

eight-minute EMPIRE

LEGENDS

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COMPONENTS

4 Sets of: 18 Wooden Cubes (Armies) and 3 Wooden Castles Pieces (Cities), 4 Map Boards, 43 Cards, 36 Coin Tokens, 3 Citadel Tokens, 5 Explore Tokens, 4 Encounter Tokens, 1 Poison Swamp Token, 1 Starting Region Token, Rule Book

SETUP

1. Choose one player to set up the board. Place four map boards together on a flat surface so that they make a T-shape (boards can be oriented in any way as long as they fit). Map boards consist of one or more islands connected by dotted lines, and each island contains one or more regions, separated by white borders. Place the starting region token on a region that meets the following criteria: **A.** It is on the central map board, as depicted in the illustration. (Any map board can fill this role as long as it is connected to the other three boards.) **B.** It has a water connection to an island on a different map board.

Starting Region Token



Map boards may be oriented vertically or horizontally.



Central Map Board



2. Set aside the card labeled "Card Cost", the four cards labeled "Victory Point Counter", and the four cards labeled "Leader". If playing with 3 players, go through the cards and remove the cards with the little number "4" in the bottom left corner of the top scroll. If playing with 2 players, also remove the cards with a little number "3". Shuffle the remaining cards and place them in a deck face down next to the board. Draw six cards and place them face up in a row along the top of the board. Place the "Card Cost" card just above the row of cards.



3. Each player takes a set of one color of 18 armies (cubes) and 3 cities (castle pieces). Each player places 3 armies on the starting region on the board. After this, the player who set up the board takes 1 additional army from each player and places the armies together on one region of an island that is not on the central map board. This means that each player will have a total of 4 armies on the board at the beginning of the game (3 on the starting region and 1 on another region on a different island).

4. If playing with 2 players, each player takes turns placing one army at a time of a third, non-player color in any region on the board until ten armies have been placed. (These armies are treated as normal for control of the board.)

5. Place the coin tokens in a pile next to the board. This is the supply. Copper coins are worth 1 and silver are worth 3. Each player takes an amount of coins depending on the number of players.

2 Players	12 Coins
3 Players	11 Coins
4 Players	9 Coins

6. Each player takes a "Victory Point Counter" card.

7. Place the remaining unused components in the box for your first game. These tokens include: circular explore tokens, rectangular citadel tokens, square encounter tokens, and leader cards. They are explained in the **Variants** section, and can be added in future games.

PLAYING THE GAME

1. Players bid to see who will choose the first player. Each player picks up his coins and secretly chooses a number to bid by placing them in a closed fist and holding the fist out over the game board. When all players are ready, all players reveal the amount they have chosen to bid at the same time. The player who bids the most coins puts the coins he bid in the supply. Other players do not pay coins.

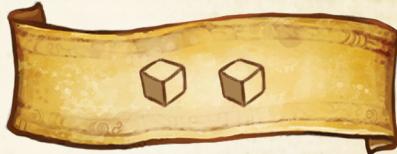
if they lost the bid. If the bids are tied for most, the youngest player wins the bid and pays his coins. If all bids are zero, the youngest player wins the bid. There is only one bid per game. The winner of the bid chooses who will be first player.

2. Starting with the first player and going in clockwise order, players take turns taking one of the face up cards. When a player takes a card, he places it face up in front of him. He must pay the appropriate coin cost for the card depending on where it is in the row (this cost is listed on the "Card Cost" card). From left to right, these are the coin costs of the cards: 0, 1, 1, 2, 2, and 3. For example, if a player selected the third card from the left, he would pay one coin.



The card gives an ability and an action. The action is on the bottom scroll of the card. The player takes the action immediately. Actions allow players to build their empires and take control of the regions and islands. The following are possible actions:

-Place new armies on the board. The number of armies shown indicates how many you may place. You may place them only on the starting region or on a region where you have a city. Armies need not be placed all in the same region. You are limited to 18 armies on the board.



-Move armies. This action allows you to move armies between regions. The number of armies shown indicates the amount of movement the card gives you. For example, this action shows 3 armies, so you could move one army up to 3 times, or 3 armies one time each, or 1 army two times and another army one time. If you want to cross the dotted lines over oceans, it costs 3 movement per army.



-Build a city. Place a city anywhere on the board where you have an army. Regions can contain more than one city from any number of players.



-Destroy army. You may remove an army from the board belonging to any player as long as you have one or more armies in the same region. If you only have a city and no armies in the same region, you may not remove a player's army. Return the army to the player's supply.



"And/Or" actions. If there are two different actions on the card with an "or" between them, you may choose which action to perform. If there are two different actions on the card with an "and" between them, you may perform both actions, but must perform them in the order on the card. For example, if you chose the action depicted here, if you wanted to destroy an army, you would need to do it BEFORE building a city. If you are unable or do not want to perform one of the actions, simply ignore it.



Note: If a player so chooses, he may take the card and ignore the action.

After a player takes his card and action, slide the remaining cards to the left to fill in the empty card space. Draw a new card and place it in the right-most space. Play then passes to the left.

Abilities

At the top of each card is an ability and a name. Abilities are special bonuses that help you throughout the game or score extra points at the end of the game. Once you own a card with an ability, the effects apply for the duration of the game. As soon as you have the card, the ability takes effect, even if it applies to its own action. Abilities are cumulative.

+1 Move. Each time you perform the "move armies" action, you have one extra move.



+1 Army. Each time you perform the "place new armies on the board" action, you place one more.



Flying. Each “flying” ability you own reduces the movement cost to move over water by 1, to a minimum of 1. For example, if you have one “flying” ability, the cost to move over water is 2 per army.



Elixir. At the end of the game, the player with the most elixirs gains 2 extra victory points.

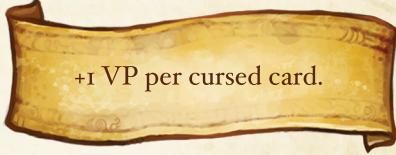


Gain Coins. Gain two coins immediately as a one-time bonus.



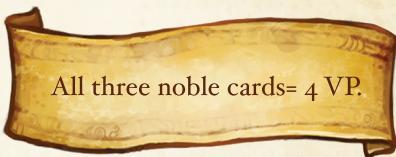
+1 VP per (name). At the end of the game, gain 1 extra victory point per card you own with the specified name.

+1 VP per cursed card.



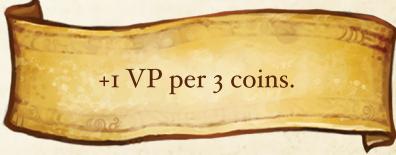
VP for Card Set. Gain the specified amount of victory points at the end of the game if you own the specified set.

All three noble cards = 4 VP.



+1 VP per 3 Coins. At the end of the game gain 1 extra victory point per three coins you still have.

+1 VP per 3 coins.



Immune to Attack. You may not be targeted by the “Destroy army” action.

Immune to attack.



GAME END

The game ends when each player owns a certain number of cards depending on the number of players.

2 Players	11 Cards
3 Players	10 Cards
4 Players	8 Cards

Players now count up victory points, keeping track by placing spare coin tokens on their "Victory Point Counter" cards.

Regions: A player gains one victory point for each region on the map he controls. A player controls a region if he has more armies there than any other player (cities count as armies when determining control). If players have the same number of armies in a region, no one controls it.



Three islands, ten regions.

Abilities: A player gains victory points for any cards with abilities that give extra victory points. The amount of victory points depends on the conditions of the ability. For example, if the ability said "+1 VP per cursed card", and the player had four cards with the name "Cursed", then the player would collect 4 extra victory points.

+1 VP per cursed card.

Elixirs: The player with the most elixirs gains 2 extra victory points. If two or more players are tied for most, the tied players each receive 1 victory point.



The player who has the most victory points from regions, islands, and abilities has the most powerful empire and is the winner! If players are tied, the player with the most coins wins. If still tied, the player with the most armies on the board wins. If still tied, the player with the most controlled regions wins.

VARIANTS

Full Game: For a longer experience, play three games. The player with the highest sum of victory points from all three games is the winner.

Explore Tokens: During game setup (Step 1), the player chosen to set up the board places each explore token one at a time face up on any region of the board that does not already have a token. The first player to build a city in the same region as an explore token gains the token immediately. Explore tokens grant the following abilities:



Magic Spring: Gain 2 elixirs.



Cottage: Each time you perform the “place new armies on the board” action, you place one more.



Hidden Treasure: Gain one coin immediately.



Magic Book: At the end of the game, gain one extra victory point. Also, if tied for points at game end, you win regardless of tie-breakers.



Stable: Each time you perform the “move armies” action, you have one extra move.



Citadel Tokens: During game setup (Step 1), the player chosen to set up the board places each citadel token one at a time on any region of the board that does not already have a token. At the end of the game, control of these regions is worth 1 extra victory point.

Encounter Tokens: During game setup (Step 1), the player chosen to set up the board may use any or all of the encounter tokens. Place each token on the board face up in a region that does not already have a token. Each encounter token has the following effects:



Rampaging Dragon: The first player to place the 6th army in the region slays the dragon and takes the token, which is worth 2 victory points. The six armies need not belong to the same player



Magic Portals: You must play with both portal tokens. Players may now move armies between the two regions with portal tokens as if they were adjacent.



Band of Rogues: If a player ever moves an army onto or through the region, he loses one coin.

Seven Card Row: Instead of just 6, place 7 cards in the card row. The 7th is placed to the right of the 6th, and costs 3 coins.

Leader Cards: During game setup, randomly give one leader card to each player. Each player then places his leader card in front of him, face up. The leader gives the player some special abilities that apply throughout the game.

Fairy Queen: The Fairy Queen grants 1 extra victory point at the end of the game if you own three “forest” cards. Also, when all players own the required number of cards for the game to be over, you can take one more, but do not perform the action on the card. You still must pay the normal coin cost for this last card.

Bandit King: The Bandit King grants 1 extra victory point at the end of the game if all of your armies are on the board or are captured by the Red Sorceress. Also, when you destroy another player’s army, you may also take 1 coin from him.

Red Sorceress: The Red Sorceress starts with 5 armies on the starting region instead of 4. Also, when you destroy another player’s army, instead of placing it in his supply, keep it on this card. At the end of the game, gain 1 extra victory point per three opponent armies you have destroyed.

White Knight: The White Knight grants 1 extra victory point at the end of the game per island that he controls (that has at least 3 regions). Also, when building a city, place one army in the same region.

Merchant Towns: At the start of the game, place two coins on one region of each map board. When a player builds a city on the region, they claim the coins.

Alternate Bidding Tie Breaker: Instead of the youngest player winning the first-player bid when tied, roll a die to see who wins.

Poison Swamp: This variant must be used with the Explore Tokens. During setup (Step 1), the player chosen to set up the board places the poison swamp token and the other explore tokens face down in a pile and mixes them up. He then places each token, face down, on a region on the board that does not already have a token (making sure to not reveal the face of the token to himself or any player). The first player to build a city in the same region as one of these tokens (including the poison swamp token) gains the token immediately and places it face up in front of him. Players may look at unclaimed tokens at the end of their turns only if they control the region. The player that owns the poison swamp token loses one victory point at the end of the game. *Variant by: Pierre-Yves Martin*



Alternate Board Setup: You may set up the four map boards as a large rectangle instead of a T-shape, so that the islands form a loop.

Game Design: Ryan Laukat **Illustration:** Ryan Laukat

Thanks to: Alex Davis, Malorie Laukat

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