.

### Turn 4

In turn 4, Crete should continue its policy of staking a claim to the areas most essential to its long-term prospects. The four tokens in Asia Minor should spread out, occupying Miletus and Ionia. A new ship, built in Knossos, takes five tokens to Greece, leaving one in Argos, two in Athens and two in Thessaly. If Thessaly has been occupied by Illyrians or Thracians, it is even more important for Crete to occupy southern Greece in force. Most Illyrians and Thracians, faced with ten Cretan tokens prepared to occupy all four of the southern Greek

Table 1 - First City on Turn 3

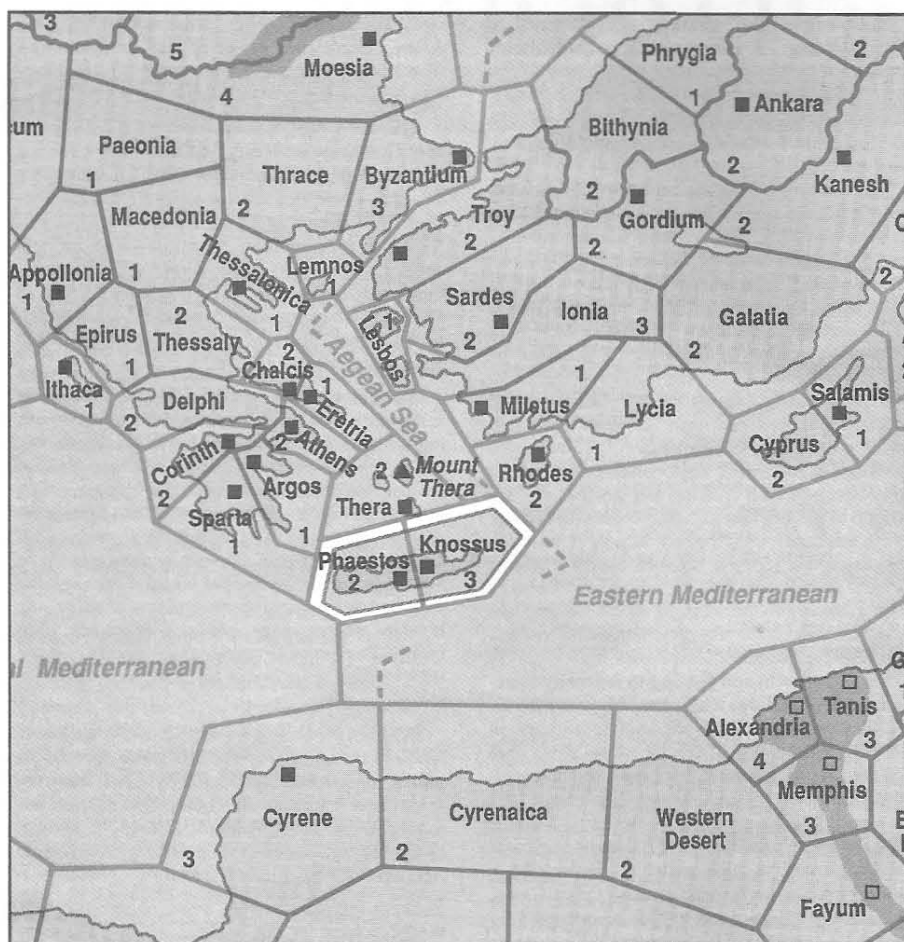
Turn	Population	New Cities	Total Cities	New Ships	Total Ships	Remaining Population	Treasury
3	8	1	1	-	-	2	-
4	4	-	1	1	1	4	-
5	8	-	1	-	1	8	1
6	16	-	2	1	2	10	-

Table 2 - First City on Turn 4

Turn	Population	New Cities	Total Cities	New Ships	Total Ships	Remaining Population	Treasury
3	8	-	-	1	1	6	-
4	12	1	1	-	-	6	-
5	12	1	2	1	1	6	-
6	12	-	2	1	2	12	1

Table 3 - First Cities on Turn 5

Turn	Population	New Cities	Total Cities	New Ships	Total Ships	Remaining Population	Treasury
3	8	-	-	1	1	6	-
4	12	-	-	1	1	10	-
5	20	2	2	-	-	8	-
6	16	1	3	2	2	10	-



city sites, will be willing to compromise, giving Crete the areas it seeks, perhaps in return for Corinth and Sparta.

At the end of turn 4, while Crete will not yet have constructed a city, it will have ten tokens in Asia Minor and Greece, as well as in Crete itself.

### Turn 5

While consolidating its position in Asia Minor and Greece, Crete should build cities in Argos and Miletus. Ionia and Galatia should be occupied by the remaining two Cretan tokens. Neither city will be particularly exposed to attack from other nations, while Crete itself will continue to act as a reservoir for additional tokens.

At the end of turn 5, Crete will have two cities and eight tokens.

### Turn 6

Because of the need to build a ship early in the game, Crete will almost certainly have the smallest population as the opening stages of the game come to an end. This means Crete will move last as the board fills up, and it is impossible to give more than guidelines for further action.

Crete's goal at this point is to occupy as many islands as possible. Cretan diplomacy will play a major role in dissuading other nations from interfering with this strategy. If another nation builds ships and starts moving into the Aegean Sea, Crete should suggest mainland landing sites

as alternatives. At the same time, Crete should proclaim its desperate need of the Greek islands, and not shrink from using force to expel intruders, provided this can be accomplished without losing more than a few tokens.

Crete should construct a city in Athens on turn 6, and use Thera as agricultural land rather than as a city site. This allows Crete to share the adverse effects of an Earthquake. The fertile areas in Crete itself should be kept free of cities until Crete has acquired Agriculture, since they are more valuable as a source of tokens for city support than as city sites. Once Agriculture has been acquired, a city should be built on that site, so that it can be reduced if required by a calamity. Four tokens will remain, and after population expansion, the city can immediately be rebuilt.

### Civilization cards

The strategies for acquiring civilization cards have changed dramatically in *ADVANCED CIVILIZATION*. The eleven card limit on civilization cards has been abolished, and the victory conditions have also been changed, so that the first nation to reach the finish square is no longer automatically the winner. The winner is now determined by totalling the values of the following for each nation:

1. Civilization cards;
2. Trade cards;
3. Treasury;
4. A.S.T. position (100 points per space);
5. Cities (50 points per city).

With the new method of determining victory, the first nation to reach the end of the A.S.T. not only does not necessarily win the game, it may be at a disadvantage if it deliberately acquires inexpensive civilization cards simply to avoid delays on the A.S.T. It must always be kept in mind when deciding which civilization cards to purchase that the A.S.T. is only one of a number of factors to be taken into consideration.

Subject to the qualification that diplomatic and military developments in the game can alter any nation's priorities, it is possible to advance some general principles as to Crete's strategy when acquiring civilization cards.

The first civilization card Crete should buy is Cloth Making (Crafts - 45), to give its ships extra movement. This gives Crete an important flexibility while it tries to make the most of its limited number of tokens. The second and third civilization cards should be chosen from Mysticism (Religion/Arts - 50), Drama & Poetry (Arts - 60), Astronomy (Sciences - 80), and Literacy (Arts/Civics - 110), depending on Crete's trade card total, so as to obtain civilization cards from three groups and meet the entry requirements for the Late Bronze Age. Keep in mind that Crete has an extra turn in the Early Bronze Age, and thus can afford to defer its civilization card purchases for one turn in order to collect larger trade card sets and buy several or more expensive civilization cards.

To advance into the Early Iron Age, a nation must have nine civilization cards, including at least one civilization card from each of the five groups (Crafts, Sciences, Arts, Civics, and Religion). The other requirement, having four cities, is relatively easy to meet.

The nine cards I would suggest are:

**Agriculture** (Crafts - 110) is the most important card for Crete (and Africa) to obtain. In the territory Crete can normally occupy, it is impossible to support nine cities without Agriculture.

**Cloth Making** (Crafts - 45) allows ships to move five spaces, an attribute no naval power should be without.

**Astronomy** (Sciences - 80) makes it possible to move tokens to virtually any coastal area on the board.

**Mysticism** (Religion/Arts - 50) is the first card to buy for almost any nation - except Crete. With four turns in the Early Bronze Age, Crete will normally be able to buy three civilization cards to meet the Late Bronze Age entry requirement of holding civilization cards belonging to three groups. Even so, Mysticism is still worth considering, because it reduces the effect of Superstition, the tradable calamity in the Salt/Timber (3) trade stack. Mysticism also gives a credit toward nine other civilization cards, and belongs to two groups, which can be useful in getting out of the Early Bronze Age.

**Drama & Poetry** (Arts - 60) gives a 20 point credit towards Literacy, a 10 point credit towards Democracy and Enlightenment, and a 5 point credit towards the other Arts cards, but the real reason to purchase Drama & Poetry is that it helps to protect Crete's fragile civilization from Civil War and Civil Disorder.

**Literacy** (Arts/Civics - 110) is the least expensive Civics card available now that Architecture is a pure Arts card. Literacy's 25 point credit towards Law, Democracy, and Philosophy is also more important, since Architecture's former



15 point credit towards any Civics card now counts only towards Law.

**Engineering** (Crafts/Sciences - 140) reduces the effect of Flood and Earthquake, makes your own cities stronger on defense and an opponent's cities weaker when you attack them. Engineering is required for Mining and Roadbuilding, and gives credits towards 14 civilization cards.

**Architecture** (Arts - 120) has changed considerably from *CIVILIZATION*. A nation which holds Architecture can use tokens from treasury instead of from the board to construct one city per turn.

**Enlightenment** (Religion - 150) grants immunity from Superstition and is required for Monotheism and Theology.

Other civilization cards which deserve consideration for the first nine are Metalworking (Crafts - 80), Mining (Crafts - 180), which increases the value of one set of Iron, Silver, Bronze, Gems or Gold per turn by one card, Coinage (Sciences - 110), Medicine (Sciences - 140), Music (Arts - 60) which reduces the effect of Civil War and Civil Disorder and Law (Civics - 170). The only civilization cards that I would recommend not buying as early as possible are Roadbuilding (Crafts - 160), and Military (Civics - 180). Roadbuilding allows a player to move tokens two areas, which is very useful for most nations, but not for island bound Crete. The primary reason, however, for not buying Roadbuilding in the early, or middle game is that it aggravates the effects of Epidemic, Civil Disorder and Iconoclasm & Heresy. Military aggravates the effects of Civil War and Civil Disorder, so I would recommend buying Democracy before Military.

### Making a virtue of a necessity

*CIVILIZATION* is not, in reality, a wargame. There are rules for conflict and city elimination, but any attempt to model a civilization on ancient Rome is doomed to fail. In *CIVILIZATION*, war is too costly to contemplate.

In *ADVANCED CIVILIZATION*, on the other hand, an aggressive strategy is at least conceivable, and Crete is ideally positioned to be aggressive. As an island nation, Crete is difficult to attack. Crete will typically have up to six cities on islands, which means twelve ships are required to eliminate all of Crete's cities. Given this extremely strong defensive position, attacking is much less risky for Crete than for many other nations.

In *ADVANCED CIVILIZATION*, whenever an attacker eliminates an opponent's city, the attacker draws a trade card at random from the victim's hand, and also may move up to three tokens from stock to treasury, to reflect pillage from the destroyed city. This makes aggression profitable in some situations.

Several civilization cards are also well suited to aggression, if their holder is so inclined. If a player who holds Engineering attacks a city, the victim's city is replaced by five tokens instead of the normal six, which means that the attacker may attack the cities of players who do not hold Engineering with six rather than seven, tokens.

Metalworking has not changed. In a conflict between tokens belonging to a player with Metalworking and a player without, the player without Metalworking removes a token first, even if he has the larger force.

Military is the strategic counterpart to Metalworking. A nation which holds Military moves after all nations which do not hold Military, rather than in census order. This allows a nation which holds Military to build a large population and attack his opponents after they have moved.

The fourth civilization card that has a direct benefit for the aggressive player is Monotheism (Religion - 220). At the end of the calamity phase, a player with Monotheism may convert tokens belonging to an opponent in any area that is adjacent by land to one of his own areas, replacing the opponent's units with his own. Other nations which hold Monotheism or Theology are immune.

Metalworking, Engineering, Military and Monotheism are the only civilization cards which have direct offensive benefits, but there are other cards which Crete needs to be a military power. Cloth Making and Astronomy are needed to get the tokens to the areas which need to be attacked. Agriculture allows population expansion to replace combat losses, despite Crete's restricted space. Finally, Coinage allows tokens to be kept in stock rather than being transferred to treasury, so that tokens are available for population expansion.

Being peaceful and coming to mutually beneficial understandings with your neighbors is still the strategy most likely to lead to victory in *ADVANCED CIVILIZATION*, but there are circumstances where it becomes necessary to take offensive action. If another player has more cities, more civilization card points and is with the leaders on the A.S.T., then he is clearly the leader and as such is liable to attack by a coalition of less advanced nations. For Crete, cities which appear in its sphere of influence by Treachery, Civil War or because another nation is unwilling to recognize Crete's interests in the areas discussed above, are also open to attack. But one of the best reasons to develop an offensive capability is deterrence. A nation which is able to strike back at an aggressor is less likely to be attacked, except perhaps pre-emptively, but that's another story.

### Conclusion

Crete is not the easiest nation to play in *ADVANCED CIVILIZATION*. It does, however, possess a very interesting combination of strengths and weaknesses, and is therefore a worthwhile challenge. With the proper mix of planning, luck, caution and daring, it is possible to win a game of *ADVANCED CIVILIZATION* playing Crete. So, if you are bored with Egypt, Thrace and Italy, take a trip to the islands!

### Editor's note

*It was interesting for me to compare Eric Hunter's discussion of Crete with the most recent test game played by our group. In that game, which was played without reference to Eric's article, the opening adopted by Crete was remarkably close to that advocated by Eric.*

*One interesting possibility open to Crete which was not discussed by Eric occurred in the test game. As Crete is almost inevitably destined to a slow start because of its need to construct a ship early in the game, it will often have the most units in stock when the first Civil War occurs. Only the most daring Cretan would deliberately play for this possibility, as many things can go wrong. For one thing, Crete itself may draw*

*Civil War. For another, other nations may lag behind Crete as a result of war or calamities. The benefits of the Civil War may also be slight if it is drawn by a smaller nation.*

*Leaving all this aside, a real possibility exists that Crete may suddenly find itself with a second empire in an unexpected location. Keeping this in mind, Crete may wish to defer its first civilization card purchase so as to acquire the card which is most helpful in maintaining its new empire. In the test game, Crete was in fact the beneficiary of the first Civil War, and decided to acquire Astronomy, simply because it found itself with several cities and a number of tokens in the Nile Delta and the Levant.*

*Another interesting aspect of Eric's article is his suggestion that Crete should consider becoming a military power. Whether players take this to its logical extreme and turn Crete into an outlaw nation is more a question of personality than of strategy. In addition to the factors he discusses, players will find that civilization cards such as Military and Astronomy are essential to holding together an empire which does not have a coherent, central core. Coastal cities are almost always more exposed to attack than inland cities, and Crete needs the ability to move tokens quickly in order to deter attacks on its cities.*

*It was with this in mind that Crete acquired Military on turn 10 of the test game referred to above, only to be destroyed by Civil War two turns later. Drama & Poetry and Music then looked pretty good, whereas Military just made things worse, but such hindsight is the norm in *ADVANCED CIVILIZATION*.*

*Crete enthusiasts may wish to use the rule modifications set out in "ATLANTIS, The Lost Civilization", at page 41.*

### 2nd Edition Questions & Answers:

30.42: *Slave Revolt* - Can the 15 tokens in revolt be used to support cities later in the same calamity phase?

A: No. It's possible that the effect of a Slave Revolt could be magnified by a subsequent calamity, but in practice idle slaves are usually the first to fall to an epidemic and other higher-ranked calamities.

30.527: What happens if Crete holds the Barbarian Hordes calamity card at the end of a trading session?

A: If Crete holds more than two other calamities and rule 29.5 is being used, the Barbarian Hordes are shuffled in with the other calamities. If drawn (or if Crete had no or one other calamity), the Barbarian Hordes are ignored and returned to the appropriate trade card pile.

30.818: For Iconoclasm and Heresy, who determines which of the secondary victim(s) cities are reduced?

A: The secondary victim(s). This contrasts with Piracy, where the primary victim not only selects the secondary victims, but also which of their cities are affected.

33.25: What point values are required for Africa and Iberia to enter the Late Iron Age when using the Western Extension Mapboard?

A: The A.S.T. included with *ADVANCED CIVILIZATION* is always used, even when the Western Extension Mapboard is used. Disregard the A.S.T. printed on the Western Extension Mapboard.

Q: In the Civilization and Trade variant (p.44), are the effects of possession of a trade city (such as the one for Silver) cumulative with the effects of Mining?

A: Yes, subject to the qualification that the value of a set of trade cards may not exceed the maximum value printed on the trade cards (28.53, 32.261). This appears in the rules in relation to Mining, and is incorporated into the variant by the phrase "in the same way as Mining".

Q: When using the Civilization and Trade variant (p.44), does the possession of Tyras, the Grain city, help offset Famine losses when combined with Pottery?

A: Yes, although the benefits of the Grain city could not be used towards the purchase of any civilization cards until the following turn (30.312).

Page 20: Turn 4: The reference to "Thessaly" in the third sentence should read "Delphi".

# THE ROAD TO CIVILIZATION

## The A.S.T. in *ADVANCED CIVILIZATION*

by Michael Roos

In *CIVILIZATION*, the Archaeological Succession Table (A.S.T.) was the most important factor in the game, since reaching the end of the A.S.T. first meant victory. In *ADVANCED CIVILIZATION*, additional factors besides A.S.T. position are taken into account when determining the winner. The A.S.T. is still important, however, since each space is worth 100 points towards victory, and A.S.T. position is often crucial in deciding the outcome of a game.

### Selecting a nation

The first decision each player must make is to choose a nation. The advantage enjoyed by nations occupying lower positions on the A.S.T. is reduced in *ADVANCED CIVILIZATION*, since there are now unlimited numbers of each type of civilization card. However, the A.S.T. is still used as a tiebreaker for determining order of movement, and therefore selection of an eastern nation such as Babylon or Egypt can sometimes yield a strategic advantage later in the game. Similarly, in a three or four player game using the Western Extension Map, selecting Crete or Illyria confers the same tiebreaking benefits.

Another consideration in choosing a nation is the length of the game. If the game is to be played to completion, Egypt and Babylon have more time to recover from the construction of two cities on the fourth turn to meet their earlier transitions into the Early Iron Age. This factor is less important in a full length game, since every nation is likely to be stopped on the A.S.T. at least once.

Time limit games, however, may last only nine or ten turns. If the game is likely to end before everyone can enter the Early Iron Age, selection of a western nation may be advantageous, since the western nations have an extra turn to enter the Early Iron Age. At this point in the game, the 100 points from an extra space on the A.S.T. are likely to outweigh any advantages associated with the eastern nations.

Finally, factors unrelated to the A.S.T. enter into a player's choice of nation. The first is space on the board and availability of city sites. If a player has a chance to choose a nation isolated from the other players and with many city sites, this consideration may well outweigh the importance of A.S.T. position. Experience has shown that it is possible to win the game with any nation, if played properly, despite the A.S.T. differences.

Another important consideration is the temperament of the players who have already selected their nations. It is almost always best to be next to a weak player, as his mistakes will benefit you. Conversely, being next to an opponent who is aggressive or who is a good player will make the road to victory more difficult. This consideration may be more important than the A.S.T. when selecting a nation.

### Full speed ahead?

Since the A.S.T. is no longer the prime determinant of victory, deliberately holding oneself

back on the A.S.T. is sometimes a viable option. By delaying the construction of a city, a player will have a larger population on the next turn. By holding onto commodity cards, a player increases the possibility of creating a larger commodity card set in the future.

Since in *ADVANCED CIVILIZATION* there are an unlimited number of each type of civilization card, and since each player may hold an unlimited number of civilization cards, the need to purchase civilization cards while they are available is no longer a consideration.

In general, if two players have similar positions on the board and on the A.S.T., the civilization cards held will decide the winner. The value of civilization cards held is directly related to a player's proficiency in trading. The relationship between A.S.T. movement and trading makes a discussion of the latter appropriate.

### Trading

Several general principles may be set out concerning commodity cards.

Firstly, always try to hold as many commodity cards as possible at the end of each turn. Players with more cards can usually make better deals than players with fewer cards. An exception arises when a player corners the market for a commodity. Such a set should be used immediately, not only to gain the benefits of a civilization card, but also to prevent the loss of one of the commodity cards to an opponent on the next turn.

Secondly, try to have three commodity cards of the same type at the end of each turn, as a basis for trading during the next turn. Again, exceptions arise when a player corners the market or must use every commodity card to enter a new epoch.

Thirdly, if it is not possible to advance on the A.S.T., save commodity cards in the hope of cornering a market on the next turn. This gain in purchasing power can more than offset the 100 points lost on the A.S.T. This situation often arises in *ADVANCED CIVILIZATION*, because calamities may cause the loss of cities and result in an A.S.T. delay.

Fourthly, try not to purchase two civilization cards from the same group in the same turn, as this results in the loss of credits. This principle may be sacrificed where civilization cards are needed to enter the Early Iron Age.

Fifthly, try to defer the purchase of at least one inexpensive card, such as Music, Pottery or Cloth Making, both to allow a later purchase to be made without using all the commodity cards in your hand, and to permit acquisition of an additional civilization card when "spare change" from a big purchase is left over.

Finally, when considering whether to voluntarily delay A.S.T. movement, remember that each square on the A.S.T. is worth 100 points. If other players will also be held back, or if exhausting your hand in order to advance on the A.S.T. will inevitably result in a future delay, it might be better to ignore the A.S.T. for a turn rather than distort your nation's development.

This situation often occurs at the transition into the Early Iron Age, where players are held back for one or two turns before they can acquire the required nine cards and five groups. The first nine cards are worth about 600 points. Illyria and Thrace then have only two turns to meet the 1,200 point requirement for the Late Iron Age, so they are likely to be further delayed on the A.S.T. It is sometimes best not to be obsessed with A.S.T. movement on every turn.

### Fast but steady

My feeling is that it is possible, with a little luck and good trading, to advance into each epoch without delay. An optimal level of difficulty for the A.S.T. is one in which the winner of a complete game is delayed an average of once or twice. Advancing on the A.S.T. every turn makes the game too easy, while too many delays lengthens the game and frustrates the players.

To create the optimal level of A.S.T. difficulty in a three or four-player game, players may wish to draw two trade cards per city.

In five and six-player games, the nine-card, five-group requirement for entry into the Early Iron Age may be found to be too difficult. Players with this view may either reduce the requirement for entry into the Early Iron Age to eight cards and four groups, and reduce the requirement for entry into the Late Iron Age to 1,100 points and all five groups, or allow the purchase of a trade card from any trade stack, in the same manner as Gold and Ivory. This latter option allows players to build sets faster and buy more civilization cards.

### The length of the A.S.T.

To shorten the length of a full game, several optional rules may be used. Players may wish to use the last square with a printed total as the finish line. Since the point requirement for moving onto the finish box is the same as for the last printed total, this change can be implemented with little or no loss to the strategic elements of the game. By saving an hour or more of playing time, full-length games should be encouraged.

At the other extreme, some players may wish to continue a game beyond the current finish square. This may be accomplished as follows:

1. Each square beyond the finish line requires the accumulation of 200 points in civilization card values more than was required for the previous square. Movement off the end of the A.S.T. may be tracked by replacing the marker at the start position and moving forward from there.

2. A player must have at least five cities to advance past the finish square.

3. The game ends when one player has acquired all 24 civilization cards. The winner is determined by the total value of civilization cards, trade cards, treasury, A.S.T. position and cities.

If your games are falling into predictable pattern, these variations might be worth a try.

# THE WRATH OF THE GODS

## Calamities in *ADVANCED CIVILIZATION*

by Jennifer Schlickbernd

Calamities...those wonderful cards that for some were just a nuisance in *CIVILIZATION*, and for others, they could make or break their game. Welcome to *ADVANCED CIVILIZATION*, where there are more calamities, and a much more noticeable effect on the game. In *CIVILIZATION*, if you didn't get Civil War, you could avoid the really terrible effects of calamities as long as you either threatened to suicide against someone who traded you a calamity, or with proper planning (including the invisible counting of the stacks) minimized the effects of calamities. Not anymore. If someone doesn't trade you the calamity, she is stuck playing it on herself, so threatening to suicide is mostly useless. With the increased number of cards, it's very difficult to count to see where the non-tradable calamities are, and since the tradable calamities get shuffled in, you can't count the stacks for those. Planning fortunately is still helpful, but the nature of that planning has changed from the original game.

### Calamities

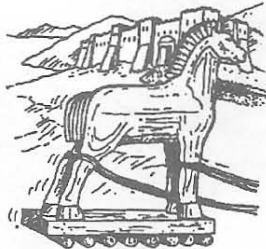
The calamities themselves have changed. Piracy is much more likely to strike fear into the hearts of many players no matter who passed it to you, while Civil War doesn't have to be the devastating calamity it was in the previous game. A major difference too is that now all calamities in play during the trading session must be resolved; no more returning the calamities to the deck unplayed. All calamities are brown-backed. This way, you can't tell if someone is going to be the victim of a calamity until the end of the trading session. In the following paragraphs, I'm going to point out effects of the calamities that may not be obvious on first reading.



### Volcano/Earthquake

In case a volcano touches more than one area, damage from the volcano is now applied to the area that would cause the greatest damage. The damage must be a city now too, so you can no longer put one sacrificial token on a volcano site and resolve the calamity by loss of that token. The site of an Earthquake (assuming no Volcano) is now the one that would cause the greatest damage. Engineering reduces a city affected by Earthquake instead of destroying it. Because of this, don't build cities on Volcanos if you have Engineering. You are better off reduc-

ing a city to resolve the Earthquake. A player who holds Engineering may not be a secondary victim of Earthquake.



### Treachery

This card causes another player to replace a city in your territory with one of her own. If the player owning the city has Monotheism, you could be in real trouble.



### Famine

Keep in mind, the selection of secondary victims is no longer optional - secondary victims *must* be chosen. Since you can be a secondary victim any number of times during a calamity phase, this is a good one with which to get the leader. Any Grain used to offset the Famine cannot be used to buy civilization cards until the following turn.



### Superstition

This card is usually no big deal unless you are Crete with no Agriculture. Reduced cities can usually be rebuilt pretty quickly in *ADVANCED CIVILIZATION*. You can buy one of the Relig-

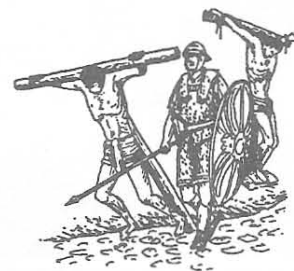
ion cards to offset it. I realize that this card can wipe you down to no cities if you receive it at the beginning of the game, but the best way to avoid that is to not build three cities to start with. Build two, and then four. Even if you get Superstition after you build the four cities, you'll have six trading cards, and probably someone else to trade with. If you have a chance to buy Mysticism before Superstition shows up, do it.



### Civil War

Because of the changes to this calamity, Music and Drama and Poetry now become one of the best sets of cards to have. Civil War in *CIVILIZATION* could literally kill a nation, and even in this game, Civil War combined with another city-reducing calamity is pretty lethal. Avoid being taken out of the game by purchasing at least Music as soon as possible.

A great deal could also be said about how to select the factions if you do get hit by Civil War, although this will often depend on the position of the beneficiary. In a major change from *CIVILIZATION*, the beneficiary is always the player with the most units in stock, which tends to mean that the beneficiary needs the additional units he obtains in the Civil War and is willing to fight to hold them. Sometimes the lost areas can be quickly reconquered, but sometimes it is best just to write them off and concentrate on other things.



### Slave Revolt

Try not to hold Mining without Enlightenment. Again, since your cities are reduced and not eliminated, this calamity is not a catastrophe, particularly since you can use the tokens from the reduced cities to support the rest of your cities.



### Flood

Nastiness with coastal cities now. It is very difficult not to own either a coastal city or a city on a flood plain (Assyria is about the only one I can think of that may not have either). You want Engineering even more than in *CIVILIZATION*, since you won't lose the coastal city entirely.



### Barbarian Hordes

Engineering and Metalworking can go a long way toward reducing the effects of this nasty calamity. Build cities on your starting sites or along the edges of the board last, so that the Hordes won't take them right out of the game. On the other hand, cities closer to the middle of the board are more vulnerable to attacks from other players. There is really no defense to the Barbarian Hordes, other than to be prepared to quickly eliminate them and begin rebuilding.

Crete is immune to this calamity, which is a significant advantage. Africa, on the other hand, is very vulnerable to the Hordes, and should try to take whatever steps it can to avoid its effects.



### Epidemic

Not much changed from *CIVILIZATION*, although avoid having Roadbuilding with no Medicine. Another calamity with extensive secondary effects, so it's again a good "get the leader" calamity.



### Civil Disorder

This calamity can be pretty bad. By the time it comes up in the game, you usually have gone past the Late Bronze Age where three cities would allow you to still advance; if you are in the Early Iron Age or further, you won't advance this turn. The same civilization cards that help with Civil War help with this too, so hopefully you've acquired some by now. Whatever you do, don't hold Military and Roadbuilding without some other protective cards. Going down to one city just isn't worth it.



### Iconoclasm and Heresy

Similar to Civil Disorder, but with a much greater potential for resisting any effects. Theology by itself will just about negate the effects. The only problem with this calamity is that the resisting civilization cards tend to come late in the game. Keep in mind, hit the leader with those secondary effects if you can.



### Piracy

Having two coastal cities replaced by two neutral cities is nearly as bad as losing two cities to other players. In fact, in a way it is worse, since other calamities cannot affect the neutral cities. Engineering and Metalworking are about the best civilization cards to have in relation to Piracy. Again, remember to hit the leaders with the secondary effects if possible.

### Trading strategies

In trading, make sure you are on the receiving end of the "I'm desperate to get rid of this calamity" trade, *not* on the giving end. About the only calamity that it might be worth giving up a little extra is Civil Disorder and even then, don't give away four Silver for three Hides and a Gold. You cannot win with bad trades, but I have seen winners (including and especially myself) who took their lumps in calamities and recovered. Be wary of continuing to trade when you already have a decent hand and a low level calamity. There is not much worse than trading Superstition for Piracy. Don't try to stick a particular person with a specific calamity; it's too easy for them to trade it away.

In "WISDOM OF THE AGES", at page 39, the authors suggest multiple trades if you have more than two commodity cards you want to trade. In other words if you wanted to trade four Silver for three Cloth and an Ivory, you'd first trade two Silver for two Cloth, then two more Silver for one Cloth and one Ivory. This will guarantee your trade, and will minimize your exposure to calamities. You can only trade one calamity using this method though. Remember if you trade a calamity in the first trade, the best thing that'll happen is that it'll get traded back to you in the second. The trader is not obligated to complete other trades, so the last trade is the one in which to put the calamity.

Be alert to the giveaway trades. Always have an open ear, particularly if you know certain high level calamities are out there. They usually make people panic, and you can get good trades. Sure, you may not advance on the A.S.T. because of the effects of the calamities, but you should get better civilization cards, probably translating into victory points, than the player who avoided the calamity and gave away half her hand. You do need to apply judgement though. Remember each space on the A.S.T. is worth 100 points. If you don't think you'll get more than 100 points of trade or civilization cards from the trade, don't make the trade.

### Calamity resolution

The important concept in resolving calamities is to reduce or eliminate the appropriate cities. Reduce/eliminate isolated cities first, then cities along the starting edge of the board. Remember that if you have a city surrounded by another player's units, she'll probably want to attack and destroy that city as soon as possible. This means you'll lose the city and a trade card. If you reduce or eliminate the city to resolve a calamity, you won't lose the trade card. The Barbarian Hordes enter on your starting border. Be aware that with 15 units they will always take out any city on that border.

When you have two calamities to resolve, try to resolve the first one so that the second one is lessened in effect. For example, if you get Famine and Piracy, eliminate as many coastal cities as possible in resolving the Famine. This way, when you resolve Piracy, hopefully your losses will be less.

When you have been unlucky enough to have drawn several serious non-tradable calamities, it is possible to trade for additional calamities, so as to try to take advantage of the rule which limits each nation to two calamities in a single turn. The risk is that you may wind up with calamities which are even more devastating.

*Continued on Page 30, Column 3*

# A STUDY IN CONTRASTS

## Egypt and Africa in **ADVANCED CIVILIZATION**

by Lauren Banerd

Surprisingly, considering their proximity, Africa and Egypt have little in common. Geography keeps their territorial ambitions separate and dictates differing development paths. Where Egypt is rich, Africa is lean; Egypt can afford to be conservative, while Africa must be bold to survive; Egypt has great expectations, but Africa can steal a low-budget victory.

So why examine these two opposites in the same article? Because, by examining the two nations' differing strengths and weaknesses, it can be shown that a nation should be handled according to its needs, rather than the needs of the player who controls it. Instead of using the same style regardless of the nation being played, buying civilization cards in a particular vein just because you feel like it and steering a nation solely in reaction to opponents' moves, a good player will play with the special requirements and tendencies of the nation they have chosen in mind. It is possible to win using the same style every time, but not as easily and as often as you would like.

Throughout this article, it is assumed that the Western Extension Mapboard is being used.

### Geographical position

Many factors influence how a nation should be played - the tendencies of immediate neighbors, the time limit, space available for expansion, and so on - but geography is the most important. Even in the most volatile game, nations stay close to their origins; if they do not they usually lose. When seven or eight nations are in play, each have natural boundaries and core territories - regions of the board to which they gravitate - which change little from game to game. The nature of these areas greatly influences the course each nation must follow in the game.

### Natural boundaries

Since conflict in the first few turns of the game is folly, nations tend to restrict their early and middle-game expansion to well-defined corridors. By the middle of the game, most nations can average at least six cities a turn. The nations that can manage more get the edge and, if they manage it over enough turns, they have a chance to win. Few nations lose their core territories, because the game is designed to help nations bounce back, but many lose parts of their natural boundaries. Most conflict occurs where natural boundaries coincide or overlap.

Egypt's natural boundaries are clearer than Africa's, but the boundaries of both are much better defined than the nations that start on the northern part of the board (Illyria, Asia, Assyria, and Thrace). Egypt's power is concentrated along the Nile valley, as far west as Cyrene, and as far east as Gaza. With seven city sites and areas for 16 tokens, this zone provides almost enough resources for Egypt to cruise to victory. Once their natural boundaries are securely in hand, the Egyptian can afford to be complacent, as their homeland has sufficient

resources, but they cannot afford to squander their riches.

Africa's natural boundaries are less forgiving. In an area that stretches as far west as West Mauretania, east to Libya, and north as far as Milazzo, there is room for only 12 tokens and six cities - the minimum needed to survive an average game. Consequently, Africa must be aggressive and use their tokens efficiently if they hope to win.

### Core territories

Most nations have a core territory consisting of the richest and most easily defended part of a nation's empire. In some cases, Babylon and Egypt in particular, the only way for an opponent to get at this core is by a calamity.

Egypt's core is the Nile; it is everything to Egypt. If Egypt loses control of the Nile valley, it loses the game, period. Fortunately, the Nile is easy to defend against invaders. The overland attack routes from the east and west are narrow and have low population limits. The large amphibious invasion necessary to threaten Egypt's survival is possible only well into the game (when Astronomy has been purchased and a lot of surplus population has been generated) and it can be anticipated.

Africa's core is less easily defined and defended; consequently it is less important to Africa's success. The coastal cities of Carthage, Thapsus, and Cirta are exposed to attack from several directions, especially later in the game when most nations have Astronomy. Africa cannot hold its core territory against a determined attack.

### Areas of influence

To win, most nations need more than the resources inside their natural boundaries. The search for extra city sites and population support takes each nation into adjacent areas. Egypt's choices are straight forward. The more of the Middle East (Petra, Jerusalem, Tyre, Sidon, Jericho, Damascus) Egypt can take and hold, the better its chance of winning. Whatever part of the Middle East that Egypt cannot take should be denied to its rivals in the area - Assyria, Babylon, Asia and possibly Crete. Egypt has no need to be a sea power. Any gains they can make on the shores of the eastern Mediterranean will likely be untenable and raiding for plunder will only create extra enemies.

Cyrene is a city key in the relationship between Africa and Egypt. For both it is a defensive city site. Also, if one or the other takes Cyrene and does not build a city, it can be a provocation. The Africans, who can reach Cyrene early in the game more easily than the Egyptians, may do well to use it as a bargaining chip.

Unlike Egypt, Africa has many possible expansion areas but few easy choices. Once Sicily is acquired, Italy is an obvious choice but it can be hard to hold the Adriatic coast. Iberia is questionable because the Iberians will fight and it could turn into a wasteful diversion from

the central front. Africa needs Astronomy as soon as possible to facilitate communication with the areas in Europe it has already, or intends to, colonize.

### Diplomacy

The diplomatic game is important to both Egypt and Africa in one important respect: they need to make a deal with each other. Because Egypt and Africa are so close together, each is the other's greatest potential enemy, but neither will find it easy to attack the other and there is little to gain as a result. The winner will find itself over-stretched and the conquered coastal territory will be difficult to hold. For this reason, Egypt and Africa should do everything possible to make a deal early on. Draw a line in the sand in the area of Cyrene, thus securing the flank, and start the real business of facing down the northern nations.

With the western flank secure, and the protection of the sea to the north, the Egyptians can concentrate on their stomping ground in the Middle East. It is a big mistake for Egypt to agree to a deal that limits its right to any part of the Middle East. Such a deal would cut off Egypt's potential and its influence on the outcome of the game.

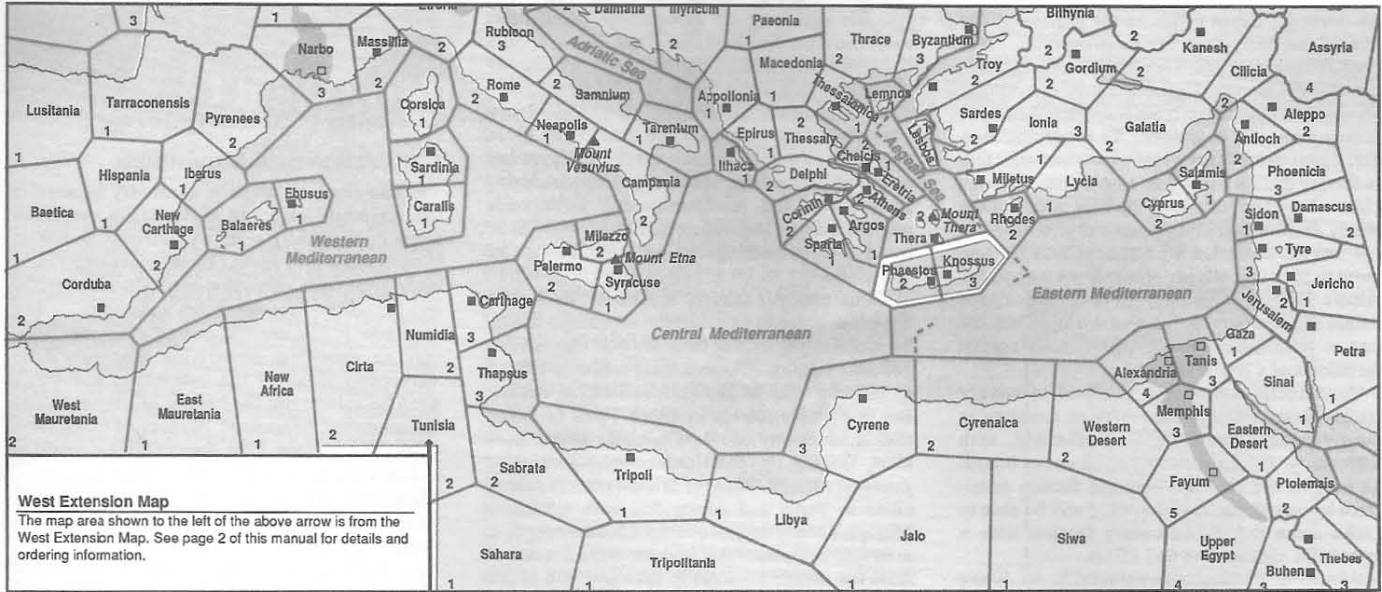
The Africans must deal to survive. In addition to securing their eastern flank, the Africans should look for an early guarantee from the Iberians that they will stay on their side of the Mediterranean. This should be easy because the Iberians have much more to gain in the north-east, but later in the game, the Iberians may become a threat as they search for living space. With both flanks secure, Africa can concentrate its power on the many city sites to the northeast in Sicily, Italy and Greece. Without deals with Egypt and Iberia, the Africans will remain on the defensive.

### Cultural evolution

Civilization cards are a means as well as an end. Towards the end of the game, a nation's choice of civilization cards is not critical; by this time most nations have civilization cards in most of the categories and the powerful cards such as Monotheism and Military begin to offset one another. In the early and middle game, however, a nation's purchases can compensate for critical weaknesses and give an edge over aggressive neighbors. Strategic position is a key factor in a nation's choice of civilization cards.

### Essential civilization cards

Both Egypt and Africa need **Agriculture**, although for different reasons. Africa's areas of influence have low population limits but many city sites. To generate the surplus tokens required for attack, defense and city support, Africa must have **Agriculture**. While the Nile valley can hold a large population, Egypt needs **Agriculture** to help its attack into the Middle East. **Agriculture** is as much an offensive weapon in a war against Babylon as **Metalworking**.



Africa needs **Astronomy** to survive. Africa is second only to Crete in its need for this card. Virtually every potential African acquisition is coastal and, like Crete, African territory becomes a crossroads later in the game. To defend its territory, Africa needs the ability to move its scattered tokens quickly.

Egypt needs **Engineering** to survive. The Nile is the largest flood plain on the board and is Egypt's heart and soul. With Engineering, Flood becomes an inconvenience rather than a serious threat to the survival of its civilization. Egypt should, without exception, buy Engineering as soon as possible. Engineering also helps in city defence, which is valuable to a defensive nation such as Egypt.

**Roadbuilding** is a useful Egyptian acquisition on the heels of Engineering. Engineering gives a credit toward Roadbuilding and is a prerequisite for its purchase. Egypt is primarily a land power and its lines of communication are usually internal. Roadbuilding makes it much easier for the Egyptian to deal efficiently with its two main strategic concerns: the conquest of the Middle East (and a stand-off with Babylon), and the defense of the Nile against either Barbarians or amphibious assault.

**Architecture** is useful to Africa. Africa always runs a tight city-support budget with few tokens to spare for reconstructing cities lost to war and calamities. Architecture guarantees at

least one city built per turn. It is also useful for building the "wilderness cities" that Africa often is forced to build, due to its shortage of city sites.

Late in the game, Africa must look hard at **Monotheism**, or possibly **Theology**, if only for defensive purposes. Being at the crossroads of the western part of the board, "missionaries" are bound to show up. Conversely, when Africa becomes evangelical, they have potential converts all around, and may wish to acquire Monotheism for aggressive purposes.

Egypt should consider the road to **Democracy** early in the game. Civil war is a serious threat and anything which reduces its effects is worthwhile.

### Dangerous calamities

Civilization has been called a game of crisis management. To an extent, nations can try to limit the effects of calamities by crafting their on-board position, buying civilization cards and diplomacy. Since they have limited resources, each nation should concentrate on reducing the potential effects of the calamities most dangerous to them.

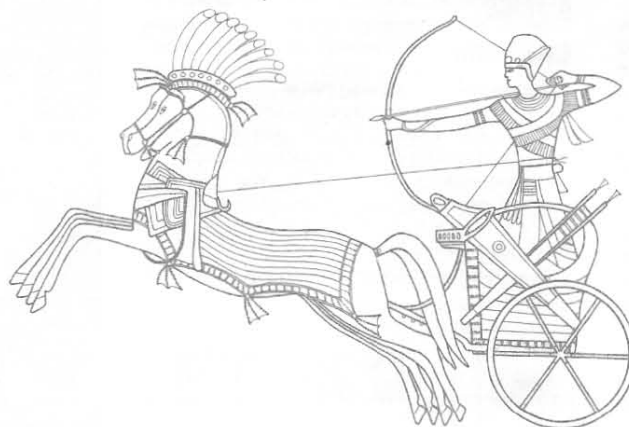
**Barbarian Hordes** are a serious threat to both Egypt and Africa. Neither nation usually ventures far from the edge of the board, and each has several key city sites in core areas which are sure to fall to the Barbarians. Worse, Africa and

Egypt often build at least one "wilderness city" and the best locations are right in the Barbarians' path.

There are few effective defenses against the Barbarians. Metalworking helps in combat but not enough to stem the flood tide. Neither nation can afford to forego the benefits of one or two "wilderness cities" near the edge of the board - aggressive neighbors intent on plunder are more common than Barbarian Hordes. In the absence of effective defense, both Africa and Egypt might take the precaution of keeping a reserve of tokens in their core areas, ready to counterattack a Barbarian invasion.

**Flood** is potentially the most devastating calamity for Egypt. No other region has a flood plain as large as the Nile's, and no nation depends as much on flood-prone areas as Egypt. A Nile flood in the early or middle part of the game could reduce the Egyptian nation to one city and a few tokens - a set-back from which they might never recover. Worse, since Flood is a calamity from the fifth trade card stack, it will likely make its first appearance when Egypt is most vulnerable, just when Egypt has filled up the Nile plain but hasn't yet been able to buy Engineering.

**Civil War** is a serious set-back for any nation (it is estimated that it takes at least three turns to fully recover). But, given the right conditions, Civil War can knock the Egyptians right out of



the running. Egypt relies on the narrow inland area of the Nile plain for its prosperity. If a Civil War results in a rival nation acquiring more tokens than the Egyptians along the Nile, it could take Egypt many turns to regain control of its core area, if it ever does. To avoid this disaster, Egypt should take great care when selecting its faction during Civil War resolution. Enough tokens should be left along the Nile to defeat the enemy faction quickly. Keep only those cities that can be defended with tokens and be prepared to give up outlying possessions such as the Middle East or Cyrene. In addition, Egypt should consider buying the civilization cards that lead to Democracy, which significantly reduce the effects of Civil War.

Conversely, Africa can rebound relatively quickly from a Civil War. African territory is usually coastal and therefore accessible, with Astronomy, from almost any point on the board. As long as the Africans retain a faction dominated by coast-based tokens, they will be able to retake areas lost to an enemy faction with a reasonable cost in time and effort.

Africa is particularly vulnerable to Slave Revolt. Because of the low population limits within Africa's natural boundaries, African cities are usually supported by close to the minimum number of tokens in the field. As a result, a Slave Revolt could destroy several cities. Moreover, it would take time for sparsely-populated Africa to rebuild. To Egypt, which often has a surplus of tokens on the board, Slave Revolt is not a serious threat. As a result, Mining is as useful a card to the Egyptians as it is dangerous to the Africans.

### The flow of the game

When assessing each nation's strategic options, a broad perspective is important. While an average *CIVILIZATION* game has its times of prosperity and its "dark ages," these do not affect strategic goals. It is more important for a nation to keep its eyes on the finish line and to manage each stage of the game with the end in mind.

### The early game

Egypt's early goals are simple - take the Nile valley and start collecting the riches. Even the slowest Egyptian player should jump out to a quick lead in points. Egypt should not squander its early advantage by building two cities sooner than necessary (to get past the first A.S.T. barrier) or by getting into a fight with Africa over Cyrene. The Nile contains all Egypt needs until the middle game.

Africa's start is complex. It must expand quickly and efficiently, staking out territory in several directions. Africa must immediately open negotiations with Iberia on one side and Egypt on the other. Africa can take Cyrene, but it is hard to hold. There is something to be said for not building a city in Carthage in order to have a central token-generating area. Instead of Carthage, Africa could also use the Sicilian areas prone to volcanic eruption as token generators. There may be something to gain in trying for all of Italy before the Illyrians and Iberians can get there. Africa's only obvious choices are lots of ships and Astronomy as soon as possible.

### The middle game

Egypt's middle and late game is, once again, simple - grab as much of the Middle East as

possible and hang on. Because it often finds itself the clear leader at this stage, Egypt should watch for impending amphibious invasions. If Egypt cannot make peace with Africa, it should not press an attack too far down the coast. There is little to be gained and Astronomy gives the Africans a good counterattack. If Egypt has acquired Astronomy, it can consider plundering raids across the Mediterranean. Such raids might divert an impending attack on the Nile or backfire by disturbing a hornet's nest of capable opponents.

Tanis and Alexandria are important to the Egyptian defence and attack. In attack, it may be useful to use one or both of these city sites to generate tokens. These tokens could be moved quickly by ship to the Middle East or Africa. But, with only tokens in either Tanis or Alexandria, an enemy could more easily gain a foothold, forcing Egypt to reduce inland cities to generate enough tokens to drive it out. A pair of cities in Tanis and Alexandria with tokens in Memphis ready to move in for added strength is a strong defence. An invader would need at least ten or more tokens to take just one of the two cities.

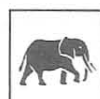
In the middle game, Africa will have to fight to hold almost every city site. Each turn is a new battle, against calamities, plunderers, and opponents in search of city sites. If the African player can keep the number of cities at five or more (even if it is a different five each turn), they have a chance to win. But if Africa sees four or five consecutive turns with less than five cities, it will be tough. As a result, Africa's foreign policy is very much "a city for a city." With such a scattered empire, few tokens, and many city sites, Africa might consider using the "hard shell" technique. This means building cities around the outer areas of the empire (such as Corcyra, Rome, Cyrene) and defending them with tokens generated in central areas (such as Sicily, Carthage, and Tarentum). This is a viable strategy if Africa has Astronomy and keeps its population low in order to move last. Attackers would have to concentrate a lot of tokens to be sure of success.

### The late game

Egypt will need to defend, defend, defend, while Africa must attack, attack, attack. With Astronomy, a central position, and a shoe-string economy, Africa will find riches in others' territory rather than its own. A sharp African can pick up a valuable trade card or two with a well-timed sack of a coastal city. The Egyptian's and the Iberian's coastal cities are ripe targets, especially if they have been allies to this point.

### Conclusion

Egypt and Africa have little in common; each has its own set of requirements and tendencies. *ADVANCED CIVILIZATION* players should tailor their strategy to their nation's needs. If you ignore them in your play, you will find yourself swimming against the current - while you may reach your destination through sheer determination and brute strength, you will likely find a more efficient swimmer has reached it first.



## Calamities . . . Continued from Page 27

### Civilization card acquisitions

In acquiring civilization cards, try to acquire two calamity-oriented civilization cards for every non-calamity oriented civilization card, at least into the mid-game. By calamity oriented, I mean civilization cards that can help you directly or indirectly recover from calamities. For example, if you use 180 points to acquire Military as your first civilization card, you'll be vulnerable to all of the calamities, and won't even be able to use the benefit of Military to its fullest extent because of the loss of cities from calamities. Your first few calamity oriented acquisitions should be from the following group: Mysticism or Deism, Engineering, Music, Drama and Poetry, and Metalworking. Agriculture and Architecture are good acquisitions too, since Agriculture helps by increasing the number of tokens to which your cities are reduced, and Architecture helps in rebuilding lost cities.

### Some final words

The calamities have changed the game significantly. Because of victory points, you can now tell who the leader is at any given time in the game. I cannot over-emphasize the necessity of using the calamities against the leaders of the game when you can. This doesn't necessarily mean trading them the calamities, but make sure those secondary effects are applied to the right people. If you are the leader, smart civilization card acquisitions can still offset many of the secondary effects, so keep that in mind.

In the game, you'll see civilizations built up and destroyed much more often than in *CIVILIZATION*. You'll also realize though, that smart planning and play will go a long way toward negating the effects of calamities. Don't get overly consumed with them, and don't let them significantly alter your plans. I've played ten games of *ADVANCED CIVILIZATION* with at least five players in each game, and by following this advice (while others were panicking and throwing away victory points left and right) I came in first, second or third in all the games. Eventually players will become more experienced with *ADVANCED CIVILIZATION* and the advice in this article will be obvious, but until then, take advantage of your knowledge and be a winner.

**Note on Trade Cards:** Some *ADVANCED CIVILIZATION* players have been puzzled why the entire trade card deck was not reprinted. The reason is simple: cost. The cards in *ADVANCED CIVILIZATION* are the most expensive component in the game, and if the Commodity and Calamity cards from the original game were reprinted, the price of *ADVANCED CIVILIZATION* would have been considerably higher.

One difficulty which can arise concerns the 7th and 8th trade card stacks. Because all the Spices and Resin cards are new, the old Civil Disorder card tends to stand out (the same is true of the Gems, Dye and Iconoclasm and Heresy cards). It doesn't take too much ingenuity to solve this problem—either use some of the old trade cards in each stack (so an old card need not be a calamity) or use a blank new card as the calamity (so every card in the stacks is new). Either solution will stop card watchers in their tracks. Eventually, of course, the problem will solve itself, since the new cards won't look so new as time goes by.

# CIVILIZATION CARDS

## The Options in ADVANCED CIVILIZATION

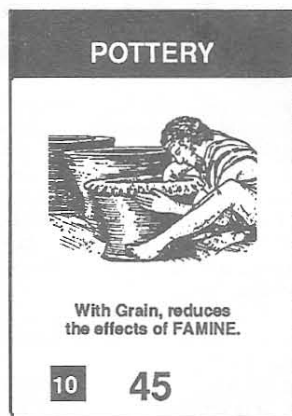
by Bruce Harper

This article will discuss the relative advantages and disadvantages of the 24 civilization cards which may be acquired in the second edition of *CIVILIZATION*. Such a discussion will necessarily be in general terms, as the value of a civilization card, like the value of a chess piece, ultimately depends on the position on the board. In some situations, a civilization card will be more valuable than in others. Because of the credits from civilization cards which have already been purchased, even the cost of civilization cards can vary.

Even so, some general principles can be established, and a rough picture of the relative values of the civilization cards can be drawn. Fortunately, it is difficult to go beyond this, and players are rarely compelled to acquire specific civilization cards. The result is a diversity of competing civilizations in virtually every game.

### Terminology

In the following analysis, the name of each civilization card is given, followed, in parentheses, by its cost and grouping. "Prerequisite" means another civilization card must be acquired before the card in question may be purchased. "Credits" refers to credits which may be used towards the purchase of other civilization cards. "Credit/cost ratio" refers to the ratio of total credits obtained by possession of the card to the cost of the card. "Attributes" refers to each card's effect on play. "Calamity effects" refers to a card's aggravating and mitigating effects on calamities.



### Pottery (45 - Crafts)

*Credits: 10 point Craft credit; 10 points to Democracy and Monotheism.*

*Credit/cost ratio: 80/45 = 1.77.*

or at least should, feel threatened by a player who buys Pottery. But by no stretch of the imagination could Pottery ever be considered to be in the glamour category of civilization cards. For one thing, it doesn't do anything.

Actually, this last sentence is something of an overstatement. Pottery allows a player to use Grain cards to reduce the effects of Famine. It is easy to dismiss this function of Pottery as insignificant, and consider the card to be of use only to generate credits and to comply with certain epoch requirements, but this would be a mistake.

Each Grain card held saves four unit points. A pair of Grain cards is enough to prevent a player who holds Pottery from being affected when selected as a secondary victim of Famine, and limits primary effects to the loss of two unit points. Grain cards used to combat Famine are retained, although they cannot be used to purchase civilization cards until the following turn. There is therefore no cost associated with the use of Pottery to eliminate the effects of Famine, other than the possible opportunity cost of having to hold Grain cards for an additional turn.

Because it is so inexpensive, the question which arises with respect to Pottery, as with many other civilization cards, is not if you will buy it, but rather when you will buy it. If the purchase of Pottery is deferred, it can be obtained literally for nothing. When considering the question of timing, it is important to keep in mind that Famine is found in the third trade stack, and will thus be drawn early in the game and will recur frequently. Pottery does not provide a defence to an unlikely, esoteric calamity - it assists against a calamity which appears soon after the game begins and is seen every three or four turns after that.

An early calamity can mean a slow start and a fight to catch up to the leaders for the rest of the game. Many games have proved that such recoveries are possible, but most players prefer to avoid this situation if possible. Acquiring Pottery as insurance against Famine is one way to stay in the pack, and since, other than in the "friendly games" one somehow only reads about (but never gets to play in), a primary victim of Famine will usually direct the secondary effects of Famine to players who don't hold Pottery, a player who holds Pottery may escape the secondary effects of Famine even if he doesn't happen to have any Grain cards.

Acquiring Pottery early is a safe, conservative approach which increases the chance that you will emerge from the opening stages of the game with an acceptable position. The achievement of this goal is not something to be taken for granted, nor is it an approach which should be

opening, which is a reasonable objective for many players.



### Cloth Making (45 - Crafts)

*Credits: 10 point Craft credit; 10 points to Democracy and Monotheism.*

*Credit/cost ratio: 80/45 = 1.77.*

*Attributes: Increases ship movement by one area.*

*Calamity effects: None.*

Many of the comments made above in relation to Pottery apply equally to Cloth Making. The only differences between the two cards are their attributes and calamity effects. Cloth Making has no effects on calamities, but has the virtue of allowing ships to move through five, rather than four, areas. To this extent, Cloth Making is offensive, rather than defensive, in nature.

If a neighbor attacks you because you acquire Cloth Making, however, you were going to be attacked anyway. The card can hardly be considered a threat, although coupled with Astronomy, it can make a naval strategy (if there is such a thing) more effective.

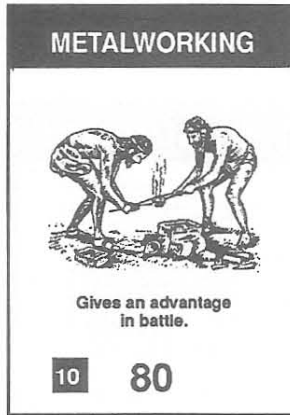
The question which must be considered in deciding whether to acquire Cloth Making early, especially in place of Pottery, is the usefulness of the extra area for naval movement. The importance of being able to move ships into one extra area shouldn't be overestimated, although there is no doubt that Cloth Making can come in handy in certain situations.

It is possible to be more specific. Nations such as Babylon and Egypt have no real need for Cloth Making, as naval movement does not play any real part in their strategies until later in the game. At the other end of the spectrum, Crete generally seeks to dominate the Aegean Sea, and



to the Black and Aegean Seas and the overall strategy they have adopted.

All things considered, except for Crete, Cloth Making is best acquired later on in the game, perhaps when the purchase of another card with a large set of commodity cards leaves a small surplus of points.



### Metalworking (80 - Crafts)

*Credits:* 10 point Craft credit; 10 points to Democracy and Monotheism; 20 point credit to Military.

*Credit/cost ratio:*  $100/80 = 1.25$ .

*Attributes:* Increased combat effectiveness.

*Calamity effects:* None.

A player can argue that Metalworking has strong defensive characteristics and his acquisition of it is intended solely as insurance against unprovoked attacks, but no one will believe him. Metalworking is one of a group of cards which cannot be acquired without provoking comment and reaction from other players, especially those next to the player who buys it.

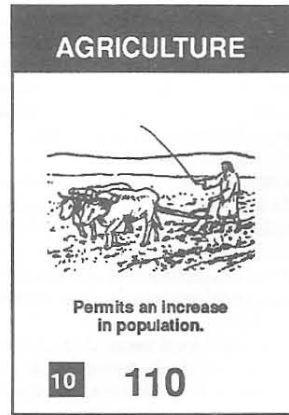
Metalworking costs more than Pottery or Cloth Making, and yields only one additional credit - 20 points towards Military. Players do not buy Metalworking to obtain credits or acquire a Crafts card. Metalworking is bought for fighting.

In view of this common, and reasonable, perception, any player considering the acquisition of Metalworking ought to be ready for the consequences. Whether such political risks are warranted will depend completely on the nature of the game, as ultimately Metalworking may well not give the possessor an advantage over other nations (although it is always effective against Barbarians), because once all players have it everyone is back where they started from. Of course, in a world where every other nation has Metalworking, it is most unpleasant to be the only one without it.

Metalworking is unlikely to decide the outcome of a war, but the small edge it gives in battle is significant, especially since it applies repeatedly until the other side also acquires the card. The number of tokens saved by Metalworking over the course of a game can be substantial, although some players tend to overestimate its strategic significance. The possession of Metalworking may deter enemy attacks, because it increases the cost to the aggressor, if it doesn't provoke them first.

Having said all this, it is worth noting that Metalworking is always effective against Barbarians, and considerably lessens the effects of

that calamity, as it ensures that the invading hordes will always lose as many tokens as the victim. Even so, no one goes out of his way to acquire Metalworking just to reduce the effects of this one calamity. Anyone who buys Metalworking must be prepared to use it, and not just against Barbarians.



### Agriculture (110 - Crafts)

*Credits:* 10 point Craft credit; 10 points to Democracy and Monotheism.

*Credit/cost ratio:*  $80/110 = .73$ .

*Attributes:* Increases population limits of areas by one.

*Calamity effects:* No direct effects - city reduction is mitigated by one token.

Agriculture is a difficult card to assess. It is undoubtedly valuable, as it effectively expands a player's territory by somewhere between one-third to one-half. Indirectly, Agriculture mitigates many calamities, as the number of tokens remaining after city reduction is also increased by one.

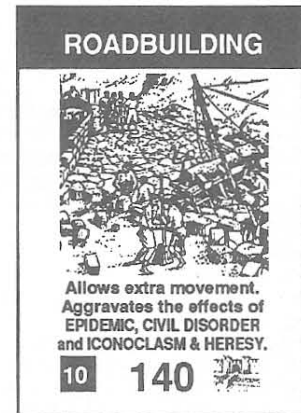
The difficulty arises from the relatively low credit/cost ratio, compared to the cheaper Crafts, and from the fact that for some nations the benefits of Agriculture are almost essential, whereas for others Agriculture is helpful at best. Assuming that each nation occupies its natural area, Crete and Africa must give Agriculture a higher priority than Egypt or Babylon. The reason is obvious. Both Greece and North Africa have a number of areas which are relatively infertile. Agriculture increases the population limits of such areas, allowing Crete and Africa to develop fully without fighting for additional territory.

Egypt and Babylon, on the other hand, have a number of areas with high population limits, and should be more concerned about the danger of flooding than with increasing their population density further. There certainly are advantages to being able to have as many as six tokens in a single area, but these have to be weighed against the cost of Agriculture and the importance of other civilization cards.

The other nations tend to be somewhere in between as far as habitable areas are concerned. For these nations, their relationship with their neighbors may be the key factor in determining whether gradual expansion is a better solution to the problem of population pressures than the acquisition of Agriculture.

Agriculture will always benefit a society, both by providing flexibility as to the location of population concentrations and by making enemy

invasions more difficult and costly, but in many cases it may well be that a nation will obtain greater advantages by obtaining a different civilization card. The utility of Agriculture very much depends on the circumstances and the priority accorded to it often reflects the strategy of the nation in question and personality of its ruler.



### Roadbuilding (140 - Crafts)

*Prerequisite:* Engineering.

*Credits:* 10 point Craft credit; 10 points to Democracy and Monotheism.

*Credit/cost ratio:*  $70/140 = .5$ .

*Attributes:* Allows movement through two areas. The first area may not contain units belonging to another player, Barbarian tokens or a Pirate city.

*Calamity effects:* Aggravates Epidemic, Civil Disorder and Iconoclasm and Heresy.

With Roadbuilding, we enter into the upper levels of the Crafts. This is evident both from the high cost of Roadbuilding, and by the low credit/cost ratio. The effects of three calamities are aggravated, so the question is simply whether the advantages given by Roadbuilding are worthwhile.

The additional mobility conferred by Roadbuilding has many benefits. A player who is inclined to aggression will find that movement through two areas allows the sort of concentration of force in critical locations discussed in the better military textbooks. Equally, Roadbuilding has considerable defensive value because it facilitates the rapid movement of reserves to a threatened area, and can thus be used to repel invasions. City construction is easier, because tokens can be concentrated in the desired location without effort.

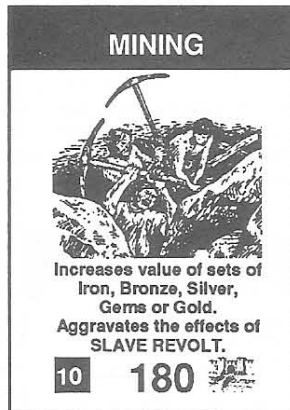
In short, the main virtue of Roadbuilding is its flexibility. It is valuable in almost any situation, because it permits a player to move his tokens more freely. Even reconstruction after a calamity is easier with Roadbuilding.

The benefits of Roadbuilding, while varied, naturally are of greater significance to nations occupying large land areas. Crete and Africa are likely to have less use for Roadbuilding, unless they are able to firmly establish themselves in areas usually occupied by other nations.

A significant negative feature of Roadbuilding is the loss of five additional tokens in an Epidemic, and an extra city in both Civil Disorder and Iconoclasm & Heresy. The spread of disease and dangerous ideas is facilitated by

Roadbuilding. These effects, which may or may not materialize in the course of the game, should not deter players from acquiring Roadbuilding.

Roadbuilding is expensive and is acquired solely for its attributes, as it yields little in the way of additional credits and does not lead to additional civilization cards. Roadbuilding is an end in itself. Whether Roadbuilding should be acquired therefore depends on the type of game being played. In a tactical game with aggressive opponents, the tactical advantages of Roadbuilding are more pronounced. In a quiet game, it may be that other cards will enrich your civilization more rapidly.



### Mining (180 - Crafts)

*Prerequisite: Engineering.*

*Credits: 10 point Craft credit; 10 points to Democracy and Monotheism.*

*Credit/cost ratio: 70/180 = .39.*

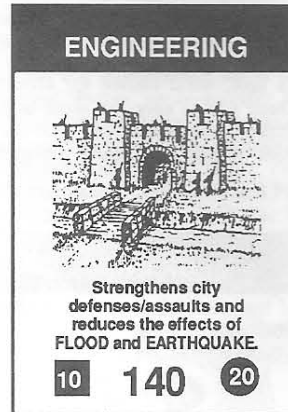
*Attributes: Increases the value of a set consisting of any one of Iron, Silver, Bronze, Gems or Golds*

*Calamity effects: Aggravates Slave Revolt.*

Just as a player considering the purchase of Pottery must weigh the benefits of Cloth Making, a player interested in Roadbuilding must carefully look at Mining. Both require Engineering as a prerequisite, both are fairly expensive, and both stand or fall on their merits, as neither leads directly to additional civilization cards.

The negative effects of Mining are less pronounced than those of Roadbuilding, although Slave Revolt will come into play sooner than the higher level calamities. The benefits of Mining are more easily measured, although not necessarily greater, than those of Roadbuilding, and are likely to apply on every turn.

All in all, the choice between Mining and Roadbuilding may well depend upon the nature of the game being played and the character of the players themselves. Mining may make you rich, especially if you draw the right commodity cards or are able to acquire them in trade. Indeed, the only reason to acquire Mining is for profit. The wealth derived from Mining may be used to acquire other civilization cards which have greater tactical value, but it is difficult to determine how quickly these secondary effects of Mining will occur. Roadbuilding, on the other hand, is more useful in a violent game than in a friendly, introspective game. Each player can best judge whether the potential profit from Mining can hope to be realized in the game in which they are playing.



### Engineering (140 - Crafts/Sciences)

*Credits: 10 point Craft credit; 20 point Science credit; 10 points to Democracy and Monotheism; 20 points to Philosophy and Theology.*

*Credit/cost ratio: 200/140 = 1.43.*

*Attributes: Increases the effectiveness of attack against and defense of cities. Allows the purchase of Roadbuilding and Mining.*

*Calamity effects: Reduces the effects of Earthquakes and Flood.*

Engineering has something for everyone. It is one of the most frequently purchased civilization cards, in all types of games. It is a card you can't really do without.

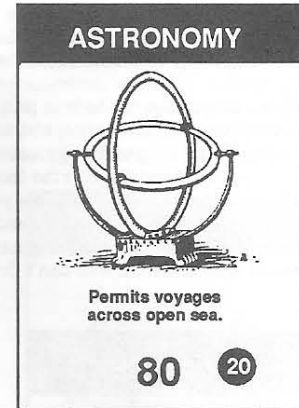
First of all, any card which belongs to two categories is inherently attractive, because it gives more credits than a single category card. This accounts for Engineering's high credit/cost ratio. Of course, this works in reverse as well - if a player already has a number of Craft and Science civilization cards, Engineering will be cheap. The two-category aspect of Engineering also makes it useful to comply with certain epoch entry requirements, although usually these requirements can be met in other ways as well.

As with many other civilization cards, the question is not whether Engineering is worth buying, but how high a priority it should be given. The answer, not surprisingly, depends on circumstances. Egypt and Babylon traditionally acquire Engineering as soon as possible, because their civilizations rest on large flood plains. A flood without Engineering is a devastating calamity, and players who find themselves on flood plains must govern themselves accordingly.

Apart from its unique defensive value against flood, there is no one attribute of Engineering which stands out. Engineering saves a token in combat involving cities, both on attack and defense. Over a number of turns, these military features make a difference, but this attribute in itself isn't enough to justify the purchase of Engineering, nor is the handy, but hardly crucial, reduction of earthquake effects.

The fact that Engineering is also a prerequisite to Roadbuilding and Mining is more significant. Even if a player has no immediate plans to acquire either of the higher Craft cards, it is always useful to have the option to do so. If a player adopts a strategy in which Roadbuilding or Mining is essential, then of course Engineering must be acquired first. Either way, the prospect of buying the higher Craft cards is another reason why Engineering is so popular.

The only real reason a player would not buy Engineering is that he wishes to buy something else instead. Almost every time a civilization card is purchased, other cards are passed by, and the choice becomes a matter of judgment. But Engineering is one of the few civilization cards which can be considered to always be a good buy.



### Astronomy (80 - Sciences)

*Credits: 20 point Science credit; 20 points to Philosophy and Theology.*

*Credit/cost ratio: 120/80 = 1.5.*

*Attributes: Allows movement across open sea areas.*

*Calamity effects: None.*

Astronomy is one of those civilization cards whose importance is directly related to the type of game being played.

In a quiet, friendly game, it is unlikely that Astronomy would be a particularly desirable card. As the least expensive Science, its credit/cost ratio is high, but a player may acquire Coinage for an extra 30 points and Engineering for an extra 60 points. It would be more reasonable to expect Astronomy to be picked up later in the game, after other Sciences have been acquired. Eventually Astronomy can be acquired for nothing.

But things change in more violent games. It is irritating enough to have a fleet of enemy ships appear on the horizon and descend on your coast, laying waste to prosperous and important cities. It is even worse if the invaders bring with them Metalworking, Military or Monotheism. But this depressing scenario is much worse if you have no way of retaliating.

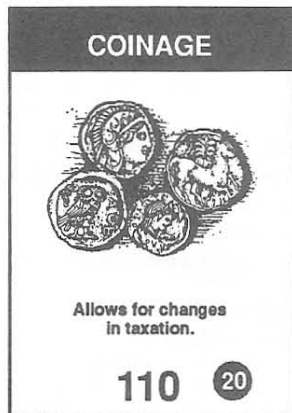
A player with Astronomy is often able to attack a player without Astronomy without fear of a counterattack against his heartland. The temptation to carry out such a raid, or even a full scale invasion, may be too great to resist. If the unwritten rules of a game permit anti-social behavior of this nature, players with exposed coastal cities are well advised to acquire Astronomy early, even if their own intentions are peaceful. The deterrent effect of Astronomy should not be underestimated.

Astronomy also prepares a nation for other contingencies. Desirable as it is to build up a secure core of cities, it is not always possible to do so, especially for nations such as Africa and Crete. In any event, the threat of barbarian invasions makes complete security an illusion for every nation. Civilizations come in different shapes and sizes, and occasionally you may find

yourself with tokens and cities all over the map. The beneficiary of a civil war often will have both tokens and cities in completely different areas.

Resourceful players will find ways to hold even fragmented civilizations together, and Astronomy, together with Cloth Making, is an essential card in these situations. Astronomy allows the beleaguered player to shift tokens to almost any locations, making island cities tenable. If a player also holds Military, he can forestall anything short of a coordinated attack by several players.

The purpose of this digression is to point out that Astronomy has defensive value, and should not be considered to be purely aggressive in nature. But this should not disguise the fact that the usual effect of Astronomy is to allow you to do something that someone else can't - and it is common for this to be taken as meaning that you can do something to someone who can't do it to you.



### Coinage (110 - Sciences)

*Credits:* 20 point Science credit; 20 points to Philosophy and Theology.

*Credit/cost ratio:*  $120/110 = 1.09$ .

*Attributes:* Allows taxation rates to vary from one to three tokens per city.

*Calamity effects:* None.

The effects of Coinage are simple, although their implications are not.

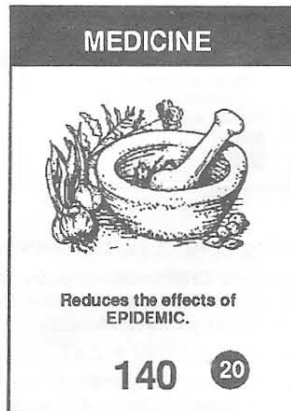
By increasing his nation's taxation rate to three tokens per city, a player can move more tokens from stock to treasury. One obvious result is an increase in the number of tokens in treasury, which makes it easier to purchase trade cards from the Gold/Ivory stack or acquire civilization cards.

But it is important to realize that an increase in treasury necessarily implies a reduction in stock, which in turn may well limit population growth. Coinage may therefore be used to control population growth, which in turn has an important bearing on movement order. Coinage has an indirect, but very real, military application.

Less commonly, Coinage may be used to reduce taxation rates to one token per city, freeing other tokens in stock for use as population. A player may find it useful to reduce taxation in the aftermath of calamities or warfare which has reduced his population, especially if he already has a substantial number of tokens in treasury. A cut in taxes may also prevent a tax revolt, although, as every taxpayer knows,

general mismanagement usually is necessary for matters to get to such a serious stage.

Coinage's versatility makes it an attractive acquisition. The absence of adverse effects makes it a safe, solid choice for almost any nation. Once again, only the need to obtain other civilization cards first will prevent most players from a relatively early purchase of Coinage.



### Medicine (140 - Sciences)

*Credits:* 20 point Science credit; 20 points to Philosophy and Theology.

*Credit/cost ratio:*  $120/140 = .86$ .

*Attributes:* None.

*Calamity effects:* Reduces the effects of Epidemic.

It is tempting to dismiss Medicine as being too expensive and insipid to justify the 140 points needed for its acquisition. Medicine should be bought only once credits from other Science cards are available, and then mainly to build up civilization card points. The effect on Epidemic is nice, but hardly worth the expense.

There is some truth in this analysis, but Medicine shouldn't be sold short. Leaving aside the aggravating effects of Roadbuilding, Medicine reduces the effects of Epidemic by half, with a primary victim losing eight rather than 16 unit points, and a secondary victim losing up to five rather than 10 unit points.

But it is necessary to go a step further. The secondary effects of Epidemic are serious, as compared to the secondary effects of other calamities, especially when one recalls that secondary effects may be incurred even if the unfortunate victim is also the primary victim of two calamities in the same turn. Medicine reduces these effects to a tolerable level, but in many games it may do more. In the same way that the primary victim of Famine will often choose secondary victims who do not hold Pottery, the possession of Medicine may well induce the primary victim of Epidemic to choose other nations as secondary victims, in order to maximize the effect of the Epidemic. In a "friendly" game, the opposite may happen, but the maxim "misery loves company" generally applies in this situation.

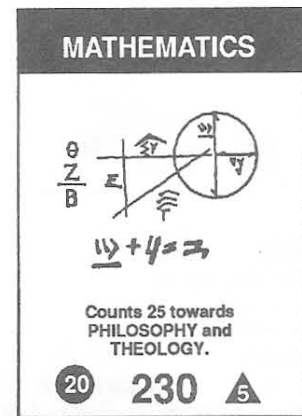
If the acquisition of Medicine has the effect of diverting the secondary effects of Epidemic to other nations, the benefits to the holder are much greater. Rather than lose ten unit points, he loses nothing, and in addition his potential or actual rivals incur losses from the Epidemic which he might well have suffered.

If you are in a game where secondary losses are distributed in this manner, the acquisition of both Pottery and Epidemic makes considerable sense, as otherwise you may become the dumping ground for secondary effects of Famine and Epidemic. These secondary effects, when combined with one or two other calamities, can ruin a flourishing civilization.

Another factor in deciding whether to acquire a defensive civilization card such as Medicine is whether your civilization is in fact flourishing. If you are struggling to catch up, you may need a more assertive civilization card. In this sort of situation, all you can do is hope you don't run into anything contagious.

Finally, if a player holds Roadbuilding, his losses from Epidemic are increased by five, and Medicine then becomes a more attractive insurance policy against a truly devastating calamity.

Medicine, despite its cost, is a civilization card which is worth having, although it often must be considered a luxury until the later stages of the game.



### Mathematics (230 - Sciences/Arts)

*Credits:* 20 point Science credit; 5 point Arts credit; 10 points to Enlightenment; 25 points to Philosophy and Theology.

*Credit/cost ratio:*  $170/230 = .74$ .

*Attributes:* None.

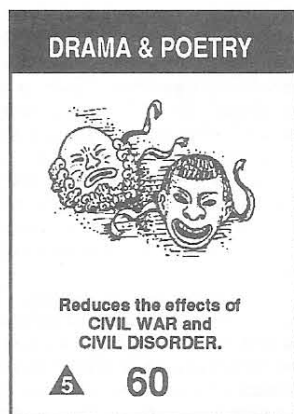
*Calamity effects:* None.

One could engage in a profound debate about the opinions of the designer on the utility of mathematics, as evidenced by the fact that in the game Mathematics is useless, other than for the credits it generates. Such a debate wouldn't lead anywhere, as Mathematics would still have no practical benefits, and no drawbacks. Mathematics is just there.

The credit/cost ratio for Mathematics, as for most expensive civilization cards, is low, which means that the early acquisition of Mathematics for its credits toward other civilization cards is not particularly efficient. It is better to wait until credits from other cards have accumulated, so Mathematics may be purchased more easily. Indeed, the acquisition of Mathematics is the ultimate goal of a nation which rejects the worldliness of Crafts on the one hand, and the complexities of Civics and Religion on the other. Whether such a culture is viable is another question, but a player who systematically acquires Science cards will find that he can buy Mathematics for much less than its face value.

Mathematics is thus the objective of a certain type of civilization, rather than the means of

attaining the objective. By its very existence, it allows a civilization to go down the path of pure science without finding itself cut off from every high value civilization card. As pointed out above, whether such a course is wise is another question.



### Drama and Poetry (60 - Arts)

*Credits:* 5 point Arts credit; 10 points to Democracy and Enlightenment; 20 points to Literacy.

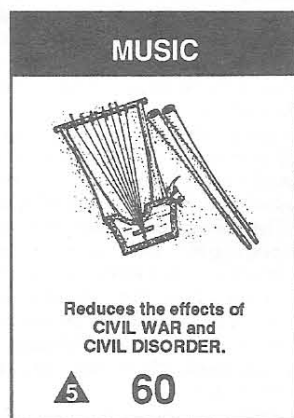
*Credit/cost ratio:*  $65/60 = 1.08$ .

*Attributes:* None.

*Calamity effects:* Reduces the effects of Civil War and Civil Disorder.

Drama and Poetry is a better civilization card than first appears. It has the high credit/cost ratio typical of an inexpensive civilization card, and thus provides a good foundation for further development. It has no attributes, and thus lacks the glamor of civilization cards such as Astronomy or Metalworking, but it reduces the effects of what is probably the single most devastating calamity in the game - Civil War.

Any experienced player knows that a civil war at the wrong time can ruin any chance for victory. Saving five tokens may not seem like much, but this often also means five fewer tokens to reconquer, so the effect of Drama and Poetry on a civil war is very real.



### Music (60 - Arts)

*Credits:* 5 point Arts credit; 10 points to Democracy and Enlightenment; 20 points to Mathematics and Philosophy.

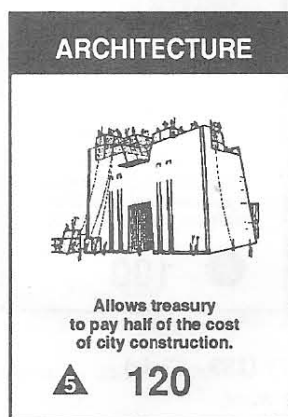
*Credit/cost ratio:*  $85/60 = 1.41$ .

*Attributes:* None.

*Calamity effects:* Reduces the effects of Civil War and Civil Disorder.

Most of the observations made concerning Drama and Poetry apply equally to Music. Music's credit/cost ratio is higher, although players may find the credit to Literacy associated with Drama and Poetry more useful than Music's credits to Mathematics and Philosophy.

The effect of Music on Civil War is its most significant feature, and the importance of civil wars is so great that the beneficial effect on Civil Disorder is almost a bonus. A player may ignore both Drama and Poetry and Music, but the fate of his civilization will depend largely on luck, as a civil war will be potentially devastating.



### Architecture (120 - Arts)

*Credits:* 5 point Arts credit; 10 points to Democracy and Enlightenment; 15 points to Law.

*Credit/cost ratio:*  $60/120 = .5$ .

*Attributes:* Up to half the cost of building one city each turn may be paid by tokens from treasury.

*Calamity effects:* None.

Architecture has changed quite a bit from CIVILIZATION. It is more expensive, and is no longer an Arts/Civic, but this is more than offset by its new attribute.

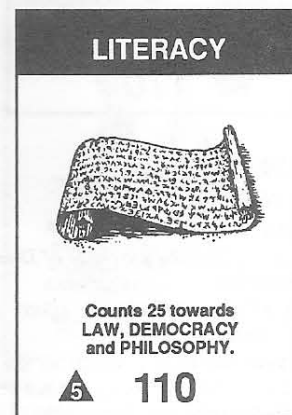
As usual, it is necessary to balance the low credit/cost ratio of Architecture against its enhancement of city construction. Practically speaking, once a player has acquired Architecture, he can build one extra city each turn. Naturally this doesn't apply to a nation which already has nine cities, but nine cities will generate such wealth that civilization cards probably don't matter much anyway.

In the real world, though, you can never have enough cities. Between calamities and friends, cities vanish at a frightening rate. On average, a player can probably expect to build about two cities each turn, because tokens are required for city support, defense, and, dare it be said, occasional gratuitous aggression. With Architecture, a third city can be built, which increases the rate of city construction by fifty percent.

It is hardly necessary to point out the importance of cities. They are worth fifty points each at the end of the game, but, even more importantly, they generate taxation and especially trade cards, which are the basis for all wealth and progress. Even the Attilas in the group need

cities to buy the civilization cards which will let them act out their violent fantasies harmlessly on the board.

Architecture is thus in the same category of civilization card as Mining and, to a lesser extent, Coinage. Architecture will make you rich. It won't directly contribute to the defense of your empire, or provide you with the means to conquer your neighbors, but it will help generate the wealth which will assist you in obtaining these, or other, goals. For the price you pay for Architecture, other good civilization cards can be acquired, so in the end the question of priorities again becomes important. Nevertheless, Architecture is a very useful card and should be high on everyone's list.



### Literacy (110 - Arts/Civic)

*Credits:* 5 point Arts credit; 10 points to Enlightenment; 25 points to Law, Democracy and Philosophy.

*Credit/cost ratio:*  $110/110 = 1$ .

*Attributes:* None.

*Calamity effects:* None.

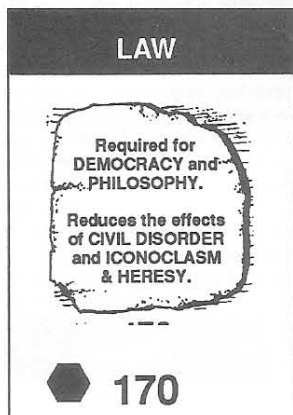
With Literacy, one begins to enter the realm of the higher Civics. These civilization cards will be familiar to CIVILIZATION players, as they are basically unchanged in ADVANCED CIVILIZATION.

Apart from the fact that it belongs to two groups, Literacy does little other than pave the way for Law, Democracy and Philosophy. Literacy yields a 25 point credit towards each of these Civics. In CIVILIZATION, Literacy lay on a path along which every nation had to tread. Now the options open to the various civilizations in the game are more varied, and Literacy is no longer a required civilization card.

It can safely be said that initially there will be two types of ADVANCED CIVILIZATION players - those who buy Literacy and those who don't. By this I mean that some players will continue to buy Literacy out of habit, since it was an essential card in CIVILIZATION, while others will react to the freedom in ADVANCED CIVILIZATION and devote all their energies to buying the exciting, new civilization cards. The real question is what happens after the excitement dies down and players try to make an objective assessment of the value of a Civics oriented civilization.

The answer to this question will determine the importance of Literacy. The Craft, Science and Religious options are only that - options - and in a game played to conclusion only a daring player will try to make do without the stabilizing prop-

erties of the higher Civics, not to mention their point values. Literacy is a key ingredient of any strategy based on the higher Civics.



### Law (170 - Civic)

*Credits: None.*

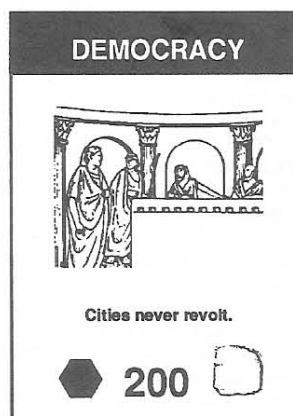
*Credit/cost ratio: 0/170*

*Attributes: Allows the purchase of Democracy and Philosophy.*

*Calamity effects: Reduces the effects of Civil War and Civil Disorder.*

With Law one truly commits to the higher Civics. Law yields no credits, but is a prerequisite for Democracy and Philosophy. The mitigating effects of Law on Civil War and Civil Disorder are really just a bonus compared to its role as a gateway to the expensive and valuable higher Civics.

Many of the comments made about Literacy apply even more strongly to Law, which is more expensive and provides no credits to other cards. The acquisition of Law is not quite the culmination of a strategy, but is close to it.



### Democracy (200 - Civic)

*Prerequisite: Law.*

*Credits: None.*

*Credit/cost ratio: 0/200*

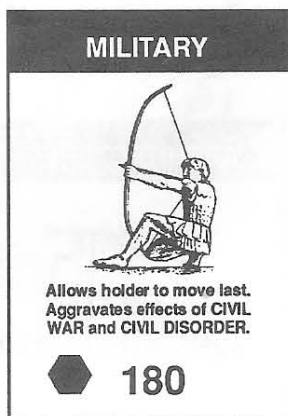
*Attributes: Prevents tax revolts.*

*Calamity effects: Reduces the effects of Civil War and Civil Disorder.*

First of all, no one should ever have a tax revolt, so Democracy's attribute is not a real consideration. Nor, in fact, are its considerable defensive values in relation to Civil War and

Civil Disorder, although the additional stability provided by Democracy may be a life saver late in the game.

The real purpose of acquiring Democracy is to make use of the credits obtained towards its purchase as a result of the acquisition of other civilization cards. Near the end of the game, the chances of victory are increased if existing credits are used to their utmost. A player may well have to make a choice between Democracy and Philosophy at this point, or even between one of the higher Civics and civilization cards such as Mathematics or Mining.



### Military (180 - Civic)

*Credits: None.*

*Credit/cost ratio: 0/180*

*Attributes: Allows the holder to build ships and move last.*

*Calamity effects: Makes Civil Wars more destructive. Aggravates the effects of Civil Disorder.*

Military is undoubtedly one of the most difficult civilization cards to assess. It worsens the effects of Civil War. Economically, it is a dead weight. Metalworking is the only card which gives a credit towards Military, so the player who wants to acquire Military will have to pay at least 160 points. Military also yields no credits towards other civilization cards, so its value must be determined purely according to its attributes.

The effect of Military is very simple and very powerful. A player who holds Military ignores the census and moves last, except in relation to other players who hold Military, when census order still applies. An interesting and important effect of this rule is that Military is most valuable when no other player has it, and is least valuable when everyone has it. If every nation has acquired Military, census order again prevails. On the other hand, if everyone else has Military, and you don't, you'll always move first.

This analysis, while crucial to determining the value of Military, does not lead clearly to a single conclusion. One view is that if you intend to acquire Military, do it right away, not only because credits can't be accumulated towards its purchase, but also because its effectiveness diminishes as other players acquire it. On the other hand, many other valuable civilization cards can be acquired with 160 or 180 points, especially early in the game.

Since the only effect of Military is to change the normal order of movement, it is also neces-

ary to consider the other ways in which a player may control his population and thus influence the order of movement. Changing taxation rates with Coinage is one obvious method. The construction of wilderness cities or the deliberate loss of tokens in combat or from overpopulation is another.

Furthermore, moving last is not always important. In a quiet game, where conflict is the exception rather than the rule, the order of movement is not significant. Even in a violent game, a player may deliberately strive for a large population by acquiring Agriculture, and rely on mass to ward off aggression.

These factors must all be taken into account when the acquisition of Military is being considered. It may be enough to purchase Military when it is needed, rather than as a key part of your strategy.

But all this is by way of caution. Military gives the holder an invaluable advantage in war. Coupled with civilization cards such as Astronomy and Metalworking, a player may strike at his opponent's weak spots and overrun large areas in a surprisingly short time. A player with Military will almost always win a war against a player without it, and certainly is unlikely to lose. Whether this means he will win the game is a different question.

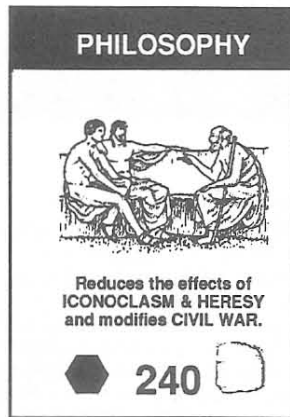
Military also has immense defensive benefits. As long as a player has enough mobile tokens, Military allows him to reinforce threatened areas and hold key positions. A player with Military will thus seldom, if ever, lose a city to a player without Military. In fact, the defensive value of Military is so great that other, non-military, nations are unlikely to even attempt aggression against a player who holds Military.

For stable, cohesive nations such as Egypt or Babylon, Military is something of a luxury. For nations which find themselves spread out all over the board, with no easily defensible homeland, the defensive powers of Military may well be the key to survival. Crete and Africa often find themselves in this sort of situation, although the effects of civil war make the fate of every nation uncertain.

A player who buys Military will naturally arouse suspicion and fear in his neighbors, just as with Metalworking. The political repercussions of Military will vary from game to game, but a player who acquires Military should not be surprised if other nations decide a preemptive attack against him is warranted. The reaction of other players is yet another complicating factor in deciding whether Military is worth the expense.

Once again, the bottom line is the cost of Military, both in terms of points spent and lost opportunities for the acquisition of other more economically or politically useful civilization cards. The atmosphere of the particular game you are playing may well determine the question. If everyone buys Military, the points you "wasted" to buy it are also wasted by everyone else, so some of the adverse economic effects cancel out. If the attributes of Military can't be usefully employed, there isn't any point to acquiring the card.

Most games will be somewhere in between, and then the question becomes whether the advantages given by Military outweigh the advantages which can be obtained by the acquisition of other cards. At the very least, a player who buys Military early and uses it freely will make his mark on the game, although he may not make any friends.



### Philosophy (240 - Civic)

*Prerequisite: Law.*

*Credits: None.*

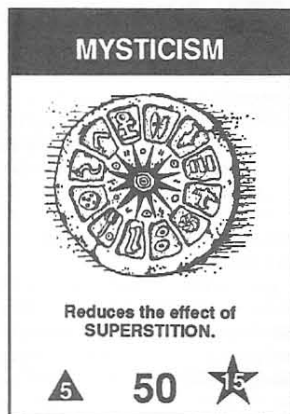
*Credit/cost ratio: 0/240*

*Attributes: None.*

*Calamity effects: Alters the effects of Civil War and reduces the effects of Iconoclasm and Heresy.*

Almost everyone has trouble with Philosophy, especially in school. *ADVANCED CIVILIZATION* is no different. Philosophy is the ultimate Civic, and can be purchased for as little as 90 points. On the other hand, it does very little, and may even make a civil war more serious, as it ensures that at least 15 unit points will be lost.

Philosophy may therefore be considered the Civic equivalent of Mathematics or Theology. A rich, well-developed civilization will likely purchase Philosophy near the end of the game, in order to make use of Science credits. Acquisition of Philosophy at an earlier stage is both difficult and unrewarding.



### Mysticism (50 - Religion/Arts)

*Credits: 5 points Arts credit; 15 point Religion credit.*

*Credit/cost ratio: 85/50 = 1.7.*

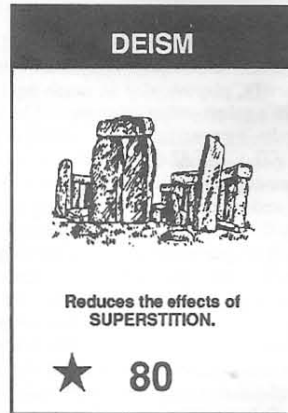
*Attributes: None.*

*Calamity effects: Reduces the effects of Superstition.*

With Mysticism, we enter the new world of Religion, but there isn't all that much that can be said about this new group. Certainly Superstition is a devastating calamity for nations without

Religion, so Mysticism is a reasonable early acquisition for this reason alone. It also yields substantial credits and belongs to two groups, so it must be considered an almost automatic early purchase.

Balanced against this is the fact that it has no attributes, and therefore does not directly contribute to its holder's civilization.



### Deism (80 - Religion)

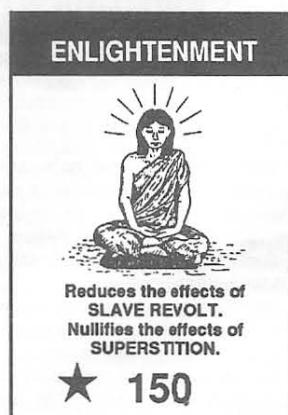
*Credits: 15 point credit to higher Religion cards.*

*Credit/cost ratio: 45/80 = .56.*

*Attributes: None.*

*Calamity effects: Reduces the effects of Superstition.*

Deism is really the civilization card for the player who does not intend to go further in the Religion category. Deism limits the effects of Superstition to the reduction of a single city, and therefore takes most of the sting out of what can otherwise be a serious calamity. Players with other plans may be content with Deism, rather than expend resources on the more expensive, but more effective, higher Religion cards.



### Enlightenment (150 - Religion)

*Credits: 15 point credit to Monotheism and Theology.*

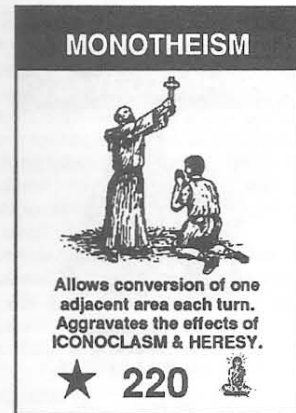
*Credit/cost ratio: 30/150 = .2.*

*Attributes: Allows the purchase of Monotheism and Theology.*

*Calamity effects: Nullifies the effects of Superstition and reduces the effects of Slave Revolt.*

Enlightenment renders its holder immune to Superstition, and lessens the effects of Slave Revolt, but otherwise is expensive and does little, other than allow the acquisition of Monotheism and Theology.

It is dangerous to lag too far behind in the Religion category. If your neighbors have acquired Enlightenment, they may be only a turn away from Monotheism, and you would do well to purchase Monotheism yourself, even if you have no definite plans for going further in the Religion category.



### Monotheism (220 - Religion)

*Prerequisite: Enlightenment.*

*Credits: None.*

*Credit/cost ratio: 0/220*

*Attributes: Allows the conversion of one adjacent area, provided the victim does not hold Monotheism or Theology.*

*Calamity effects: Aggravates the effects of Iconoclasm and Heresy.*

A great deal could be written about Monotheism. The reader should review the lengthy analysis in this article relating to Military, as almost all of the same considerations apply.

Monotheism is a powerful card, but not as powerful as it looks. For one thing, it can be used only once each turn, which minimizes its effect. It also makes Iconoclasm and Heresy more serious, which is an adverse effect which should not be ignored.

Most importantly, Monotheism often ends up being completely ineffective, as other nations acquire Monotheism or Theology. Eventually, only its negative calamity effect remains, and Monotheism is only a liability. While one can say the acquisition of Monotheism is defensive, that is an argument better used on nervous neighbors, because Theology accomplishes the same defensive objectives at comparable cost, without negative side effects.

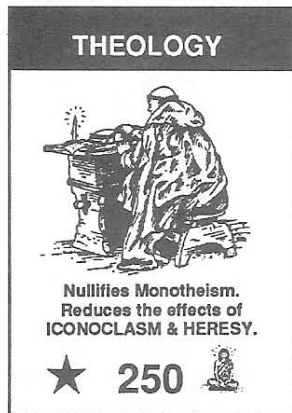
As with Military, once the analysis of the negative effects of Monotheism is completed, the fact remains that it is a powerful offensive card and can easily be integrated into a campaign of conquest against a neighboring state. Monotheism can be used to annex enemy cities, or, less commonly, to convert large concentrations of enemy tokens. In either case, it gradually pays its way.

No discussion of Monotheism would be complete without a word on the likely reaction of religiously less developed neighboring nations. Any nation which acquires Monotheism does so purely for aggressive purposes, and it is only to

be expected that the potential victims of your new-found religious zeal will react, often violently.

The best defense to Monotheism, other than the acquisition of Monotheism or Theology, is Military, which allows the holder to eliminate dangerous enemy tokens before they are able to make converts. This type of situation underlines the limits of Monotheism. Without access to vulnerable units, Monotheism is much less powerful.

Finally, the fate of a religiously backward nation in a game where most other nations have Monotheism is not even worth considering.



### Theology (250 - Religion)

*Prerequisite: Enlightenment.*

*Credits: None.*

*Credit/cost ratio: 0/250*

*Attributes: Immunizes the holder to the effects of Monotheism.*

*Calamity effects: Reduces the effects of Iconoclasm and Heresy.*

Theology is the benign equivalent to Monotheism. The holder's units cannot be converted by religiously aggressive neighbors, but rather than incurring adverse effects if hit by Iconoclasm and Heresy, the holder is almost immune from that calamity as well.

Theology is a very attractive civilization card. It yields no credits, but allows the utilization of valuable Science credits, and thus is usually less expensive than Monotheism. In long games, a nation may acquire both Monotheism and Theology, but usually the choice is one or the other, and as players gain experience, Theology begins to look better and better.

### Conclusion

The one idea which recurs throughout the previous discussions is that the "correct" choice of civilization card is almost always related to your position in the game you are playing. The geographical location of your nation, level of violence in the game and the ability and attributes of your immediate neighbors all should play a large part in your deliberations.

This is not to say that personal preferences are not important. One of the most attractive features of *ADVANCED CIVILIZATION* is the way in which players can shape their civilizations in their own images, even if unsuccessfully. There are now so many viable paths for civilizations to follow that every player should find ample scope for his or her own creativity.

# DIPLOMACY

## A Civilized Approach

by Lauren Banerd

As a multi-player game, *ADVANCED CIVILIZATION* is unique for a number of reasons. Firstly, players play as much against the system as against other players. Unlike the unfettered aggression of *DIPLOMACY*, *ADVANCED CIVILIZATION* players must balance domestic concerns, such as city support, taxation and calamities with foreign policy, especially defence, expansion of the empire and plunder. A player who pays too much attention to one will have problems with the other. Secondly, and more importantly to the diplomatic game, no player can be completely knocked out of the game. Civil War is the main balancing mechanism, supported by the limited number of tokens, and the potential victim's ability to fight back using off-board means like calamities (both primary and secondary effects), trade embargoes and diplomatic maneuvering.

Some of the following reminders could apply to most multi-player games ("multi-polar" may be a better adjective, given that some two-sided war games require more than two commanders), but most reflect the characteristics which make *ADVANCED CIVILIZATION* unique.

### For every action, make sure there is an equal and opposing reaction

Other players must understand the potential consequences of their actions toward you. If a neighboring nation plunders your city, pay them back as soon as possible; do not be talked out of it. A reputation as a soft touch will only invite more casual attacks. Conversely, if a nation helps you out, be sure to pay the debt.

This rule applies only to action, not to the threat of action. For example, a nation is not helping you if they make a show of declining to give you the secondary effects of an Epidemic - that is a threat, not a pat on the back.

### Focus aggression

If you must fight, take on only one other nation at a time. Resist the temptation, especially when you have tokens to burn, to attack or plunder more than one nation at a time. More than one declared enemy on the board at any given moment invites trouble.

Weigh the consequences of your aggression. It is better to keep the peace than to attack because "I had nothing better to do with those tokens." Casual aggression may result in costs out of proportion to the gains. On the other hand, a well-timed plunder of a neighbor's city or a seaborne raid that leaves no opportunity to counterattack can net a large profit at fairly low cost. If you want to fight, hand your opponents a "fait accompli" rather than a "cassus belli."

### Use your weapons wisely

Political power may grow out of the barrel of a gun, but you need not pull the trigger. The number of on-board tokens is important, geographic position is more important, seaborne access is a critical threat, and civilization cards

with on-board effects (such as Military or Monotheism) are the ultimate weapon. The efficient player will more often use these tools as deterrents than as weapons.

Trading embargoes and calamities may be the only way to reach a well-defended opponent. A trade embargo seldom holds for more than one session and can cut both ways - use it selectively. To hit an opponent with a calamity calculated to inflict the most damage, you have to trade it just before the end of the session. It takes nerve, but the risks may be worth it. When distributing the secondary effects of calamities either do it as evenly as possible or go after one opponent. Again, keep only one enemy at a time.

### Keep your door open

If you leave your conference room door open, enemies as well as friends can come and go. If you close it, neither will come. Since fortunes can change dramatically from turn to turn, *ADVANCED CIVILIZATION* players must be flexible. Try to manage rather than confront.

### Play today, not tomorrow

Threatening revenge in the "next game" for diplomatic leverage will likely lose you the game along with a few friends. Grudges are poor technique and yield poor results anyway. To deal with you properly, other players need to know that you will assess each diplomatic offer based on its own merits.

### Break a deal only when the game is on the line

Once you make a deal, stick to it (which may also mean pulling out according to your rules) unless you will either win by breaking it, or lose if you do not. The cost of casually breaking deals is too great. Other players will hesitate to seek agreements with you and any deal you make will be of little value. If you must break a deal for reasons other than a chance to win, you made a bad deal.

When you make a deal, do not make it open-ended - anticipate its demise by building in cancellation mechanisms. For example, each party must give the other a full turn's notice of cancellation, or the deal holds until nation X does Y, or we have the option to renew the pact after two turns. Pacts (and reputations) based on this kind of realism tend to last longer.

### Keep the hammer

Diplomatic leverage in *ADVANCED CIVILIZATION* is a combination of willpower and means. You need not always have a huge number of tokens poised to strike to convince opponents of your sincerity. But if you do not have the on-board power, you must show that you can raise an army where it is needed, so that your diplomacy can be backed by force.

*Continued on Page 43, Column 3*

# THE WISDOM OF THE AGES?

## Advancing Your Civilization

by Lauren Banerd, Bruce Harper and Gary Rapanos

The comments and discussions which follow may improve your play of *ADVANCED CIVILIZATION* by pointing out important aspects of the game or, more likely, by articulating ideas which you already intuitively apply during play. Not all of the advice given below will apply in every situation, and a successful player will always consider the game as a whole, including the personalities of the other players, in determining his strategy. It is often impossible to carry out several ideas at the same time, a problem which serves to illustrate the essential challenge of the game, which is to achieve and maintain an equilibrium for your nation, despite internal problems and external threats.

By its very nature, *ADVANCED CIVILIZATION* is not a game in which winning is all important. Even so, it is more satisfying to develop a civilization which is competitive than one which contributes nothing to human advancement. *ADVANCED CIVILIZATION* is not a game which can be subject to exact analysis, since success may be determined as much by who sits next to you as by your own play, but what follows will hopefully make the game more interesting and enjoyable. Naturally everything which follows is accompanied by the usual disclaimer protecting the authors from blame if things go wrong.

### Avoid tax revolts

Tax revolts occur when a player doesn't have enough tokens in stock to move into treasury during the taxation phase, which takes place at the start of each turn.

Tax revolts should never happen. Tokens must be in one of three places - on the board, in treasury or in stock. The normal wear and tear of combat and calamities usually ensures that each turn a fair number of tokens are removed from the board and placed in stock. But you shouldn't count on a calamity to rescue yourself from your own mismanagement.

You really have to work at being a bad ruler to trigger a tax revolt. Tokens can be transferred from the board to stock in a variety of ways, such as levies for shipbuilding, combat, deliberate overpopulation, city construction and calamities. Tokens can be transferred from treasury to stock by buying and maintaining ships, city construction using Architecture, buying Gold cards and purchasing civilization cards.

What all this amounts to is that tax revolts can only occur by way of oversight. If you have a tendency to overlook such mundane matters, buy Coinage, so you can lower your tax rates and avoid trouble.

### Keep some ships handy

You never know when you'll need to respond to a sudden attack by a friend or loved one, or when an irresistibly tempting opportunity will come up. A ship or two gives you the flexibility you will need in these situations. The extra burden on your treasury should be happily borne by your grateful subjects.

### Watch your population

The subtle relationship between stock, treasury and tokens on the board is one of the most intriguing aspects of *ADVANCED CIVILIZATION*. Each token must be in one of the three places, and an expert will be familiar with the various ways in which tokens can move from one place to another.

Some players tend to try to be too clever in handling this aspect of the game. It is usually enough to keep in mind that the player with the greatest number of tokens on the board moves first, with all the disadvantages which follow. On the other hand, tokens are necessary to build cities, which are required to obtain trade cards, which in turn are essential to purchase civilization cards. Without an adequate population of tokens on the board, nothing can be accomplished.

The good player will balance these competing requirements, by trying to limit his population to just what is needed. The catch is that it is never clear when a nation's population will prove inadequate in the face of pressure from neighbors and calamities.

The most that can be said is to make some effort to keep your population at a level which fits in with the needs of your position, rather than letting your population dictate your strategy.

A final point is worth making. A nation which possesses Military always moves after nations which do not, and therefore this civilization card offers a simple, although expensive and sometimes temporary, solution to the problems of population.

### Don't be afraid to fight

*ADVANCED CIVILIZATION* is not a wargame - depending on who's next to you. It isn't necessary to acquire Metalworking, Military, Engineering, Astronomy, Monotheism and Roadbuilding in order to bring the benefits of your civilization to new areas of the board, although it often helps.

*ADVANCED CIVILIZATION* games range from friendly affairs where players would prefer not to inflict secondary calamity effects on their neighbors (although the rules require them to do so) and where direct conflict is almost unthinkable to raucous contests full of back-stabbing, vendettas and long dark ages. One would like to think that most games lie somewhere in between.

Objectively speaking, there are times when a small attack on another player's cities will yield healthy dividends. In addition to drawing a trade card from the victim, the attacker may pillage the ruined city and transfer up to three tokens from stock to treasury. These rules make aggression a paying proposition in some situations.

Of course, you will have to deal with the consequences of your aggression. The victim may accept excuses ("I thought it was an Egyptian city - sorry!") or compensation ("I feel badly about it - I'll give you a good trade!"), but a more normal reaction is for the victim to start

a war. Come to think of it, you probably would already have started one.

### Defend your cities

It is usually more efficient to defend a city than to build a new one, especially since you risk the loss of a trade card if another player successfully attacks one of your cities. The usual technique for defending your cities against attack is to move tokens into the area containing the city. Attacking tokens must first eliminate the defending tokens before attacking the city, and thus a greater number of tokens are needed to successfully attack the city.

The drawback to this tactic is that the defending tokens are eliminated after combat even if they are not attacked, because they cannot coexist with a city. It is less wasteful to defend by holding Engineering, which increases the number of attacking units required by one, or by moving after potential attackers.

The best defense, of course, is not a good offence, but rather the threat of one. If diplomacy and threats of retaliation stop other players from attacking your cities, so much the better.

### Keep a core of cities

Cities are important. You can't always have a flourishing civilization, but if you can keep two or three cities going at all times, you'll almost always be able to build a few more and collect some trade cards from the crucial middle stacks.

These cities should be built in the safest part of your territory. They are the cities you will try to save during a Civil War or Epidemic. They'll be the first to be rebuilt if anything does happen to them. Egypt, for example, should have a few cities on sites which are immune from flood and far enough away from both the edge of the board (Barbarians) and the coast (your spouse or neighbor) that they can survive most of the ups and downs of the game.

The formation of a core of cities is sufficiently important that you may even want to build a city in a wilderness, despite the extra cost, to form such a core.

### Don't block yourself

In their haste to progress to higher levels of civilization, some players build cities in adjacent areas and wind up splitting their territory in half. Roadbuilding offers a way out of this dilemma, but it is easier not to create problems for yourself - others will do it for you. Leave a corridor through which tokens may move. This also helps when treacherous cities need to be recaptured.

### Use your fertile areas wisely

At first thought, it appears best to build your cities on city sites in areas with a low population limit, in order to save the more fertile areas for your tokens. This allows your territory to remain more compact, and thus less exposed to marauding neighbors. Whether this is truly



necessary will depend on how much space your nation is able to secure, which in turn will depend on the number of players in the game and the propensities of your neighbors.

However, it should be kept in mind that many calamities call for the reduction of cities, and a city in a fertile area will have more survivors than a city in an infertile area, and will thus be easier to rebuild. Thus it may be that some cities are best constructed in fertile areas, in order to allow quick recovery from calamities.

### Secure your frontiers

Where possible, try to expand your territory to its natural boundaries. Not only does this give you an almost acceptable excuse for aggression, but it gives you a margin of safety against unreasonable and unprovoked attacks by your neighbors.

Boundaries often consist of straits or areas with low population limits, such as the Sinai desert, because even after population increases there will not be enough enemy tokens to mount an effective invasion. If there are no natural frontiers to your territory, you may wish to build a line of cities as a great wall to keep out invaders. This also makes it more difficult for you to attack your neighbor, which might result in a more amiable relationship.

Ships and Roadbuilding can be used to overcome both man-made and geographical barriers.

### Don't forget about city support

Two tokens are needed for each city in play. It may look like you have more than enough tokens on the board, but calamities such as Famine, Slave Revolt and Epidemic can change this in a hurry, as can combat with other players' units.

In fact, often players get themselves into trouble by building an eighth or ninth city, leaving themselves the bare minimum of tokens for city support. This is not to say that you shouldn't reach for that ninth city, but you should be aware of the risks involved.

### Go for the big trade when you can

Another player offers you two Cloth for a Salt and Grain. You already have three Cloth. Should you make the trade? The answer is almost always yes.

Clearly the other player is about to unload a calamity on you, but the two extra Cloth increase the value of your existing holding from 45 (3 x 3 x 5) to 125 (5 x 5 x 5). A set of five Cloth puts you in the big time as far as purchasing civilization cards. You'll recover from the calamity, but the civilization card is forever. Go for it.

### Be a flexible trader

The key to trading is flexibility. The rules require that a player correctly state both the total number of cards he wishes to trade and two of the trade cards involved in the deal. Players can't be sure of all the trade cards they will receive (one will often be a calamity), so they must make the most of the information they do receive.

The starting point to trading is always to look at your own hand. Sometimes all the commodity cards in your hand will be different, but usually there will be the beginnings of one or more sets of commodity cards. The geometric formula for commodity card sets (the value of the commodity card times the square of the number of com-

modity cards) means that sets are increasingly valuable as they get larger. Cornering the market in a given commodity is always desirable, but trading is not limited to such ambitious goals.

In trading, players should not only focus on the one commodity which will result in a large and valuable set, but should also try to build up secondary sets. For example, commodities such as Hides, Ochre, Iron and Papyrus should be collected as carefully as Grain, Cloth, or even Gold.

The worst mistake a player can make is to ignore the second, known card in a trade. Usually the other player involved in the trade will have a commodity card which is of no value to him, but is worth something to you. The points gained by astute trading in low level cards will often make a world of difference when the game ends and victory is determined.

### Trade in stages

Where a large trade involves more than two important cards on each side, it is often safer to trade in stages. For example, you hold two Spice, but are willing to give them up for a Gems and two Grain. Another player is equally happy to trade. The safe way to carry out this exchange is to trade one Spice and two other trade cards, one of which will be unknown, for the Gems, another known trade card and an unknown trade card. Once this is done, a second trade can be made, with the other Spice being traded for the two Grain.

If the trade were done all at once, there is no way you could be sure that you would get a Gems and two Grain, as only two of the trade cards would be known to you.

### Listen to other trade negotiations

By keeping your ears open during trading, you will be able to determine the location of the commodities you want to acquire. It is a mistake to get locked into negotiations with one player and miss out on possible bargains involving other players.

### Be a Stoic

It's always fun to trade a calamity to another player, but there are times when it is better to accept your fate and retain a calamity. Here we aren't referring to the misplaced idealism of those who refuse to disrupt a "friendly" game by trading a calamity, but rather to the situations that arise when it makes good sense not to trade further.

There are two situations where a calamity should be held. The first is where you have nothing else to gain by trading, in that you have gained the set or sets of commodity cards you were after. Players often allow a calamity in their hand to dominate their thinking and will engage in bad trades just to get rid of it. Calamity effects must be calmly weighed against the value of the other commodity cards you hold. It's best not to panic.

The other situation arises where you might well wind up with something even worse. It is better to be hit by a reasonably mild calamity which you can handle than a truly devastating catastrophe.

### Be aware of the cycle theory of history

The overall prosperity of the game at any particular time depends largely on the number of commodity cards in circulation, which in turn is

related to the frequency of calamities, as well as the level of violence of the players.

In a turn where few calamities are drawn, trade will flourish and few cities will be lost. Civilization cards will be purchased, and everyone will feel good. Inevitably, these happy times are followed by dark ages in which misery and destruction abound, empires are fractured and virtually every civilization is damaged to some degree. Dark ages can only be avoided if a game has one of those rare players who winds up with five or six calamities, as only two would take effect.

Astute players are aware of this and can sometimes even ride out dark ages by refraining from city construction, in order to avoid selecting trade cards, and by not trading, for if you are lucky enough not to draw a calamity, you can be sure that there are quite a few in circulation and trading will usually result in you ending up with one of them.

But be careful not to outsmart yourself - sometimes a player will think a dark age is coming and will miss by a card or two.

### Prepare for catastrophe

Some calamities are worse than others. A flourishing civilization can collapse for a number of reasons, such as an attack by a coalition of jealous and vengeful neighbors, a combination of minor calamities, both as a primary and secondary victim, and, worst of all, a single catastrophe.

Calamities that might lead to a catastrophic collapse all on their own include Civil War, Civil Disorder and Iconoclasm and Heresy. Flood and Epidemic, especially when combined with calamities such as Famine or Slave Revolt, can also be devastating. The Barbarian Hordes are always happy to complete the depopulation of a weakened empire. What can you do about it?

Often the answer is "not much", but for each calamity there are one or more civilization cards which reduce the damage. For example, Music, Drama & Poetry and Democracy reduce the effects of both Civil War and Civil Disorder. Whether it is worth buying these cards just as insurance against several of the major calamities may well depend on your position with respect to the other players. If you're comfortably leading, only a true catastrophe can knock you out of the running in a single turn. On the other hand, if you have to catch up to the leaders, you may have to just hope you don't get hit by something too bad and press on with more aggressive civilization card acquisitions.

### Hold onto your commodity cards

It is always difficult to know whether to hold onto a set of commodity cards, in the hope of getting an even bigger set on the following turn, or to buy civilization cards whenever possible.

There are two main disadvantages to holding onto commodity cards. One is that you may be attacked by another player and lose one or more cities, which allows the attacker to draw trade cards from your hand at random. You may get lucky, but the card you lose might be one of those Gems you've been hoarding. The second disadvantage is that civilization cards are worth much more after you've bought them, both for credits for future purchases and for the special attributes associated with them. The "great leap forward" approach to building a civilization usually doesn't work as well as a systematic

plan, using civilization cards you already hold to acquire additional cards.

On the other hand, the mathematics of commodity card sets operates in favor of building up your hand. As an example, three Grain cards are worth 36 (3 x 3 x 4). Traded in on two consecutive turns, this give six Grain cards a purchasing power of 72. Six Grain cards traded in all at once are worth 144 (6 x 6 x 4) - twice as much.

Another consideration is that trading prospects are greater if you hold more trade cards. Trading sessions are always uneventful for a player who has just cleaned out his hand making a big civilization card purchase. It's better to avoid this situation of emptying your hand too often, especially since the inability to trade may result in being saddled with a calamity which might otherwise have been traded away.

No general rule can be set out here, but the deciding factor may often be whether it is safe to hold onto valuable commodity cards. Whether other players hold Military and Engineering, as well as the overall position on the board, are important factors in coming to this decision.

### Buy the civilization cards you need

There are as many views on the relative merits of the various civilization cards as there are *ADVANCED CIVILIZATION* players. Many players kill time at work by planning which civilization cards they will buy in their next game. It's fine to have a plan, but the successful player will always be prepared to put aside his or her personal views and buy the civilization cards which are really necessary once the game begins.

The simplest example of this is that Egypt and Babylon have to make Engineering a priority, as the alternative is to live in terror of Flood for the entire game. Crete and Africa usually will require Agriculture, to compensate for their infertile territories. Crete will often target Astronomy for early purchase.

But it often becomes necessary to buy a particular civilization card because of the actions of other players. If the Iberians and Thracians acquire Metalworking and Military, only the most principled Illyrian would refrain from following suit. Similarly, if your neighbors are Monotheistic, you have to do something to keep the balance. Military can indirectly defend against Monotheism, so the purchase of an expensive Religious civilization card may not be necessary, but developments in neighboring civilizations can't be ignored.

It's best to make other players react to your civilization card purchases, but if a game develops a militaristic or religious tone, it can be dangerous to be the odd man out. Try being the last player to buy Astronomy and you'll understand what this means.

### Keep one eye on the A.S.T.

The Archaeological Succession Track (A.S.T.) no longer governs victory, but each space is worth 100 victory points. It may be reasonable to intentionally delay movement along the A.S.T., but needless delays should be avoided. It also isn't always possible to meet epoch entry requirements, but if you're aware of an approaching barrier and what's needed to overcome it, you may wish to purchase your civilization cards accordingly. Whether the development of your civilization should be warped to avoid a delay is another question.

# ATLANTIS

## The Lost Civilization

by Bruce Harper

The story of Atlantis comes to us from Plato. He described Atlantis as a militaristic state, at war with both Athens and Egypt before its destruction. Atlantis consisted of an Ancient Metropolis, located on an island, and a Royal City surrounded by a fertile plain. Atlantis had a highly developed agriculture, and possessed great engineering, architectural and metal working skills. The Atlanteans were literate, and worshipped many gods.

### Legend or fact?

The idea of Atlantis has fascinated mankind for millennia. There has always been doubt whether Plato considered Atlantis to be real, or whether it was meant only as a legend for instructional purposes.

More recent research has established that Atlantis did exist, not in the Atlantic Ocean, but in the Aegean Sea. The Ancient Metropolis was located on what are now called the Santorin islands, represented on the *CIVILIZATION* mapboard as Thera. The Royal City and its surrounding plain was located in Crete. Virtually all the inconsistencies between Plato's writings and the historical evidence have been resolved.

Around 1,500 B.C., the volcano which created Thera erupted with tremendous force. The explosion which resulted was about three times as powerful as the famous Krakatoa eruption. The volcano then collapsed, causing immense tsunamis which devastated the Aegean basin, and caused widespread damage throughout the eastern Mediterranean. The Minoan civilization centered in Thera and Crete never recovered, and in its weakened state was ultimately conquered by the Greeks.

### Adding Atlantis to the game

The glory and tragedy of Atlantis can be added to *ADVANCED CIVILIZATION* by the following rule modifications:

1. Crete begins the game with two tokens, rather than one, on the board.
2. At least one of Crete's required cities for epoch entry and advancement must be in Thera, Phaestos or Knossos.
3. If Crete draws Volcano/Earthquake, Thera erupts and all units in Thera are destroyed. Areas adjacent to Thera or the Aegean Sea, whether they contain cities or tokens, are devastated and have their populations reduced to a single token. All ships in these areas are destroyed.

### Effects

The effects of these changes are relatively easy to foresee. Crete, which will begin the game one turn ahead of every other nation, should be able to establish a powerful and advanced civilization. By turn five, when other nations have 32 tokens or two cities and 20 tokens, Crete will have as many as four cities. This initial advantage will fade as the game goes on, but one would expect Crete to have the richest civilization for some time.

But the shadow of disaster will always loom over the Cretan civilization. Unlike the unfortunate Minoans, Crete will be aware of the impending catastrophe, but it's not clear what it will be able to do about it. Cretan colonies will naturally come under pressure from other nations. But in your next game of *ADVANCED CIVILIZATION*, Atlantis might survive and achieve the glory it was denied in history.



# IMPERIAL CIVILIZATIONS

## An ADVANCED CIVILIZATION Variant

by Bruce Harper

The number of possible strategies in *ADVANCED CIVILIZATION* is so great that there is no need for variants to keep the game from becoming boring and repetitious. Players may develop their civilizations along whatever lines most suit the requirements of the position and their own personalities. This diversity is one of the most attractive features of the game.

The variant discussed in this article is therefore not intended as a criticism of the current *ADVANCED CIVILIZATION* rules, nor should it be considered an improvement. It is simply different, and adventuresome players are invited to use it at their own risk.

### The end of civilization?

The Roman empire, which eventually included more or less the entire *ADVANCED CIVILIZATION* mapboard, including the western expansion map panel, arguably was a synthesis of many of the civilizations which had earlier flourished in the Mediterranean. From the standpoint of human development, it represented a new level of civilization. But viewed from the perspective of the game, a world empire such as the Roman would mean the effective end of the game, as all other players would be either eliminated or reduced to such a low level as to be unable to develop their civilizations further.

In both *CIVILIZATION* and *ADVANCED CIVILIZATION*, such a world empire is impossible, because no nation has enough units to control more than a portion of the board. The Imperial variant simply allows this possibility, and leaves the rest to the players.

### Rule modifications

Imperial civilization really only involves one rule modification. Rather than using a single set of 55 tokens, nine cities and four ships, each nation uses two sets of playing pieces, for a total of 110 tokens, 18 cities and eight ships. The variant thus requires a second set of playing pieces. Players who do not have a second *CIVILIZATION* game may order these playing pieces separately from Avalon Hill.

Several other rule modifications stem from this fundamental change. A tenth city allows a player to draw a second trade card from the first stack, an eleventh city a second trade from the second stack, and so on. Thus 18 cities are necessary to allow a player to draw a second Gold or Ivory (or Piracy) card.

Each player is only allowed to purchase one trade card from the ninth (Gold/Ivory) stack each turn. This limitation is normally not required, but with each nation having a larger number of tokens it is needed to prevent the purchase of two or three trade cards in a single turn.

Finally, if all players agree and sufficient sets of playing pieces are available, each nation may begin the game with three or more sets of pieces. In practice, two sets of pieces are more than enough and it is unlikely that using what amounts to an unlimited number of tokens, cities and ships for each nation would make much

difference, other than to encourage players to strive ever harder for world domination.

Apart from these changes, all other rules are used.

### The effect on the game

Once this variant was conceived, there was considerable discussion as to how the Imperial version would differ from a normal game of *ADVANCED CIVILIZATION*.

One view was that one or more nations would dominate the board, reducing the area and population of the weaker nations, perhaps even to the extent of eliminating them completely from the game. It was thought unlikely that a single nation would ever control the entire board, but a struggle between two or three large empires seemed probable.

The other view was that the difference between the two games would be less than expected, because various aspects of the game system would operate to correct imbalances. Militarily, it is not easy to eliminate an adversary, both because of the mechanics of movement and combat and because the larger nations move first. Diplomatically, there is a tendency to gang up on the leaders, simply because they constitute the greatest threat to the other players. This tendency manifests itself not only in direct military action, but also in trade boycotts and the directing of secondary calamity effects. The thought was not only that no one nation would achieve a dominant position, but that all nations would be competitive.

### The results

As it turned out, neither of the above predictions was realized in the test game played by our group. Using the western expansion mapboard, six players participated, playing Egypt, Babylon, Assyria, Illyria, Iberia and Africa. For the first few turns, each nation occupied its "natural" areas, with the only notable difference being that Illyria deliberately delayed city construction in order to gain control of all of Greece and the northern half of Italy. The absence of Crete initially benefitted Illyria and Assyria, who quickly reached an understanding which lasted for much of the game.

For whatever reason, most of the players tended to be more aggressive than in a normal game. Egypt pushed into the Levant, engaging in a lasting war with Babylon. Assyria also sought additional city sites in that area. At the same time, Illyria and Africa fought over Italy. The story of this conflict could be an article in itself, but for our purposes here it is enough to recount the highlights. Once Illyria reconciled itself to the fact that it could not hope to possess the Balkans, Greece and all of Italy, it announced that it was agreeing to the African demands for a partition of Italy. At this exact moment, Iberia joined with Africa in a surprise attack against Illyria.

As it happened, Iberia joined in the war just when Illyria was about to make its first civilization card purchase. Illyria had little choice but

to buy Military, which proved its defensive value in the turns to follow. The Iberians were beaten back and made a separate peace, after which the Africans were driven out of Italy. Weakened by a barbarian invasion and several other calamities, most of which originated in Babylon, Africa appeared to be destined for complete extinction.

### A turning point

It was then that the game's first turning point was reached. Just as Egypt was about to enter its expansionist phase and Africa was about to be conquered by Illyria, Egypt was smitten by a civil war in which the struggling Africans were the beneficiaries. This balancing effect of Civil War is intentional, but does not always work perfectly, and had the civil war occurred a turn later Africa would likely have found itself in a completely different area of the board.

At about this time, Illyria found itself holding Civil Disorder near the end of a trading session. Rather than accept the consequences, Illyria sought to preserve its eleven cities by trading the calamity to its close ally Assyria, who was forced to reduce eight cities as a result. These events caused a rearrangement of the political structure of the game. Egypt dropped out of the ranks of the great powers, joining Africa in a disarray which was to last to the remainder of the game. Iberia withdrew into isolation to recover from the effects of its war with Illyria, while Assyria joined with front-running Babylon to attack Illyria.

As can be seen by a review of the finishing total, the warfare among the three largest nations did not result in any real change in the relative strengths of the six nations involved in the game. After a turn or two of inconclusive conflict, the dynamics of the endgame began to take effect. Illyria and Assyria renewed their alliance, as it was apparent that Babylon was leading and would win unless attacked by all its neighbors. Such an attack was duly launched, but aided by certain irregularities, Babylon managed to hang on and win narrowly as the time limit of the game expired. When the game ended, both Babylon and Illyria had two spaces left to cover on the A.S.T.

### Empire building

Apart from the dramatic diplomatic and military events already related, some interesting and surprising developments in this test game should be mentioned.

No nation, including Babylon at the height of its power, ever had more than twelve cities on the board. Expectations of vast empires consisting of up to eighteen cities were never realized, as the dominant nations found their energies diverted by external threats or dissipated by calamities once they reached a certain size.

In the same way, no nation was eliminated or so reduced in size that it could not recover, at least as far as territory and population was concerned. In part this was due to civil war, and in part to the fact that their adversaries were never

### Imperial variant test game - finishing totals

	Africa	Iberia	Illyria	Assyria	Babylon	Egypt
Civilization cards	900	835	1,700	1,370	1,820	850
Commodity cards	2	-	34	-	8	14
Treasury	1	16	14	-	2	-
A.S.T. position	1,100	900	1,400	1,300	1,400	1,100
Cities	100	200	500	450	450	200
<b>Total</b>	<b>2,113</b>	<b>2,468</b>	<b>3,648</b>	<b>3,120</b>	<b>3,680</b>	<b>2,164</b>
Finish	Sixth	Fourth	Second	Third	First	Fifth

willing or able to devote all their resources to conquest, whereas the endangered nations were forced to channel all their efforts into a fight for survival.

#### The rich get richer

The most notable effect of the variant rules seemed to be to widen the gap between the advanced and backward civilizations. Africa not only lost its war with Illyria because of a "technological gap" (Illyria had Military and, a turn or two later, Astronomy), but fell further and further behind after its defeat. Nations which could maintain ten or eleven cities were able to acquire the civilization cards which allowed them to fight more effectively, as well as those which reduced the effect of calamities. The poorer nations could afford neither, and with Babylon, Assyria and Illyria all holding Monotheism, Egypt, Africa and Iberia were destined to fall further behind. Africa and Iberia also lacked Military, and had no real prospect of obtaining it.

The conclusions to be drawn from this are also applicable to a normal game of *ADVANCED CIVILIZATION*. Even in a game in which the level of violence is high, civilization cards are the key to victory. Military, Metalworking, Engineering, Roadbuilding, Astronomy and Monotheism must be acquired by nations which hope to achieve victory in wars. Naturally the holding of these civilization cards does not ensure success in the game, if only because calamities can humble the proudest civilization, but they are certainly effective in dealing with enemies on the battlefield.

But this gives rise to the apparent paradox. A rich and peaceful nation can, if the need arises, acquire the civilization cards which will allow it to prevail against other nations in war. For a few turns a nation may be vulnerable to attack, and an adversary may hope to obtain a permanent advantage before the victim is able to master the arts of war, but generally the aggressor will find that any tactical advantages he has achieved will be short-lived.

A poor nation, on the other hand, is less able to respond to pressure from neighbors holding civilization cards such as Monotheism and Military, and such nations face the dismal prospect of having their position steadily eroded by superior cultures. Using the Imperial variant, this erosion is more pronounced, because there is no limit to the amount of territory a nation may control. In the test game, at least, the poorer nations would likely have survived only because one of the richer nations would have completed its movement along the A.S.T. If the finish line

were ignored and play continued, they might have permanently disappeared from history, except as occasional civil war beneficiaries.

#### Economics

Allowing more than nine cities is naturally inflationary when compared to the normal rules, mainly because it is easier to maintain a seventh, eighth and ninth city. The collection of a second low-level card had a relatively small impact, although it is easy to imagine games in which a nation might have thirteen or fourteen (or more) cities, in which case the effect would be that much greater.

The structure of the game includes checks and balances, however, and the more frequent appearance of Piracy, Iconoclasm and Heresy and Civil Disorder may well have cancelled much of the inflationary effect of the additional cities. Civil Disorder can be a particularly catastrophic calamity in this version of the game, although when Assyria was reduced from eleven cities to three, it was back up to ten cities a turn later. Assyria's war of vengeance against Illyria was partly triggered by the incidental effect that this reduction of cities stalled it on the A.S.T. for a turn.

The modest totals of civilization cards achieved in the test game was most likely a consequence of the severe fighting which broke out early in the game. It remains to be seen whether the Imperial rules make a peaceful game impossible.

#### Dare to be Great

The strategies open to players under the Imperial rules have hardly been explored. It was clear from the test game that a nation which obtained Military and one or two other key civilization cards would have excellent prospects of conquest against less advanced nations. It was much less clear what would happen if one or more nations decided to "horde" from the outset, expanding in all directions until stopped. This "strategy", if it can be so termed, would presumably give the nations involved a larger area of the board, but at the cost of falling behind on the A.S.T. as city construction and civilization card acquisition lagged.

If the analysis ended here, one would feel confident in adopting such an approach, as the ground lost might well be made up later. What makes this plan more dangerous is that the compact, urbanized nations might achieve a lead in civilization attributes which would allow them to not only repulse, but later dominate, the primitive hordes which attempted to overrun their territories.

Even so, the temptation to delay city construction in order to secure a larger territory out of the opening exists. In the test game, Illyria used a mild version of this strategy, with considerable success.

Players who wish to affix the suffix "the Great" to their names may also wish to embark upon a deliberate policy of expansion once their civilization is firmly established. This approach is also inherently risky, however, because a militaristic society is more vulnerable to calamities, and also tends to generate opposing coalitions of potential and actual victims, as the Assyrians (the real ones) found out. A civilization which exists only for conquest can never be considered to be "firmly established".

#### Conclusion

The Imperial variant is unlikely to replace the normal version of *ADVANCED CIVILIZATION*, nor is it so intended. At the expense of eliminating the delicate balancing of stock, treasury and population which characterizes the regular game, the Imperial variant allows players to give full rein to whatever delusions of grandeur they may have, all in the course of an afternoon.

#### Diplomacy . . . Continued from Page 38

The on-board situation changes quickly in *ADVANCED CIVILIZATION*. It is difficult to keep a "standing" army (indeed, it is not economical to do so), but it is relatively easy to generate one when you need it. The key is to generate an army in the right place - location, rather than quantity, is the critical factor. For this reason, "keeping the hammer" means having tokens in areas near potential enemies. You need not take critical areas and make unnecessary enemies. A few tokens moving around the board on ships creates a surprisingly effective threat.

Surprisingly, another effective hammer is having a smaller army than your nearest rival (the player with the most tokens moves first). Seen in this light, Military is an effective defensive card.

#### Never say die

In *ADVANCED CIVILIZATION*, there are two sides to this saying. Firstly, play to win no matter what your position. The game system can turn the tables in a hurry. Players who give up and turn to spite rather than to ideals for guidance are unwelcome additions to any gaming group. A player may, if he chooses, base his diplomatic strategy on whim, attacking other nations whenever he wishes. It is much better to adhere to one's diplomatic arrangements, or at least allow rational self-interest to govern your relations with other players. At least then they will have some idea where they stand.

Secondly, do not play to eliminate another player. It is nearly impossible to knock another player off the board and any attempt to do so will likely destroy the aggressor's chance of winning. It is the wrong way to play this game.

*ADVANCED CIVILIZATION* is a game of moderation rather than extremism, management rather than confrontation, and skill rather than luck. War is just another diplomatic tool, and diplomacy is only half the battle.

# CIVILIZATION AND TRADE

## An ADVANCED CIVILIZATION Variant

by Peter Robbins

Human civilization is a product of the Ice Age. The hunters and gatherers who came out of the hills into the fertile river valleys, some 10,000 years ago, were a tough, adaptable lot. They had already begun to domesticate animals, and their tool-making abilities were superb, but they had none of the skills of civilization. These require spare time, and a settled way of life, and the life of hunter/gatherer is one of continuous movement. When survival depends on travelling light, the trappings of culture cannot be accumulated. The cave art that survives (at Lascaux and other sites), has done so because it was *not* portable. Apart from the occasional bone carving, almost nothing else remains of the pre-agricultural cultures.

### Triggers of change

The "agricultural revolution" that occurred between 10,000 and 5,000 years ago was driven by the climatic changes that followed the Great Thaw. When the weather became warmer, it also became drier. Game became scarce as pastureland dwindled. A more reliable food supply was needed. Fortunately, one was at hand. Emmer wheat, which was itself a polyploid hybrid of wheat and another grass, formed hybrids with yet another grass species. This new plant had plump kernels that were less easily spread by the wind, but also had nearly four times the food content of the original wild strains. This meant that humans could plant, harvest, and make bread with this new grain, and still have seed for planting in the spring. By 6,000 B.C., the first farmers of the fertile crescent were doing just this, aided by the first great leap of technology: the plough.

The plough made it possible to cultivate land that had previously been too hard. With a larger acreage under cultivation, more people could be fed, and a surplus could be stored for the winter or as insurance against times of famine. With an agricultural surplus, the farmers created wealth. They could now buy what they did not produce for themselves. People began to specialize in crafts and skills. Money, more easily stored and carried, began to replace sacks of grain as the medium of exchange. City walls were constructed to protect this wealth, and the lives of the people who owned it. Warriors were required to man the walls of these cities. The chief warrior would often make himself king, and the emerging state would become stratified into classes: an aristocracy to rule and fight, a priesthood to ensure the favor of the gods, and the peasantry to grow food and pay taxes.

### Trade

If the plough was the first trigger of change, the second must have been trade. The surplus crops that the new city-states produced would have been different in kind or quantity, depending upon rainfall, soil, and local custom. There now existed goods and commodities of unequal distribution, and these would vary in value from place to place. The first trading may have resulted from marriages or alliances: ritual gifts

to seal a treaty or agreement; but it must have soon become apparent that trade could be carried on for its own sake. If something increases in value simply by taking it from one place to another, and if that increased value can be converted into an easily portable form, then an entire commercial and monetary system will follow.

### Early civilizations

Jericho is probably the oldest continuously inhabited city in the world. Grain was being reaped there about 10,000 years ago. By 5,000 B.C., wheat, barley, and lentil grains had been domesticated, along with sheep, goats, pigs and cattle. Archaeological evidence for these developments comes from the Fertile Crescent: that curve of river valleys and coastal hills that runs from Jericho to Anatolia to the delta of the Tigris and Euphrates rivers. By 3,000 B.C., long-distance trade was underway between such cities as Nineveh, Ur, Byblos, and Megiddo.

The invention of bronze, sometime between 3,000 and 2,500 B.C., produced trade in a new and important commodity. This was probably the world's first "strategic metal", because of its use in weapons, and because of the limited occurrence of copper ore. The Bronze age, which lasted until about 1,000 B.C., was the heyday of the first sea-traders. The Phoenicians were the most successful of these, planting colonies around the Mediterranean, and trading as far north as Britain, where manufactured goods were exchanged for tin. The Phoenicians' largest colony, Carthage, was to last until 146 B.C., when it was destroyed by the Romans.

Superior weapons of bronze or iron changed the face of warfare. The first peoples to acquire the new metals and weapons would attempt to conquer their neighbors. The first multi-national empires were creations of iron swords and bronze shields. When trade was not profitable enough, warfare might be worthwhile. The new weapons also gave rise to new social organizations within a state. The Assyrians, Hittites, and Greeks established their hegemony by creating disciplined armies with new tactics that employed these new weapons to best advantage.

Consider the Phalanx, a compact mass of heavily armed and armoured infantry which dominated battlefields from the Greek/Persian wars of the 5th century B.C. until (reconstituted as the Legion) the latter stages of the Roman Empire. The individual soldiers who composed such a formation did not have to be full time professionals. Group discipline, rather than individual prowess, was required of them. These soldiers could therefore be volunteers, who joined their units in times of war, and would return to their farms when the war was over. Instead of conscripts, these men would be *citizens*, with all that word implies. In ancient Athens, such soldier-citizens would vote for a strategic policy, and then personally go to war to carry it out. While the Roman Empire lacked the Athenian form of democracy, the soldiers of the legions still had considerable rights, and the

emperor or general who violated these rights could be, and often was, replaced or assassinated.

### Summary

The course of civilization has been channelled and changed by a series of interactive and cumulative developments. First, a changing climate made agriculture necessary, and the hybrid wheat grains and the invention of the plough made it possible. Food surpluses produced by agriculture gave rise to the earliest arts and crafts of civilized life, and the surplus crops and manufactured goods could be traded between the new cities. Advances in metallurgy changed warfare, and the necessity of city defense produced new military organizations, which in turn changed the character of their societies.

### The game

*ADVANCED CIVILIZATION* does a good job of demonstrating the synergistic effects of culture, geography, military power, and trade. However, the acquisition and use of the trade cards has no connection to the historical and geographic reality. Copper, for example, is a rare mineral, yet a player with cities far from any ore deposits has as much chance as a player with heaps of copper under their territory to pick up a Bronze card. I believe that the game would be enhanced with some sort of recognition of geographical reality.

### The variant

Our playtest group therefore developed the following variant: that the commodity cards be associated with a particular location on the map. The ownership of a city at that location allows the owning player to increase the value of a commodity card set of the appropriate commodity by one card, in the same way as Mining increases the value of certain sets of commodity cards.

For example, suppose that a player has a city built on the site labelled Salt, and is cashing in three Salt cards. The player would receive the point value for four, not three, Salt cards, as long as he retained that city when trading in his commodity card set, after all calamities were resolved.

This means that "trading cities" acquire new importance. Their locations become prizes to be occupied, fought over, and held, although inevitably the cities themselves will be destroyed when conquered. Treachery, Civil War and Monotheism allow trading cities to be captured intact. Trading cities for such commodities as Hides or Ochre will be useful as soon as they are built, although they will not yield a great return to the nation which possesses them, whereas city sites associated with Bronze, Silver, Spices and other higher value commodities are valuable investments which may be acquired early in the game and held until later. This is similar to *Monopoly*, where high-rent, high-cost properties may not be developed until later in the game, when they can have a significant effect on play.

Value	Commodity	Number of cards	Historical Locations	Game Location
1	Ochre	7	No prominent locations	Sinope
1	Hides	7	Britain, northern Germany, Scythia, upper Danube	Appollonia
2	Iron	8	Anatolia, Armenia, Britain, Caucasus, France, Illyria, Italy, Macedonia, Palestine, Spain	Ankara
2	Papyrus	7	Egypt	Memphis
3	Salt	9	Dacia, Egypt, Tunisia	Tripoli
3	Timber	8	Anatolia, Dacia, Illyria, Lebanon, Mauretania	Sidon
4	Grain	8	Egypt, Macedonia, Sardinia, Scythia, Sicily, Spain, Tripolitania	Tyras
4	Oil	7	Anatolia, Egypt, Italy, Spain	Neapolis
5	Cloth	7	Anatolia, Egypt, France, Greece, Palestine, Spain	Alexandria
5	Wine	6	France, Greece, Italy, Spain	Corinth
6	Bronze	6	Britain, Cyprus, Spain	Salamis
6	Silver	5	Anatolia, France, Greece, Illyria, Macedonia, Spain	Sardinia (New Carthage)*
7	Spices	6	Arabia, Egypt	Susa
7	Resin	5	Baltic coast, northern Germany	Byzantium
8	Gems	5	Anatolia, Mesopotamia	Nineveh
8	Dye	4	Phoenicia, Tripolitania	Tyre
9	Gold	5	Anatolia, France, Illyria, Spain	Antioch
9	Ivory	4	Egypt, Tunisia	Carthage

\* Note: New Carthage is used for Silver if the West Expansion Map is being used. Otherwise Sardinia is used.

### The location of trading cities

The sites of trading cities must be chosen with the following criteria in mind:

1. they should have some resemblance to historical and geographical reality;
2. they should be spread around the mapboard, so that no one area becomes crucial to play; and
3. they should be arranged so that play remains balanced between the various civilizations.

The table at the top of this page lists the various commodities, the number of each commodity card, the areas where that commodity was produced in ancient times and the location of the trading city for each commodity.

For Cloth, only those areas producing linen are listed, since almost all areas around the Mediterranean produced wool. Bronze is an alloy of copper and tin, but copper is the major ingredient. Spices refer to frankincense, myrrh, and other perfumes. Pepper, used as a flavoring and preservative for food, came from India and the far east. Gems could also be stretched to include pearls and precious coral, which was found around the shores of the Arabian peninsula. While elephants were not indigenous to the area depicted on the map, ivory made its way from central Africa to the northern coast of Africa via caravans that traversed the Sahara desert. As for gold, any one of a number of cities could have been used. Several other city sites were selected with game requirements in mind.

Special mention should be made of Silver. If the Western Extension Mapboard is used, the rich mines of Spain are used. Without the Western Extension Mapboard, Sardinia was selected, simply to reflect the most direct route to Spain.

Whichever power controls one is likely to control the other. In this way, the variant plays more or less the same, regardless of whether the Western Extension Mapboard is used.

### Effects on play

There is little doubt that one effect of this variant will be to sharpen conflict, as nations compete for key trading cities. Each nation will normally have one such city securely in its empire, while others will be in perpetual dispute. The valuable Timber and Dye cities in Phoenicia, for example, are not clearly in any nation's sphere of influence, and may be expected to change hands any number of times during the game.

It should be kept in mind that the most valuable trading cities are probably those associated with commodities worth four, five or six points. Acquisition of a city site associated with Gold or Ivory sounds tempting, but these higher commodities appear much less frequently in most games.

The trading cities have been distributed so that each nation will normally have at least one trading city securely in its territory, although in *ADVANCED CIVILIZATION* nothing is truly "secure". One can therefore say with some certainty that Egypt will usually have the trading cities for Papyrus and Cloth, Italy the trading cities for Oil and Silver, and so on. This is not to say that aggression, Treachery, Civil War, Barbarians, Piracy or other misfortunes might not deliver these cities into other hands, but normally this will not be the case, at least not early in the game.

The same cannot be said for trading cities such as Byzantium (Resin) and Nineveh (Gems), which lie somewhere between the spheres of

influence of various nations. Diplomatic agreement peacefully resolving disputes in these areas cannot be ruled out, but the existence of rich trading cities in border areas will not make compromise any easier to reach.

Special mention must be made of Sidon (Timber) and Tyre (Dye). In *ADVANCED CIVILIZATION*, the ownership of the city sites in Palestine and Phoenicia are usually in dispute in any event, and the addition of two trading cities in this area definitely muddies the waters. Salamis (Bronze) and Antioch (Gold) might be placed in the same category. In one test game using this variant, Egypt, Babylon, Assyria, Africa and Crete all had units in this area at different times, and the concentration of trading cities makes an expansionist policy along the eastern Mediterranean coast a viable option. It is debatable which nation is best able to carry out such a policy, as the nation which arrives first will not necessarily arrive in sufficient force to hold its gains.

The variant described in this article is definitely worth trying, as it opens up new possibilities for almost every nation, and gives a sharper focus to expansion and trading right from the start of the game, and in so doing gives the players a greater sense of history.

### References

The following sources were used to prepare this article:

- The Ascent of Man*, by Jacob Bronowski (1973)  
*Connections*, by James Burke (1978)  
*Patterns in Prehistory (3d Ed.)*, by Robert J. Wenke (1990)  
*Penguin Atlas of World History, Vol. I*, by Hermann Kinder and Werner Hilgemann (1974)

# SEASON TO TASTE

## Optional Rules for *ADVANCED CIVILIZATION*

by Bruce Harper

There was some debate as to whether this publication should include optional rules, much less full-fledged variants. One would think *ADVANCED CIVILIZATION* itself would be enough for the time being. Why confuse things by giving players the option of tinkering with the new rules?

On the other hand, there are few games which lend themselves more to modifications and optional rules than *ADVANCED CIVILIZATION*. A few simple changes will result in a more violent or a friendlier game, as desired. The acquisition of civilization cards can be made more or less difficult, as the players wish. Because of this, it is naive to think that players won't develop their own house rules once they are familiar with the new rules. I also consider it to be a credit to the game itself that players are so easily able to customize it to suit their own tastes. In the same way that a good computer program allows the user to vary its default settings, a good game should allow players to change certain rules, provided the changes do not alter the essence of the game.

What follows is a selection of the most likely "house rules", together with a brief analysis of the suggested options. The reader may consider this a menu from which he can select the most appealing possibilities, or a continuation of the Designer's Notes, as in some cases I offer my views of the suggested changes. My opinions should not influence players in their decision as to which, if any, optional rules they wish to use. Those who intend to use optional rules should be very sure that all players are aware of them, and may wish to photocopy these pages and highlight the rules being used.

### Starting

Players who desire a harsher, more difficult game, and perhaps one requiring more skill as well, may wish to use only 47 tokens in seven and six-player games. Conversely, those desiring a wealthier game, with more scope for individual development, may wish to use 55 tokens in an eight-player game. Those who wish to go further should use the Imperial variant printed elsewhere in this publication.

Other options at the start of the game involve the initial placement of calamities, and are discussed below. The idea of giving each nation a 50 or 100 point credit at the start of the game, in order to accelerate the development of each nation's civilization, has been discussed, but it isn't clear that this would accomplish the desired goal of shortening the game. Since a time limit may be used in any event, it also isn't clear whether an initial credit is even necessary. I doubt that much is to be gained by making early civilization card purchases easier, as they are an important part of the game.

### Calamities

Of all the areas dealt with by the *ADVANCED CIVILIZATION* rules, calamities are most susceptible to modification. Changes can be made both in the way in which calamities are drawn,

especially at the start of the game, and their effects during play.

### Drawing calamities

The normal rules provide that at the start of the game at least as many commodity cards as there are players are placed at the top of each trade card stack. This ensures that no tradable calamities can be drawn until sufficient trade cards are in play to allow players to acquire civilization cards which might reduce calamity effects. Non-tradable calamities are placed at the bottom of each trade card stack, which delays their initial appearance even more. In this way, each nation has a fighting chance to avoid the worst effects of the various calamities.

It is easy to come up with changes to these rules. Players who are concerned that calamities may play too great a role early in the game may begin the game with the tradable calamities at the bottom of their trade card stacks, just above their non-tradable equivalents, rather than shuffling them in with the commodity cards. Similarly, tradable calamities can be returned to the bottom of their trade card stacks once drawn, in the same manner as non-tradable calamities.

In both cases, there are two problems. Firstly, players who draw a calamity may be able to figure out who else drew one. More importantly, calamities will tend to occur in bunches, which is not desirable.

Conversely, at the start of the game some players may prefer to shuffle the tradable calamities into the trade card stacks without worrying about whether the top trade cards are commodity cards. This creates the possibility of a player being hit by a calamity before he is able to trade, which is fine unless it happens to you.

Only groups comfortable with this last possibility would go one step further and shuffle the non-tradable calamities into their trade card stacks at the start of the game. A nation could then begin the game with a Civil War, although the chances of this or similar disasters would be equal for everyone.

Once play starts, an increased frequency of calamities is more palatable, if only because players have a chance to acquire civilization cards which will mitigate calamity effects. Adventurous players can choose to return non-tradable calamities to their trade card stacks in the same manner as tradable calamities, by shuffling them together with returned commodity cards, rather than by returning them to the bottom of their trade card stack. This approach clearly makes for a more nerve wracking game.

### Resolving calamities

Once calamities have been drawn, several other options are available. In *ADVANCED CIVILIZATION*, there is no limit to the number of times calamities may be traded. You may prefer the rule in *CIVILIZATION*, in which only a single trade is allowed, after which the calamity must be revealed by the victim. This change does not reduce the overall effects of calamities, but it allows players to direct calamities at speci-

fic nations and makes early trades more dangerous. Once calamities have been traded and revealed, trades become safer. Neither consequence was thought to be particularly beneficial to the game, but some may prefer the old rule.

*ADVANCED CIVILIZATION* also prohibits the holding or discard of calamities. All calamities must be resolved in the turn in which they are drawn. To many this is an obvious improvement in the game, but some may well prefer a kinder, gentler game in which calamities may simply be returned to their trade card stack without being resolved. Those who wish to use this rule should realize that it is highly inflationary and is likely to result in huge civilization card totals for every nation.

Another modification which tests the altruism of those who profess a preference for non-violence allows the secondary effects of calamities to be incurred by the primary victim rather than being inflicted on other players. This answers the complaints of those who dislike being forced to inflict the secondary effects of Volcanoes/Earthquakes, Famine, Flood, Epidemic, Iconoclasm and Heresy and Piracy on other players. Any effects which cannot be played against the primary victim must be inflicted on secondary victims. It would be interesting to see how many players would actually invoke this rule.

A rule which was included in *CIVILIZATION* as an optional rule limits the damage a nation may incur from calamities in a single turn. This rule provides that no player may be reduced below 16 unit points as a result of calamities, either as a primary or secondary victim. A player with only 16 unit points on the board is immune from further calamity effects until his strength increases. Players may of course adjust the limit of 16 unit points in either direction as they see fit.

It is only appropriate to conclude this discussion of calamities with a few suggestions which will appeal to those who enjoy calamities, especially when they happen to others. Rule 29.5, which provides that no player may be the primary victim of more than two calamities in the same turn, also limits the effects of calamities. Astute players who have drawn a loathsome calamity, such as Civil War, will often accept additional calamities in trades with other players, in order to give themselves a chance of avoiding a devastating calamity. Playing without the safety net of rule 29.5 eliminates this tactic, although it opens the door to complete catastrophe for a nation which ends a trading session with three or more calamities. Allowing an unlimited number of calamities to take effect against any player is no doubt an exciting way to play, provided all involved are Stoics who can face extreme adversity with a smile on their face.

You may also wish to take advantage of the fact that all calamities now have brown backs, and play that all twelve calamities may be traded. It's difficult to determine exactly how this will affect play, other than to make trading even more of a minefield than it already is.

Finally, it probably should not be necessary to add that traditionalists should retain the four backed calamity cards if they wish to use those in place of the four new, brown-backed calamity cards. If the old cards are used, it will be apparent from a non-tradable calamity has been drawn and the victim will immediately place the calamity in front of him before trading begins.

### Changing the calamities

In a sense there's no limit to the changes players may make in the calamities themselves, although it is doubtful that changes would do more than make the game different, rather than better. During development and testing all sorts of ideas were discussed about different calamities. The size of the Barbarian Horde, for example, could be increased to 20, with predictable results. More radically, Civil Disorder could result in the loss of trade cards rather than cities, and Iconoclasm and Heresy could result in the loss of a civilization card. But such changes really don't add anything to the game.

It is also possible for players to use the sequence of play in *CIVILIZATION* and acquire civilization cards prior to the resolution of calamities. This allows players to avoid the worst effects of calamities by buying the appropriate civilization cards once trading is completed and players know the calamities from which they will suffer. I much prefer the present rule. As a compromise, some may wish to devise a system of credits, whereby losses from calamities make it easier to acquire the remedial civilization card, although I have never been impressed by the necessity or the logic of such a rule. If Egypt or Babylon thinks Engineering is important, they'll buy it. Whether a Flood just occurred shouldn't make much difference.

### Trade cards

The acquisition of trade cards is another area where changes easily come to mind. One optional rule which has been suggested numerous times is to expand trade purchases to all nine trade card stacks. Rather than being restricted to the purchase of Gold or Ivory (or Piracy), players could buy one or more trade cards from any trade card stack. There are several versions of this rule. Players could be limited to a single purchase from any one stack, no more than one trade card from each stack or could be allowed to buy any number of trade cards, even from the same stack. A limit of one trade card each turn is probably the most sensible. In all versions, the cost would be twice the face value of the trade card being purchased.

This rule has much to recommend it, although the consequences are more difficult to foresee than might first be thought. There are doubtless more valuable trade cards than Gold or Ivory, and the most obvious effect of this rule is to increase the number of commodity cards in circulation, which in turn directly increases the wealth of the game as a whole. Commodity card sets will be larger and easier to create, and consequently civilization cards will be acquired more rapidly. It would be hard to imagine a player not taking advantage of this rule by buying from at least the third or fourth trade card stack.

But there is a dark side to this rule as well. By almost guaranteeing that an extra six or seven trade cards will be in circulation each turn (or more, if a more liberal version of the rule is used), the rule also ensures that calamities will

appear more frequently. Even if calamities aren't actually purchased, they will be drawn sooner on subsequent turns.

The net effect of this rule must be inflationary, but this only applies for the game as a whole. In any particular situation, such as when a player spends ten tokens to be hit by a Flood, the effect may well be the opposite.

In games with only three or four players, each player may draw two trade cards, rather than one, for each city. This greatly speeds up the game, makes trading more interesting, and gets calamities into play more rapidly. *ADVANCED CIVILIZATION* is not really meant to be played by fewer than five or six people, although it frequently is, and this rule came close to inclusion as an "official" rule.

### Mechanics

Toying with the basic mechanics of a game is more dangerous than changing what might be termed the parameters of the game system. For example, increasing the size of the Barbarian Hordes to 20 tokens will not fundamentally alter the game, although it will certainly make the Barbarians more damaging. One reason that a designer can make such a change without too much concern is that the number of times when Barbarians appear is limited, and therefore the effect of the change can be reasonably foreseen.

The same cannot be said of the changes set out below. Once mechanics are altered, you really do have a new game, at least to a certain extent. Be warned.

One previously published optional rule allows city/token cohabitation. Tokens may occupy the same areas as friendly cities without penalty. If tokens belonging to another nation enter such an area, they first engage in combat with the tokens in the area, and only attack the city once such combat is resolved. Cohabitation between tokens and cities belonging to different nations is not permitted, although one could easily amend the new rule to allow such cohabitation.

The essential effect of this rule is to enlarge the board. A fertile area in Egypt could support as many as 10 unit points (a city and five tokens). One would expect this to greatly reduce conflict and free even nations such as Crete and Africa from the need to expand their territory. I wouldn't consider this to be a desirable result, and thus would not recommend this rule. It might be interesting to use it in conjunction with the Imperial variant detailed elsewhere in this publication, or perhaps with more than eight nations, but I have my doubts.

At the other extreme, one can play that cities may only be constructed on city sites. The construction of "wilderness" cities is not all that common in any event, so I doubt that this rule would change the game too much. It would tend to increase conflict, as each nation sought to obtain nine city sites. Certainly Pirates and Barbarians would be eliminated more rapidly than usual if they occupied city sites.

I wouldn't recommend this rule either. I would miss the noble achievement of driving vast populations into a desolate area to create a lasting monument to my civilization's greatness. One can hope that *ADVANCED CIVILIZATION* has created a balance between creation and destruction, and to force a nation which has fewer than nine city sites into aggression seems unnecessarily crude.

A final mechanics change is to limit population growth to one token in any area in which more than one nation has units. There's nothing

wrong with this idea, although it wouldn't make much difference. Whenever rules are changed in this area, the changes are either too slight to make much difference, or are too great to make safely.

### Variants

At some point, changes to the rules cease to be merely optional rules and turn into full fledged variants. It is then clear that what is contemplated is a change which is so great that it fundamentally alters the game.

One suggestion, from Jeff Groteboer, which comes close to variant status is to limit trading to nations which can reach one another by land or sea. Cloth Making and Astronomy increase sea communications in the normal manner, although it is not necessary to actually have a ship in position to make the voyage to a trading partner. In a test game, we amended the rule slightly to allow trading through a third nation, with that nation being able to demand one specified commodity card from the trading nations.

In theory this rule is a good one, but we found it failed in practice. I suspect the reason was that trading is one of the key aspects of the game, and anything which limits trading hurts the game. In addition, once all nations have Astronomy, the rule becomes largely academic. I suspect that this is a good rule for a game which has not yet been designed.

The same comment might be true of Michael Roos' ideas of increasing the role of ships, by allowing ships to end their movement with tokens on board, although not in open sea areas, and providing for conflict between ships in coastal areas. Tokens, not ships, are removed. Tokens left on ships do not expand their population or contribute to city support, nor can they be used for calamity losses, other than for Piracy, which eliminates all the victim's ships. Such tokens would add to the defense of friendly cities, and would not be considered to be in a land area for the purposes of population limits.

Variations of this theme may be developed. Ships could fight other ships, with the simple rule that only one nation could have a ship in a coastal area once conflict is resolved. Mutual elimination would be automatic unless one side had a numerical superiority, although Cloth Making could give an advantage in the same way as Metalworking in land combat.

Both these suggestions are interesting, but caution is required. I have contributed my share of rules which tend to make aggression more profitable, but *ADVANCED CIVILIZATION* is still not a wargame, and it would be a disservice to the gaming community to try to make it into one. A multi-player game where players maneuver for position to enhance their trading possibilities, and engage in naval wars for the same purpose, sounds intriguing, and if such a game doesn't exist, it should (although I suspect that a number of games would meet this description). It just may be that *CIVILIZATION*, advanced or otherwise, isn't the right vehicle for these concepts.

### Conclusion

Once your group is familiar with *ADVANCED CIVILIZATION*, you may wish to try some of the rules set out above. As players become more familiar with the game, they may also develop their own house rules. Send them to Avalon Hill if you like, because house rules, when shared, have a way of becoming "official".