

1 Rules for eight minute empire  
2  
3 components: 18 cubes and 4 castles per player (max 4), 4 double sided  
... maps,  
4 43 cards, 36 coins, 3 castle tokens, 5 explore tokens, 4 encounter  
... tokens,  
5 1 poison swamp token, 1 starting region token, rule book  
6  
7 coins: silver worth 3, copper worth 1  
8  
9 Overview: 2-4 human players compete against each other to accrue the most  
10 victory points by game end.  
11  
12 0: Select a player to set up the board (steps 1-5)  
13  
14 1: Board setup: make a T shape out of 4 boards (limitations on which  
... ones)  
15 2: place starting token on region that: is on central board, and has a  
... water connection onto a different board  
16 3: if playing with 3 players, remove cards marked "4", if playing with 2,  
... remove cards marked "2"  
17 4: shuffle deck  
18 5: draw 6 cards, place face up in a row, place card cost card above them  
19  
20 6: each player picks a color, and places 4 armies on the starting region  
21 7: player who set up board takes one army from everybody and places them  
... together on a region not on the center board  
22 7b: if two player, alternate placing armies of a third color anywhere  
... until ten are placed  
23 8: take coins, two players: 12, three players: 11, four players: 9  
24 9: bid for turn order with coins, only pay if winner, youngest player  
... wins ties, pass to left  
25  
26 the turn  
27 10: buy card, based on card cost card, shift all other cards down, place  
... top card from deck on end  
28 11: actions on bottom scroll take effect immediately  
29     actions include:  
30         place new armies on starting region or where you have a city  
31         move armies, sea crossing costs 3 movement  
32         build a city  
33         destroy army of another player (must have an army on same spot)  
34         and/or: if or, pick one, if and, left action first  
35     you can chose to not do the action  
36 12: ability at top of card

```
37     take effect immediately, even applying to own actions
38     applies for the duration of the game
39     cumulative
40     ex:
41         extra movement
42         extra army
43         -1 movement cost over water, minimum 1
44         elixir
45         gain coins
46         vp per (type of card)
47         vp for (set of cards)
48         vp for coins
49         attack immunity
50
51 Endgame
52 13: end of game, when every player has a certain # of cards
53     2 players, 11 cards
54     3 players, 10 cards
55     4 players, 8 cards
56
57 winner = player with most vp
58 territory control = you have most armies in that territory
59 +1 vp/territory controlled
60 +1 vp/island controlled
61 +vp from cards
62 +2vp if have most elixir, if tied, all get +1
63
64
65 game variations
66 explore tokens: place tokens face up on regions that don't have other
... tokens. First person to build a city on that region gets the associated
... bonus.
67     magic spring: +2 elixirs
68     cottage: place an additional army every time you place an army
69     hidden treasure: +1 coin immediately
70     Magic Book: +1 vp, you win ties for vp at end of game
71     Stable: +1 move every time you move
72     optional: poison swamp
73         place explore tokens and poison token upside down
74         player can look at token at end of turn if they control region
75         gain token when you build city
76         poison swamp worth -1 vp
77 Citadel tokens: same setup as explore, control of region worth 1 vp
78 Encounter tokens: any or all used, same setup
79     rampaging dragon: player to place 7th army (total) on space slays
```

79... dragon, worth 2 vp  
80     magic portals: portal containing regions now border  
81     band of rogues: move army on or through region, lose a coin  
82 alternate board setup: rectangle instead of T shape  
83 Leader cards:  
84     distribute one per player randomly during board setup, place face up  
... in front of you  
85     Fairy queen:  
86         +1 vp at end if own 3 forrest cards  
87         can buy an additional card at end of game, do not perform action  
88     bandit king:  
89         +1 vp if all armies in play or with Red Sorceress  
90         Take coin from player when destroying their army  
91     Red Sorceress:  
92         start with 5 armies in starting region  
93         keep armies you destroy  
94         +1 vp / 3 destroyed armies at end  
95     White knight:  
96         +1 vp / island controlled w/ > 2 regions at end  
97         when building a city, place an army also