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MEGA EMPIRES



SCENARIOS

ADDITIONAL SCENARIOS FOR 3-18 PLAYERS

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1. INTRODUCTION

This rulebook contains rules for additional scenarios for Eastern Empires, Western Empires and Mega Empires. A brief overview of these scenarios is shown in the table below. An overview of all currently available editions and expansions of Mega Empires is shown on the final page of this rulebook.

Name	Short Description
The Expert Game (add-on for 3-18 players)	<ul style="list-style-type: none">• Scenario for a more challenging game due to more stringent A.S.T. requirements.• For experienced players only.• Increases playing time by 1 to 2 hours.
The Short Game (add-on for 3-18 players)	<ul style="list-style-type: none">• Scenario for a shorter game due to an advanced starting position of all players on the board and on the A.S.T. Players also start the game with a set of Civilization Advances, credit tokens and a hand of trade cards.• For experienced players only.• Reduces playing time by 2 to 3 hours.
Eastern/Western Empires (3-4 Players)	<ul style="list-style-type: none">• Scenario for playing either Eastern Empires or Western Empires with only 3 or 4 players.• Can be played after playing The First Game scenario that is included in the box of Eastern Empires.• Playing time: 6-8 hours.• Can be combined with the rules for the Expert Game and/or the Short Game.
Mega Empires (10-18 Players)	<ul style="list-style-type: none">• Scenario for playing a game with up to 18 players by combining components from Eastern Empires and Western Empires.• For experienced players only.• Playing time: 10-13 hours.• Can be combined with the rules for the Expert Game and/or the Short Game.

2. THE EXPERT GAME (ADD-ON FOR 3-18 PLAYERS)

Playing time: 10-14 hours

The Expert Game is aimed for experienced players who appreciate a long and challenging game. This scenario typically adds 1 or 2 game turns to the Basic Game, resulting in 1 to 2 additional hours of playing time.

The key difference with the Basic Game is that for the Expert Game the **Expert Version** of the A.S.T. is used, which has more stringent A.S.T. requirements than the Basic Version. An overview of the requirements per epoch is shown below. The Expert Game can be played with any number of players in the range of 3-18 as dedicated A.S.T. boards have been provided. Additional rules for playing the Expert Game with 3-4 players are described on page 14, and for playing the Expert Game with 10-18 players on page 26.

A.S.T. Requirements	Basic Version	Expert Version
Stone Age	<ul style="list-style-type: none"> No requirements. 	<ul style="list-style-type: none"> No requirements.
Early Bronze Age	<ul style="list-style-type: none"> At least 2 cities. 	<ul style="list-style-type: none"> At least 3 cities.
Middle Bronze Age	<ul style="list-style-type: none"> At least 3 cities and 3 Civilization Advances. 	<ul style="list-style-type: none"> At least 3 cities and 5 Victory Points in Civilization Advances.
Late Bronze Age	<ul style="list-style-type: none"> At least 3 cities and 3 Civilization Advances with a minimal cost price of 100 each. 	<ul style="list-style-type: none"> At least 4 cities and 12 Civilization Advances.
Early Iron Age	<ul style="list-style-type: none"> At least 4 cities and 2 Civilization Advances with a minimal cost price of 100 each. 	<ul style="list-style-type: none"> At least 5 cities and 10 Civilization Advances with a cost price of less than 100 each, as well as 38 Victory Points in Civilization Advances.
Late Iron Age	<ul style="list-style-type: none"> At least 5 cities and 2 Civilization Advances with a minimal cost price of 200 each. 	<ul style="list-style-type: none"> At least 6 cities and 17 Civilization Advances with a cost price of less than 100 each, as well as 56 Victory Points in Civilization Advances.

Also the following rules apply when playing the Expert Game:

- During A.S.T.-alteration, if players have no cities on the board, their succession marker is moved 1 space backward. This rule does not apply to the Stone Age, which does not have any A.S.T. requirements.
- After one or more players have first entered the Late Iron Age (i.e. the first of the 2 colored columns), 1 additional game turn is played. After this turn the game ends, regardless of whether or not any players have reached the final column of the A.S.T.
- At Victory Determination, if a single player has moved their A.S.T. marker into the first of the two Late Iron Age epoch columns, this player receives the A.S.T. bonus of 5 Victory Points, regardless of what happens in the final game turn.

THE EXPERT GAME & THE SPECIAL BUILDINGS EXPANSION

The rules for the Expert Game can be combined with the Special Buildings Expansion. This does not require any changes to the rules or result in additional playing time.

3. EASTERN EMPIRES - THE SHORT GAME (ADD-ON FOR 5-9 PLAYERS)

Playing time: 6-8 hours

A regular game of Eastern Empires for 5-9 players takes 10-12 hours to complete. This section provides a set of rules for a shorter game in which all players start the game with an advanced position on the A.S.T. and on the map board, and hold a number of Civilization Advances, credit tokens and trade cards. This scenario basically skips the first 10 turns of the game and leaves the players to play the final 5-6 game turns, which are typically the centre of gravity of the game. It is highly recommended to have played at least one regular game of Eastern Empires or Western Empires before playing this scenario.

SETTING UP THE SHORT GAME

Take the 9 Short Game scenario tokens and select the scenarios as shown below when playing with fewer than 9 players.

Eastern Empires			
5 Players	6 Players	7 Players	8 Players
<ul style="list-style-type: none"> Coin & Commerce Exploring the Deserts Mystical Palaces Sacred Constructors Early Merchants 	<ul style="list-style-type: none"> Coin & Commerce Exploring the Deserts Mystical Palaces Sacred Constructors Early Merchants Cultural Heights 	<ul style="list-style-type: none"> Coin & Commerce Exploring the Deserts Mystical Palaces Sacred Constructors Early Merchants Cultural Heights Spreading Knowledge 	<ul style="list-style-type: none"> Coin & Commerce Exploring the Deserts Mystical Palaces Sacred Constructors Early Merchants Cultural Heights Spreading Knowledge Conquering the Seas

Set up the game as described in chapter 4, Setting up the game on page 10 of the Rulebook (5-9 players) and take the following actions afterwards:

- Shuffle the selection of scenario tokens and place them face down on the table.
- All players draw one token and may look at it (players may look up the listed Civilization Advances in silence).
- Distribute the civilizations as normal, using the player sequence tokens.
- In A.S.T.-ranking order, all players place 5 cities within their own region. At least 4 of these cities must be placed on a city site. Keep in mind that cities cannot be built in areas with population limit '0'.
- After all players have placed their cities, they simultaneously reveal their scenario tokens and collect the listed Civilization Advances and the corresponding credit tokens. It is recommended that all players in turn inform the group of players what Civilization Advances they have received.
- Some scenario tokens order the destruction of 1 city when revealed. This is done at this point, after which the scenario tokens are returned to the game box.
- All players draw trade cards as in the Trade Cards Acquisition phase (4 or 5 cards for each player). First all players with 4 cities draw their cards, followed by all players with 5 cities (A.S.T.-ranking breaks ties). If players draw a calamity, they do **not** reveal it yet.
- In A.S.T.-ranking order, all players may distribute up to 14 tokens over their associated region (player's choice). No population limits may be exceeded, but players may use the effect of Agriculture if they hold that card.
- Subsequently all players transfer 10 tokens from stock to treasury.
- Finally, move all A.S.T. markers to column 11 on the A.S.T. (just before the Late Bronze Age).

At this point, all players should have a set of 4 Civilization Advances with the corresponding credit tokens, 4 or 5 trade cards in hand, 4 or 5 cities on the board, 14 tokens on the board, 31 tokens in stock and 10 tokens in treasury.

In the Short Game for 5 or 6 players, players do **not** receive additional credit tokens as described in chapter 4, Setting Up The Game of the Rulebook.

PLAYING THE SHORT GAME

The game starts as if it were a regular turn with the Tax Collection phase. Players holding Coinage or Monarchy may use the effect of these cards. Any calamities drawn at the start of the game may be traded during the Trade phase and will be resolved during the Calamity Resolution phase (along with any new calamities drawn this turn).

Tips:

- *In the Short Game some calamities have a less devastating effect than in the regular game.*
- *This type of game develops faster than expected. It is more important to score Victory Points by purchasing Civilization Advances than to plan for the long term and stay in place on the A.S.T. for a turn.*
- *It is most important to advance on the A.S.T. each turn. There are fewer possibilities to catch up than in the regular game.*

THE SHORT GAME (EXPERT)

Playing time: 8-10 hours

The Short Game can be combined with the rules for the Expert Game.

The Short Game was designed to be played with the Basic Version of the A.S.T. If players prefer to play the Short Game in combination with the rules for the Expert Game it is recommended that all A.S.T. markers are put on column number 9 instead of 11. This will probably not result in a shorter game than a regular game with the Basic A.S.T. but provides a different flavor to the game.

THE SHORT GAME & THE SPECIAL BUILDINGS EXPANSION

The rules for the Short Game can be combined with the Special Buildings Expansion. This does not require any changes to the rules or result in additional playing time.

4. EASTERN/WESTERN EMPIRES (3-4 PLAYERS)

Playing time: 6-8 hours

INTRODUCTION

This section contains the rules and setups for playing Eastern Empires or Western Empires with 3 or 4 players. Reducing the number of players below the range of 5-9 players requires some modifications to the game setup and rules. A key difference between this scenario and the regular game is that in games with 3-4 players trading is done with a **market**, which consists of a number of trade cards on the Market Board, rather than bilaterally between players. It is highly recommended to have played at least one regular game of Eastern Empires or Western Empires (or Eastern Empires - The First Game) before playing this scenario.

Mega Empires was initially designed for 5 or more players, which allows for interactive and dynamic trading between the players that works very well with large player numbers. With fewer than 5 players the default trading mechanism proved not to function properly and calamities were found to cause too much imbalance in the game. This alternative scenario was designed to allow for balanced games to be played with only 3 or 4 players and provides an excellent alternative for smaller groups of players. Due to the lower player number the game can be played in less time as well.

The rules for playing Eastern/Western Empires with 3-4 players are to a large extent similar to the rules for the game with 5-9 players. The rules below follow the same structure as the basic Rulebook, but only include the **additions** and **modifications** in rules and setups required for this variant rather than a reiteration of the regular game rules. Whenever a rule is not mentioned here, the default rules should be followed. The chapter numbers shown below refer to the same chapters in the Rulebook.

Playing Western Empires with 3-4 players requires a copy of Western Empires along with this set of rules and some additional game components included in the box of Eastern Empires.

The following game components are included in the Eastern Empires box to facilitate the scenario for 3-4 players:

- Market Board (printed on the backside of the eastern map board panel of Eastern Empires). There are 2 versions of the Market Board; one side for 3 players and the other for 4 players.
- A.S.T. board for Eastern Empires for 3-4 players (front side Basic Version, back side Expert Version). For games of Western Empires for 3-4 players the default 5-9 player A.S.T. board included in the box of Western Empires is used.
- Calamity Quick Chart for 3-4 players (the blue gray version printed on the backside of 1 Strategy Explorer).
- Market markers (on the backside of the turn markers).

4. SETTING UP THE GAME (MODIFIED CHAPTER)

Setting Game Limits For The Full Game

Take the appropriate A.S.T. board as described above and select the Basic Version side.

Selecting The Map Board

Depending on the number of players and the game that will be played (Eastern Empires or Western Empires) use the map board panels required for the setup as shown in chapter 5, Map Board Setups on page 8.

Selecting Trade Cards

Eastern Empires

Select all trade cards from Eastern Empires marked with '3-9, 12-18'.

Western Empires

Select all trade cards from Western Empires marked with '5-18'.

The scenario for 3-4 players has been developed after the release of Western Empires, hence the markers for this scenario are not printed on the cards included in that game.

Preparing The Stacks Of Trade Cards

3 Players

Sort all selected trade cards into 9 stacks by stack number. Each stack contains 2 different sets of commodities and 2 different calamities (Minor Calamities are not used. Stack 1 does not contain calamities).

For each of the 9 stacks, the cards are divided into 3 batches: A, B and C. For each stack, take all of the following steps in turn (with the cards face down):

1. Take both sets of commodities **without** the 2 calamities and shuffle them. Set aside 4 cards, which is batch A.
2. From the remaining shuffled commodity cards, set aside 2 cards and shuffle these 2 cards together with the Non Tradeable Calamity. These 3 cards are batch C.
3. Take the remaining cards and the Tradeable Major Calamity and shuffle them. This is batch B.
4. Pile up the stack by putting batch A on top of B, on top of C.

For each stack



A: Shuffled: {4 commodities; no calamities}

B: Shuffled: {commodities + Tradeable Major Calamity}

C: Shuffled: {2 commodities + Non Tradeable Calamity}

Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.

4 Players

Sort all selected trade cards into 9 stacks by stack number. Each stack contains 2 different sets of commodities and 2 different calamities (Minor Calamities are not used. Stack 1 does not contain calamities).

For each of the 9 stacks, the cards are divided into 3 batches: A, B and C. For each stack, take all of the following steps in turn (with the cards face down):

1. Take both sets of commodities **without** the 2 calamities and shuffle them. Set aside 5 cards, which is batch A.
2. From the remaining shuffled commodity cards, set aside 2 cards and shuffle these 2 cards together with the Non Tradeable Calamity. These 3 cards are batch C.
3. Take the remaining cards and the Tradeable Major Calamity and shuffle them. This is batch B.
4. Pile up the stack by putting batch A on top of B, on top of C.

For each stack



A: Shuffled: {5 commodities; no calamities}

B: Shuffled: {commodities + Tradeable Major Calamity}

C: Shuffled: {2 commodities + Non Tradeable Calamity}

Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.

Setting Up The Market Board

Take the eastern Map Board panel from Eastern Empires and fold it along the long edge so that the Market Board becomes visible. Select the appropriate side for the number of players and place it on the table next to the Map Board. Put A.S.T. markers for each civilization in play and a market marker on the '0' of the City Count section of the Market Board, and put a turn marker on the first space of the trading turn track.

As the Market Board includes a printed City Count track, the separate City Count Board is not used in this scenario.

Starting Credits

3 Players

All players collect credit tokens worth 10 of each color.

4 Players

All players collect credit tokens worth 5 of each color.

5. MAP BOARD SETUPS (MODIFIED CHAPTER)

This section contains the map board setups for 3-4 players for both Eastern Empires and Western Empires.

Note: For Eastern Empires the regions determined for the civilizations in play and some starting locations are different from the setups for games with 5 or more players.

Eastern Empires - 3 players

This game is played with **Indus**, **Kushan** and **Parthia**, using only half a map board panel. Use 'Out of Play' markers to mark the gray areas as shown in the image below.



Notes:

- The starting area for Parthia is *Hyrkania* (instead of *Nisa*).
- The area *Harmozia* is considered to be directly adjacent to the open sea area *Gulf of Oman*.
- The area *Persepolis* is in play but has no city site in this scenario (the city site symbol is not visible when the Map Board Panel is double folded). The starting location symbol for Persia can be ignored.

Eastern Empires - 4 players

This game is played with **Indus**, **Kushan**, **Parthia** and **Persia**, using a single map board panel. Use 'Out of Play' markers to mark the gray areas as shown in the image below.

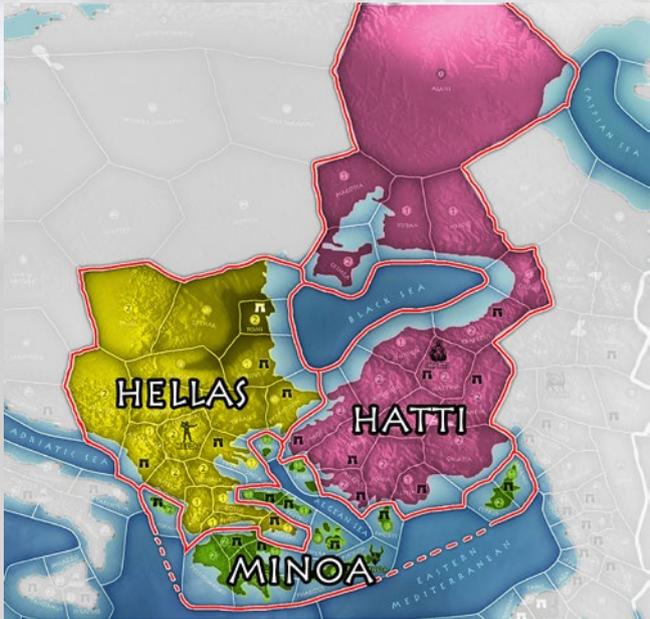


Note:

- The starting area for Indus is *Mohenjo-Daro* (instead of *Chanhu-Daro*)

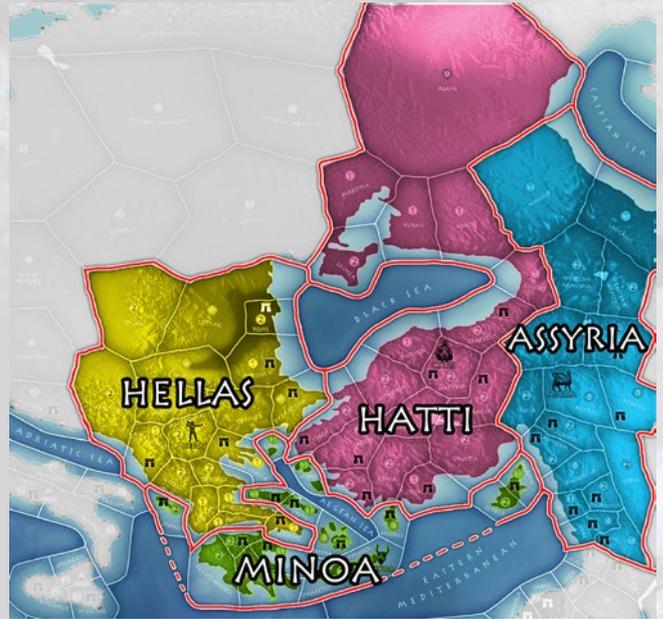
Western Empires - 3 players

This game is played with **Hellas**, **Minoa** and **Hatti**. Use 'Out of Play' markers to mark the gray areas as shown in the image below.



Western Empires - 4 Players

This game is played with **Hellas**, **Minoa**, **Hatti** and **Assyria**. Use 'Out of Play' markers to mark the gray areas as shown in the image below.



6. SEQUENCE OF PLAY (MODIFIED CHAPTER)

In phases 1 to 5 (Tax Collection, Population Expansion, Movement, Conflict, City Construction), there are no changes from the rules of a regular game with 5-9 players.

6a. Drawing Trade Cards

Before drawing or dealing any trade cards, make sure that:

- the Market Board does not contain any trade cards from the previous turn;
- no players exceed their hand limit;
- all cards have been returned, shuffled and placed under the appropriate stacks.

For each player, count the number of cities on the board and move their A.S.T. markers on the City Count section of the Market Board accordingly, placing them in A.S.T.-ranking order for each row. Move the market marker to the same row as the highest number of cities in play this turn, in the final position of the row. Trade cards are then dealt to all players according to the normal game rules.

After all players have been dealt their trade cards (but before additional trade cards are acquired), place a number of trade cards on the top row of the Market Board (face down) equal to the corresponding city number of the market marker. Also add 1 Water card on the top row of the '0' column. Even when no trading is anticipated due to the low number of trade cards dealt to the players, the Market Board is always set up this way to enhance the cycling of trade cards. If a stack has run out of cards a Water card is placed on the market instead (face down).



Example: Chris (Kushan) and Robin (Parthia) each have 4 cities and Maria (Indus) has 5 cities in play. The market receives a Water card plus one trade card each from stack 1, 2, 3, 4, and 5.

6B. Additional Purchases

After the market has been dealt its trade cards all players have the possibility to purchase the additional trade cards as in the regular game. In this scenario, however, players also have the possibility to purchase **any** number of Water cards at a cost of 2 treasury tokens each. Holding one or more Water cards provides additional flexibility during the actual trading.

7. Trade

Trading Mechanism

Unlike the bilateral trading in a regular game, trading is done on a turn-by-turn basis with the market in this scenario. Put a turn marker on square number 1 of the trading turn track on the Market Board. Then, in the same order used for dealing trade cards in the Trade Cards Acquisition phase (the numbered Player Sequence cards included in the game can be used to show each player's priority), all players may make a trade with the market or pass. After the last player has made a trade or passed, the turn marker is moved 1 step down on the trading turn track. This process is repeated until all players have subsequently passed or the turn marker reaches the end of the track (after 6 turns). Players who pass may still trade later if they happen to get another turn before the trading phase finishes.

To make a trade, place 2 cards from your hand on the Market Board (face up) and subsequently take 2 other cards from the Market Board into your hand. A commodity card may only be added to the market if there is an empty space available in the column of its **corresponding** number and cannot be placed in a different column. The total value of the cards **placed on** the market should always be **equal to or higher than** the total value of the cards **taken from** the market.



Example: Chris places 1 Bronze and 1 Hides (total value of $6 + 1 = 7$) on the market in exchange for the face down cards from the top rows of stack 3 and stack 4 (total value of $3 + 4 = 7$).

When placing (or taking) 2 cards of the same commodity type the **set value** of the commodities applies rather than the sum of their **face values**. Face down cards on the top row have a value equal to their column number. Although face up sets of commodities of the same type count for their set value, the actual commodity type of **face down** cards on the top row does **not** increase the set value if a second commodity from the same column is taken. Players are free to choose on what row to place cards, including spaces on the top row, provided that there is space available.



When taking a face down card from the top row in combination with a face up card in the same column, the total value is equal to the sum of the face values of the cards. In this example the total value is 6 trade points.



When placing two of the same commodities on the market, or taking two of the same face up commodities from the market, the total value is equal to the set value. In this example the total value is 12 trade points.



When taking a face down card from the top row it always counts as face value. Regardless of knowing the identity of the card, it never counts as being part of a set with another card in the same column. In this example the total value is 6 trade points; the third card in the same row does not impact the value.

Once a column is filled up with trade cards, no more cards can be added to that column until one or two cards are taken out as part of a trade. Cards placed on the top row are turned **face down** after being shown to all players, while cards placed on the 2nd and 3rd row always remain face up. Cards on the top row are turned face down to allow players to improve their number of trade points. These cards are always taken for their face value, even though they may turn out to form a set with another commodity taken from the same column.

Water cards (face value 0) may be taken from or placed on the market as part of a trade, provided that sufficient space is available in the '0'-column. Calamity cards may **not** be placed in the columns numbered 0-9 on the Market Board.



Example: Robin places 2 Hides (total value of 4) in exchange for 1 #4 card from the top row and 1 Water card (total value of $4 + 0 = 4$). When handing in a set of 2 cards it does not matter in which rows the cards are placed (provided that there are at least 2 spaces available).

Tip: To enhance trading, at any time players can name commodities that they are looking for or that they are willing to put onto the market from their hands in future trade turns.

Calamities on the Market

If a **Tradeable** calamity is drawn from the initial top row of the Market Board it is put into the hand of the player who took it as part of the trade, without the calamity being mentioned. If a **Non Tradeable** calamity is drawn, the player who drew it reveals it and returns it to that space on the top row (face up) and takes a new trade card of the same number from the trade card stack. For the remainder of this trade phase the Non Tradeable calamity cannot be selected as part of a trade and thus blocks the top row space.

Instead of using the columns marked 0 to 9, players may also place any card in the red column on the left side of the market. The negative numbers in this column (-2, -3, or -4) imply that placing a card on the space **decreases** the total value of the cards placed on the market. Cards in this column are **always placed face down** without being shown to other players, allowing players to get Tradeable calamities out of their hands (but commodities can be placed here as well). Non Tradeable calamities, however, are **not** allowed to be placed on the market this way.

Any card on a space with a negative number may be taken as part of a trade, in which case now the negative number decreases the total value of the cards taken from the market accordingly.



Example: Maria places 1 Bronze on an available space in column 6 and 1 other card (e.g. a Tradeable calamity) face down on the '-2' space in the red column (total value of $6 - 2 = 4$) in exchange for 1 #1 card and 1 #3 card (total value of $1 + 3 = 4$).



Example: Chris places 1 Cotton and 1 Water (total value of $4 + 0 = 4$) on the market in exchange for 1 Bronze and 1 card from the '-2' spot (total value of $6 - 2 = 4$).

Since cards on the red column with negative numbers are always placed face down, players could (accidentally) place a Non Tradeable calamity there. If this is discovered during or after trade, it can usually be deduced which player has done so. The Non Tradeable calamity is instantly returned to that player's hand, who must, as a penalty, then discard a random **commodity** card from their hand. A player who drew the Non Tradeable calamity from the Market Board receives the discarded card.

8. Calamity Selection

Once trading is finished, all face down cards on the Market Board are turned face up. Some calamities on the Market Board may cause secondary effects during calamity resolution.

9. Calamity Resolution

The dedicated Calamity Quick Chart for 3-4 players provides an overview of all calamity effects. All calamities are resolved as during a regular game with 5-9 players, with a number of modifications for the primary and/or the secondary victim(s) for some calamities. All exceptions are described below.

Eastern Empires

Calamity	Effects
Famine	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Flood/Avalanche	<ul style="list-style-type: none"> The calamity is considered to be 'Flood/Avalanche'. If the primary victim has no units on a Flood Plain, in addition to coastal areas, the area <i>Western Himalaya</i> and all areas adjacent to it are vulnerable to Flood/Avalanche. The effect of Engineering on Flood also applies to Flood/Avalanche.
Cyclone/Blizzard	<ul style="list-style-type: none"> The calamity is considered to be 'Cyclone/Blizzard'. In addition to open sea areas, <i>Western Himalaya</i> is a potential Cyclone/Blizzard area. The primary victim selects only 2 cities, and secondary victims only 1 city. Any population tokens on <i>Western Himalaya</i> are unaffected by Cyclone/Blizzard. The effects of Masonry, Calendar and Trade Empire on Cyclone also apply to Cyclone/Blizzard.
Epidemic	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Iconoclasm and Heresy	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Piracy/Raid	<ul style="list-style-type: none"> The calamity is considered to be 'Piracy/Raid'. In addition to coastal areas, areas adjacent to <i>Western Himalaya</i> are vulnerable to Piracy/Raid. The primary victim selects only 1 coastal city from 1 other player. The effects of Naval Warfare and Cartography on Piracy also apply to Piracy/Raid.

Despite the adjustments of some calamities on Eastern Empires for this scenario, the effects of Civilization Advances that affect the impact of these calamities has not changed.

Western Empires

Calamity	Effects
Famine	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Cyclone	<ul style="list-style-type: none"> The primary victim selects only 2 cities, and secondary victims only 1 city.
Epidemic	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Iconoclasm and Heresy	<ul style="list-style-type: none"> The primary victim selects only 1 secondary victim.
Piracy	<ul style="list-style-type: none"> The primary victim selects only 1 coastal city from 1 other player.

Resolving Calamities on the Market Board

If any of the calamities *Famine*, *Epidemic*, *Iconoclasm* and *Heresy* or *Piracy* lies on the Market Board at the end of the trading phase, the **secondary** effects of these calamities are resolved. Since there is no primary victim for these calamities, the selection of the secondary victim is made by the **deputy**. Deputies are not allowed to select themselves as secondary victims.

Determining the Deputy

The player with the highest number of cities in stock at the moment of resolution of the calamity becomes the deputy. In the case of a tie, from these players, the player with the highest number of tokens in stock is appointed (A.S.T.-ranking breaks ties).

Determining the Beneficiary

For calamities that require a beneficiary (*Treachery*, *Civil War*, *Barbarian Hordes*, *Epidemic*, *Tyranny*, *Iconoclasm* and *Heresy*, *Piracy*) the player (other than the primary victim) with the highest number of cities in stock becomes the beneficiary. In the case of a tie, from these players, the player with the highest number of tokens in stock is appointed (A.S.T.-ranking breaks ties).

In phases 10 to 12 (Special Abilities, Remove Surplus Population, Civilization Advances Acquisition) there are no changes from the rules of a regular game with 5-9 players.

13. A.S.T.-Alteration

Remove all remaining cards from the Market Board and place them on the corresponding discard piles, together with the cards discarded or turned in by the players. These cards are then shuffled and placed underneath the stacks as in a regular game with 5-9 players.

THE EXPERT GAME (3-4 PLAYERS)

Playing time: 8-10 hours

The rules for 3-4 players can be combined with the rules for the Expert Game.

THE SHORT GAME (3-4 PLAYERS)

Playing time: 3-4 hours

The rules for 3-4 players can be combined with the rules for the Short Game. Depending on the number of players and which game is played, select the following scenario tokens:

Western Empires		Eastern Empires	
3 Players	4 Players	3 Players	4 Players
<ul style="list-style-type: none">Coin & CommerceEarly MerchantsSacred Constructors	<ul style="list-style-type: none">Coin & CommerceExploring the DesertsEarly MerchantsSacred Constructors	<ul style="list-style-type: none">Coin & CommerceExploring the DesertsMystical Palaces	<ul style="list-style-type: none">Coin & CommerceExploring the DesertsMystical PalacesSacred Constructors

For setting up the Short Game for 3-4 players use the regions as described in the Map Board Setups for 3-4 players.

When playing the Short Game for 3-4 players, each player receives the additional credit tokens as described in the section Setting Up the Game for 3-4 players (unlike the situation when playing the Short Game for 5-9 players).

THE SPECIAL BUILDINGS EXPANSION (3-4 PLAYERS)

The rules for 3-4 players can be combined with the Special Building Expansion. Note that for 3-4 players the **regions** and the **starting locations** for the civilizations in play for Eastern Empires are different from the setups for 5-9 players.

5. MEGA EMPIRES (10-18 PLAYERS)

Playing time: 10-13 hours

INTRODUCTION

This section contains the rules and setups for playing Mega Empires with 10-18 players. Games for 10 or more players require game components that are **not included** in the box of Eastern Empires and can only be played in combination with a copy of Western Empires.

The rules for playing Mega Empires for 10-18 players are to a large extent similar to the rules for Eastern or Western Empires for 5-9 players. The rules below follow the same structure as the basic Rulebook, but only include the **additions** and **modifications** in rules and setups required for this variant rather than a reiteration of the regular game rules. Whenever a rule is not mentioned here, the default rules should be followed. The chapter numbers shown below refer to the same chapters in the Rulebook.

When playing a game with 10 or more players, not only a bigger table and more space are required but the game probably will also take more time. Experience with many of such games has shown that the number of chairs at the game table can be lower than the actual number of players as people often tend to move around the room and the game board. Also prepare for some relaxation moments throughout the game. Games like these are not for the faint hearted.

4. SETTING UP THE GAME (MODIFIED CHAPTER)

Games for 10-18 players require game components from both Eastern Empires and Western Empires. After the game components have been mixed for playing this variant, the origin of critical game components such as trade cards and Civilization Advances can be traced back by the edition symbols printed on the cards: ★ for Western Empires and ✨ for Eastern Empires.

Setting Game Limits For The Full Game

Select the Basic Version of the A.S.T. for 18 players, which is printed on the backside of the Census Board from Western Empires. The Census board from Eastern Empires (which has the Expert Version A.S.T. for 18 players printed on the backside) is used as for the census during the game.

Selecting The Map Board

Depending on the number of players, use the map board panels required for the setup as shown in chapter 5, Map Board Setups on page 19.

Civilizations

Use the player sequence tokens from both Eastern Empires and Western Empires for determining the order in which players can choose their civilization. The tokens from Eastern Empires have a second number marker in the lower right corner, which is used in games with 10-18 players.

For example, a player who drew the token marked '1 / 10' has the 10th position in the priority sequence in a 10+ player game.

Selecting Trade Cards

10-11 Players

Even though one or two mapboard panels and civilizations from Eastern Empires are used in games with 10-11 players, **only** trade cards for 9 players from **Western Empires** are used in this scenario. Select all trade cards marked with '5-18' and all trade cards marked with '9-11, 15-18' from Western Empires.

12-14 Players

The participating civilizations are split into two separate trade blocks (EAST and WEST) of 9 stacks, each of which draws from their own set of trade cards. For setting up this game trade cards from **both** Eastern Empires and Western Empires are used.

Cards used in the **WEST-block** contain a **green W-symbol** and cards used for the **EAST-block** contain a **purple E-symbol**. Make sure the following cards are present:

Stack	Commodities WEST-block	Commodities EAST-block
1	9 Ochre, 5 Clay, 4 Hides	9 Flax, 4 Clay, 5 Hides
2	8 Papyri, 4 Iron, 4 Furs	8 Stone, 4 Iron, 4 Furs
3	8 Fish, 5 Fruit, 4 Salt	8 Timber, 4 Fruit, 5 Salt
4	7 Wool, 4 Oil, 4 Sugar	7 Cotton, 4 Oil, 4 Sugar
5	6 Wine, 4 Textiles, 3 Livestock	6 Lacquer, 3 Textiles, 4 Livestock
6	5 Tin, 3 Copper, 3 Bronze	5 Silver, 3 Copper, 3 Bronze
7	5 Resin, 3 Incense, 3 Spice	5 Jade, 3 Incense, 3 Spice
8	4 Marble, 3 Gemstones, 2 Tea	4 Dye, 2 Gemstones, 3 Tea
9	4 Ivory, 3 Gold, 2 Pearls	4 Silk, 2 Gold, 3 Pearls

Also select the Major Calamities of each block and add these to their corresponding blocks (8 Major Calamities (Non Tradeable) and 8 Major Calamities (Tradeable) per block). The Minor Calamities are not used.

15-18 Players

The participating civilizations are split into two separate trade blocks (EAST and WEST) of 9 stacks, each of which draws from their own set of trade cards. For setting up this game trade cards from **both** Eastern Empires and Western Empires are used.

Cards used in the **WEST-block** contain a **green W-symbol** and cards used for the **EAST-block** contain a **purple E-symbol**. Make sure the following cards are present:

Stack	Commodities WEST-block	Commodities EAST-block
1	9 Ochre, 5 Clay, 4 Hides, 4 Bone	9 Flax, 4 Clay, 5 Hides, 4 Bone
2	8 Papyri, 4 Iron, 4 Furs, 4 Wax	8 Stone, 4 Iron, 4 Furs, 4 Wax
3	8 Fish, 5 Fruit, 4 Salt, 4 Ceramics	8 Timber, 4 Fruit, 5 Salt, 4 Ceramics
4	7 Wool, 4 Oil, 4 Sugar, 4 Grain	7 Cotton, 4 Oil, 4 Sugar, 4 Grain
5	6 Wine, 4 Textiles, 3 Livestock, 3 Glass	6 Lacquer, 3 Textiles, 4 Livestock, 3 Glass
6	5 Tin, 3 Copper, 3 Bronze, 3 Lead	5 Silver, 3 Copper, 3 Bronze, 3 Lead
7	5 Resin, 3 Incense, 3 Spice, 3 Herbs	5 Jade, 3 Incense, 3 Spice, 3 Herbs
8	4 Marble, 3 Gemstones, 2 Tea, 2 Obsidian	4 Dye, 2 Gemstones, 3 Tea, 2 Obsidian
9	4 Ivory, 3 Gold, 2 Pearls, 2 Amber	4 Silk, 2 Gold, 3 Pearls, 2 Amber

Also select all calamities of each block and add these to the selection of their corresponding blocks (8 Major Calamities (Non Tradeable), 8 Major Calamities (Tradeable) and 8 Minor Calamities per block).

Preparing The Stacks Of Trade Cards

10-11 Players

All stacks of trade cards are prepared in the exact same way as for Western Empires for 9 players, as described in the Western Empires Rulebook (page 11).

12-14 Players

Sort all selected trade cards into 9 stacks by stack number. For each block, all stacks contain 1 complete set of commodities, 2 split sets (for which the other part is in the other block) and 2 different calamities (Minor Calamities are not used. Stack 1 does not contain calamities).

Only when setting up the game, for each single stack one complete set of commodities must first be separated from the other commodities. These sets, referred to as the 'additional' set of commodities, are:

WEST: Ochre (1) - Papyri (2) - Fish (3) - Wool (4) - Wine (5) - Tin (6) - Resin (7) - Marble (8) - Ivory (9)

EAST: Flax (1) - Stone (2) - Timber (3) - Cotton (4) - Lacquer (5) - Silver (6) - Jade (7) - Dye (8) - Silk (9)

Set up both blocks separately. For each of the 18 stacks, the cards are divided into 3 batches: A, B and C. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch C.
2. Take the 'additional' set of commodities and the Tradeable Major Calamity and shuffle them. This is batch B.
3. Take both split sets of commodities and shuffle them. This is batch A.
4. Pile up the stack by putting batch A on top of B, on top of C.

For each stack



Place each of the 9 stacks prepared for WEST in the trade card holders for the WEST-block and use the same number of holders for discard piles. Then do the same for the EAST-block.

15-18 Players

Sort all selected trade cards into 9 stacks by stack number. For each block, all stacks contain 1 complete set of commodities, 3 split sets (for which the other part is in the other block) and 3 different calamities (Stack 1 does not contain calamities).

Only when setting up the game, for each single stack one complete set of commodities must first be separated from the other commodities. These sets, referred to as the 'additional' set of commodities, are:

WEST: Ochre (1) - Papyri (2) - Fish (3) - Wool (4) - Wine (5) - Tin (6) - Resin (7) - Marble (8) - Ivory (9)

EAST: Flax (1) - Stone (2) - Timber (3) - Cotton (4) - Lacquer (5) - Silver (6) - Jade (7) - Dye (8) - Silk (9)

Set up both blocks separately. For each of the 18 stacks, the cards are divided into 3 batches: A, B and C. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch C.
2. Take the 'additional' set of commodities and the Tradeable Major Calamity and shuffle them. This is batch B.
3. Take the three split sets of commodities and the Minor Calamity and shuffle them. This is batch A.
4. Pile up the stack by putting batch A on top of B, on top of C.

For each stack



A: Shuffled: {3 split sets of commodities + Minor Calamity}

B: Shuffled: {'additional' set of commodities + Tradeable Major Calamity}

C: Non Tradeable Calamity

Place each of the 9 stacks prepared for WEST in the trade card holders for the WEST-block and use the same number of holders for discard piles. Then do the same for the EAST-block.

Starting Credits

10-11 Players

No credit tokens are collected at the start of the game.

12 Players

All players collect credit tokens worth 5 of each color.

13-18 Players

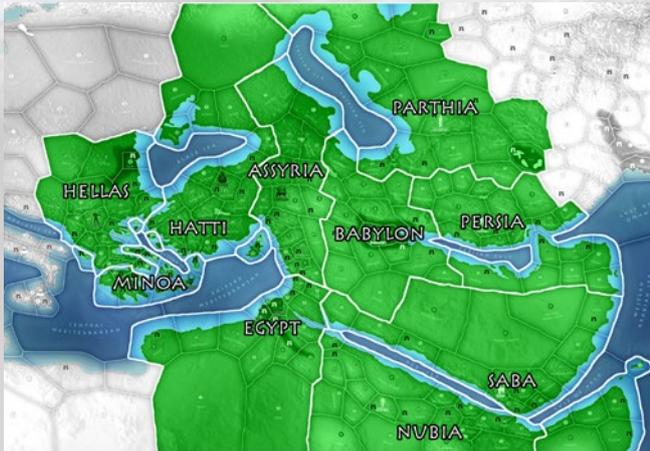
No credit tokens are collected at the start of the game.

5. MAP BOARD SETUPS (MODIFIED CHAPTER)

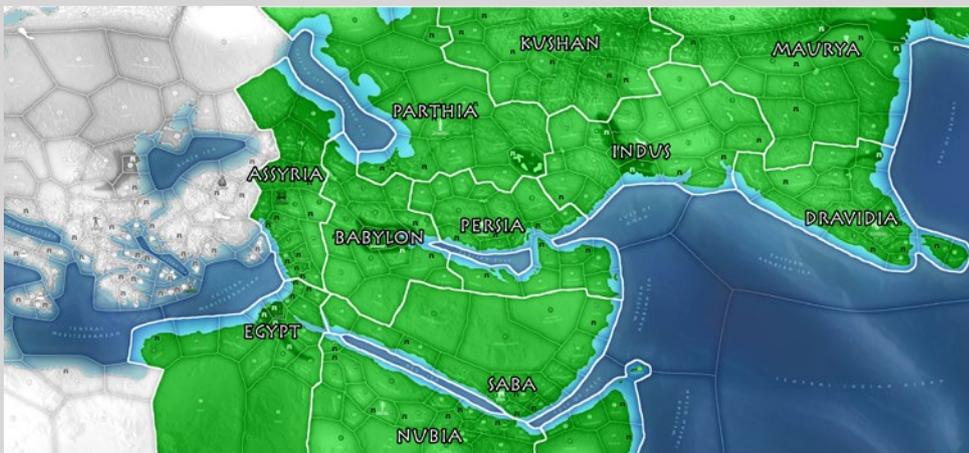
In games with 12-18 players, the participating civilizations are divided among a WEST- and an EAST-block for the purpose of trade cards acquisition and calamity resolution. In the map board setups below, the civilizations that are associated with the WEST-block are displayed in green and the civilizations that are associated with the EAST-block are shown in purple.

Note: In games with 10-11 players there are no separate blocks.

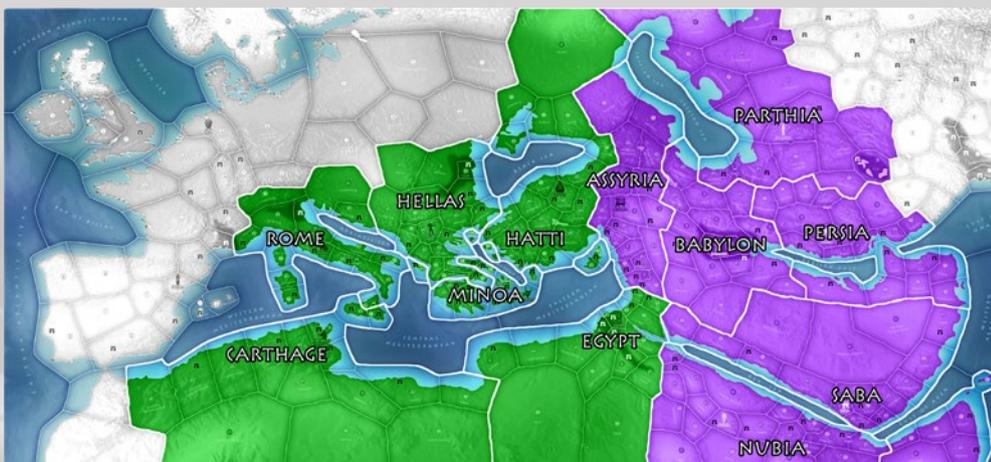
10 players



11 players

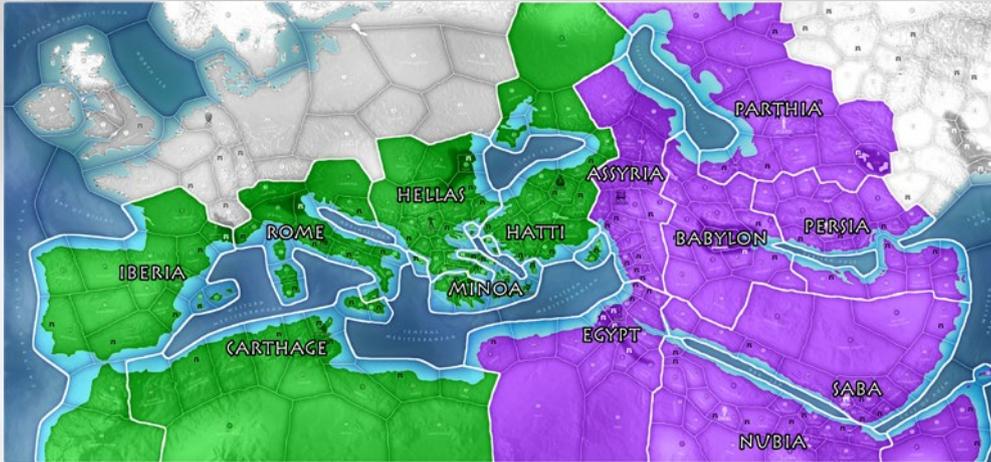


12 players (Assyria is part of the EAST-block)

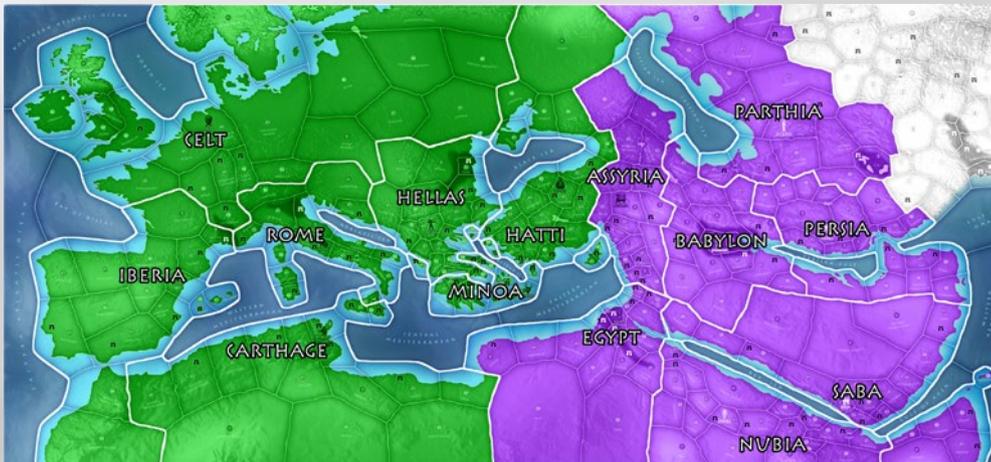


- *Players should remember what block their civilization is associated with and draw trade cards from the corresponding stacks.*
- *It is recommended to select 2 players or game masters to manage each block separately (e.g. dealing, sorting and reshuffling of trade cards).*
- *In some setups for 12-18 players Assyria and/or Egypt are part of the EAST-block although these civilizations originally belong to the Western Empires edition.*

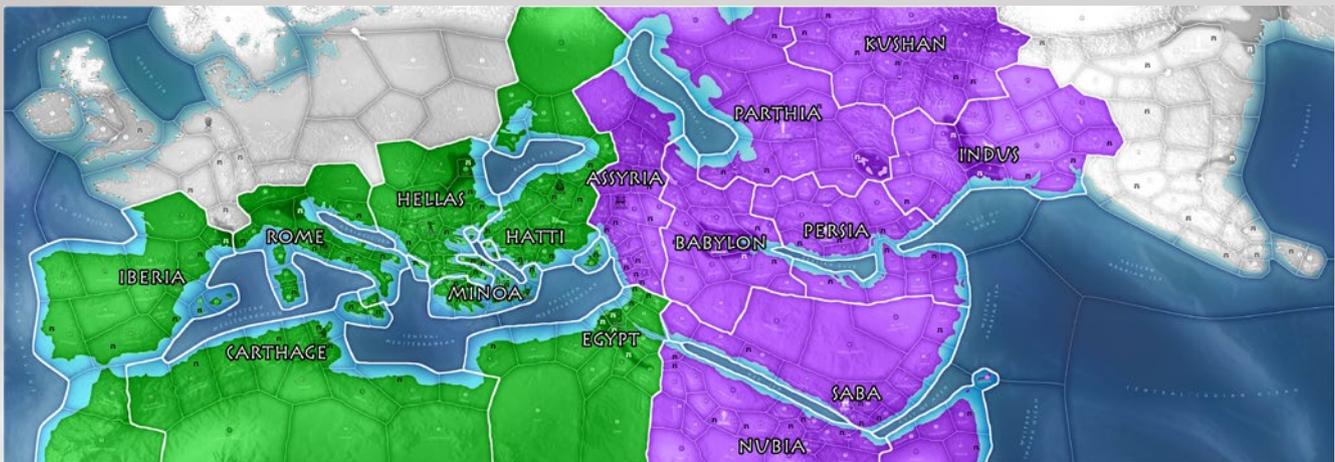
13 players (Assyria and Egypt are part of the EAST-block)



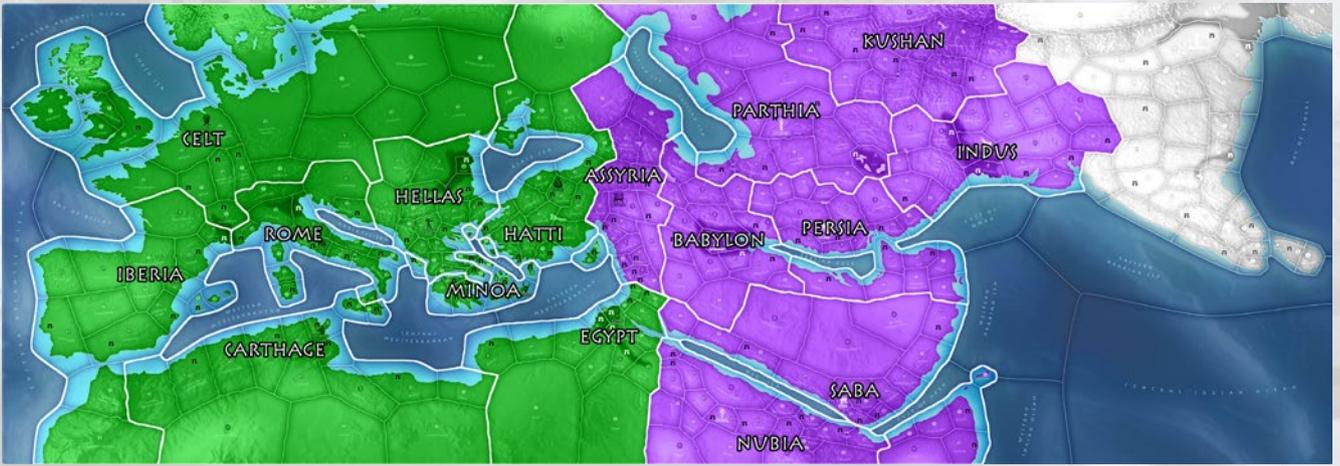
14 players (Assyria and Egypt are part of the EAST-block)



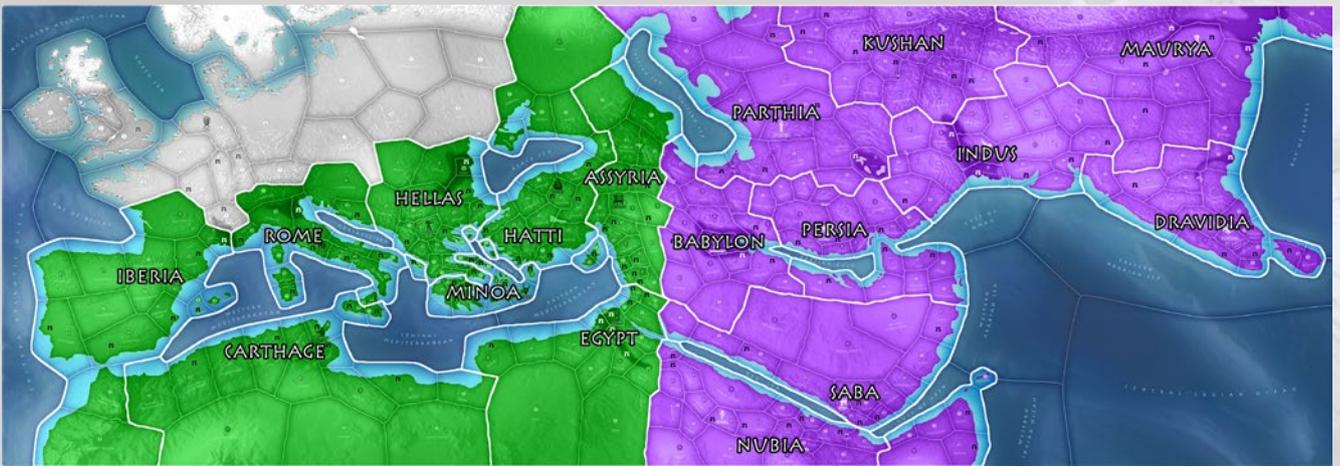
15 players (Assyria is part of the EAST-block)



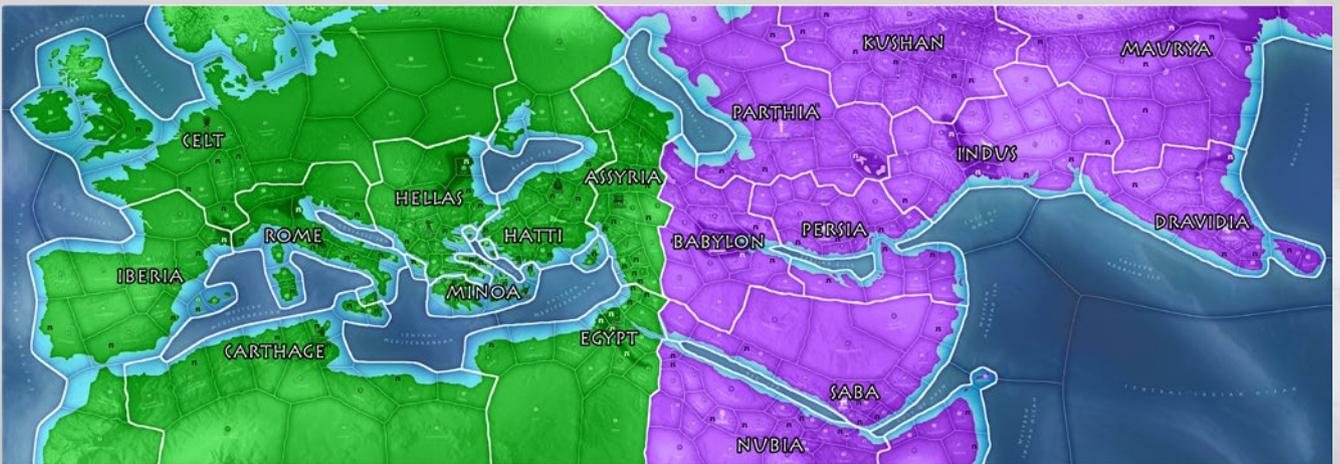
16 players (Assyria is part of the EAST-block)



17 players



18 players



Detailed images of the Region setups can be found in the Rulebooks for Eastern Empires and Western Empires.

6. SEQUENCE OF PLAY (MODIFIED CHAPTER)

In phases 1 to 5 (Tax Collection, Population Expansion, Movement, Conflict, City Construction), there are no changes from the rules of a regular game with 5-9 players.

Regardless of the number of players and whether separate blocks are used, all 18 civilizations move simultaneously under the default game rules, using Census and A.S.T.-ranking as tiebreakers if necessary. Due to constraints in physical space around the game board in games with a large number of players, however, it may be more practical if players take turns in their movement (or other actions on the map board). This approach does require more time.

6. Trade Cards Acquisition

10-11 Players

No changes to the rules.

12-18 Players

The civilizations that are associated with the WEST- and EAST-blocks (as determined in chapter 5 - Map Board Setups) each draw trade cards from their **own sets of trade cards** (marked with the green W and purple E respectively).

*If a stack is empty at one block, a player does **not** draw a substitute card from the other block but draws a Water card instead. Water cards are not EAST- or WEST-specific and can be used interchangeably.*

7. Trade

No changes to the rules.

When separate trade card blocks are used (12-18 players) players may trade with any other player on either side. As most commodities are shared among the WEST- and EAST-blocks, trade between the civilizations in the two blocks is actually essential to complete sets of these commodities. At any time all players may look at the Division of Trade Cards chart (page 25), which shows how trade cards are distributed over the two blocks.

It is very likely that players experience that they cannot offer commodities that other players are looking for, and vice versa. This is a consequence of the large number of commodity types required for 12-18 player games. For a winning strategy it is recommended to trade commodities you may not be looking for in the first place to enhance your position for later trades with other players.

8. Calamity Selection

10-11 Players

Minor Calamities are used in games with 10-11 players. Players are not allowed to hold more than **3 calamities** after calamity selection, **no more than 2 of which may be Major Calamities** (either Tradeable or Non Tradeable) and **no more than 3 of which may be Minor Calamities**. If applicable, players discard excess calamities at random until their limit is no longer exceeded.

12-14 Players

Minor Calamities are not used in games with 12-14 players. Players are not allowed to hold more than **2 Major Calamities** (either Tradeable or Non Tradeable) after calamity selection. Players who hold 2 calamities of the **same name** first discard 1 of these copies. If applicable, players then discard excess calamities at random until their limit is no longer exceeded.

15-18 Players

Minor Calamities are used in games with 15-18 players. Players are not allowed to hold more than **3 calamities, no more than 2 of which may be Major Calamities** (either Tradeable or Non Tradeable) and **up to 3 of which may be Minor Calamities** after calamity selection. Players who hold 2 calamities of the **same name** first discard 1 of these copies. If applicable, players then discard excess calamities at random until their limit is no longer exceeded.

9. Calamity Resolution

10-11 Players

No changes to the rules.

12-18 Players

Determining Beneficiary/Selecting secondary victims

For each calamity, first determine all primary and secondary victims and beneficiaries, before resolving them.

When determining the beneficiary or selecting secondary victims of a **Non Tradeable Calamity**, players must choose a player from their **own** block.

It may occur that a player suffers from collateral damage if one or more areas are selected for the calamity resolution instead of players (e.g. Volcanic Eruption, Flood, Barbarian Hordes, Cyclone).

When determining the beneficiary or selecting secondary victims of a **Tradeable Calamity**, players may be chosen from **either** block. Players could become the beneficiary of a tradeable calamity even if they are also the primary victim of a calamity of the same name in the same turn.

Players cannot be selected as a secondary victim of a calamity if, during the same game turn, they:

- are also the primary victim of a calamity of the same name;
- have been selected as the secondary victim of a calamity of the same name;
- are the beneficiary of a calamity with the same name.

Duplicate calamities

If 2 copies of the same calamity are resolved in one turn, both calamities are resolved simultaneously. If applicable, all secondary victims are selected before the actual consequences are resolved. However, the primary victims may insist on resolving the two calamities entirely in A.S.T.-ranking order. Secondary victims of the second calamity may insist on waiting for the first copy to be resolved before resolving the second copy, even if they are higher on the A.S.T. than one or more victims of the first calamity.

If 2 copies of the same calamity are revealed and one of them is cancelled (e.g. a player holding Piracy has no coastal cities in play during the resolution of this calamity), this does not impact the second copy. A check on whether the second copy is resolved or cancelled may be done after fully resolving the first copy.

In phases 10 and 11 (Special Abilities, Remove Surplus Population) there are no changes from the rules of a regular game with 5-9 players.

12. Civilization Advances Acquisition

10-11 Players

A hand limit of **8** trade cards applies at the end of this phase.

12-18 Players

A hand limit of **9** trade cards applies at the end of this phase.

Make sure that all trade cards handed in or discarded are divided into EAST- and WEST-cards, shuffled and placed underneath the appropriate stacks. Note that Non Tradeable calamities returned this way are always placed at the bottom of the stacks.

13. A.S.T.-Alteration

10-11 Players

No changes to the rules.

12-18 Players

After collecting all trade cards, the cards from the EAST- and WEST-blocks must be sorted separately. Do **not** mix up any cards from the EAST- and WEST-blocks when reshuffling the trade cards.

During Victory Determination, if a single player moves their A.S.T. marker into the Late Iron Age, this player receives the A.S.T. bonus of 5 Victory Points. If exactly 2 players, from **different blocks**, achieve this simultaneously, they both get the A.S.T. bonus of 5 Victory Points. If more than two players do so, no bonus is granted (even if 1 player were to be the only one within their block to achieve this).

7. LEAVING THE GAME (MODIFIED CHAPTER)

No changes to the rules.

The removal of a civilization from the board as a consequence of a player leaving the game has more impact in games with separate blocks (12-18 players) compared to games with a single set of trade cards. If a player leaves the game, the allocations of the remaining civilizations to the EAST- and WEST-blocks do not change.

DIVISION OF TRADE CARDS

Stack	Commodity or Calamity Name	10-11 Players	12-14 Players		15-18 Players	
			WEST-block	EAST-block	WEST-block	EAST-block
0	Water					
1	Ochre	9	9	.	9	.
	Flax	.	.	9	.	9
	Clay	9	5	4	5	4
	Hides	.	4	5	4	5
	Bone	8	.	.	4	4
2	Papyri	8	8	.	8	.
	Stone	.	.	8	.	8
	Iron	8	4	4	4	4
	Furs	.	4	4	4	4
	Wax	8	.	.	4	4
	Tempest	1	.	.	1	1
	Volcanic Eruption	1	1	1	1	1
	Treachery	1	1	1	1	1
3	Fish	8	8	.	8	.
	Timber	.	.	8	.	8
	Fruit	9	5	4	5	4
	Salt	.	4	5	4	5
	Ceramics	8	.	.	4	4
	Squandered Wealth	1	.	.	1	1
	Famine	1	1	1	1	1
	Slave Revolt	1	1	1	1	1
4	Wool	7	7	.	7	.
	Cotton	.	.	7	.	7
	Oil	8	4	4	4	4
	Sugar	.	4	4	4	4
	Grain	8	.	.	4	4
	City Riots	1	.	.	1	1
	Flood	1	1	1	1	1
	Superstition	1	1	1	1	1
5	Wine	6	6	.	6	.
	Lacquer	.	.	6	.	6
	Textiles	7	4	3	4	3
	Livestock	.	3	4	3	4
	Glass	6	.	.	3	3
	City In Flames	1	.	.	1	1
	Civil War	1	1	1	1	1
	Barbarian Hordes	1	1	1	1	1
6	Tin	5	5	.	5	.
	Silver	.	.	5	.	5
	Copper	6	3	3	3	3
	Bronze	.	3	3	3	3
	Lead	6	.	.	3	3
	Tribal Conflict	1	.	.	1	1
	Cyclone	1	1	1	1	1
	Epidemic	1	1	1	1	1
7	Resin	5	5	.	5	.
	Jade	.	.	5	.	5
	Incense	6	3	3	3	3
	Spice	.	3	3	3	3
	Herbs	6	.	.	3	3
	Minor Uprising	1	.	.	1	1
	Tyranny	1	1	1	1	1
	Civil Disorder	1	1	1	1	1
8	Marble	4	4	.	4	.
	Dye	.	.	4	.	4
	Gemstones	5	3	2	3	2
	Tea	.	2	3	2	3
	Obsidian	4	.	.	2	2
	Banditry	1	.	.	1	1
	Corruption	1	1	1	1	1
	Iconoclasm and Heresy	1	1	1	1	1
9	Ivory	4	4	.	4	.
	Silk	.	.	4	.	4
	Gold	5	3	2	3	2
	Pearls	.	2	3	2	3
	Amber	4	.	.	2	2
	Coastal Migration	1	.	.	1	1
	Regression	1	1	1	1	1
	Piracy	1	1	1	1	1

THE EXPERT GAME (10-18 PLAYERS)

Playing time: 12-14 hours

The rules for 10-18 players can be combined with the rules for the Expert Game. Use the Expert Version of A.S.T for 18 players, which is printed on the backside of the Census Board of Eastern Empires.

THE SHORT GAME (10-18 PLAYERS)

Playing time: 7-10 hours

The rules for 10-18 players can be combined with the rules for the Short Game. Take the 18 Short Game scenario tokens (9 from Western Empires and 9 from Eastern Empires) and select the scenarios as shown in the table below, depending on the number of players.

Number of Players	10	11	12	13	14	15	16	17	18
Sacred Constructors	2	2	2	2	2	2	2	2	2
Conquering the Seas	1	2	2	2	2	2	2	2	2
Coin and Commerce	1	1	2	2	2	2	2	2	2
Exploring the Deserts	1	1	1	2	2	2	2	2	2
Early Merchants	1	1	1	1	2	2	2	2	2
Spreading Knowledge	1	1	1	1	1	2	2	2	2
Cultural Heights	1	1	1	1	1	1	2	2	2
Emerging Empire	1	1	1	1	1	1	1	2	2
Mystical Palaces	1	1	1	1	1	1	1	1	2

12 Players

In the Short Game for 12 players, the players do **not** receive additional credit tokens as described in the section Setting Up the Game for 10-18 players.

THE SPECIAL BUILDINGS EXPANSION (10-18 PLAYERS)

The rules for 10-18 players can be combined with the Special Building Expansion, provided that the expansions for Eastern Empires and Western Empires are both available.

10-11 Players

No changes to the rules.

12-18 Players

Split the buildings per block and place them on either side of the board. When building a special building players can only choose from the buildings that belong to their own block.

6. FREQUENTLY ASKED QUESTIONS

DEFINITIONS

Q: How are unit points defined and how many unit points worth are tokens, cities and ships?

A: Tokens and cities are both considered units; tokens count as 1 unit point and cities as 5 unit points. Ships are not considered units.

Q: Are the areas Ustyurt and Western Sogdiana (on top of the Eastern Empires map in the Parthia region) coastal areas?

A: Areas that contain both land and water are only considered coastal areas if a path can be traced over water to an open sea area. *Western Sogdiana* is therefore not a coastal area. *Ustyurt* is only considered a coastal area in games with 10-18 players due to its direct connection to the *Caspian Sea* in the setups for these player numbers.

TAX COLLECTION

Q: What happens if the beneficiary of a tax revolt has insufficient cities in stock to replace all revolting cities?

A: If the initial beneficiary runs out of cities another beneficiary is chosen for the replacement of the remaining cities. If no legal beneficiary can be selected (i.e. all players have 9 cities on the board), the revolting cities that cannot be replaced are destroyed.

POPULATION EXPANSION

Q: Can players place tokens in areas that contain one of their cities (but no tokens) during the population expansion phase?

A: No. Expansion only takes place in areas that contain at least 1 token. Only players who hold Public Works may keep 1 token in each area that contains one of their cities; these tokens may be expanded during the population expansion phase.

MOVEMENT

Q: Are players allowed to move tokens into areas that contain one of their cities?

A: Yes, but these tokens will normally be removed during the next check for surplus population. Only players who hold Public Works are allowed to have 1 token in areas that contain one of their cities during the check for surplus. Nevertheless, there can be strategic reasons for making such a movement decision (e.g. defending the city against an expected city attack), even without holding Public Works.

Q: Can tokens that have already moved be used for ship construction in the same turn?

A: Yes.

Q: Are players allowed to move tokens into an area before their turn if this results in a situation where another player, with a higher census, is no longer able to move tokens into that area without causing a conflict situation?

A: Any player may move before their turn, but other players with a higher census may insist in movement priority for such areas, even if the player with the lower census has already declared his movement has ended. If so, they can only declare the end of their movement after the player with a higher census has done so. This rule only needs to be considered if one or more players hold Cultural Ascendancy or Roadbuilding, which put some restrictions on movement in areas with a conflict situation.

Q: Can tokens that have already moved by land board a ship afterwards?

A: No.

Q: Can tokens that have already been moved by ship board another ship afterwards?

A: No.

Q: Can ships be built in any area?

A: No, ships can only be built in coastal areas where the player has one or more tokens or a city. This means that a landlocked civilization such as Kushan has a challenge to build ships.

CONFLICT

Q: Should the rounds of token removal be completed during the resolution of a conflict (i.e. should all players involved in a conflict remove at least 1 token from the area)?

A: No. A token conflict immediately ends when the population limit is no longer exceeded or when only a single player has tokens left in the area. This means that the player who is last in the sequence of token removal has a strategic advantage.

Q: When does a token conflict end in an area that contains a city?

A: The token conflict ends as soon as only a single player has tokens left in the area. If the city and the remaining tokens belong to the same player the tokens will be removed during the next check for surplus population. If the remaining tokens are enemy tokens, a city attack will occur after all other token conflicts have been resolved.

Q: What happens when a player is eliminated from the board due to conflict, calamities and/or special abilities from other players?

A: The player is considered to be still in the game and retains their player tokens, civilization advances and trade cards. During the resolution of the next Treachery, Civil War or Tyranny, this player will have the highest number of cities in stock and reenter the board as the beneficiary of the calamity. However, if the player would decide to leave the game entirely, the rules determined for 'Leaving the game' should be followed.

TRADE CARDS ACQUISITION

Q: From what stacks should trade cards be drawn?

A: Each player draws one trade card per stack, starting with stack 1 and in ascending order, until they reach the stack number that equals their number of cities on the board. For example, a player who has 3 cities in play draws a card from stacks 1, 2 and 3.

Q: Can players make additional purchases from stacks other than number 9?

A: By default players can only make additional purchases from stack number 9. However, there are a number of Civilization Advances that allow purchases from other stacks (Cartography, Mining, Rhetoric, Wonder of the World).

Q: Are players who have no cities on the board allowed to make additional purchases?

A: Yes, provided that they have sufficient treasury to pay for the purchase(s).

Q: Can additional purchases be paid for by handing in other trade cards?

A: No. Additional purchases can only be paid for by treasury tokens. The effect of Trade Routes cannot be used here.

Q: When making additional purchases, can players look at the first card before deciding to buy another one?

A: Yes. Players can pay for 1 card, look at it, and then decide to continue making (an) additional purchase(s).

Q: What happens if a player wants to make an additional purchase from a stack that is empty?

A: The player pays the full amount of treasury tokens required for the purchase and subsequently draws a Water card.

Q: Are players allowed to count the number of cards left in a particular stack?

A: No. Players are only allowed to check whether a stack is empty or not.

TRADE

Q: Can Water be traded like any other trade card (either specified or as a blind card)?

A: Yes. Water is a commodity like any other (though with a face value of 0).

Q: Can civilizations from the WEST- and EAST-blocks trade with each other?

A: Yes. This is actually required to be able to complete the commodity sets that are split over the two blocks.

CALAMITY SELECTION

Q: How does the discarding process of calamities work if a player exceeds the calamity limit? For example, what happens if a player has 3 Major Calamities and 1 Minor Calamity (no duplicates)?

A: If a player has more than the determined calamity limit (3 in total of which maximum 2 Major Calamities if the minor calamities are used; 2 in total if no minor calamities are used), this player must discard calamities at random until the limit conditions are met. In this example, if the first calamity discarded turns out to be a Major Calamity the limits are met and the player ends up with 2 Major Calamities and 1 Minor Calamity. However, if the first calamity discarded is the Minor Calamity, one more calamity will be discarded at random and the player ends up with 2 Major Calamities only.

CALAMITY RESOLUTION

Q: Can players choose to not use prevention effects from Civilization Advances they hold?

A: Unless a Civilization Advance explicitly states “you may choose to” the prevention effects should always be taken.

Q: In the case of separate blocks for WEST and EAST, can a player be the beneficiary of a Tradeable calamity if that player is also the primary victim of a calamity of the same name in the same turn?

A: Yes, see the example below.

Example: In an 18 player game, Minoa traded ‘Treachery (W)’ to Saba and Egypt traded ‘Treachery (E)’ to Minoa. Minoa’s calamity is resolved first (Minoa being higher on the A.S.T. than Saba) and Egypt annexes a city from Minoa. Subsequently Saba’s calamity is resolved and Minoa annexes a city from Saba.

Q: In the case of separate blocks for WEST and EAST, can a player be the beneficiary of a Non Tradeable calamity if that player is also the primary victim of a calamity of the same name in the same turn?

A: No. The beneficiary of a Non Tradeable calamity is always chosen from the same block as the primary victim.

Q: In the case of separate blocks for WEST and EAST, during the resolution of calamities that require the primary victim and a number of secondary victims to take damage or reduce cities (Famine, Epidemic, Iconoclasm and Heresy), what should be the order of the players resolving their part of the calamity? In particular, how does this work when 2 duplicates of the same calamity are resolved in the same turn?

A: First the primary victims select the required number of secondary victims, in A.S.T.-order of the primary victims. Neither the beneficiaries (if applicable) nor the primary victims can be selected as secondary victims. Also no player can be selected as a secondary victim by both primary victims. Then both calamities are resolved in A.S.T.-order of all victims (both primary and secondary). However, either of the primary victims may insist that the first copy of the calamity is resolved entirely before the second copy (in A.S.T.-order of the primary victims). Also the secondary victims of the second copy may insist on the first copy to be resolved entirely before the second copy.

Example: In an 18 player game, Dravidia (#8) is the primary victim of ‘Epidemic (W)’, which was traded to them by Babylon. Rome (#11) is the primary victim of ‘Epidemic (E)’, traded to them by Minoa. This means that both Minoa and Babylon are beneficiary and cannot be selected as secondary victims. Dravidia selects Maurya (#4) and Indus (#16) as secondary victims and Rome selects Assyria (#3) and Persia (#12). Now all 6 victims of the 2 calamities must take their damage. The default sequence would be: Assyria (#3), Maurya (#4), Dravidia (#8), Rome (#11), Persia (#12) Indus (#16). Rome, being the primary victim of the second copy may insist that the first copy is resolved entirely before the second copy. Rome chooses not to do this as the removal of unit points by Dravidia,

Maurya and Indus will not influence their choices. However, Persia (#12), secondary victim of the second copy, wants to see where Indus (#16), secondary victim of the first copy, removes its tokens. Persia therefore insists that the first copy is resolved in its entirety. As a consequence, Indus has to take its damage before Persia (even though Persia is higher on the A.S.T.).

Q: Which calamities require a beneficiary and how is the beneficiary selected?

A: For the purpose of beneficiary selection the calamities can be divided into 3 groups:

- Calamities that do not require a beneficiary (Volcanic Eruption, Famine, Slave Revolt, Flood, Superstition, Cyclone, Civil Disorder, Corruption, Regression, all minor calamities).
- Calamities where the beneficiary is always the player with the most cities in stock (Civil War, Tyranny). In the case of a tie, from these players, this is the player with the highest number of tokens in stock (A.S.T.-ranking breaks ties).
- Calamities where the beneficiary is always the last player who traded the calamity to the primary victim (Treachery, Barbarian Hordes, Epidemic, Iconoclasm and Heresy, Piracy). Only if this is untraceable or if the calamity was not traded at all, the player with most cities in stock is selected as the beneficiary. In the case of a tie, from these players, this is the player with the highest number of tokens in stock (A.S.T.-ranking breaks ties).

In the case of Barbarian Hordes the beneficiary does not directly benefit from the calamity but only acts as a controller of the barbarian units.

Tempest

Q: Does a victim of Tempest who has no units in coastal areas still lose 5 treasury?

A: Yes.

Coastal Migration

Q: Does a victim of Coastal Migration who has no city in a coastal area still lose 5 treasury?

A: Yes.

Civil War

Q: What is the correct way to select the units for annexing if the primary victim cannot make the exact selection following the rules, or if the beneficiary cannot annex the exact same units the primary victim has selected?

A: If the beneficiary cannot make the exact selection, the rule may be broken taking into account the following priority:

1. In each area all units belonging to the primary victim must be selected.
2. The areas selected must be adjacent to each other.
3. The selected units must be exactly the number to comply.
4. The beneficiary must be able to annex all units in the combination selected.

Barbarian Hordes

Q: What happens if the primary victim has no cities on the board at the start of the resolution of Barbarian Hordes?

A: In this case the calamity is canceled.

Q: After a successful initial city attack, can the beneficiary of Barbarian Hordes choose to move the remaining barbarian tokens into an area that does not contain any units belonging to the primary victim?

A: No. Barbarians should always move into an adjacent area that contains at least 1 token of the primary victim. Empty areas or areas that only contain units belonging to other players cannot be selected. Neither can areas be skipped in order to reach an area with units from the primary victim. If no legal adjacent area can be selected for further movement, the Barbarians stop moving and any tokens in excess of the population limit are destroyed.

Q: Can the beneficiary of Barbarian Hordes choose to move Barbarians into an area that contains both units belonging to the primary victim and units belonging to other players?

A: Yes. The tokens belonging to other players will take part in the resulting conflict.

Q: Can the beneficiary of Barbarian Hordes choose to move the Barbarians into an area that contains tokens that belong to a player who holds Cultural Ascendancy (either the primary victim or another player)?

A: Yes. Barbarians are unaffected by Cultural Ascendancy.

Q: Can the beneficiary of Barbarian Hordes choose to move the Barbarians into an area with population limit '0'?

A: Yes, provided that the '0' area contains a token owned by the primary victim. After the token conflict, all remaining barbarians should move on and leave the '0' area unpopulated.

Q: Can the beneficiary of Barbarian Hordes choose to move Barbarians into areas across water borders?

A: Yes, provided that the destination area is directly adjacent by sea. Barbarians cannot enter open sea areas.

Cyclone

Q: What happens if the primary victim has no coastal cities directly adjacent to an open sea area at the start of the resolution of Cyclone?

A: In this case the calamity is canceled.

Tyranny

Q: What is the correct way to select the units for annexing if the beneficiary cannot make the exact selection following the rules, or if the beneficiary cannot annex the exact units as preferred after selecting?

A: If the beneficiary cannot make the exact selection, the rule may be broken taking into account the following priority:

1. In each area all units belonging to the primary victim must be selected.
2. The areas selected must be adjacent to each other.
3. The selected units must be exactly the number to comply.
4. The beneficiary must be able to annex all units in the combination selected.

Iconoclasm and Heresy

Q: What happens if the primary victim has no cities on the board at the start of the resolution of Iconoclasm and Heresy?

A: In this case the calamity is canceled.

Piracy

Q: What happens if the primary victim has no coastal cities on the board at the start of the resolution of Piracy?

A: In this case the calamity is canceled.

CIVILIZATION ADVANCES ACQUISITION

Q: Are players allowed to overspend during the acquisition of Civilization Advances in order to transfer additional tokens from treasury to stock?

A: No. However, players are free to choose which set(s) of trade cards to hand in and so have some flexibility to control the spending of additional treasury tokens. Only players who hold Mining are allowed to overspend 1 point this way each turn.

Q: Are the discounts to Civilization Advances that belong to two color groups cumulative? For example, can a player who has 30 credits to Civics and 20 credits to Arts acquire Literacy (cost price of 110) for 60 points?

A: No. Only the one color group that provides the highest credit value is used. The purchase price of Literacy in the example is therefore 80.

A.S.T. ALTERATION

Q: What happens if a player has no cities on the board during A.S.T-alteration?

A: When playing the Basic Game, the player's A.S.T. succession marker is frozen on the A.S.T. that turn. Only when playing the Expert Game, the player's A.S.T. succession marker is moved one step backward. These rules never apply in the Stone Age, which does not have any A.S.T requirements.

CIVILIZATION ADVANCES

Agriculture

Q: Does Agriculture allow players to keep a token in areas that contain one of their cities?

A: No. By default areas that contain a city cannot support additional population. Only players who hold Public Works are allowed to keep 1 token in areas that contain one of their cities; this limit is unaffected by Agriculture.

Q: Does Agriculture allow players to build a city in an area with population limit '0'?

A: No. It is never allowed to build cities in '0' areas.

Architecture

Q: Can Architecture be used for building a wilderness city?

A: Yes. In this case 6 or more tokens should be taken from the area and the remainder (i.e. 12 minus the number of tokens taken from the area) should be paid with treasury.

Q: Can Architecture be used for building more than one city per turn?

A: No. Architecture can only be used once per turn.

Q: What happens if a player uses Architecture to build a city in a 4-area that contains 3 of their tokens and 1 token from a different player?

A: During city construction all tokens are removed from the area before placing the city, irrespective of ownership. The enemy token is removed and returned to its owner's stock.

Q: What happens when 2 players would attempt to build a wilderness city in the same area at the same time by using a combination of Architecture and Urbanism?

A: City construction is normally resolved simultaneously but if necessary A.S.T.-ranking breaks any tie. The player highest on the A.S.T. will therefore be able to build the city and the other player's tokens will be removed from the area during city construction.

Calendar

Q: If the primary victim of Cyclone holds Calendar and has only 2 cities in areas directly adjacent to a single open sea area, does the prevention effect of Calendar cancel the calamity effects for secondary victims?

A: No. Cyclone should be resolved as normal.

Cultural Ascendancy

Q: Can players expand population in an area where they share tokens with another player who holds Cultural Ascendancy, if the expansion would result in a conflict situation?

A: Yes. Exceeding a population limit as a consequence of population expansion is not considered 'causing conflict'; Cultural Ascendancy cannot prevent this.

Q: Can Barbarians attack a city belonging to a player who holds Cultural Ascendancy?

A: Yes. Barbarians are unaffected by Cultural Ascendancy.

Diaspora

Q: Can a player who holds Diaspora place a token in an area that contains a city?

A: This is only allowed if that player also holds Public Works, the city is his own and the area does not already contain a token. In any other situation this is not allowed.

Q: Can a player who does not hold Cultural Ascendancy use Diaspora to place tokens in an area that contains tokens belonging to a player who holds Cultural Ascendancy?

A: Yes. Diaspora allows a player to add tokens to an area as long as this does not result in a conflict situation, hence this may be done in an area with tokens from a player who holds Cultural Ascendancy. A legal conflict situation may occur in the next turn's population expansion phase (see Cultural Ascendancy).

Diplomacy

Q: Can Barbarians attack a city that belongs to a player who holds Diplomacy?

A: Yes. Barbarians are unaffected by Diplomacy.

Engineering

Q: Do barbarians require 8 tokens to successfully attack a city of a player who holds Engineering?

A: Yes. The conflict rules also apply to Barbarians.

Q: Does a player who holds Engineering require only 6 tokens to attack a pirate city?

A: Yes. The conflict rules also apply to pirate cities.

Library

Q: Can the discount effect of Library also be used for buying a Special Building?

A: Yes, the discount can be applied to any one purchase made during the Civilization Advances Acquisition phase.

Masonry

Q: If the primary victim of Cyclone holds Masonry and has only 1 city in an area directly adjacent to a single open sea area, does the prevention effect of Masonry cancel the calamity effects for secondary victims?

A: No. Cyclone should be resolved as normal.

Mining

Q: When purchasing Civilization Advances, players are not allowed to overspend the purchase price with additional treasury tokens. What happens if a player who holds Mining cannot make the exact payment due to their treasury being worth 2 points each?

A: Players who hold Mining are allowed to overspend 1 point this way each turn.

Q: Does the effect of Mining on the value of treasury tokens also apply when buying a Special Building?

A: Yes, the effect applies to any purchases made during the Civilization Advances Acquisition phase.

Naval Warfare

Q: Can players who hold Naval Warfare use ships to cause conflict in an area?

A: No. Ships never cause a conflict situation.

Q: During token conflict resolution, should any ships in the conflict area owned by players who hold Naval Warfare be taken into account when making a check for token majority?

A: No. Ships do not count for the purpose of token majority.

Public Works

Q: Do players who hold Public Works and have a token in an area that contains one of their cities get an additional token during population expansion?

A: Yes. This is regarded as normal population expansion for this area (the population limit of the area is not relevant).

Q: Can players who hold both Public Works and Agriculture keep 2 tokens in areas that contain one of their cities?

A: No. The limit of 1 token that can be kept in areas with a city allowed by Public Works is unaffected by Agriculture.

Roadbuilding

Q: Can a player who holds Roadbuilding move through an area that contains a city?

A: Yes, provided that the city is their own and does not contain any enemy tokens. Movement through an area that contains an enemy city is not allowed.

Universal Doctrine

Q: Can the barbarian tokens be selected from more than one area?

A: Yes.

Theocracy

Q: Does a player who holds Theocracy need to discard 2 commodity cards per city that they want to prevent from reduction?

A: No. Discarding 2 commodity cards in total prevents the total city reduction effect for that player.

Q: If the primary victim of Iconoclasm and Heresy uses the ability of Theocracy to prevent city reduction, does this also cancel the effect for the secondary victims?

A: No. This only cancels the city reduction effect for that particular player.

Q: Can secondary victims of Iconoclasm and Heresy who hold Theocracy use its attribute to prevent city reduction?

A: Yes.

Q: Can Water cards be discarded for the effect of Theocracy?

A: Yes. Water is a commodity like any other (though with a face value of 0).

Wonder of the World

Q: When does a player who holds Wonder of the World collect their additional trade card?

A: Wonder of the World's attribute allows the owner to purchase a trade card for 0. This is done during, and according to the rules of, the 'Additional purchases' step in the Trade cards acquisition phase.

Q: Can players who have 9 cities on the board and hold Wonder of the World still use its attribute to purchase one additional trade card?

A: No. Since there is no stack number higher than their number of cities on the board, there is no legal stack to select (not even the stack with Water cards).

EASTERN/WESTERN EMPIRES (3-4 PLAYERS)

Q: Can players place their cards in any row, or should they be placed on the top row first?

A: Any available space can be used; it is up to the player to decide on what spaces to put the cards, provided that the commodity number matches with the column number.

Q: Why are the cards on the top row turned face down after placing them on the Market Board?

A: The cards on the top row are turned face down to allow players to improve their trade points. These cards are always taken at their column/face value, even though they may turn out to form a set with another commodity taken from the same column. For example, a player places two similar #2 cards (a total value of 8 trade points) on the market and takes a face down #4 cards from the top row and another #4 card from the same column (also a total value of 8 trade points). The face down card and the face up card may be similar commodities, counted as 8 trade points when being taken from the market but with an actual set value of 16 trade points when in the player's hand. If the card on the top row of the market board would be shown face up, it could accidentally be considered to be part of a set in combination with a similar commodity card in the same column; turning the card face down prevents such an error.

Q: If the Market Board contains a set of 2 of the same commodities of the same type (face up), is it allowed to take only 1 of these cards as part of a trade at the face value of a single card?

A: Yes, this is allowed. For example, taking a set of 2 Salt from the market would require a total of 9 points or more to be placed on the market, but a single Salt has a value of only 3 points when taking this in combination with a different card from the market.

Q: If you put a set of 2 commodities of the same type on the market and one of them is placed on the top row, do you still get points equal to the set value or does this count as 2 'single' cards?

A: You are allowed to take cards equal to (or less than) the total value of the cards put onto the market (and shown to all players). It does not matter if one of the cards is put in the top row and subsequently turned face down.

Q: Does a player who puts a Tradeable calamity onto the market (face down, in the red column) become beneficiary of this calamity if later on this calamity is drawn by a different player (for example Treachery)?

A: No. Under this scenario the beneficiary is always determined as the player with the most cities in stock. Players who traded a Tradeable calamity (in this example Treachery) from their hand to the market therefore do not automatically become the beneficiary, unlike the default rules for 5-9 players.

Q: What is the difference between a beneficiary and a deputy?

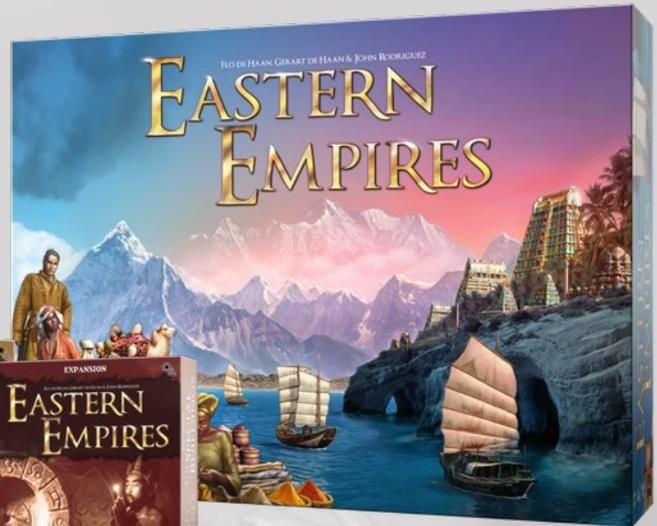
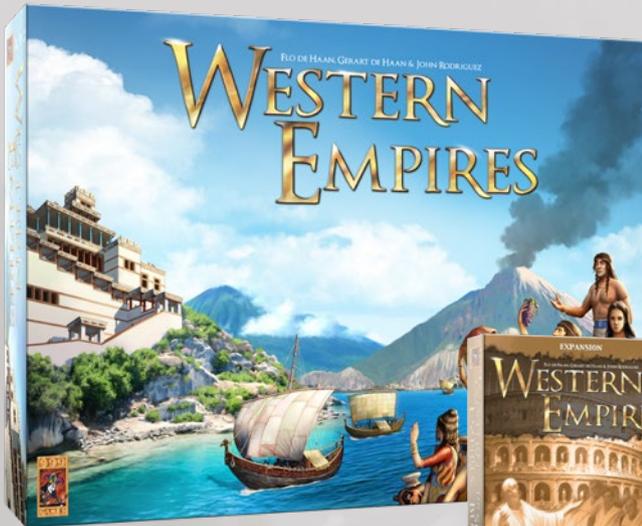
A: The **beneficiary** is a player who either benefits from a calamity (*Treachery, Civil War, Tyranny*), is immune to secondary effects of a calamity (*Epidemic, Iconoclasm and Heresy, Piracy*), or controls the resolution of a calamity (*Barbarian Hordes, Piracy*). If, at the end of the trading phase, any of the calamities *Famine, Epidemic, Iconoclasm and Heresy* or *Piracy* lies on the market board, there is no primary victim for these calamities, but the secondary effects of these calamities will still be resolved. The **deputy** then decides how the secondary effects are assigned instead of the primary victim. The role of **deputy** only occurs in games with 3-4 players.

MEGA EMPIRES

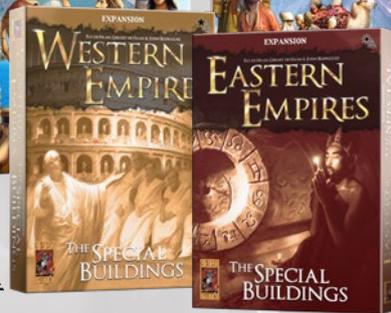
Mega Empires is the combination of the two standalone games. The games can either be played separately or combined.



← Mega Empires 10-18 players →



★ Western Empires
5-9 players



★ Eastern Empires
5-9 players



Additional scenarios for:
3-4 players Eastern/Western Empires
10-18 players Mega Empires

★ Special Buildings
Expansions