

# Ancient Civilizations of the Inner Sea

## An Alternate ACIS Sequence of Play Player Aid

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Special Abilities are granted by Civilization Displays, unburied Active Wonders, and Investment cards.

Special ability and card text always trumps the rules.

### GROWTH PHASE

In Turn Order, each civilization performs all four steps before the next one does.

#### 1. Retirement Step (page 16)

You may move any number of your own non-city disks from the map back into supply.

#### 2. Acquisition Step (page 16)

Move from supply to the Ready box:

- 1 disk for each of your land settlements.
- 1 disk for each full set of 2 shallow seas you occupy.
- 1 disk for each opposing civilization you are adjacent to.
- Disks from special abilities.
- **Minimum acquisition** is 3 disks.

#### 3. Resettlement Step (page 17)

From each of your cities, move 0 or 1 disk from the city to the Ready box.

#### 4. Deployment Step (page 17)

Deploy one disk at a time from the Ready box to the map, into:

- An area you **control** or a **contested** area you occupy.
- An area adjacent to one you control.
- An area adjacent to a contested one you occupy, if you have as many disks in the area as the largest opposing faction.
- *If you have zero disks on the map:* your home area or an area adjacent to it.

**Stacking limit** (also during Card phase) is 4 disks in land areas; 2 disks in shallow sea areas; 1 disk in deep sea areas (if able).

### CARD PHASE (page 18)

In repeating Turn Order, each civilization performs one of:

- Build a Wonder (maximum of once per turn and per land area; costs 5 in disks, talents, and/or cards—2 disks minimum; place in a controlled land area)
- Play a card (other than a Competition or Negation card—the latter are always played out of Civilization Turn Order).
- Pass. Once you have passed, your Card phase is over (other than to possibly play Negation cards).

Each disk removal (due to card play, competition, sea domination, events, or special abilities) may be negated by the suffering civilization spending 1 talent or card instead.

This option is exercised in Turn Order if it matters.

### COMPETITION PHASE (page 20)

Resolve all contested areas, in order from the northeast to the southwest of the map.

1. Each civilization in the area, in Turn Order, may play Competition cards face-down and/or announce it will use special abilities.
2. Reveal all Competition cards.
3. In Turn Order, resolve unburied active Grand Temple Wonder, then other special abilities, and finally non-negated Competition cards. **Stacking limit** is 1 disk in deep sea areas (if able); there is no limit elsewhere.
4. As long as the area remains contested, **simultaneously** remove 1 disk belonging to each faction with exactly 1 disk present in the contested area, then with 2 disks, etc. Execute additional disk removal cycles as required.
5. **Loot:** If a civilization now controls the **land** area and at least one opposing civilization lost a city, the former earns 1 VP and gains 1 talent in its Loot box.

A civilization's allied white disks must be removed first. Any remaining white disks are removed once the competition is resolved.

Once the phase is complete, each civilization moves its Loot box talent(s) to its Treasury.

### RECKONING PHASE

**Apply the stacking limit** of 3 disks in land areas, 2 disks in shallow sea areas, and 1 disk in deep sea areas.

#### 1. Sea Domination Step (page 22)

If a civilization occupies a sea area and controls every adjacent land area, remove all opposing disks from that sea area.

#### 2. Victory Tally Step (page 22)

Each civilization earns 1 VP per city and 1 VP per unburied Wonder it owns and occupies.

#### 3. Turn Order Reset Step (page 22)

By decreasing number of cities (the civilization with the most cities goes first). If tied, lower VP chooses, otherwise random.

#### 4. Aeneas Step (page 22)

Once per game, each civilization that has no disks on the map or is at least 5 VPs behind all others may invoke the Aeneas rule—except during the game's last Epoch.

#### 5. Sudden Death Step (page 23)

A draw of a card ID containing a '2' at the end of turn 2 or of one containing a '2' or '3' at the end of turn 3 ends the epoch. Turn 4 ends the Epoch.

#### 6. Draw Step (page 23)

Only if the Epoch has not ended. Each civilization, in Turn Order, draws its lot of cards, replaces any drawn events, resolves those events (in decreasing order of ID numbers) and then discards to the **hand size limit** of six cards. The lot consists of:

- 3 cards; *plus*
- 1 card per full set of 4 cities on the map; *plus*
- cards from special abilities; *plus*
- 1 card per talent spent.

### END OF EPOCH PHASE (page 23)

If this is the final epoch, resolve step 3 only.

#### 1. Discard All Hands

Shuffle the discard pile, along with any cards that were "set aside" when played, back into the draw pile.

#### 2. Resolve the Change of Epoch Event

Reveal the top card of the draw pile. Do not resolve event 62. Execute the Change of Epoch event indicated by the revealed card's ID on the Change of Epoch Table. Shuffle all revealed cards back into the draw pile.

**98-101 reveal:** The revealed card does *not* count as one of the two additional 98-101 Barbarian invasion cards required.

#### 3. Each civilization scores End of Epoch VPs

- The civilization that has more cities than any other, if any, scores 1 VP.
- The civilization that occupies more of its own unburied Wonders than any other, if any, scores 1 VP.
- Each civilization scores 1 VP for each full set of 3 shallow sea areas it dominates.
- Each civilization scores 1 VP for each full set of 3 talents in its Treasury. Remove all talents from all Treasuries.

#### 4. Each civilization, in Turn Order, draws 5 cards

#### 5. Advance the Epoch marker and reset the Turn marker

### ENDGAME (page 24)

The player controlling the civilization with the most VPs wins. Successive tie-breakers (if needed):

- Occupying and owning the most Wonders.
- Having the most cities.
- Having the most disks on the map.
- Occupying the most areas on the map.

If still tied, the game is a draw.