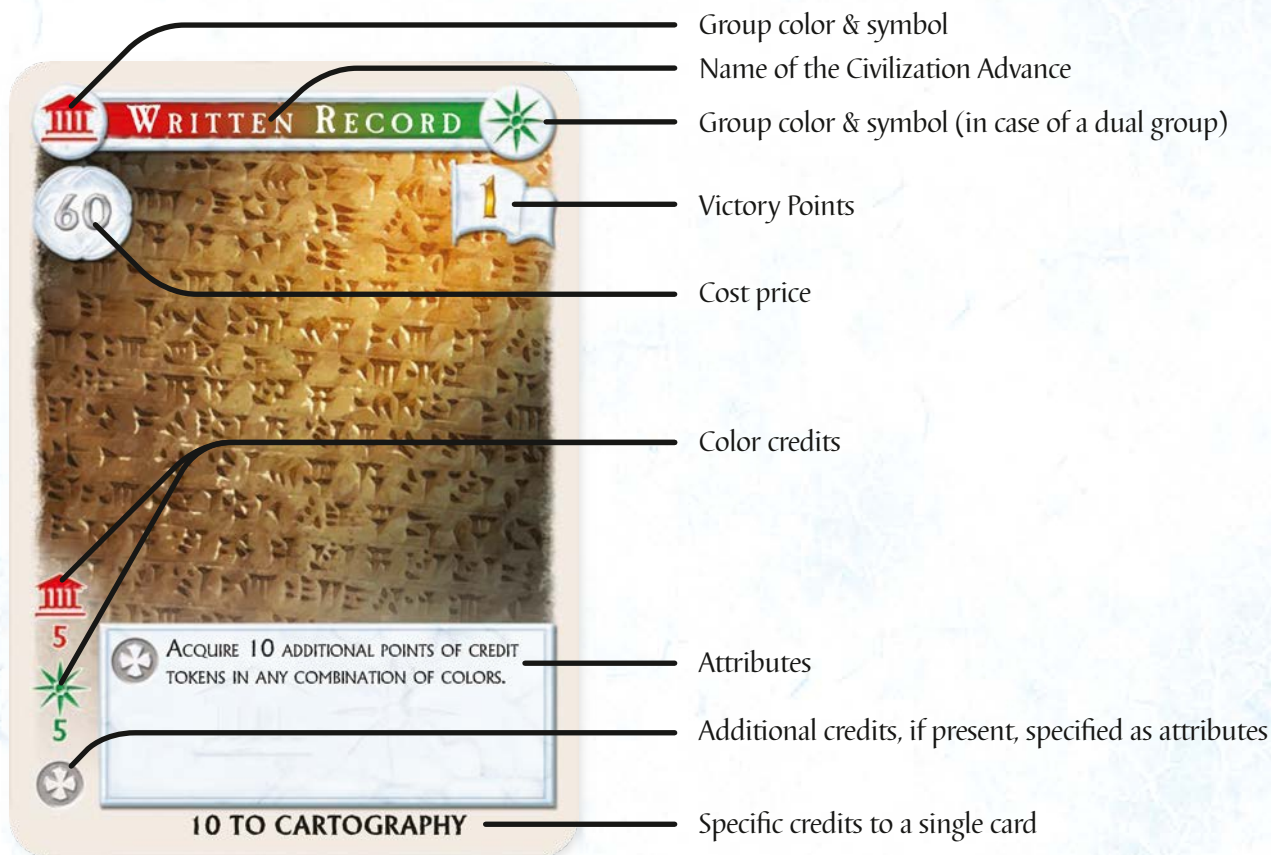


CIVILIZATION ADVANCES



GROUPS / COLORS

The cards are divided in 5 groups represented by colors as well as symbols: Science (green star), Arts (blue harp), Crafts (orange vase), Civics (red temple) and Religion (yellow tribal). Some Civilization Advances belong to 2 groups rather than just 1.


VICTORY POINTS

On the right top side of each card, it shows either 1, 3 or 6 Victory Points in a banner symbol. The points are counted at the end of the game to determine the winner.

ATTRIBUTES

Most Civilization Advances show one or more attributes that apply to the holder of the card exclusively. These attributes typically provide calamity protection or benefits in play, however, sometimes they might aggravate certain calamity effects in addition to these benefits. Special Abilities can be used once a turn during a specific phase called Special Abilities-phase.

CREDITS AND CREDIT SYMBOLS

Once a player acquires a Civilization Advance, he receives the credit tokens printed on the left side of the card. These credits give a bonus when purchasing other Civilization Advances of the same group. Some Civilization Advances provide additional credit tokens marked with a ; these credits are then mentioned in the attributes. A majority of the Civilization Advances provide additional credits to a specific card.