

Trading in the Mediterranean

Rules v4.5 Updated (4/7/2013)

4-6 Players

90 - 150
minutes

Ludology
Designs

What the Game is About

Welcome to "Trading in the Mediterranean." You are one of the budding civilizations of ancient times. You will guide the economy, religion, government and culture of that civilization in order to be the greatest civilization of all time by the end of the game. This greatness is measured in the traditional historical manner of victory points. The civilization who accumulates the most points will win the game.

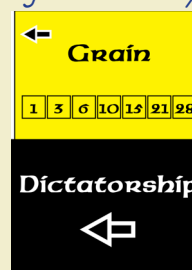
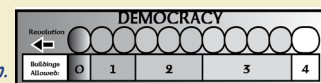
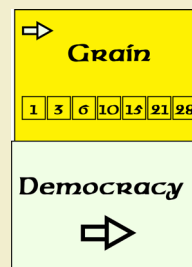
Trading in the Mediterranean is played over six turns. In each turn we will produce resources, trade resources and then purchase various developments for our civilization. Resources are in the form of cards such as the ones pictured at right. Trading these cards is the heart of the game as you have to balance several goals.

First, you wish to collect sets of the same kind of goods because the more you have of a kind of good the more income they will give you. You then use that income to spend on developments to improve your civilization. For example, looking at the chart on the grain card pictured, a single grain card is worth one income, three grain cards are worth six income and five grain cards would be worth 15 income!

Secondly, you hope to guide the government and the religion of your civilization in one direction. The bottoms of the cards represent ideas influencing your civilization. When you spend cards, you also must move your government or religion track to the right or left as specified on the card. You hope to get many of the same government or religion card. If you had two grain/democracy cards your civilization would move two spaces to the right making it a stronger democracy. However, if you spent one democracy and one dictatorship grain card you would earn the income but the two government arrows would cancel each other and your government marker would go nowhere. The religion track works the same way.

Finally, you hope to avoid cards with unhappiness and barbarians on them. These cards will make your happiness and safety tracks descend making you susceptible to horrible calamitous events.

The player who best manages to balance collecting sets of goods, ideas and avoiding calamities will be able to score the most victory points and win the game.



Components Listing

Game Materials: In the Print & Play File

- Happiness/Barbarians Status & Turn/ Turn Order Board
- 6 Player development boards
- 6 Double-sided government boards
- 6 Double-sided religion boards
- 36 Double-sided government buildings
- 36 Double-sided religious buildings
- (6 double sided copies of the boards/buildings are required)
- 12 Civ Markers (2x6) for income track and turn order
- 90 “Basic” Goods Cards of 5 Types; (Salt, Timber, Wool, Grain, Ore)
- 48 “Civic” Goods Cards of 4 Types; (Wine, Dye, Slaves, Art)
- 25 “Luxury” Goods Cards of 2 Types; (Spices, Gold)
- 36 Development Deck Cards
- 10 Calamity Cards (5 unhappiness, 5 barbarian)

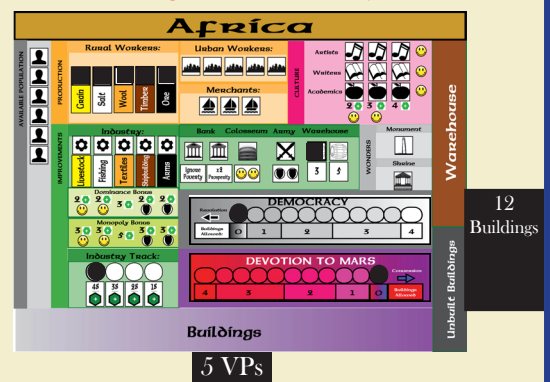
Game Materials: Supplemented from other games

- Timer (Digital ideally)
- 6 track marker cylinders in 6 player colors (suggestion: Caylus workers)
- 15 wooden cubes in 6 player colors for population Single Sided Wealth Point Chits (1s,5s,10s, 50s) (suggestion: Airlines Europe)
- Tokens for Money (1s, 5s, 10s) (suggestion: poker chips, set of paper money)

Setup Components

1. Randomly determine a turn order and mark it on the turn order track
2. Give each player a player board, a government track a religion track and twelve buildings
3. Place the tracks on the appropriate spot on the player mat on either side, for now it makes no difference which side they choose
4. Players setup their player mat by;
 - 4.1 Taking 5 Victory Points
 - 4.2 Place 3 track marker cylinders on the 0 spaces of the industry, religion and government tracks.
 - 4.3 Place 7 population cubes on the darkened squares on their status boards. One for each “farm.” and one on industry and warehouse.

Player Setup



5. Setup main player area by
 - 5.1 Place the turn marker on turn 1
 - 5.2 Place a cylinder of each players color on the start space of the happiness and barbarian tracks
 - 5.3 Shuffling the 5 starting basic goods of ore, timber, salt, grain, wool into 5 separate decks
 - 5.4 Shuffle the 4 civic goods into one stack
 - 5.5 Shuffle the luxury goods
 - 5.6 Create supplies of population cubes, money and victory points chits
6. Setup the development deck by shuffling the calamity cards and the development cards and prepare the deck according to the following table;

Turn 1 - Stone Age	6 random stone age development cards
Turn 2 - Stone Age	6 random stone age development cards 2 random calamities (1 unhappiness + 1 barbarian)
Turn 3 - Stone Age	6 random stone age development cards 2 random calamities (1 unhappiness + 1 barbarian)
Turn 4 - Bronze Age	6 random stone age development cards 2 random calamities (1 unhappiness + 1 barbarian)
Turn 5 - Bronze Age	6 random stone age development cards 2 random calamities (1 unhappiness + 1 barbarian)
Turn 6 - Iron Age	6 iron age development cards 2 random calamities (1 unhappiness + 1 barbarian)

7. You may stack the deck into one large deck with Turn 1 on top
8. You are now ready to begin the game.

Game Setup



How to Play the Game

Game Overview

“Trading in the Mediterranean” is played over six rounds and each round has five phases. The phases of each turn are as follows

Production Phase	Collect goods cards for use in trading
Civic Phase	Deal out new developments Players use the abilities of their buildings Players may voluntarily change governments/religions
Trading Phase (timed 4 minutes)	Trade goods cards Choose which goods to warehouse
Resolution Phase	Collect money from goods cards & Resolve card bottoms Announce wealth & Reset turn order Determine calamity victims and resolve
Purchasing Phase	Use income to make purchases & Halve leftover money

After six rounds the player who has accumulated the most victory points will win the game.

Production Phase

OVERVIEW: At the beginning of the game each player starts with a rural worker on each type of good. This allows each player to produce one of each of the five basic goods. As the game progresses players will add population cubes to cities and harbors which allow them to collect civic goods and luxury goods. Players may also move their rural workers to other locations throughout the game. For example, a player may move his grain worker to a city and now that player will produce a civic good instead of a grain each turn.

PRODUCING GOODS CARDS: In the production phase, players receive one card for each of their “Production” cubes. Rural workers will produce a specific basic good card. Urban workers provide one of four random civic good types. Merchants provide one of two random luxury good types.

HINT: It speeds the game if each player distributes one or two types of goods to all of the players.

RESHUFFLING GOODS CARDS: Reshuffle the goods cards decks when a new card is required and the deck has been exhausted.

EXCEPTION: The luxury deck is reshuffled at the end of any turn in which the “Piracy” card was played. You can never be safe from those troublesome pirates!

Players receive one goods card for each production cube

Players produce basic goods for rural workers

Players produce civic goods for cities

Players produce luxury goods for harbors

Cards are reshuffled as necessary

The Piracy card triggers a reshuffle

DIVERSITY OF CITIES: Urban workers produce a random card from a shuffled deck of four types of goods. Because goods types are shown on the fronts of the cards, cards are dealt from the bottom of the deck. When a player is dealt civic cards they may not be dealt more than a pair of the same type of good. If a player is dealt a third good of the same type that card is placed on the top of the deck and replaced with a new card. This process is repeated until the player does not have more two of any type of card.

EXAMPLE: Waldorf has four cities. Geoff deals him art, art, wine and art. The third art card is not allowed and is placed on top of the deck. Geoff then deals him another card which is dye. Waldorf now has a legal set of cards.

After cards are dealt players are free to hold their cards as they wish. They may hold them for all players to see or may hide them in a stack or in their hand.

Civic Phase

OVERVIEW: In this phase three things happen, the available developments and calamities for the turn are revealed, players may use the special abilities of their buildings and players may voluntarily change their religions or governments.

NEW DEVELOPMENTS: Deal out the six developments available for purchase this turn face up in the center of the table. In turns 2-6 you will also reveal the two calamities that will occur to one of the players after the trading phase.

BUILDINGS ABILITIES: The players may now simultaneously activate the abilities of their buildings. Most of the abilities help players move further down the different tracks to strengthen their government, religion, happiness or safety.

HINT: In the first turn players have no buildings and no abilities so this step is skipped.

“GIVE OPPONENT” ABILITIES: Some of the abilities allow players to negatively affect their opponents tracks. These abilities should be carried out in turn order.

REVOLUTIONS & CONVERSIONS: During the civic phase any player may choose to voluntarily change governments or religions. This is done by flipping the appropriate track and placing the cylinder on 0. Any buildings the player owns of the opposite color are destroyed.

HINT: This is especially useful on the first turn after the player sees their starting hand, but can be useful later in the game if the player is not very far on a track, has few buildings and many cards of the opposite type in his hand.

Civic goods are dealt from the bottom of the deck

Players may not be dealt more than a pair of any one type of civic good on each turn, if so the card is replaced.

Deal out 6 new developments and 2 new calamities

There are no calamities on the first turn

Players may activate any of their special abilities

“Give Opponent” abilities are carried out in turn order

Players may elect to voluntarily “flip” religions or governments

Flipping destroys buildings of the opposite type



Trading Phase

OVERVIEW: This is a timed four minute trading phase in which players make deals to exchange goods cards. The player's goals during this phase is to collect sets of goods, collect "ideas" to move them the correct direction down their tracks and avoid unhappiness and barbarians. Players are also responsible for choosing which cards to "warehouse" by placing up to three cards under the appropriate section of their player mat during this timed trading phase. Any cards not warehoused are by default spent that turn.

PREPARATION: Set the timer. Allow all players to sort through their hand and make sure that all players are prepared to trade. Start the timer.

TRADING RULES: When trading time starts players may begin offering trades to any of the players simultaneously. Players may negotiate deals of goods for any number of cards. Players may trade cards one for one, two for one, two for two or any other way they agree upon. Players may include victory points or use nonuse of a "give opponent" special ability in their negotiations. Players are strictly prohibited from providing any information or clues of what is on the bottoms of the cards they have, are trading or have traded. A player that breaks this rule may be warned or penalized up to 5 victory points at the discretion of the players at the table.

HINT: Though it may be tempting to start laughing maniacally after unloading a "Barbarian Fury" card on your opponent, this is poor form and against the rules as it makes it very difficult for that opponent to conduct future trades. Please save your taunting for after the trading phase has completed.

WAREHOUSING: During the trading phase, usually after a player has finished conducting any trades, they must decide which cards to warehouse. They may warehouse up to 3 (or 5 with the warehouse upgrade) goods by placing them face down in the correct location. However, there are several cards (the really nasty ones) that say specifically on the bottom, **MAY NOT WAREHOUSE**, that means exactly what it says.

HINT: Warehousing is useful to save single cards to build sets with next turn OR to avoid getting an arrow you don't want, unhappiness or a barbarian.

TIP: It is nice of the player closest to the timer to give one minute and thirty second warnings. If the timer goes off unexpectedly the players may agree upon a ten second grace period to place cards in their warehouse.

VARIANT: If your friends are particularly untrustworthy you may require that all players reveal the cards in their warehouse at the conclusion of each trading phase or you may simply ask players to check the warehouses to "make sure" they did not place any cards in there that may not be warehoused.

END OF TRADING: Trading ends either when the timer rings or by mutual agreement by the players that all trades have been completed and desired goods have been warehoused.

Players have four minutes to trade AND choose cards to warehouse

Make sure all players are ready

Trading is simultaneous

Trades may include multiple cards, VPs or special abilities

Bottoms of cards may not be discussed, hinted at or revealed

Players must also choose the cards to warehouse before time expires

Trading may end early if all players agree

Resolution Phase

OVERVIEW: Players now place all non-warehoused cards face up in front of them. This phase has three steps. First players collect the money earned from their goods cards this turn and resolve all of the effects on the bottoms of their goods cards. The players will announce the amount of money they have and turn order will be reset by descending amount of money. Finally, players will determine who the victims of the two calamities are and resolve their effects.

RELIGION & GOVERNMENT ARROWS: The black, white, red & blue arrows push you towards strengthening the religion or government in your civilization. Move one space down the tracks for each arrow on the goods that you spend. Note that in this way a black and a white arrow or a red and a blue arrow will cancel each other out.

HINT: Remember one of your goals is to get as far down one of the government and religion tracks as possible. The further you are down those tracks the more buildings for that government or religion you will be able to purchase. Buildings give you special abilities and more importantly population cubes to grow your civilization. So you are trying to get more black than white, and red than blue or vice versa.

REVOLUTION OR CONVERSION: If after resolving all of your arrows your religion or government board has flipped. Your civilization's government has had a revolution or you have converted religions. If you have built any buildings or the previous government or religion they are immediately destroyed. This does not result in any population loss but the player does lose the abilities.

EXAMPLE: Paul had already built two black buildings (dictator's palaces) he was traded a whole lot of democracy arrows and ended up flipping over to democracy. His two black buildings are destroyed, he may now build white buildings.

HINT: This is usually bad, especially if you have built buildings.

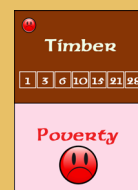
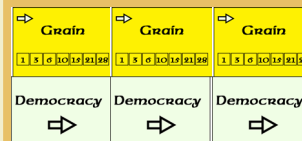
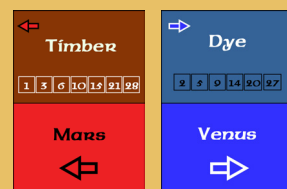
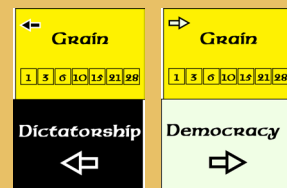
PROSPERITY: These cards simply give you a victory point for each "prosperity" card you have, horray!

BARBARIANS & POVERTY: These cards move you down one spot on the associated tracks. Poverty makes your people unhappy. Barbarians make you unsafe. Being lower on these tracks makes you more likely to be the victim of a calamity, boo!

BARBARIAN FURY & DEPRESSION: These cards move you down two spots on the associated tracks. Note that these cards may not be warehoused.

ZEALOTS, CORRUPTION & SLAVE REVOLT: These cards make your people unhappy and may not be warehoused. They also move you in the opposite direction than expected. (see: "The Goods" for more information)

All cards are placed face up and money is earned, tracks are adjusted and other effects may take place.



COLLECT MONEY: Players take money for all of their non warehoused goods according to the sets that they have. The boxes on the top of the card represent how much sets of the same type of good are worth.

EXAMPLE: Look at the wine card at right. 1 Wine card is worth \$2, 2 Wine is worth \$5, 5 wine cards are worth \$20, 7 Wine cards would be worth \$29 (A set of 6 and a set of 1)

NOTE: The \$ symbol is used in the game to symbolize money both in examples and in cards of the game for simplicity. It is assumed that each "\$" represents a large amount of wealth in the game and not a single U.S. dollar.

FULL RESOLUTION EXAMPLE: Mark's cards are at right. Mark has two black arrows and one white arrow resulting in moving one spot to the left on his government track. He has two blue arrows and zero red arrows resulting in moving two spots to the right on his religion track. He has a prosperity card and takes a victory point. He has a barbarian and goes down one spot on his safety track. He has 3 grain for \$6, 1 timber for \$1, 2 Dye for \$5, 1 Spice for \$3 which adds up to a total of \$15. He takes this amount of money from the supply.

SIMULTANEOUS vs TURN ORDER: The game is sped up by having all players resolve the bottoms of their cards all at the same time. However for the first turns for new players you may wish to resolve in turn order to make sure everyone resolves their cards correctly.

DISCARDING GOODS: After goods have been resolved the cards should be placed in the appropriate discard piles. There are seven discard piles one for each basic goods, one for civic goods and one for luxury goods.

ANNOUNCE WEALTH AND RESET TURN ORDER: Players announce out loud how much money they currently hold. The turn order is rearranged in order of descending wealth. (The richest player will go first etc.) In the case of a tie retain the current turn order.

HINT: Pay attention to how much money other players are collecting to help you decide who or what to trade to other players.

HINT: Being lower in turn order is an advantage as you may see what other players purchase and who they use their special abilities on first.

UNHAPPINESS CALAMITY RESOLVES (Skipped on Turn 1): Determine which player is the furthest down the Happiness Track. This player will be the victim of the "Unhappiness Calamity." In the case of a tie the non-tied players play the role of the peasantry and decide who is the victim of the calamity. In the case that the non-tied players cannot come to a majority decision the calamity does not resolve and all of those indecisive players suffer a penalty of five victory points.

NOTE: In the unlikely event that no players are below the start space then the calamity affects none of the players.

BARBARIAN CALAMITY RESOLVES (Skipped on Turn 1): After the "Unhappiness Calamity" resolves, the "Barbarian Calamity" resolves in the same manner by determining the victim by the most negative on the Barbarian Track.



Mark's Cards:



Turn Order					
1	2	3	4	5	6

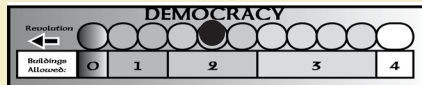
Status	
HAPPY	SAFE
START	START
UNHAPPY	BARBARIANS

PEASANTS REVOLT!	BARBARIANS PILLAGE!
Government Track moves toward 0	Victory Points lost
Stone Age 1	Stone Age 3
Bronze Age 2	Bronze Age 4
Iron Age: May not build Monument on Culture	Iron Age 5
If at least 1 space was moved, victim resets to 0	If at least 1 point was lost, victim resets to Start

Purchasing Phase

OVERVIEW: All of the players will use their money to either purchasing buildings, purchase developments or use industry.

HOW TO PURCHASE BUILDINGS: Each player has a set of six double-sided government building and six double sided religious buildings. Moving your government or religion down the track enables you to build a building of the appropriate color. The further down the track the marker is the more buildings a player may purchase of that color.



EXAMPLE: If Jenna's government marker was on the space shown, he is able to have a maximum of two white buildings. If she has built none so far in the game, she could build one or two this turn. If she already has built two he could purchase none this turn

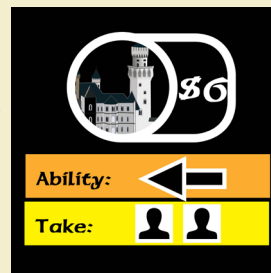
This limit only affects your ability to purchase new buildings it does not affect buildings already built. Except in the case of a player flipping to the other side of the track in which case all buildings are destroyed.

EXAMPLE: Andy has already built two white buildings. Next turn his track drops to the "1" level, his buildings are unaffected.

The buildings price is listed on each building and varies by ability. Players may choose to build the buildings in any order.

WHY TO PURCHASE BUILDINGS: When purchased most buildings provide an immediate 1-3 person population increase, the player may take the number of specified cubes and place them in the "AVAILABLE" section of their player board. Buildings also give a special ability, most of which are orange and can be used each turn during the "Civic Phase." These abilities are described later in the rules.

EXAMPLE: This black building costs \$6 gives an ability that can be used during each civic phase and immediately gives the player two population cubes. In order to build it the player's government must be a Dictator of level 1 or higher.



PURCHASING DEVELOPMENTS: Each turn there will be six development cards available to choose from. Each player may choose to purchase each of these developments exactly once.

WHY TO PURCHASE DEVELOPMENTS: Developments allow players to increase the amount of goods they produce, score victory points, and affect their tracks. The developments are described in detail later in these rules.

Players can use their money for:

- purchasing buildings
- purchasing development cards
- using industry

Purchasing buildings requires that players be far enough down the appropriate track

Tracks allow you to be able to build more buildings and do not affect the number of buildings you currently have

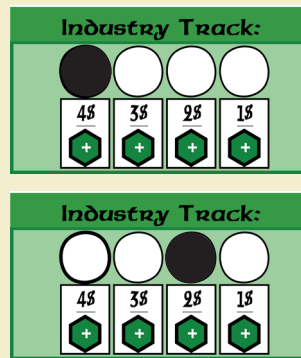
Buildings give you more people for use with the development cards as well as special abilities which can be used at the beginning of each turn

All players may purchase each development card once

INDUSTRY: A final option is for players to convert their money into victory points by using industry. At the beginning of the game all players may buy victory points for \$4. Players may purchase as many victory points as they wish each turn. Through purchasing Industry developments players move one space to the right making purchasing victory points cheaper.

EXAMPLE: Don has bought two additional Industry cubes he can now purchase victory points for two dollars a piece.

HINT: Industry is best used later in the game after your Industry has been developed.



Industry allows players to cash in money for victory points.

Purchasing industry developments moves you down the track and makes purchasing points cheaper

SIMULTANEOUS vs TURN ORDER: The game is sped up by having all players purchase at the same time. However, players lower on the turn order may wait for higher players to make their purchases first if they believe it will affect their decisions.

COMPLETING THE PURCHASING PHASE: Any leftover money is cut in half rounded down. (\$3 would be reduced to \$1) Therefore it is beneficial for players to spend as much of their money as possible each turn. After all players have completed their purchases, move the turn marker and begin the next turn.

Purchasing can be done simultaneously to speed up the game

After completing purchases leftover money is halved rounded down

The End of the Game

At the the end of the game the player with the most victory points is the winner of the game. In the case of a tie the player with the most culture cubes wins, if that is tied the player with the most buildings wins, if that is also tied the winner is decided via the ancient method of solving disputes; rock, paper, scissors. (Best of 9)

The player with the most points wins the game

The Goods

Name	Type	Values	Ideas	Bad Cards
Grain	Basic Goods	Least Valuable	Random Mix	Poverty, Depression
Wool				
Timber				
Oil				
Salt				
Art	Civic Goods	More Valuable	Promotes Democracy	Barbarians, Barbarian Fury, Zealots, Corruption, Slave Revolt
Slaves			Promotes Dictatorship	
Dye			Promotes Venus	
Wine			Promotes Mars	
Spices	Luxury Goods	Most Valuable	Random Mix	Poverty, Barbarians, Piracy
Gold				



About the Goods

BASIC GOODS: Basic goods provide the least amount of income, contain a random mix of ideas on the bottom and have unhappiness on the bottoms of four of the cards.

CIVIC GOODS: Civic goods provide more income but almost as important they are favored to a particular idea. For example most of the dye cards contain “Venus” arrows. You will note that the color of the good matches the color of the idea that it promotes. However civic goods also contain barbarian cards and special cards such as “Zealots” which will push you the opposite direction you expect as well as make your people sad.

LUXURY GOODS: Luxury goods are the most valuable goods. There are only two types and they have a random mix of ideas on the bottom including poverty and barbarians. Also you must beware the “Piracy” card. One of the luxury goods is the “Piracy” card which allows players to say it is a spice or a gold when it is really just a dead card that is worth nothing.

⇒ **Grain**

1 3 6 10 15 21 28

Democracy

⇒

☹ **Timber**

1 3 6 10 15 21 28

Poverty

☹

⇒ **Timber**

1 3 6 10 15 21 28

Democracy

⇒

⇒ **Dye**

2 5 9 14 20 27

Venus

⇒

☹ **Dye**

2 5 9 14 20 27

MARS ZEALOTS
(May not warehouse)

☹

Wine

2 5 9 14 20 27

Barbarian Fury!
(may not warehouse)

☹

⬆ **Spices**

3 8 15 24 35

Prosperity

⬆

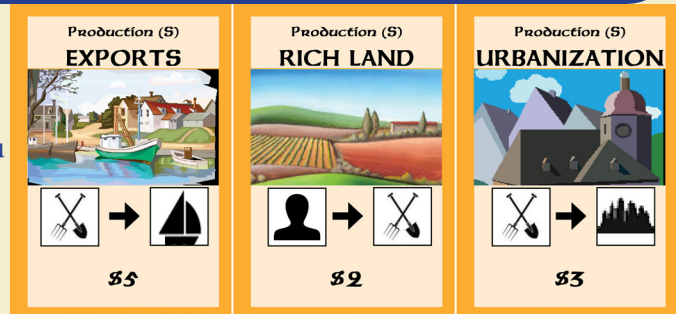
☠ **PIRACY**
(may not warehouse)

You may lie and say this card is Spices or Gold when its actual value is nothing.

The Developments

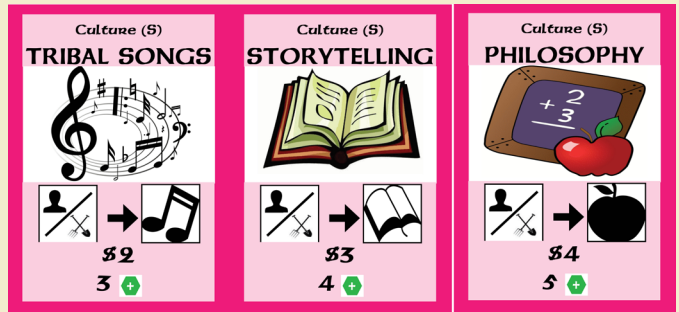
Orange Production

These developments allow you to increase or upgrade your production cubes so that will get you more and better cards each turn.



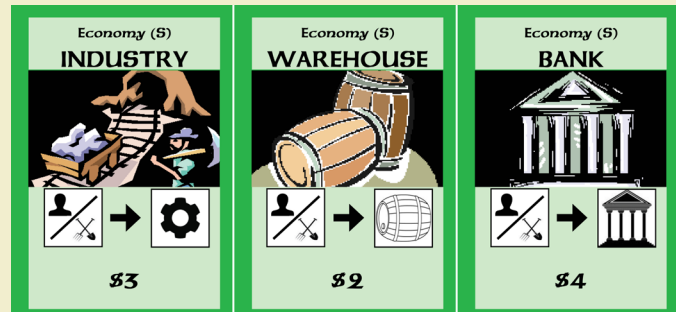
Pink Culture

The culture cubes move workers to the culture area which immediately scores you the victory points shown on the card. Also if you complete a row or column of three cubes you immediately gain the bonus shown on your player board. The SCHOLAR allows a player to take a culture box of any symbol.



Green Improvements

The WAREHOUSE increases the goods you can store each turn from 3 to 5. BANK lets you either ignore sad faces from poverty or triple prosperity points. ARMY and COLOSSEUM give you happy faces and defense respectively.

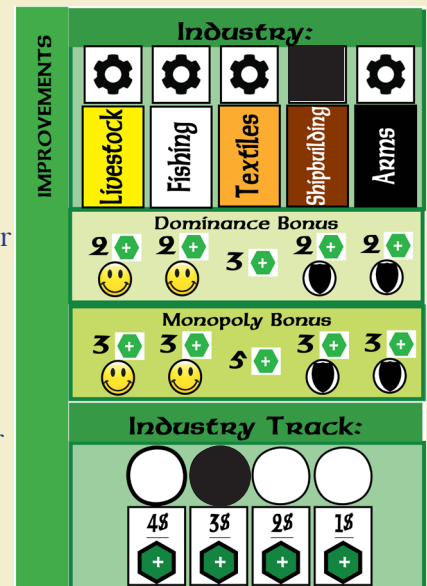


The INDUSTRY development provides two benefits upon purchasing.

- 1 - The player moves a population cube to one of the five industries on their player mat
- 2 - The player moves their marker one space to the right on the Industry Track. The player must move a cube to an industry in order to move their cylinder on the track.

Having an industry rewards you for spending the most of a particular type of good in future turns. Each industry is associated with the basic good of the matching color that it is directly below on the player board. For example Shipbuilding wants wood and Arms wants Ore.

During the resolution step of each turn if you have any industries, check to see if you spent the most of that type of basic good. (or were tied for the most) If so you receive the "Dominance Bonus"



The Developments (contd.)

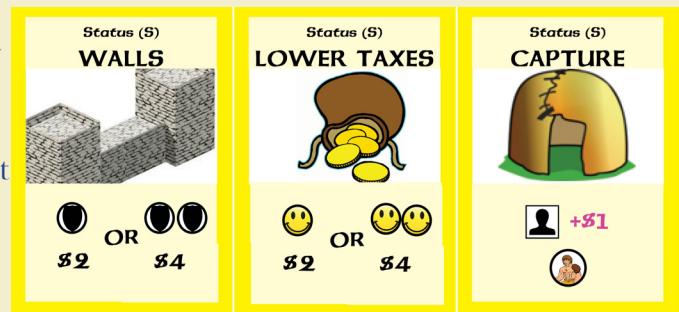
Or if a player manages to be the only player to spend that type of resource that turn they receive the “Monopoly Bonus”

EXAMPLE: Gwendolyn has shipbuilding. In the following turn she spends 2 wood. No other player spends more than 2 wood. Gwendolyn immediately takes 2 victory points and moves up one on the safety track.

EXAMPLE: Sven has textiles. In a later turn he spends 3 wool. No other player spends wool. Sven immediately takes 5 victory points.

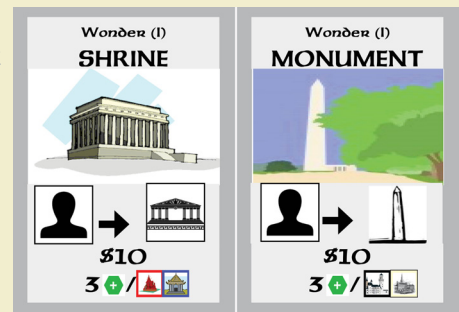
Yellow Status

Some of the yellow cards let you purchase happy faces or defense. Others allow you to accept sad faces or barbarians to take more money and workers or move on your religious or government tracks one or two spots either direction as noted on the card.



Grey Wonders

These give you points for the number or religious and government buildings you have built respectively on the last turn of the game. When built they give you three points for each of the appropriate building you have. You may take those points immediately.





Other Notes about Developments

BRONZE AGE DEVELOPMENTS - Some of the Bronze Age Development cards have variable prices on whether they are purchased on Turn 4 or Turn 5.

IRON AGE DEVELOPMENTS - The Iron Age Developments require the player to have available workers and players may no longer remove rural workers. You may wish to warn new players of this on Turn 5

LOSING CUBES - A calamity may cause you to lose population cubes. Losing improvements causes the player to lose the ability immediately. Losing your warehouse cube makes you unable to warehouse and you immediately discard cards in your warehouse. Losing your last industry cube takes away your ability to use industry. Losing an army causes you to go two spaces towards barbarians etc. Losing culture cubes does not cause you to lose the victory points, it only makes it more difficult to score the row and column bonuses.

Building's Abilities

ARROWS: The most common ability is to push you one or two spaces down the track strengthening your government or religion and allowing you to build more buildings.

BONUS: Some buildings give happiness, defense or money each turn.

GIVE OPPONENT: Some abilities allow you to influence on one of their tracks.

DOUBLE CULTURE: Some buildings double the victory points whenever you place a culture victory point cube for a particular category and the bonus for finishing that category's row

BUILDING TERMINOLOGY: Religious Buildings are also referred to as Temples. The Government Buildings may be referred to as State Houses (White) and Palaces (Black)



Ability: Give Opponent



Take:



Doubles:



Ability: Two arrows pointing right.

Take:



Ability:



Take:



Ability:



Take:



Ability:



Take:

