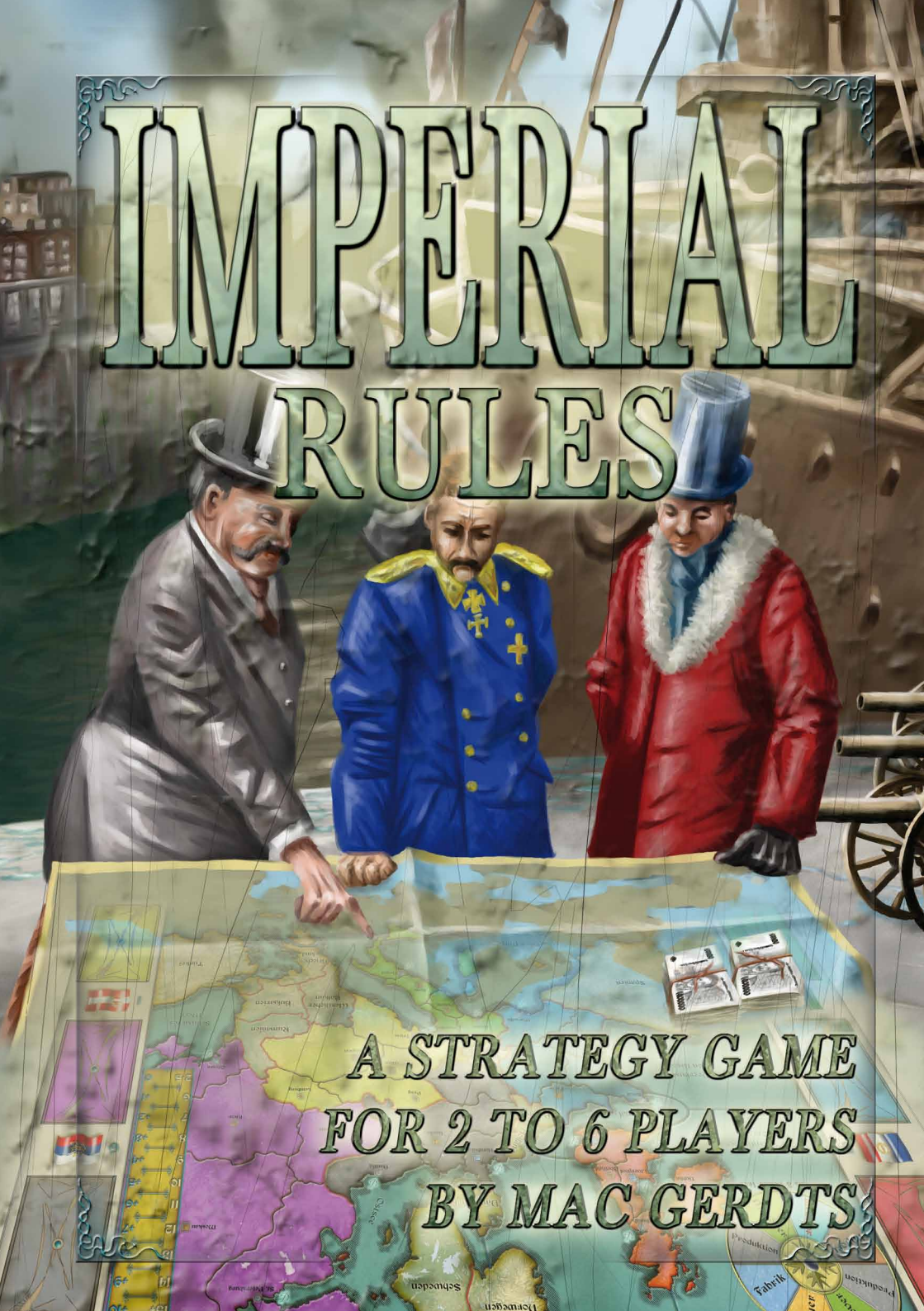
IMPERIAL

RULES



A STRATEGY GAME
FOR 2 TO 6 PLAYERS
BY MAC GERDTS

INHALT

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DESCRIPTION

Europe in the age of imperialism. International investors try to achieve the greatest influence in Europe. With their bonds, they control the politics of the six imperial nations: Austria-Hungary, Italy, France, Great Britain, the German Empire, and Russia. The nations erect factories, build fleets, and deploy armies. The investors watch as their nations expand, wage wars, levy taxes, and collect the proceeds. Since the European nations are under the shifting influence of different investors, new strategic alliances and conflicts arise between them again and again!

Each player represents an international investor. Only he who succeeds in increasing his capital and gaining influence in the most powerful European nations will win the imperial competition.

Imperial is a varied strategy game without the luck of dice or cards. Two to six players, from about twelve years and up, take on the role of imperial investors. The duration of the game is about two to three hours.

Version 2010, 3. Edition

GAMEBOARD

There are six Great Powers on the gameboard:

Austria-Hungary, Italy, France, Great Britain, the German Empire and Russia. In the rules following, they are called ”nations“. Each Great Power has five home provinces. Land areas outside the Great Powers are called ”land regions“.

Rondel

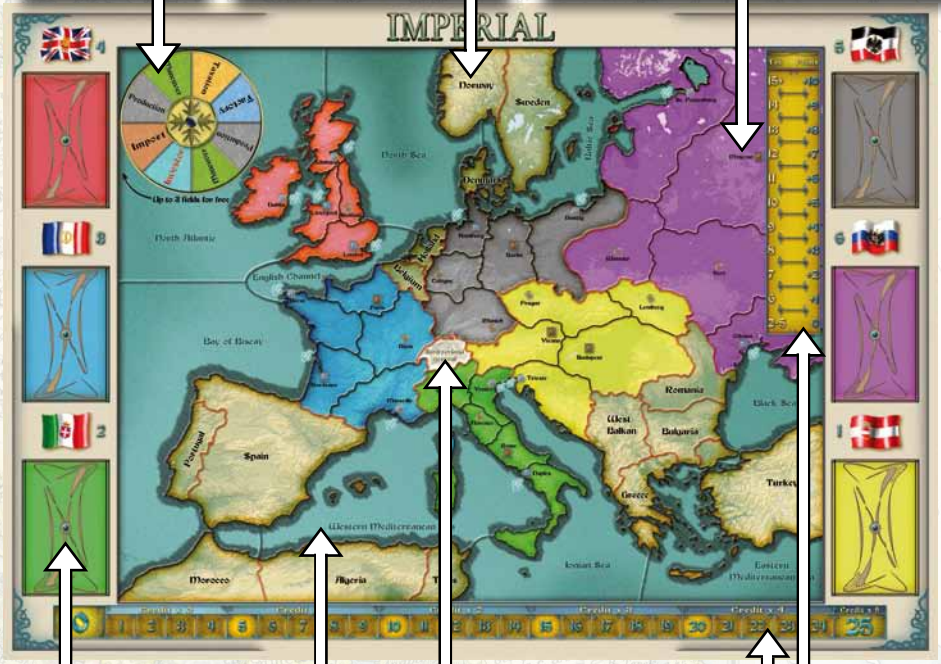
The six nations choose the actions that make up their turns here.

Land region “Norway“

The 15 brown land regions are located outside the six nations. Only armies are allowed to enter them.

Province “Moscow“

Each nation consists of 5 home provinces with one city each. One factory can be built in these provinces, either as a shipyard (blue city) or as an armament facility (brown city).



Treasury of Italy

Repository for Italian money and bonds.

Switzerland

The only region that may not be entered since the investors reside here.

Tax Chart

The tax revenue of the nations is marked here.

Sea region “Western Mediterranean Sea“

Only fleets are allowed to enter the blue sea regions.

Scoring Track

Shows the current power points for the six nations (0-25). Above the current power points is the Power Factor.

GAME MATERIALS

Printed tiles

- 1 gameboard
- 54 bond cards of the six nations, called ”bonds“ below (in denominations of 2, 4, 6, 9, 12, 16, 20, 25, 30 million)
- 90 flags in 6 colors (15 per nation)
- 6 nation flag cards
- 1 investor card
- 130 Bank notes (35 x 1 mil., 55 x 2 mil., 25 x 5 mil., 15 x 10 mil.)
- 1 instruction booklet
- 1 quick intro
- 1 booklet ”Historical Data on the Six Powers“

Wooden components

- 48 armies in the six nation colors (10 yellow; 6 red; all others 8 each)
- 48 fleets in the six nation colors (6 yellow; 10 red; all others 8 each)
- 30 factories (15 brown armament facilities and 15 light blue shipyards)
- 6 octagonal high markers in the six nation colors (for the rondel)
- 12 octagonal low markers in the six nation colors (one for the scoring track and one for the tax chart)
- 1 turn maker (wooden pawn)

SET-UP

1. General set-up (see illustration below)

Nation Markers: The high nation marker for each nation is placed into the middle of the rondel. The low nation markers are placed on the first space of the scoring track (“0”) and on the lowest space of the tax chart (“2-5”).

Factories: Each nation starts with two factories that are placed onto the square cities on the gameboard: a brown armaments facility on the brown squares and a light blue shipyard on the light blue squares. The 18 factories that have not yet been built are placed next to the gameboard.

Bonds: The 54 bonds are sorted according to their nations in six piles in ascending order (lowest value on top). Each pile is placed next to the appropriate nation’s treasury.

Bank: The money is sorted and placed next to the gameboard as the bank.



2. Distributing the bonds

The starting money and government(s) handed out to the players depend on the number of players.

4 to 6 players:

Each player receives 13 million (1 x 5 million, 4 x 2 million) from the bank.
The 6 nation flag cards are shuffled face down and dealt to the players in turn; each player gets one nation flag card.

3 players:

Each player receives 24 million (2 x 5 million, 7 x 2 million) from the bank.
The nation flag cards of Austria-Hungary, Italy, and France are shuffled face down and dealt to the players in turn; each player gets one nation flag card. After that, each player gets one more nation flag card:

Great Britain to Austria-Hungary
Russia to Italy
Germany to France

2 players:
Each player receives starting money amounting to 35 mil. (3 x 5 mil., 10 x 2 mil.) from the bank.
The nation flag cards of Austria-Hungary and Italy are shuffled face down and dealt to the players in turn; each player gets one nation flag card. After that, each player gets two more nation flag cards:

France and Germany to Austria-Hungary
Russia and Great Britain to Italy

The initial distribution of the bonds is shown on the backs of the nation flag cards. Each player takes the bonds shown on the back(s) of their card(s) from the bond pile and pays the corresponding price into the treasury of that nation. When all initial bonds are distributed among the players, each player will have 2 million remaining – the rest will be in the nations' treasuries.

Each player keeps the nation flag card(s) that he has been dealt. This indicates that he has given the highest contribution to the nation and therefore forms that government.

With four or five players, not all nation flag cards are distributed initially. The remaining card(s) is/are given in each case to the player(s) who own(s) the "2 million" bond of this nation (since they have the highest credit sum). If none of a nation's bonds have been distributed, its nation flag card remains in the bank for the moment.

Variant for experienced players

This variant for bond distribution increases the strategic possibilities and is therefore recommended for experienced players.

Each player gets the following starting money from the bank:

- With six players, 15 mil.
- With five players, 18 mil.
- With four players, 22 mil.
- With three players, 28 mil.
- With two players, 40 mil.

Determined by lot, one of the players is the first who is allowed to grant a bond of his choice to Austria-Hungary. If he decides to do that, he chooses one Austro-Hungarian bond from the bond pile and pays its amount into the Austro-Hungarian treasury that is on the gameboard. After him, all other players are allowed to grant one Austro-Hungarian bond in clockwise rotation, and in that case pay its amount into the Austro-Hungarian treasury on the game board.

After Austria-Hungary, bonds are given to Italy. The player who is sitting to the left of the starting player is the first one allowed to choose an Italian bond. After that, all other players in clockwise fashion are allowed to grant any available Italian bond (one per player).

Then bonds are given in turn to France, Great Britain, Germany, and Russia in the same way. The price of the bond chosen must be paid into the respective treasury. Finally each player who does not form a nation's government receives a Swiss Bank instead.

After every player had the opportunity to grant bonds to every nation, the game can start.

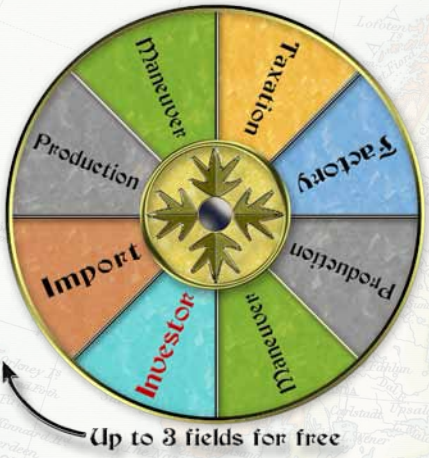
GAME PLAY

The six imperial Great Powers (nations) operate on the gameboard. The players are investors who grant bonds to these nations. The player who has granted the highest credit amount to a nation controls the government of that nation and decides the actions on the gameboard. This player is referred to as, in short, "the government of the nation".

Regardless of the number of players, all six Great Powers (nations) take part in every game.

Selecting a space on the rondel

The move of a nation consists of choosing a space on the rondel. In a nation's first turn, the game piece is placed on any space of the rondel. All following turns are chosen on the rondel by moving the game piece clockwise; remaining in place is not allowed. The playing piece may be moved to one of the three spaces ahead at no cost; each additional space costs the player who leads the government of that nation 2 million, paid to the bank. The maximum move on the rondel is six spaces.



Example:

Italy is standing on the "Investor" space on the rondel. In order to choose "Taxation" on the next turn, Italy must move forward four spaces; the Italian government (player with the flag) must pay 2 million to the bank accordingly. In order to move from "Investor" to "Factory", the government would have to pay 4 million to the bank, etc.

OBJECT OF THE GAME / END OF THE GAME

According to their economic power (factories) and their military strength (occupied sea and land regions), the nations collect power points in the course of the game. The points are added on the scoring track. As soon as a nation has reached 25 power points, the game ends.

A player's final score is the interest of their bonds multiplied by nations' Power Factors on the scoring track, plus cash on hand.

Example:

France has 17 power points; the counting bar reads factor "3". The French bond on 12 mil. generates an interest of 5 mil., resulting in the following value:

5 mil. x 3 = 15 mil.

The players add up the values of all their bonds and, after that, add all their cash. Each million equals one victory point. The player with the most victory points wins the game.

In case of a tie, the player who has the higher credit sum in the nation with the most power points wins. If there is still a tie, the credit sums in the nation with the second most power points are compared, and so on.

TREASURIES / START OF THE GAME

Separate capital

The treasury of the six imperial nations and the individual cash of the players have to be kept strictly separate. The players hold the treasuries they control in trust. They are not allowed to dispose of the treasuries personally nor lend or give away money from the treasury. However, they are allowed to give personal cash to the treasury at any time in order to support it financially.

Each player may check the contents of all treasuries anytime for control purposes, but he may keep his own, personal cash secret from the other players.

Players are not allowed to lend or give money away to one other. They are also not allowed to trade bonds among each other or to relinquish them in any other way.

Start of play

Austria-Hungary begins the game; after that, the nations move clockwise according to the order of their national deposits on the edge of the gameboard (1. Austria-Hungary, 2. Italy, 3. France, 4. Great Britain, 5. the German Empire and 6. Russia). The turn marker is used in each case to identify which nation‘s turn it is.

In case a nation has not been granted a bond, it has no government yet. In this case, the move of this nation is skipped.

At the start of the game, the investor card goes to the player seated to the left of the player who controls Austria-Hungary. If there is none, the investor card goes to the player to the left of the player who controls Italy.

SPACES ON THE RONDEL

The function of the spaces on the rondel is explained in the following passages.

Factory

The nation is allowed to build one new factory. Armaments facilities may be built only in brown cities whereas shipyards may be built only in light blue cities. A factory may be built only in one of the nation’s own cities if there are no hostile armies (standing upright) in its home province. Only one factory may be built in each city.

The nation pays 5 mil. into the bank and the chosen factory is placed on the gameboard in the appropriate city.

Example:

Germany has factories in Berlin and Hamburg. There is a French army in Cologne. Therefore, a factory can be built only in Munich or Danzig. That means that on the rondel ”Factory“ space, Germany may build either a shipyard in Danzig (light blue) or an armaments facility in Munich (brown). To do that, 5 million must be paid from the treasury to the bank

Production

Each armaments facility and shipyard of a nation may produce one army or one fleet respectively for free. Factories in a home province in which hostile armies (standing upright) are present cannot produce. Nor can the occupying force itself produce in an occupied foreign factory. The new armies and fleets are placed on the gameboard in the home province of their factory. In this context, it is unimportant how many military units are already present in that region.

Example:



Germany owns factories in Berlin, Hamburg and Munich. There is a hostile Russian army (standing upright) in Berlin, and a friendly French army (lying) in Munich. When on the rondel ”Production“ space, Germany can place a fleet in Hamburg and an army in Munich.

Import

The nation may buy military units for 1 million each from the bank. The number of military units, however, is limited to three in total. The military units may be placed in all home provinces that do not have hostile armies (standing upright); fleets, however, may be placed only in light blue seaports. Deploying several military units in the same home province at the same time is allowed.

Example:

Austria-Hungary imports two fleets and one army, paying 3 million from its treasury into the bank. All three military units are established in Triest. It would also have been possible to deploy the army in one of the other four Austro-Hungarian home provinces.

Maneuver

This turn is conducted in three steps. First the fleets are moved, then the armies, and finally flags are placed in newly occupied regions.

1. Fleets

All fleets of a nation are allowed to move to an adjacent sea region (to cross a blue sea border). After their production or their import, fleets lie in the harbor; consequently, their first move is always to the sea region that is adjacent to the harbor (this region is additionally marked by an anchor). Once fleets are at sea, they cannot return to land.

Example:

The fleet from the English Channel can either move into the North Atlantic, the Bay of Biscay, or into the North Sea. The fleet lying in the harbor of London can only move into the English Channel (anchor) and the fleet lying in the harbor of Dublin can only move into the North Atlantic. As an alternative, any fleet may stay where it is.

If a fleet moves to a sea region in which fleets of other nations are present, it turns into a battle if at least one side wants it. In a battle the fleets are matched 1:1 and removed from the gameboard. The government of the invading fleet may choose, if need be, which of the fleets in the region it wants to match. If fleets already in the sea region want a battle, it has to be declared directly after the other fleets have moved in. If none of the parties wants a conflict, they keep peacefully lying next to each other in the same sea region. Fleets of the active nation that do not move can also battle fleets of other nations that are in the same sea region.

Example of a fleet battle:



If the purple fleet moves to the left Sea, Purple can decide whether the fleet should fight. If it does so, Purple can also decide whether the purple fleet fights against the green or the yellow fleet. If Purple does not want to do battle, the purple fleet moves to the left Sea and Purple asks the other governments if they want to fight. The order in which the other governments are asked is decided upon by the purple fleet. If no one wants to fight, all three fleets remain peacefully side by side in the Ionian Sea.





2. Armies

All armies of a nation are allowed to move to an adjacent land region (except for Switzerland). Alternatively, they can also be transported overseas via their own fleets (convoy). In doing so, they may cross one or more adjacent sea regions provided the nation already has a fleet in that region. Each fleet may transport only one army per turn.

A sea transport is only possible if an army is in a land region that is adjacent to a sea region, or reaches this region by railroad (see next paragraph). After doing the convoy, the army is in a land region again.

Example of sea transport (see picture above):

There are two yellow armies In Triest. Via ship, one of the armies can land in Algeria. In this case, however, the second army cannot be transported any more over the western Mediterranean Sea since the ship in the western Mediterranean Sea has already been used by the first army. But the second army can land in Tunis, for example, since there is another ship in the Ionian Sea that has not yet transported any army; and Tunis is also adjacent to the Ionian Sea.

Railroad transport: Each nation has a railroad network that exists between the home provinces and ends at its own national borders. If hostile armies (standing upright) are present in a home province, the railroad network in this home province is suspended. Before or after they move, armies may be transported by railroad within the country at will.

Example of a railroad transport:

The Dutch army (see illustration to the right) cannot get to Denmark, Sweden or Norway. A direct sea transport is not possible since there is no German fleet in the adjacent sea regions. The army can move to Hamburg; then it can get to each other German home province. But its "Maneuver" turn is done, and it can neither leave Germany over a land border nor move to another land region by means of the fleet in the Baltic Sea.

The German army in Cologne can get to Hamburg by railroad and then take its "Maneuver" turn, either directly to Denmark or by means of the fleet in the Baltic Sea to Denmark, Sweden or Norway.



Battles: The battle between armies is conducted in the same way as the battle between fleets, i.e., the active nation may match armies in land regions 1:1. Armies of foreign nations can call for a battle if their land region has been invaded. Fleets and armies can battle against each other only if the fleet is still in the harbor. In this case, an invading army can attack the fleet or the fleet can call for a battle.



Entering provinces of other Great Powers: If an army moves into the home province of another Great Power, the government of that army has to decide if the intentions are hostile or friendly. A hostile army, placed standing upright in the province, blocks the province (no production, no import, no building of factories, no taxation). A friendly army, however, is laid on its side; it leads to no constraints. During the next maneuver turn of the nation, the status of the armies can be changed, even without moving them into another province. Also in the case of such a status change, armies of other nations in the province can call for a match.

If a nation has only one factory left that is not occupied by hostile armies (standing upright), the province of this factory may not be entered by hostile armies. Armies of other nations that enter this province are laid on their sides.

Destruction: A foreign factory may be destroyed by three armies if no armies (fleets) of the defender are (any longer) in the home province. The foreign factories and the three armies are removed from the gameboard. Exception: If a nation has only one factory left that has not been occupied by hostile armies (standing upright), this factory cannot be destroyed.

Example of the destruction of a factory:

There is one shipyard in Venice, and one fleet still lies in the harbor of Venice. First, a yellow army may move from Vienna to Venice and battle the fleet. The armies from Budapest may go to Vienna by railroad, then they may move to Venice along with the army from Vienna. Now three yellow armies are standing in Venice and may destroy the factory. In this case, the three armies and the light blue shipyard are removed from the gameboard.

3. Flags

A nation‘s flag is placed in newly occupied land or sea regions that don’t contain foreign military units. Home provinces of foreign nations cannot be assigned flags.

A flag remains in a region until the region is occupied exclusively by another nation. As the result of a battle, it may happen that an inactive nation winds up occupying the region exclusively; in this case the previous flag is removed and replaced by a flag of that nation.

Investor

This turn is conducted in three steps. **Steps two and three are executed when the „Investor“ space on the rondel is not landed on but is only passed through.** In this case, the action determined by the space landed on is completed first.

1. Paying out interest

Each player who granted bonds to a nation gets its interest paid by the treasury. If the treasury does not have enough money to pay all interest of its bonds, the player who leads the government must turn down his own interest, completely or partly, and, if necessary, must take on the payment of interest to others from his personal cash.

2. Activating the Investor

The player who is holding the Investor card (Investor) gets paid 2 million from the bank and then may invest in any nation. He may only select from the bonds that are available in the nation‘s bond repository, and may choose whether to take a **new** bond or **increase** an existing bond of the same nation.

An additional bond is paid in total to the appropriate treasury, and the player takes the bond card. This way, he may own even several bonds of the same nation. If an existing bond is increased, the card of the bond is sorted into the pile of the nation‘s bond cards, the new bond card is taken from the repository, and only the difference between the two bonds is paid into the treasury.

Example:

A player takes the Italian 12-million bond and puts the Italian 4-million bond back into the pile. He pays the difference of 8 million into the Italian treasury.



3. Investing as Swiss Bank

Each player who has a Swiss Bank and does not hold the investor card at the same time is also allowed to invest once. Investing with the Swiss Bank is done in the same way as if the player holds an Investor card, but without collecting two million from the bank.
If several players have a Swiss Bank, investing is done in the order of play (clockwise), starting from the player currently with the Investor card.

At the end of the Investor turn, a check is made to see if there will be any changes of government. In this context, the sum of all bonds of a player in the pertinent nation will determine the government of that nation. If, due to the allocation of bonds, a new player has achieved the highest credit sum (a tie is not sufficient), he takes over the government of that nation and is given the nation flag card. If several players achieve the same highest credit sum, the player first in seating order, counting from the player with the investor card, takes over the government.

If a player does not control any government, he gets a Swiss Bank instead. Ownership of a Swiss Bank continues as long as the player does not control a nation. If he takes over a government again, he has to return the Swiss Bank.



The owner of a Swiss Bank may force nations on the rondel not to pass over Investor if its government intends to do so. However, this can only be done if the treasury of that nation has sufficient money to pay out all interest.

Finally, the Investor card moves clockwise to the next player.

Taxation

This turn is conducted in three steps.

1. Tax revenue / Success bonus

The national taxes are comprised of two components:

- 2 mil. per unoccupied factory
- 1 mil. per flag.

A factory is unoccupied when there is no hostile army in the home province of the factory. The maximum possible tax revenue is 25 mil. (10 mil. from 5 factories plus 15. mil. from 15 flags).
The taxation is completed, then recorded on the tax chart by means of the game piece. If the taxes are 5 mil. or less, the game piece is put on the lowest space of the tax chart ("2-5"); if the tax is 15 mil. or more, the game piece is put on the highest space of the tax chart ("15+").

For any increase on the tax chart, compared to the previous level, the government (player) is paid a success bonus from the bank. The bonus is 1 mil. for each additional space. If the taxes are constant or decreasing, no bonus is paid out; however, the owner of the flag does not have to pay anything.

2. Adding power points

According to its tax revenue, the nation gains additional power points as shown on the right side of the taxation chart. The newly acquired power points are added to the previous point standing on the scoring track at the bottom edge of the gameboard.
As soon as a nation has reached a total of 25 power points, the game ends. If during the move to the „Taxation" space the Investor space has been passed through, part 2 and 3 of the Investor move are not conducted any more.



3. Collecting money

When landing on the "Taxation" space on the rondel, the nation has to pay 1 mil. soldiers' pay to each of its armies and fleets. One million for each army and fleet of the nation is subtracted from the tax revenue. Only the remaining amount is paid from the bank into the treasury on the gameboard. If the amount is negative, no payment is made.



Example:

The German game pieces stand at 6 (mil.) on the tax chart and at 1 on the scoring track. The illustration shows the German situation:

The German Empire selects the "Taxation" space on the rondel.

1. *The tax revenue is 7 mil. (2 factories and 3 flags). So the tax marker moves up from 6 (mil.) to 7 (mil.). Since the tax marker has moved up one space, the German government (the player with the German nation flag card) gets 1 mil. paid from the bank as a success bonus.*
2. *The tax chart shows "+2" points. Accordingly, 2 points are added on the scoring track, and the German marker is moved from "1" to "3".*
3. *The German Empire has two armies and one fleet. So 4 mil. (7 mil. tax revenue minus 3 mil. soldiers' pay) is paid from the bank into the German treasury.*

TIPS ON STRATEGY

Don't forget the power points

Only when a nation builds factories, places flags, and in the end plays "taxation", can it advance with its power points. It may not be possible to avoid conflicts with other nations, but nations who set up troops and wage war all the time, will not be successful in collecting many power points.

Be careful when concentrating on one nation

It may be tempting to grant bonds exclusively to the nation in which the player has control, in order to stabilize the government and to enable the nation to build factories and pay interest. But this may be a dangerous strategy, if no other investors invest there, and no one else is interested in seeing the nation flourish. The nation will be attacked sooner than expected.

Take care of your money

Of course it is important to develop the nation in which the player has control. But nonetheless one should not forget the role of being an investor desperately in need of money in order to win the game. Entering the Investor space on the rondel may slow down the nation, but it usually is the most efficient way to get money.

Use the Swiss Bank

The Swiss Bank is very useful to get hold of many smaller bonds with higher interest rates. And if the preconditions are fulfilled, it is mostly a good thing to force a nation to stop on Investor and pay out interest.

The end of the game may come surprisingly fast

Nations who are well developed, owning many factories and tax regions, can progress on the scoring track very quickly. A nation needs only 4 factories and 7 tax regions to gather 10 power points. Therefore it can easily happen that a nation that is behind, suddenly rushes ahead and ends the game by reaching 25 points.

How many turns does a game of "Imperial" usually take?

A typical game of "Imperial" takes about 120 individual turns, i.e. 20 turns per nation. The game usually ends after the winning nation has entered Taxation four times. However, this does not necessarily mean that the player controlling that nation wins the game.

ABOUT THE DEVELOPMENT OF IMPERIAL

Dating back to the eighties, Imperial could be played only in private circles, because only a few handmade copies existed.

The old version developed in terms of the playtime, complexity and game flow, in order to suit the requirements for publishing. This was a challenge which could only be met by devoting considerable time and energy to many test rounds. All the time new ideas that emerged had to be discussed and tested intensely, and many were often rejected. But the basic structure of Imperial remained unchanged:

The six imperial powers in Europe before WWI who compete with their economies and armies are controlled by the changing influence of different players.

Most test rounds took place in the cultural center "Rieckhof" in Hamburg. Also the "Hamburg Meeting of Game Designers", which takes place on a regular basis, was very important for us. Even in the United States and in Australia test rounds were conducted; therefore, very special thanks go to Peter Hawes and Ralph Anderson who contributed wholeheartedly to the development of the game and had many constructive ideas.

Without Peter Eggert, who was rapidly infected with enthusiasm, without Peter Dörsam, who contributed to the success with his deep game analysis and his publication house PD-Verlag , without Matthias Catrein, who showed the best of his graphic talents, and last but not least, without the many other players and helpers who all cannot be mentioned here, the publication of Imperial would not have been possible. I thank my wife Kathia, who was pregnant at the time, for her everlasting patience and assistance.

May your imperial investor's intrigues be successful!

Hamburg, September 2006 *Mac Gerdts*

Thanks to Carlton Dempfle for the translation of the booklet "Historical Data on the Six Powers" into English.

FREQUENTLY ASKED QUESTIONS (FAQ)

Can factories also be destroyed by fleets?

Fleets cannot destroy a factory since they are not allowed to return from a sea region to a land region.

When can nations use their military units to fight?

There are two possibilities:

1. Nations that have chosen the rondel space „Maneuver“ are allowed to fight against foreign armies and/or fleets anytime.

2. Inactive nations are allowed to fight against any foreign army or fleet that has just moved into a region in which the inactive nation has military units. This also applies if a „friendly“ army moves into a home province or if an army changes its status from „friendly“ to „hostile“.

Can armies and fleets fight against each other?

This is only possible if the fleet still lies in the harbor and the home province of the harbor is entered by an army or the army is already there.

Can armies also enter islands?

No. The islands on the gameboard (such as Sicily, Sardinia, Corsica, Crete) are not named and do not count as independent regions. Only the province of „Dublin“ (Ireland) can be entered by armies.

What straits can be crossed by armies?

Armies can move from Bulgaria to Turkey. However, it is not possible to move armies from Sweden to Denmark nor from Spain to Morocco. To do so, armies need a fleet convoy.

What does it mean if a railroad network is suspended?

If, for instance, a hostile Russian army stands in Berlin, then it is not possible to get from Hamburg, Cologne or Munich to Danzig by railroad.

Can bonds be given back?

The giving back of bonds is allowed only if the respective nation is given a new, higher bond at the same time.

Are players allowed to borrow or receive a gift of money?

No. Players are not allowed to borrow, lend or receive a gift of money from one another or from a treasury or the bank. They are only allowed to give money to the treasuries, or during the Investor turn to grant bonds that have been defined exactly.

Is making agreements allowed?

Yes, this is not prohibited. For instance, nations can make arrangements about influence zones or non-aggression pacts; however, there is no game rule that forces a player to stick to the agreement. But even if agreements are kept, the situation can change suddenly by changes of government.

Can the investor invest twice if he does not lead any government?

No. It is not possible to use the investor card and at the same time invest for a second time because the investor player leads no government.

Can flags also be put in provinces of other Great Powers?

No. A hostile occupation of a foreign nation‘s home province prevents the foreign nation from deploying military units there, levying taxes for a factory that is located there, or building a new factory.

When is a flag removed from the gameboard?

Only if the region is occupied by one other Great Power exclusively. That means the flag remains if there are military units of several nations there or no military units in the region any more.

What happens when supplies of a nation are all used up?

In this case, no more armies or fleets can be deployed.

Is there a railroad connection from Great Britain to Ireland?

No. Armies cannot move to the province of „Dublin“ by railroad.

VARIANT WITHOUT INVESTOR CARD

This variation results in fewer changes in the ownership of governments.

Remove investor card from game. Instead of using the investor card, each player can invest in a nation immediately after that nation takes its turn.

For example:

After Italy takes its turn, its owner can invest in Italy. Then all the other players can invest in Italy, starting with the player to the left of the owner of Italy and going clockwise around the table. After that France takes its turn.

In addition to this procedure, players not owning governments can invest in any nation they wish, at any time.

On the rondel playing field "Investor," only the interests are paid. Passing through that field no longer has any special consequence.

If in the beginning no bond has been given yet by a nation, bonds can be granted to this nation directly after the previous nation's turn. The government of the previous nation is the first to invest.

NEW EDITION RULE CHANGES

Swiss Bank

This new edition introduces the Swiss Bank. Players who do not control any government get a Swiss Bank instead. In addition to additional chances to invest (as before), this also gives the right to prevent other nations from passing over the Investor space on the rondel if the nation's treasury contains sufficient cash for all payouts.

Bonds

Each nation has an additional bond of 30 million (interest 9 million) available. Now it takes longer for all bonds of a nation to be sold out.

Flags

Tax regions are marked with a flag (there are 15 flags per nation instead of 10 chips).

Starting distribution of bonds

Each player starts with two bonds of 9 and 2 million, and 2 million cash as additional starting money. Now it takes longer for a change of government to be possible. The special rule of the second edition (which required paying an additional 1 million when taking over the last government before it had taxed) is no longer applied. The variant for experienced players remains unchanged.

PD-Games has the following strategy games on offer (2010):

Imperial 2030: In 2030 the old powers USA, Europe, and Russia compete with the rising world powers China, India, and Brazil. This is a new imperial challenge with more neutral regions to control and some rules tweaks.



Antike: Ancient nations compete in developing their civilizations. Enlarge your kingdom, sail the seas, build new temples and advance your technology in order to gain the favor of well known ancient personages.



Navegador: In the Golden Age of Exploration players take part to build the Portuguese Colonial Empire, stretching from Brazil to Nagasaki. Explore the seas, found colonies, and build shipyards, factories, and churches to get the win.

Hamburgum: Hamburg in the 17th century. Mighty walls protect the city against the devastations of the 30 Years' War. As a merchant you will become rich, but ultimately you have to give donations to build the 6 great churches of Hamburg.

Antverpia: An expansion to Hamburgum, played on historical maps of Hamburg and Antwerp.



The Princes of Machu Picchu: Only a small number of princes managed to flee from the Spaniards to the mountains of Machu Picchu. Here they need all their priests and virgins to gain the help of the Sun God Tayta Inti.



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The markers representing the nations are moved clockwise around the rondel. (Moving 1-3 fields costs nothing; for each additional field, the government [player] pays 2 million to the bank, moving a maximum of 6 fields).

Factory *Nation→Bank*	A factory may be built for 5 million. (brown city = armaments facility; light blue city = shipyard)
Production	Each unoccupied factory produces an army or a fleet, respectively. Placement: In the province of the factory (the fleet in the harbor).
Import *Nation→Bank*	The nation may buy a maximum of 3 new military units for 1 million each. Placement: Anywhere within the home provinces.
Maneuver	1. Fleets are allowed to move to an adjacent sea region. Battles: 1:1 2. Armies may move to an adjacent land region or, via fleets, to another land region (1 army per fleet); additionally, before or after each such movement, armies can travel by railroad between home provinces. 3 armies may destroyed a factory. Battles: 1:1 3. Flags are placed in newly occupied sea & land regions containing no foreign military units (**not** in any home provinces).
Investor *Nation→Player* *Bank→Player* *Player→Nation*	*Parts 2 & 3 are also executed when **passing through** the investor field.* 1. The interest is paid out to the players holding the nation's bonds. The government must ensure that all interest is paid. 2. The player with the Investor card gets 2 million from the bank and may take out **1** bond or increase **1** existing bond (pay money to the **nation**). After that, the Investor card moves clockwise to the next player. 3. Other players who own a Swiss Bank may invest as well.
Taxation *Bank→Player* *Bank→Nation*	1. The tax (2 million per unoccupied factory & 1 million per flag) is recorded on the tax chart; if the chart position has increased, the government (player) gets the increase as a dividend from the bank. 2. Add the power points (on the right side of the tax chart) on the scoring track. 3. Collect the tax minus soldiers' pay (1 million per army/fleet).

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

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