All discarded calamities must be placed on their appropriate discard piles, 1 stack for each number.

Example 1: David holds 3 calamities in an 8-player game: 'Famine', 'Treachery' and 'Barbarian Hordes'. In this phase he has to discard 1 of the cards. He shuffles them face down and his neighbor draws one. He reveals 'Treachery'. This calamity is discarded. David will be the victim of 'Famine' and 'Barbarian Hordes' in the next phase.

Example 2: Jacob holds 5 calamities in a 16-player game: 'Superstition', another 'Superstition', 'Tyranny', 'Squandered Wealth' and 'Coastal Migration'. That is 3 Major Calamities and 2 Minor Calamities. He first has to discard 1 of the 2 'Superstitions' at random. Next, since he still exceeds the limit, 1 of his 4 calamities left is discarded randomly. This could possibly be 'Tyranny', the one he wishes to get rid of most, but also the considerably less harmful 'Squandered Wealth'.

9. Calamity Resolution

This phase is divided into 2 steps, where first all Minor Calamities are resolved simultaneously, and then, in a specific order, all Major Calamities.

When resolving any calamity, the rules as described in chapter 8 'Card-specific Rules - The Calamities' (page 32) must be respected. The Calamity Resolution Quickchart may by used for this purpose, however, it does not specify all details, tie breakers and possible exceptions; it only acts as a guide.

If a player is the primary victim of a calamity that forces to assign damage to secondary victims, he first selects these players before deciding where to take his own losses. For each calamity, preferably all victims of this calamity resolve this simultaneously, but players may insist waiting for their turn in A.S.T.-order if this might influence their choices. This may result in a primary victim taking his losses after a secondary victim.

9A. Minor Calamities

Simultaneously all players must reveal all Minor Calamities that they hold and resolve them simultaneously. Players may wait for players with a higher A.S.T.-ranking, before resolving their own Minor Calamities, if this influences their decisions. If a player is the victim of more than 1 Minor Calamity, his Minor Calamities must be resolved in ascending stack order. Civilization Advances do not directly influence the effects of Minor Calamities.

9B. Major Calamities

One player (or the game master) calls all calamities, one at a time, in order of ascending stack number. There are 2 Major Calamities per stack and the Non Tradeable of the two is always called and resolved before the Tradeable is (thus always starting with 'Volcanic Eruption or Earthquake').

Once a player holds a calamity that is called, he must reveal it and resolve it, before the next calamity is called, until all calamities are revealed and resolved. After all calamities are resolved, the calamity cards (and possibly any commodity cards discarded) must be placed on their appropriate discard piles, 1 stack for each number.
A large number of Civilization Advances have an impact on the resolution of calamities. Unless specified as 'you may choose to', all prevention attributes are applied automatically.

At this point no checks are made for surplus population, city support or conflict.

Separate trade card blocks
If 2 players reveal calamities of the same name, these 2 calamities are resolved in A.S.T.-order, but may be resolved simultaneously.
A player cannot be selected as a secondary victim of a specific calamity during the same turn, when the player:
- *is also the primary victim of a calamity of the same name;*
- *has been selected as the secondary victim of a calamity of the same name;*
- *is the beneficiary of a calamity with the same name.*

When selecting the beneficiary or secondary victim of a Non Tradeable Calamity, players must choose a player from their own block. It may still occur that a player suffers from secondary damage if one or more areas are selected for the calamity resolution instead of players (for example Volcanic Eruption or Earthquake, Flood, Cyclone).

If 2 players reveal calamities of the same name, these 2 calamities are preferably resolved simultaneously as they may influence choices made by all victims. In this case, all secondary victims, if applicable,