on the board. First the player having the lowest number of cities on the board draws trade cards. Then the player with the next lowest number of cities on the board draws trade cards. A.S.T.-order break ties. Players with no cities draw no trade cards. Each player draws one trade card per stack, starting with stack #1 and in ascending order, until they reach the stack number that equals their number cities on the board.

Players may look at the cards they draw but are not allowed to inform other players what they drew (it may be a commodity or a calamity). If at any point a stack is empty, a player does not draw a substitute card from another stack. Instead he draws a 'water'card, which can be used as a trade card worth '0'.

Ronald

Judith

Tony

Example:
Ronald (Minoa) has 3 cities, so he draws first. He draws from stack 1, 2 and 3.
Judith (Hellas) and Tony (Egypt) both have 5 cities, but Hellas is higher on the A.ST. than Egypt, so for their mutual order Hellas draws first.
Judith draws from stack 1, 2, 3, 4 and 5 (card 4 turns out to be a calamity).
Tony would draw from stack 1, 2, 3, 4 and 5, but stack 2 is empty, so he draws from stack 1, receives a 'water' card and draws from stack 3, 4 and 5.

6b.   Additional purchases

After all players have drawn their regular trade cards, in the exact same order as step 6a, each player may choose to purchase any number of additional trade cards and/ or pass. A player may look at the card he just purchased before deciding to purchase another card or pass. By default players can only purchase a trade card from stack 9 for 15 treasury tokens. Players are not allowed to count the number of cards left on a particular stack (unless

the stack is empty). A player must pay treasury before receiving the card. If at any moment a stack is empty, players may still choose that stack but receive a 'water' card instead and pay the same amount of treasury as the initial trade card. After a player receives cards or passes, he cannot revert his choice. A player is not allowed to inform other players what he drew and the player cannot return a card if he does not like the result, for instance if it turns out to be a calamity.

Separate trade card blocks
If the separate trade card blocks East and West are used (12-18 players), the western civilizations draw or purchase cards strictly from the 'West'-block and the same applies to East-cards for eastern civiliza-tions. Even when a stack is empty at one block, a player does not draw a substitute card from the other block, but draws a 'water' card instead.

7. Trade

Time limit
It is recommended to set a time limit of 10 minutes for this phase, using a timer that is visible to all players. Some groups prefer longer or shorter trading times – use what works best for your group.

The value of commodity cards
A single card of a specific commodity is worth its face value, which is equal to the number printed in the first box at the bottom of the card. Two equal cards of a specific commodity are worth the amount equal to the number printed in the second box at the bottom of the card, 3 equal cards of a specific commodity are worth the third box, and so on.
In other words: set value = (number of identical commodity cards)^2 x (face value of the commodity).

Commodities of the same face value but with different names are worth only their individual face values combined.

Value: 3   *Value: 12*   *Value: 18*