



# How to Play Teaching Guides: #32 Advanced Civilization

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #32 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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## The Hook - What the Game is About

*"Welcome to Advanced Civilization. This game spans nearly 10,000 years of history. You are a small band of people hoping to grow and advance to become the most significant civilization in our world's history.*

*Your small band of people begins the game as a single population chit on one territory of the map. Each turn of the game, which represents approximately five hundred years of history your population chits will double, and the civilizations will quickly spread out to take as much of the valuable territory on the map as possible. Each turn the chits will continue to double and eventually the civilizations will decide to build cities. Cities are built by having six population chits on a territory with a city building site marked by a black square and exchanging those six square population chits for a circular city token.*

*After the initial expansion sprawl in the first few turns, the building of these cities becomes the next goal for the civilizations, because the number of cities that you have at the end of a turn determines how many commodity cards you will receive and commodities are the main source of wealth in the game.*

*The commodity cards are traded to the other players to acquire as large of sets as the same commodities as possible in order to make their cards more valuable. Those commodity cards can then be cashed in to purchase civilization cards. The civilization cards are key for three reasons, they give special abilities, they are worth victory points and their acquisition is one of the requirements to advance on the Archeological Succession Track or A.S.T., for short.*

*The What? The A.S.T. is essentially a progress track with sixteen spaces divided into five ages represented by colored bands that are each 2-4 spaces long. At the end of each turn, each civilization will move one spot to the right on this track and each spot moved is worth 100 Victory Points. In order to enter the next band on the track you need to have met that ages requirements, the requirements are the number of cities that you have and the number and types of your civilization cards. If you reach a new age and do not meet the requirements your token will "bounce" and stay in the same spot. When any player reaches the end of this track, usually in sixteen to twenty turns, the game is over and the scores are calculated. Your score is determined by your progress on the A.S.T. track, the value of your civilization cards and by your final number of cities and the player with the most points will be the winner of the game.*

*So to boil down the object of the game succinctly, you will first expand to get cities, then by having cities will collect commodities cards, these cards are cashed in to get civilization cards, and you want civilization cards and cities to keep progressing on the A.S.T. and the person who has the best score from cities, civ cards and progress on the A.S.T. will win the game. Which would be a lot easier if you didn't keep getting blown up by volcanoes, having your population decimated by epidemics and famine, face nonstop revolts, civil wars and pirates, and have to somehow get along with your neighbors who keep greedily eyeing your best territories and may at any moment decide to come in and kill for it. Hey, nobody ever said it would be easy trying to become the greatest civilization of all time..."*

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# The Meat - How to Play the Game

## The Basics of Running a Civilization

1. There are 13 steps to a turn but the 7 most critical steps are;
  - 1.1 Expand Population (double 1 and 2 stacks)
  - 1.2 Move Population Chits
  - 1.3 Build Cities (6 chits on a city site)
  - 1.4 Get Commodity Cards for Cities
  - 1.5 Trade Commodities with other Players
  - 1.6 Buy Civilization Cards
  - 1.7 Move on A.S.T. (if eligible)
2. Typical Flow of the game
  - 2.1 First 4 turns - Expand and Negotiate “Boundaries”
  - 2.2 Turns 5-6 Build First Cities
  - 2.3 Turn 7 Forward - Fully into the full turns of the game
  - 2.4 Future Turns - cycles of crashing and rebuilding

## The 13 Phases of a Turn

1. Collect Taxes - 2 tokens per city
2. Population Expansion - Double 1 and 2 stacks
3. Census - count population chits on board for movement order
4. Ships - cost 2 chits/money or 1 to maintain
5. Movement - in Census Order
  - 5.1 Ship Movement
6. Conflict - when above pop. limit with 2 different civs.
  - 6.1 Fewest tokens removes first, ties mean simultaneous removal
  - 6.2 Fight until at population limit
  - 6.3 Attacking a city - 7 tokens - victory earns commodity and 3 tokens
7. Construct Cities - 6 tokens on city sites, 12 on non-city sites
8. Remove any chits above Population Limit
  - 8.1 City Support Check - 2 chits per city - Explain Reducing

9. Collect Commodity Cards - one per city
  - 9.1 Fewest cities collects first
  - 9.2 May buy a 9-card for 18 treasury chits
10. Trade with other players (5 minute time limit recommended)
  - 10.1 Must trade in sets of at least 3, must be honest about 2 of the cards
  - 10.2 Point out Tradable vs. Non tradable calamities!
11. Resolve Calamities - ascending order, nontradables before tradeable
  - 11.1 Calamities often ask you to lose “Unit Points”
  - 11.2 Discuss how to lose UP’s - reducing vs. eliminating
  - 11.3 Check for City Support - 2 chits per city or reduce
12. Buy Civ. Cards with Commodities and Tokens (Hand Limit: 8)
  - 12.1 Give you special abilities
  - 12.2 Gives discounts on cards other cards - (for future turns!)
  - 12.3 Needed to advance in new ages on A.S.T.
13. Advance on A.S.T. or “bounce.” - repeat until end of track

### **End of Game Scoring**

100 Points per square on A.S.T., Face Value of Civ Cards, 50 Points per city at end of game, Leftover cards and tokens. Most Points Win! (Around 3-4,000)

## **The Hamster - How to Win the Game**

1. Don’t build cities on the first four turns, don’t be afraid of “bouncing”
2. Negotiate fair boundaries to avoid conflict early in the game
3. Be aware of who gets to move last!
4. Manage your tokens in stock wisely through ship building, save for 18
5. Be active in the trading round - get your sets - stay aggressive
6. Stay persistent in building up to 7 or more cities each round
7. Later in the game, pay attention to who is winning and play accordingly!

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