

UNITS WITHIN 'OUT OF PLAY' AREAS

There may still be other player's tokens or cities in areas containing an 'out of play' token. In A.S.T.- order, players involved must do the following (applying to these areas only):

- Destroy all ships.
- Reduce all cities. If a player has insufficient tokens in stock, he places as many tokens as possible following his choice.
- Any tokens left must be removed and placed elsewhere on the map-board, providing that these areas already contain 1 of their tokens and no conflict situation occurs.

This should result in no tokens occupying an area containing an 'out of play' token.

- All players must make an additional check for surplus population and remove any surplus.
- All players must make an additional check for city support and reduce unsupported cities.

Note: An area containing an 'out of play' token cannot be used. Exception: the water part of the area may be used to sail a ship through, but a player may neither end his ship-movement, nor disembark tokens in this area, nor enter the area by land.

(RE)JOINING THE GAME AT A LATER STAGE

The rules of Mega Civilization do not provide options for players (re-)joining the game once it has already been started. Although this was possible in previous versions of Avalon Hill's Civilization, this feature is no longer supported.

8. CARD-SPECIFIC RULES - THE CALAMITIES

Primary victim / Secondary victim

Each player holding a calamity is referred to as 'The primary victim' of this calamity. Unless clearly specified, the calamity only applies to the primary victim and his tokens, cities and trade cards. Ships and Civilization Advances are unaffected.

Some calamities force a primary victim to assign damage to other players, who are then referred to as 'secondary victims'. The primary victim cannot choose to refrain from doing so, except for where there are no (or insufficient) legal targets.

Separate trade card blocks

A player cannot be selected as a secondary victim of a specific calamity during the same turn, when the player:

- *is also the primary victim of a calamity of the same name,*
- *has been selected as a secondary victim of a calamity of the same name,*
- *is the beneficiary of a calamity with the same name.*

When selecting the beneficiary or secondary victim of a Non Tradeable Calamity, players must choose a player from their own block. It may still occur that a player suffers from secondary damage if one or more areas are selected for the calamity resolution instead of players (for example Volcanic Eruption or Earthquake, Flood, Cyclone).

If 2 players reveal calamities of the same name, these 2 calamities are preferably resolved simultaneously as they may influence choices made by all victims. In this case, all secondary victims, if applicable, are first selected before taking the actual damage. However, the primary victims may insist resolving them entirely in A.S.T.-order. Secondary victims of the second calamity may insist waiting for the first copy to be resolved before resolving the second, even if they are higher on the A.S.T. than one or more victims of the first calamity.

If 2 copies of a calamity are revealed, canceling one copy does not necessarily cancel the second copy. A check for canceling the second copy may be done after fully resolving the first of two copies this way.

When selecting the beneficiary or secondary victim of a Tradeable Calamity, players may choose from players of