

3. MOVEMENT

This phase is resolved in Census order. The player with the highest Census takes all of the actions in turn. After he has finished all steps in this phase, the player with the next highest census-count takes all of these steps and so on, until all players have done so. A.S.T.-ranking order breaks ties. However, it is preferable that players move simultaneously if possible as this speeds up game play. All players may take their movement action as soon as they like, but players may insist to wait for their turn. As long as a player is busy moving, that player may revert any of his moved tokens when changing his mind. However, once the player declares his movement has ended he cannot change his movement. Barbarian tokens do not move.

Players may move each of their tokens on the board either 1 step to an area adjacent by land or onto a ship.

Ship construction

At any time during his Movement-phase, before, during or after moving his tokens, until the moment he declares his movement has ended, a player may choose to build ships. This can only be done in coastal areas containing 1 or more of his tokens. A player can build no more than 4 ships per turn. There are 3 ways to build a ship:

1. Pay 2 treasury tokens.
2. Pay 1 treasury token and destroy 1 population token from the ship area.
3. Destroy 2 tokens from the board, at least 1 of which is from the ship area.

A ship can be used the turn it is built.

Ship maintenance

As soon as a player wants to use a ship that was built during a previous turn, he must first either pay 1 treasury token or destroy one of his tokens from anywhere on the board for that ship. This can be done at any moment during his movement action before using the ship, and this may be decided for each ship independently at different moments during his movement action. He may also choose to maintain a ship this way and choose to not move it, or possibly move it later during his movement action. A player can only pay maintenance once per ship per turn this way. A player may choose not to maintain a ship this way and destroy it in order to rebuild it in the same turn. A player cannot voluntarily destroy a ship that was built in the current turn or is

maintained from previous turn in order to build it again in the same turn.

Ship movement

Players may move each of their ships 4 areas by water per turn. By default, ships cannot be moved through open sea areas. At any moment during ship movement, the ship may embark or disembark any number of tokens, but a ship can only carry up to 5 tokens at the same time by default. After the ship's last step any tokens on it are automatically disembarked in the area. Tokens cannot stay on ships after movement. Tokens may move either by ship or by land (not both). Ships may move through an area containing an 'out of play' token, but cannot end movement or disembark tokens there.

End of movement

As soon as a player declares his movement has ended, he must destroy all of his ships that were not built or maintained this turn.

Tip: *Once a token or ship has moved or if you choose to not move it, flip it. After you have declared your movement has ended flip all your tokens and ships back to the colored side.*

City building

Cities are only built in the City Construction-phase.

However, in order to build a city, players must have at least 6 tokens in an area containing a city site during the Movement-phase. If, after a conflict, a player still has 6 or more tokens in an area he may build a city there in the appropriate phase. Players can also attempt to build a 'wilderness city' in an area **without** a city site, but in this case 12 tokens are required. Wilderness cities can never be built in areas with a population limit of '0', regardless of holding any Civilization Advances.

Causing a conflict situation

As soon as a player enters an area that contains 1 or more tokens belonging to other player(s) or barbarian tokens and as a result the population limit this exceeded, or the area contains an enemy city or a pirate city, this is considered 'causing conflict' and in this case 'a conflict situation' occurs. This conflict situation may be voided if the enemy player moves later and moves tokens out of the area afterwards. In that case there is no longer a conflict situation in that area. The conflict itself, if occurring, is only resolved during Conflict-phase. 'Entering an area' is defined by either moving a token into the area by land, or a token disembarking a ship in the area. The movement of a ship (with or without tokens on it) into an area is **not** regarded as entering the