

Create an Empire

Setup: Dice, ID cards, Function cards, Resource cards, Building cards, Token

Game Roles:

Mage - Double damage

Warrior - Attack with an extra point of damage

Angel - Reply to yourself or any player with a little blood

Wizard - Can curse a player for two rounds, dealing a little damage per turn. Cool two rounds after the curse is over.

Businessman - An extra token after each turn

Giant - Double initial blood volume

Snowman - Freeze one opponent for a round

Goal: What the player needs to do in this game is to defeat other players to build their own empire.

Players can collaborate or confront other players and use strategy to get the most benefit.

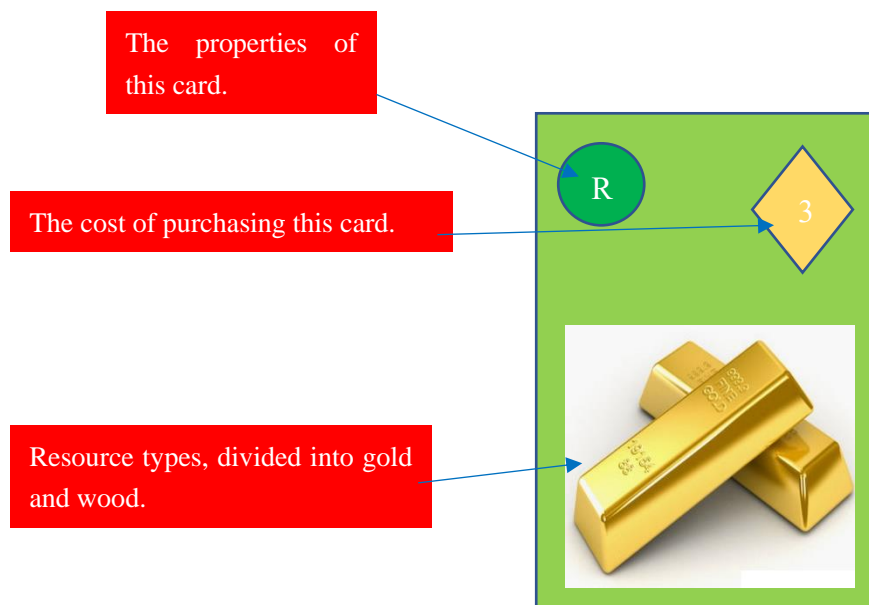
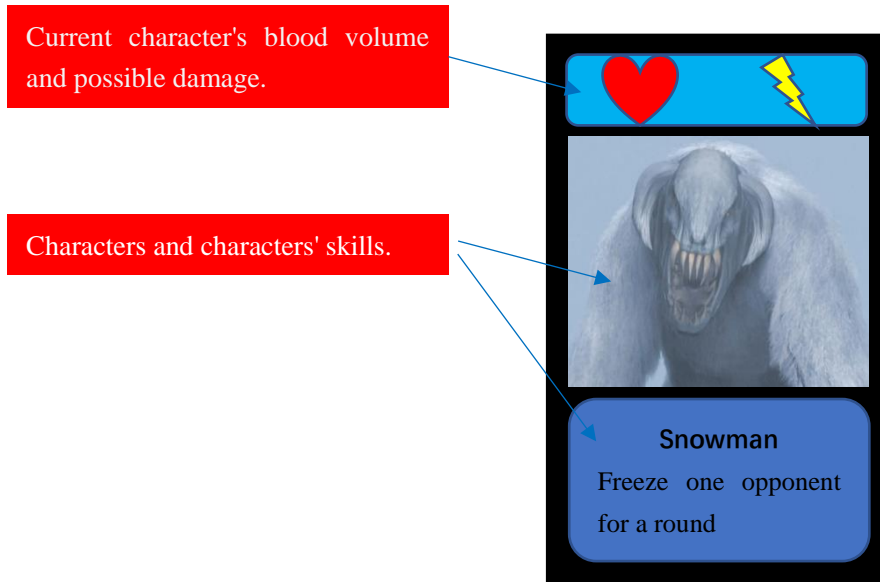
Win the Game: The first player completes all the designated buildings or as the last player on the map.

Designated Building: Royal Palace, Barracks, Factory, City Wall, Hospital, Parliament

Rules:

1. Each player randomly draws an ID card at the beginning of the game. Each game character has different skills.
2. The dice points determine which card the player draws.
3. Start of every round, per player could gain one token for buying function cards or resources cards.
4. In your turn, you need to roll the dice to decide which card do you draw.
5. If player doesn't want to purchase this card, it should be discarded down.
6. When the player draws the function card, a function card can be purchased by tokens.
7. When the player draws the resource card, a resource card is available. Resource cards can be traded freely, but other players can veto trades.
8. Every Building card could be purchased when player draw it.
9. If you don't have enough token or resources to purchase cards, your round is end. However, you can keep the card you drawn for 1 round.
10. At the end of each round, players need to reshuffle.
11. A player who kill another player can get all of that "dead" player's resources.

Card Summary

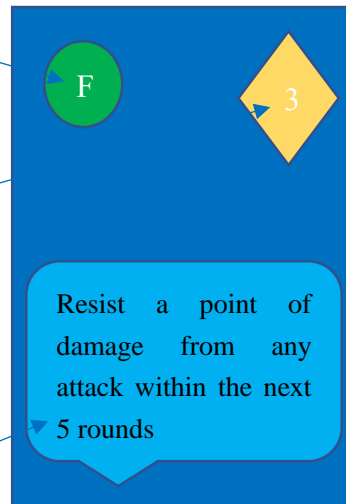




The properties of this card.

The cost of purchasing this card.

A function that can be achieved by using a function card.



The properties of this card.

The cost of purchasing this card.

Type of building.

