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IMPERIAL SETTLERS

Settlers from four major world powers have discovered new lands with new resources and opportunities. The Romans, Barbarians, Egyptians and Japanese all move here at once to expand the boundaries of their empires. They build new buildings to strengthen their economy, excavate mines and farm fields to gather resources, and build barracks and training grounds to train soldiers. They soon discover the area is far too small for everyone and war ensues...

IMPERIAL SETTLERS is a card game that lets players lead one of four factions. The game is played over five rounds, during which players explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

GOAL OF THE GAME

The goal of the game is to have the most Victory Points, earned by expanding your empire and hindering your opponents.

During the game, players can gain Victory Points (VP) in various ways: from deals they make, from actions they take, and from Location features. The Locations that become part of a player's empire are also worth Victory Points. At the end of the game, players add the VP value of their Locations to their current VP score to reach their total score.

The player with the most VP has built the greatest empire and wins the game.

CONTENTS

COMPONENTS OVERVIEW

1 SCORE BOARD

The score board contains the Victory Point and Round track.

4 FACTION MARKERS

Each player has a faction marker to track his VP score.

1 ROUND MARKER

4 FACTION BOARDS

Each Faction has its own board that indicates the Faction's unique Production output of Goods. Faction boards are two-sided with a male leader on the one side and a female leader on the other. There is no gameplay difference between the sides, allowing you to choose the side you prefer.

220 CARDS (63x88 MM)

30 BARBARIAN CARDS

back   front

30 JAPANESE CARDS

back   front

30 ROMAN CARDS

back   front

30 EGYPTIAN CARDS

back   front

84 COMMON CARDS

back   front

Each faction has its own deck of cards, from which only this faction will draw during the course of the game. There is also a deck of Common cards, which will be available to all players.

16 ATTACK CARDS

back   front

Attack cards are only used in the single player variant (more on the single player variant on page 13).

GOODS MARKERS & TOKENS

MIN. 30 WOOD   **MIN. 30 STONE**   **MIN. 30 FOOD**   **MIN. 36 WORKERS**

18 RAZE TOKENS   **10 DEFENSE TOKENS**

24 GOLD TOKENS   **6 MULTIPLIER TOKENS**

1 FIRST PLAYER MARKER

4 EGYPTIAN SPECIAL TOKENS

These tokens are used only when the player commanding Egyptian faction builds the Temple of Ra Location.

UNLIMITED GOODS

Resources, Workers and tokens are not meant to be limited by their number in the game. If their supply ever runs out, players can use the included multiplier tokens. For example, if there are not enough Stone markers and a player needs 5 Stones, they can take 1 Stone and place it on a x5 multiplier token.

GOODS AND ICONS IN THE GAME

The term "Good" refers to everything players can gain through the game, including cards, Resources, Workers and Victory Points.

The different types of Goods are:

CARD

Cards represent Locations a player can interact with. Players can Make a Deal with the Location, add it to their Empire, or Raze it. During the game players acquire cards in the Lookout phase, but also from Deals, Razing Locations, and other actions. Unless explicitly stated otherwise, whenever a player is instructed to draw a card, they may draw from their own Faction deck or the Common deck. You will find a detailed description of the cards in the Cards Overview section.

VICTORY POINT

Victory Points represent the glory and power of the Empire. Players gain VPs mostly from the actions they take, but they can also be provided by Deals or Production Locations. Each Location also has its value in VPs at the end of the game.

WORKER

Workers represent the Empire's population. Players will use Workers to take actions at the Locations and acquire cards or Resources.

RAZE TOKEN

Raze tokens represent the Empire's military units. Raze tokens are mainly used to raze cards in your hand or Locations in an opponent's Empire.

DEFENSE TOKEN

Defense tokens represent the Empire's defense fortifications. Defense tokens are used to make a player's Locations harder for opponents to raze.

GOLD TOKEN

Gold tokens represent the currency of the Empire. 1 Gold can be used instead of any 1 Resource (Wood, Stone, Food), but not the other way around.

RESOURCES: FOOD, WOOD, STONE

Food, Wood, and Stone are collectively called Resources in terms of the rules. Players acquire Resources in the Production phase, but also from Deals, Razing Locations, and other actions. Food is required to make Deals, while Wood and Stone are used as building materials for Locations. Resources are also spent to activate Action Locations.

OTHER ICONS:

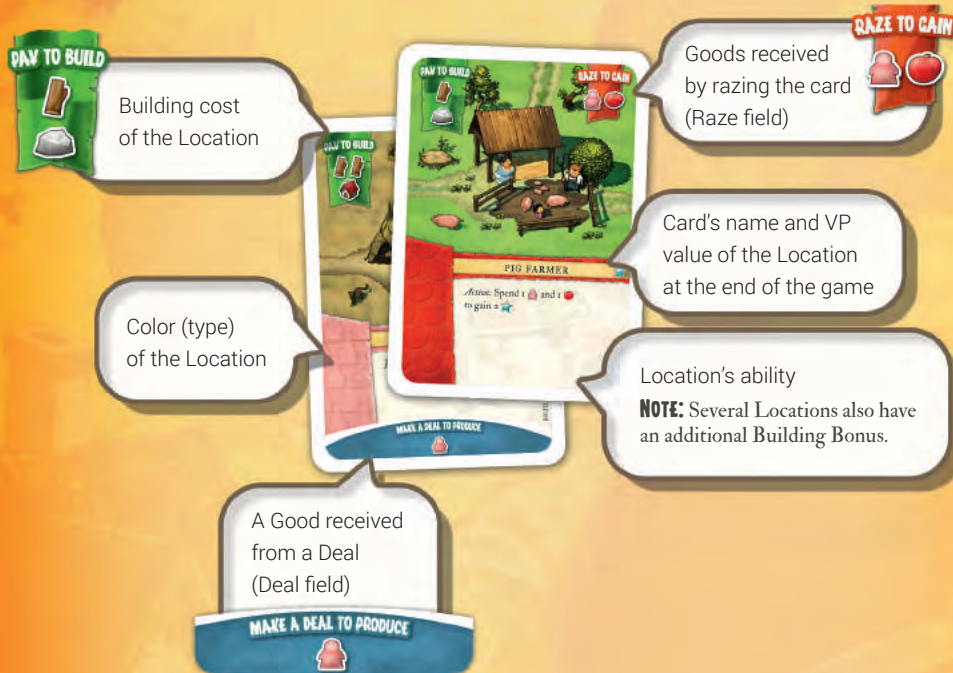### LOCATION

A card built in a player's Empire is called a Location.

CARDS OVERVIEW

Each card may be used in 2 or 3 different ways depending on whether it's a Common or Faction card. All the cards can be built as Locations in a player's Empire, allowing them a permanent use of the Location's ability. Common cards and Japanese Faction cards can be Razed to obtain one-use-only Goods shown in the upper right corner of the cards. Razed cards are discarded and go into their respective discard piles.

Faction cards can become Deals, immediately giving the player a particular Good shown at the bottom of the card as well as providing it to the player in future Production phases. Deals are indicated by placing the card under the Faction board so only the Deal field is visible.

PAY TO BUILD
Building cost of the Location

Goods received by razing the card (Raze field)
RAZE TO GAIN

Card's name and VP value of the Location at the end of the game

Color (type) of the Location

Location's ability
NOTE: Several Locations also have an additional Building Bonus.

A Good received from a Deal (Deal field)

MAKE A DEAL TO PRODUCE

COLORS (TYPES) OF THE LOCATIONS:

BLACK	VIOLET	BLUE	BROWN	GOLD	RED	PINK	GREY

AFFILIATION INFORMATION

This indicates which deck the card belongs to:
BAR – Barbarian, COM – Common, EGY – Egyptian
JAP – Japanese, ROM – Roman,
001, 002, etc. – Card number

NUMBER OF COPIES OF THE PARTICULAR CARD IN THE GAME:

🐱/🐂/🐸 - There is only a single copy of this card in the Faction deck

🐱🐱/🐂🐂/🐸🐸 – There are two copies of this card in the Faction deck

🐱🐱🐱/🐂🐂🐂/🐸🐸🐸 – There are three copies of this card in the Faction deck

LOCATION PLACEMENT ORDER

To easily find all the Locations of a specific type in your playing area and keep them in order, the cards should be placed in three rows next to the Faction board. Whenever a player builds a Location in his Empire, he should place it as follows:

⊗ **PRODUCTION LOCATIONS** should be placed in the top row.

⊗ **FEATURE LOCATIONS** should be placed in the middle row.

⊗ **ACTION LOCATIONS** should be placed in the bottom row.

To easily distinguish Common and Faction Locations in the Empire it's recommended to place Faction Locations to the left of the board and Common Locations to the right of it.

NOTE: Placing a Location in the wrong section is not a mistake and there's no penalty for it. However, it is strongly recommended to stick to this Location placement order as it makes gameplay faster and more convenient.

LEFT SIDE: FACTION LOCATIONS

DEALS

RIGHT SIDE: COMMON LOCATIONS

PRODUCTION

FEATURES

ACTIONS

NOTE: The 3 kinds of Locations can also be distinguished by the roads on the illustration: Production Locations have no road going up, Feature Locations have roads in all 4 directions, while Action Locations have no road going down.

SETUP

The following rules refer to a game for 2-4 players. Rules for the single player game can be found on page 13.

1. Place the score board on the table where it can be easily seen by all players. Place the round marker on the "**1**" space of the round track.

2. Shuffle the Common cards and place them face down in easy reach of all the players.

3. Each player chooses the Faction they wish to play and takes all the components of the chosen Faction. Each of the 4 Factions has its own set of the following components:

- A Faction board
- A deck of 30 Faction cards
- A Faction marker

Players place their Faction boards in front of them, shuffle their Faction cards and place them nearby in a face down deck. If there are fewer than 4 players, return the remaining pieces to the box.

NOTE: The player choosing the Japanese faction should remember about the special rules of this faction, which can be found on page 11.

4. Each player places their Faction marker on the "0" space of the Victory Point track.

5. Place all Resource and Worker markers and additional tokens in easy reach, creating the general supply.

NOTE: You will only need 1 Defense token per player. More Defense token are included for use with the future expansions.

6. Randomly select the First player. The selected player takes the First player marker.

7. At the beginning of the game, each player, beginning with the First player, draws 2 cards from the Common deck and 2 cards from his own Faction deck. These four cards are the players' starting hands.

NOW YOU'RE READY TO BEGIN THE GAME!

For the first few games, we recommend a 2-player game using the Roman and Barbarian factions, as these are easier to play. Egyptian and Japanese cards have more complex card abilities and playing them is more challenging for beginners.

The game consists of 5 rounds, each divided into the following four phases:

1. LOOKOUT PHASE
Players acquire new cards.

2. PRODUCTION PHASE
Players receive Resources, Workers, Raze tokens, etc. produced by their faction.

3. ACTION PHASE
The main phase of the round. Players use their cards, Resources, Workers, etc. to take actions to expand their Empire and score Victory Points.

4. CLEANUP PHASE
Players discard all used and unused Resources, Workers, Gold and tokens.

In each round, the phases are executed in the same order. The exact description of each phase is presented in the next chapter.

LOOKOUT PHASE

In this phase, each player will acquire 3 new cards and add them to their hand.

TO EXECUTE THE LOOKOUT PHASE, FOLLOW THESE STEPS:

1. Each player draws the top card from their own Faction deck and adds it to their hand.

2. Draw from the Common deck the number of cards equal to the number of players, plus 1 (i.e. 4 cards in a 3-players game) and place them face-up in the center of the playing area. Players are now ready to select cards. Starting with the first player and proceeding clockwise, each player will select 1 card from the revealed set of cards. The remaining card is discarded without further effect.

3. Again, draw from the Common deck the number of cards equal to the number of players, plus 1 and place them face up in the center of the playing area. In the second round of drafting cards, the last player starts, and this time counter-clockwise each player will select 1 card from the revealed set of cards. Once again, the remaining card is discarded without further effect.

There's no limit to the number of cards a player may have in their hand.

Cards in hand are kept secret from other players.

PRODUCTION PHASE

In this phase, players will acquire various Goods available in the game (Resources, Workers, tokens, cards, VPs).

During the Production phase, players collect Goods from 3 different sources:

⚙ **FACTION BOARD** – this is the Faction's basic Production providing the player with a specified number of Workers, specific Resources and tokens.

⚙ **DEALS** (more on Making a Deal on page 9) – each signed Deal provides the player with 1 specific Good.

⚙ **PRODUCTION LOCATIONS** (more on Location types on page 8) – each Production Location has its own ability and produces a specified kind and number of Goods.

Players perform the Production phase starting with the First player and continuing clockwise. Each player checks their own Faction board, Deals, and Production Locations to determine the number and type of Goods they collects.

The Goods are collected in the following way:

⚙ **CARDS** should be drawn from either the Common deck or the player's own Faction deck (player's choice), unless stated otherwise.

⚙ **VPS** are marked by adjusting the Faction marker on the Victory Point track.

⚙ All other **GOODS** are taken by players from the general supply and placed in their own supply.

NOTE 1: In the first round players only collect Goods provided by their Faction board as they neither have Deals nor Production Locations in their Empires yet.

NOTE 2: Resources, Workers and tokens which players obtain in the Production phase can only be spent in the current round. All unused Goods (apart from Victory Points and cards) are discarded at the end of the round (more on the Cleanup phase on next page).

EXAMPLE OF PRODUCTION PHASE

Tom is playing the Japanese faction. His Faction board provides him with 4 Workers, 1 Wood and 1 Raze token and 1 Defense token. He has 2 Deals – one for a Worker and 1 for Gold. He also has 2 Production Locations: Lord's Fields and Armorer. The Armorer produces 1 Raze token and the Lord's Fields gives Tom 1 Food for each red Location in his Empire, so he will get 1 Food. In total, therefore, Tom receives 5 Workers, 1 Wood, 2 Raze tokens, 1 Defense token, 1 Gold and 1 Food.

ROUND ORDER

ACTION PHASE

This is the main phase of the game in which players take their actions to build and/or raze Locations, make Deals, use Action Locations and exchange Workers for Resources.

Starting with the First player and continuing clockwise, each player performs one action at a time. The Player can take any available action or pass.

AVAILABLE ACTIONS:

- ✖ BUILD A LOCATION
- ✖ MAKE A DEAL
- ✖ RAZE
- ✖ ACTIVATE AN ACTION LOCATION
- ✖ SPEND 2 WORKERS TO GET 1 RESOURCE OR 1 CARD FROM THE DECK (FACTION OR COMMON)

All the actions are described in detail in a separate chapter (see pages 8-10).

Once a player passes in the Action phase, he cannot perform any additional Actions in the current round. Neither can he be targeted by the Actions of other players. For example, a player who has passed cannot have any of his Locations Razed.

There is no limit to the number, type or order of Actions a player may take during the Action phase, so long as he takes them one action at a time.

The Action phase continues until all players have passed.

DEFENSE TOKENS

During the Production phase each Faction gains 1 Defense token. During an Action phase, at any moment in his turn, a player may place the Defense token on one of the Common Locations in their Empire to protect it.

The Defense token protects the card on which it is placed by increases the number of Raze tokens required for an enemy to Raze it by 1. Once placed, the Defense token cannot be moved to any other Location. When the Location is Razed the Defense token returns to the general supply. Defense tokens (unused and from Location cards) are discarded with all other tokens and markers at the end of the round in the Cleanup phase.

CLEANUP PHASE

NOTE: Skip the Cleanup phase in the final round. Goods are used as the deciding factor in the event of a tie.

In this phase:

1. Players can use storage abilities (cards providing storage abilities, Faction board storage) to save any of the indicated type of Good(s).

2. Players discard all non-stored Resources, Workers, and tokens (Defense tokens, Goods that were used to activate Action Locations, and all other remaining Goods).

NOTE: Cards in hand are never discarded at the end of the round.

3. Pass the First player token to the next player in clockwise order.

4. Move the round marker to the next space on the Round track.

5. Begin a new round

EXAMPLE OF CLEANUP PHASE

Tom is playing the Japanese faction. During the round he activated two of his Action Locations: The Stalls (using 1 Food) and the Casino (using 1 Worker). After he passes he still has 2 Food and 1 Worker left over. The Japanese can store any number of Food, so Tom saves 2 Food on his Faction board and discards the last Worker along with the Goods he placed on the cards to activate their actions.

GAME END

he game lasts 5 rounds. After the fifth round, each player calculates their final score.

Victory Points are collected by players throughout the game. To calculate the final score, each player should add the Victory Point value of the Locations in their Empire to their current score:

- ✖ Each **COMMON LOCATION** is worth **1 VP**
- ✖ Each **FACTION LOCATION** is worth **2 VPs**

NOTE: Some Japanese Feature Locations (Shrine, Gate) reward the player with extra VPs at the end of the game.

The player with the most VPs is the winner.

TIES

In case of a tie, the tied player with the most Workers and Resources left is the winner. If the players are still tied, the winner is the tied player with the most cards left in their hand. If there is still a tie, the tied players share the victory.

BUILD A LOCATION

This action allows a player to place Common or Faction cards from their hand into their playing area to improve their Empire.

IN ORDER TO BUILD A LOCATION A PLAYER HAS TO:

1. Choose the card from his their hand that they want to build.

2. Pay the building cost depicted in the card's upper left corner using the indicated Goods from their personal supply.

3. Place the card in their Empire following the Location placement order.

NOTE 1: When you build a Production Location, you immediately gain the benefits the Location provides.

NOTE 2: Some of the Locations can have a Building Bonus that grants the player one-time-only Goods when the Location is built.

NOTE 3: If a Production Location has also a Building Bonus, you gain both benefits when you build it.

BUILDING COSTS

To build a Common Location, a player only needs to discard certain resources like Wood and/or Stone. For example, to build a Wood Storage, the player has to discard 2 Wood and 1 Stone..

To build a Faction Location, a player may need to have another Location already built in their Empire. Many Faction Locations require players to discard a built Location (Common or Faction) from their Empire. This is in addition to the other Resource costs depicted on the Faction Location. Only after paying the cost may they place the card in their Empire following the Location placement order. For example: to build a Barbarian Dark Chapel the player must discard 1 previously built Location card from their play area as well as 1 Wood and 2 Stone.

NOTE 1: To build a Faction Location, a player can also discard a Foundation (more on the Raze a Location action on page 9) instead of a Location.

NOTE 2: To build a Faction Location, a player may discard an Action Location which has previously been activated in the current round. The Goods used to activate the Action are also discarded.

NOTE 3: If there are any tokens or markers placed on the card which you discard (e.g. Defense tokens, Samurai, Goods spent to activate the Action), they are discarded too.

LOCATION ABILITIES

Based on their abilities, both Common and Faction Locations are divided into 3 groups:

✪ **PRODUCTION LOCATIONS** – these cards give the player specific Goods (Resources, Workers, cards, tokens, VPs) depicted in the card's ability field. You gain the benefits immediately once such a Location is built and during each Production phase of the following rounds.

✪ **FEATURE LOCATIONS** – these cards can have different special abilities described on the cards. They are active during the owning player's entire turn, or grant them Goods after taking certain actions.

✪ **ACTION LOCATIONS** – in order to use the Location's ability, a player has to place their Worker, or a specific Resource, or both on the Location card.

NOTE: Several Locations can also have a Building Bonus which is only an additional one-time ability with no influence on the Location placement.

EXAMPLE OF BUILDING A LOCATION

Mark is playing the Barbarians and wants to build one of his Faction cards - the Sentry Tower. He discards 2 Wood and the Mill, one of the Locations from his Empire. The Sentry Tower is a Production Location, so he places the card in the topmost row of cards in his Empire. He also gains 1 Raze token and 1 Worker immediately, since Production Locations also provide their Goods already when they are built.

MAKE A DEAL

This action allows a player to make a deal with a Faction card from their hand.

NOTE: A player cannot Make a Deal with a Common card.

Each Faction card has a Deal field which indicates what kind of Goods (Resources, Workers, cards, etc.) it provides. Deals provide various benefits to the player immediately after performing the action and during the Production phase of each following round.

IN ORDER TO MAKE A DEAL, A PLAYER HAS TO:

1. Choose a Faction card from their hand.

2. Discard 1 Food.

3. Place the card under the top of their Faction board. The card should be placed in such a manner that only the Deal field of the card is visible.

4. Immediately gain the Good the Deal provides.

There is no limit to the number of Deals a player may have.

EXAMPLE OF MAKING A DEAL

Mark is playing the Barbarians and wants to Make a Deal using the Sentry Tower. He discards 1 Food and places the Village card under his Faction board, so only the Deal field, with the Worker in this case, is visible.

He immediately takes 1 Worker from the general supply, since making a Deal provides that player with a Good.

RAZE

This action allows a player to Raze a Common Card from their hand or an opponent's Common Location to immediately gain some Goods.

A player can only use this action if they have Raze tokens.

IN ORDER TO RAZE A COMMON CARD FROM HAND:

1. Select a Common card from your hand.

2. Discard 1 Raze token.

3. Take from the general supply the Goods depicted in the Raze field of the card.

4. Discard the card.

NOTE: The player commanding the Japanese can also Raze a Faction Location from their hand since Japanese Faction cards have a Raze field.

EXAMPLE OF RAZING A CARD FROM HAND

Mark wants to raze one of his cards from his hand. He needs Wood, so he chooses the Wood Storage and discards the card along with 1 Raze token. As a result, Mark receives 2 Wood from the general supply.

IN ORDER TO RAZE AN OPPONENT'S LOCATION:

1. Choose an enemy and any one of his Common Locations in his Empire.
NOTE: You cannot Raze a Location in your own Empire, unless stated otherwise.

2. Discard 2 Raze tokens.

3. Take from the general supply the Goods depicted in the Raze field of the card.

4. Turn the Razed Location into a Foundation.

NOTE: Faction locations cannot be Razed, with the exception of Japanese Faction cards. Japanese Faction cards have a Raze field, so they may be Razed by another player. Razed Japanese Faction Locations are not turned into a Foundation, but are discarded instead.

TURNING A LOCATION INTO A FOUNDATION

When a Location of a player is razed and turned into a Foundation, its card is turned face down and the player receives 1 Wood from the general supply which he adds to his own supply. A Foundation card can only be used to build a new Location (see Build a Location action). When a player decides to build a Faction Location on top of a Foundation, he simply discards the Foundation card. The new Location is placed following the Location placement order.

EXAMPLE OF RAZING AN OPPONENT'S LOCATION

Mark wants to raze one of Tom's Locations. He chooses to attack the Armorer, so he discards 2 Raze tokens. As a result, Mark receives 1 stone from the general supply and adjusts his score by adding 1 VP. Tom then turns the Armorer card face down (it becomes a Foundation) and gains 1 wood from the general supply.

ACTIVATE AN ACTION LOCATION

This action allows you to use the ability of an Action Location in your Empire.

A Player can only use this action if they have any Action Locations in his Empire. Such Locations allow a player to exchange Workers and/or Resources for cards, other Resources, Victory Points, etc.

IN ORDER TO ACTIVATE A LOCATION, A PLAYER HAS TO:

1. Choose the Action Location from their Empire with the Action they want to activate.

2. Pay the required type and number of Goods, placing them on the Location. They remain on the Location card until the end of the round to mark that the action of this Location has already been used this round. An Action Location may only be used once per round, unless stated otherwise on the card.

3. Use the card's action.

A player can only activate a particular Location once unless stated otherwise on the card.

NOTE: Place the Goods used to activate the Action on the bottom part of the card in the card ability section, while all other tokens (Defense tokens, Egypt token, etc.) should be played on the the top part with the Location picture.

If a player has an Action Location which can be activated twice, they have the choice of either activating it once a turn or both times at once by spending twice the Goods and taking the action twice.

NOTE: Victory Points provided by a card's ability are immediately marked on the Victory Point track and all other Goods are taken from the general supply.

EXAMPLES OF USING AN ACTION LOCATION

Mark has 3 Action Locations in his Empire: 2 Common, the Masons Guild and the Castle, and 1 Barbarian, the Saboteurs. First, he uses the Saboteurs – he places 1 of his Workers on the card and takes 1 Stone from his opponent Tom. During a later action he uses the Masons Guild, paying 1 Worker and 2 Stone, and placing them on the card. In return he gains 3 VPs, so he adjusts his score on the Victory Point track. In his next action, Mark uses the Castle – he places 1 Worker on the card and draws a card, choosing to draw it from his Faction deck.

SPEND WORKERS TO GET RESOURCES OR DRAW CARDS

This action allows a player to exchange 2 Workers for 1 Resource of his choice or for 1 Common or Faction card.

IN ORDER TO PERFORM THIS ACTION A PLAYER HAS TO:

1. Discard 2 of their Workers.

2. Take 1 Resource of the chosen type (Wood, Stone or Food) from the general supply or draw a card from either his Faction deck or the Common deck.

In one action a player can discard multiple pairs of Workers to take 1 Resource or draw 1 card for each pair of Workers.

EXAMPLE OF SPENDING WORKERS

Mark discards 8 Workers and takes 1 Wood, draws 2 Common cards and 1 Faction card.

NOTE: A reminder of this Action is on the lowest part of the Faction board.

GENERAL RULES

✖ Every time a Location gives you VPs, immediately adjust your score on the Victory Point track.

✖ Gold tokens can be used instead of any Resource (Wood, Stone, Food), but not the other way around. Gold tokens cannot be exchanged for Resource markers.

✖ Each time you receive Resources, Workers or tokens, you should take them from the general supply, unless stated otherwise.

✖ Whenever you discard Resources, Workers or tokens, they are returned to the general supply.

✖ Resources, Workers and tokens in a player's supply must be visible to all players.

✖ Whenever you are allowed to draw a card, you can either draw it from the Common deck or the Faction deck, unless stated otherwise.

✖ Each type of card should be discarded to its own respective discard pile.

✖ If you ever run out of cards in the Common deck, reshuffle the appropriate discarded pile to create a new deck. Discarded Faction cards are never reshuffled.

✖ Once a player passes in the Action phase, he cannot be targeted by the Actions of other players.

✖ Card rules take precedence over and modify the general rules.

GENERAL CLARIFICATIONS

FEATURE: EACH TIME YOU BUILD...

Whenever a player builds a Feature Location granting him Goods for building a certain type of Location, this Location counts itself for the feature ability.

PRODUCTION/BUILDING BONUS: 1 GOOD FOR A COLOR OF 🏠

Whenever a Location provides you Goods depending on the number of a certain color of Location, this Location (if its color matches) should be included when counting the number of Goods it provides.

THE JAPANESE

The Japanese faction is different from the others found in the base game. Japanese Faction cards are unique in that they have Raze fields, which can be the target of a Raze action. If razed, Japanese Faction Locations are not turned into a Foundation, but discarded instead. The Japanese player can also use his Workers as Samurai to protect his Faction Locations.

DEPLOYING SAMURAI

At any moment during his turn, the Japanese player may deploy any number of his Workers in front of Faction Locations in his Empire to protect them. Such Workers are called Samurai in terms of card abilities. Any Japanese Faction Location cannot have more than 1 Samurai.

NOTE: Samurai can protect a Faction Location which cannot normally be razed (Shrine, Gate).

Each Samurai protects the card to which he is assigned and cannot be moved or used for any other purpose. Samurai are not discarded at the end of the round in the Cleanup phase. Each Samurai increases by 1 the number of Raze tokens required for an enemy to raze the Location. When the Location is razed the Samurai returns to the general supply.

TO BUILD   **TO RAZE:**

EXAMPLE OF USING A SAMURAI

The Japanese player deploys one of his workers as a Samurai to protect a Location. The enemy now needs 3 Raze tokens to raze it. The enemy decides to raze the Location protected by the Samurai, paying 3 Raze tokens. The Samurai is then returned to the general supply, and the Location is discarded.

CARD CLARIFICATIONS

Garrison – Its Action enables you to discard a Location, completely removing it from another player's Empire. It is not treated as Razing a Location.

Gate – If you decide to place any cards under the Gate, you cannot take these cards back into your hand. Do not remove the cards placed under this Location in the Cleanup phase. These cards stay there until the end of the game. The Gate cannot be Razed.

Negotiator – When you activate its Action you immediately take one of your Deals (from under your Faction board) and build it as a Location. You still have to pay the building cost of the Location, except that you do not discard a Location from your Empire, should it be required. You can also build a Faction Location that does not include a Location as its building cost. If you have Deals with enemy Locations (thanks to the Trade Route card), you cannot choose such a Deal when you activate this Location's Action.

Ninjas – Its Bonus provides you with 2 Samurai. If you only have 1 Faction Location on which you could deploy a Samurai, the other one is lost.

Shrine – Do not remove the Resources placed on this Location in the Cleanup phase. These Resources stay there until the end of the game. The Shrine cannot be Razed.

Trade Route – If you lose this Location (e.g. it's razed by an enemy), the Deals it allowed you to make remain in play.
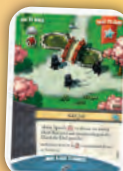
THE EGYPTIANS

CARD CLARIFICATIONS

Desert – This Location has no building cost. You can build it for free, but it still requires you to spend your turn taking the Build Location action.

NOTE: According to the rules when you activate an Action Location you place the Goods spent on the Location card, but covering the Location with another card would be very inconvenient, so we recommend to discard the card and take a Worker from the general supply to indicate that the Action was executed.

Chariot Builder – Its Action allows you to Raze one enemy Location without spending any more Raze tokens (only the one you use to activate the action). You can even Raze a location protected by a Samurai or a Defense token.

Oasis – If an opponent spends multiple pairs of Workers at once, you receive 1 Worker for each pair spent by him.

Sanctuary - Its Action is not treated as Razing a Location. It allows you to immediately place a card from your hand as a Foundation in your Empire. You also receive 1 stone (instead of Wood) for turning a Location into a Foundation.

Sphinx – Its Feature is also active during the Production phase.

Temple of Ra – If you take over a Production Location it does not produce Goods at the moment of taking over.

A Location taken over cannot be discarded in order to build other Locations by any of the players. If you take over an enemy Location which was activated by its owner the maximum number of times, you cannot activate it on your own. Temple of Ra uses a special Egyptian token to mark the Location take over. Use a Worker from the general supply to indicate that the Action was executed.

When a taken over Location is Razed by another player and turned into a Foundation the player commanding Egyptians receives 1 wood and the Egypt token is returned to him. The Foundation belongs to the original owner.

THE ROMANS

CARD CLARIFICATIONS

Engineers – Its Action allows you to completely remove the enemy Location by discarding it from another player's Empire. It is not treated as Razing a Location.

Trade Colony – When it's built, this Location is treated simultaneously as brown, grey and red.

Spies – Its Action is not treated as Making a Deal. When you activate its Action and want to choose a player commanding the Japanese who has Deals with your or other enemy Locations (due to the Trade Route card), you cannot take away such a Deal – you can only choose a Deal from under an enemy Faction board.

Warehouses – If you lose this Location (e.g. discard it from your Empire to build another Faction Location or if it's razed), the Resources it allowed you to store are not immediately lost, but are added to your supply. You may still use them until the Cleanup phase of the current round.

THE BARBARIANS

CARD CLARIFICATIONS

Saboteurs – Its Action allows you to take 1 Resource from a player's supply (you cannot take a Resource the player spent to activate a Location) and place it in your own supply.

Dark Chapel – When the player wants to Raze an enemy Location protected by a Samurai or a Defense token, he must use respectively more Raze tokens to activate this card's Action.

Pack – When you activate its Action you do not Raze an enemy Location, you only take from the general supply one of the Goods (of your choice) depicted in the card's Raze field.

Rabble – It allows you to Raze one of the Locations from your own Empire (not from hand). You gain all the Goods from its Raze field, turn the Location into a Foundation and receive 1 wood as in the standard Raze action.

Mission – Each card you draw due to this Location's Action can either be a Common or Faction card.

Robbers – When you activate its Action and choose the player commanding the Japanese who has Deals with your or other enemy Locations (due to the Trade Route card), you can cancel such a Deal instead of discarding a Deal from under an enemy Faction board.

COMMON

CARD CLARIFICATIONS

Ruins – This Location has no building cost so you can build it for free, but it still requires you spend your turn taking the Build Location action. The Ruins card has no type (color), nor can it be razed.

Settlers – When you activate its Action you immediately build a Faction Location. You still have to pay the building cost of the Location, except that you do not discard a Location from your Empire if it's required.

Tavern – According to the rules when you activate an Action Location you place the Goods spent on the Location card, but covering the Location with another card would be very inconvenient, so we recommend to discard the card and take a Worker from the general supply to indicate that the Action was executed.

Imperial Messenger – If you're playing the Japanese and you have Deals with enemy Locations (due to the Trade Route card), you can also choose such a Deal when you activate this Location's Action.

Hanseatic League – If you're playing the Japanese and you have Deals with any enemy Locations (due to the Trade Route card), you can cancel such a Deal instead of discarding a Deal from under your Faction board when you activate this Location's Action.

Porters – You can choose either a Common or a Faction Location when you use this Location's Action.

ALTERNATE LOOKOUT PHASE

Each player draws the top card from his own Faction deck and adds it to his hand. Then players put their cards from their hand face down in front of them and each one draws 3 Common cards. Each player selects one card out of 3 and adds it to his pile of face-down cards. After everyone has picked one card in this way, players pass their remaining two cards to the next player in a clockwise direction. Now each player selects one card from these two, adds it to his face-down stack of cards and discards the last one. Then players retrieve the face-down cards in front of them and they become their hands.

NOTE: You can check the cards in your face-down stack at any moment.

ADVANCED LOOKOUT PHASE

Each player draws the top card from his own Faction deck and adds it to his hand. Then draw the top 5 cards from the Common deck and place them face-up in the center of the playing area. Players are now ready to select cards. Starting with the first player and proceeding clockwise, each player will select 1 card from the revealed set until all players have selected 2 Common cards, following the rules set out below.

A) In a 2-player game, take your cards as follows:
- ❌ In clockwise order, the player pick a card, starting with the first player.
- ❌ The last card is discarded without further effect.

B) In a 3- or 4-player game, take your cards as follows:
- ❌ The First player picks a card from the 5 face-up cards.
- ❌ Then each other player, in clockwise order, pick a card from 4 cards.

NOTE: Immediately draw and reveal a new card for third and fourth players so they always have four cards to choose from. This means that after the last player chooses a card, there should only be 3 cards for the next round of drafting.

- ❌ Once every player has drawn 1 card, then the first player chooses a second card from three cards.
- ❌ Then all others players, in clockwise order, pick a card out of 3 cards, again revealing a new card as needed so that all but the last player always has three cards to choose from.
- ❌ The last player chooses a card from the last 2 cards remaining.
- ❌ The last card is discarded without further effect.

EXAMPLE OF THE LOOKOUT PHASE IN A 3-PLAYER GAME

In a 3-player game the first player chooses his first card from 5 cards, and the second player chooses from 4. After adding one card from the deck, the third player also chooses from 4 cards. Now the first player chooses his second card from the remaining 3 cards, just like the second player, after adding one from the deck. The third player (the last one in this case) chooses from the last 2 cards, discarding the remaining card.

PEACEFUL VARIANT

For players who don't like negative interaction in games, there is also a Peaceful variant. Use the standard rules with the following changes:

- ❌ In the first step of the Lookout phase, each player not only draws 1 Faction card, but also 1 Common card before they continue to the drafting part.
- ❌ During the game, players cannot Raze enemy Locations, only cards from their hands.
- ❌ Only when a card ability allows players to Raze enemy Locations is razing allowed.

In the solo game, you play against a virtual player.

THE VIRTUAL PLAYER:

- ✖ Does not choose a Faction.
- ✖ Does not take a Faction board.
- ✖ Does not receive any Goods.
- ✖ Does not place a Faction marker on the Score Board.

GOAL

Your goal in a solo game is to build more Faction Locations in your Empire than the virtual player collects cards during the 5 rounds of play. During the game, track your Victory Points scored just like in a normal game. If you defeat the virtual player by building more Faction Locations, use your Victory Point score to track your high score.

SETUP

Prepare the game using the setup rules from page 5 with the following changes:

- ✖ Use only one Faction, the one you choose for yourself.
- ✖ Take the 16 Attack cards, shuffle them and place them in a face down stack opposite to your Empire.
- ✖ Reveal the top Attack card.

ATTACK CARDS

Attack cards are used to determine which player's Location will be razed by the virtual player.

Target field

ROUND ORDER

The game lasts for 5 rounds divided into 5 phases each. The first 4 phases are the same as in the standard multiplayer game with the 5th phase being the virtual player's attack.

Use the multiplayer rules with the following changes:

LOOKOUT PHASE

Instead of the usual Lookout phase, follow the procedure below:

1. Draw the top card from your own Faction deck and add it to your hand.

2. Draw the top 4 cards from the Common deck, place them face-up in the center of the playing area, and choose one to take into your hand.

3. Shuffle the remaining three cards and draw a random card for the virtual player. Place it face up in his playing area, opposite your Empire.

4. Reveal the remaining two cards and choose one to take into your hand.

5. Place the last card in the virtual player area, next to the first one.

PRODUCTION, ACTION AND CLEANUP PHASE

Perform these phases only for yourself. The virtual player does not receive any Goods nor takes any actions.

IN TERMS OF ACTIONS AND CERTAIN CARD ABILITIES, TREAT THE TWO CARDS THE VIRTUAL PLAYER RECEIVED IN THE LOOKOUT PHASE AS HIS LOCATIONS AND THE REVEALED ATTACK CARDS AS YOUR OPPONENT'S DEALS.

NOTE: When you raze a virtual player's Location, you receive the Goods from the razed Location in the normal way but do not turn the Location into a Foundation. Discard the card instead.

VIRTUAL PLAYER ATTACK PHASE

After the Cleanup phase comes the Virtual player attack phase:

Take the virtual player's Locations and set them aside on a Collection pile. The cards in the Collection pile will be counted at the end of the game and their number compared with the number of Faction Locations in your Empire to determine the winner.

Conduct the attack twice, each time following the pattern described below:

1. Reveal the top Attack card and place it over the previously revealed Attack cards, so the Target field of each card is visible. The Goods depicted in the Target fields establish which one of your Locations will be razed by the virtual player.

   NOTE: The virtual player will raze a maximum of 1 Location in one attack (so 2 Locations at most during the complete attack phase).

2. Check the type of Good in the first Target field (from the topmost Attack card) and search through your Common Locations for the ones that match the same Good in the Raze field.

A) If you find no such card, nothing happens and you can proceed to the next attack (unless it's the last one, then proceed to the next round).

B) If you find Locations with a matching Good, then check whether the Good depicted in the second Target field (from the previous Attack card) matches the other Good in the Raze field. If it doesn't match, check whether the Good from the third Target does, and so on until you find a Location to raze or there is no such Location. If there is no Location to raze, nothing happens and you can proceed to the next attack (unless it's the last one, then proceed to the next round).

   NOTE: Do not check every possible combination available. Check only the pairs consisting always of the first Target and the next ones in order.

C) When you find a Common Location with a matching pair of Target Goods, then that Location is razed by the virtual player.

   NOTE 1: Once the target of the virtual player attack is determined, raze your Location. The virtual player does not receive any Goods nor is the Location turned into a Foundation. Instead, the razed Location is placed on the virtual player's Collection pile.

   NOTE 2: Defense tokens doesn't protect your Location from the virtual player's attack.

D) If you have more than one Location with both Goods matching the Targets, the attack priority is according to the Location ability. In order of first to be razed:

   1. Action Locations.
   2. Feature Locations.
   3. Production Locations.

If there is still more than one Location that meets these criteria, then the first Location Razed is the one with the highest building cost on the card (in terms of number of Resources). If there is a tie in Location building costs, Stone is more valuable than Wood and the Location with more Stone in its cost is Razed. If there are still Locations of the same value, then it's your choice which card will be Razed.

E) Move the 2 Attack cards used to determine the Razed Location to the last positions in the Target line (i.e. to the bottom of the revealed Attack cards).

Once both Attacks are resolved, proceed to the next round (unless it's the last one).

EXAMPLE OF A VIRTUAL PLAYER ATTACK

It is the second round. You're playing the Romans. An Attack card is revealed and its Target is a Wood. The previous Target is a Worker and previous to that is Gold. You check the Raze field of your Common Locations and find out that you have 4 matching Locations for Wood: the Carpenter's Workshop, the Marketplace, the Joiner and the Wood Supplier. Now you check if any of these Locations also has Workers in the Raze field, but none do. So you search for Gold and find 2 matches: the Carpenter's Workshop and the Marketplace. To determine which one is going to be Razed you should now check their abilities. The Carpenter's Workshop has a Feature, while the Marketplace has an Action, so the Marketplace is the Location that will be Attacked.

THE JAPANESE IN A SOLO GAME

If you are using the Japanese faction, when the first Target of the virtual player is a Victory Point and there is another VP on any other Attack card, then the virtual player attacks a Faction Location.

If you have more than one possible Faction Location to be razed, the virtual player will first raze the Locations providing a card in the Deal field or, in descending order: Raze token, Gold, VP, Stone, Worker, Food, Wood. If there is more than one card which can be attacked, then determine the Location by its ability or building cost, in the same way as described above.

Move the two Attack cards used to determine the razed Location to the last positions in Target order.

NOTE: Samurai doesn't protect your Location from the virtual player's attack, but you can still use Samurai to score points with Daimyo's Castle card.

Take the Marketplace card and place it in the Collection pile. Move the two applied Attack cards to the end of the line.

GAME END

After the 5th round, count all the cards in the Collection pile of the virtual player. If the virtual player has more or just as many cards in his Collection pile as you have Locations built in your empire, you lose. On the other hand, if you have more Locations, you win and you should count the VP value of your Locations in the normal way. Add it to your Victory Points scored during the game so you know your final score and can try to beat it next time you play solo. Also, check how well you did in the achievement table.

ACHIEVEMENT TABLE

<30	COMMONER
30+	SERVANT
40+	SQUIRE
50+	KNIGHT
60+	CASTELLAN
70+	KING
80+	EMPEROR

THE FOLLOWING THREE FORMATS DESCRIBE THE RULES FOR PREPARING THE DECKS FOR A GAME.

INTRODUCING FORMAT

Shuffle in all Common cards from chosen expansion into the Common deck.

Shuffle in 10 Faction cards from chosen expansion into your Faction deck to create 40 card deck.

OPEN FORMAT

You may mix any Common and Faction cards from any expansions with the corresponding cards from the Imperial Settlers base game. Have fun, but remember that a deck constructed this way may not ensure balanced play.

STANDARD FORMAT

This is the only format allowed in tournaments. Common cards come only from the base game. To build your Faction deck, you may mix the Faction cards from the Imperial Settlers base game with the Faction cards from exactly 1 expansion.

BUILDING A FACTION DECK

For each card from the chosen expansion that you add, you need to remove from your deck a card from the base game. Your Faction deck must consist of exactly 30 cards, 3 of which come in 3 copies (a total of 9), 6 come in 2 copies (a total of 12), and the remaining 9 are single cards. Icons found in the bottom right corner of a card's artwork tell you how many copies of this card you need to have in your deck.

1 copies: 🐗 / 🐺 / 🦊 / 🐻 / 🔷 / ⚙ / 🗝
2 copies: 🐗 🐗 / 🐺 🐺 / 🦊 🦊 / 🐻 🐻 / 🔷 🔷 / ⚙ ⚙ / 🗝 🗝
3 copies: 🐗 🐗 🐗 / 🐺 🐺 🐺 / 🦊 🦊 🦊 / 🐻 🐻 🐻 / 🔷 🔷 🔷 / ⚙ ⚙ ⚙ / 🗝 🗝 🗝

For example, if you wish to use an expansion card with you must use all 3 copies of this card, and you need to remove from your deck one set of 3 copies of a base game card.

CREATING A DECK FOR ADDITIONAL FACTIONS

When building your Faction deck, treat some of the cards as regular Faction cards, and treat the rest as if they were released with the previous expansions to the base game. The affiliation information printed at the bottom of each card, along its right edge, informs you how to treat a given card:

🝊 : treat it as if it was from the "Why Can't We Be Friends" expansion

★ : treat it as if it was from the "3 Is a Magic Number" expansion

🜚 : treat it as if it was from the "We Didn't Start the Fire" expansion

◉ : treat it as if it was from the "Atlanteans" expansion

❀ : treat it as if it was from the "Aztecs" expansion

🐾 : treat it as if it was from the "Amazons" expansion

CONTENTS

55 cards: 10 Barbarian cards, 10 Japanese cards, 10 Roman cards, 10 Egyptian cards, 13 Common cards, 2 Virtual player faction cards.

Virtual player faction cards are used in the single player variant only (more in the single player variant section).

NEW RULES AND CARD TYPES

OPEN PRODUCTION LOCATIONS

This is a new type of Production Location.

An Open Production Location operates the same way as a standard Production Location—it provides the player with benefits immediately when it's built and again during the Production phase of any following rounds when the Location is still present.

Open Production Locations introduce a new action to the game that players can take during the Action phase: Send a Worker to an enemy Open Production Location.

SEND A WORKER TO AN ENEMY OPEN PRODUCTION LOCATION

This action allows a player to send a Worker to an Open Production Location of an enemy to gain the Goods it provides.

NOTE: You cannot send a Worker to an Open Production Location in your own Empire.

In order to perform this action a player must:

1. Take a Worker from their supply and place it on the Open Production Location of an enemy.
NOTE: You can only send 1 Worker during an action.

2. Take from the general supply the appropriate Good (or draw a card) that the Location provides.

3. The owner of the Location receives a Worker from the general supply.

An Open Production Location cannot be used more than 2 times each round. The Workers sent to the Location are placed on the card to indicate that the Location was used in the current round. When there are 2 Workers placed on the Open Production Location the Location is exhausted and no player can send their Workers there until the next round.

Workers are discarded from the Open Production Location during the Cleanup phase according to the standard rules.

PRODUCTION & FEATURE LOCATIONS

This is a new type of Production Locations that also have a Feature. This kind of card is placed in the top row of the player's Empire.

Wood Depot, Meat Depot, Stone Depot, Hall of Trophies, Elite, Gifts for the Pharaoh

These cards' Production abilities are constructed so that Locations do not provide the player with any initial benefits when they are built (since each Location's Production depends on the Goods being stored on them after they are built).

The cards' Features allow players to store particular Goods on the cards during the Cleanup phase to save them for the next round.

During the Production phase the player takes the Goods from the general supply that the Location Produces (in most cases these are the same as the Goods stored on the Location). When the Production phase is over they remove all the Goods stored on the Location card and moves them into their own supply.

Players cannot place any Goods on these cards during the Action phase.

INSTANT CARDS

This is a new type of card that you can find in the game.

Instant cards introduce to the game a new action, which players can take during the Action phase: Play an Instant card.

NOTE: If you have a Location which allows you to place a card from your hand in your Empire as a Foundation (e.g. Sanctuary, Cohort), you can use an Instant card.

PLAY AN INSTANT CARD

This action allows a player to play an Instant card from their hand to receive some benefits or resolve some effects.

In order to perform this action a player must:

1. Read the card's text aloud and execute the effect instructed on the card.

2. Discard the card.

CARDS CLARIFICATIONS

COMMON

Emma the Witch – When you Send a Worker to an Open Production Location of an enemy, place the Worker on the card and take the Goods it provides (as stated in the standard rules) but the owner of the Location does not receive a Worker from the general supply.

Damascus Steel Armorer – This Location has a permanent Defense token printed on it forcing the enemy to use an additional Raze token to Raze it. You cannot place a regular Defense token on it—each Common Location may only have 1 Defense token. If you have Daimyo's Guards card in your Empire, Samurai may also protect Common Locations with a Defense token. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be Razed by an enemy.

Bob's Building Team – If you only have 1 card in the Faction deck, reshuffle your Faction discard pile, create a new Faction deck and draw the second card.

Ancient Ruins - This Location has no building cost so you can build it for free, but it still requires you to spend your turn taking the Build Location action. The Ancient Ruins card has no color, nor can it be Razed.

Volcano - Its effect enables you to discard a Location, completely removing it from another player's Empire. It is not treated as Razing a Location. Neither Samurai nor the Defense tokens protect from this effect.

If you have a Location which allows you to place a card from hand in your Empire as a Foundation (e.g. Sanctuary, Cohort), you can use the Volcano card for that purpose.

THE BARBARIANS

Elite - If you decide to place any cards under the Elite Location, you cannot take these cards back into your hand. Do not remove the cards placed under this Location in the Cleanup phase nor during the Production phase. These cards stay there until the end of the game.

Rehousing - Its Action is not treated as Razing a Location. It allows you to immediately take a Common Location card from an enemy Empire and add it to your hand. Neither Samurai nor the Defense tokens protect a Location from this effect. If there were any Goods placed on the card, they are discarded.

THE EGYPTIANS

Egyptian Embassy – Execute the enemy Location's Action as if it was your own Location's Action. You cannot choose an Action Location which was activated its maximum number of times.

Gifts for the Pharaoh – If you have more than 5 Goods stored on this card and of different types, you choose what Goods to gain during the Production phase.

Nile Merchants – If you have no Deals yet, you do not receive anything.

Treasury – This Location has no building cost so you can build it for free, but it still requires you to spend your turn taking the Build Location action.

THE JAPANESE

Lady Spy – When you resolve the effect of this Location's Action you don't need to discard additional food to Make a Deal with the chosen card. You already spend it to activate the Action.

Daimyo's Guards – If you lose this Location (e.g. discard it from your Empire to build another Faction Location or if it's removed), the Samurai protecting your Common Locations are not discarded but they operate in the same way.

If you have Daimyo's Guards card in your Empire, Samurai can also protect Locations with a Defense token. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be razed by an enemy.

Great Journey - If you don't find a card of the desired color, reshuffle the discard pile and search again. If there's still no card of the named color, you do not take any card into your hand.

Kenji's Raiders – If you draw only 1 card, you just keep it.

THE ROMANS

Cohort - Its Action is not treated as Razing a Location. It allows you to immediately place a card from your hand as a Foundation in your Empire. You also receive 1 Wood for turning a Location into a Foundation.

Marble Merchant – When it's built, this Location is treated simultaneously as golden and grey.

SINGLE PLAYER GAME

This expansion introduces 2 Virtual player faction cards for the Virtual player. In the next expansion you will receive 2 more cards.

During the setup of the solo game draw 1 random Virtual player faction card for the virtual player. This card will change the rules of the solo game.

Barbarian - During the Virtual player's Attack phase conduct the Attack 3 times instead of only twice. This way the Virtual player will Raze 3 Locations at most during the complete Attack phase.

Roman - During the Lookout phase draw 5 Common cards instead of 4. You will choose 1 card for yourself, 1 random card will go to the Virtual player, you will choose another one card for yourself and the 2 remaining cards will go the Virtual player. Therefore the Virtual player will have 3 cards in its playing area.

3 IS A MAGIC NUMBER

CONTENTS

67 cards: 10 Atlantean cards, 10 Barbarian cards, 10 Japanese cards, 10 Roman cards, 10 Egyptian cards, 13 Common cards, 2 Virtual player Faction cards, 2 Attack cards.

NEW RULES

COLORS

New card abilities connect Goods with card colors. Here's a complete list of them:

BROWN	
GREY	
RED	
PINK	
GOLD	
BLACK	
WHITE	
VIOLET	
BLUE	

When a Location's ability tells you to draw a card of a particular color, draw cards from the appropriate deck until you find a card of that color and add it to your hand. Reshuffle the rest of the cards into the deck. If you fail to find such card, reshuffle the deck and finish your action without taking any card.

SET

A SET of cards is a group of three cards of particular color. A SET of cards may contain both Faction and Common cards, and be any combination of Production, Feature and Action Locations.

EXAMPLE: If you are counting how many RED, RED, WHITE SETS you have in your Empire and you currently have 4 RED and 1 WHITE Locations you only have one RED, RED, WHITE SET.

Each card may be counted for more than one effect.

EXAMPLE: If you are counting RED, RED, WHITE and RED, RED, RED SETS in your Empire and at the moment you have 4 RED and one WHITE Locations you have 1 SET of each.

When counting how many SETS you have, include the card that provides the effect if it is of the appropriate color.

When you build a Production Location that Produces based on a number of SETS, check how many SETS you have when you build this Location, and also during every Production phase.

NEW SETS

Feature Locations provide a bonus for each new SET of 3 cards you complete after the Feature Location is in play. When you build a new SET, and trigger the Feature, mark it by placing the top card of the Common deck under the location face down. This face down card marks that the first SET has been counted. If the SET is broken because of a card being Razed or removed, you will not gain the Feature bonus when the first SET is built again. Therefore, your Feature scores only once you have 3, 6, 9, etc. cards in play which meet the Feature SET bonus.

When you play a Feature which counts a new SET, and you already have SETS in play mark the Feature with a face down Common card for each SET you already have in play, without gaining the Feature bonus. This will help you keep track of how many SETS you will need to have in play before you can claim the Feature bonus.

When a Feature Location, that has been marked with Common cards is discarded, place these cards face down under the Common deck.

EXAMPLE: You are playing Romans and have Caesar's Pantry in play with one completed RED SET. Therefore, Caesar's Pantry already has one Common card marking it. Then, one of your RED Locations is Razed. When you play the next RED card, you do not score the Caesar's Pantry Feature. In order to score, you will need to play a 6th Red Location, and therefore have a second SET.

EXAMPLE: You play Caesar's Pantry and you already have 3 RED in play. You do not score for this SET because Caesar's Pantry only scores for new SETS. You should mark Caesar's Pantry with a face down Common card to show that you must complete a second SET before you can score with Caesar's Pantry.

This will help you keep track of how many SETS you will need to have in play before you can claim the Feature bonus.

CARDS CLARIFICATIONS

Welcome Expedition - You don't gain 1 🪵 when placing a card as a Foundation.

Interrogation Master - You don't gain 1 🪵 when placing a card as a Foundation.

Cherry Orchard -

EXAMPLE: If you have 3 PINK 🏛 and 6 RED 🏛 in your Empire when using the Action - you'll receive 3 ⭐ for them.

The Egyptians - after revealing the Attack card, first check if you have a Faction 🏛 with the matching color. If so, put a ⚔ on this Faction card, as a blockade symbol. The blocked Faction 🏛 is considered to not be in play during the next round. Then proceed with the standard Attack rules.

A blocked Location doesn't Produce, provide feature bonuses, and you cannot use its action. It cannot be used as a Foundation, and their color is not counted. They do not count as Location in your Empire for that round. A Location blocked during the final round does not count for VP.

Attack card placement is not affected by a Blockade—it always goes on top.

If you have more than one Location with the matching color, choose a Location to be blocked using the standard Attack rules.

⚔ is discarded to the Virtual player's Collection pile during the Cleanup phase. At the end of the game, ⚔ are counted as two Location cards.

SINGLE PLAYER GAME

This expansion introduces 2 Virtual player Faction cards for the Virtual player. During the setup of the solo game draw 1 random Virtual player Faction card for the Virtual player. This card will change the rules of the solo game.

NOTE: When playing the solo variant of Imperial Settlers with the Egyptians or Japanese as the Virtual Player's faction, add 2 Attack cards with a ⚔ on them.

The Japanese - After revealing the Attack card, first check if you have a Deal providing the Good. If so, remove the Deal and place it on the Virtual player's Collection pile. Then proceed with the standard Attack rules.

Attack card placement is not affected by the Deal being discarded—it always goes on top. At the end of the game, Deal cards in the Virtual player's Collection pile are counted as two Location cards.

CONTENTS

55 cards: 10 Barbarian cards, 10 Roman cards, 10 Japanese cards, 10 Egyptian cards, 12 Common cards, 3 Conquest cards for virtual player.

NEW RULES AND CARD TYPES

This expansion introduces Conquest—new action type letting you capture the other players' Faction Locations and using them for the greater glory of your Empire! Think twice about which order you will build your Locations, keep the most valuable ones far from your opponents and Produce as many Raze tokens as you can to counterattack successfully!

BUILDING LOCATIONS

Faction Location placement in the appropriate row has a direct influence on the Conquest difficulty for other players (as described in paragraph below). As always, you place them to the left of the Faction board and in the appropriate row. But this time you always place the new Location on the left of the Location previously built in this row. More importantly, you cannot change the placement of any of your Locations during the game, unless specifically instructed to do so.

EXAMPLE: You play the Roman Faction. You haven't built a Faction Location yet. You want to build the Administration. After paying the cost, you place it on the left of your Faction board. As the next action you want to build the Roman Fortress —this time you have to place it on the left of the Administration Location. When building the next Administration, you will place it on the left of the Roman Fortress and so on.

CONQUEST

Conquest is a new type of Action, enabling you to capture an opponent's Faction Locations. To Conquer a Faction Location, you have to:

1. CHOOSE A LOCATION YOU WANT TO CONQUER.

2. PAY THE APPROPRIATE COST IN RAZE TOKENS, DEPENDING ON THE POSITION OF THE TARGET LOCATION IN THE ROW. CONQUERING THE LEFT MOST LOCATION NEEDS SPENDING 2 RAZE TOKENS, NEXT ONE COST 3 RAZE TOKENS AND SO ON.
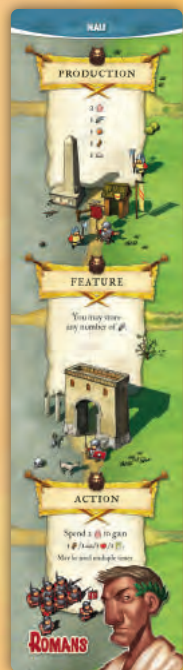
EXAMPLE: You have 3 Production Locations, starting from left to right: Pyramid, Caravan, Bast's altar. To Conquer your Pyramid, your opponent has to spend 2 Raze tokens, to Conquer Caravan - 3 Raze tokens and for Bast's altar – 4 Raze tokens.

NOTE: Your opponent has to spend an extra Raze token when trying to Conquer the Faction Location with the Defense token printed or placed on it (it doesn't affect the cost of the Locations placed further on the right).

EXAMPLE: You have 3 Feature Locations, looking from left to right: Fortress, Bravest Ruffians, Temple. To Conquer a Location, your opponent has to spend accordingly: 2 Raze tokens, 4 Raze tokens, 4 Raze tokens.

3. REMOVE ALL THE GOODS FROM THE CONQUERED LOCATION.

4. TAKE THE CONQUERED LOCATION FROM YOUR ENEMY'S EMPIRE AND PLACE IT IN THE APPROPRIATE ROW, TOP RIGHT SPACE (JUST ON THE LEFT OF YOUR FACTION BOARD).

5. IF IT IS A PRODUCTION/FEATURE LOCATION, GAIN PRODUCED GOODS/USE THE FEATURE ABILITY IF POSSIBLE. NOTE: YOU DON'T RECEIVE THE BUILDING BONUS, SINCE THE CONQUEST ISN'T A BUILDING ACTION.

6. THE PREVIOUS OWNER OF THE CONQUERED LOCATION GAINS 1 🏠 FROM THE SUPPLY.

DEFENSE TOKENS

This expansion allows you to place Defense tokens on Faction Locations (unless they have a Defense token symbol printed on them). It protects the chosen Location and increases the number of Raze tokens required to Conquer the protected Location by 1.

Japanese Faction

Japanese Faction Locations with the Raze field still can be Razed regardless of the Empire they are in. But only the Japanese player can deploy Samurai on them. To Conquer a Location with Samurai you have to spend 1 extra Raze token. You cannot deploy a Samurai on a Location with a Defense token and vice versa.

NOTE: You can't Raze Faction Locations conquered by the Japanese Faction unless they have a Raze Field.

FORTRESSES

Fortresses are unique Locations that allow players to build Fortifications, providing extra Victory Points. Fortresses are immune to all negative effects in the game apart from the Siege Action (e.g. Conquest action, Raze action, Garrison Location ability, Engineers Location ability, Temple of Ra Location ability). They are always placed in the bottom row (Action Locations). You can use the Fortress Action to gain a Fortification—mark it by placing a marker on the current Fortification level on the card (use any marker). Fortifications are not removed during the Cleanup phase.

SIEGE

This expansion introduces Siege—a new type of Action. You will find it on Fortress cards.

IMPORTANT: Fortresses can have a maximum of 5 Fortifications.

To execute a Siege action:

1. CHOOSE A FORTRESS BELONGING TO AN OPPONENT.

2. SPEND 2 RAZE TOKENS (A FIXED COST).

3. REMOVE ALL FORTIFICATIONS (REMOVE THE FORTIFICATION MARKER FROM THE CARD).

EXAMPLE: You have 2 Fortresses in your Empire whose actions have been already used: one with Fortifications level 3, the other at level 2. The other player makes a Siege action and chooses one of your Fortresses (obviously the one with 3 Fortifications), they spend 2 Raze tokens and removes the Fortifications marker. The Fortress itself is still in the same place, with the Goods left on it to represent the cost of the build Fortification action. You will be able to build new Fortifications next round, starting from scratch.

CARDS CLARIFICATIONS

Production of 1/2 🪵 for 3/6 enemy 🏠 – during the Production phase sum all the other players' Locations in your Empire to see how many 🪵 you Produce.

Move Location one space to the left – use this ability viewing the target Location from the owner perspective to see which direction the text refers to.

THE BARBARIANS

Mammoth Squad – The Defense token has no effect on this action activation cost.

THE EGYPTIANS

Scarabaeu's Fortress – If you have 2 Fortifications at the end of the round, you get one more Victory Point from the Sphinx Feature ability.

Temple of Ra – If you use the Temple of Ra to take over an enemy's Location and then you lose the Temple of Ra, the Location taken over by you becomes neutral until at the end of the round and no one can activate it (even if it is Conquered by you or another player). Use a Worker from the general supply to indicate that.

THE JAPANESE

Trade route – If the Location with the Japanese card underneath it (representing deal) is Conquered, the Japanese card is discarded.

THE ROMANS

Crossbow maker - You may use this Foundation to pay the cost when performing building action. Nobody can Conquest this Foundation. If you place it on the furthest position Conquering cost of Location on its right will be 3 🗡, next one 4 🗡 and so on.

SINGLE PLAYER GAME

Following rules make possible to use Conquest mechanism in every solo game – against any Faction!

This expansion enhances the solo mode by simulating conflict between two Factions.

When preparing the single player game, apart from the usual steps:

A) CHOOSE A FACTION FOR THE VIRTUAL PLAYER AND PLACE ITS FACTION DECK IN FRONT OF YOUR EMPIRE. DRAW 3 CARDS FROM THEIR DECK AND PLACE THEM FACE UP, ONE BY ONE, ON THE LEFT OF THE DECK.

B) TAKE ALL CONQUEST CARDS, SHUFFLE THEM AND CREATE A FACE DOWN STACK IN FRONT OF YOUR EMPIRE.

ROUND ORDER

The game lasts for 5 rounds divided into 5 phases each. The first 4 phases are the same as in standard multiplayer game with the 5th phase being the virtual player's attack, but this time beside usual attack he will try to Conquer your Locations.

Use the standard solo game rules with the following changes:

CONQUERING VIRTUAL PLAYER'S LOCATIONS:

You have a new type of action available: Conquest of the Virtual player's Locations. To perform this action, you must spend a number of Raze tokens adequate to its position among the Locations on the left of the Virtual player's deck. Conquering the furthest Location costs 2 Raze tokens, the next one costs 3 Raze token and so on. When making a Conquest, follow all the rules included in this expansion. Additionally, after a successful Conquest, discard 1 card from the Virtual player's Collection pile.

NOTE: You and virtual player do not receive 🧍 after successful Conquest.

Virtual player attack phase:

The Virtual player, apart from the usual Attack will try to Conquer your Locations.

But before the Virtual player makes a Conquest, discard all the face up cards placed on the left of the Virtual player's deck (previously Conquered Locations included) to the discard pile (do not confuse it with the Collection pile!).

After making the standard Attack please proceed as follows:

CONQUEST ORDER:

1. DRAW 1 CONQUEST CARD.

2. CHECK IF AT LEAST ONE FACTION LOCATION IS IN THE SHOWN ROW.

3A. IF YES, TAKE THE LOCATION FURTHEST TO THE LEFT, DISCARD ALL THE PIECES FROM IT AND PLACE IT ON THE LEFT OF THE VIRTUAL PLAYER'S DECK, NEXT ADD 1 COMMON CARD FROM THE DECK TO THE VIRTUAL PLAYER COLLECTION PILE.

3B. IF NOT, CONQUEST IS FAILED—NO EFFECT.

4. SHUFFLE THE USED CONQUEST CARD BACK INTO ITS DECK.

IMPORTANT: Defense tokens 🔴 and Samurai do not affect virtual player's actions.

IMPORTANT: Fortresses are immune to virtual player Conquests; if the Fortress is the Conquest target, treat it as a successful Siege action.

The number of Conquests per round changes depending on a difficulty level:

ROUND			
DIF. LEVEL	**EASY**	**MEDIUM**	**HARD**
Round 1	0 Conquests	1 Conquest	2 Conquests
Round 2	1 Conquest	1 Conquest	2 Conquests
Round 3	1 Conquest	2 Conquests	3 Conquests
Round 4	2 Conquests	2 Conquests	3 Conquests

In the 5th round the Virtual player doesn't Conquer your Locations, but still performs normal Attacks.

After all Attacks and Conquests have been resolved, if there are less than 3 cards on the left of the Virtual player's deck, replenish them up to 3, placing the cards on the left of the Conquered Locations.

BUILDING A VIRTUAL PLAYER'S DECK

Playing this expansion in the single player mode, you can create a Faction deck for the Virtual player using the rules of any format and any expansion.

ATLANTEANS

CONTENTS

110 cards (63x88mm), including:
- 40 Atlantean cards (ATL001-ATL040),
- 10 Barbarian cards (BAR041-BAR050),
- 10 Japanese cards (JAP041-JAP050),
- 10 Roman cards (ROM041-ROM050),
- 10 Egyptian cards (EGY041-EGY050),
- 28 Common cards (COM098-COM125),
- 2 cards for the single player variant (1 Attack card and 1 Virtual player Faction card)

Atlanteans Faction cards include: 30 regular Faction cards (ATL001-ATL030) marked with the ⚙ icon and additionally 10 Faction cards (ATL031-ATL040) marked with the ✪ icon. The additional cards should be treated as the "Why Can't We Be Friends" expansion for the Atlanteans deck. These cards are the equivalent of the new cards that the factions received in the "Why Can't We Be Friends" Empire pack. All other cards from this expansion are marked with the ⚙ icon.

1 Faction board (composed of 2 pieces), 1 Faction marker, 9 Advanced Scoring Technology tokens, 8 Advanced Defense Technology tokens, 32 Basic Technology tokens.

2 Barbarian tokens (these tokens are only used when the player commanding the Barbarian Faction builds the Anti-Tech Squad Location).

Advanced Defense Technology token | Advanced Scoring Technology token | Basic Technology token | Barbarian token

WHITE

THE ATLANTEANS EXPANSION INTRODUCES

- a new color of the cards: WHITE
- new types of Goods: Basic Technology tokens, Advanced Technology tokens

ATLANTEANS

This expansion introduces a new Faction—Atlanteans with their own set of Faction components: Faction board, Faction marker and Faction cards. Atlanteans should be added to the 4 basic Factions from which the players choose to play

NOTE! With the Atlanteans Faction it is possible to play a 5 player game of Imperial Settlers. However it is not recommended due to excessive play time.

FACTION RULES

- In the Production phase you receive the number of Defense tokens equal to the number of players.
- At the end of the game the Atlantean Faction Locations are worth 0 VP.
- Atlanteans use a new Good: Technology tokens.

During the Action phase, before or after taking his action, a player may place any number of Technology tokens (Basic or Advanced) on the Common Locations in his Empire.

Each Common Location can only have 1 Technology token of each type placed on it (1 Basic, 1 Advanced Scoring, 1 Advance Defense).

Once placed, Technology tokens cannot be moved to any other Location.

Technology tokens that are placed on Common Locations are NOT discarded with other tokens and markers in the Cleanup phase.

BASIC TECHNOLOGY TOKENS

Basic Technology tokens modify the Locations they are placed on in the following manner:

- Placed on a Production Location doubles its production,
- Placed on a Feature Location doubles its effect,
- Placed on an Action Location allows the player to take the action one more time.

NOTE! Remember that in case of building a Location you can only place a Technology token on the newly built Location after the Action. This means only after you receive the initial production from the built Production Location, any Building bonus, and Features.

When a Location with a Basic Technology token is razed, removed or discarded as building cost, the token returns to the player's own supply and can be used again.

ADVANCED TECHNOLOGY TOKENS

Whenever a player gains a ⚙ they choose either a Defense or a Scoring Technology Token.

Advanced Scoring Technology gives the owner 1 VP each time the Location it is placed on is used (Production Location produces resources, Feature Location ability is used, Action Location is activated).

Advanced Defense Technology protects the Location on which it is placed in the same way as a regular Defense token. A single Location can only have 1 regular Defense token or 1 Advanced Defense Technology token.

When a Location with Advanced Technology tokens is razed or removed, the tokens return to the general supply and their owner receives 1 VP for each lost Advanced Technology token.

When a Location with Advanced Technology tokens is discarded as part of a building cost, the tokens return to the general supply but the player doesn't receive any VPs for the tokens.

TECHNOLOGY TOKENS AND OTHER FACTIONS

Other Factions may only use the Technology tokens as Goods spent to activate Actions in certain Locations.

NEW RULES AND CARD TYPES

ABILITIES ACCESSED BY ANOTHER ACTION

This is a new type of Action card which you can find in the game: **Emerald Haven**, **Glass Giant**, **Trident Guards**, **Super Sake Distillery**, **Smugglers**.

These cards require the player to take an Action in order to give them access to another Action or a Feature on the same card.

When a Location has an Action which gives the player access to another Action, the player cannot take both Actions at once. They must activate the first Action to have access to the second one during future turns.

For example: If the player has Emerald Haven, they cannot spend 1 Basic Technology token and 1 Worker to gain a chosen Resource

They should first spend 1 Basic Technology token to be able to spend Workers to gain chosen Resources in their future turns.

When a Location has an Action which gives the player access to a Feature, it is not necessary to move the Location into the Feature row of the player's Empire. The Location is still considered an Action Location for the purposes of play.

LOCATIONS WITH TWO ABILITIES

This is a new type of Location. This expansion includes Production Locations which also have Features at the same time. This kind of card is placed in the Production row of the player's Empire.

Technology Ark

This card's Production ability does not provide the player with any initial Production when it is built (since the Location's Production depends on the Goods being stored on it after it is built).

The card's Feature allows the player to store particular Goods on the card during the Cleanup phase to save them for the next round.

During the Production phase, the player takes from the general supply the Goods that the Location Produces. When the Production phase is over, they remove all the Goods stored on the Location card and moves them into their own supply.

Players may not place any Goods on this card during the Action phase.

Thingumebob Trader

This card is a regular Open Production card (see above) and also has a Feature which allows the player to store particular Goods on the card during the Cleanup phase to save them for the next round.

CARDS CLARIFICATIONS

Scoring Action – An Action on a Location which brings you Victory Points.

Removing a Location – Whenever you are allowed to remove a Location, discard it from the player's Empire. It is not treated as Razing a Location.

THE ATLANTEANS

Planners Caste – Use a Worker from the general supply to indicate that the Action was executed.

Engineers Caste - When built, this Location is treated simultaneously as brown and grey.

Virgin Oracle – You may freely rearrange the 3 Technology tokens (Basic and/or Advanced) between your Common Locations, but each Location may still only have 1 Technology token of each type.

THE JAPANESE

Feng Shui Builders – This Location has a permanent Defense token printed on it forcing the enemy to use an additional Raze token to Raze it. You cannot place a regular Defense token on it. Samurai can also protect this Location. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be Razed by an enemy.

This card's action allows you to restore a Location, meaning you may turn a Foundation back to its Location side. This is not treated as a building action. Do not pay the building cost or collect Goods and bonuses from Production and Feature Locations.

Mr. Chi's Innovations – You may not choose an Action Location which has been activated its maximum number of times.

THE BARBARIANS

Clan Dubsters - The removed Locations must be both Common or both Faction: 1 of yours and 1 of your enemy's.

Trak's Flying Machine – Raze the drawn Common card immediately.

Mechanical Horse – For example: You are razing a red Location. You decide to spend 3 Basic Technology tokens, therefore you receive 3 VP and 3 Food.

Anti-Tech Squad – When a Location is blocked, its ability is inactive and cannot be used by its owner nor any other player. However the blocked Location may still be Razed, removed, or used as a building cost. The Location is blocked until its owner unblocks it, meaning the Barbarian token is not discarded during the Cleanup phase. Only 2 Barbarian tokens are provided, so the player is limited to only blocking 2 Locations. When a player wants to block another Location they may take the Barbarian token from a previously blocked Location and place it on the new location.

THE EGYPTIANS

Pharaoh's Ears – The Location you choose operates for its owner in the regular way. It also operates for you when your actions trigger the effect of the Feature.

Pay attention that the Egypt token, which you use to mark the Location, will have a different meaning than a token used by the Temple of Ra from the base game.

Sand Sailors – Immediately place one of your Workers on the chosen enemy Location and gain the Goods it provides. The owner of the Location receives a Worker from the general supply. In case you are able to take this Location's Action more than once, remember that one Open Production Location can only be used twice per round.

THE ROMANS

Defensive Machine – This action is not treated as Razing. It allows you to immediately place drawn cards as Foundations in your Empire. You also receive 1 Wood for each Location placed as a Foundation.

Roman Academy – Regardless of the number of spent Basic Technology tokens during 1 turn this Feature provides you with 1 VP.

Distant Trade Colony – When built, this Location is treated simultaneously as brown, grey and red.

COMMON CARDS

Atlantean Ruins – This Location has no building cost so you can build it for free, but it still requires you spend your turn taking the Build Location action. The Ruins card has no color, nor can it be razed.

SINGLE PLAYER GAME

This expansion introduces 2 cards for the single player game.

The new Attack card should be added to the ones from the base game. Use it only when playing solo with the Atlanteans Faction or any other Faction but with cards from this expansion.

The Virtual player Faction card changes the rules for the Virtual player. 2 such cards were already introduced in the Why Can't We Be Friends Empire pack. The next empire pack will also include 2 more cards.

During the setup of the solo game draw 1 random Virtual player Faction card for the Virtual player and follow its rules during game.

Atlanteans – Each time you want to Raze a Virtual player's Location you need to discard 3 Raze tokens instead of only 2. The Razed card is discarded as in the regular solo game.

THE ATLANTEANS IN A SOLO GAME

GOAL

When playing the Atlanteans Faction, your goal is to finish the game with more Common Locations in your Empire than cards in the Virtual player's Collection pile. If you succeed, score Victory Points according to the standard solo rules.

DEFENSE TOKENS & ADVANCED DEFENSE TECHNOLOGY TOKENS

The Atlanteans Faction may use regular Defense tokens and Advanced Defense Technology tokens to protect Common Locations from the Virtual player's Attack. A single Location may only have 1 regular Defense token or 1 Advanced Defense Technology token.

You may place the regular Defense tokens according to their rules with the following change: do not discard Defense tokens during the Cleanup phase. They are discarded after the Virtual player Attack phase instead.

Advanced Defense Technology tokens are used according to their standard rules.

VIRTUAL PLAYER ATTACK

When a Virtual player Attacks a Location with a regular Defense token, the token is returned to the general supply and the Location is NOT Razed. The Location may be targeted by the next Attack in the same round.

If there is more than one possible Location when determining the target of the Virtual player's Attack, and one of these Locations has a Defense token on it, the protected Location is the one to be Attacked. Ignore the ability priority and building costs in such case (unless there are more protected Locations to be Attacked).

When the Virtual player attacks a Location with an Advanced Defense Technology token, follow the same rules as the regular Defense token. Additionally, you receive 1 VP when the Advance Defense Technology token is discarded.

When you build a Location with a permanent Defense token printed on it (i.e. Damascus Steel Armorer from Why Can't We Be Friends), immediately place a regular Defense token from the general supply on that Location to represent the printed one. It is treated like a regular Defense token but remember not to remove it after the Virtual player Attack phase. Once this Location looses the Defense token it is treated like a regular, unprotected Location and you may place a Defense token or Advanced Defense Technology token on it following the above rules.

Advanced variant: The Defense tokens & Advanced Defense Technology tokens removed from Attacked Locations are not returned to the general supply but are added to the Virtual player's Collection pile. At the end of the game, when determining the winner, each token counts as 1 card for the Virtual player.

CONTENTS

110 cards (63x88mm), including:
- ✪ 60 Aztec cards (AZT001-AZT060),
- ✪ 10 Barbarian cards (BAR061-BAR070),
- ✪ 10 Egyptian cards (EGY061-EGY070),
- ✪ 10 Japanese cards (JAP061- JAP070),
- ✪ 10 Roman cards (ROM061-ROM070),
- ✪ 10 Atlantean cards (ATL051-ATL060),

37 Blessing tokens (4 sets of 9 different colors and one tricolor)

9 Egyptian Statue tokens (3 sets of 3 tokens)

1 Faction board

1 Faction marker

THE AZTECS EXPANSION INTRODUCES
- ✪ a new color of card: ORANGE
- ✪ new type of Good: 🔶 Blessing tokens

a set of Blessing tokens

ORANGE

1 tricolor Blessing token

(produced by the Aztec Faction board)

THE AZTECS

This expansion introduces a new Faction—the Aztecs, complete with their own set of Faction components: 1 Faction board, 1 Faction marker, and Faction cards. The Aztecs should be added to the list of factions from which the players can choose to play.

NOTE! Theoretically, with the Aztec Faction, the game can now accommodate up to 5 players. However, we do not recommend this. With more than 4 players the game may take excessively long to complete.

NEW RULES

This expansion introduces a new color for some of the cards (ORANGE) and two new rules: *Blessings* and *Prayers*. The details are described below.

BLESSING

Blessings are the new type of Good represented by the Blessing tokens. These tokens come in various colors, just like the cards (except for orange: the orange token icon represents Blessings in general). **Each Faction can have no more than 1 Blessing token of a given color at any time**. When a player receives a Blessing token, they may take a token of any color they do not currently own. Blessing tokens gained during a round can affect Pray actions taken in that round (see below). Unless a player can store them, Blessing tokens are discarded in the Cleanup phase.

The special tricolor token is produced by the Aztec Faction board and no other Faction can gain this token. For each Pray action it may be used as either a BROWN, a GREY, or a RED token. The chosen colors may vary between Pray actions but only one color may be chosen for a single action. The tricolor token does not count towards the token limit and it does not prevent a player from taking 1 BROWN, 1 GREY, or 1 RED Blessing token when they gain 🔶.

PRAYERS

Pray is a new type of action. You will find it on some of the cards in this expansion. The way a Pray action is resolved depends on whether a player currently owns any Blessing tokens (and of what colors).

TAKING A PRAY ACTION WITHOUT A BLESSING TOKENS

When a player takes a Pray action, they draw a given number of COMMON cards and resolve the effects triggered by the colors of these cards.

If the Pray card instructs a player to "choose" a color, this can be done **after** they have drawn and seen the cards.

If the Pray card instructs a player to "announce" a color, they must do so **before** they draw the cards.

If the Pray card does not tell a player to "announce" or "choose" a color, that player may either choose more than one color or no color needs to be chosen—the card will tell the player what to do.

A Prayer's effect is always specified on the card. Whenever a Pray action refers to "each card", it means "each card from the ones drawn for this action" and not, for example, "cards in play" or "cards in hand". The number after the keyword Pray indicates how many Common cards a player should draw. After a Pray action is resolved the Common cards drawn for this action are discarded.

EXAMPLE 1: SACRIFICIAL ALTAR

Action: Spend 1 🔶 to announce a color: BROWN/GREY/RED, Pray 5: Gain 1 matching Resource (🪓/ ⛏ / 🔴) for each 🚩 of that color . May be activated twice.

Mark spends 1 Worker to activate the action and announces GREY as the matching color for this Prayer. He then draws 5 COMMON cards (Pray 5), two of which turn out to be GREY. For these 2 matching cards Mark gains 2 Stone.

NOTE! Some cards can be of more than one type—if this is the case, the card's color field is divided. In Pray actions the player resolves the effects of all the colors shown in the color field (e.g., GOLDEN and GREY, not GOLDEN or GREY).

EXAMPLE 2: TEMPLE OF THE RISING SUN

Action: Spend 1 🏠 to Pray 5: For each BROWN/GREY/RED 🚩, you may decide to spend a matching Resource. Gain 1 ⭐ for each Resource spent and 1 ⭐ for each type of Resource spent. May be activated twice.

Josh spends 1 Worker to activate the Action. He draws 5 cards (Pray 5): 1 BLUE, 1 RED, 2 GREY, and 1 BLACK. Josh has the following Resources left: 3 Stone and 1 Food. Josh decides to spend 1 Stone and 1 Food—these are two Resources of two types, so he gains 2+2=4 Victory Points.

NOTE! In the example above, Josh was not instructed to "choose" or "announce" a color. This is why he could decide to spend Resources matching more than one color.

TAKING A PRAY ACTION WITH A BLESSING TOKEN

If a player has a Blessing token of a color they would have otherwise chosen/announced for the Pray action, that Pray action can be resolved differently.

A player with a Blessing token may decide to skip drawing cards and instead, count the Blessing token as if it was one COMMON card of the token's color. Blessing tokens are kept even after they are used for this purpose. A player may use multiple Blessing tokens for one Pray action.

EXAMPLE 3: VOICE OF THE GODS

Action: Spend 1 🔴 to gain 1 ⭐, Pray 5: Gain 1 ⭐ for each RED 🚩 and 1 🏠 for each PINK 🚩.

Wendy has a PINK, RED and TRICOLOR Blessing tokens she gained earlier this round. On her turn, she takes an action to pray at the Voice of the Gods location. She wants to gain another Worker and to make sure that her prayers will be answered, she decides to use the Blessing tokens instead of drawing 5 cards. Using a PINK Blessing token counts as drawing one PINK COMMON card, plus the RED and TRICOLOR Blessing tokens counts as 1 ⭐ each. Wendy gains 1 Worker and 2 ⭐ as a result of taking that action. Blessing tokens are not spent the way other Goods are: Even though she has used it, Wendy keeps her tokens until the end of the round and can use them again on her later turns.

Even if a player has a Blessing token of a chosen color, they may still decide to draw cards. If they draw at least one card of the chosen color, the player will get a +1 bonus for each Blessing token as long as that token's color applies to that Pray action (the tricolor token may provide a bonus of one chosen color). If they do not draw any cards of the matching color, the Blessing tokens will provide no bonus—the player failed to propitiate the Gods.

EXAMPLE 4: CHAPEL OF MARS

Action: Spend 1 🟡 to Pray 5: Gain 🪵 / 🏠 / 🟡 for each BLACK/PINK/GOLDEN 🚩.

Sue has a BLACK , a BROWN and a GOLDEN Blessing token, but she decides to draw cards anyway. After spending 1 Gold to activate the action, Sue draws 5 COMMON cards (Pray 5) and resolves their types (colors). She draws the following cards: PINK, BLUE, GOLDEN, PINK, GREY. This Prayer brings her:

- 2 Workers, because she drew 2 PINK cards

- 2 Gold: She drew 1 GOLDEN card and her GOLDEN Blessing token provided a +1 bonus

- 1 Raze token: Since Sue drew at least one card required for this Prayer (meaning that the Pray action was not wasted), her BLACK Blessing token provided the +1 bonus even though she did not draw any BLACK cards. The BROWN Blessing token provides nothing, as this particular Pray action does not mention the BROWN color at all.

In this example, if Sue had not drawn any BLACK, PINK, or GOLDEN cards required by the Pray action, her Blessing tokens would have not provided any bonus. The COMMON cards drawn for the Pray action are discarded, but Sue keeps all the Blessing tokens until the end of the round.

THE TIMING OF PRAY ACTIONS

The Pray keyword is always preceded by another keyword that indicates when that particular Pray action can be taken. Standard rules apply:

⚙ *Production, Pray: take this Pray action in the Production phase. Resolve the colors of the cards you drew to check if you produced any additional Goods.*

⚙ *Feature, Pray: this Pray action is triggered whenever the condition described on the card is met.*

⚙ *Action, Pray: you need to pay the action cost to take this Pray action.*

EXAMPLE 5: ITINERANT PRIEST

Feature: Each time you Make a Deal, Pray 5: Gain 1 ⭐ for each 🚩 of a color matching the Good produced by that Deal.

Nathan wants to Make a Deal using the Fuji Apple Festival card. He spends 1 Food to Make a Deal and receives Wood produced by that Deal. This triggers the Feature on the Itinerant Priest card ("Each time you Make a Deal...").
Nathan draws 5 COMMON cards (Pray 5), two of which turn out to be BROWN cards. For these two cards, Nathan gains 2 Victory Points. Note that although the Fuji Apple Festival card is RED, Nathan wouldn't have got points if he had drawn RED cards. He wasn't looking for cards that match the card he was making a Deal with, he was looking for cards that match the Good produced by that Deal.
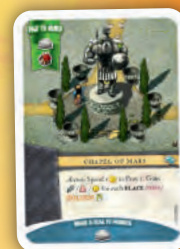
THE ORANGE COLOR

ORANGE cards and tokens represent Blessings, 🍥. Note that there are no ORANGE Blessing tokens in the game. The ORANGE icon stands for either any other color or for all the other colors, depending on what the card tells a player to do.

"MATCHING"

A matching card is a card of a color that has been chosen/announced by a player when taking a Pray action.

A card is considered to match a Good if it is of the same color as the Good itself.

BROWN	🪵
GREY	⛰️
RED	🍎
PINK	🍼
GOLDEN	🥮
BLACK	🗡️
WHITE	🔮
VIOLET	⭐
BLUE	📘
ORANGE	🍥

CLARIFICATIONS

CARDS THAT CAN BE USED "IN FUTURE PRAY ACTIONS"

Some Locations allow players to store cards that may be used in future Pray Actions. The Location description will always tell a player whether to keep these cards until the end of the round or the end of the game. Regardless of that, whenever such card is used in a Pray action, it is discarded after resolving the effect of that prayer. During one Pray Action a player may use any number of these stored cards and they are always used in addition to the cards drawn for the regular Pray Action.

CARDS THAT HAVE NO COLOR

Ruins have no color, so whenever a color is needed for a particular Pray action, a Ruins card cannot be used for that Prayer.

For all purposes of Pray actions, the "Newlyweds" common card also has no color (it only gains one once the location has been built).

CARDS CLARIFICATION

Helpful Markus - if this location is targeted by any effect that allows the player to remove the Goods spent to activate it, the card placed under this Location's is discarded.

Sturdy foundations - 2 Victory Points for each card placed under a matching COMMON Location are awarded in addition to any points scored by that Location itself.

Thoth's Shrine - when a player scores with a matching Location, the additional point is provided by Thoth's Shrine itself, not by that matching Location. For example, if the player gains 1 Victory Point and triggers the effect of Thoth's Shrine to gain 1 additional Victory Point, the Sphinx's Feature ("Each time you gain at least 2 Victory Points...") cannot be used.

AMAZONS

CONTENTS

110 cards (63x88mm), including:
- 60 Amazon cards (AMA001-AMA060),
- 10 Barbarian cards (BAR081-BAR090),
- 10 Egyptian cards (EGY081-EGY090),
- 10 Japanese cards (JAP081- JAP090),
- 10 Roman cards (ROM081-ROM090),
- 10 Common cards (COM151-COM160),

1 Faction Board

1 Faction Marker

THE AMAZON EXPANSION INTRODUCES

* a new type of Deal: Foundation

* a new feature on the Amazons Faction Board

THE AMAZONS

This expansion introduces a new Faction—the Amazons, complete with their own set of Faction components: 1 Faction Board, 1 Faction Marker, and Faction cards. The Amazons should be added to the list of Factions from which the players can choose to play.

NEW RULES

This expansion introduces a new type of Deal field—Foundation, and a new feature on the Amazons Faction board. The details are described below.

DEAL FIELD - FOUNDATION

When you receive a Foundation, immediately draw a card from the top of the Common deck and place it in your Empire face down. You don't receive 1 Wood (because you are not turning a Location into a Foundation). Foundation may be used to build new Locations or to be spent by new action cards. When a player decides to use a Foundation, he simply discards the Foundation card.

NEW FEATURE OF AMAZONS FACTION

Amazons are a special Faction – when they use a Faction 🛡 as a build cost for another 🛡, instead of discarding it, they reshuffle that Faction 🛡 back into their deck.

EXAMPLE 1: Marc plays as the Amazons and he wants to build Faction card BOUNTIES. He spends 1 🍎 and MYSTICAL FOREST – one of the Locations built in his Empire. He shuffles MYSTICAL FOREST back into his Faction deck, and then he receives the Building bonus from the Location BOUNTIES.

NOTE! If any Faction deck runs out of cards, don't reshuffle cards from the discard pile to make new one. You no longer can draw Faction cards.

CLARIFICATIONS

If there are 2 🛡 on a Pay to build field, you may spend a Common Location, Faction Location, and Foundations in any combination.

If any card effect says that you receive a Foundation, draw the top card from the Common deck and put it in your Empire face down. You don't receive 1 Wood (Sanctuary and Kohorta give Stone/Wood, but they're exceptions).

If an action requires discarding a Foundation, you cannot discard a Location built in your Empire—you may only discard a Foundation.

If a card effect lets you take a card from your discard pile, it always means a card from your Faction discard pile. You may take any card from that discard pile.

If a card lets you draw multiple cards from the deck, and you don't have enough, draw all of the cards that are left. Execute its effect in the order of the text.

EXAMPLE 2: Robert built the Location TRAINING YARD. He draws one Faction card (because it's the last card left in his faction deck). The text of the card first indicates to discard one and then reshuffle the other. So Robert discards the one card he drew and receives 1 ⚔ .

EXAMPLE 3: Luke built the Location BOUNTIES. He draws two Faction cards (because they're the last cards in his Faction deck). The text of the card says that he may discard any number of them to gain 2 ⭐ for each discarded. He decides to discard only one card. He receives 2 ⭐ and puts the other card back into his Faction deck (which now contains only one card).

While playing with the "We Didn't Start the Fire" expansion, Amazons may use Conquered enemy Locations as the cost to build another Faction location. In that case, they shuffle the enemy Location back into their Faction deck.

Researchers – draw cards until you draw a grey card—put that card into your hand and reshuffle the others back into their deck.

Stolen Projects – don't treat that action as Raze.

Harmonia's Fountain, Greek Legacy, Greek Jewellery – put it in the Production row.

Cursed Trees and Captured Muses – if on top of the Egyptian deck there is a Common card, you must take the next card (if there are multiple Commons then draw until you can take a Faction card) then reshuffle all the cards you didn't take back into the deck.

Floating Treasure – If choosing a Deal from a Trade Routes Location, shuffle the Japanese card under the opponents Faction Location back into your deck.

Trade on Crossroads – If the discarded card has more than one color, choose only one to gain Goods from. (ex. discard Trade colony to choose grey and gain 3 stones).

Rear Guard – 🐢 with no color have grass in bottom left corner. For example: Ruins from the Base game or Abandoned Armory from this expansion.

MINI-EXPANSIONS

COMMON CARDS

You may shuffle the mini-expansion Common cards into the Common card decks of your game (in any combination).

PANORAMIC CARDS

Cards from this mini-expansion replace the Faction cards from basic version of the game.

EXPEDITION TILES

Those 4 tiles make passing a beneficial option. After passing, choose a tile, and send your scouts exploring neighboring areas to bring bring back cards and Resources.

During setup, place the tiles within reach of all players. When a player passes during the Action phase, they can pick any of the tiles to use according to its Feature. The player who passes last does not pick a tile. Used tiles return for the players to choose from again later.

***

Alternatively, if you don't mind a bit of randomness, draw 1 less token than the number of players before each Action phase.

DIPLOMACY

Each of these tiles is a separate mini-expansion. During setup, combine them freely and place in the middle of the table.

MARKETPLACE

SETUP

During setup, draw one of the Marketplace tiles and place it Marketplace entry side face up. Place the rest of the tiles next to it with the Marketplace entry side face down—these are stalls. Your Marketplace is ready!
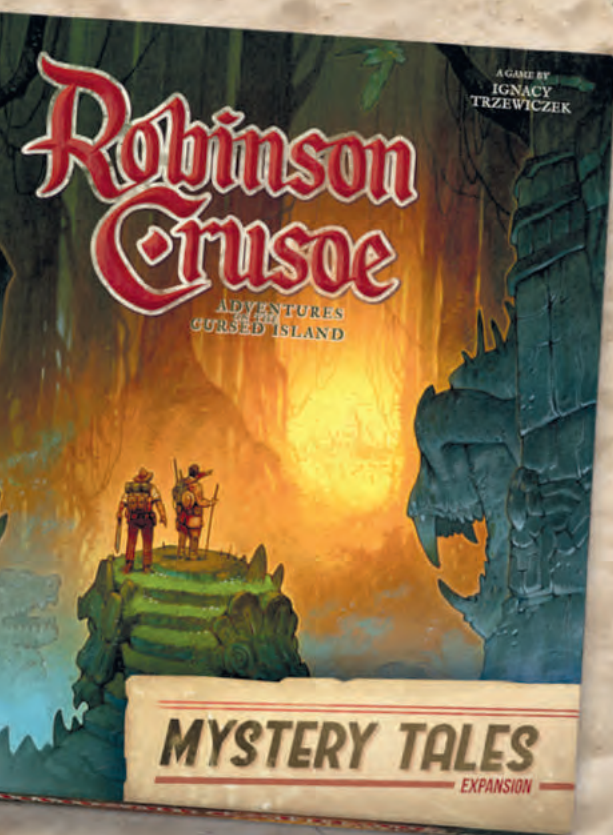

GAMEPLAY

During the game you have one new Action available: Visiting the Marketplace. Any player may take this Action once per round.

VISITING THE MARKETPLACE

This Action allows players to use any of the Stalls, regardless of if another player has already used the stall.

VISITING THE MARKETPLACE ACTION CONSIST OF:

✪ Spending 1 🔔 on the Marketplace entry tile taking an action at any number of stalls right away (you may take an action once per stall). When spending Goods to pay the cost of taking an Action, they go to general supply.

✪ We suggest placing spent 🔔 close to the entry edge to mark which players have already taken actions.

✪ At the end of the round, remove all the 🔔 from the Marketplace entry.

Robinson Crusoe
ADVENTURES ON THE CURSED ISLAND
A GAME BY IGNACY TRZEWICZEK

DETECTIVE
A MODERN CRIME BOARD GAME

IMPERIAL SETTLERS
A CARD WITH CIVILIZATIONS TO CARE

Robinson Crusoe
ADVENTURES ON THE CURSED ISLAND
A GAME BY IGNACY TRZEWICZEK
MYSTERY TALES
EXPANSION

A GAME BY IGNACY TRZEWICZEK
DETECTIVE
A MODERN CRIME BOARD GAME
SEASON ONE

IMPERIAL SETTLERS
Empires of the North
A GAME IGNACY TRZEWICZEK & JOANNA K
ART BY ROMAN KUCHARSKI

BOARD GAMES TELL YOU STORIES
DETECTIVE
INVESTIGATION SYSTEM
VIENNA CONNECTION
A COLD WAR ESPIONAGE BOARD GAME

IMPERIAL SETTLERS
Roll & Write
A GAME BY IGNACY TRZEWICZEK
BUILD YOUR NEW EMPIRE, DICE AND PENCIL IN HAND!

MAIN RULES

Q: What exactly does the term "Goods" refer to?

A: According to the rulebook, Goods refer to everything players can gain throughout the game, including cards, Resources, Workers, and Victory Points. The different types of Goods are: cards, Victory Points, Workers, Raze tokens, Defense tokens, Gold tokens, and Resources: Food, Wood, and Stone.

Q: During the first round, since we have a starting hand, do we skip the Lookout phase and go straight to a Production phase or do we resolve a Lookout phase, which means that we've got 7 cards each in our hand to start?

A: You always resolve the Lookout phase, which means you're starting with 7 cards in your hand.

Q: I have some questions about Gold. How do I use it in a game?

1. **When building the new Location—as I understand, it may be used in place of any Resource?**

2. **When making a Deal—may I replace the Food cost with Gold?**

3. **When activating an action Location—may I replace any Resource with Gold as well? For example: The Mason's Guild is an action that requires 1 Worker and 2 Stone, may I pay 1 Worker and 2 Gold to Activate it?**

A: Three times, yes.

Q: Is placing a Raze token on a card, or deploying Samurai an action? Or is it free to do regardless of anything else?

A: Placing Raze tokens and deploying Samurai is not an action. However you must do it during your turn.

Q: I have a question about building Faction Locations. If I want to build a Faction Location that requires a Location to be built, do I change a Location into a Foundation, gain Wood first, and then spend the Resources required, or do I simply discard a Location in order to pay for the cost to build the Faction Location?

A: You simply discard a Location and the Resources. You only get a Wood and a Foundation when a Location is Razed by swords (the "normal" way), or as a result of an action from other cards (i.e. as a result of Barbarians' Rabble or the Egyptians' Chariot Builder).

Q: Can I use any Built Location as a Foundation?

A: Yes, you may use any Built Location as a Foundation—both Common and Faction Locations. Keep in mind that it is rarely profitable to use a Faction Location though. You must remember that a Location changed into a Foundation is discarded, so according to new rules—completely removed from the game.

Q: Does changing my own Faction Location into a Foundation completely remove it from the game?

A: Yes, according to new rules, discarded Faction cards are not shuffled, and are removed from the game.

Q: Can I have 2 of the same Locations? If yes, do their features work twice? (For example: the Romans' Administration).

A: Yes, you may have two of the same Locations. Each Location separately provides the player with Resources, so the more you have the more Resources/Goods you gain.

Q: Some Production Locations also have a Building Bonus. When I build it I gain both benefits automatically, but later in the Production phase, do I only gain the Production stated on the Location?

A: Yes, during the Production phase you only gain the Production stated, and not the Bonus.

Q: When I'm building a Location that gives me Victory Points for building Locations of a specified color and it is itself that color, do I gain Victory Points just by building it?

A: Yes, you got it right.

Q: Does a Location's ability double if I have multiple copies? For example: I have 2 Sphinxes, which give me an additional VP when I gain 2 or more VPs, so if I gain 2 VP do I gain an extra VP for each Sphinx (4 total VP) or just 1 total for both Sphinxes (3 total VP)?

A: Yes, abilities double, so you would gain 4 VPs total.

Q: When a card states: "Everytime you build a pink Location you get..." is it referring to a Common or Faction Location or does it not matter? I'm asking, because I spotted the same house icon on the bottom of the reverse side of the Common Location cards.

A: It refers to all cards. This house icon represents a built Location, both Common and Faction. It's printed on the reverse side because when a card is a Foundation it has only this feature.

Q: Can I make multiple Deals or build/Raze multiple Locations with one action the same way as I am able to spend multiple pairs of Workers to gain Resources?

A: No. Spending Workers for Goods and the double use of some Locations when specified ("You can activate it two times") are the only options of doing multiple actions in a single turn.

Q: If I have two of the same Locations, may I play an action 2 times (or 4 in some instances)?

A: No. In one turn you may only take an action with one Location. You may use it twice only if it's specified on a card.

Q: When a Location allows me to use it twice does it mean I may use it twice in a game or twice in a round?

A: You may use it twice in a round, for 2 independent actions or 2 times in one turn.

Q: When an action allows me to draw 2 new cards, for example, a Raze action in a Castle, may I pick 1 Faction card and 1 Common card?

A: You may draw them from any deck you want, including one from each as well. Remember some cards tell you exactly which deck you must draw from. If not, it's your call.

Q: May I Raze my own Built Locations? With 1 or 2 Raze tokens? Do I then gain a Wood and a Foundation?

A: Only Barbarians with their Location, Rabble have this option. They may Raze their own Locations by spending Workers. It's not possible any other way.

Q: When I Raze a card from my hand, do I only gain the Goods specified on a Raze field, or a Foundation and Wood as well?

A: You only gain the Goods from a Raze field.

Q: Does the player with the Japanese Faction receive a Foundation and a Wood after their Faction Location isRazed?

A: No. A Razed Japanese Faction Location is discarded without any profits for the Japanese Faction player.

Q: If an opponent Razes the Faction Location of the Japanese player is the card discarded—meaning it is out of the game?

A: Yes, according to the new rules.

Q: If the Japanese or the Romans destroy an opponent's Faction Location with their Faction card actions, are the destroyed Locations discarded?

A: No, both the Romans' Engineers and the Japanese's Garrison state that the enemy's Location is removed from the game and therefore not discarded, but instead removed and unable to reenter the game. Though, according to the new rules, to discard a card is to remove it from the game, so it's essentially the same according to the new rules.

Q: If, during the Action phase, every player except one passes, can the remaining player take as many actions as they want, or just one final action?

A: As many as they want, one after another.

Q: Is passing an action?

A: No. A player may either take any of the possible actions, or they may pass. Passing gives players protection against their enemies Razing their Locations. Remember, you may not both resolve an action and pass the same turn.

Q: May a player gain benefits from cards after they pass?

A: Yes. After passing you cannot take an action or be Razed, but gaining benefits from a card is not an action, so you may still gain benefits after passing.

Q: I don't have any cards in my hand but I have Goods and a Worker. Do I have to pass or may I wait for my opponent to take an action that would give me a Worker (according to some Egyptian cards)?

A: If you cannot do anything, you must pass.

Q: Do I add VPs straight away after I build a Location and then also at the end of the game, or just at the end?

A: The VPs located to the right of the Locations titles are only counted at the end of the game. Any other VPs are gained as you gain them.

Q: When Taking control of an opponent's Location that produces Faction cards, do I gain my Faction cards or my opponent's Faction cards?

A: You only receive cards appropriate for your Faction, so your Faction's cards.

Q: When an action or Razing allows me to draw 2 cards, do I draw 2 directly, or may I draw 1 and look at it before I decide which deck to draw the second card from?

A: You may draw them 1 at a time and then make your decision from which deck to draw next.

Q: Can a player taking over a Japanese Faction Location make a Deal with the card since it's theirs? May I make a Deal with the same card twice?

A: The Japanese may use the Trading Route Location to Make a Deal with a chosen Faction Location of their opponent. You cannot make a Deal with the same card twice.

Q: What happens when the Faction deck is empty? Can I create a new deck from the discarded cards?

A. No. You cannot shuffle your discarded Faction cards to make a new deck unless specifically instructed to do so.

FACTIONS

THE BARBARIANS

Q: How does the Rabble Location work?

A: You Raze your own Location with your Workers. The Razed Location gives you 2 Goods from the Raze field, the card becomes a Foundation, and additionally you gain 1 Wood.

Q: Does a Defense token matter when Razing your own Location? Can I Raze it with Rabble with 2 Workers or do I have to add +1?

A: Defense tokens have no influence when Razing your own Locations.

Q: How can I choose a card to Raze from my opponent's hand with the Dark Chapel of the Barbarians?

A: You cannot Raze a card from the hand of your opponent. You may only Raze a Location.

Q: On the Dark Chapel of the Barbarians, when it says I may discard Goods, it means Resources: Food, Wood, Stone, or Gold and cards as well?

A: A Good refers to all Resources, Gold, cards, and VPs as well.

Q: Does building the card Village give me 2 workers or 1?

A: Two. If a Production Location has also a Building Bonus, you gain both benefits when you build it.

Q: Does the Barbarians' Raid Location work with Rabble and Dark Chapel?

A: Yes. Raid supports both Rabble and Dark Chapel.

Q: Saboteurs. Can I Raze the Resources from Egypt that are on the Warehouse or just the "loose" ones?

A: Any. The only time this is not the case is if the opponent has passed.

THE ROMANS

Q: With the Roman Spies Location, if the opponent has no Deals, can the Roman player just spend one Worker to gain 1 VP?

A: No. You didn't discard a deal, so you don't get the point.

Q: With the Roman Warehouses Location, the rulebook says: "If you lose this Location (e.g. discard it from your Empire to build another Faction Location or if it's razed)..." It's a Faction Location, you cannot use it to build another Location or Raze it. What's the deal?

A: First, a Faction Location may be used to fulfill the cost to build another Location that requires it. Second, the Japanese Locations are the only Faction Locations that may be Razed, but this may change in future expansions. Moreover, there are cards which allow you to destroy Locations of other nations, not only the Japanese.

Q: With the Roman Engineers Location may I discard any Location from an opponent's settlement or just a Common one?

A: Any

Q: When using the Roman Embassy Location, it would have no effect on Kenji's Riders, because the Romans cannot have Samurai, right?

A: Yes. Since you're unable to use Samurai, you get nothing.

Q: When using the Roman Embassy on the Production Locations, which gives Faction cards, does it gain you your own Faction cards?

A: You only gain cards appropriate for your Faction.

THE EGYPTIANS

Q: The Egyptian Golden Bazaar allows you to spend 1 Food and 1 VP and appears to be a loop. You gain Gold, which you can replace with a Food. Can this action be taken multiple times?

A: Every single action Location may only be used once per round, unless it explicitly states you may do it twice. Sometimes you can double or triple effects by cards like Royal Swimming Pool, but there will always be an eventual limit on abilities.

Q: When using Royal Swimming Pool, may I clean one Royal Swimming Pool with another one when I have 2? Does "another" mean another type of card?

A: If you have 2 of them, yes, you may clean one with the other one.

Q: Can the Egyptians, using Temple of Ra, take over a Faction Location?

A: Yes.

Q: Temple of Ra may only be activated once in a round. So why are there 4 special Egypt Tokens?

A: You may activate the card once in a round, but by using Royal Swimming Pool you may use Temple of Ra multiple times in a round.

Q: What happens when I run out of special Egyptian tokens? This situation happens when I have 1 Temple of Ra and 2 Royal Swimming Pools. Can I take over a Location and mark it another way or can I no longer take that action?

A: Goods, including Workers and other tokens, are not limited by the amounts in the box. This includes special Egyptian tokens, so you may continue to take the action and mark the Locations in a different way.

Q: Can the player who overtook an opponent's Location with the Temple of Ra gain profits even if this opponent has passed?

A: Yes, they can.

Q: Is the Location overtaken by the Temple of Ra a "new one" for the following situations:

   1. If I take over a Production Location, do I gain the Goods Produced by it that I would normally gain if I had Built the Location?

   2. If I take over a Location with a Building Bonus, do I gain the bonus?

A: The answer to both situations is no.

Q: When using Temple of Ra, am I able to change the taken over Location into a Foundation?

A: No.

Q: Using Temple of Ra, the Egyptians player treats a taken over Location like their own. Can the owner of the Location Raze it?

A: Yes, they can. If another player Razes the Location, the Egyptians gain 1 Wood and remove the special Egyptian token. The owner is then in control of the left over Foundation.

If the Egyptians player Razes the Location (which they may do since they currently control it), using another Location that allows them to Raze their Locations, they gain 1 wood and the owner gains control of the Foundation of this Location.

You must remember that a Location taken over can never be discarded in order to build another Location.

Q: By taking over a Japanese Gate and Shrine in the 5th round, does the Egyptian player take over the Goods on them to count for VPs during the end of game scoring?

A: They do control all the Goods on the Japanese's Gate and Shrine, but you can't use the goods because of the card effect, and you're only in control of it during the Action phase, which means during the end game scoring the Goods are counted for the Japanese player since scoring does not take place during the Action phase.

Q: When Taking over a Location with the Egyptians, which card does the Egyptians player mark that it's the one taken over? His card or the opponent's card?

A: His own Faction card.

Q: With the Sphinx Location, when I also have the Common Location Court Sculptor, which says: "Action: Spend 1 Stone to get 1 VP. You can activate it twice" and I use it twice in a single turn, do I gain 2 VP (1 + 1) or 3 VP (1 + 2 with the Sphinx)?

A: In this case, you don't get a bonus from the Sphinx Location. These are 2 separate actions for 1 VP each, even when taken in a single turn.

Q: I have the Sphinx and Sphinx Alley Locations. When I activate Sphinx Alley twice in one turn paying 4 Gold, do I gain 6 VPs (4 for activation and 2 for Sphinx) or 5 VPs (just 1 for the Sphinx because it gave me points once)?

A: You gain 6 VPs, because the Sphinx card states that every time you get at least 2 points, you get the bonus. You took two separate actions, each for 2 VPs, so each gives you the bonus of 1 VP((2+1)+(2+1)=6).

Q: The Egyptian Embassy Location states: "Action: Spend 1 Gold to activate one of an opponent's Locations." Does this mean that in order to activate an opponents Location that can't have been used this round, and that if I activate it I block opponents possibility to use it later in the round?

A: Yes, that's right.

Q: If I'm playing the Egyptians, build a Production Faction Location and gain Gold from it, may I use this Gold right away for the Slaver Location, and gain 2 VPs for building an Egyptian Location?

A: Yes, you can.

Q: The Romans' Administration Location states: "every time you build a Roman Location, you get…" In this case, when I take over this Location with Temple of Ra, does the Roman player still gain the benefits from the Location as well as I do when I use it to build my Locations as well?

A: Yes.

Q: When I use Royal Swimming Pool to take Goods from another card, may I use an action of that card or do I gain Goods in one turn and use it in another?

A: You may use an action of the "cleaned" card in another round.

THE JAPANESE

Q: The Japanese player may Raze their Faction Locations from their hand. Can they do it if the Faction Location is already built?

A: No, just from their hand (only Barbarians can Raze their Built Faction Locations with their Rabble Location).

Q: The Japanese Faction Locations are discarded instead of turned into a Foundation after being Razed. Does the Japanese player get the Wood from Razing that Location?

A: No. Getting Wood is a part of turning the Location into Foundation, and since they do not turn it into a Foundation they gain no Wood.

Q: Why would I deploy a Samurai on the Gate or the Shrine, if they cannot be Razed?

A: Because other Locations give you VPs for Samurais on cards.

Q: Can I remove Shrine or Gate with the Romans' Engineers?

A: Yes

Q: If I can remove Shrine or Gate using the Romans' Engineers Location, what happens to the Goods on it? Do they come back to me after the Production phase?

A: No, unfortunately all the Goods are gone. The situation you describe refers to Locations that state: "you may store." Shrine states: "you may place," which means you place Goods on it until the end of the game.

Q: Can a Faction Location be defended by both a Samurai and Defense token?

A: In the basic version of the game, no. Defense tokens may only be placed on Common Locations, and Samurai on Faction Locations. The *Why Can't We be Friends* expansion adds Daimyo's Guards, which is a card that allows you to place Samurai on Common Locations with Defense tokens.

Q: Do Samurai on Locations remain until the end of the game, unless the Location is Razed? Do they affect the number of Workers acquired during the Production phase? For example, if I have 6 Samurai deployed and my Production of Workers equals 5, do I still gain 5 Workers during the Production phase?

A: Samurai remain on the Locations until their Location is Razed or until the end of the game, and they don't affect your Production..

Q: Can I use Japanese's Garrison to remove a Faction Location of another player?

A: Yes, it's similar to the Romans' Engineers.

Q: When using the Trade Route Location, do I gain Goods from the Deal of the card I choose right away?

A: Yes, it works just like making a Deal with a Faction card, so you do gain the Goods right away.

Q: When using the Trade Route Location, what happens if I run out of Faction cards because they are in play or in my hand? Can I make a Deal and mark it another way or can I not Make a Deal??

A: If you don't have either a Faction card in hand or anything in your Faction card discard pile, you can't use Trade Route.

Q: May I use the ability of Trade Route/Lady Spy and then Negotiator with the same Deal?

A: Unfortunately no. If you have Deals with an opponent's Locations (thanks to Trade Route or Lady Spy from the expansion), you may not use those Deals to activate Negotiator.

THE ATLANTEANS

Q: I have the Common Location Supplier, which says: "Feature: Each time you build GREY Location, gain 1 [gold] and 1 [star]." It has 2 tokens on it: a Basic Technology token and an Advanced Scoring Technology token. If, during the next turn, I build a grey Location the ability works twice and I get everything twice, correct? 2 Gold, 2 VPs for building a grey Location and 2 more from scoring Technology (because it was used twice)?

A: All correct.

Q: I have the Common Location Gold Mine, which says: "Action: Spend 1 Worker to gain 1 Gold. May be activated twice." It has tokens on it: a Basic Technology token and an Advanced Scoring Technology token. The Basic Technology token allows me to take an action 4 times in total, correct? If I take them right away I gain 4 Gold and 4 VPs, and not only 1 VP?

A: These tokens give you x+1 not 2x, so you can use a Location a max of 3 times, receiving 1 Gold and 1 VP for each use.

Q: Placing a Basic Technology token on a Common Production Location gives me goods in the following round, and not right away, correct?

A: Yes, during the next round's Production phase.

Q: I have a Location with an action that allows me to pick a Production Location from my opponent and gain Goods from it. May I choose Locations with the Atlanteans Technology tokens on them? Do I gain the Goods twice or just once as if it had no Technology token? In this case, does the owner, the Atlanteans player, gain 1 VP for the Advanced Scoring Technology token?

A: You gain the Goods twice and Atlanteans player gains 1 VP.

Q: The Location, Porters allows me to spend Food in order to choose another Production Location and gain Goods from that card. If I choose a Location with an Atlanteans Technology token, do I gain the Goods twice?

A: Porters allows you to gain Goods from the Location. They ignore the Atlanteans Technology tokens, so you'll only gain Goods from the basic Production Location.

Q: I have a Basic Technology token and an Advanced Scoring Technology token on a card that says: "Action: Spend 1 Worker to get 1 Wood. You can use it twice." Because of the tokens, may I take this action three or four times? What if I discard 2 Workers right away? Do I gain 1 VP or 2 VPs?

A: Technology tokens allow you to use the Location one more time, which in this case means 3 times in total. You may activate it at the same time spending 3 Workers to gain 3 VPs and 3 Wood or do it one by one, but the effect would be the same.

SINGLE PLAYER GAME

Q: In the Virtual Player Attack phase I must reveal the top Attack card, and then another one. What if there's no matching Location? Should I stop or keep drawing? What about the double Attack command?

A: The Virtual player always Attacks a specific number of times according to the rulebook, which means you reveal cards until it Attacks you as many times as stated in a rulebook.

Q: When putting Attack cards on the bottom of the deck, the order in the example is not clear. You start (from the top) with Gold, Worker, and Wood. If Wood and Gold are used they go to the bottom of the deck. Why is the new order: a Worker, Wood, and Gold? Shouldn't it be Wood, Gold, and Worker?

A: The right side of the picture (after Attack) is wrong. It should be (from the top) Wood, Gold, and Worker.

Q: Attack cards do not have a number. Are they random in each box or the same in every box?

A: They're the same in every box.

Q: The Virtual player only Attacks the Common Locations. If I smartly invest in the Faction Locations and I'm lucky, can it cause the situation that I'm not Attacked for 2-3 rounds?

A: Yes, it only Attacks Common Locations, and yes, you might get lucky and not lose anything.

Q: In a single player game, the Virtual player gains 2 Locations every round. I understand that I may only Raze those 2 Locations, but if something goes to its Collection deck, I don't have a right to Raze it?

A: Yes, you may Raze only these 2 Locations. The Collection deck is untouchable.

Q: Does a Defense token prevent a Location from being Razed by the Virtual player?

A: No, Defense tokens are not used in a single player game (the Atlanteans are an exception).

Q: How do I use the Barbarians' Saboteurs in a solo game?

A: You may make a Deal with it or just build it, let it give you extra points in the end. Some actions of interaction cards are useless in a solo game.

Q: When Playing Barbarians solo, does taking an action with Robbers discard an Attack card from the Virtual player?

A: Yes.

Q: Using the Romans' Spies in a solo game seems useless, but may I take an Attack card from the Virtual Player and make a Deal with it.

A: Yes, as stated in the rulebook.

Q: When playing the Japanese Faction solo, I have a Ninja Location from the first round, may I steal an opponent's Deal by spending 1 Worker each time? So I steal 1 card from the Virtual player and gain Goods from it. Then how does the Virtual player Attack me after the Cleanup phase? Only with his second draft?

A: You may steal an opponent's Deal. The Virtual player Attacks you only with his second draft.

Q: May I use an Open Production of another player?

A: Yes, you can.

WHY CAN'T WE BE FRIENDS

Q: How does Open Production work? For example, onEgyptians' Skarbiec Location it says: "Open Production gives 1 Gold. Does it mean that the Egyptians player gains 1 Gold in the Production phase as a normal Production Location, or do other players gain 1 Gold for each Worker on it?

A: A player gains Goods when building the Open Production Location, and during each Production phase. Other players may gain the Good by sending a Worker to the Location, but when this happens the owner of the Open Production also receives 1 Worker. Open Production Locations can accommodate up to 2 Workers of other players.

Q: I have the Romans' Embassy Location, which allows me to take over an opponent's Production Location. I take the action and pick a Location that Produces Stone equal to the number of grey cards up to three. Can I use the Romans' Embassy on this type of Location and if so, how much Stone would I gain?
- **An amount equal to my grey Locations?**
- **An amount equal to the opponent's grey Locations?**

A: Yes you can use the Romans' Embassy on the Location, and it allows you to gain an amount of Stone equal to the grey Locations in your Settlement (max 3).

Q: May I use an Open Production Location belonging to a player who's passed?

A: No, you can't use Open Production Locations of a player who's passed.

Q: After building a Location that allows me to gain VPs for Goods stocked on it, may I place these Goods on it right away after I build it and gain VPs, or must I wait until the next round to use the Feature of that card?

A: If it refers to Production cards and Feature cards, you may place Goods on them during the Cleanup phase of the current round and gain points during the next round.

Q: I built a Location that allows me to gain VPs for Goods stored on it. May I place Gold on it instead of Stone?

A: In general, cards specify what type of Good/Resource you may use. You can use Gold instead of any 1 Resource, but you can't replace a Resource with Gold. This means no, you may not place Gold on it instead of Stone. If the card said "any Resource" then yes, you could place Gold on it.

Q: I played the Egyptians and I made an endless Gold Production loop from the following cards: Royal Swimming Pool, Porters, and Gifts for the Pharaoh. I place 5 Gold tokens on Gifts for the Pharaoh and I have two more. I have an endless gold rush, is that legal? I don't know whether I may place Gold in my card in the Action phase or not.

A: You may only place Goods in storage (which refers to Gifts for the Pharaoh card) during the Cleanup phase.

3 IS THE MAGIC NUMBER

Q: What's the use of the Location Rebuilder 3000. It says: "all of your Foundations are white." I don't understand what it's for.

A: These Foundations may be used to collect sets of white cards.

ADDITIONAL QUESTIONS

THE AMAZONS

Q: May I shuffle the deck of the Amazons' discarded Faction cards using their special ability?

A: No, you never shuffle the discarded Faction deck when you run out of cards. The Special Feature of the Amazons doesn't change this rule.

Q: When I play with the *We Didn't Start the Fire* expansion and the Amazons' player uses a taken over card as a Foundation, does that card go to the Amazons' deck or the card owners' deck?

A: Faction cards used by the Amazons as Foundations always go to their deck, even if they are Faction cards of other Factions.

Q: May I gain the Good from the same Deal twice using Floating Treasure?

A: Yes, you may gain Goods from a Deal twice using Floating Treasure.

Q: What does the word „remove" mean as it appears in the Building Bonus description of the Diversion Location?

A: It means that you remove one of the drawn Faction cards from the game instead of into the discard pile.

THE AZTECS

Q: Can I use a Blessing token taking the action of the Barbarians' Archenemy Location?

A: Yes, then you need to search in the Common Locations deck to find a card in a proper colour to put it under the Archenemy and then shuffle the Common Locations deck.

Q: Does the Romans' Statue of Minerva Location allow me to build Ruins?

A: Yes, Ruins are a Location with a Feature, so the Statue of Minerva allows you to build them.

Q: Can I stock Blessing tokens?

A: No, Blessing tokens are discarded during every Cleanup phase.

Q: Do I discard Blessing tokens after using them during Prayers?

A: No, they are discarded during the Cleanup phase.

Q: When I use the Voice of the Gods Location and have a Blessing token in one color of the card I draw—how many Locations in that color must my opponent remove?

A: 2. 1 because of drawing a card in that colour during the Prayers, 2 because of the Blessing Token.

Q: Do I take the action on an Instant card drawn during the Prayers?

A: No, instead you treat it like it has no color. You're taking actions on Event cards drawn during the Prayers, just after the end of the Pray action.

Q: How does Wooden Watchtower work?

A: You need to spend 1 Worker, then draw 5 cards. If there are red, grey, or brown among them, you may give away 1 of your opponents as many Resources as you want in order to gain 3 Vps for each Resource given.

Q: Can I place Gold instead of Stone on Great Pyramid?

A: No, Gold may be spent as any Resource but aren't treated as a specific Resource.

Q: Are Orange cards during Prayers played as they were any color?

A: No, a Blessing icon means any Blessing token, but it's not connected in any way with card colours.

Q: When my Location with a card icon is Razed and changed to a Foundation, since it has the Location Solid Foundations under it, do I remove the cards from below?

A: Yes, when the Location is Razed, cards under it are discarded. At the end of the game the Foundation is worth 0 VP.

Q: Can I gain 3 Goods and 1 Deal by taking the Faction Location The Jaguar Gang?

A: No, every single Good must come from a different Deal.

Q: May I place any Good on the Location Pantheon?

A: Yes, you may place any Good matching your card with a Feature, which doesn't have on Pantheon yet.

Q: Must I use more Raze tokens while Razing a card with a Defense token or Samurai when I take an action with the Location Blessed Loot?

A: Yes, defended Locations need to be Razed by more Raze tokens.

Q: Does a Production Location with a Prayer activate only during the Production phase or when it's built as well?

A: They Produce Goods after it's built as well.

Q: When using the Location Statue of the Gods, do I gain Blessing tokens first, and then Goods from that card? Does the card provide Goods when built?

A: Yes. This card also activates after it's built.

3 IS A MAGIC NUMBER

Q: When playing solo, do I have to resolve a Cleanup phase after the 5th round?

A: No, you skip the Cleanup phase. Cards with a Blockade token don't give you 2 VPs, but it doesn't count toward an opponent's score either.

Q: Do the special abilities of the Japanese and the Egyptians activate only after an Attack card is drawn by the Virtual Player in a single player game?

A: No, the special features of Factions are active all the time, no matter which Good is on the drawn Attack card.

Q: Which color is the Location Young Couple before it's played?

A: Young Couple does not have any color before taking an action with it, the same as Ruins.

Q: Atlantean Colonists says: "Production: You may exchange 1 Technology token for 1 Advanced technology token for each WHITE SET in your Empire." Can I change tokens that are already placed on Locations, or just the ones from the general supply that are not used yet.

A: You can only exchange the tokens that are in your general supply.

Q: Is there a specific order of gaining Goods during the Production phase? At the beginning of Production phase I could have no Basic Technology tokens in my hand to exchange, and at the end of the Production phase some could be "produced" already. Can I exchange it then?

A: Each player may decide in what order Production Locations Produce Goods.

Q: Can I use the Location Proud Patriots while playing the Japanese Faction and place a Defense token on a Faction Location with Samurai?

A: Yes, then Razing this Location wouldrequire 4 Raze tokens.

Q: Can I take the Location Fortress action more than once per round?

A: You may only take it once unless the card says differently.

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WHY CAN'T WE BE FRIENDS   3 IS A MAGIC NUMBER   WE DIDN'T START THE FIRE

Rules Summary

Game Overview

The game consists of 5 rounds, each divided into the following four phases:

1. **Lookout Phase** – Players acquire new cards.
2. **Production Phase** – Players receive Resources, Workers, Raze tokens, etc. produced by their faction.
3. **Action Phase** – The main phase of the round. Players use their cards, Resources, Workers, etc. to take actions to expand their Empire and score Victory Points.
4. **Cleanup Phase** – Players discard all used and unused Resources, Workers, Gold and tokens.

Lookout Phase

Each player acquires **3 new cards** and add them to his hand. 1 card is drawn from his own Faction deck and 2 cards are drawn from the Common deck.

Production Phase

Collect Goods from Faction board, Deals and Production Locations.

Action Phase

Available actions:

- **Build a Location** (Discard building cost to build a Location).
- **Make a Deal** (Discard 1 🍅 to make a deal with a card).
- **Raze** (Discard 1 🗡 raze a card from your hand or discard 2 🗡 to Raze an opponent's Common Location. Razed opponent's Common Locations are turned into Foundations).
- **Activate an Action Location**
- **Spend 2 Workers to get 1 Resource or 1 card from the deck**

Goods and Icons

- 🟦 **Card**
- ⭐ **Victory Point**
- 🧍 **Worker**
- 🗡 **Raze token**
- 🛡 **Defense token**
- 🟡 **Gold token**

Resources:
🍅 **Food**, 🪵 **Wood**, 🪨 **Stone**

🏠 **Location**

Location Abilities

- ❇️ **Production Locations** – You gain the benefits **IMMEDIATELY** once such a Location is built and during each **Production Phase** of the following rounds.
- ❇️ **Feature Locations** – Their abilities are active entire turn, or grant him Goods after taking certain actions.
- ❇️ **Action Locations** – in order to use the Location's ability, place your Worker, or a specific Good, or both on the Location card.

Remember!

- ❇️ Gold tokens (🟡) can be used instead of any Resource (Wood, Stone, Food), but not the other way around. Gold tokens cannot be exchanged for Resource markers.
- ❇️ Resources, Workers and tokens in a player's supply must be visible to all players.
- ❇️ Whenever you are allowed to draw a card, you can either draw it from the Common deck or the Faction deck, unless stated otherwise.
- ❇️ If you ever run out of cards in the Common deck, reshuffle the appropriate discarded pile to create a new deck. Discarded Faction cards are never reshuffled.
- ❇️ Once a player passes in the Action phase, he cannot be targeted by the Actions of other players.
- ❇️ You can only Make a Deal with a card which has a Deal field.
- ❇️ You can only Raze a card or Location which has a Raze field.
- ❇️ Feature: **EACH TIME YOU BUILD...**: Whenever a player builds a Feature Location granting him Goods for building a certain type of Location, this Location counts itself for the feature ability.
- ❇️ Production/Building Bonus: **1 GOOD FOR A COLOR OF 🏠**: Whenever a Location provides you Goods depending on the number of a certain color of Location, this Location (if its color matches) should be included when counting the number of Goods it provides.

Game End

After the fifth round each player calculates his final score. Add the Victory Point value of the Locations in your Empire to your current score. Each **COMMON LOCATION** is worth **1 VP**. Each **FACTION LOCATION** is worth **2 VPs**.

Some Japanese Feature Locations (Shrine, Gate) reward the player with extra VPs at the end of the game.

The player with **THE MOST VPS** is **THE WINNER**.

In case of a **TIE**, the tied player with the most Workers and Resources left is the winner. If the players are still tied, the winner is the tied player with the most cards left in his hand. If there is still a tie, the tied players share the victory.