MEGA CIVILIZATION

Mega Civilization - Frequently Asked Questions

In addition to this FAQ document, official errata have been published. You can find it here:
http://www.999games.nl/mega-civilization

What is included in the errata for the Mega Civilization rulebook?

Since the release of Mega Civilization we have received a number of questions via Boardgamegeek, Facebook, email, and while playing. Most of these questions were related to the rulebook and the interpretation of certain rules. Some other questions dealt with errors that were found on a number of printed cards, missing lines in the rulebook and perceived omissions in the rules. In an effort to provide a single set of consistent rules, we gathered all these questions and updated the rulebook where necessary. In a number of instances this resulted in the addition of a word or a clarification, but sometimes it required the rewriting of a section to provide a robust solution.

Here's a brief overview of the main adjustments in the rulebook:

- Six Civilization Advance cards contain errors (Engineering, Fundamentalism, Library, Mathematics, Mythology and Politics). These errors consist of incorrect display of credit symbols and/or mistakes in the attribute text.
- A few lines were found to be missing from the rulebook. For example, attribute texts that were printed on Civilization Advances but that were not included in the rulebook.
- Where appropriate, definitions have been added, clarified or explained in more detail.
- As a large number of questions was based on the Movement and Conflict phases, we decided to rewrite chapters 3 (Movement) and 4 (Conflict) of the Sequence of Play. The new chapter 3 clarifies ship construction, ship maintenance, causing a conflict situation and attacking a city. The new chapter 4 should solve the questions about the different types of conflict, the order of resolution and the actual resolution of conflict.
- The selection of a beneficiary and/or secondary victims, in particular in the case of duplicate calamities, was found to be confusing. We therefore paid special attention to the rules for calamity resolution. In addition to adding some missing lines, we added a large number of exceptions and clarifications. This included the effect of Civilization Advances on the resolution of calamities.
- The image on page 18 led to confusion concerning the distinction between the Hellas and Minoa regions. We updated this image.

Some of the questions are covered in the errata and are therefore not included in this document.

The authors of Mega Civilization



CIVILIZATION ADVANCES

AGRICULTURE

Q: Does Agriculture allow players to keep a token in areas that contain one of their cities?
A: No. By default areas that contain a city cannot support additional population. Only players that hold Public Works are allowed to keep 1 token in areas that contain one of their cities; this limit is unaffected by Agriculture.

Q: Does Agriculture allow players to build a city in an area with population limit '0'?
A: No. It is never allowed to build cities in '0' areas.

ARCHITECTURE

Q: Can Architecture be used for building a wilderness city?
A: Yes. In this case 6 or more tokens should be taken from the area and the remainder (i.e. 12 minus the number of tokens taken from the area) should be paid with treasury.

Q: Can Architecture be used for building more than one city per turn?
A: No. Architecture can only be used once per turn.

Q: What happens if a player uses Architecture to build a city in a 4-area that contains 3 of his tokens and 1 token from a different player?
A: During city construction all tokens are removed from the area before placing the city, irrespective of ownership. The enemy token is removed and returned to its owner's stock.

Q: What happens when 2 players would attempt to build a wilderness city in the same area at the same time by using a combination of Architecture and Urbanism?
A: City construction is normally resolved simultaneously but if necessary the A.S.T.-order breaks any tie. The player highest on the A.S.T. will therefore be able to build the city and the other player's tokens will be removed from the area during city construction.

CALENDAR

Q: If the primary victim of Cyclone holds Calendar and has only 2 cities in areas directly adjacent to a single open sea area, does the prevention effect of Calendar cancel the calamity effects for secondary victims?
A: No. Cyclone should be resolved as normal.

CULTURAL ASCENDANCY

Q: Can players expand population in an area where they share tokens with another player that holds Cultural Ascendancy if the expansion would result in a conflict situation?
A: Yes. Exceeding a population limit as a consequence of population expansion is not considered 'causing conflict'; Cultural Ascendancy cannot prevent this.

Q: Can Barbarians attack a city belonging to a player that holds Cultural Ascendancy?
A: Yes. Barbarians are unaffected by Cultural Ascendancy.

DIASPORA

Q: Can a player that holds Diaspora place a token in an area that contains a city?
A: This is only allowed if that player also holds Public Works, the city is his own and the area does not already contain a token. In any other situation this is not allowed.

Q: Can a player that does not hold Cultural Ascendancy use Diaspora to place tokens in an area that contains tokens belonging to a player that holds Cultural Ascendancy?
A: Yes. Diaspora allows a player to add tokens to an area as long as this does not result in a conflict situation, hence this may be done in an area with tokens from a player that holds Cultural Ascendancy. A legal conflict situation may occur in the next turn's population expansion phase (see Cultural Ascendancy).

DIPLOMACY

Q: Can Barbarians attack a city belonging to a player that holds Diplomacy?
A: Yes. Barbarians are unaffected by Diplomacy.

ENGINEERING

Q: Do Barbarians require 8 tokens to successfully attack a city of a player that holds Engineering?
A: Yes. The basic conflict rules also apply to Barbarians.

Q: Does a player that holds Engineering require only 6 tokens to attack a pirate city?
A: Yes. The basic conflict rules also apply to Barbarians (and thus pirate cities).

LIBRARY

Q: Can a player that purchases Library discount all cards purchased in the same turn by 40 points?
A: No. The discount of 40 points can only be used for 1 other card.

MASONRY

Q: If the primary victim of Cyclone holds Masonry and has only 1 city in an area directly adjacent to a single open sea area, does the prevention effect of Masonry cancel the calamity effects for secondary victims?
A: No. Cyclone should be resolved as normal.

MINING

Q: When purchasing Civilization Advances, players are not allowed to overspend the purchase price with additional treasury tokens. What happens if a player that holds Mining cannot make the exact payment due to his treasury being worth 2 points each?
A: Players that hold Mining are allowed to overspend 1 point this way each turn.

NAVAL WARFARE

Q: Can players that hold Naval Warfare use ships (with or without any tokens) to cause conflict in an area?
A: No. Ships can never cause a conflict situation.

Q: During token conflict resolution, should any ships in the conflict area owned by players that hold Naval Warfare be taken into account when making a check for token majority?
A: No. Ships do not count for the purpose of token majority.

POLITICS

Q: How should, in the case of annexation, the payment of treasury be interpreted? Are treasury tokens paid to the unit's owner(s)?
A: No. The paid treasury tokens are put into the Politics' owner's stock; the treasury of the victim is unaffected.

PUBLIC WORKS

Q: Do players that hold Public Works and have a token in an area that contains one of their cities get an additional token during population expansion?
A: Yes. This is regarded as normal population expansion for this area (the population limit of the area is not relevant).

Q: Can players that hold both Public Works and Agriculture keep 2 tokens in areas that contain one of their cities?
A: No. The limit of 1 token that can be kept in areas with a city allowed by Public Works is unaffected by Agriculture.

ROADBUILDING

Q: Can a player that holds Roadbuilding move through an area that contains a city?
A: Yes, provided that the city is his own and does not contain any enemy tokens. Movement through an area that contains an enemy city is not allowed.

UNIVERSAL DOCTRINE

Q: Can the barbarian tokens be selected from more than one area?
A: Yes.

THEOCRACY

Q: Does a player that holds Theocracy need to discard 2 commodity cards per city that he wants to prevent from reduction?
A: No. Discarding 2 commodity cards prevents the total city reduction effect for that player.

Q: If the primary victim of Iconoclasm & Heresy uses the ability of Theocracy to prevent city reduction, does this also cancel the effect for the secondary victims?
A: No. This only cancels the city reduction effect for that particular player.

Q: Can secondary victims of Iconoclasm & Heresy that hold Theocracy use its attribute to prevent city reduction?
A: Yes.

Q: Can Water cards be discarded for the effect of Theocracy?
A: Yes. Water is a commodity like any other (though with a face value of 0).

WONDER OF THE WORLD

Q: When does a player that holds Wonder of the World collect his additional trade card?
A: Wonder of the World's attribute allows the owner to purchase a trade card for 0. This is done during, and according to the rules of, the 'Additional purchases' step under Trade Cards Acquisition.

Q: If a player that holds Wonder of the World has 9 cities on the board, can he still use its attribute to purchase one additional trade card?
A: No. Since there is no stack # higher than his number of cities on the board, there is no legal stack to select (not even the water stack).

DEFINITIONS

Q: How are unit points defined and how many unit points worth are tokens, cities and ships?
A: Tokens and cities are both considered units; tokens count as 1 unit point and cities as 5 unit points. Ships are not considered units.

Q: Are the areas Ustiurt and Western Sogdiana (on top of the map in the Parthia region) coastal areas?
A: Areas that contain both land and water are only considered coastal areas if a path can be traced over water to an open sea area. Western Sogdiana is therefore not a coastal area. Ustiurt is only considered a coastal area if both map panels 2 and 3 are in play so that the connection between this area and the Caspian Sea area is visible.

TAX COLLECTION

Q: What happens if the beneficiary of a tax revolt has insufficient cities in stock to replace all revolting cities?
A: If the initial beneficiary runs out of cities another beneficiary is chosen for the replacement of the remaining cities. If no legal beneficiary can be selected (i.e. all players have 9 cities on the board), the revolting cities that cannot be replaced are destroyed.

POPULATION EXPANSION

Q: Can players place tokens in areas that contain one of their cities (but no tokens) during the population expansion phase?
A: No. Expansion only takes place in areas that contain one or more tokens. Only players that hold Public Works may keep 1 token in each area that contains one of their cities; these tokens may be expanded during the population expansion phase.

MOVEMENT

Q: Are players allowed to move tokens into areas that contain one of their cities?
A: Yes, but these tokens will normally be removed during next check for surplus population. Only players that hold Public Works are allowed to have 1 token in areas that contain one of their cities during the check for surplus. Nevertheless, there can be strategic reasons for making such a movement decision (e.g. defending the city against an expected city attack), even without holding Public Works.

Q: Can tokens that have already moved be used for ship construction in the same turn?
A: Yes.

Q: Can tokens that have already moved by land board a ship afterwards?
A: No (irrespective of holding any Civilization Advances).

Q: Can tokens that have already been moved by ship board another ship afterwards?
A: No (irrespective of holding any Civilization Advances).

CONFLICT

Q: Should the rounds of token removal be completed during the resolution of a conflict (i.e. should all players involved in a conflict remove at least one token from the area)?
A: No. A token conflict immediately ends when the population limit is no longer exceeded or when only a single player has tokens left in the area. This means that the player who is last in the sequence of token removal has a strategic advantage.

Q: When does a token conflict end in an area that contains a city?
A: The token conflict ends as soon as only a single player has tokens left in the area (irrespective of ownership). If the city and the remaining tokens belong to the same player the tokens will be removed during the next check for surplus population. If the remaining tokens are enemy tokens, a city attack will occur after all other token conflicts have been resolved.

TRADE CARDS ACQUISITION

Q: From what stacks should trade cards be drawn?
A: Each player draws one trade card per stack, starting with stack #1 and in ascending order, until they reach the stack number that equals their number cities on the board. For example, a player who has 3 cities in play draws a card from stacks #1, #2 and #3.

Q: Can players make additional purchases from stacks other than #9?
A: By default players can only make additional purchases from stack #9. However, there are a number of Civilization Advances that allow purchases from other stacks (Cartography, Mining, Rhetoric, Wonder of the World).

Q: Are players that have no cities on the board allowed to make additional purchases?
A: Yes, provided that they have sufficient treasury to pay for the purchase(s).

Q: Can additional purchases be paid for by handing in other trade cards?
A: No. Additional purchases can only be paid for by treasury tokens. The Effect of Trade Routes cannot be used here.

Q: When making additional purchases, can players look at the first card before deciding to buy another one?
A: Yes. Players can pay for 1 card, look at it, and then decide to continue making (an) additional purchase(s).

Q: What happens if a player wants to make an additional purchase from a stack that is empty?
A: The player pays the full amount of treasury tokens required for the purchase and subsequently draws a water commodity card.

Q: Are players allowed to count the number of cards left in a particular stack?
A: No. Players are only allowed to check whether a stack is empty or not.

TRADE

Q: Can Water be traded like any other trade card (either specified or as a blind card)?
A: Yes. Water is a commodity like any other (though with a face value of 0).

Q: Can civilizations from the West block and the East block trade with each other?
A: Yes. This is actually required to be able to complete the commodity sets that are divided over the two blocks.

CALAMITY SELECTION

Q: How does the discarding process of calamities work if a player exceeds the calamity limit? For example, what happens if a player has 3 Major Calamities and 1 Minor Calamity (no duplicates)?
A: If a player has more than the determined calamity limit (3 in total of which maximum 2 Major Calamities if the minor calamities are used; 2 in total if no minor calamities are used), he discards calamities at random until the limit conditions are met. In this example, if the first calamity discarded turns out to be a Major Calamity the limits are met and the player ends up with 2 Major Calamities and 1 Minor Calamity. However, if the first calamity discarded is the Minor Calamity, one more calamity will be discarded at random and the player ends up with 2 Major Calamities only.

CALAMITY RESOLUTION

Q: Can players choose to not use prevention effects from Civilization Advances they hold?
A: Unless a Civilization Advance explicitly states "you may choose to" the prevention effects should always be taken into account.

Q: In the case of separate blocks for East and West, can a player be the beneficiary of a Tradeable calamity if that player is also the primary victim of a calamity of the same name in the same turn?
A: Yes.

Example in an 18 player game: *Minoa traded 'Treachery (W)' to Saba and Egypt traded 'Treachery (E)' to Minoa. Minoa's calamity is resolved first (Minoa being higher on the A.S.T. than Saba) and Egypt annexes 'Knossos' from Minoa. Subsequently Saba's calamity is resolved and Minoa annexes 'Ubar' from Saba.*

Q: In the case of separate blocks for East and West, can a player be the beneficiary of a Non Tradeable calamity if that player is also the primary victim of a calamity of the same name in the same turn?
A: No. The beneficiary of a Non Tradeable calamity is always chosen from the same block as the primary victim.

Q: During the resolution of calamities that require the primary victim and a number of secondary victims to take damage or reduce cities (Famine, Epidemic, Iconoclasm & Heresy), what should be the order of the players resolving their part of the calamity? In particular, how does this work when 2 duplicates of the same calamity are resolved in the same turn?
A: First the primary victims select the required number of secondary victims, in A.S.T.-order of the primary victims. Neither the beneficiaries (if applicable) nor the primary victims can be selected as secondary victims. Also no player can be selected as a secondary victim by both primary victims. Then both calamities are resolved in A.S.T.-order of all victims (both primary and secondary). However, either of the primary victims may insist that the first copy of the calamity is resolved entirely before the second copy (in A.S.T.-order of the primary victims). Also the secondary victims of the second copy may insist on the first copy to be resolved entirely before the second copy.

Note: Volcanic Eruption, Flood and Cyclone do not require the selection of secondary victims (the effect is 'collateral'), but the above rules may also be interpreted in the same way for these calamities.

Example in an 18 player game: *Dravidia (#8) is the primary victim of 'Epidemic (W)', which was traded to him by Babylon. Rome (#11) is the primary victim of 'Epidemic (E)', traded to him by Minoa. This means that both Minoa and Babylon are beneficiary and cannot be selected as secondary victims. Dravidia selects Maurya (#4) and Indus (#16) as secondary victims and Rome selects Assyria (#3) and Persia (#12). Now all 6 victims of the 2 calamities must take their damage. The default sequence would be: Assyria (#3), Maurya (#4), Dravidia (#8), Rome (#11), Persia (#12) Indus (#16). Rome, being primary victim of the second copy may insist that the first copy is resolved entirely before the second copy. He chooses not to do this as the removal of unit points by Dravidia, Maurya and Indus will not influence his decisions. However, Persia (#12), secondary victim of the second copy, wants to see where Indus (#16), secondary victim of the first copy, removes his tokens. He therefore insists the first copy to be resolved entirely. As a consequence, Indus has to take his damage before Persia (even though Persia is higher on the A.S.T.).*

Q: Which calamities require a beneficiary and how is the beneficiary selected?
A: For the purpose of beneficiary selection the calamities can be divided into 3 groups:
1) Calamities that do not require a beneficiary *(Volcanic Eruption, Famine, Slave Revolt, Flood, Superstition, Cyclone, Civil Disorder, Corruption, Regression, all minor calamities).*
2) Calamities where the beneficiary is always the player with the most cities in stock *(Civil War, Tyranny).*
3) Calamities where the beneficiary is always the last player who traded the calamity to the primary victim *(Treachery, Barbarian ordes, Epidemic, Iconoclasm & Heresy, Piracy).* Only if this is untraceable or if the calamity was not traded at all, the player with most cities in stock is selected as the beneficiary.

Note: in the case of Barbarian Hordes the beneficiary does not benefit from the calamity but only acts as a controller of the barbarian units.

TEMPEST / COASTAL MIGRATION

Q: If a victim of Tempest has no units in coastal areas, or a victim of Coastal Migration has no city in a coastal area, does he still lose 5 treasury?
A: Yes.

CIVIL WAR

Q: How many unit points does the beneficiary annex in a Civil War?
A: That depends on the primary victim's number of units on the board. By default he loses unit points on the board in excess of 35. Hence, in order to calculate the number of units to be annexed, count the primary victim's total number of units on the board and subtract 35.

Q: What is the correct way to select the units for annexing if the primary victim cannot make the exact selection following the rules, or if the beneficiary cannot annex the exact same units the primary victim has selected?
A: If the primary victim cannot make the exact selection, the rule may be broken in the following way: 1) In each area all units belonging to the primary victim must be selected. 2) The areas selected must be adjacent to each other. 3) The selected units must be exactly the number to comply. 4) The beneficiary must be able to annex all units in the combination selected.

BARBARIAN HORDES

Q: What happens if the primary victim has no cities on the board at the start of the resolution of Barbarian Hordes?
A: In this case the calamity is canceled.

Q: After a successful initial city attack, can the beneficiary of Barbarian Hordes choose to move the remaining barbarian tokens into an area that does not contain any units belonging to the primary victim?
A: No. Barbarians should always move into an adjacent area that contains at least 1 token of the primary victim. Empty areas or areas that only contain units belonging to other players cannot be selected. Neither can areas be 'skipped' in order to reach an area with units from the primary victim. If no legal adjacent area can be selected for further movement, the Barbarians stop moving and any tokens in excess of the population limit are destroyed.

Q: Can the beneficiary of Barbarian Hordes choose to move Barbarians into an area that contains both units belonging to the primary victim and units belonging to other players?
A: Yes. The tokens belonging to other players will take part in the resulting conflict.

Q: Can the beneficiary of Barbarian Hordes choose to move the Barbarians into an area that contains tokens to a player that holds Cultural Ascendancy (either the primary victim or another player)?
A: Yes. Barbarians are unaffected by Cultural Ascendancy.

Q: Can the beneficiary of Barbarian Hordes choose to move the Barbarians into an area with population limit '0'?
A: Yes, provided that the '0' area contains a token owned by the primary victim. After the token conflict, all remaining barbarians should be moved further and leaving the '0' area depopulated.

Q: Can the beneficiary of Barbarian Hordes choose to move Barbarians into areas across water borders?
A: Yes, provided that the destination area is directly adjacent by sea. Barbarians cannot enter open sea areas.

CYCLONE

Q: What happens if the primary victim has no coastal cities directly adjacent to an open sea area at the start of the resolution of Cyclone (irrespective of holding any Civilization Advances)?
A: In this case the calamity is canceled.

TYRANNY

Q: What is the correct way to select the units for annexing if the beneficiary cannot make the exact selection following the rules, or if the beneficiary cannot annex the exact same units as he would prefer after selecting?
A: If the beneficiary cannot make the exact selection, the rule may be broken in the following way: 1) In each area all units belonging to the primary victim must be selected. 2) The areas selected must be adjacent to each other. 3)The selected units must be exactly the number to comply. 4) The beneficiary must be able to annex all units in the combination selected.

Iconoclasm & Heresy

Q: What happens if the primary victim has no cities on the board at the start of the resolution of Iconoclasm & Heresy (irrespective of holding any Civilization Advances)?
A: In this case the calamity is canceled.

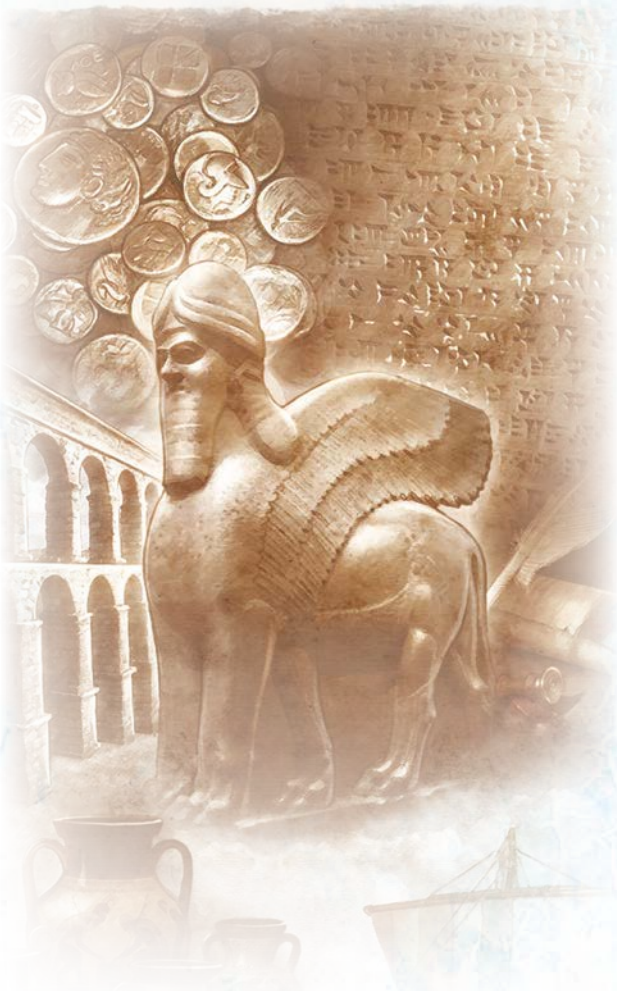
Piracy

Q: What happens if the primary victim has no coastal cities on the board at the start of the resolution of Piracy (irrespective of holding any Civilization Advances)?
A: In this case the calamity is canceled.

Civilization advances acquisition

Q: Are players allowed to overspend during the acquisition of Civilization Advances in order to transfer additional tokens from treasury to stock?
A: No. However, players are free to choose which set(s) of trade cards to hand in and so have some flexibility to control the spending of additional treasury tokens. Only players that hold Mining are allowed to overspend 1 point this way each turn.

Q: Are the discounts to Civilization Advances that belong to two color groups cumulative? For example, can a player that has 30 credits to Civics and 20 credits to Arts acquire 'Literacy' (110) for 60 points?
A: No. Only the one color group that provides the highest credit value is used. The purchase price of Literacy in the example is therefore 80.



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Pegasus Spiele