

13c. RESHUFFLING TRADE CARDS

All trade cards discarded or used this turn must be placed on their appropriate discard piles, 1 stack for each number.

Separate trade card blocks

If the separate trade card blocks East and West are used (12-18 players), all cards belonging to each individual block must be gathered and sorted separately. In this case the following rules must be applied to either block separately.

WARNING: Do not mix any cards from the East and West blocks.

Cards are **not** shuffled through the remaining stacks. Rather, for each of the 9 discard piles, all cards except for the Non Tradeable Calamity are first shuffled and then placed face down under the remaining stack of trade cards of the appropriate number.

Next all Non Tradeable Calamities are placed under each stack accordingly. This way, the remaining undrawn cards are still on top of each stack and the Non Tradeable Calamity is always placed at the bottom.

13d. VICTORY DETERMINATION

At the end of the game, each player is granted the following Victory Points (VP):

CITIES:	1 VP for the number of cities in play.
CIVILIZATION ADVANCES:	1 VP for each Civilization Advance with a cost price of less than 100. 3 VP for each Civilization Advance with a cost price between 100 and 200. 6 VP for each Civilization Advance with a cost price of more than 200.
A.S.T. POSITION:	5 VP for every step taken on the A.S.T. These values are printed at the bottom.
A.S.T. BONUS:	Only if a single player moves his succession marker into the 'Late Iron Age' epoch he receives a bonus of 5 VP. If more than 1 player did so, this bonus is not granted to anyone.

The player with the highest number of Victory Points is the winner!

If two or more players have the same number of points, ties are broken in the following order:

- I. The position of his succession marker on the A.S.T.
- II. The player with the single largest number of Civilization Advances (in order):
 - worth 6 VP.
 - worth 3 VP.
- III. The total price of all Civilization Advances the player holds.
- IV. The highest total value of credit tokens of a single color.
- V. The highest total number of credit tokens.
- VI. The number of cities the player has on the board.
- VII. The number of tokens the player has on the board.
- VIII. A.S.T.-ranking order.

7. LEAVING THE GAME

LEAVING THE GAME PREMATURELY

Whenever during the game any player should leave the game, the remaining players can agree to continue playing following the rules below.

Before the player quits, finish the current phase. If possible, finish the current turn until just before altering the A.S.T. and shuffling the trade cards.

The player's cards and census/A.S.T.-markers

- All Civilization Advances purchased by the leaving player and his credit tokens are discarded.
- All trade cards held by the leaving player are discarded, shuffled and placed under in the appropriate stacks during 'Reshuffling Trade Cards' in the A.S.T.-Alteration-phase. It is important that these cards are returned to the stacks, otherwise some commodity sets will be left incomplete!

The player's appearance on the map-board

- Remove all of his remaining ships.
- Place 1 'out of play' token in each area associated with the region (as mentioned in chapter 5, page 18/19) and remove all of the player's playing pieces, as well as all pirate cities and all barbarian tokens from these areas. All units belonging to other players remain in these areas.
- For all of the player's remaining units on the board outside of the player's associated region, replace his tokens by barbarian tokens and his cities by pirate cities. These are considered barbarian tokens and pirate cities and may be attacked as normal.