

Settlers from four major world powers have discovered new lands with new resources and opportunities. The Romans, Barbarians, Egyptians and Japanese all move here at once to expand the boundaries of their empires. They build new buildings to strengthen their economy, excavate mines and farm fields to gather resources, and build barracks and training grounds to train soldiers. They soon discover the area is far too small for everyone and war ensues...

IMPERIAL SETTLERS is a card game that lets players lead one of four factions. The game is played over five rounds, during which players explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

GOAL OF THE GAME

The goal of the game is to have the most Victory Points, earned by expanding your empire and hindering your opponents.

During the game, players can gain Victory Points (VP) in various ways: from deals they make, from actions they take, and from Location features. The Locations that become part of a player's Empire are also worth Victory Points. At the end of the game, players add the VP value of their Locations to their current VP score to reach their total score.

The player with the most VP has built the greatest empire and wins the game.

SKIP THE TEXT WATCH THE TUTORIAL!

You can skip over the rules and learn the game with our video tutorial!

Scan the QR Code or visit our website: http://portalgames.pl

COMPONENTS OVERVIEW

1 SCORE BOARD



The score board contains the Victory Point and Round tracks.

4 FACTION MARKERS



Each player has a faction marker to track his VP score.

1 ROUND MARKER



4 FACTION BOARDS

Each faction has its own board that indicates the faction's unique production output of Goods. Faction boards are two-sided with a male leader on the one side and a female leader on the other. There is no gameplay difference between the sides, allowing you to choose the side according to your gender preference.



220 CARDS

30 BARBARIAN CARDS



30 JAPANESE CARDS



30 ROMAN CARDS



30 EGYPTIAN CARDS



84 COMMON CARDS



Each faction has its own deck of cards, from which only this faction will draw during the course of the game. There is also a deck of Common cards, which will be available to all players.

16 ATTACK CARDS



Attack cards are only used in the single player variant (more on the single player variant on page 13).

COMPONENTS OVERVIEW

GOODS MARKERS & TOKENS

32 WOOD



32 STONE



32 FOOD



40 WORKERS



18 RAZE TOKENS



10 DEFENSE TOKENS



24 GOLD TOKENS



6 MULTIPLIER TOKENS



1 FIRST PLAYER MARKER



4 EGYPTIAN SPECIAL TOKENS



These tokens are used only when the player commanding Egyptian faction builds the Temple of Ra Location.



UNLIMITED GOODS

Resources, Workers and tokens are not meant to be limited by their number in the game. If their supply ever runs out, players can use the included multiplier tokens. For example, if there are not enough Stone markers and a player needs 5 Stones, he can take 1 Stone and place it on a x5 multiplier token.

GOODS AND ICONS IN THE GAME

The term "Good" refers to everything players can gain through the game, including cards, Resources, Workers and Victory Points.

The different types of Goods are:

CARD

Cards represent Locations a player can interact with. Players can make Deals with the location, add it to their Empire, or raze it. During the game players acquire cards in the Lookout phase, but also from Deals, Razing Locations and other actions. Unless explicitly stated otherwise, whenever a player is instructed to draw a card, he may draw from his own Faction deck or the Common deck. You will find a detailed description of the cards in the Cards Overview section.

VICTORY POINT

Victory Points represent the glory and power of the Empire. Players gain VPs mostly from the actions they take, but they can be also provided by Deals or Production Locations. Each Location also has its value in VPs at the end of the game.

WORKER

Workers represent the Empire's population. Players will use Workers to take actions at the Locations and acquire cards or Resources.

RAZE TOKEN

Raze tokens represent the Empire's military units. Raze tokens are mainly used to raze cards in your hand or Locations in an opponent's Empire.

DEFENSE TOKEN

Defense tokens represent the Empire's defense fortifications. Defense tokens are used to make a player's Locations harder for opponents to raze.

GOLD TOKEN

Gold tokens represent the currency of the Empire. 1 Gold can be used instead of any 1 Resource (Wood, Stone, Food), but not the other way around.

- RESOURCES: FOOD, WOOD, STONE

Food, Wood and Stone are collectively called Resources in terms of the rules. Players acquire Resources in the Production phase, but also from Deals, Razing Locations and other actions. Food is required to make Deals, while Wood and Stone are used as building materials for Locations. Resources are also spent to activate Action Locations.

OTHER ICONS:

LOCATION

A card built in a player's Empire is called a Location.

CARDS OVERVIEW

CARDS OVERVIEW

Each card can be used in 2 or 3 different ways depending on whether it's a Common or Faction card. All the cards can be built as Locations in a player's Empire, allowing him a permanent use of the Location's ability. Common cards and Japanese Faction cards can be razed to obtain one-use-only Goods shown in the upper right corner of the cards. Razed cards are discarded and go into their respective discard piles.

Faction cards can become Deals, immediately giving the player a particular Good shown at the bottom of the card as well as providing it to the player in future Production phases. Deals are indicated by placing the card under the Faction board so only the Deal field is visible.



COLORS (TYPES) OF THE LOCATIONS:



AFFILIATION INFORMATION

This indicates which deck the card belongs to:
BAR – Barbarian, COM – Common, EGY – Egyptian
JAP – Japanese, ROM – Roman,
001, 002, etc. – Card number

NUMBER OF COPIES OF THE PARTICULAR CARD IN THE GAME:

- There is only a single copy of this card in the Faction deck
- There are two copies of this card in the Faction deck
- There are three copies of this card in the Faction deck

LOCATION PLACEMENT ORDER

To easily find all the Locations of a specific type in your playing area and keep them in order, the cards should be placed in three rows next to the Faction board. Whenever a player builds a Location in his Empire, he should place it as follows:

- **PRODUCTION LOCATIONS** should be placed in the topmost row.
- **FEATURE LOCATIONS** should be placed in the middle row.
- **ACTION LOCATIONS** should be placed in the bottom row.

To easily distinguish Common and Faction Locations in the Empire it's recommended to place Faction Locations to the left of the board and Common Locations to the right of it.

NOTE: Placing a Location in the wrong section is not a mistake and there's no penalty for it. However, it is strongly recommended to stick to this Location placement order as it makes gameplay faster and more convenient.



NOTE: The 3 kinds of Locations can also be distinguished by the roads on the illustration: Production Locations have no road going up, Feature Locations have roads in all 4 directions, while Action Locations have no road going down.

SETUP

NOTE: Before the first game, cards should be unpacked and sorted according to their type - separate Common cards and cards of each Faction into individual stacks. After the game we recommend to keep each type of cards separately to speed-up the setup for future games.

The following rules refer to a game for 2-4 players. Rules for the single player game can be found on page 13.

1. Place the score board on the table where it can be easily seen by all players. Place the round marker on the "I" space of the round track.
2. Shuffle the Common cards and place them face down in easy reach of all the players.
3. Each player chooses the Faction he wishes to play and takes all the components of the chosen faction. Each of the four Factions has its own set of the following components:
   - A Faction board
   - A deck of 30 Faction cards
   - A Faction marker

   Players place their Faction boards in front of them, shuffle their Faction cards and place them nearby in a face down deck. If there are fewer than 4 players, return the remaining pieces to the box.

NOTE: The player choosing the Japanese faction should remember about the special rules of this faction, which can be found on page 11.

4. Each player places his Faction marker on the "0" space of the Victory Point track.
5. Place all Resource and Worker markers and additional tokens in easy reach, creating the general supply.

NOTE: You will only need 1 Defense token per player. More Defense token are included for use with the future expansions.

6. Randomly select the First player. The selected player takes the First player marker.
7. At the beginning of the game, each player, beginning with the First player, draws 2 cards from the Common deck and 2 cards from his own Faction deck. These four cards are the players' starting hands.

NOW YOU'RE READY TO BEGIN THE GAME!

For the first few games, we recommend a 2-player game using the Roman and Barbarian factions, as these are easier to play. Egyptian and Japanese cards have more complex card abilities and playing them is more challenging for beginners.



ROUND ORDER

The game consists of 5 rounds, each divided into the following four phases:

1. **LOOKOUT PHASE**
   Players acquire new cards.
2. **PRODUCTION PHASE**
   Players receive Resources, Workers, Raze tokens, etc. produced by their faction.
3. **ACTION PHASE**
   The main phase of the round. Players use their cards, Resources, Workers, etc. to take actions to expand their Empire and score Victory Points.
4. **CLEANUP PHASE**
   Players discard all used and unused Resources, Workers, Gold and tokens.

In each round, the phases are executed in the same order. The exact description of each phase is presented in the next chapter.

LOOKOUT PHASE

In this phase, each player will acquire 3 new cards and add them to his hand.

TO EXECUTE THE LOOKOUT PHASE, FOLLOW THESE STEPS:

1. Each player draws the top card from his own Faction deck and adds it to his hand.
2. Draw from the Common deck the number of cards equal to the number of players, plus 1 (i.e. 4 cards in a 3-players game) and place them face-up in the center of the playing area. Players are now ready to select cards. Starting with the first player and proceeding clockwise, each player will select 1 card from the revealed set of cards. The remaining card is discarded without further effect.
3. Again, draw from the Common deck the number of cards equal to the number of players, plus 1 and place them face-up in the center of the playing area. In the second round of drafting cards, the last player starts, and this time counter-clockwise each player will select 1 card from the revealed set of cards. Once again, the remaining card is discarded without further effect.

There's no limit to the number of cards a player may have in his hand.

Cards in hand are kept secret from other players.

PRODUCTION PHASE

In this phase, players will acquire various Goods available in the game (Resources, Workers, tokens, cards, VPs).

During the Production phase, players collect Goods from 3 different sources:

- **FACTION BOARD** – this is the Faction's basic Production providing the player with a specified number of Workers, specific Resources and tokens.
- **DEALS** (more on Making a Deal on page 9) – each signed Deal provides the player with 1 specific Good.
- **PRODUCTION LOCATIONS** (more on Location types on page 8) – each Production Location has its own ability and produces a specified kind and number of Goods.

Players perform the Production phase starting with the First player and continuing clockwise. Each player checks his own Faction board, Deals and Production Locations to determine the number and type of Goods he collects.

The Goods are collected in the following way:

- **CARDS** should be drawn from either the Common deck or the player's own Faction deck (player's choice), unless stated otherwise.
- **VPS** are marked by adjusting the Faction marker on the Victory Point track.
- All other **GOODS** are taken by players from the general supply and placed in their own supply.

NOTE 1: In the first round players only collect Goods provided by their Faction board as they neither have Deals nor Production Locations in their Empires yet.

NOTE 2: Resources, Workers and tokens which players obtain in the Production phase can only be spent in the current round. All unused Goods (apart from Victory Points and cards) are discarded at the end of the round (more on the Cleanup phase on next page).



EXAMPLE OF PRODUCTION PHASE

Tom is playing the Japanese faction. His Faction board provides him with 4 Workers, 1 wood and 1 Raze token and 1 Defense token. He has 2 Deals – one for a Worker and 1 for Gold. He also has 2 Production Locations: Lord's Fields and Armorer. The Armorer produces 1 Raze token and the Lord's Fields gives Tom 1 Food for each red Location in his Empire, so he will get 1 Food. In total, therefore, Tom receives 5 Workers, 1 Wood, 2 Raze tokens, 1 Defense token, 1 Gold and 1 Food.

ROUND ORDER

ACTION PHASE

This is the main phase of the game in which players take their actions to build and/or raze Locations, make Deals, use Action Locations and exchange Workers for Resources.

Starting with the First player and continuing clockwise, each player performs one action at a time. The Player can take any available action or pass.

AVAILABLE ACTIONS:

- **BUILD A LOCATION**
- **MAKE A DEAL**
- **RAZE**
- **ACTIVATE AN ACTION LOCATION**
- **SPEND 2 WORKERS TO GET 1 RESOURCE OR 1 CARD FROM THE DECK (FACTION OR COMMON)**

All the actions are described in detail in a separate chapter (see pages 8-10).

Once a player passes in the Action phase, he cannot perform any additional Actions in the current round. Neither can he be targeted by the Actions of other players. For example, a player who has passed cannot have any of his Locations Razed.

There is no limit to the number, type or order of Actions a player may take during the Action phase, so long as he takes them one action at a time.

The Action phase continues until all players have passed.

DEFENSE TOKENS



During the Production phase each Faction gains 1 Defense token. During an Action phase, at any moment in his turn, a player may place the Defense token on one of the Common Locations in his Empire to protect it.

The Defense token protects a particular card on which it is placed – it increases by 1 the number of Raze tokens required for an enemy to raze that Location. Once placed, the Defense token cannot be moved to any other Location. When the Location is razed the Defense token returns to the general supply. Defense tokens (unused and from Location cards) are discarded with all other tokens and markers at the end of the round in the Cleanup phase.

CLEANUP PHASE

NOTE: Skip the Cleanup phase in the final round. Goods are used as the deciding factor in the event of a tie.

In this phase:

1. Players can use storage abilities (cards providing storage abilities, Faction board storage) to save any of the indicated type of Good(s).
2. Players discard all non-stored Resources, Workers, and tokens (Defense tokens, Goods that were used to activate Action Locations, and all other remaining Goods).

   NOTE: Cards in hand are never discarded at the end of the round.
3. Pass the First player token to the next player in clockwise order.
4. Move the round marker to the next space on the Round track.
5. Begin a new round

EXAMPLE OF CLEANUP PHASE

Tom is playing the Japanese faction. During the round he activated two of his Action Locations: The Stalls (using 1 Food) and the Casino (using 1 Worker). After he passes he still has 2 Food and 1 Worker left over. The Japanese can store any number of Food, so Tom saves 2 Food on his Faction board and discards the last Worker along with the Goods he placed on the cards to activate their actions.



GAME END

The game lasts for 5 rounds. After the fifth round each player calculates his final score.

Victory Points are collected by players throughout the game. To calculate the final score, each player should add the Victory Point value of the Locations in his Empire to his current score:

- Each **COMMON LOCATION** is worth **1 VP**
- Each **FACTION LOCATION** is worth **2 VPs**

NOTE: Some Japanese Feature Locations (Shrine, Gate) reward the player with extra VPs at the end of the game.

The player with the most VPs is the winner.

TIES

In case of a tie, the tied player with the most Workers and Resources left is the winner. If the players are still tied, the winner is the tied player with the most cards left in his hand. If there is still a tie, the tied players share the victory.

BUILD A LOCATION

This action allows a player to place Common or Faction cards from their hand into their playing area to improve their Empire.

IN ORDER TO BUILD A LOCATION A PLAYER HAS TO:

1. Choose the card from his hand that he wants to build.
2. Pay the building cost depicted in the card's upper left corner using the indicated Goods from his personal supply.
3. Place the card in his Empire following the Location placement order.

NOTE 1: When you build a Production Location, you immediately gain the benefits the Location provides.

NOTE 2: Some of the Locations can have a Building Bonus that grants the player one-time-only Goods when the Location is built.

NOTE 3: If a Production Location has also a Building Bonus, you gain both benefits when you build it.



BUILDING COSTS

To build a Common Location, a player only needs to discard certain resources like Wood and/or Stone. For example, to build a Wood Storage, the player has to discard 2 Wood and 1 Stone..

To build a Faction Location, a player may need to have another Location already built in his Empire. Many Faction Locations require the Building player to discard a Built Location (Common or Faction) from his Empire. This is in addition to the other Resource costs depicted on the Faction Location. Only after paying the cost can he place the card in his Empire following the Location placement order. For example, to build a Barbarian Dark Chapel the player must discard 1 previously built Location card in his play area, as well as 1 Wood and 2 Stone.



NOTE 1: To build a Faction Location, a player can also discard a Foundation (more on the Raze a Location action on page 9) instead of a Location.

NOTE 2: To build a Faction Location, a player may discard an Action Location which has previously been activated in the current round. The Goods used to activate the Action are also discarded.

NOTE 3: If there are any tokens or markers placed on the card which you discard (e.g. Defense tokens, Samurai, Goods spent to activate the Action), they are discarded too.

LOCATION ABILITIES

Based on their abilities, both Common and Faction Locations are divided into 3 groups:

- **PRODUCTION LOCATIONS** – these cards give the player specific Goods (Resources, Workers, cards, tokens, VPs) depicted in the card's ability field. You gain the benefits immediately once such a Location is built and during each Production phase of the following rounds.
- **FEATURE LOCATIONS** – these cards can have different special abilities described on the cards. They are active during the owning player's entire turn, or grant him Goods after taking certain actions.
- **ACTION LOCATIONS** – in order to use the Location's ability, a player has to place his Worker, or a specific Resource, or both on the Location card.

NOTE: Several Locations can also have a Building Bonus which is only an additional one-time ability with no influence on the Location placement.

EXAMPLE OF BUILDING A LOCATION

Mark is playing the Barbarians and wants to build one of his Faction cards - the Sentry Tower. He discards 2 Wood and the Mill, one of the Locations from his Empire. The Sentry Tower is a Production Location, so he places the card in the topmost row of cards in his Empire. He also gains 1 Raze token and 1 Worker immediately, since Production Locations also provide their Goods already when they are built.



ACTIONS

MAKE A DEAL

This action allows a player to make a deal with a Faction card from their hand.

NOTE: A player cannot Make a Deal with a Common card.

Each Faction card has a Deal field which indicates what kind of Goods (Resources, Workers, cards, etc.) it provides. Deals provide various benefits to the player immediately after performing the action and during the Production phase of each following round.

IN ORDER TO MAKE A DEAL, A PLAYER HAS TO:

1. Choose a Faction card from his hand.
2. Discard 1 Food.
3. Place the card under the top of his Faction board. The card should be placed in such a manner that only the Deal field of the card is visible.
4. Immediately gain the Good the Deal provides.

There is no limit to the number of Deals a player may have.

EXAMPLE OF MAKING A DEAL

Mark is playing the Barbarians and wants to Make a Deal using the Sentry Tower. He discards 1 Food and places the Village card under his Faction board, so only the Deal field, with the Worker in this case, is visible. He immediately takes 1 Worker from the general supply, since making a Deal provides that player with a Good.





RAZE

This action allows a player to Raze a Common Card from his hand or an opponent's Common Location to immediately gain some Goods.

A player can only use this action if he has Raze tokens.

IN ORDER TO RAZE A COMMON CARD FROM HAND:

1. Select a Common card from his hand.
2. Discard 1 Raze token.
3. Take from the general supply the Goods depicted in the Raze field of the card.
4. Discard the card.

NOTE: The player commanding the Japanese can also raze a Faction Location from his hand, for Japanese Faction cards have a Raze field.



EXAMPLE OF RAZING A CARD FROM HAND

Mark wants to raze one of his cards from his hand. He needs Wood, so he chooses the Wood Storage and discards the card along with 1 Raze token. As a result, Mark receives 2 Wood from the general supply.

IN ORDER TO RAZE AN OPPONENT'S LOCATION:

1. Choose an enemy and any one of his Common Locations in his Empire.
2. Discard 2 Raze tokens.
3. Take from the general supply the Goods depicted in the Raze field of the card.
4. Turn the razed Location into a Foundation.

NOTE: Faction locations cannot be razed, with the exception of Japanese Faction cards. Japanese Faction cards do have a Raze field, so they can be razed by another player. Razed Japanese Faction Locations are not turned into a Foundation, but are discarded instead.

TURNING A LOCATION INTO A FOUNDATION

When a Location of a player is razed and turned into a Foundation, its card is turned face down and the player receives 1 Wood from the general supply which he adds to his own supply. A Foundation card can only be used to build a new Location (see Build a Location action). When a player decides to build a Faction Location on top of a Foundation, he simply discards the Foundation card. The new Location is placed following the Location placement order.



EXAMPLE OF RAZING AN OPPONENT'S LOCATION

Mark wants to raze one of Tom's Locations. He chooses to attack the Armorer, so he discards 2 Raze tokens. As a result, Mark receives 1 stone from the general supply and adjusts his score by adding 1 VP. Tom then turns the Armorer card face down (it becomes a Foundation) and gains 1 wood from the general supply.

ACTIONS

ACTIVATE AN ACTION LOCATION

This action allows you to use the ability of an Action Location in your Empire.

A Player can only use this action if he has any Action Locations in his Empire. Such Locations allow a player to exchange Workers and/or Resources for cards, other Resources, Victory Points, etc.

IN ORDER TO ACTIVATE A LOCATION, A PLAYER HAS TO:

1. Choose the Action Location from his Empire and thus the Action he wants to activate.
2. Pay the required type and number of Goods, placing them on the Location. They remain on the Location card until the end of the round to mark that the action of this Location has already been used this round. An Action Location may only be used once per round, unless stated otherwise on the card.
3. Use the card's action.

A player can only activate a particular Location once unless stated otherwise on the card.

NOTE: Place the Goods used to activate the Action on the bottom part of the card in the card ability section, while all other tokens (Defense tokens, Egypt token, etc.) should be played on the the top part with the Location picture.

If a player has an Action Location which can be activated twice, he has the choice of either activating it once a turn or both times at once by spending twice the Goods and taking the action twice.

NOTE: Victory Points provided by a card's ability are immediately marked on the Victory Point track and all other Goods are taken from the general supply.

EXAMPLES OF USING AN ACTION LOCATION

Mark has 3 Action Locations in his Empire: 2 Common, the Masons Guild and the Castle, and 1 Barbarian, the Saboteurs. First, he uses the Saboteurs – he places 1 of his Workers on the card and takes 1 Stone from his opponent Tom. During a later action he uses the Masons Guild, paying 1 Worker and 2 Stone, and placing them on the card. In return he gains 3 VPs, so he adjusts his score on the Victory Point track. In his next action, Mark uses the Castle – he places 1 Worker on the card and draws a card, choosing to draw it from his Faction deck.



SPEND WORKERS TO GET RESOURCES OR DRAW CARDS

This action allows a player to exchange 2 Workers for 1 Resource of his choice or for 1 Common or Faction card.

IN ORDER TO PERFORM THIS ACTION A PLAYER HAS TO:

1. Discard 2 of his Workers.
2. Take 1 Resource of the chosen type (Wood, Stone or Food) from the general supply or draw a card from either his Faction deck or the Common deck.

In one action a player can discard multiple pairs of Workers to take 1 Resource or draw 1 card for each pair of Workers.

EXAMPLE OF SPENDING WORKERS

Mark discards 8 Workers and takes 1 Wood, draws 2 Common cards and 1 Faction card.



NOTE: A reminder of this Action is on the lowest part of the Faction board.

GENERAL RULES

- Every time a Location gives you VPs, immediately adjust your score on the Victory Point track.
- Gold tokens can be used instead of any Resource (Wood, Stone, Food), but not the other way around. Gold tokens cannot be exchanged for Resource markers.
- Each time you receive Resources, Workers or tokens, you should take them from the general supply, unless stated otherwise.
- Whenever you discard Resources, Workers or tokens, they are returned to the general supply.
- Resources, Workers and tokens in a player's supply must be visible to all players.
- Whenever you are allowed to draw a card, you can either draw it from the Common deck or the Faction deck, unless stated otherwise.
- Each type of card should be discarded to its own respective discard pile.
- If you ever run out of cards in any deck, reshuffle the appropriate discarded pile to create a new deck.
- Once a player passes in the Action phase, he cannot be targeted by the Actions of other players.
- Card rules take precedence over and modify the general rules.

CARDS AND FACTIONS IN DETAIL

GENERAL CLARIFICATIONS

FEATURE: EACH TIME YOU BUILD...

Whenever a player builds a Feature Location granting him Goods for building a certain type of Location, this Location counts itself for the feature ability.

PRODUCTION/BUILDING BONUS: 1 GOOD FOR A COLOR OF

Whenever a Location provides you Goods depending on the number of a certain color of Location, this Location (if its color matches) should be included when counting the number of Goods it provides.

THE JAPANESE

The Japanese faction is different from the others found in the base game. Japanese Faction cards are unique in that they have Raze fields, which can be the target of a Raze action. If razed, Japanese Faction Locations are not turned into a Foundation, but discarded instead. The Japanese player can also use his Workers as Samurai to protect his Faction Locations.

DEPLOYING SAMURAI

At any moment during his turn, the Japanese player may deploy any number of his Workers in front of Faction Locations in his Empire to protect them. Such Workers are called Samurai in terms of card abilities. Any Japanese Faction Location cannot have more than 1 Samurai.

NOTE: Samurai can protect a Faction Location which cannot normally be razed (Shrine, Gate).

Each Samurai protects the card to which he is assigned and cannot be moved or used for any other purpose. Samurai are not discarded at the end of the round in the Cleanup phase. Each Samurai increases by 1 the number of Raze tokens required for an enemy to raze the Location. When the Location is razed the Samurai returns to the general supply.



TO RAZE:



EXAMPLE OF USING A SAMURAI

The Japanese player deploys one of his workers as a Samurai to protect a Location. The enemy now needs 3 Raze tokens to raze it. The enemy decides to raze the Location protected by the Samurai, paying 3 Raze tokens. The Samurai is then returned to the general supply, and the Location is discarded.

CARD CLARIFICATIONS



Garrison – Its Action enables you to discard a Location, completely removing it from another player's Empire. It is not treated as Razing a Location.



Gate – If you decide to place any cards under the Gate, you cannot take these cards back into your hand. Do not remove the cards placed under this Location in the Cleanup phase. These cards stay there until the end of the game. The Gate cannot be Razed.



Negotiator – When you activate its Action you immediately take one of your Deals (from under your Faction board) and build it as a Location. You still have to pay the building cost of the Location, except that you do not discard a Location from your Empire, should it be required. You can also build a Faction Location that does not include a Location as its building cost. If you have Deals with enemy Locations (thanks to the Trade Route card), you cannot choose such a Deal when you activate this Location's Action.



Ninjas – Its Bonus provides you with 2 Samurai. If you only have 1 Faction Location on which you could deploy a Samurai, the other one is lost.



Shrine – Do not remove the Resources placed on this Location in the Cleanup phase. These Resources stay there until the end of the game. The Shrine cannot be Razed.



Trade Route – If you lose this Location (e.g. it's razed by an enemy), the Deals it allowed you to make remain in play.

THE EGYPTIANS

CARD CLARIFICATIONS



Desert – This Location has no building cost. You can build it for free, but it still requires you to spend your turn taking the Build Location action.

NOTE: According to the rules when you activate an Action Location you place the Goods spent on the Location card, but covering the Location with another card would be very inconvenient, so we recommend to discard the card and take a Worker from the general supply to indicate that the Action was executed.



Chariot Builder – Its Action allows you to Raze one enemy Location without spending any more Raze tokens (only the one you use to activate the action). You can even Raze a location protected by a Samurai or a Defense token.



Oasis – If an opponent spends multiple pairs of Workers at once, you receive 1 Worker for each pair spent by him.



Sanctuary - Its Action is not treated as Razing a Location. It allows you to immediately place a card from your hand as a Foundation in your Empire. You also receive 1 stone (instead of Wood) for turning a Location into a Foundation.



Sphinx – Its Feature is also active during the Production phase.



Temple of Ra – If you take over a Production Location it does not produce Goods at the moment of taking over.

A Location taken over cannot be discarded in order to build other Locations by any of the players. If you take over an enemy Location which was activated by its owner the maximum number of times, you cannot activate it on your own. Temple of Ra uses a special Egyptian token to mark the Location take over. Use a Worker from the general supply to indicate that the Action was executed.

When a taken over Location is Razed by another player and turned into a Foundation the player commanding Egyptians receives 1 wood and the Egypt token is returned to him. The Foundation belongs to the original owner.

THE ROMANS

CARD CLARIFICATIONS



Engineers – Its Action allows you to completely remove the enemy Location by discarding it from another player's Empire. It is not treated as Razing a Location.



Trade Colony – When it's built, this Location is treated simultaneously as brown, grey and red.



Spies – Its Action is not treated as Making a Deal. When you activate its Action and want to choose a player commanding the Japanese who has Deals with your or other enemy Locations (due to the Trade Route card), you cannot take away such a Deal – you can only choose a Deal from under an enemy Faction board.



Warehouses – If you lose this Location (e.g. discard it from your Empire to build another Faction Location or if it's razed), the Resources it allowed you to store are not immediately lost, but are added to your supply. You may still use them until the Cleanup phase of the current round.

THE BARBARIANS

CARD CLARIFICATIONS



Saboteurs – Its Action allows you to take 1 Resource from a player's supply (you cannot take a Resource the player spent to activate a Location) and place it in your own supply.



Dark Chapel – When the player wants to Raze an enemy Location protected by a Samurai or a Defense token, he must use respectively more Raze tokens to activate this card's Action.



Pack – When you activate its Action you do not Raze an enemy Location, you only take from the general supply one of the Goods (of your choice) depicted in the card's Raze field.



Rabble – It allows you to Raze one of the Locations from your own Empire (not from hand). You gain all the Goods from its Raze field, turn the Location into a Foundation and receive 1 wood as in the standard Raze action.

Mission – Each card you draw due to this Location's Action can either be a Common or Faction card.

VARIANTS

Robbers – When you activate its Action and choose the player commanding the Japanese who has Deals with your or other enemy Locations (due to the Trade Route card), you can cancel such a Deal instead of discarding a Deal from under an enemy Faction board.



COMMON

CARD CLARIFICATIONS

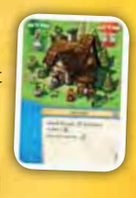
Ruins – This Location has no building cost so you can build it for free, but it still requires you spend your turn taking the Build Location action. The Ruins card has no type (color), nor can it be razed.



Settlers – When you activate its Action you immediately build a Faction Location. You still have to pay the building cost of the Location, except that you do not discard a Location from your Empire if it's required.



Tavern – According to the rules when you activate an Action Location you place the Goods spent on the Location card, but covering the Location with another card would be very inconvenient, so we recommend to discard the card and take a Worker from the general supply to indicate that the Action was executed.



Imperial Messenger – If you're playing the Japanese and you have Deals with enemy Locations (due to the Trade Route card), you can also choose such a Deal when you activate this Location's Action.



Hanseatic League – If you're playing the Japanese and you have Deals with any enemy Locations (due to the Trade Route card), you can cancel such a Deal instead of discarding a Deal from under your Faction board when you activate this Location's Action.



Porters – You can choose either a Common or a Faction Location when you use this Location's Action.



ALTERNATE LOOKOUT PHASE

Each player draws the top card from his own Faction deck and adds it to his hand. Then players put their cards from their hand face down in front of them and each one draws 3 Common cards. Each player selects one card out of 3 and adds it to his pile of face-down cards. After everyone has picked one card in this way, players pass their remaining two cards to the next player in a clockwise direction. Now each player selects one card from these two, adds it to his face-down stack of cards and discards the last one. Then players retrieve the face-down cards in front of them and they become their hands.

NOTE: You can check the cards in your face-down stack at any moment.

ADVANCED LOOKOUT PHASE

Each player draws the top card from his own Faction deck and adds it to his hand. Then draw the top 5 cards from the Common deck and place them face-up in the center of the playing area. Players are now ready to select cards. Starting with the first player and proceeding clockwise, each player will select 1 card from the revealed set until all players have selected 2 Common cards, following the rules set out below.

A) In a 2-player game, take your cards as follows:

- In clockwise order, the player pick a card, starting with the first player.
- The last card is discarded without further effect.

B) In a 3- or 4-player game, take your cards as follows:

- The First player picks a card from the 5 face-up cards.
- Then each other player, in clockwise order, pick a card from 4 cards.

NOTE: Immediately draw and reveal a new card for third and fourth players so they always have four cards to choose from. This means that after the last player chooses a card, there should only be 3 cards for the next round of drafting.

- Once every player has drawn 1 card, then the first player chooses a second card from three cards.
- Then all others players, in clockwise order, pick a card out of 3 cards, again revealing a new card as needed so that all but the last player always has three cards to choose from.
- The last player chooses a card from the last 2 cards remaining.
- The last card is discarded without further effect.

EXAMPLE OF THE LOOKOUT PHASE IN A 3-PLAYER GAME

In a 3-player game the first player chooses his first card from 5 cards, and the second player chooses from 4. After adding one card from the deck, the third player also chooses from 4 cards. Now the first player chooses his second card from the remaining 3 cards, just like the second player, after adding one from the deck. The third player (the last one in this case) chooses from the last 2 cards, discarding the remaining card.

PEACEFUL VARIANT

For players who don't like negative interaction in games, there is also a Peaceful variant. Use the standard rules with the following changes:

- In the first step of the Lookout phase, each player not only draws 1 Faction card, but also 1 Common card before they continue to the drafting part.
- During the game, players cannot Raze enemy Locations, only cards from their hands.
- Only when a card ability allows players to Raze enemy Locations is razing allowed.

RULES FOR BUILDING A FACTION DECK

In the future, when you purchase expansions for this game, you will be able to build Faction decks with the cards of your choice.

Each Faction deck consists of 30 fixed cards: 3 copies of 3 cards, 2 copies of 6 cards, and 9 singles. On each card it is indicated how many copies it has. You must include all copies, so if you want to add a new card to your deck which, for example, comes in 3 copies, you have to remove from the deck all 3 copies of one of the old cards.

SINGLE PLAYER GAME

In the solo game, you play against a virtual player.

The virtual player:

- Does not choose a Faction.
- Does not take a Faction board.
- Does not receive any Goods.
- Does not place a Faction marker on the Score Board.

GOAL

Your goal in a solo game is to build more Faction Locations in your Empire than the virtual player collects cards during the 5 rounds of play. During the game, track your Victory Points scored just like in a normal game. If you defeat the virtual player by building more Faction Locations, use your Victory Point score to track your high score.

SETUP

Prepare the game using the setup rules from page 5 with the following changes:

- Use only one Faction, the one you choose for yourself.
- Take the 16 Attack cards, shuffle them and place them in a face down stack opposite to your Empire.
- Reveal the top Attack card.

ATTACK CARDS

Attack cards are used to determine which player's Location will be razed by the virtual player.



ROUND ORDER

The game lasts for 5 rounds divided into 5 phases each. The first 4 phases are the same as in the standard multiplayer game with the 5th phase being the virtual player's attack.

Use the multiplayer rules with the following changes:

Lookout phase

Instead of the usual Lookout phase, follow the procedure below:

1. Draw the top card from your own Faction deck and add it to your hand.
2. Draw the top 4 cards from the Common deck, place them face-up in the center of the playing area, and choose one to take into your hand.
3. Shuffle the remaining three cards and draw a random card for the virtual player. Place it face up in his playing area, opposite your Empire.
4. Reveal the remaining two cards and choose one to take into your hand.
5. Place the last card in the virtual player area, next to the first one.

Production, Action and Cleanup phase

Perform these phases only for yourself. The virtual player does not receive any Goods nor takes any actions.

In terms of actions and certain card abilities, treat the two cards the virtual player received in the Lookout phase as his Locations and the revealed Attack cards as your opponent's Deals.

Note: When you raze a virtual player's Location, you receive the Goods from the razed Location in the normal way but do not turn the Location into a Foundation. Discard the card instead.

Virtual player attack phase

After the Cleanup phase comes the Virtual player attack phase:

Take the virtual player's Location and set it aside on a Collection pile. The cards in the Collection pile will be counted at the end of the game and their number compared with the number of Faction Locations in your Empire to determine the winner.

Conduct the attack twice, each time following the pattern described below:

1. Reveal the top Attack card and place it over the previously revealed Attack cards, so the Target field of each card is visible. The Goods depicted in the Target fields establish which one of your Locations will be razed by the virtual player.

   Note: The virtual player will raze a maximum of 1 Location in one attack (so 2 Locations at most during the complete attack phase).

2. Check the type of Good in the first Target field (from the topmost Attack card) and search through your Common Locations for the ones that match the same Good in the Raze field.

A) If you find no such card, nothing happens and you can proceed to the next round.

B) If you find Locations with a matching Good, then check whether the Good depicted in the second Target field (from the previous Attack card) matches the other Good in the Raze field. If it doesn't match, check whether the Good from the third Target does, and so on until you find a Location to raze or there is no such Location. If there is no Location to raze, nothing happens and you can proceed to the next round.

Note: Do not check every possible combination available. Check only the pairs consisting always of the first Target and the next ones in order.

C) When you find a Common Location with a matching pair of Target Goods, then that Location is razed by the virtual player.

Note 1: Once the target of the virtual player attack is determined, raze your Location. The virtual player does not receive any Goods nor is the Location turned into a Foundation. Instead, the razed Location is placed on the virtual player's Collection pile.

Note 2: Defense tokens doesn't protect your Location from the virtual player's attack.

D) If you have more than one Location with both Goods matching the Targets, the attack priority is according to the Location ability. In order of first to be razed:

1. Action Locations.
2. Feature Locations.
3. Production Locations.

If there is still more than one Location that meets these criteria, then the first Location razed is the one with the highest building cost on the card (in terms of number of Resources). If there is a tie in Location building costs, Stone is more valuable than Wood and the Location with more Stone in its cost is razed. If there are still Locations of the same value, then it's your choice which card will be razed.

E) Move the two Attack cards used to determine the razed Location to to the last positions in the Target line - i.e. to the bottom of the revealed attack cards

Once both attacks are resolved, proceed to the next round (unless it's the last one).

Example of a Virtual Player Attack

It is the second round. You're playing the Romans. An Attack card is revealed and its Target is a Wood. The previous Target is a Worker and previous to that is Gold. You check the Raze field of your Common Locations and find out that you have 4 matching Locations for Wood: the Carpenter's Workshop, the Marketplace, the Joiner and the Wood Supplier. Now you check if any of these Locations also has Workers in the Raze field, but none does. So you search for Gold and find two matches: the Carpenter's Workshop and the Marketplace. To determine which one is going to be razed you should now check their abilities. The Carpenter's Workshop has a Feature, while the Marketplace has an Action, so the Marketplace is the Location that will be attacked.



Take the Marketplace card and place it in the Collection pile. Move the two applied Attack cards to the end of the line.

The Japanese in a Solo Game

If you are using the Japanese faction, when the first Target of the virtual player is a Victory Point and there is another VP on any other Attack card, then the virtual player attacks a Faction Location.

If you have more than one possible Faction Location to be razed, the virtual player will first raze the Locations providing a card in the Deal field or, in descending order: Raze token, Gold, VP, Stone, Worker, Food, Wood. If there is more than one card which can be attacked, then determine the Location by its ability or building cost, in the same way as described above.

Move the two Attack cards used to determine the razed Location to the last positions in Target order.

Note: Samurai doesn't protect your Location from the virtual player's attack, but you can still use Samurai to score points with Daimyo's Castle card.

Game End

After the 5th round, count all the cards in the Collection pile of the virtual player. If the virtual player has more or just as many cards in his Collection pile as you have Locations built in your empire, you lose. On the other hand, if you have more Locations, you win and you should count the VP value of your Locations in the normal way. Add it to your Victory Points scored during the game so you know your final score and can try to beat it next time you play solo. Also, check how well you did in the achievement table.

Achievement Table

<30	Commoner
30+	Servant
40+	Squire
50+	Knight
60+	Castellan
70+	King
80+	Emperor

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Dear Customer, our games are assembled with the greatest care. However, if your copy lacks anything we apologize for it. Please, let us know: **wsparcie@portalgames.pl**.

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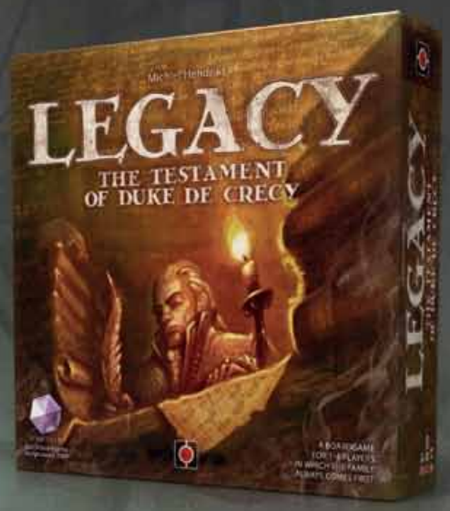
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Legacy: Testament of Duke de Crecy is a fun board game for 1-4 players, in which you strive to establish a lasting legacy over three generations. Take control of your family and secure the fate of your children, your grandchildren and great-grandchildren. Find them the best spouses from all walks of life, and from nations wide and far. Offspring, honor, wealth and influence – they all play a role and will determine whether you will succeed or fail.

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In Theseus: The Dark Orbit, players move their pawns around the space station and activate the abilities of different rooms. Every move you make changes the movement possibilities of your opponent. On your turn, you need to think about which room you want to reach and (in addition) how to mess with your opponent's movement, which leads to great choices and meaningful decisions.

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RULES SUMMARY

GAME OVERVIEW

The game consists of 5 rounds, each divided into the following four phases:

1. **LOOKOUT PHASE** – Players acquire new cards.
2. **PRODUCTION PHASE** – Players receive Resources, Workers, Raze tokens, etc. produced by their faction.
3. **ACTION PHASE** – The main phase of the round. Players use their cards, Resources, Workers, etc. to take actions to expand their Empire and score Victory Points.
4. **CLEANUP PHASE** – Players discard all used and unused Resources, Workers, Gold and tokens.

LOOKOUT PHASE

Each player acquires **3 NEW CARDS** and add them to his hand. 1 card is drawn from his own Faction deck and 2 cards are drawn from the Common deck.

PRODUCTION PHASE

COLLECT GOODS from Faction board, Deals and Production Locations.

ACTION PHASE

AVAILABLE ACTIONS:

- **BUILD A LOCATION** (Discard building cost to build a Location).
- **MAKE A DEAL** (Discard 1 to make a deal with a card).
- **RAZE** (Discard 1 raze a card from your hand or discard 2 to Raze an opponent's Common Location. Razed opponent's Common Locations are turned into Foundations).
- **ACTIVATE AN ACTION LOCATION**
- **SPEND 2 WORKERS TO GET 1 RESOURCE OR 1 CARD FROM THE DECK**

GOODS AND ICONS

- **CARD**
- **VICTORY POINT**
- **WORKER**
- **RAZE TOKEN**
- **DEFENSE TOKEN**
- **GOLD TOKEN**

RESOURCES:
FOOD, **WOOD**, **STONE**

- **LOCATION**

LOCATION ABILITIES

- **PRODUCTION LOCATIONS** – You gain the benefits **IMMEDIATELY** once such a Location is built and during each **PRODUCTION PHASE** of the following rounds.
- **FEATURE LOCATIONS** – Their abilities are active entire turn, or grant him Goods after taking certain actions.
- **ACTION LOCATIONS** – in order to use the Location's ability, place your Worker, or a specific Good, or both on the Location card.

REMEMBER!

- Gold tokens ( ) can be used instead of any Resource (Wood, Stone, Food), but not the other way around. Gold tokens cannot be exchanged for Resource markers.
- Resources, Workers and tokens in a player's supply must be visible to all players.
- Whenever you are allowed to draw a card, you can either draw it from the Common deck or the Faction deck, unless stated otherwise.
- If you ever run out of cards in any deck, reshuffle the appropriate discarded pile to create a new deck.
- Once a player passes in the Action phase, he cannot be targeted by the Actions of other players.
- You can only Make a Deal with a card which has a Deal field.
- You can only Raze a card or Location which has a Raze field.
- Feature: **EACH TIME YOU BUILD...**: Whenever a player builds a Feature Location granting him Goods for building a certain type of Location, this Location counts itself for the feature ability.
- Production/Building Bonus: **1 GOOD FOR A COLOR OF** : Whenever a Location provides you Goods depending on the number of a certain color of Location, this Location (if its color matches) should be included when counting the number of Goods it provides.

GAME END

After the fifth round each player calculates his final score. Add the Victory Point value of the Locations in your Empire to your current score. Each **COMMON LOCATION** is worth **1 VP**. Each **FACTION LOCATION** is worth **2 VPS**.

Some Japanese Feature Locations (Shrine, Gate) reward the player with extra VPs at the end of the game.

The player with **THE MOST VPS** is **THE WINNER**.

In case of a **TIE**, the tied player with the most Workers and Resources left is the winner. If the players are still tied, the winner is the tied player with the most cards left in his hand. If there is still a tie, the tied players share the victory.

COMING SOON!

LOOK FOR THE EXPANSION PACKS WITH NEW COMMON AND FACTION CARDS



ADD NEW CARDS & CREATE YOUR OWN FACTION DECKS