

'Imperial' Quick Start

Object:

Players, representing international financiers, grant bonds to six pre-World War I nations, to accumulate wealth in the form of: 1) bond holdings in successful countries and 2) cash on hand at the end of the game. The principle bond holder of a nation gains control of the government and can take one of 6 available actions on each turn, in the journey to amass the most wealth.

Setup:

- 1) The **3 octagonal game pieces** of each nation are placed as follows: 1 in the middle of the rondel, 1 on the lowest space on the tax chart, and 1 on the 1st space of the counting chart (0).
- 2) Place **2 factories** on each nation. Factories are placed on the 'square' cities: brown armament facilities on brown squares (produce armies) and light blue shipyards on the light blue squares.
- 3) **Bonds** are sorted low to high according to their nation and placed next to the treasury rectangle space for each nation.
- 4) **Starting money and flags** distributed to each player depending on number of players:
 - **2 players** – 39 mil each, and one set of countries - either Austria-Hungary, France and Germany or Italy, Russia and Great Britain.
 - **3 players** - 26 mil each, and one set of countries – either Austria-Hungary and Great Britain or Italy and Russia or France and Germany.
 - **4 to 6 players** – 13 mil. Each and one random flag each. Left over flags go to the players who hold the 4 mil bond for those nations. (If no 4 mil bond holder then leave in bank).
- 5) The nations **treasury** (public) and the **individual cash** (secret) of each player is kept separate. (Players are allowed to give personal cash to the treasury at any time to support if financially).
- 6) Each player **takes bonds** shown on the back of their flags and **pays the price** to the treasury of that nation.
- 7) **Austria-Hungary starts 1st**, thereafter going clockwise, each nation moves in turn. The player controlling each government (highest credit amount invested) may choose any one of 6 actions available on the rondel for each nation they control. A player may move **3 spaces** for free, each additional space on the rondel costs 2 mil each.
- 8) At the start of the game, the **Investor card** goes to the player seated to the left of the player with Austria- Hungary.

How to Play: Each nation takes a turn by selecting **one** space on the rondel. Each space is described below:

- 1) **Factory:** A Nation may build one factory (armament or shipyard), if no hostile armies are in its home province, for 5 mil.
- 2) **Production:** Each factory may produce either one army (armament) or one fleet (shipyard) for free, as long as there is no hostile armies present.
- 3) **Import:** A nation may buy up to 3 military units for 1 mil each. Armies may be deployed in non-hostile home provinces and ships in blue seaports. Deploying multiple units in the same home province is allowed.
- 4) **Maneuver:** Conducted in 3 steps. a) **Fleets** move 1st, from harbor to sea region, or sea region to adjacent region (across a blue sea border). If other fleets present, decide if battle. If battle, the fleets are matched & removed 1:1. If no battle, they remain peacefully in the region together; b) **Armies** move to an adjacent land region or transported overseas across 1 or more adjacent sea regions via their own fleets to a distant land region. Each fleet may only transport 1 army per turn. c) **Railroad transport** - before or after they move, armies may be transported within the country at will. (**battles:** fleets and armies can battle only if the fleet is still in the harbor). If armies move into home provinces of other power they must determine if they are hostile or friendly going in. A foreign factory may be destroyed by 3 armies, unless it is the last

factory left in the nation. A **tax chip** is placed in a newly occupied land or sea region, up to 10 chips per nation per game.

5) **Investor:** This turn is conducted in 3 steps (steps 2 and 3 happen when anyone passes over the investor space – with the action determined by the space landed on occurring first):

- a) **paying out interest** – each player who owns bonds of this nation gets paid, 1st by the national treasury, then if inadequate funds, from the players personal cash;
- b) **activating the investor** – the player holding the Investor card gets paid 2 mil from the bank and may invest in any nation by purchasing a new bond or increase an existing one;
- c) **investing without a flag** – each player who leads no government (and does not hold the investor card) is also allowed to invest once.

6) **Taxation:** This turn is conducted in 3 steps.

- a) **tax revenues/success bonus** – national taxes are comprised of 2 mil per unoccupied factory and 1 mil per tax chip. Taxation is recorded on the tax chart between 2 mil and 20 mil. For any increase on the tax chart, compared to the previous level, the player is paid a success bonus of 1 mil for each additional tax chart space;
- b) **collecting money** – the nation must pay 1 mil soldiers pay to each army and fleet. This is subtracted from the tax revenue, the balance is paid into the nation's treasury;
- c) **adding power points** – the nations gains additional power points as shown on the right side of the tax chart. These points are added to the previous point standing at the bottom edge of the game.

As soon as a nation gets to 25 points, the **game is over**.

Tips on strategy:

- **Don't forget the power points:** a nation must play "taxation" to advance its power points
- **Be careful when concentrating on 1 nation:** It may be a dangerous strategy to only grant bonds to 1 nation. If no other investors are there, it will be attacked sooner than expected.
- **Care for your money:** It's important to develop the nation you control, but don't forget taking the "investor" action is usually the most efficient way to get money, even though it may slow down the nation.
- **The end of the game may come surprisingly fast:** Nations who are well developed, owning many factories and tax regions, can progress very quickly on the counting chart. Therefore it can easily happen that a nation that is behind, can suddenly rush ahead and end the game by reaching 25 points.

End of Game:

- As soon as a nation accumulates **25 power points**. Victory points = interest of bonds x factor of the nations (0-5) + individual cash.