The Civilization cards

Players keep their acquired Civilization card on their player board until the end of the game.

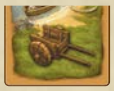


Each card depicts 2 sections.
The upper section shows what a player receives immediately or later during the the game.

The lower section is used during the final scoring.

Lower section

The background color of the lower section is either green or sand.



16 cards with a green background, formed from 2 sets of 8 different cards

Green background



Medicine *Art* *Writing* *Pottery* *Sundial* *Transport* *Music* *Weaving*

During the final scoring, a player counts the number of different cards she has and multiplies that number by itself.

Example: Adele has 5 different Civilization cards (Writing, Medicine, Pottery, Art, Music) for which she scores 25 points (5 x 5). She also has another Pottery card for which she scores +1 point (1x1) = 26 points.



Writing *Medicine* *Pottery* *Art* *Music*

20 cards with a sand background



Sand background : See “Final scoring” on page 8 of the rulebook.

Upper section

Whatever is shown in the upper section of a card is either obtained **immediately** or may be acquired by the player **later during the game**.

The cards for **immediate** use are:



Dice roll (10 cards)

A player who acquires this card rolls as many dice as there are players in the game. Then, the player places the dice on the card. Starting with the player who acquired the card and continuing in clockwise order, each player receives something. On her turn to choose, the player takes one die and receives the corresponding reward. The next player then chooses and so forth until everyone has received something.



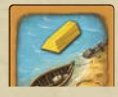
Example: Red acquired this card and rolled: 2, 2, 5 and 6. She chooses first and decides to take an extra Tool tile and removes the die showing a 5. Blue then chooses to move up one space on the agriculture track and removes the 6. Green and Yellow each take 1 clay.





Food (7 cards)

The player takes the Food tokens depicted on the card.
Example: The player who acquires this card receives 4 food.



Resource (5 cards)

The player takes the resources depicted on the card.
Example: The player who acquires this card receives 1 gold.



Resources with dice roll (3 cards)

The player rolls 2 dice and receives resources as per the result, using the normal value of the resource type. A player may improve this roll with unused tools.

Example: The player who acquires this card rolls 2 dice and divides the result by 3 to determine wood gained.



Victory points (3 cards)

The player receives the number of points depicted and adjusts his scoring marker accordingly.

Example: The player who acquires this cards moves 3 spaces forward on the scoring track.



Extra Tool tile (1 card)

The player receives an extra Tool tile (as if she had done the tool maker action).



Agriculture (2 cards)

The player moves up one space on the agriculture track.



Civilization card for the final scoring (1 card)

The player takes the top Civilization card from the pile, looks at it, and puts it on top of his other Civilization cards. This card is used only for the final scoring; its upper section has no effect.

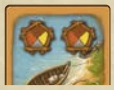
The following cards **may be used later during the game** (during the same turn or later in the game, player's choice):



One-use tool (3 cards)

The player places this card face-up next to her player board. She may use that tool once during a dice roll (in addition to her other tools, if so desired). Once used, that card is placed face down on top of the other cards belonging to that player.

Example: The player who acquires this card can use, once during the game, a value 4 tool.



Any 2 resources (1 card)

The player may, immediately or later in the game (if the latter, the card is placed face-up next to that player's board), take any 2 resources of his choice (the same or different) from the supply. Once used, this card is placed on top of the other cards that player acquired.

Tips

- Do not ignore Civilization cards. Though their value is not immediately apparent, the points they yield at the end of the game are considerable.
- An extra figure, tool or agriculture level are all extremely appealing since you benefit from them until the end of the game. However, a card costing only 1 resource should not be ignored.
- Civilization cards have an impact on the final scoring. Those you choose influence or are influenced by your overall strategy. For instance, if you have many figures, you will need a lot of food. As such, you will be looking for cards that give food and allow you to progress on the agriculture track. Cards with shamans will also be useful as they will allow you to score many points. Of course, many other strategies are viable.
- Do not be afraid to block "cheap" resources, thus forcing your opponents to buy cards with more expensive resources.
- Pay attention to the order in which you take your actions. For example, a figure on the tool maker could give you the additional tool you need to score an extra resource. You should always make sure to get that Tool tile before rolling for those hard to get stones and gold.
- Sometimes, it might be worth it to block the last building of a pile. Not only will this give you some control over the end of the game, but this could allow you to play the extra round you need to seize victory.
- Losing 10 points for not feeding a figure with a resource may sometime yield more points later on in the game by allowing you to acquire a very profitable building.