

Once a player purchases a Civilization Advance he immediately receives the credit tokens printed on it. Credit tokens are not used as a single-use credit; players keep any credit tokens obtained for the remainder of the game. Players cannot use credit tokens during the same turn that they receive them.

Civilization Advances are acquired in a single transaction. Credit tokens count for each Civilization Advance of the same color/group acquired during the same turn.

The default price of a Civilization Advance is printed on the card. This price may be reduced in the following ways:

- Credit tokens a player has received in previous turns;
- Additional credits printed on other Civilization Advances players have bought in previous turns.

If a Civilization Advance belongs to 2 groups/colors, the discount from the color with the highest value of credit tokens applies. The credit value of the 2 colors is never combined.

Credit tokens held by a player may be counted for purchasing more than 1 number of Civilization Advances during a single transaction.

Example 1: John has bought 'Music' (80 - blue - arts) in the previous turn. He now has 10 credits to all blue cards (arts) and 5 credits to all yellow cards (religion). If he purchases 'Drama and Poetry' (80 - blue - arts) this turn, he may subtract 10, and buy it for 70. If he would buy 'Mysticism' (50 dual yellow/blue - dual religion/arts) during the same turn, he may subtract 10 from that as well and buy it for 40. Even though 'Mysticism' is both blue and yellow and he also holds 5 yellow credits, he cannot add this to the blue credits, as he should only count the highest color credits.

Example 2: Flo has bought 'Pottery' (60 - orange - crafts) and 'Masonry' (60 - orange - crafts) in a previous turn. He now holds 20 orange credits, 5 green credits and 5 blue credits. He wants to buy 'Agriculture' (120 - orange - crafts). He may subtract the 20 orange credits and 'Pottery'

provides 10 additional credits to 'Agriculture' alone. Therefore he may buy it for 90 rather than 120. It will provide him with an additional 10 orange credit tokens, so next turn he could subtract 30 from all orange cards.

As long as players have enough trade points, they can purchase any card they like. They do not have to hold any pre-requisite cards. A player can only buy 1 copy of each Civilization Advance. If a player spends trade points, the combined total of trade cards and treasury used is counted. If he spends more points than required he will not receive any 'change', neither in treasury tokens, nor in trade cards.

If players forget to subtract credit points, they will not receive any change in a later phase or turn. It may occur that a player can get a card for free if he has built up sufficient value in credit tokens. The purchase price can never be lower than zero.

A player cannot spend more treasury tokens than required.

Civilization Advances and credit tokens held by players are open for all other players to see. They cannot be exchanged or lost. The attributes on each Civilization Advance only apply to the holder of the card and go into effect as soon as the transaction is completed. All effects and credits are cumulative.

Note: The game does not include 18 copies of each Civilization Advance card. However, all 51 advances are available for each player. The most common Civilization Advances are printed more often than more rarely bought ones. Once a stack of cards runs out, players can use a substitute note instead.

Example 3: If Michael bought 'Pottery' in a previous turn, he has 10 credits to all crafts (orange). That would make 'Agriculture' 110. But the card itself gives 10 additional credits to 'Agriculture' as well. Therefore 'Agriculture' will cost 100. If he buys it, this will mean that next turn he has 20 specific credits to 'Democracy', which then will cost 200 instead of 220.'

