# Dawn of Empires

## Game rules

# 1  Contents

- Game board
- 25 terrain tiles (6 ocean, 4 grassland, 4 plains, 4 forest, 3 hills, 3 mountains, 1 desert)
- 25 terrain cubes (one for each terrain tile)
- 48 technology tiles
- 25 city improvement tiles
- 9 wonder tiles
- For each of the 4 players:
  - 1 player board
  - 9 huts
  - 8 warriors
  - 2 settlers
  - 6 resource markers (food, production, wealth, money, science, military experience)
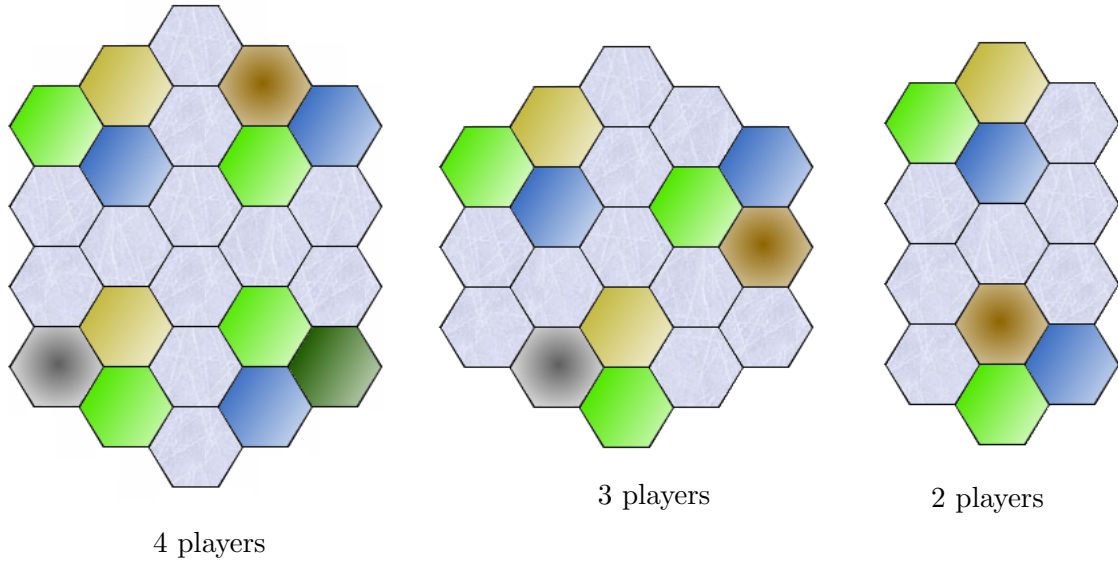  - 1 rondel marker

# 2  Summary

Your goal is to be the most successful empire, which is measured by victory points. Victory points can be gained by building and growing towns, researching technological advances and building wonders. Victory points can also be obtained from battles through military experience and by converting slain warriors into legends in victorious battles.

# 3  Game preparation

Randomize the player order. Then in reverse player order, each player chooses an empire to play with, takes the corresponding player board, takes the required initial terrain tiles and places those tiles in any of the available starting positions. All the remaining terrain tiles are shuffled and placed face down as unexplored tiles in the areas between starting positions, as shown in the following example figures.

Then each player places resource markers to 0 in all 6 resource tracks (food, production, wealth, money, science, military experience). Place all 9 huts on town upkeep track and move the leftmost of them to the middle of your three starting tiles. Place the 7 warriors

3 players

2 players

4 players

on military upkeep track and finally place the rondel marker to the middle of the rondel. On the first turn you may freely select any of the rondel spaces.

Place all wonder tiles on the game board in appropriate places and sort the technology and city improvement tiles and place them near the game board so all players can reach them.

# 4   Player turn

On your turn you must move the rondel marker up to 2 spaces on the rondel and then you may perform the corresponding action. If a rondel space contains two possible actions, you can only select one of them. The possible actions are:

- Harvest
- Research
- Recruit
- Move
- Explore
- Build
- Grow

If you have Code of Laws technology, you may move the rondel marker up to 3 spaces on the rondel. If you have Monarchy technology, you may move the rondel marker an arbitrary number of extra steps, but each extra step costs 1 money.

## 4.1  Harvest

Harvest action consists of 4 parts:

- Collect cubes

- Check happiness

- Convert cubes

- Pay upkeep

### 4.1.1  Collect cubes

Each town (located in tile corners) can collect up to its size terrain cubes from its 3 adjacent terrain tiles. If a terrain tile is occupied by a unit, only that player is allowed to collect the cube. Otherwise only players whose sum of town sizes around the tile is the highest (including ties) may collect the cube.
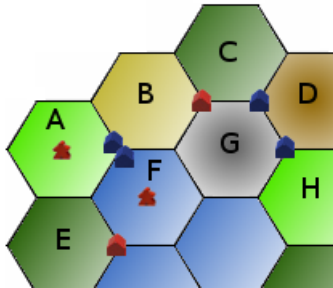


Example: Red player may collect cubes from tiles C, E and F. Blue player may collect from tiles B, C, D, G and H.

### 4.1.2  Check happiness

Once cubes are collected, you should take a look at the unhappy faces on your town upkeep track. You lose 1 cube of your choice for each revealed unhappy face which is not canceled with a happy face. You may gain happy faces from technologies, city improvements and wonders.

### 4.1.3  Convert cubes

After checking happiness, you must convert the cubes to basic resources (food, production and wealth) and return the cubes back to the map. Green technologies and some of the wonders may bring new, better conversion ratios which can also be used. Note the the maximum amount for resources on the player board. If you would get more from a conversion, the leftover is wasted.

While doing the conversions, you may convert wealth to money or science and you should usually do so, because at the end of Harvest wealth drops back to 0 unless you have the city improvement Court.

#### 4.1.4 Pay upkeep

Finally, you should pay the town and military upkeep. If you cannot pay, you have to remove huts and warriors from the board to the upkeep track (filling it from right to left) until the upkeep can be paid.

### 4.2 Research

Pick one of the available technologies from the pool, pay its cost in science and place it on your player board in appropriate place. You may not research the same technology multiple times and you may only research up to 3 technologies of the same color.

### 4.3 Recruit

First pay 1 production. Then choose one of the tiles adjacent to your towns and either place the leftmost warrior from military upkeep track or a settler from the player board to that tile. If you decide to recruit a settler, you also have to pay the additional cost printed on the player board (usually 2 food). After recruiting, a combat may occur if the tile contains rival units (see Combat section).

Alternatively, if your warrior has been enslaved by an opponent, you may give the paid 1 production to that player to release the warrior. In that case the warrior is moved back from opponent's military upkeep track to your own.

If you have city improvement Barracks, you may recruit an additional warrior during the same action by paying 1 production, but you may not free two enslaved warriors or recruit two settlers with Barracks.

### 4.4 Move

Choose a stack, which may consist of any number of warriors and settlers in one location. You then have the following options:

- Move the stack to an adjacent tile and resolve combat if it occurs (see Combat section)

- Raid an adjacent rival town (see Raid section)

- If the stack contains a settler, exchange it for a town of size 1 in an adjacent empty corner, which must have 3 adjacent terrain tiles and at least 1 of them must be non-ocean tile. Place the settler back to the player board and take the leftmost hut from town upkeep track.

Note that you are not allowed to move to ocean tiles unless you have researched Sailing technology. There are also two other red technologies which affect the movement, but neither can be used to raid or found a town more than once. Horseback Riding lets you move the same stack twice, but cannot be used if the first move target is mountain, ocean or occupied by an enemy. Military tactics lets you move two different stacks. The
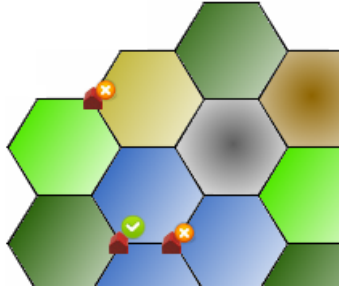
Example: It is not allowed to found
new towns on the edge of the map
or in middle of 3 ocean tiles.

two technologies work together so you are allowed to move two stacks twice, but the
limitation of at most 1 raid or new town still applies.

## 4.5 Explore

Choose any unexplored tile which is adjacent to any of your warriors and turn it around.
Then you immediately get the exploration bonus, which is printed on the tile.

## 4.6 Build

Pick one of the city improvements or wonders and pay its cost in production and money.
City improvements should be placed on your player board and wonders next to the board.
Building always requires some technology so before building, ensure that you have already
researched the required technology.
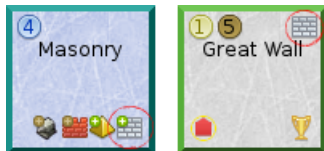
Example: You need Masonry technology to build
Great Wall and you need to pay 1 money and 5
production.

## 4.7 Grow

Pay the growth cost printed on your player board (usually 4 food) and increase the size
of one of your towns by 1 by adding the leftmost hut from town upkeep track to the
same corner.
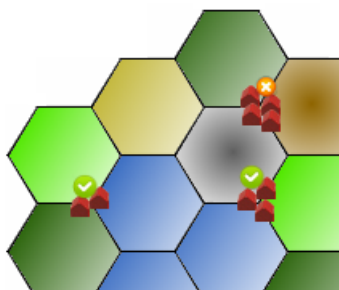
Example: It is not allowed to grow
a town beyond size 3.

# 5 Combat

Combat may occur in two cases: By recruiting or moving a stack to a tile which is occupied by an enemy. In both cases active player is the attacker. If two rival warriors end up in the same location, both of them are killed. If a warrior encounters a rival settler which is not guarded by any warriors, the settler is killed. If two rival settlers end up in the same location, both of them are killed. If the attacker has Iron Working technology, the opponent unit will die first instead of both units dying at the same time.

Whenever a warrior is killed, it's returned to the military upkeep track. If a settler is killed, it's returned to the player board. For each killed rival warrior you gain 1 experience point, which is measured in a separate experience track. At the end of the game you gain 1 victory point for each player who has less experience than you.

## 5.1 Legends

If you win the combat, but lose at least 1 warrior you have the option to promote one of the dead warriors to a legend instead of returning it to military upkeep track. Each legend is worth 1 victory point at the end of the game. If you run out of money during paying the upkeep when doing the Harvest action you are allowed but not forced to return legends to warrior upkeep track instead of returning warriors from the map until you have enough money to pay the upkeep.

## 5.2 Spirit of Mars

If the white warrior (Spirit of Mars) is included in a combat, it is always the last warrior to die, but if it dies, the owner of the wonder Temple of Mars may immediately place it back in a non-hostile tile adjacent to any of his towns. If such tiles do not exist, Spirit of Mars frowns upon the player and is removed from the game. You gain military experience normally from killing the Spirit of Mars.

## 5.3 Raid

During movement, you may have the option to raid enemy towns. If you decide to do so, return 1 warrior from the chosen stack to your military upkeep track and then you can choose to either plunder or enslave:

- Plunder: take up to 2 food, 2 production, 2 money or 2 science from the opponent.

- Enslave: take 1 enemy warrior from his military upkeep track to yours if the opponent military upkeep track is not empty.

If the opponent has city improvement Walls, you need a stack of two warriors or more in order to plunder or enslave, but you still only lose only 1 of them in the raid. If the opponent has wonder Great Wall, you cannot raid him at all.

# 6 End of the game

Players keep taking actions like explained above until one of the following conditions is met:

- One of the players has built all of his huts

- One of the players has researched 12 technologies

- One of the players has 20 military experience or more

Then, each player gets one more turn, including the player who triggered the game end and after that victory points are calculated:

- Each hut is worth 1 point

- Each technology is worth 1 point

- Each legend is worth 1 point

- City improvement Palace is worth 1 point

- Wonders provide victory points according to the text

- For each player who is below you in military experience gain 1 victory point

# 7 Appendix: Game board



Legends

## Military Experience

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----|----|----|----|----|----|----|----|----|
| 19 |    |    |    |    |    |    |    | 9 |
| 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |

## Wonders
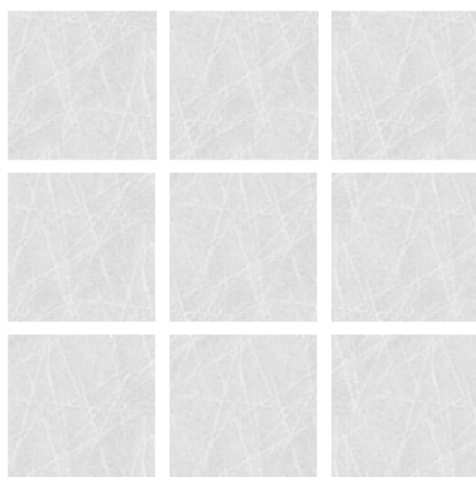
# 8 Appendix: Player board

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 🌾 Upkeep | 0 | 0 | 1 | 2 😟 | 4 | 6 😟 | 8 | 10 😟 | 12 | ②① Temple |
| 🪙 Upkeep | 0 | 1 | 2 | 3 | 4 | 5 | 6 | | | ①② Barracks |

Grow

| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ①③ Granary |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 🌾 | ➡ | ■➡🌾🌾 ■➡🌾 ■➡🌾 ■➡🌾 ■➡🌾 | | | | | | | | | |
| 🔨 | ➡ | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ③① Workshop |
| | | ■➡🔨🔨 ■➡🔨 ■➡🔨 ■➡🔨 ■➡🔨 | | | | | | | | | |
| ⚖ | ➡ | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ②② Court |
| | | ■➡⚖⚖ ■➡⚖ ■➡⚖ ■➡⚖ ■➡⚖ | | | | | | | | | |
| 🪙 | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ②① Market |
| | | ⚖➡🪙 | | | | | | | | | |
| 💡 | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ②① Library |
| | | ⚖➡💡 | | | | | | | | | |

②② Palace

①③ Walls

🌾🌾 Settler

🌾🌾 Settler

# 9 Appendix: Technology tiles

## 9.1 Green technologies

During harvest, you may convert cubes from plains or hills to 2 food each. (1)
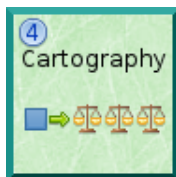
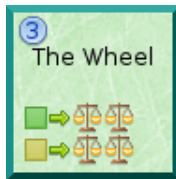During harvest, you may convert cubes from ocean to 3 wealth each. (1)

During harvest, you may convert cubes from hills to 3 production each or cubes from mountains to 2 production each. (1)

During harvest, you may convert cubes from hills to 3 production each or cubes from mountains to 2 wealth each. (1)

During harvest, you may convert cubes from ocean to 2 food each. (2)

During harvest, you may convert cubes from hills to 2 production each or cubes from mountains to 3 production each. (1)

During harvest, you may convert cubes from grassland to 3 food each. (2)
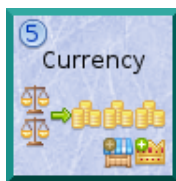
During harvest, you may convert cubes from hills to 2 production each or cubes from mountains to 3 wealth each. (1)

During harvest, you may convert cubes from grassland or plains to 3 wealth each. (1)
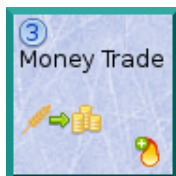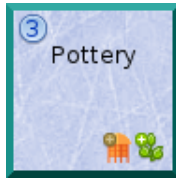
## 9.2 Blue technologies

During your turn, you may convert 2 wealth to 3 money any number of times. Allows building of city improvement Market and wonder Tomb of Midas. (2)

Allows building of city improvements Workshop and Walls and wonders Pyramids and Great Wall. (3)

During your turn, you may convert 1 food to 1 money any number of times. Allows building of wonder Colossus. (1)
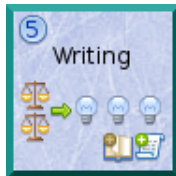
Allows building of city improvement Granary and wonder Hanging Gardens. (2)



During your turn, you may convert 1 food to 1 production any number of times. Allows building of wonder Colossus. (1)
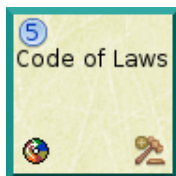


During your turn, you may convert 1 food to 1 science any number of times. Allows building of wonder Colossus. (1)



During your turn, you may convert 2 wealth to 3 science any number of times. Allows building of city improvement Library and wonder Great Library. (2)

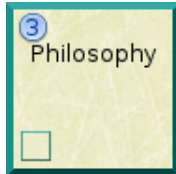## 9.3   Yellow technologies



You may move one extra step in rondel. Allows building of city improvement Court. (2)



You may move extra steps in rondel by paying 1 money for each. Allows building of city improvement Palace. (3)
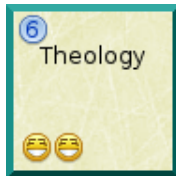
**Mysticism**

Provides 1 happy face. Allows building of city improvement Temple and wonder Oracle. (2)

**Philosophy**

You may immediately take another technology tile by paying its cost. (1)

**Polytheism**

Provides 1 happy face. Allows building of city improvement Temple and wonder Temple of Mars. (2)
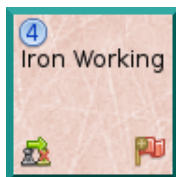
**Theology**

Provides 2 happy faces. (2)

## 9.4   Red technologies

**Horseback Riding**

During movement, allows moving the same stack twice, provided that the first hex is not a mountain or ocean tile and has no enemies. Allows building of city improvement Barracks. (2)

**Iron Working**

During movement, when attacking defender loses his warrior first instead of both warriors dying at the same time. Allows building of city improvement Barracks. (2)

**Military Tactics** — During movement, allows movement of two separate stacks. Allows building of city improvement Barracks. (2)
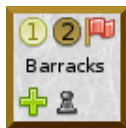
**Militia** — Gain an extra warrior and place it on your military upkeep track. Allows building of city improvement Barracks. (2)

**Sailing** — During movement, allows movment to ocean tiles. Allows building of wonder Great Lighthouse. (4)

# 10 Appendix: City improvement tiles

**Barracks** — During recruit, allows building of an extra warrior. (4)

**Court** — During harvest, you are allowed to store wealth. (2)

**Granary** — During harvest, you gain 2 extra food. (2)

**Library** — During harvest, you gain 2 extra science. (2)

 During harvest, you gain 2 extra money. (2)

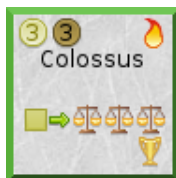 Worth 1 victory point at the end of the game. (3)

 Provides 1 happy face. (4)

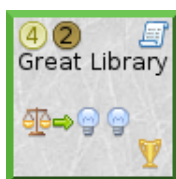 Prevents opponents from entering your towns with a single warrior. (3)

 During harvest, you gain 2 extra production. (3)
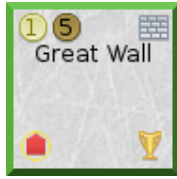
# 11  Appendix: Wonder tiles

 During harvest, you may convert cubes from plains to 3 wealth each. Worth 1 victory point at the end of the game.

 During your turn, you may convert 1 wealth to 2 science any number of times. Worth 1 victory point at the end of the game.
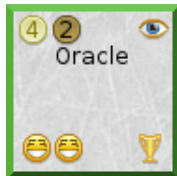
 During harvest, you may convert cubes from ocean to 3 wealth each. Worth 1 victory point at the end of the game.

**Great Wall**

Prevents opponents from entering your towns completely. Worth 1 victory point at the end of the game.

**Hanging Gardens**

During harvest, you may convert cubes from plains to 2 food each. Provides 1 happy face. Worth 1 victory point at the end of the game.

**Oracle**

Provides 2 happy faces. Worth 1 victory point at the end of the game.

**Pyramids**

During harvest, you may convert cubes from desert to 2 food each. Worth 2 victory points at the end of the game.

**Temple of Mars**

Place white warrior (Spirit of Mars) to an empty tile adjacent to any of your towns and see Section Spirit of Mars for more details. Worth 1 victory point at end of the game per each two empty spaces on military upkeep track.

**Tomb of Midas**

During your turn, you may convert 1 trade to 2 money any number of times. Worth 1 victory point at the end of the game.