

Set up either block separately. For each of the 9 stacks take all of the following steps in turn (with the cards facing down):

1. Shuffle the combination of the 2 broken sets of commodities.
2. Shuffle the combination of 'the additional set' and the Tradeable Major Calamity and place this underneath the previously shuffled set of cards (stack 1 does not contain calamities).
3. Place the Non Tradeable Calamity underneath this stack.

Place each of the 9 West stacks in their appropriate West stack holder, use an equal number of holders for West discard piles and then do the same for East.

Additional rules for 12 players

For a 12-player game only, each player collects 1 credit token worth 5 of each color at the start of the game. These credits are not collected when playing 'The Short Game'.

SETTING UP THE GAME FOR 15-18 PLAYERS

A game of 15-18 players uses 2 separate blocks of 9 stacks. Cards used for the 'West'-block must contain an **orange** W-symbol. Cards used for the 'East'-block must contain an **orange** E-symbol. Make sure the following cards are present:

	West	East
stack 1	9 ochre, 5 clay, 4 hides, 4 bone	9 flax, 4 clay, 5 hides, 4 bone
stack 2	8 papyri, 4 iron, 4 furs, 4 wax	8 stone, 4 iron, 4 furs, 4 wax
stack 3	8 fish, 5 fruit, 4 salt, 4 ceramics	8 timber, 4 fruit, 5 salt, 4 ceramics
stack 4	7 wool, 4 oil, 4 sugar, 4 grain	7 cotton, 4 oil, 4 sugar, 4 grain
stack 5	6 wine, 4 textiles, 3 livestock, 3 glass	6 lacquer, 3 textiles, 4 livestock, 3 glass
stack 6	5 tin, 3 copper, 3 bronze, 3 lead	5 silver, 3 copper, 3 bronze, 3 lead
stack 7	5 resin, 3 incense, 3 spice, 3 herbs	5 jade, 3 incense, 3 spice, 3 herbs
stack 8	4 marble, 3 gemstones, 2 tea, 2 obsidian	4 dye, 2 gemstones, 3 tea, 2 obsidian
stack 9	4 ivory, 3 gold, 2 pearls, 2 amber	4 silk, 2 gold, 3 pearls, 2 amber

Select all calamities of either block and add these to the selection of the appropriate blocks (8 Major Calamities (Non Tradeable), 8 Major Calamities (Tradeable) and 8 Minor Calamities per block).

Preshuffling the trade cards

Sort all trade cards including commodities and calamities per number into 9 stacks per block.

For either block, each stack contains 1 complete set of commodities, 3 broken sets (for which the other part is in the other block) and, with the exception of the first stack, 2 calamities.

The full sets of the following commodities are referred to as 'The additional set of commodities':

West: **ochre - papyri - fish - wool - wine - tin - resin - marble - ivory.**

East: **flax - stone - timber - cotton - lacquer - silver - jade - dye - silk.**

For the purpose of setting up a 15-18-player game, these complete sets must be separated from the others.

Set up either block separately. For each of the 9 stacks take all of the following steps in turn (with the cards facing down):

1. Shuffle the combination of the 3 broken sets of commodities and the Minor Calamity (stack 1 does not contain calamities).
2. Shuffle the combination of 'the additional set' and the Tradeable Major Calamity and place this underneath the previously shuffled set of cards.
3. Place the Non Tradeable Calamity underneath this stack.

Place each of the 9 West stacks in their appropriate West stack holder, use an equal number of holders for West discard piles and then do the same for East.

When playing East and West combined (12-18 players):

It is recommended to select 2 players (or independent game masters) to take care of either block separately. This involves dealing cards, sorting out cards, reshuffling them and so on.

When playing with separate blocks, if there is enough room, it may be wise to split the stacks of Civilization Advances for either block. This way it creates shorter queues at 'the shop'.

At all times, if players demand, they may look at the 'Division of Trade cards' chart (page 46/47). It provides a clear overview of how trade cards are divided over the trade cards stacks.