

6. SEQUENCE OF PLAY

TURN-BY-TURN PROCEDURE

The game turn

The game is played in turns, divided into phases, which in turn may be divided into several steps. During each phase most activities are resolved simultaneously by all players or sometimes in a specific order. At the end of each turn, players check whether goals are reached and start a new turn or determine victory.

A.S.T.-ranking order

At any time, if a tie occurs between players' activities, unless clearly specified, it is resolved in A.S.T.- ranking order. Players do not necessarily need to stick to this order and may act before their turn to speed up play. However, players may insist on waiting for their turn. In all other cases, players must follow the right order as specified. Players may never proceed to a new phase before their turn.

The Beneficiary

At several points, the rules speak of 'the beneficiary'. This is a player that often acts as the controller of an event and is often immune to certain negative effects. A player may or may not directly benefit from being the 'beneficiary'.

The beneficiary is usually defined as:

The player with the most cities in stock. In case of a tie, from these players, the player with the most tokens in stock becomes the beneficiary. Next, from these players, A.S.T.-ranking order breaks ties. In the case of calamities there is a more specific definition described in chapter 8, Card-specific Rules - The Calamities (page 32).

THE ORDER OF PHASES

1. Tax collection
2. Population expansion (and Census)
3. Movement
4. Conflict
5. City construction (and Remove surplus population and Check for city support)
6. Trade cards acquisition
7. Trade
8. Calamity selection
9. Calamity resolution
10. Special abilities
11. Remove surplus population (and Check for city support)
12. Civilization advances acquisition
13. A.S.T.-alteration

1. TAX COLLECTION

Order: Simultaneously

1A. TAX COLLECTION

All players must transfer a number of tokens from stock to treasury equal to their tax rate for each of their cities on the map-board and flip them upside down in the treasury box. The default 'tax rate' is 2 and this may be adjusted later in the game through specific Civilization Advances. Players cannot choose to refrain from collecting tax. As long as all players have sufficient tokens in stock to comply, step 1b can be skipped.

Example: John has 5 cities on the board. He must transfer 10 tokens from stock to treasury.

1B. TAX REVOLTS

It might occur that 1 or more players do not have sufficient tokens in stock to collect their taxes. If this occurs, all other players must first finish their tax collection as usual. Players that had insufficient tokens in stock move all their tokens in stock to treasury.