

9000 BC 8000 7000 6000 5000 4000 3000 2500 2000 1500 1250 1000 750 500 250 1 BC/AD 1 250

EURASIAN EMPIRES

ARCHEOLOGICAL SUCCESSION TABLE

CITIES ADVANCES POINTS	STONE AGE			BRONZE AGE			ANTIQUITY		
	Paleolithic	Neolithic	Copper Age	Early	Middle	Late	Iron Age	Classical	Late/Empire

		5	10	15	20	25	30	35	40	45	50	55	60	65	70	75/80	80/85
1	MINOA								Diagonal							Green	Green
2	FILIPINO								Diagonal							Pink	Pink
3	SRIVJAYA															Purple	Purple
4	SABA								Diagonal							Orange	Orange
5	SUNDA															Dark Green	Dark Green
6	NIPPON															Light Green	Light Green
7	CELT								Diagonal							Green	Green
8	MONGOLIA															Purple	Purple
9	KUSHAN					Diagonal										Dark Red	Dark Red
10	HATTI															Pink	Pink
11	PERSIA															Purple	Purple
12	IBERIA					Diagonal			Diagonal							Grey	Grey
13	STEPPE					Diagonal										Blue	Blue
14	CARTHAGE								Diagonal							Orange	Orange
15	ASSYRIA															Light Blue	Light Blue
16	DRAVIDIA															Dark Blue	Dark Blue
17	NUBIA															Teal	Teal
18	HELLAS															Yellow	Yellow
19	PARTHIA								Diagonal							Olive	Olive
20	MAURYA															Red	Red
21	ROME															Pink	Pink
22	BABYLON															Grey	Grey
23	KHMER															Brown	Brown
24	INDUS															Green	Green
25	YANGTZE															Dark Grey	Dark Grey
26	EGYPT															Light Orange	Light Orange
27	HUANG HE															Yellow	Yellow

BONUS

TURN

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15



Last Turn

Game End

Requirements (Basic)



2



3

3 x 100+

4
2 x 200+

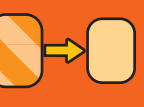
5
3 x 200+

56
17 x 11
9

38
10 x 01
5

5
12
4

5
3



3



Requirements (Expert)
No cities - move 1 space backwards (except during Stone Age).