## TRADE (ARD)

It is important to keep a division between 'blue marked' cards and 'orange marked' cards (blue and orange cards have different backsides). Orange marked cards are only used in games of 12-18 players.

The trade cards are divided in 2 groups: 'Commodities' and 'Calamities'.

- · Commodities show trading goods.
- Calamities show an illustration and either the indication 'Minor Calamity', 'Major Calamity' or 'Major Calamity (Non Tradeable)'.

## ARCHEOLOGICAL SUCCESSION TABLE (A.S.T.)

The Archaeological Succession Table (further called A.S.T.) has two sides. One side shows the 'Basic A.S.T.', the other side is the 'Expert A.S.T.' for experienced players. We suggest to start your first games using the 'Basic A.S.T.'. The A.S.T. is divided into 6 epochs: Stone age, Early Bronze Age, Middle Bronze Age, Late Bronze Age, Early Iron Age and Late Iron Age. Players start placing their succession marker covering the arrow on the left and after each turn, if players meet the requirements mentioned on top, they may move their succession marker 1 space to the right. These rows vary per player and each civilization must stick to his own requirements per step on the A.S.T.

## A.S.T.-RANKING / A.S.T.-POSITION

- 'A.S.T.-ranking' or 'A.S.T.-order' is specified as
  the vertical position on the list of civilizations
  as printed on the A.S.T., from the top to the
  bottom, irrespective of the horizontal position of
  succession markers. Smaller Civilization numbers
  take priority over larger Civilization numbers.
- 'A.S.T.-position' is specified as the horizontal position of the actual succession markers. The marker furthest to the right is considered to be highest in position order. Ties are broken by A.S.T.-ranking order.

Whenever 'A.S.T.-order' is mentioned this refers to 'A.S.T.-ranking' order.

At any time, if a tie occurs between players' activities and it is not clearly specified how to break the tie, it is resolved in A.S.T.-ranking order.

A **turn marker** is used to show the number of turns played.



Commodity Calamities





