Phase	Sequence of Play	Basic Rules	Conditions / Order
1	Collect taxation (Revolts)	2 per City (Coinage allows 1-3 per City)	A.S.T. order or simultaneous
2	Population Expansion	Area with 1 Token +1 Token / Area with 2 or more Tokens +2 Tokens	A.S.T. order or simultaneous
3	Census	Number of Tokens in play (not Cities or Ships)	Simultaneous
4	Construct, maintain, and remove surplus Ships	Build 2 Tokens, maintain 1, from Area with Ship and/or from Treasury	Census largest first or simultaneous / Military last
5	Movement	Tokens: 1 Area (2 Roadbuilding) or embark / disembark Ship Ships: 4 water Areas (5 Cloth Making) carry 5 Tokens (Astronomy)	Census largest first / Military last
6	Conflict	Smallest removes first (Metalworking last), stop at pop limit. 7 to attack a City, replace City with 6 Tokens (7 Engineering)	Two or more nations in one Area and exceed population limit (Agriculture does not adjust population limit for shared Areas) (simultaneous)
7	Build Cities	6 Tokens for City site, 12 Tokens for non-City sites (Architecture)	A.S.T. order or simultaneous
8	Remove Surplus Population (Reduce unsupported Cities)	Pop limit +1 with Agriculture. (2 Tokens/City. New Cities reduce first)	A.S.T. order or simultaneous
9	Acquire Trade Cards (Buy Gold)	18 from Treasury to buy Gold / Ivory / Piracy	If Cities exist: fewest Cities draws & buys first
10	Trade	Must state # cards min 3. Name of 2 cards must be accurate.	If three or more trade cards held (simultaneous)
11	Resolve Calamities (Reduce unsupported Cities)	Max 2, if more than 2 randomly select 2	Resolve in order printed on card
12	Acquire Civilization Cards (Discard excess Trade cards)	Trade Cards sets (Iron, Bronze, Silver, Gems or Gold enhanced by Mining), Treasury, and Credits (Hand limit is 8 cards, discard excess)	A.S.T. order or simultaneous
13	Alter A.S.T.	Early Bronze – 2 Cities Late Bronze – 3 Cities & 3 Civilization Card colors Early Iron – 4 Cities & 9 Civilization Cards all 5 colors Late Iron – 5 Cities & Civilization Cards point value Africa 1300, 1600 / Italy 1400, 1700 / Illyria 1200, 1500, 1800 / Thrace 1200, 1400, 1700 / Crete 1300, 1600 / Asia 1200, 1500, 1800 / Assyria 1500, 1800 / Babylon 1600, 1900 / Egypt 1300, 1600, 1900	A.S.T. order or simultaneous Less Cities than required does not advance Beyond stone age, no Cities back one space

Order Trade	Calamity	Primary Victim	Secondary	Condition
2	Volcanic Eruption (City on volcanic Area) Or Earthquake	Lose all Units on volcanic touched Areas. Lose a City (Engineering reduce City)	All Units on select volcano are lost. Reduce a City in an adjacent Area (Engineering immune)	If multiple Areas: most total damage Volcanoes are indicated by white triangles
2ᴛ	Treachery	Traded (Trader takes one of victims Cities)	Not Traded (Victim reduces a City)	
3	Famine	Lose 10 Unit points (Pottery reduce by 4 per Grain*)	Allocate 20 points, max 8 per player (Pottery reduce by 4 for per Grain*)	*Grain used cannot be used to acquire Civilization cards this turn
3ᴛ	Superstition	Reduce 3 Cities (Mysticism 2 Cities, Deism 1 City, Enlightenment no Cities)		
4	Civil War	Faction 1 = if Primary has Philosophy Beneficiary selects 15 Unit points, if not Primary selects 15 points (+5 Music, +5 Drama and Poetry, +10 Democracy) + Beneficiary selects 20 Unit points. (Military)		Beneficiary is player with most Unit points in Stock, if Primary, no civil war
4ᴛ	Slave Revolt	15 Tokens (+5 Mining, -5 Enlightenment) do not support Cities; reduce Cities until remaining Cities are supported. Tokens switch back after support is resolved.		
5	Flood (Dark green Areas) (no flood plain: coastal City)	Lose 17 Unit points* in flood plain. Cities on white sites, or non City sites are vulnerable	Allocate a total of 10 Unit points* to others in the same flood plain.	If multiple Areas: most total damage. *Player with Engineering max loss 7
5ᴛ	Barbarian Hordes	15 Tokens of unused color in primary starting location, conflict resolved, surplus Tokens keep attacking until no longer surplus. Crete is immune.		Barbarians start and move to cause most damage to primary victim
6ᴛ	Epidemic	Lose 16 Unit points (-8 Medicine, +5 Roadbuilding)	Allocate 25 Unit points, max 10 per player, (-5 Medicine, +5 Roadbuilding)	Trader cannot be a Secondary. 1 Token must remain per Area.
7ᴛ	Civil Disorder	Reduce all but 3 Cities (+1 Music, +1 Drama and Poetry, +1 Law, +1 Democracy, -1 Military, -1 Roadbuilding)		
8ᴛ	Iconoclasm & Heresy	Reduce 4 Cities (-1 Law, -1 Philosophy, -3 Theology, +1 Monotheism +1 Roadbuilding	Reduce 2 Cities, max 2 per player (Philosophy 1 max, Theology 0 Cities)	Trader cannot be a Secondary
9ᴛ	Piracy	Trader select 2 coastal Cities to be pirate Cities, use unused color.	Primary select 2 Cities, max 1 per player to become pirate Cities	Trader cannot be a Secondary