

4. SETTING UP THE GAME

Mega Civilization is a game that can be played from 5 up to 18 players.

There are some differences in the setup rules when playing with 5-8 players, 9-11 players, 12-14 players or 15-18 players. When starting a game, you should follow these adjustments accordingly if mentioned.

If this is your first game, it is recommended that you use the scenario 'The First Game' which is designed to explain the rules to any new group of preferably 5 players. 'The First Game'-scenario will take 1-2 hours.

Once you have finished 'The First Game' you are ready to start a full game.

SETTING GAME LIMITS FOR THE FULL GAME

You can choose between either side of the A.S.T. These show the **Basic** or **Expert** version. The basic A.S.T. is recommended for beginners and regular players, where the Expert version is served for the more experienced groups of players. The Expert version will take 1-2 more turns and thus 1-2 hours more than the Basic version. The Expert version has some added rules which will be explained later.

You may consider setting your own time limit. If no specific game limit is set, by default the game ends if the succession marker of 1 or more players has entered the 'Late Iron Age' epoch on the A.S.T. A full game of Mega Civilization will take approximately 10-12 hours to complete, depending on the number of players and their experience. Regard the additional time needed for taking breaks during the game.

If you want a shorter game (6-8 hours), follow the rules for setting up 'The Short Game'. This scenario is not a beginners scenario, but a shorter version of the game for experienced players.

SELECTING THE MAP-BOARD

The game is divided into 'West' and 'East' which can be played independently by 5-9 players. For 10 players 'West' is played and for 11 players 'East' is played. For 12-18 players, 'West' and 'East' are combined and then referred to as 'blocks'.

Depending on the number of players, use the setups as defined in chapter 5. Map-board setups (page 14).

Take the playing pieces for only the civilizations mentioned in this setup and leave the others in the box. You will also need the set of black Barbarian tokens and pirate cities for later in the game.

REGIONS

Each civilization is associated with a 'region'; a group of areas which are most commonly occupied by the civilization. This does not mean that players should not try to occupy areas assigned to another civilization's region. In fact, to win the game, players will have to expand their boundaries. The regions are specified at the map-board setups.

STARTING CIVILIZATIONS

Deal the numbered startup cards after which, in order, each player may choose a civilization to play. Each player receives a player mat and places all 55 population tokens, 9 cities and 4 ships on the 'stock' area of his player mat (colored side up). Each player takes 1 token from stock and places it on the corresponding starting location on the map-board.

Keep in mind that when playing both blocks combined (12 to 18 players), players from the East and West blocks do not necessarily start on the 2 most Eastern or Western map-boards respectively (see also page 16). It is clearly specified in the setups which civilizations belong to either East or West. Players should remember to which block they belong and for the remainder of the game draw only trade cards from that block.

For each player, place a census marker on the Census track (in the large empty area above '1-12') and a succession marker in the arrow on the A.S.T.

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

Sort out all Civilization Advances and create stacks sorted in ascending cost price order. Sort out the Credit tokens and place them next to the Civilization Advances. It is not necessary to place the 51 stacks directly within reach.