

Strategy Explorer – Quickchart'

When buying Civilization Advances players may use this quickchart to define their strategy. It gives an overview of how the system of all 51 Civilizations is built up in 3 groups of 17 cards. Each card in the low range gives 10 credits to a specific card in the midrange, which in turn gives 20 credits to a specific card in the high range. Also, it shows the color of each card and the number of credits it provides.

13. A.S.T. ALTERATION

This phase is divided into 5 steps which are resolved in A.S.T.-ranking order.

For the Basic A.S.T. the 6 different epochs and their requirements are:

- *Stone Age: no requirements.*
- *Early Bronze Age: at least 2 cities.*
- *Middle Bronze Age: at least 3 cities and 3 Civilization Advances.*
- *Late Bronze Age: at least 3 cities and 3 Civilization Advances with a minimal cost price of 100 each.*
- *Early Iron Age: at least 4 cities and 2 Civilization Advances with a minimal cost price of 200 each.*
- *Late Iron Age: at least 5 cities and 3 Civilization Advances with a minimal cost price of 200 each.*

For the Expert A.S.T. the 6 different epochs and their requirements are:

- *Stone Age: no requirements.*
- *Early Bronze Age: at least 3 cities.*
- *Middle Bronze Age: at least 3 cities and 5 Victory Points in Civilization Advances.*
- *Late Bronze Age: at least 4 cities and 12 Civilization Advances.*
- *Early Iron Age: at least 5 cities and 10 Civilization Advances with a cost price of less than 100 each and a total of 38 Victory Points in Civilization Advances.*
- *Late Iron Age: at least 6 cities and 17 Civilization Advances with a cost price of less than 100 each plus 56 Victory Points in Civilization Advances.*

Requirements count for both entering and moving through an epoch. The calamity effect of 'Regression' does not prevent a player from advancing in the same turn, providing that he fulfills all epoch requirements.

IMPORTANT:

After the A.S.T. has been altered:

- *Check that all trade cards discarded or used this turn have been turned in.*
- *Check that all cards are on the right discard pile.*
- *Follow the right procedure when shuffling all piles.*

13A. SUCCESSION MARKERS

In A.S.T.-ranking order, each player checks for the requirements of the next space on his track and takes either of the following actions:

- If he meets the requirements his succession marker is moved 1 space forward.
- If he does not meet the requirements, his succession marker stays in place this turn.

Additional rules: Only if the Expert version of the A.S.T. is used, if a player has no cities on the board at this point, his succession marker is moved 1 space backward (except for markers in the Stone Age, where there is no requirement).

After all players have checked/moved their A.S.T.-marker, also move the turn marker one space to the right.

13B. GAME END

The game ends when the succession marker of 1 or more players enters the final (colored) space. In that case move to 13d: Victory Determination, otherwise this phase is finished.

Additional rules: Only if the Expert version of the A.S.T. is used, the game runs for 1 additional turn after 1 or more players have entered the first of 2 final (colored spaces). In this final turn, player's markers may advance, stay in place or move back, even out of the colored zone, but in any case the game ends after this final turn. In this case move to 13d: Victory Determination.