How to use this reference sheet

Assumption:
- This reference sheet assumes that you have read the complete rules of the game and are familiar with how the game works

This reference sheet is useful when:
- You have not played the game for some time and do not remember all the rules details (e.g. starting money, scoring methods)
- You are teaching the game and want to give a simple and structured overview

The concise reference sheets are submitted to their respective game entries at www.boardgamegeek.com. The complete set is available at my boardgame blog, for the convenience of those who wish to download all in one go:
http://hiewandboardgames.blogspot.com/2010/12/concise-reference-sheets.html

Please send a message to my Boardgamegeek mailbox if you find any errors or have any comments. My username is hecose.

Blogs:
http://hiewandboardgames.blogspot.com
http://boardgametable.blogspot.com (in Chinese)

Games covered:
1. 10 Days in Asia
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45. Britannia
46. Campaign Manager 2008
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209. Railways of the World
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217. Santiago
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221. Settlers of Catan Card Game & 1st expansion
222. Shinobi
223. Shipyard
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225. Sid Meier's Civilization: The Board Game (Fantasy Flight)
226. Snow Tails
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231. Struggle of Empires
232. Successors 3rd edition

10 Days in Asia

Start:
- Players simultaneously take 10 tiles. Take one and place on rack in any position before the next.
- Remaining tiles form draw pile, 3 tiles form 3 discard piles.

Turn:
- Draw tile from draw pile or top of discard pile. If draw pile exhausted, shuffle all except top of discard pile to form new draw pile.
- May replace with any tile on hand.
- Discard to one of the draw piles.

Winner:
- Each day is connected, forming a 10 day journey
    - Start and end with country
    - Same country, if any, not adjacent
    - Transportation tiles not adjacent
    - Connections:
        - Walking across border
        - Take ship between countries bordering same sea
        - Take flight between countries in same colour
        - Take train between countries sharing same railway

Others:
- Countries connected by bridges and ferries are considered bordering each other.

1955: The War of Espionage

Start:
- Player: 5 cards.
- Board: Pick home country and place marker 1 space better than centre, then opponent does the same , picking a home country of the opposite faction. Non picked countries markers start at centre position.
- First turn for start player only 1 card play.

Turn:
1. Play card. Two ways to play:
   a) Special Action – text on card, usually cannot be Blocked but can be Countered.
   b) Influence Action. May be used on:
      i. Country on the card. If spy present, move 1 more or combine with another card of same country.
      ii. Country with spy. If country colour and card colour mismatch, move 1 less.
      iii. Home country. If country colour and card colour mismatch, move 1 less.
      - Opponent may Block. He needs spy present or is his home country. Spend cards of equal or higher value, must not be opposite colour of targeted country, +1 for cards which match target country if spy is present.
2. Play card. (same as above)
3. Refill hand to hand size (default 5). Don't discard if over limit.
4. Move spy (optional).

End:
- Secure 3 countries, or secure opponent home country.

Others:
- Mercenary cards are jokers and suffer no penalty for Influence Action. One or more mercenary cards can always be combined for free with another country card or a combined pair of country cards,
- Gadgets: No duplicates.

1960: The Making of The President

Start:
- Kennedy in Massachusetts, Nixon in California. 2 momentum markers each. 10 cubes each into bag.

General principle: Always need to completely remove opponent's cubes / markers before adding your own.

Normal Turns:
1. Initiative phase. Gain cards, 6 before Debates, 7 after. Do initiative check (draw cubes from bag till 2 cubes of same colour drawn), winner decides who goes first.
2. 5 activity phases. Options:
   a. Play card as event. Keep as reminder if persistent event, else remove from game.
   b. Play card for Campaign Points (CP), which must be spent on 1 type of activity:
      i. Campaign in states. Add cubes to state(s) in region where candidate is, or move candidate, in any combination.
         - Add cube: Move candidate to state. If opponent present in state or carrying state (4+ cubes), need to do support check – draw cube(s) from bag and success on own colour, unless having media control.
         - Move candidate: 1CP per region border. To/from Alaska/Hawaii = crossing regional border.
      ii. Advertising in regions. Do support checks to remove opponent cube and/or add own cube.
      iii. Positioning on issues. 1CP for first cube, 2CP per additional cube on same issue.
      - After use, opponent may spend momentum marker to trigger event. May preempt opponent by spending 2 momentum markers.
   c. Play candidate card. Use 5CP, flip card to exhausted side.
   - Always collect rest cubes when applicable.
3. Momentum phase.
   - Discard half momentum markers, round down.
   - Gain momentum marker / endorsement card according to issues, resolved from 3rd place issue upwards. Endorsement card immediately used.
   - Remove 1 cube from every issue.
   - Player with more media support cubes swaps two issues.
4. Campaign strategy phase.
   - Play 1/2 cards to campaign strategy card stack before/after Debates, discard any remaining cards.
   - Move rest cubes to bag.

Debates: (Turn 6)
- Initiative phase. Winner will win ties during Debates.
- Collect cards from campaign strategy stack.
- Simultaneously pick and reveal card, then place according to issue icon and candidate icon.
- An issue is won when there are 2 cards on same side. Winner is candidate with more CP on that issue. If simultaneous resolution, resolve lower position issue first.
- Move issue back to board to lowest available position, winner gains 2/3/4 state support cubes.
- If issues unresolved after all cards played, resolve lower position issue first.

Election Day: (Turn 9)
- Media support cubes, issue support cubes, momentum marker converted to 2 cubes each, all go into bag.
- Initiative phase.
- Reveal campaign strategy deck and do 3 support checks for states indicated.
- Election Day events, order determined by candidate with initiative.
- States without cubes get cube according to region endorsement, else state edge colour.
- Claim state seals and tally total. Need 269 to win.

Others:
- If bag empty, reseed with 10 cubes per colour.

1989: Dawn of Freedom

Start:
• Players: 8 Early Year cards. Place preset support points, then take turns placing more – Com 2, Dem 3, Com 3, Dem 4, Com 2, anywhere without opponent presence.

10 turns:
1. If turn 4/8, shuffle Mid/Late Year cards into draw deck. Draw up to 8 cards.
2. 7 action rounds, Com first.
   • Play card as Event or for Ops (if opponent's event, it occurs, but you decide when).
   a) Event: * = remove from game if event occurs, underlined = lasting effect, red = prerequisite for another event.
   b) Ops – place support: Place 1pt at a time, with or adjacent to existing support at start of action. If opponent controlled, costs double Ops.
   c) Ops – support check: Do 2 checks. Target must have opponent support. Succeed if die roll + ops value + adjacent controlled – adjacent opponent controlled > 2 x stability. Remove opponent support by difference, add own if not enough to remove.
   d) Ops – Attempt Tiananmen advance. Event not triggered. Success = Ops value + die roll +1 if own event +1 if 2nd or more attempt for the same square >= requirement. Enjoy award if more advanced than opponent, until he catches up.
3. Extra support check. (due to Tiananmen)
4. Celebrate New Year Eve. (game will end)
5. Advance turn marker.
6. Final scoring (after Turn 10).

Power Struggle: (when scoring card played)
1. Get 6 cards for first controlled space, 2 for each additional.
2. (optional) Raise stakes by discarding 3 cards. +1 modifier to VP and support loss die roll. +2 if both raise stakes.
3. Card play. Start with player who played scoring card, who has initiative (is attacker).
   • Attacker plays a card and defender may match suit, after which defender tries to seize initiative (roll >= rank of attacking card).
   • If attacker plays wild card, start new round with defender becoming attacker.
   • May play leader if controlling space of same type.
   • If attacker can't attack, or defender can't / doesn't match, lose.
4. Aftermath. Die roll to determine VP gain and opponent support loss. Modifiers +2 if won by Rally, -2 if won by Petition. Refer results tables for effect.
   • If Dem win and VP die roll 4+ (after modifier), Com loses power, remove scoring card permanently. Com may voluntarily surrender power.
   • Com scores for Power. VP = country Power value x times scoring card played.
5. Scoring.
   • Presence = has control. Domination = control more spaces & control more battleground spaces & control at least 1 non-battleground space. Control = control more spaces & control all battleground spaces. Score according to table.
   • Score 1VP per battleground space.

End:
• Instant win at 20VP (not halfway through Power Struggle, N/A at Final Scoring).
• Instant win if opponent error in holding scoring card.
• New Year Eve Party. Dem picks a country to do Power Struggle, after which higher final score wins.
• Final scoring. Score every country. Com scores 4VP per country still in its Power. Higher final score wins.

Others:
• Non-Scoring card has minimum of 1 Ops value even if penalised.
• See 7.6 for special Romanian events.

51st State

Setup:
- Player: faction base card and 3 permanent contact cards. 4 cards.

Turn:
1. Lookout
   - Draw 5 cards to centre and players draft 3 rounds. (1) Replenish when <4 choices. (2) Replenish when <3 choices, except last player. (3) 1 blind draw.
   - Hand size limit 10.
2. Production
   - Base, Deals (blue part) and Locations (centre part) produce.
   - Spoils can be discarded for resources (red part).
3. Actions (take turns taking 1 actions)
   - Once passed may not take further actions.
4. VP check
   - VPs <u>not</u> accumulated. Only for checking positions.
   - 1VP per Location and Leader, VP tokens on cards.
5. Clean-up
   - Discard resource, worker, contact, redevelopment tokens.
   - Take back faction tokens.

End:
- 30VP reached.
- Tiebreaker cards in hand, unused resources & workers.

Actions:
a) Conquer Location: Fulfill distance. Gain Spoils (red).
b) Establish Negotiation: Fulfill distance. Gain Deal (blue).
c) Incorporate Location: Fulfill distance. New Location. Comes with Resources if is production Location.
d) Redevelop Location: Ignore distance. Must have at least 1 matching card type icon. Pay Building Material, gain 2VP. If doing >1 Redevelopment per round, pay Redevelopment token instead.
e) New / swap Leader: If swapping, spend Weapon and gain 2VP. Some Leaders come with Resources, if any remaining when fired, move to Base.
f) Discard 2 cards to draw 1.
g) Send worker to own Location:
h) Send worker to opponent Location: Max usage is 1. Only locations that allow visitors. Mark with own faction token (limited to 3). Pay worker to opponent. May not send to Location of opponent who has passed.
i) Send 2 workers to used Location: Max usage is 2.
j) Discard 2 workers for 1 basic resource (Scrap, Fuel, Weapon, Building Material).
k) Leader action (Baby Swift only).

Others:
- VP tokens of discarded Locations / Leaders are moved to Base card.
- VPs from Spoils and Deals go to Base card.
- General rule:
  - Max 3 Deals / Spoils tucked at any card.
  - Max 3 VP tokens (not necessarily 1VP) at any card.
- Leaders can store 5 VP tokens.
- Spoils may be discarded any time to make room, but they only earn resources if discarded during Production.
- Some Locations allow tucking Spoils / Deals like Base cards.

7 Ages (Note: This is a very brief overview and is only sufficient to get you started. Many details have been omitted. See full rules.)

Start:
- 7 cards.
- Simultaneously spend card to determine first player. Highest card goes first, if tied, tied players spend again.
- In card value order select permanent empires (pair of light & dark).

Round:
- Secretly play 1 action marker on each empire in play. May play 1 extra if not yet reached max empires. Max empires is 5/4/3 for 3/4/5+ players.
- Wild card action: Reveal during desired action. Empire doesn't free-progress, lose 1 Glory if perform same action twice.
- Actions: (resolved in this order, may forfeit own action by not revealing)
  a) Start empire. Play card from hand. Choose own permanent colour if possible. Follow restrictions on card. Progress marker offset based on most advanced empire. Buy armies / fortification. Get leader & capital.
  b) Production. Income from undisordered areas and cities. Non-fertile wheat only Ages 5-7, oil only Age 7. Half income if no capital. Pay $1 per unit unless barbarian (i.e. no city). Disband unmaintained units and lose area if no unit remaining, or area becomes disordered if other units remain. Pay to build max 1 unit per area, more if city present. Naval units can be built on coastal land or sea, not ocean. $5 for fortification, not allowed for barbarians.
  c) Trade & progress. Trade with another player's empire within range, priority not yet traded; else trade with deck. If both empires chose Trade, both actions considered done after 1 trade. In range means steps to partner <= your empire age. Cannot count through ocean unless Age 4. Cannot count through others' territory unless permitted or paid for.
    • Simultaneously pick card to give, adding empire trade power.
    • Win: progress 1, +1 if chose Trade action, +1 if partner more advanced. Tied: lower empire choosing Trade action +1.
    • May give money to partner.
  d) Manoeuvre. Move units. Explorers give +1 move. Note terrain movement cost, except to ships & planes. Leaders must be with units. Ships can move/stop on coastal land. Ship may carry 1 land or air unit, but must start and end move together. If meet enemy units, each enemy pins 2 units. Land or sea units don't pin aircraft. Must not vacate land areas of non-aircraft units. Aircraft-only area can be vacated.
    • Remove disorder if have enough units: 1 + terrain defense + city value (0 if non-archer missile unit)
    • Battles: Draw card & secretly commit unit(s). Strength = card + frontline value of half the units + support value of the rest + elite marker (max 3) + age advantage + best frontline and support value per opponent army disorder + [defender: terrain + fortification (2) + city (0 if attacker has non-archer missile)]. Elephant cancels frontline value of chariot, light horse & horse archer, but if lost, must retreat. Round loser loses all committed units, if tied both lose. Repeat battle round with uncommitted units. If none and need to use tired troops, +1 disorder. May retreat if opponent has disorder. Battle loser loses 1 elite, if defender remove artifacts & fortification, reduce city; if lose capital (or a leader if no capital), lose all money, giving half to winner.
  e) Destiny. Discard any unwanted card(s), draw to 6.
  f) Civilise. Play any number of events, assassinate, artifact, demote leader, promote leader, adopt religion/government, modernise unit, urbanise (build/upgrade city), remove disorder ($7 each). See rules for details.
  g) Discard empire. Remove everything except cities, replace capital with normal city.
- Free progress, unless dark age or wild card action used.
- Earn Glory. Note some criteria have 2nd / 3rd place points. Tiebreaker turn order. Disordered areas are ignored when counting areas. If sea area adjacent to multiple regions, it counts for each region.
- Pass start player marker.

End:
- Most Glory wins, tiebreaker most advanced.

Others:
- Empire can be started more than once.
- Elephants only enter force pool if (a) progress 10 and control elephant area, or (b) win trade with such an empire. Remove all elephants in Age 7.
- Nukes and star wars units may move anywhere, except nuke cannot enter area with star wars. During battle, if only nuke uncommitted, may self destruct. Nuke auto-destroyed by star wars before a battle round if both committed. If nuked, all units from both sides die. Nuked area owner -1 progress. Nuke user -5 Glory.
- During battle, even non-involved players may play events.
- Not allowed to examine opponents' units.
- May only use canals if permitted by all controlling empires.
- Empires with no units left are immediately discarded.
- For Optional Rules, see rules.

7 Wonders

- Remove cards depending on #players.
- Use only (#players + 2) Guilds. Random and secret.
- Randomly assign wonders and side. (Side A if learning)
- $3

Structure: 3 Ages, at the start of which receive 7 cards, then
   followed by 6 turns.

Turn:
1) Choose 1 card.
2) Action (simultaneous), pick 1 of these:
   a) Build card
   - Top left is cost. If own prerequisite building, build for free.
   - Lower right is free building after this one.
   - To build, must either produce required resources or buy from
     neighbours.
   - If buying, $2 per resource. May not use money earned in
     current round. Neighbour may not refuse, also does not lose
     resource. Resources only bought for 1 turn.
   - No duplicates
   - Brown & grey cards tucked under upper left of board.
   b) Build 1 stage of wonder
   - Pay cost. Tuck card face-down under current stage.
   c) Discard card for $3
3) Pass cards. Clockwise in Ages I & III, Anticlockwise in Age II.

End of Age:
- Compare military strength with neighbours. Get -1VP token if
  weaker, +1/3/5VP token for Age I/II/III if stronger, none if tied.

End:
- 1VP per $3
- VP's for wonders and buildings
- Science symbols: for each type – (#symbols)^2 VP, for each set of
  3 different symbols – 7VP.
- Tiebreaker is money.

Others:
- Wonder stages do not correspond to Ages.

Tips:
- No more Raw Materials or Manufactured Goods cards in Age III.

7 Wonders 2P variant
(only differences are described)

Start:
- Set up like a 3P game.
- Free City has a deck of 7 cards.
- One player holds the Free City card.

Turn: (for player holding Free City card)
1) Draw 1 card from Free City deck
2) Pick 1 card for own city.
3) Pick 1 card for Free City.
4) At the end of Turn, players swap hands, so that the other player
   will hold the Free City card.

End of Age:
- Players take turns to be first to hold Free City card.

A Few Acres of Snow
(including rules update)

Start:
- Move 1 French bateaux card from French starting deck to empire pile. Each player 5 cards. French $5, British $12.
- British starts, 1 action for both players on first turns.

Concepts:
- Whenever capture location, add location card to discard pile. If lose location, card not removed from deck.
- Location cards of locations not under control, under siege or not connected to capital (Boston / Quebec) cannot be used.
- Connected means via river, lake, road, sea (ships), but not Indian trail.

Turn:
1. Check siege victory. If attacker wins, claim defender's cube/disc, remove fortification if any, place own cube (need settler card if settler icon present). Loser removes 1 non-location card, then both players place cards in respective discard piles.
2. Perform 2 actions.
   - a) Settle location. Need adjacent location, transport & settler card (where applicable).
   - b) Develop (upgrade) location with VP (doubles VP). Need location itself & settler card.
   - c) Fortify location (defense +1). Need location itself, fortification & $3.
   - d) Besiege location. Need adjacent location, transport & military strength. Military strength card placed in siege box. Ship icon is strength, but may not count both ship & strength icons.
   - e) Reinforce siege (add military strength to a siege). Must be connected to siege location.
   - f) Raid. First raid card allows raiding a location 2 steps away from own location, additional cards +1 step each. May raid beyond enemy cube/disc, but not fortification or beyond. Raid can be blocked by a card that says so or location card of target location. If raid successful, claim cube/disc. If disc taken, opponent replaces it with cube.
   - g) Ambush. If unable to block, remove a card with ambush icon from hand or reserve to empire pile.
   - h) Priest / Indian leader.
   - i) Take money. As per money icon on card.
   - j) Merchant. Play ship, then card(s) with money icon.
   - k) Trader. Play trader, then card(s) with fur.
   - l) Piracy (French only). Rob $2 from British, if shortfall take from bank.
   - m) Buy empire card.
   - n) Discard card(s). 1st one free, subsequent $1 each.
   - o) Reserve 1 card. Not location card. Reserve capacity 5.
   - p) Retrieve reserve (free action). $1 each, must take all.
   - q) Governor. (see card)
   - r) Intendant. (see card)
   - s) Home support (free action). During play, if draw deck exhausted, do not reshuffle discard pile to form new draw deck.
   - t) Withdraw from siege (free action). Treated as loss.
   - u) Pass.
3. Draw to 5 cards. Do not discard if exceed.

End:
- a) British wins siege at Quebec (instant win).
- b) French wins siege at Boston (instant win).
- c) No siege at start of turn, and player has placed all cubes or all discs. Count VP.
- d) No siege at start of turn, and player has capture 12VP of cubes (2VP) or discs (4VP). Count VP
- VP: locations (doubled if disc), enemy cubes & discs. French wins ties.

A Game of Thrones

Start:
- See setup cards, 5 Power

End:
- End of turn 10, or when anyone reaches required cities / strongholds (5P/4P – 7, 3P – 8). Tiebreaker is supplies, then power tokens.

Turn:
- Westeros cards (except turn 1)
- Place order tokens
  - Raven can be used after orders revealed
- Resolve order tokens
  - Raid – raid other Raid, Support or Consolidate Power (also gain Power token). Land cannot raid sea.
  - March – can stagger to make multiple moves; only 1 battle per March order; ship chain acts as bridge for march & retreat
  - Consolidate Power – land only

Combat:
- Units + order token + support + house card + Valyrian blade (decide whether use after other factors added)
- Higher position on Fiefdom track wins ties

Others:
- Support: Sea can support land, but not vice versa.
- Retreats must be to same area.
- Routed units: strength 0, cannot march, and if defeated again, die.
- When leave a province, can leave behind Power token to maintain control.
- Never allowed to violate supply rule
- Win against Wildings – top contributor gets 1 card back. Lose – everyone loses units of 2 pts, last contributor loses units of 4 pts.
- 4P, no Greyjoy. 3P, no Greyjoy & Tyrell

A Game of Thrones: A Clash of Kings

<u>House Martell:</u>
- With 6P, 6 strongholds/cities to win.

<u>Ports:</u>
- Max 3 ships
- Sea can raid port, but cannot attack port
- Port can support & raid sea, but not land
- *Port cannot use one-time orders*
- If land lost to enemy, enemy can convert ships in port or destroy ships
- Can Consolidate 1 Power if no enemy in sea
- At "Game of Thrones" event, receive 1 Power if friendly ship in port and no enemy ship in sea

<u>Siege engines:</u>
- 2pt unit (can upgrade from footman)
- Strength 4 when attacking fortification / stronghold / city, 0 otherwise (tip: use as support)
- Cannot retreat and cannot be taken as casualty

<u>Fortifications:</u>
- Build fortification in lieu of consolidating power
- Fortification adds 1 defense and makes enemy knights strength 1
- Destroyed when last friendly unit leaves / retreats, even if established control using Power token

<u>One-time order tokens:</u>
- May place 1 per turn, before placing regular orders
- Regular order can be placed in same area

<u>Revised 3P game</u>: changes Area of Influence section
<u>Westeros deck variant</u>: Top 3 cards of each deck face up
<u>Combat variant</u>: Player selects 3, enemy randomly picks 1
<u>New house cards</u>: with crown icon on card back

A la Carte

Start:
- Players: pan, stove, tray, coffee cup (face-up), crepe.
- In player order select dish to attempt.

Turn: (3 actions in any combination)
a) Roll die:
  - If need to take coffee cup but none left, steal from others, except 1VP cup.
b) Season dish:
  - Single fluid movement
  - Anything that drops out goes to pan
- Using coffee cup is free action. Once per turn.
- Dish completed if within heat level and minimum seasoning reached. Heating back to 0, select new dish of different colour if possible. Gain star if perfect dish.
- Dish spoiled (only during active player's turn) if overheated or 3+ of same seasoning. Heating back to 0, select new dish of different colour if possible.

Crepe:
- Picking crepe forfeits remaining actions.
- When cooking crepe, 1st action must be die roll, 2nd and 3rd action must be flipping, until crepe completed or ruined.

End:
- 3 stars (winner)
- Need new dish but none left
- 5 dishes completed (excl crepe)

Others:
- Coffee cups:
  - Exchange stove: not burnt or over-seasoned dishes or crepe.
  - Re-season: May use non-required seasoning. May not season dishes not requiring seasoning.
  - Decrease heat: May be used on already burnt dishes.
- Dishes not requiring seasoning cannot get stars.
- Bottles refilled if empty or only salt left.

Acquire

Start:
- $6K
- 6 hotels

Setup:
- 7 chain markers
- 7 x 25 shares

End:
- Declared by any player when (a) all chains are safe OR (b) one chain has 41 hotels
- Major shareholder bonus paid for all chains
- Everyone sells stocks
- Richest wins

Turn:
- Place one hotel

Rules:
- Chain creator gets 1 stock
- Cannot create 8th chain
- Chain is safe if more than 11 hotels
- In merger, eaten chain's largest 2 shareholders get paid:
    - Tied for 1st, add and divide round down
    - Tied for 2nd, divide round down
    - Sole shareholder, receive both bonuses
- Merger stock disposal: (a) hold (b) sell (c) trade 2 for 1 for big chain's stock

2 player rules:
- During merger, draw tile for Stock Market as another shareholder. Num on tile = num of stocks.
- Tile is placed on board, if create merger process it, if create chain ignore
- At game end, Stock Market also competes for largest shareholder bonus

Africa

Start:
- Each player – 2 base camps. Select different start city.

Turn:
- Either move researcher anywhere
- Or do twice of move researcher 0-2 steps (can move onto face-up tile and camps) and one action:
    - Uncover marker
        - Gold/jewels – score but leave as-is
        - Goods – collect to keep or force trade equal numbers. Must take all goods of same type and must have enough to trade.
        - Animal – leave as-is or join to larger herd. Score final herd size.
        - Nomad – leave as-is or migrate to new home with more space. Score # of empty spaces.
        - Monuments – leave as-is, receive base camp.
    - Move animal to larger herd, score herd size difference.
    - Move nomad to more spacious place, score difference.
    - Setup base camp and research. Score adjacent animals, nomads, monuments.
    - Setup base camp and use natural resource. Collect adjacent gold/jewels.
- When moving researcher, never move to face-down marker or space of another researcher.

End:
- 11th monument discovered. Score 3VP for this discovery.
- Goods score: collection size 5/4/3/2/1 scores 12/8/5/3/1.
- Gold/jewels: most score 10, 2nd most score 6. If tied, divide and share, round down.

Others:
- Start cities and spaces with researchers, but without camp or markers are considered empty. Can move animal / nomad to under a researcher.

2P variant: play to 9th monument.

Age of Empires III

Start: player - $10/$11/$12/etc; board - 5 bldg, 4 goods,
  discovery tiles except Caribbean, colonist dock (2 x #P) - 1,
Round:
- Place all people and execute actions
    - Initiative – Also earn $X at position X
    - Colonist Dock – Go to discovered colony. First player
      to have 3 people earns trade good.
    - Trade Goods – select good
    - Merchant Shipping – tie breaker is turn order
    - Capital Building ($10 / $14 / $20 for the 3 ages)
    - Discovery
        - Optional to launch 1 expedition, in turn order,
          need not deploy all people
        - If successful, 1 free colonist in colony
    - Specialist – obtained for next round
    - Warfare – declare battle or war ($10)
- Clear all people except Discovery box
- $ from trade goods: 3 diff $1, 3 same $3, 4 same $6,
  merchant ship is joker
- Capital building benefits
- Refresh board, receive 5 colonists, new turn order
VP:
- End of each age – colonies where 1 player has 3 people or
  more. 1st place 6VP, 2nd place 2VP, 2-way tied for 1st 2VP,
  others none.
- Game end:
    - Colonies, trade goods income, discoveries, special
      buildings
- Tie-breaker: end game colony VPs, gold, trade goods
Others:
- Merchant can earn $5 if as colonist
- Missionary gives 1 more colonist if as colonist
- Soldier gives 1 time bonus on discovery, or can be used in
  battle/war if as colonist

Age of Steam (2nd ed)

Start:
- Cubes on goods display. 3 cubes for Pittsburg & Wheeling, 2 cubes for other cities.
- Each player $10.

Round:
- Issue shares, $5 per share, in player order.
- Bid for player order, min $1. When drop out, go to last position. Last position player pays $0. First 2 positions pay full bid. Others pay half bid round up.
- Select actions in player order.
- Build track, max 3 tiles. Simple $2, coexist $3, cross $4. +$1 for river, +$2 for mountain. Town $1 + $1 per outlet. Replacing – simple to cross $3, town $3, others $2. Redirecting – $2.
    - Must not connect city/town to itself.
    - Uncompleted links by end next round become unowned.
- Move goods, 2 cycles, in player order. Distance limited by player's engine level. Must stop at first city of same colour. Increase income of track owner.
    - May upgrade engine in lieu of moving goods.
- Collect income.
- Pay expenses, $1 per share, $1 per engine level. If short, reduce income. If drop beyond $0 income, lose.
- Income reduction.
- Goods growth. Roll # dice as # players. Do white side then black.
- Advance round marker.

End:
- 3VP per income level, 1VP per rail segment of completed link (rail segments are terminated by city, town and tile edge), -3VP per share issued.

Agricola

Start:
- 2 family members, 2 wooden rooms, 7 occupation, 7 minor improvement cards per player.
- Start player 2 food, others 3.

Phases of a round:
- Place new round card, which is a new available action
- Replenish materials and animals
- Worker placement. Must execute action chosen.
- Go home.
- Harvest (only some rounds):
  - Harvest 1 crop per field
  - Feed 2 food per family member, 1 for babies. Wheat and vegetable = food. If short of food, 1 begging card per food short.
  - Breeding. Gain 1 young if at least 2 animals of same type, if space available. Must not cook animals after breeding.

Others:
- House must not be of mixed material, and must be upgraded in sequence, wood – clay – stone. New rooms must be adjacent to existing ones.
- Newborn must have room ready. Max 5 family members.
- Ploughed fields must be adjacent to existing ones.
- Sowing can be done to multiple fields. Must use wheat / vege from own supply, then add 2/1 more from general supply.
- One animal allowed as pet in house. 1 animal type per pasture (enclosed area), 2 animals (same type) per space. Animals can be rearranged any time, but not fences.
- Stable doubles pasture capacity, or if not fenced in, can keep 1 animal.
- Playing more than 1 occupations costs 1 food each.

Agricola: All Creatures Big and Small

<u>Setup</u>: Player 9 borders, 3 workers.

<u>Concepts</u>:
- Enclosed pastures keep animals, 2 per pasture.
- Building walls act as borders. May not return built border .
- Feeding troughs double capacity. Max 1 per space. Allowed inside building.
- Trough in unenclosed space keeps 1 animal.
- Unfinished enclosures allowed.
- Animals can be moved around any time.

<u>Structure</u>: 8 rounds of 4 phases.
<u>Round</u>:
1. Refill. A(B) means add A if empty, else add B.
2. Work. Take turns placing worker and taking action immediately.
3. Home. Workers return.
4. Breed. For each animal type with 2+, get 1 more.

<u>End</u>:
- 1VP / animal, plus extra 1VP after 13th sheep, 11th pig, 10th cow, 9th horse.
- -3VP per animal type of <= 3 animals.
- 4VP per fully utilised expansion.
- Building VP's.
- Tiebreaker non start player at game start.

<u>Others</u>:
- Components: Goods and animals unlimited. Troughs, stalls, expansions limited.

Airlines Europe

Start:
- Board: Remove Amigos if <5P, Lucky Hans if <4P, Rio Grande if <3. Bank is $30 x #players. Shuffle all shares except Abacus, reveal 5 face-up as stock market.
- Players: $8, 8 shares. Start player starts with 1VP, subsequent players start with 2, 3, 4, etc. VPs are secret, money is not. Simultaneously pick and play 2 shares as share holdings.
- Draw pile setup: 3rd scoring card shuffled into last 10 cards. 1st scoring card after a quarter of what remains. 2nd scoring card in middle of middle deck.

Turn: (pick one)
a) Buy 1 or 2 route licenses and take 1 share.
    - Must be connected to airline's home base.
    - Must choose cheapest license within route.
    - Airline value increases by route cost.
    - Airline can only own 1 license per route.
b) Play out shares and get dividends
    - Play 2 shares of different airlines or any # of shares of 1 airline. Receive $2 per share.
c) Trade in for Abacus shares
    - Discard face-down 1/3 shares for 1/2 Abacus shares.
d) Take $8.

Scoring: (when scoring card is drawn)
- Next turn's player holds scoring card. Each player starting with him picks 1 share from stock market (no replenishing). Leftovers discarded.
- Score for each airline, comparing share holdings (i.e. cards in play, not in hand). For ties, add up points and divide, rounding up if necessary.
- For Abacus, 1st scoring: 4/2/1/0, 2nd: 8/4/2/1/0, 3rd: 16/8/4/2/1.
- Game ends after 3rd scoring. Tiebreaker Abacus shares.

Others:
- Some airlines have bonus connections that boost share value.
- At any time if bank runs out of cash, players with > $8 returns excess to bank, 5 open shares are refreshed.

2P:
- At 3rd scoring, add fictitious player, whose shares are any discarded during game and all remaining not taken.

Airships

Setup:
- Random four stacks of airships of (bottom to top) dark, medium, light.
- Expansions (bottom to top): 24 Era 2 expansions, Era Change card, 18 Era 1 expansions.
- Each players gets 1 starter expansion, the rest to board. Continue to fill board up to 6 expansions.
- Start player 3 bonus chips, others 4.

Turn:
- Draw one expansion: Slide left if row full. When era changes, flip investor tile.
- Acquire expansion or airship:
    - Choose target. Requirements on top, benefits at bottom.
    - Max 3 dice of same colour.
    - Only 1 expansion per type allowed on player board.
    - If win airship, take airship token
    - Can boost result by 1 bonus chip, airship token and/or engine expansion.
    - If fail, gain bonus chip.
- May pay 3 bonus chips for extra turn.
- If 1 stack of airships exhausted, can start building Hindenburg. Once someone starts building Hindenburg, airship token is only awarded to a player building the Hindenburg.

End:
- End condition: max 1 card in each airship stack, or Hindenburg completed.
- Count VP on stars. Hindenburg VP depends on whether it is completed.
- Tiebreaker # of airships (Hindenburg phase = 1 airship).

Aladdin's Dragons Card Game

Start:
- Value 4 dragon cave card only for 4/5P.
- See rules for layout.

Round:
a) New treasures and artifacts
    - Face-up treasures in caves according to cave number.
    - 1 face-down treasure on guard.
    - Add 3 or 4 / 4 or 5 face-up artifacts for 3P / 4-5P, by flipping treasure cards until finding appropriate number. If 1 artifact card left in deck, add it.
b) Play hero cards face-down in rounds. Multiple heroes per location allowed.
c) Resolve locations. Tiebreaker player order.
    - Cave. Each player claims 1 treasure. Leftover discarded.
    - Aladdin's tent. Top player draws 2 spells and picks 1. Give other spell to 2nd player.
    - Caravanserai. Winner chooses start player immediately. If nobody bids, rotate to next player.
    - (Guard). Reveal treasure card to determine whether bribe required for palace rooms.
    - Palace room. Winner may buy artifact using one type of treasure of value equal or higher than hero value. If hero value less than guard value + 1, must first pay bribe (one treasure type) equal to difference. If winner unable / unwilling to buy, next highest player may buy.

End:
- All artifacts bought. Tiebreaker Aladdin's lamp, then total value of unplayed treasures.

Others:
- When reshuffling, always leave one latest discard card.
- Bribe treasure and artifact payment treasure can be different type.
- Change is never given.
- Artifacts and spells are one-time use.
- See rules for 2P variant.

Alhambra

Start:
- Starting money for player: draw cards until >= 20.
- Start player = fewest cards, then least money.
- 4 face-up money, 4 available tiles.
- Remaining money deck divided to 5, scoring cards shuffled into 2nd and 4th section. Recombine to form draw deck.

Turn:
1. Replenish tiles / money cards.
2. Main action (pick one):
   a) Take 1 money card, more if sum <= 5.
   b) Buy tile. Must be in currency specified. No change given.
      - If paying exact amount, get extra action, but tiles not replenished.
   c) Redesign (pick one).
      i. Move tile from reserve to Alhambra.
      ii. Move tile from Alhambra to reserve.
      iii. Swap tile between Alhambra and reserve.
3. Newly bought tiles:
   - Add to Alhambra or reserve board (no limit).
   - Rules for building Alhambra:
     ✓ Adjacent sides must match (with or without walls).
     ✓ No tile blocked off from fountain by walls.
     ✓ No empty spaces in middle.

Scoring:
- First two according to scoring card, last at game end.
- Scoring card: score after current player's turn.
  - Points for having most in each building type in Alhambra. If tied, add points for positions then share (round down).
  - Points for each player's one longest wall segment around Alhambra, 1VP per wall. Only outer wall counted.

End:
- Unable to replenish tiles.
- Remaining tiles awarded to players with the most in the respective currencies. Not awarded if tied.
- Final scoring.

2P:
- Remove 1 of each money card denomination.
- Imaginary player Dirk starts with 6 tiles. Joins scoring. After 1st scoring, Dirk gets 6 more. After 2nd scoring, Dirk gets a third of the remaining tiles (round down).
- Players when buying tiles may give it to Dirk.

Android Netrunner

<u>Setup</u>: $5, 5 cards. May reshuffle and redraw once, corp first.

<u>Terms</u>:
- Install = play card, credit = $, click = action, rez = flip card face-up
- Corp play area:
  - Central servers:
    - HQ = hand cards (represented by identity card)
    - R&D = draw deck
    - Archives = discard pile
    - Root = upgrades to central servers
  - Remote servers = additional servers, no limit
  - Ice = protection for specific server
- Runner play area:
  - Grip = hand of cards
  - Stack = draw deck
  - Heap = discard pile
  - Rig = play area of 3 rows, programs, hardware, resources

<u>Corp turn</u>: (corp always starts)
1. Must draw 1 card
2. 3 clicks to spend (see ref card)
   - Corp cards always played unrezzed. May rez anytime by paying, except Ice can only be rezzed when runner attacks. When installing, may trash existing installations at same server.
   - Remote server max 1 agenda or 1 asset.
   - Ice always installed in outermost position. Pay cost per existing Ice at same server.
   - Agendas may be scored if fully advanced, and at start of turn or after an action.
3. Discard down to hand limit (default 5)

<u>Runner turn</u>:
1. 4 clicks to spend (see ref card)
   - Base 4 memory units (MU).
   - When installing program, may trash existing ones.
2. Discard down to hand limit (default 5)

<u>Run</u>:
- When unable to defeat an Ice, runner takes penalty (subroutines).
- Each bad publicity gives $1 for the run. Wasted if not used.
- Structure:
  1. Initiation: Pick server to attack.
  2. Confrontation: Attack Ice (if any). Runner may jack out, except when attacking first Ice. Corp may rez Ice when runner approaches. Runner passes any unrezzed Ice.
  3. Access: Reach server. May jack out. If not corp has final chance to rez cards.
     - R&D: Access top card (w/o showing corp) and all upgrades.
     - HQ: Access random card and all upgrades.
     - Archives: Access all cards & all upgrades. Turn all cards faceup. Steal all agendas.
     - Remote server: Access all cards.
     - Agendas always stolen.
     - If trashable, may pay to trash.
     - If multiple cards accessed, do one by one.

<u>End</u>:
- Score 7 agenda points
- Runner flatlined (hand size < 0 or not enough cards to discard)
- Corp needs to draw card but deck empty

<u>Others</u>:
- Trash and discard are different.
- Trashed / discarded cards go to Archives / Heap according to current faceup / facedown state.
- Trace: Corp pays to boost first, then runner pays. Successful if trace > link strength.
- Damage: Discard cards. If brain damage, permanently reduces hand limit.
- Expose = show, but will turn back facedown afterwards.
- Forfeited agenda leaves game, not to Archives / Heap.

Antiquity

(note: Building & saint abilities are not covered. See player aid or rules.)

Start:

- 1 set of exploration markers per player, shuffled and placed face-down. Set up start city in reverse order.
- Player: 6 wood.

Game Turn:

1. All rise: Free up men on city buildings.
2. New building in cities, place men. Done secretly.
3. Update order of play by fewest men on cart shops and explorers.
4. New building in countryside.
   - Obey zone of control (ZOC), usually 2 steps from city or inn except over sea.
   - Building that needs man take him from cart shop, else man returns to city.
5. Store /discard goods. 1 good per Store square.
6. Harvest. Country men whose work is done return. Empty fisheries are removed and become available again.
7. Explore. Reveal exploration marker in ZOC. If marker is food, Famine +1.
8. Famine. Famine level - food (not discarded) = graves gained. Place grave on empty city space, else on buildings (except houses), which become unusable. Lose if unable to place grave. After Famine resolution, Famine +1.
9. Pollution. 3 per city. Unplaced pollution → graves.
10. Check victory (based on patron saint). Tiebreaker unpolluted space in own ZOC.

Others:

- Buildings function as if built in all cities.
- Store must be rectangle or square and counts as one building.
- Once cathedral is built, must pick saint, and saint ability immediately takes effect.
- If trading promises, they are non-binding.
- Learning game – no Famine or Pollution.

Aquaretto

Start:
- Remove 2/1 species for 3/4P.
- Set aside 15 tiles and put disc on top. Set aside offspring.
- Use 1 truck per player.
- $1, 2 large & 2 small expansions per player.

Turn: (choose one of the following)
- Add tile to truck
- Take truck and pass for the round
  - Must not take empty truck
  - Place animals in basins, max 3 basins until expansions bought. When enlarging basins, get $1 for size 3/6/9/12, get coworker for 5/10. Can stack animal on depot.
- Do money action
  - $1 to move top animal in depot or coworker.
  - $2 to purchase / discard animal from opponent / own depot. When purchasing, $1 goes to opponent.
  - $1 / $2 to expand. $2 expansion allows additional basin.

Round:
- Round ends when all have taken a truck. Last player to take truck becomes start player for next round.

End: (end of round after final stack reached)
- 1VP per animal + VP for coworkers -2VP per animal type in depot. Tiebreaker coins.

Others:
- If male and female meet in basin, produce offspring once.
- Coworker: cashier earns VP per $1 left; keeper earns VP for fish symbol; trainer earns VP for adjacent (incl diagonal) dolphin, orca, sea lion without lightning bolt; manager halves penalty of depot.

2P:
- remove 3 species, 3 trucks with 3/2/1 space.

Ark

Start:
- 2 cards & 3 discs (4 discs for 4th / 5th player, and if 3P)
- 3 open cards, start cards must be 1 or 2.

Turn:
- Draw card – 1 open & 1 blind, OR
- Play card, adjust tilt, place scoring marker
    - Play up to 2 cards in diff cabins, but 1 if slow or provisions
    - Each cabin max 3 cards
    - Factors to consider – weight, diet, type, climate, special abilities
    - When open new cabin, give disc to previous player and choose 1 open card

Pet choosing – when 2nd rain card appears
- Must be animal, weight max 2, no special ability

Game end phase turns (immediately after 5th rain card):
- May not draw card
- Pay 1 disc to play 1 animal
- No slow animals or provisions

Scoring:
- 1st 10VP, 2nd 6VP, others 2VP, If any draw, add up VP to share equally
- Each disc 1VP
- Tie breaker: fewest animal cards on hand

Others:
- When drive others out, take animal type of animal driven out and also scoring type (bronto, chimp)
- Fox, mosquito, spider will never be driven out

Around the world in 80 days

<u>Start</u>:
• Each player 3 travel cards, $1; Detective in Brindisi
<u>End</u>:
• End of round when 2nd last player returns to London (4th player if playing with 6)

<u>Round</u>:
• Open travel cards (Num of player + 1, except 6)
<u>Turn</u>:
• Select travel card & perform action
• Travel (optional)
    • Can only move one step
    • If playing two identical cards, don't add
• Add 2 days if with detective
• Discard down to 6 cards

<u>Winning</u>:
• Reach London in < 80 days and in fewest days, tie breaker is who reached London first
• If everyone late, winner is who ever reached London first

<u>Others</u>:
• Start player may not choose action to be start player again next round
• Cannot move detective to London
• Balloon card value is determined by die roll and can replace any other card.
• $1 per die reroll, $2 to buy card from either deck
• Once someone reached London, every start of round anyone who hasn't reached adds 1
• If 6 players, 6th player can choose between last travel card or top travel card from deck
• If 2 players, no "Connections" event card
• When need to reshuffle, all surrender event cards

At the Gates of Loyang

Start:
- $10, home field, store house / cart, vegetables on shop (dark background), 2 sets of shuffled Private Fields.
- Buy 1 vegetable from shop to plant. Max 2 players planting same vegetable.

9 Rounds:
- Harvest: Gain new Private Field, harvest 1 vege from every field to cart. Discard field if last vege harvested.
- Card:
  - Reshuffle cards to create new deck. Deal 4 cards per player.
  - Distribution round: Either add one card to Courtyard, or select 1 card from Courtyard & 1 from hand to play to own area. If latter, add remaining hand cards to Courtyard. Last player left must immediately choose cards to play.
  - Last player to play cards become start player, 2nd last becomes 2nd player.
- Action: (in any order and any # of times)
  - Buy two-pack (once only): Keep 0-2 cards. Cost is higher of # of Helpers or Market Stalls.
  - Sow
  - Buy / sell vege at shop
  - Use Market Stall
  - Use and discard Helper (may discard without using)
  - Serve Regular Customer ($2 penalty if > 1 failure)
  - Serve Casual Customer
- End of Action: Store vege at Storehouse, sell to shop or discard. Progress, 1st step $1, subsequently value on step.

Winning:
- Progress, then $, then vege in field and Storehouse.

Others:
- Take loan ($5) any time. Can't repay. Deducts progress at end.
- Storehouse can be upgraded for $2

First game: 1 free Regular Customer at start.

2P: In Distribution Round, may draw card to add to Courtyard before taking turn

4P: During Actions, Start & 2nd players play simultaneously and can only affect their chosen partners

Attika

Start:
- Board: See rules depending on #players.
- Player: 4/5/6/7 cards. 1 facedown stack black buildings, 3 stacks white. Draw topmost from each stack to place on player board.

Turn: (two options)
1. Draw from stack x 2
   - May build immediately if able to
   - Whenever stack exhausted, add landscape after action done.
2. Construct from player board to board x 3
- May pass any time and use remaining actions to draw cards.

Construction:
- Pay cost using resources on board (site + adjacent spaces) and/or cards.
- Any 2 cards = 1 joker.
- Free if adjacent to dependent building.
- Extra cost if starting new settlement: # of existing settlements.
- If completing building group and they are all connected, gain amphora. Amphora = extra action.

End:
- Own buildings connect two shrines, OR
- Construct all own buildings.

Automobile

Start:
- Player: $2000, 1 part factory and 5/4/3 R&D cubes for 3/4/5P.

Structure: 4 rounds
- Draw 1 or 2 demand tiles.
- Select character, for special ability and turn order.
- Player actions (3 rounds):
  - Build 1 or 2 factories on 1 space. Pay 1/3/6/etc R&D cubes for building on new models. Max 1 player per model. Max 3 factories and 1 parts factory per model. No building on obsolete model. Parts factory costs $500.
  - Produce cars in any/all locations. Adhere to min/max limits according to # factories, if decide to produce.
  - Place up to 3 distributors.
  - Take 2 R&D cubes.
  - Close all factories on 1 space. Discard half loss points round up. Receive money equal to original cost - $100 per factory. Place closed factory marker. Cars, if any, remain.
- Must sell 2 cars via Howard.
- Must sell cars via distributors, 1 car per player at a time. Move distributor from right big box to left small box, allowing to shift one price range up or down. Move car to sales box (higher price). Once all done, collect money, remove cars, and move distributors to right big box. Unused distributors give 1 loss cube and are discarded.
- Take executive decision.
  - Close 1 factory
  - Buy bonus sales marker by paying R&D cube(s), and place on 1 model space.
  - Take 1 or 2 reduced price markers, and place on 1 model space.
  - Pass and move player marker to selection order track.

- Sell via demand tiles. Reveal and place demand tiles on sales boxes. Demand is not split by sub-ranges in sales boxes. In Rounds 3 & 4, draw 1 tile for high-priced range. In Round 4, draw 1 more tile for low-priced range. Sell cars in order of model newness, 1 car per model, cycle again if necessary. Bonus sales and reduced price markers allow selling extra cars per marker per cycle. If reduced price marker, must sell at lower price. Take 1 loss cube per unsold car.
- Losses and loan interest. Check occupied model spaces by price range. Newest model no loss, next newest 1 loss cube, etc. Closed factories impact open factories behind it. Pay for losses $10-$40 for Rounds 1-4. Do not discard loss cubes. Pay loan interest if applicable.
- End of round. Return all demand tiles, cars. Reset character tokens, executive decision tokens.

End:
- Cash + cash value of open factories - loans.
- Tiebreaker turn order.

Others:
- Loans: Max 2 per game. Gives $500. Interest is $50 during loss phase. Pay back at $600 only at game end.
- A model space can have both bonus sales and reduced price markers, but once one type is placed, may not place more of the same type.
- High-priced models cannot be price reduced.

Axis & Allies: Battle of the Bulge

Objective: Axis to capture 24 VP any time

8 Turns:

- Air combat (turns 5-8)
    - Higher roller decides initiative
    - Dogfight (simultaneous, all attack power = 1)
    - Anti aircraft – count defending troop types
    - Air attack
- Ground combat
    - Higher roller moves first
    - Alternate turns to attack from 1 hex, pay 1 supply per hex attacking into
    - Cannot retreat to enemy ZOC or off board
- Movement & Reinforcement
    - Axis moves all first
    - Pay 1 supply per hex moving out of
    - Stop in newly captured city
    - Can capture enemy trucks / supplies; can blitz
    - Supply income: Axis 9, Allies 11
- Board upkeep. VP only updated now.

Others:
- Move 1 hex when enter / exit enemy zone of control
- Stacking limit 12. Max 6 tanks, 6 infantry, 3 artillery.

Unit	Pwr	Move	Special	Rtrt	Kill
Infantry	1	1	Cross river	1	2
Tank	2	1 or ∞ on road	Can blitz 1 hex	1	2
Artillery	3	1		1	2
Fighter	1	-		-	1
Bomber	4	-		-	1
Truck	-	∞ on road	Carry 6 inf / art / supply	-	1
Supply	-	-		-	1

Axis & Allies Guadalcanal

(Reminder for easy-to-forget rules only. Use player aid which comes with the game to review sequence of play and unit abilities before playing.)

Structure:
- Axis is start player for 1st turn, thereafter alternate.
- Each step in sequence of play is done by start player then second player.

Movement:
- Aircraft on carrier move for free when carrier moves.
- Ships move 1 step.

Combat:
- Ranged fire can only be used once per turn.
- Hit on 1, attacker chooses unit if applicable. Hit on 2, defender chooses.
- Cargo lost if ship damaged.
- Damaged ships go to base.
- When assigning hits, priority must be to undamaged units.
- If carrier sunk, aircrafts on board can still try to land in regroup phase.
- During land attack, decide upfront number of dice targeting land units and airfields.
- Airfields can only be damaged by aircraft or ships, not land units. 2 hits to damage airfield.

Regroup:
- Attack capability on island by land units and ships determines island control. Ships' ranged fire only count if land units present on island. If tied, incumbent retains control.
- Only capture airfield if no enemy land units on island.
- Aircraft can land at home base.
- Building airfields cost 3 supply tokens.
- Can build airfield even if don't control island (but risky).
- Repairs (airfield or damaged ships) cost 1 supply token.
- Reinforcement is 10pt + 4pt per island controlled.
- Unused reinforcement points are lost.
- May load newly purchased ships immediately.
- May forward deploy sea units by paying supply tokens.

Axis & Allies Pacific 1940 (2nd edition)

(note: not complete rules; assumes familiarity with Axis & Allies system; provides easy to forget rules reminders)

<u>Start</u>: Jap $26, US $17, China $12, UK $16, ANZAC $10

<u>Political situation:</u>
- **Japan**: At war with China. Any country entering China is declaring war on Japan. If not at war with USA, may not leave ships within 2 steps of USA mainland. May claim French Indo-China. May claim Dutch territory only after declaring war on UK/ANZAC.
- **UK/ANZAC**: May claim Dutch East Indies & French-Indo China (non-combat move); if attack Japan, enter war with Japan w/o involving US. Entering China is act of war.
- **US**: Starts neutral. May declare war at end of 3rd turn, or Japan declares war on UK/ANZAC. Entering China is act of war. May not share territory / transport / bases with Allies before at war.
- **USSR**: Do not enter.
- **China**: No factories. May only buy infantry, artillery too if Burma Road open. May not leave China, except Kwangtung & Burma, but these are owned by UK. No capital, thus won't lose money if all territories captured. May mobilise in newly captured provinces.
- **Neutrals**: May not fly over unless attacking. Once attacked, all others become pro-enemy and can be claimed by enemy during non-combat move. Neutral armies cannot move until claimed by enemy.
- If not at war, may not share space, land or carrier or transport.

<u>Objective:</u>
- Allies – capture Tokyo for full round and hold 1 Allied capital.
- Japan – control 6 victory cities for full round while holding Tokyo.

<u>Player order</u>: Japan – US – China – UK – ANZAC

<u>Turn</u>:
1. Purchase & repair units: $1 per damage removal of factories. Fix ships for free at naval bases. Upgrade undamaged factory for $20.
2. Combat move (may declare war if allowed / desired)
   - Enemy subs / transports don't block movement.
   - Only AAA in destination shoot, and only at planes in combat, not strategic bombers.
   - Factories and bases already provide AA fire.
   - Extra move if starting at naval or air base.
   - Landing for planes must be planned. No suicide missions. OK to plan to land on new carrier.
3. Combat
   - Strategic bombing: Bombers bomb anything and has +2, tac bombers may bomb bases only, fighters may escort or intercept. 1 round of pre-bombing battle, all units hit at 1. Then AA fire for bombers, attacker choice if hit. Big factories max 20 damage, minor factories & bases max 6.
   - Amphibious assaults: Sea combat, if any, must be resolved first. Bombardment limited to # land units, and doesn't happen if there is sea combat; hit units can fight back. Seaborne attackers cannot retreat, others can but must do so together.
   - Normal combat: Only land units capture territories.
   - Captured major factory is downgraded.
4. Non-combat move: Passive planes land first; if stranded, 1 move to find landing. Fighter or tactical bomber may land in sea with expected new carrier. Planes may not land in newly captured territories.
5. Mobilize new units: Limited to 10 per major factory, 3 per minor. Must not use newly captured factory. Damage reduces output. May deploy planes on own carriers. May deploy ships in hostile sea zone. Major factory on 3+ original territories, minor on 2+, never on islands.
6. Collect income: From territories and national objectives. Convoy disruptions in convoy sea zones next to own territories if enemy ships present. 1 die per surface warship except carrier, 2 per sub. Lose $ per die results of 3 or less, capped by territory value.

Units:
- Artillery: Paired infantry or mech infantry attacks at 2
- Tanks: May blitz through empty enemy territory (incl free of AAA, factories and bases)
- Mechanized infantry: May blitz if paired with tank.
- AAA: May only move during non-combat. Max 3 shots per AAA. Attacker chooses casualty. During normal combat may be taken as casualty.
- Subs: In moving, may move through hostile sea zone if no enemy destroyer. In combat, surprise strike or submerge if no enemy destroyer. Surprise strike casualty removed immediately. Cannot hit planes, cannot be hit by planes unless enemy destroyer present. Ignored by enemy ships moving, except can attempt to attack unprotected transports moving in or through.
- Transports: Capacity 1 infantry + 1 land unit. Last to be chosen as casualty during combat. Ignored by enemy ships moving. May only unload to 1 territory, and once unloaded, must stop. Land units carried must not move before loading or after unloading. Retreating transport may not unload. May not load while in hostile sea zone.
- Carriers: 2 hits. Planes on carriers don't piggy back on carrier's moves. No take off or landing at damaged carrier. Repairs are at naval base.
- Battleship: 2 hits. Bombardment.
- Cruiser: Bombardment.
- Tactical bombers: Paired with fighter or tank to attack at 4.

Others:
- Kamikaze (6 per game): targets specific surface warship, hits on 2. Destroyed ships cannot fight back. Prevents bombardment.
- Scramble: Max 3 fighters / tactical bombers per airbase can join defense in adjacent sea zone, even when an ally is defending.
- Capturing capital – gain all treasury, enemy no income.
- Capturing ally's original territories – liberate it, or if ally capital under occupation, temporarily control it.
- Air / naval bases: Inoperative if 3 or more damage.

Power	National Objectives	Bonus
Japan	Not at war with USA, has not attacked French Indo-China, not yet unprovoked declaration of war against UK/ANZAC.	10
Japan	At war with US or UK/ANZAC; Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands	5
Japan	At war with US or UK/ANZAC; India, New South Wales, Hawaii, Western US	5 each
Japan	At war with US or UK/ANZAC; Sumatra, Java, Borneo, Celebes	5
USA	At war; Western US	30
USA	At war; Alaska, Mexico	5
USA	At war; Aleutian Islands, Hawaii, Johnston Island, Line Islands	5
USA	At war; Philippines.	5
China	India, Burma, Yunnan, Szechwan	6, artillery
UK	At war with Japan; Kwangtung, Malaya	5
ANZAC	Allies controls Malaya and all ANZAC original territories	5
ANZAC	Allies (except Dutch) control Dutch New Guinea, New Guinea, New Britain, Solomon Islands	5

Axis & Allies Europe 1940 (2nd edition)

(not complete rules; assumes familiarity with A&A; provides easy to forget rules reminders)

Political situation:
- Germany & Italy: At war with France & UK. May declare war on USSR or USA. Relationships with USSR & USA are independent.
- UK & France: At war with Germany & Italy.
- USSR: May declare war on Axis round 4 or London falls. Once at war, 2 infantry mobilised in Novosibirsk every round.
- USA: While not at war, ships must hug shore except warship may be in sea 102. May declare war at collect income phase of round 3 or if London or any North American territory falls.
- Unfriendly and strict neutral territories, if attacked, gain immobile units.
- Strict neutral territories, if attacked, cause all others to become pro opposing team. Friendly neutrals may be entered during non-combat to be claimed, both units and income.
- If not at war, may not share space, land or carrier or transport.

Objective:
- Allies – hold Rome & Berlin for full round while holding one own capital.
- Axis – hold 8 victory cities for full round while holding one own capital.

Player order: Germany – USSR – US – UK – Italy – France

Turn:
1. Purchase & repair units
   - $1 per damage removal of factories. Fix ships for free at naval bases. Upgrade undamaged factory for $20.
2. Combat move (may declare war if allowed / desired)
   - Enemy subs / transports don't block movement.
   - Only AAA in destination shoot, and only at planes in combat, not strategic bombers.
   - Factories and bases already provide AA fire.
   - Extra move if starting at naval or air base.
   - Landing for planes must be planned. No suicide missions. OK to plan to land on new carrier.
3. Combat
   - Strategic bombing: Bombers bomb anything and has +2, tac bombers may bomb bases only, fighters may escort or intercept. 1 round of pre-bombing battle, all units hit at 1. Then AA fire for bombers, attacker choice if hit. Big factories max 20 damage, minor factories & bases max 6.
   - Amphibious assaults: Sea combat, if any, must be resolved first. Bombardment limited to # land units, and doesn't happen if there is sea combat; hit units can fight back. Seaborne attackers cannot retreat, others can but must do so together.
   - Normal combat: Only land units capture territories.
   - Captured major factory is downgraded.

4. Non-combat move: Passive planes land first; if stranded, 1 move to find landing. Fighter or tactical bomber may land in sea with expected new carrier. Planes may not land in newly captured territories.
5. Mobilize new units: Limited to 10 per major factory, 3 per minor. Must not use newly captured factory. Damage reduces output. May deploy planes on own carriers. May deploy ships in hostile sea zone. Major factory on 3+ original territories, minor on 2+, never on islands.
6. Collect income: From territories and national objectives. Convoy disruptions in convoy sea zones next to own territories if enemy ships present. 1 die per surface warship except carrier, 2 per sub. Lose $ per die results of 3 or less, capped by territory value.

Units:
- Artillery: Paired infantry or mech infantry attacks at 2
- Tanks: May blitz through empty enemy territory (incl free of AAA, factories and bases)
- Mechanized infantry: May blitz if paired with tank.
- AAA: May only move during non-combat. Max 3 shots per AAA. Attacker chooses casualty. During normal combat may be taken as casualty.
- Subs: In moving, may move through hostile sea zone if no enemy destroyer. In combat, surprise strike or submerge if no enemy destroyer. Surprise strike casualty removed immediately. Cannot hit planes, cannot be hit by planes unless enemy destroyer present. Ignored by enemy ships moving, except can attempt to attack unprotected transports moving in or through.
- Transports: Capacity 1 infantry + 1 land unit. Last to be chosen as casualty during combat. Ignored by enemy ships moving. May only unload to 1 territory, and once unloaded, must stop. Land units carried must not move before loading or after unloading. Retreating transport may not unload. May not load while in hostile sea zone.
- Carriers: 2 hits. Planes on carriers don't piggy back on carrier's moves. No take off or landing at damaged carrier. Repairs are at naval base.
- Battleship: 2 hits. Bombardment.
- Cruiser: Bombardment.
- Tactical bombers: Paired with fighter or tank to attack at 4.

Others:
- Canals/straits: Ships can use only if own alliance controls at start of turn, or approved by not-at-war owner.
- Scramble: Max 3 fighters / tactical bombers per airbase can join defense in adjacent sea zone, even when an ally is defending.
- Capturing capital – gain all treasury, enemy no income.
- Capturing ally's original territories – liberate it, or if ally capital under occupation, temporarily control it.
- Air / naval bases: Inoperative if 3 or more damage.

Axis & Allies Europe 1940 (2nd edition)

Power	National Objectives	Bonus
Germany	Not at war with USSR	5
Germany	At war with USSR; Novgorod, Volgograd, or Moscow	5 each
Germany	At war with USSR; Axis controls Caucasus	5
Germany	German land unit in Egypt	5
Germany	Denmark & Norway; while Sweden neither pro-Allies nor Allies-controlled.	5
Germany	Iraq, Persia, NW Persia	2 each
USSR	At war; Novosibirsk	9
USSR	At war; sea zone 125 free of Axis warships, Archangel, no Allies on originally Soviet land	5
USSR	At war; German, Italian or pro-Axis territory	3 each
USSR	Berlin	10 (once)
USA	At war; Eastern US, Central US	20
USA	At war; SE Mexico, Central America, West Indies	5
UK	At war; all original territories	5
Italy	No Allied surface warships in Mediterranean	5
Italy	Axis controls 3 of Gibraltar, Southern France, Greece, Egypt	5
Italy	Axis controls Morocco to Alexandria	5
Italy	Iraq, Persia, NW Persia	2 each

Political situation:
- Germany & Italy: At war with France & UK. May declare war on USSR or USA. Relationships with USSR & USA are independent.
- UK & France: At war with Germany & Italy.
- USSR: May declare war on Axis round 4 or London falls. Once at war, 2 infantry mobilised in Novosibirsk every round.
- USA: While not at war, ships must hug shore except warship may be in sea 102. May declare war at collect income phase of round 3 or if London or any North American territory falls. +$30 when at war.
- Unfriendly and strict neutral territories, if attacked, gain immobile units.
- Strict neutral territories, if attacked, cause all others to become pro opposing team.
- Friendly neutrals may be entered during non-combat to be claimed, both units and income.

Objective:
- Allies – hold Rome & Berlin for full round while holding one own capital.
- Axis – hold 8 victory cities for full round while holding one own capital.

Axis & Allies Global 1940 (2nd edition including Alpha3)

(only highlights differences from the individual games)

Setup differences:
- USSR: Amur, Sakha, Buryatia – 6 infantry each. Sakha – 2 AAA.
- ANZAC: Egypt – 2 infantry.
- UK: Egypt – 1 less infantry.
- Germany $30, USSR $37, Japan $26, UK Europe $28, UK Pacific $17, ANZAC $10, Italy $10, US $52, China $12, France $19.

Objective:
- Allies – hold Rome, Berlin & Tokyo for full round while holding one own capital.
- Axis – hold 8 Europe victory cities or 6 Pacific victory cities for full round while holding one own capital.

Player order: Germany – USSR – Japan – US – China – UK – Italy – ANZAC – France

Political situation:
- **Germany/Italy**: At war with France, UK, ANZAC. May declare war on USSR, USA, China without impacting other relations.
- **USSR**: May declare war on European Axis round 4 or London falls. May declare war on Japan any time. Peace status and restrictions on the two maps are independent.
- **Japan**: At war with China. Any country entering China is declaring war on Japan. May declare war on France or USSR without impacting other relations. If not at war with USA, may not leave ships within 2 steps of USA mainland.
- **USA**: While not at war with Japan, may not enter or pass through China, ships may not stop next to Japan territories. While not at war with Europe Axis, ships must hug shore except warship may be in sea 102. May declare war at collect income phase of round 3, or if London or any North American territory falls, or if any Axis declares war, or if Japan declares war on UK/ANZAC.
- **China**: At war with Japan. May not declare war on European Axis unless they move a unit into China, Kwangtung or Burma.
- **UK/ANZAC**: At war with Germany & Italy. May declare war on Japan any time. May not enter China unless at war with Japan. May claim Dutch territories (non-combat move). Any Axis claim of Dutch territory is act of war against UK/ANZAC.
- **France**: At war with Germany & Italy. May declare war on Japan. When France liberated, add $12 worth of units (once per game).

Others:
- UK economies: Money in Europe (capital London) and Pacific (regional capital Calcutta) tracked separately. Fall of one capital doesn't impact the other. West India is considered Pacific. North American territories considered Europe. R&D, movement & combat still joint.
- US mainland factories are minor factories. Free upgrade when US enters war and can be used immediately.
- San Francisco is not a capital.
- Mongolia only becomes pro-Axis if directly attacked by Allies. If Japan attacks USSR territory next to Mongolia, neutral and Allied Mongolian territories become USSR. Exception: USSR attacks Japan first by attacking Korea or territory next to Mongolia.
- When major factory captured, convert to minor factory, discarding any damage >6.
- Optional: tech research (China not allowed). $5 per die. 6 to succeed, then select chart to roll for tech. Reroll if already own tech. If fail, do not carry over die roll.

	Techs Chart 1
1	Advanced Artillery: supports 2 infantry or mech infantry.
2	Rockets: Operative airbases bombs factory or base within 4 spaces. 1 die roll. No firing over neutral territories.
3	Paratroopers: 2 inf per airbase may paratroop into enemy territory 3 spaces away being attacked. Subject to AAA.
4	Better factory: Major factory output 12, minor 4. Repair 2 for $1.
5	War bonds: 1 die roll extra income.
6	Improved mech inf: Blitz w/o tank, attack at 2 if paired with tank.

	Techs Chart 2
1	Super sub: attacks at 3.
2	Jet fighter: attacks at 4. If escort / intercept, hit at 2.
3	Shipyard: BB 17, CV 13, CA 9, DD 7, TRN 6, SS 5
4	Radar: AAA and AA fire at 2.
5	Long-range aircraft: increase by 1.
6	Heavy bomber: On attack, roll 2 dice and pick 1.

Axis & Allies Global 1940 (2nd edition including Alpha3)
National Objectives

Power	Territories / Conditions	Bonus
Germany	Not at war with USSR	5
Germany	At war with USSR; Novgorod, Volgograd, or Moscow	5 each
Germany	At war with USSR; Axis controls Caucasus	5
Germany	German land unit in Egypt	5
Germany	Denmark & Norway; while Sweden neither pro-Allies nor Allies-controlled.	5
Germany	Iraq, Persia, NW Persia	2 each
USSR	At war; Novosibirsk	9
USSR	At war; sea zone 125 free of Axis warships, Archangel, no Allies on originally Soviet land	5
USSR	At war; German, Italian or pro-Axis territory	3 each
USSR	Berlin	10 (once)
Japan	Not at war with USA, has not attacked French Indo-China, not yet unprovoked declaration of war against UK/ANZAC.	10
Japan	At war with US, UK/ANZAC or France; Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands	5
Japan	At war with US, UK/ANZAC or France; India, New South Wales, Hawaii, Western US	5 each
Japan	At war with US, UK/ANZAC or France; Sumatra, Java, Borneo, Celebes	5

Power	Territories / Conditions	Bonus
USA	At war; Eastern US, Central US, Western US	10
USA	At war; Alaska, Aleutian Islands, Hawaii, Johnston Island, Line Islands	5
USA	At war; Mexico, SE Mexico, Central America, West Indies	5
USA	At war; Philippines.	5
USA	At war; land unit in France.	5
China	India, Burma, Yunnan, Szechwan	6, artillery
UK Europe	All original Europe territories	5
UK Pacific	At war with Japan; Kwangtung, Malaya	5
Italy	No Allied surface warships in Mediterranean	5
Italy	Axis controls 3 of Gibraltar, Southern France, Greece, Egypt	5
Italy	Axis controls Morocco to Alexandria	5
Italy	Iraq, Persia, NW Persia	2 each
ANZAC	Allies controls Malaya and all ANZAC original territories	5
ANZAC	Allies (except Dutch) control Dutch New Guinea, New Guinea, New Britain, Solomon Islands	5

For setup sheets, I recommend those made by David Hayes based on Alpha 3.9:
http://boardgamegeek.com/filepage/77580/aplha-3-9-hopefully-final-set-up-cards

Axis & Allies 1914

Concepts:
- Every land army must have inf.
- Sea zones are either friendly or hostile. Friendly if no enemy surface warship (i.e. ignore sub & transport).

Political Situation
- Austria-Hungary must attack Serbia in 1st round.
- All minor powers unmobilised. Mobilisation happens for minor power capital only, when first entered by major power. Gain units 2 x IPC value, 1 art & others inf. If neutral minor power invaded, opposite side decides which power's units to use.
- US enters war if attacked, robbed by German sub, or 4th round. While neutral, units may not meet Central units.
- *Bolshevik Revolution: Round 4 and onwards, if 3+ territories next to Moscow controlled by Central, 1+ other original Russian territory controlled by Central or contested, Moscow controlled by Russia or contested, then Russia out of game, remove all units except those in contest. Thereafter Central must maintain at least 1 inf in contested territories.*

Order of Play: AH – Rus – Ger – Fra – Brit – Otto – Ita – US.
Turn: Buy & fix units – Move – Combat – Mobilise – Income.

Move:
- Land units move 1 step. Fighters and sea units 2 steps, except cruisers 3.
- When land territory is contested (has units from both sides), no one owns it and no income. Units in contested territories may only move to own controlled territories or other contested territories with own units.
- OK to vacate own controlled territory.
- Naval base = mine if territory under original controller or contested. Roll die (1) for every ship.

Combat:
- Optional for already contested territories and any sea zones.
- Determine air supremacy first to determine art promotion. Fight until one side no fighters. Fighters join combat at strength 2.
- Normal land combat lasts 1 round.
- Attacking inf and tank can be promoted by paired art.
- Sea combat can go multiple rounds, attacker's choice.
- Amphibious reinforcement not treated as amphibious attack.

Mobilise:
- Mobilise in capital only, except Brit may mobilise in India.
- If no inf, must convert a new unit to inf (no refund).
- Ships mobilise at friendly and originally controlled territory with naval base.

Income:
- Unrestricted Sub Warfare: Germany may declare any time. During Brit and US turns, German subs in sea zones 2, 7, 8 roll dice to reduce income.

End:
- Capture and hold 2 enemy capitals at end of round, including London / Paris / Berlin.

Units:
- Attacking tanks absorb hits, except in amphibious assault.
- Art gets free shot (3) when defending in amphibious assaults.
- Subs may move through hostile sea zones.
- Subs may individually decide to submerge in lieu of die roll, but still vulnerable in that combat round.
- Transports must be accompanied by warship to enter hostile sea zone.
- Transports may carry two land units / fighters. Such units may not move before / after loading & unloading. May not unload to two territories. If carrying for allies, they load and unload in separate rounds.
- Battleships: 2 hits, free repair at friendly naval base when buying units. Shore bombardment during amphibious assault, limited by land units offloading.

Others:
- Using Suez Canal require friendly Egypt.
- When capturing opponent capital, steal full treasury.
- When capital has fallen, no income.

Babel

Start: 5 cards, Level 1 temple on both quarries.

Turn:
- Draw 3 cards
- Optional actions:
    - Move by playing card.
    - Settle.
    - Build temple. Can use either quarry. Must have enough population.
    - Migrate exactly 3 cards. Once per turn. Regardless of marker location.
    - Skill. Discard 1 of 3 consecutive cards. Must be at location of marker too.
- Draw 2 temple cards, place larger below smaller.

End:
- 15pt vs less than 10pt, else enter sudden death.
- Sudden death – winner reach 20pt, or loser drop to less than 10pt.
- If all temple cards drawn, game ends.

Others:
- All actions must be at location of marker, except migration.
- When building temple, must always have enough population to support.
- Hittites rob temple. Can skip level.
- Medes emigrate. Can choose which to emigrate.
- Sumerians switch sides. Attract tribe of topmost card.
- All tribes common skill – force opponent discard half cards round down.

Barbarossa

Setup:
- Magicians on Elf space with A, hats on scoring track, Elfstones on 12.
- Each player 3 curses. Make 3/2 sculptures for 3-4/5-6 players. Write solution on paper, must be single word.

Round:
- each round turn order determined by die roll

Turn:
- Must move pawn by die roll or by paying jewels.
    - Jewel – collect jewel
    - Dragon/Ghost – everyone else's hat move 1/2 steps
    - Dwarf – secretly ask one opponent 1 letter of 1 object
    - ? – 2 rounds questioning or 1 round questioning + 1 guess. For questioning, answer must be "yes", "no", "possibly" or "don't know", and questioning ends only when "no" answered.
- Stick arrow at object if guessed correctly, max 2 per object. 1st correct guess 5pt, 2nd 3pt. Sculptor also scores based on total arrows on board:

3/4P	Arrows	1-2	3-4	5-6	7-9	10	11-12	13
5/6P	Arrows	1-3	4-5	6-7	8-11	12-13	14-15	16-17
Score		-2	-1	+1	+2	+1	-1	-2

End:
- One player reaches goal, OR
- Last arrow used. -5pt per object with no arrow, -2pt per object with 1 arrow. Closest to goal wins.

Others:
- Curse can be used for getting letter or making guess. Use any time except before another player's guess. After 5 total used, player with none left can get 3 more (one time only).

Beowulf

Start: 1 Beowulf card, 1 double fighting card, and 5 more

Episodes
- Minor episodes are optional – accept or refuse
  - Risk – Open 2 cards, keep matching ones, if no match, get scratch
  - Opportunity – Swap if desired
  - Select – Choose desired option. Must be as exactly depicted.
  - Recovery – Deal cards and each pick one. Do twice.
- Major episodes mandatory
  - Simultaneous – Blind bidding, bluffing allowed
  - Clockwise – Play at least 1 card to meet or exceed current highest and no more. Can take Risk – open exactly 2 cards. If opened cards match but not enough, can continue to play from hand.
  - When resolving major episodes, choose rewards by number token. Last player becomes start player.
- Death of Beowulf (last episode) – return all cards and get number token based on num of symbols

Winning:
- Fame + treasures + alliance – misfortune (value 2)
- No wound + 5VP
- 3 or more wounds -5VP per wound

Others:
- Not allowed to make change unless out of tokens
- When getting wound directly, draw 2 cards. When getting 3rd scratch, change to wound but don't draw cards.
- Advanced version: During treasure episode, bid using treasures. Only 1 winner, but losers do not lose treasures. Winner doesn't become start player. In final treasure episode, use up all treasures.

Blue Moon

Start:
- 6 cards in hand

Turn:
- Leadership (covers previous)
- Retreat? If winner has 6 or more cards, attract 2 dragons. Loser starts next fight.
- Character (covers previous)
- Booster (covers previous) or Support (accumulative), except first turn of a fight
- Announce power. If first turn of fight, decide Earth or Fire. Must at least match opponent.
- Replenish to 6

End:
- Attract 3 dragons and then win one more fight.
- One player uses all cards, then play to end of current fight. If draw, player with no card loses.
- Score for winner is 1 crystal + 1 crystal per dragon.

Others:
- Start player can decline to start fight, and discard 1 to 3 cards and replenish back to 6.

Icons:
- Shield: Can have less power and not lose
- Stop: No more cards allowed
- Retrieve: Can retrieve at start of turn, except when opponent has active character with this icon
- Helmet: Card is protected from any effect
- Star: Free to play without counting towards limit
- Pair: Can play in pair if first name matches
- Gang: Can play any number, can further keep active by adding to gang.

Bohnanza

Most important: never rearrange hand

Players	3	4/5	6/7
Start cards	5	5	3/4/5/6 etc
Remove	cocoa	coffee	cocoa & garden
3rd field	Free at start	Costs $3	Costs $2
Replenish	3 cards	3	4
End	2 exhausts	3	3

End:
- Card deck exhausted X times.
- Everyone harvests. Richest wins.

Turn:
- Plant 1 or 2 at front of hand
- Draw 2. Trade / donate
- Everyone plants traded / donated beans
- Replenish cards to back of hand

Other rules:
- Can only harvest when 2 or more beans, unless all fields only 1 bean
- When trading / donating, each bean can only be traded / donated once, i.e. cannot have indirect trading / donating between two non-active players.

Bonnie & Clyde (Mystery Rummy)

<u>Start:</u>
- 10/9/8 cards for 2/3/4P.
- Car on Location 1, Bonnie and Clyde cards and 8 random cards shuffled and dealt one to each location.
- 1 face-up card on discard deck.

<u>Turn:</u>
- Mandatory draw 1 card. From top of draw deck or discard deck.
- Optional play meld(s) and/or layoff(s)
    - Max 1 Ted Hinton card, to (a) draw 2 cards, (b) secretly choose 1 card from discard pile, or (c) peek at location card and pick/leave it, must leave it if Bonnie or Clyde.
    - Meld/layout matching location: play sideways, peek at location card and may take, must take if Bonnie or Clyde then play face-up. If meld, advance car; if layoff, move car 1 step.
    - Meld/layoff not matching location: peek at location of card played and may take, must <u>not</u> take if Bonnie or Clyde. If meld, advance car; if layoff, move car 1 step.
- Mandatory discard 1 card.

<u>Hand end</u>: player go out <u>or</u> last card drawn and end of turn.

<u>Scoring</u>: sideway cards 4pt, normal cards 2pt, Bonnie / Clyde 10pt. Player who goes out gets bonus for car location. Shutout: Player ends hand and has both Bonnie and Clyde. Only that player scores.

<u>Game end</u>: 1 player reaches 100pts

<u>Others:</u>
- Discard deck cannot be examined.

Bootleggers

Start:
- 12 muscle cards (3 of each colour), $10, 1 gangster, 1 small truck

Round:
- Always 1 truck card and N Men of Action cards available (N = #players)
- Simultaneously reveal muscle card for the round, pay accordingly; pay truck drivers $1 for small, $2 for big
- Choose Men of Action cards, discard if any unchosen
- Place gangsters, everyone one time placement
  - Speakeasy opens if all grey circles covered
  - Controlling – More than or equal everyone else added up. Tie broken by muscle. Get profit margin in addition to Majority privileges.
  - Majority – More than anyone else. Buy your liquor first, can allow sales of players with no influence.
  - Minority – Priority after Majority player.
  - No influence – No sale if no Majority player.
- Produce
  - Round 4 onwards, highest family still production gets Copper. If tied, lower muscle gets Copper. Family still with Copper and rolls 5, no production.
- Delivery
  - Can buy/sell crates or rent trucks. Pay in cash / cards / promises, but promises can be broken.
  - Cannot store liquor.
- Sell

End:
- If anyone reaches $100, or end round 12. Richest wins.

Others:
- End of round 4 & 8, add one gangster, poorest add 2.
- Freeform deals allowed, except cannot sell gangsters.

The Bottle Imp
(3P and 4P rules)

Start:
- Start card (19) at centre with bottle imp on top.
- Deal all cards.
- Each player discards a card face-down to be the imp's trick.
- Each player gives 1 card to both neighbours face-down.

Trick:
- Must follow colour suit of lead player unless unable to.
- If all played cards > bottle imp value, highest card wins trick.
- If some played cards < bottle imp value, highest card among these wins trick and bottle imp. Winning card is new bottle imp value. Previous bottle imp value card won by previous bottle imp owner (which can be the same person).
- Winner of trick leads next trick.

End of hand:
- Score point value of cards won, except player with bottle imp scores negative value of imp's trick.

End of game:
- Play to agreed number of points, e.g. 500.

Brass

Start: $30

Structure (2 periods):
1. Cards. 8 cards each, then remove 9&6 / 6&2 cards in Canal & Rail Era for 3/4P
2. Actions (until deck and hand cards exhausted)
   a. Collect income (if losing $, discard only 1 industry and recoup half of cost round down to try to pay it)
   b. Play 2 cards for actions (1 card for very first turn)
      • Build industry (only action with dependency on cards)
         • If using industry card, may only build in location connected to own network.
         • May require moving coal (preference nearest connected coal on map, else from demand track via connected port, $5 if demand track empty), taking iron (same as coal but don't need connection), and other costs.
         • Canal period each player only 1 industry per city.
      • Build canal ($3) / rail ($5) – must connect to own canal / rail / industry. Rail consumes coal. Can build 2 rails for $15.
      • Develop – remove 1 or 2 tile from stack. Consumes iron.
      • Sell cotton – any number of times. From one own face-up cotton mills to any one connected face-up port, or to Distant Market via connected port / external locations. If face-up port, flip mill and port. If Distant Market, only flip mill and earn money if Cotton Demand doesn't exhaust. Cannot sell cotton after exhausted.
      • Take loan - $10/$20/$30 and move income marker 1/2/3 bands down. Not allowed when deck exhausted in Rail Era.

   c. Determine play order – by least $ spent
   d. Refill hand to 8
3. Victory points (use different marker from income marker)
   • Canal / rail per # of gold coins at both ends
   • Flipped industries
   • 1VP per $10 (game end)
4. New period (Canal only) – remove canals and Level 1 industries. Reset cotton demand and reshuffle Distant Market deck.

End:
• All cards in deck and hand exhausted.

Others:
• If first industry built is by playing industry card, do not need to be connected to own network.
• When build coal mine connected to port, sell coal to demand track to earn $. Ditto iron works but no need port.
• Can build over own industries with higher level industry. Can build over others' coal mine / iron works if no more coal / iron anywhere.
• Can combine 2 actions to build anywhere. Play 2 cards.
• When choosing space to build within a location, choose single icon space if possible.
• When flipping tile, increase income of owner by number in gold circle.
• Do not reduce income level due to discarded industries.
• Remember to put spent $ to Amount Spent boxes.
• Birkenhead – Virtual link to Liverpool is only for building industry and not delivering coal / selling cotton.
• If any Level 1 industry tile on your stacks in Rail Era, you can only remove them by Developing. Level 0 shipyard can't be built and can only be Developed.
• Tiebreaker – Income, money, next turn order

Brass 2 player variant by Henri Harju

Board
- Inaccessible: Birkenhead, Ellesmere Port, Stockport, Macclesfield, Oldham and Rochdale.
- Canal connection available to Scotland.

Cards
- Remove cards for inaccessible locations.
- Remove 1 card each for Manchester, Wigan, Liverpool, Lancaster, Preston.
- Remove:
  - 3 x Cotton Mill industry cards,
  - 3 x Port industry cards,
  - 2 x Shipyard industry cards,
  - 1 x Coal and Iron industry cards.
- At the start of canal/rail period, remove 2/0 cards.

Resources
- Skip $1 spaces on coal and iron demand tracks
- Start game with $25
- Remove one -1, -3 and both 0 distant market tiles (8 left)

Britannia

Note: too many exceptions to list all, this is only quick ref & overview, see rules for details

Turn:
- Population increase – 2pt from flat land, 1pt tough terrain; 6pt for 1 army, place 1 per land; 2pt for burh on flat land, at max (8 - #land) per round
- Movement – infantry move 2, cavalry move 3; stop at tough terrain; strait move must start & stop at each end;
- Battles/Retreats – kill on 5, Roman armies kill on 4 & killed on 6, defender on tough terrain killed on 6. Burhs killed first, forts killed last. If have inf & cav, inf dies on 5, opponent decides which die on 6, else controlling player decides. Defender can retreat to own land, empty land not adjacent to enemies, never sea or origin of attackers. Attackers can only retreat to origin.
- Raider withdrawal – can jump straight back to sea
- Overpopulation – armies <= lands x 2 (except Romans & seaborne)

Victory Points:
- Holding at scoring rounds (at appropriate round ends)
- Occupy (1 time)   * Roman's specials, see rules
- Eliminating enemies
- Bretwalda (4VP) / King (8VP+inf / 10VP) of England

Concepts:
- Roman forts (auto built when first occupy land; as road)
- Stacking (flat land 3, tough terrain 2, 1 overstack of unlimited on flat land and 4 on tough terrain; Romans only follow overstack rule)
- Overrun (need more than twice enemy armies)
- Boat (move through 1 sea zone)
- Raiding (armies starting at sea are raiders & can withdraw to sea; Pict special, see rules)
- Major invasions (move & battle twice)
- Leaders (1 round only, move 3, ignore terrain, die rolls + 1)
- Submission (optional on Roman turn, when Welsh 5 lands, Brigantes 3, Pict 3, Belgae 4 and Round 1 only; half population growth, half VP) (Brigante to Angles too)
- Point limits (Welsh, Angles, Saxons)

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Campaign Manager 2008

<u>Setup:</u>
- Build deck of 15 cards by drafting (draw 3 select 1).
- Starting hand 3 cards.
- Each player secretly selects 2 start states of own colour.

<u>Turn:</u>
- Play card or draw card.
- Must play card if hand >= 5 cards.
- Reshuffle discard deck only when need to draw but no cards. Do not include cards played this turn.
- Gain support – switch voter colour, if none to switch, place own colour on undecided (white) spot.
- Win a state when all voters on majority issue side vote for the same candidate.
  - Occurs immediately w/o rolling die if required.
  - Winner chooses new state (any colour).
  - Draw breaking news card for new state, apply then discard.
  - It multiple wins, current player decides resolution order.

<u>End:</u>
- Reach or exceed 270 votes

<u>Others:</u>
- Use starred cards for learning game.

Carcassonne Discovery
(assumes familiarity with basic Carcassonne)

Turn:
- Draw tile to place
- (optional) Place a follower <u>OR</u> score a feature
  - Grassland: Incomplete – 1pt per tile. Complete – 2pt per tile.
  - Mountain: Incomplete – 1pt per city in mountain and per city in all adjacent grasslands. Complete – 2pt per city.
  - Sea: Incomplete – 1pt per city. Complete 1pt per city + 1pt per tile.
  - If only 2 tiles, considered incomplete.
- No majority competition, just not allowed to place follower on occupied feature.
- If incomplete feature scored, can add follower to it later since not occupied anymore.

End:
- Tiles exhausted.
- Score all features, treating all as incomplete.

Carcassonne The City
(assumes familiarity with basic Carcassonne)

Start:
- Share towers equally, 3 stacks of tile – 30, 25, 20.

Turn:
- Draw tile to place
    - Only roads must match
- (optional) Place a follower, on road, market or residential area. Those on residential area lie down.
- (if applicable) Score completed road or market
    - Road: 1pt per tile if <= 3 tiles, 2pt per tile otherwise
    - Market: # tiles x # types
    - If now on 2nd stack, everyone places gate / 1 wall. Can place guard on wall if no guard on opposing wall. Scoring player may place tower to score length of wall from previous tower. If wall completes a feature, score it.
    - If now on 3rd stack, same as above except do wall building 2 rounds instead of 1.

End:
- Tiles exhausted or walls exhausted, or walls within 5 space gap.
- Consider all walls closed and score roads / markets completed. No score for incomplete ones.
- Score residential areas – 2pt per complete or incomplete market
- Score guards – 2pt for public building, 3pt for historic building

Others:
- Short walls are to replace normal ones if normal ones don't fit. They are not additional walls.

2P:
- 2 walls at Stack 2, 4 walls at Stack 3.

Cargo Noir

Start:
- Board: Adjust for #players. Use # of Wild cargo = #players. Fill all ports.
- Player: 3 ships, $7.

Turn:
1. Resolve ship actions in any order, 1 action per ship.
    - Casino: Gain $2.
    - Black market: swap cargo or get random cargo.
    - Port:
        - If is only player left, buy all cargo then refill port.
        - Else, up bid or retreat. May not reenter bid this turn.
2. Trade cargo for VP card.
    - Max 2 Smuggler's Edge card per type per player.
    - Discard excess cargo after trading.
3. Send ships.
    - When going to port, bid money and place ship on top. If competing with others, must outbid them.

End:
- In last round, may use cash to increase cargo set value.
- Tiebreaker: highest VP card.

Carson City

Start:
- Player: $15, 1 road, 3 cowboys
- Board: 1 ranch each in $3 & $10 construction squares, mine on $4 and $12, random on $5, $6, $8. Random town centre with 1 house & 4 roads. Random 9 mountains.
- Setup: Players claim 2 parcels, 1st to last then reverse.

Structure: 4 turns with 4 phases.
1. Choose personality. Adjust turn order.
2. Place cowboy (can pick space occupied by others): (a) pick action, (b) pick parcel, (c) attack/defend building, (d) pass and claim leftmost position of lower turn order track.
3. Actions and duels. Used cowboys go to general supply. If duel, roll die + guns + cowboys in personal supply. Loser's cowboys go to personal supply. Tiebreaker turn order.
4. End of turn.
   a. Turn counter moves left to cover 1 more Buy VP space.
   b. Receive 4/5/5 cowboys for 2/3/4th turn. Limit of 10.
   c. Check personality cash limit. May buy 1VP per $10.
   d. Shift unsold buildings left and refill.

Action squares:
- Some squares disallow duels.
- May decide not to use action square, but cowboy still used.
- Wages, single-road squares can take more than 1 cowboy.
- Buying parcel: $1 + $1 per building/mountain on it or adjacent, including diagonally.
- If multiple duels, player involved with lowest turn order decides order.

Buildings:
- Buildings need road access (just touching corner OK) except mines & ranches. May build 1 road before constructing building.
- All buildings except ranches & mines demand house, which can be built on own, other's (if agreed) or free parcel.
- Buildings can be held and constructed later after a building action.
- Neutral houses benefit everyone. Owned houses benefit owner only.
- Building attacks: Successful attacker steals half of building income (round down).

* For building and personality powers see rules.

End:
- 2VP for building, house, mountain; 1VP for every $6
- Tiebreaker turn order

Cartagena

Start:
- 6 cards.

Turn:
Perform 1 to 3 actions, in any combination of:
a) Play card to move 1 pirate forward to next vacant spot of matching icon (or onto sloop if no more such icon).
b) Move 1 pirate backward to first occupied space with 1 or 2 other pirates (stacking limit is 3) to draw 1 or 2 cards.

Winning:
- First to move all 6 pirates onto sloop.

Tortuga variant:
- Hand cards are open.
- 12 cards laid out for card draws. Must draw from start of row. Row replenished only when exhausted.

Cash a Catch

Start:
- $30
- End Phase card inserted above last 15 cards
- Market Close card shuffled into last 5 cards

Turn:
- May sell fish. If selling, must sell whole batch. If opponent has same fish type, discard highest valued card to garbage can, unless the fish are in ice tub.
- Must auction. Reveal cards one by one until another player rings bell.
    - Buyer pays $10 to bank
    - Auctioneer gains commission of $1 per card
    - If buyer doesn't have enough space, extra cards go to garbage can.

End:
- When End Phase appears, buyers may sell fish after buying
- When Market Close appears, end immediately
- Everyone sells at half price
- Pay $1 per fish (not card) in garbage can

Others:
- Fish thief – may steal one topmost card from another player
- Canned fish – may remove 2 cards from garbage can

3P:
- Auctioneer may buy his own fish, but doesn't gain commission

Cavum

Start:
- Board: Start tunnel tiles, 1 vein with 9 yellow gems on the 6-exit tunnel tile. All four sequence cards always in play.
- Buy pool: 5 veins, 4x 6-exit, 3x 4-exit, 2x 3-exit tunnel tiles, 2 stations per player.
- Players: 20 VP

Structure: 3 phases of 4 sections.
- Phase preparation: reveal 5 new order cards.
1. Bid
   - Bid VP for rights to pick sequence card. May bid 0. Player next to winner starts next bid.
   - Fill own player board, sequence card determines type of dynamite tile.
   - Multiple rounds of picking order cards. Unclaimed order card gains 2-chip for next phase (worth 2VP).
2. Build
   - 12 actions, min 1 max 4 on your turn, in any combination.
   - Prospecting is always last action.
   - If an action cannot be executed, it is wasted.
   i. Lay tunnels tile:
      a) Extend at least 1 tunnel. Connected vein is considered having 6 exits. Connected city tile or city tile with own station can be extended.
      b) Cover existing tunnel tile with a tile with more exits. Must have connectivity with at least 1 adjacent tunnel.
   ii. Station: (they block paths of other players)
      a) On tunnel: Must place together when laying tunnel tile. Must be level 1. Not on dynamite tile.
      b) On city tile: Must be reachable from another own station in mountain
   iii. Veins: Lay on tile, including dynamite. Not next to city or other vein. Place 4 gems of one colour (3 if 2P).
   iv. Options: Use anything from buy pool. May forfeit for 3VP.
   v. Prospecting: Start and end at different own stations. Pass each tile only once. Collect 1 gem from each vein passed. Veins exhausted are returned to buy pool, possibly exposing tunnel tile underneath.
3. City scoring and explosion.
   - If own station present in city, each score for empty city spaces. Stations in city not connected to matching stations in mountain treated as empty.
   - Visible dynamite tiles moved to buy pool, together with tiles underneath and adjacent, except veins and stations. Chain reactions possible. Each dynamite must be resolved (a dynamite cannot be cancelled by another dynamite).
4. Sell gems.
   - Sell for each colour: Bid for lower price. Only players with right colour may bid. Sell any number of gems at winning price.
   - Sell by order card.

End:
- One more city scoring.
- Penalty for order cards not fulfilled.
- Final sale:
   - All players show all gems.
   - Last positioned player sells one gem. Repeat until all sold.
- Tiebreaker: lowest sequence card.

Caylus

Start:
• $5 / $6 / $6 / $7 / $7; everyone 1 wood & 2 food

End:
• Towers built or bailiff reaches tower scoring mark

Turn (7 phases):
• Collect income: $2 + $1 per residential + $1 for Library + $2 for Hotel
• Place worker (1st to pass gets $1)
• Activate special buildings
• Move provost (in passing order)
• Activate buildings
• Build castle (highest contributor gets favour)
• Bailiff moves 1 or 2, provost follows, check section scoring (section scoring gives favours, not PP)

Section	0	2	3	4	5	6
Dungeon	-2PP	1 fav	-	-	-	-
Wall	-3PP	1 fav	2	2	3	-
Tower	-4PP	1 fav	1	2	2	3

Royal favours:
• Max 1 step per turn for each row
• Limited by castle construction stage

Scoring:
• Opponents put workers on your building (1PP)
• Build castle: dungeon 5PP, wall 4PP, tower 3PP
• Fail to build castle (-2PP), didn't contribute to section (see table)
• Game end: 3PP / gold, 1PP / 3 cubes, 1PP / $4

2P: both start $5, rotate turns, $3 worker after passing

Caylus Magna Carta

Setup:
- Peddler card + 1/2/3 pink cards to its left for 2/3/4P.
- Provost on Peddler card.
- Remove 2/1 tokens of each value for 2/3P.
- Each player: 3 cards, may discard all to refresh once. 2 food, 2 wood, $4.

Turn:
- Income: $2 + $1 per residential + $1 for hotel
- Actions:
    - Draw card for $1. Reshuffle if deck exhausted.
    - Refresh hand for $1.
    - Place worker for $1.
    - Build building. Prestige buildings must be built on top of residential buildings.
    - Pass. First to pass earns $1.
- Move provost: Follow previous passing order, pay up to $3 to move provost.
- Activate buildings up to provost location. May not use secondary effect if placed worker on own building.
- Castle: Follow passing order, build in batch of food+wood+stone. Highest contributor gets 1 gold, ties broken by passing order. If no contribution, remove 2 tokens.
- Provost moves by 2 cards if possible. Next start player.

End:
- All tokens exhausted.
- Score = tokens + buildings + gold + every 3 cubes + every $3.

Others:
- Gold = joker
- If 2P, only 2 goods in secondary effect area of small farm / sawmill / quarry.

Chaos in the Old World

Start:
- Board: Old World deck with 8/7 cards for 3/4 players, random start tokens in each region drawn from 2 Nobles, 3 Warpstones, 4 peasants.
- Players: 3 Chaos cards.

Round: (player order: Khorne, Nurgle, Tzeenth, Slaanesh)
- Old World – Draw Old World card, player with lowest threat executes then places on board.
- Draw Chaos card, mark available Power.
- Summon or play Chaos card. Perform in rounds until everyone's Power spent.
  - May only summon to regions with own figures or adjacent, unless no figures on board.
  - May move instead of summon (still pay Power).
  - Chaos card spots are limited. Effects cumulative.
- Battle (in region order then player order)
  - Dice rolled = total attack value.
  - 4 to 6 = hits. 6 = explode, i.e. roll extra die.
- Corruption
  - Domination – Chaos card costs + #figures. Single dominant player scores region VP if domination value exceeds it.
  - Corruption – add corruption token per cultist. Warpstone counted as corruption token. 12 corruption ruins region. Only players placing tokens this round scores for ruination.
- End Phase
  - Discard Chaos cards.
  - Heroes kill figures of player with highest Threat.
  - Resolve Old World cards where applicable.
  - Score ruined regions. If tied, share VPs, round down.
  - Advance Threat dials. Single player with most advances advance extra tick.
  - Check game end

End: (priority in this order)
1. Threat dial reaches victory spot. Tiebreaker VP.
2. End of round after reaching 50VP. Tiebreaker Threat.
3. 5 regions ruined. Compare VP. Tiebreaker Threat.
4. Old world deck exhausted (everyone loses).

Others:
- Nobles increase region Conquest value (i.e.VP)
- Skavens decrease region Resistance value
- Ruined regions: no more Chaos cards, Old World tokens, or corruption tokens can be added. No dominance scoring . Battles still occur and region still adjacent.
- Conflicting effects: priority disabling effect over enabling.

Chateau Roquefort

<u>Setup:</u>
- Each player places a mouse at a tower.

<u>Turn</u>: (up to 4 actions)
- (a) Uncover – remove 1 roof next to own mouse.
- (b) Run – One step orthogonally. May not run onto roof or into hole. May run through other mice, but each extra step costs 1 action.
- (c) Slide (once per turn). Any mouse that falls into hole is lost for the rest of the game.
- Collect cheese tile if two of your mice are standing on the same type of cheese. This may happen on others' turns.
- At turn end, put roofs back if no mouse in the way.

<u>End:</u>
- Collect 4 types of cheese, OR
- 1 player has only 1 mouse left and loses. Among the others whoever has the most cheese wins. If tied whoever has waited the longest since his last turn wins.

<u>Others:</u>
- Towers are not owned by anyone.

<u>Variants</u>:
- Play to 5 or 6 types of cheese, recommended for 2P / 3P.

Chicago Express

Start:
- 1 start train per company except Wabash.
- $120 distributed evenly to all players.
- Auction 1 share each – PRR & start player (min $7), B&O ($6), C&O ($5) then NYC ($8)
- Bid paid to company, winner starts next auction. If no one bids, start bidder gets share for free.

Turn: (move dial then take action)
a) Auction share
   - Min bid is income / num shares (incl current one being sold), round up always.
   - If no one bids, share is not sold.
b) Expand network
   - Must own share of company
   - Max 3 hexes, branching allowed
   - Start hexes forbidden, forest & mountains allow one
   - Cost is red number x # of trains (incl new train)
   - Income increase is black number on train, house (if city is developed) and industrial city track.
   - Every time dev Chicago, do Chicago phase.
c) Develop hex or industrial city (hex must have train)
   - Place house on city / mountain / forest, or advance industrial city (except Detroit)
   - Relevant companies increase income or gain $2 if forest.
- May do nothing after moving dial
- If two dials at red, do dividend phase after player action:
   - Pay dividend – income / shares, always round up.
   - Reset dials
   - Develop Detroit

Chicago phase:
- One-time dividend for company reaching Chicago
- Start Wabash company if not started, income at 1 (3 if Fort Wayne is developed). Auction first share.

End:
- Trigger condition: 3 companies out of trains OR 3 companies out of shares OR 3 houses left OR Detroit's income at 8
- Game ends after next dividend phase
- Richest wins

Chinatown

Start:
- Discard face-down 3 outlook cards
- Each player: $5000

Structure - 6 rounds of 5 phases each:
- Deal building plot cards (see ref card) and discard 2 back to deck. Claim plots.
- Distribute business tiles (see ref card), higher # for 1st round, lower # for the rest.
- Trade. Future promises can be broken.
- Take turn to place any number of business tiles (never to be moved).
- Income according to business owned and 1 outlook card revealed now. Money is hidden.

Victory:
- Most money

Others:
- If business is larger than max size, then is considered one finished business + one smaller unfinished business.

Variant:
- Plots cannot be built on without street access. Street access can be gained via same business type and same owner.

Citadels

Start:
- $2, 4 cards
- Randomly determine King

End:
- End of round when someone builds 8th district

Round:
- Selection of roles
- Execution in order of role number

Turn:
- Get $2 or 1 card (choose from 2 drawn)
- Use special power
- Build 1 district

Scoring:
- District value
- Reach 8 districts 1st player +4, others +2 VP
- Have all 5 colours +3 VP

Plyr	Excl down	Excl up	Other
2	1	0	2 char each, pick 1 drop 1 except 1st card
3	1	2	No assassin / other variants
4	1	2	
5	1	1	
6	1	0	
7	1	0	Last player can choose 1st card

Civilization (Gibson Games)

Start:
- See Sec 42 for picking start locations and # Mysticism cards.
- 8 fewer tokens if 7P (use 48).

Concepts:
- Note flood plains and volcanoes.
- Unused token = stock. Shifted to treasury = money. On board = unit.
- 11 techs max.
- Reduce city = convert to # unit according to land capacity.

Round:
1. Taxation. $2 per city from Stock to Treasury.
   - Revolt if can't pay. Player with most Stock claim city(ies).
2. Population growth. 1 unit add 1, 2+ units add 2.
3. Census. Update population count.
4. Build ships. $2 to build, $1 to maintain. May instead spend unit on map next to ship.
5. Movement. *Order: census.* Each unit may move 1 step, or onto then off ship. Ship capacity 5, move 4. Only coastal move initially.
6. Conflict. Occurs on land only and only when total units > land capacity. City fully uses land capacity.
   - Battle: Starting with weakest army, take turns removing 1 unit until land capacity not exceeded. If tied, remove tokens simultaneously.
   - City under attack by 7+ tokens convert to 6 tokens. If attacked by fewer, remove attackers. If attacked by multiple enemies, enemies fight first before city is attacked. If city defended by own units, units fight before city is attacked. If not enough tokens to convert city to 6 tokens, city immediately converts to enemy's.
   - After conflicts, reduce unsupported cities (need 2 units per city) - convert excess cities to units according to land capacity.
7. Build cities. Need 6+ tokens at city site, 12+ at non city site. Max 9 cities per player. May not exceed city support capability when building city.
8. Acquire trade cards (1 per city). *Order: fewer cities, then reverse progress chart.* Red calamities are revealed for resolution later this round.
   - May buy gold for $18 cash each.

9. Trade. Min 3 cards. Declare honestly total value and 1 good type. Exchange facedown. After receiving black calamity, may not further trade to others, must resolve this round.
10. Buy tech(s). *Order: Reverse progress chart.* Pay by goods (return to bottom of stacks) and treasury, no change given. Note discounts. If buying >1, newly bought cards don't give discount yet.
11. Resolve calamities. *Order: ascending calamity.*
    - Token = 1 unit point, city = 5 unit point. Ships not affected.
    - Max suffer 2 calamities, but no limit in participating in others.
    - Reduce unsupported cities.
12. Return excess trade / calamity cards exceeding 6.
13. Alter progress chart. Progress as long as meeting requirement.
    - Epoch 2: 2 cities. Epoch 3: 3 tech colours. Epoch 4: 7 techs. Epoch 5: tech cards of value 1000. Thereafter point value counts techs, cash and goods.
    - From Epoch 2 onwards, if no city, move backwards.
    - Within Epoch 5, if not meeting requirement on current space, move backwards.

End:
- Reach finish circle. Count techs, cash and goods.
- Tiebreaker total point value.

Others:
- Order is always Progress Chart unless otherwise specified.

Civilization – Goods and Calamities

- Token = 1 Unit Point, City = 5 Unit Point.
- Ships and Treasury never impacted.

	Goods	Value	Calamity	Calamity effect	Mitigation
1	Hides / Ochre	1-4-9-16-25-36-49			
2	Iron / Papyrus	2-8-18-32-50	Volcano / Earthquake	Pick volcano site with own unit. All at site lost. ELSE reduce 1 city and may reduce 1 adjacent opponent city.	
3	Salt	3-12-27-48-75-108-147-192-243	Flood	Lose 17 units at flood plain. Black cities excluded. Remove 10 opponent units if coexisting.	Engineering limited damage to 7 units
4	Grain	4-16-36-64-100-144-196-256	Famine	Lose 9 units. Others lose 20, max 11 per player. Others pick which ones to lose.	Pottery reduces loss by 4 per grain.
5	Cloth	5-20-45-80-125-180-245	Civil War	35 units secede (no effect if <35 units). 15 picked by player, 20 by nominee. Player picks old or new nation, nominee claims the other.	Philosophy – Only 15 units secede, and must be claimed by player with most tokens in stock (can be active player himself). Democracy w/o Philosophy– 45 units secede, 15 chosen by player, 30 by nominee.
6	Bronze	6-24-54-96-150-216	Epidemic	Lose 16 units. Others lose 25, max 10 per player. Card giver immune. May not depopulate. If pick city, reduce to 1 token.	Medicine. Reduces loss to 11 for active player, 5 for participating player.
7	Spices	7-28-63-112-175	Civil Disorder	5th city onwards reduced.	Law – 6th city onwards. Democracy – 7th city onwards.
8	Gems	8-32-72-128	Iconoclasm	Reduce 4 cities. Reduce 2 cities of others.	Law – Reduce 3 cities. If participating, max 1 city reduced. Philosophy – Reduce 2 cities. May not be participant.
9	Gold	9-36-81	Piracy	Lose 1 coastal city per ship of giving player if connected by sea.	

Civilization – Technologies

- **Max 11 techs**
- Same card cannot give more than one type of discount.
- Newly purchased cards only give discount next round.

Craft	Sciences	Civics	Arts

Tech		Cost	Effect	Discounts	
Clothmaking	🟧	45	Ship move +1	10	
Pottery	🟧	45	With grain, reduces Famine	10	
Metal working	🟧	80	In battle opponent removes token first	10	
Agriculture	🟧	110	Allow +1 population, except during battle & coexistence	10	
Engineering	🟧🟩	140	Reduces flood. Requires attacker to bring 8 units to attack city.	10	20
Astronomy	🟩	80	Ship may enter open seas	20	
Coinage	🟩	110	Adjustable tax, 1 / 2 / 3	20	
Medicine	🟩	140	Reduces Epidemic	20	
Mysticism	🟦🟩	30	N/A	20	5
Drama & Pottery	🟦	60	+20 for Literacy	5	
Music	🟦	60	+30 for Philosophy	5	
Architecture	🟦🟥	80	+15 for any civic (pink)	5	
Literacy	🟦	110	+25 for Law, Democracy, Philosophy	5	
Law	🟥	170	Reduces Civil Disorder, Iconoclasm. Prerequisite for Democracy & Philosophy.	🔵	
Philosophy	🟥	240	Reduces Civil War, Iconoclasm.	🟢	
Democracy	🟥	200	Reduces Civil Disorder. May worsen Civil War.	🟠	
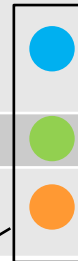
discount applies for techs of these colours owned

	Tech value	Subtotal
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Clash of Cultures

Start:
- Player: food marker on 2, others 0. Farming and Mining advances. Settlement and Settler on fertile space of start tile. 1 Action card, 1 Objective card.

Concepts:
- Events on player board – draw event if Culture / Happiness marker reaches these spots. Note icons on cards.
- City size = resource collection capacity = unit build capacity = cultural influence range. City size limited by # cities.
- Happy city collects resource / build unit as if 1 size larger. Angry city collects resource / build unit as if size 1, cannot grow, can activate only once. City becomes angry if damaged by barbarian.

Structure: 6 rounds x 3 turns x 3 actions per player. Perform Status phase at the end of a round.
a) Advance. 2 food / idea. If new category, must get top advance, else freely choose. Note prerequisites (red or arrow). If blue/yellow outline, increase Culture/Happiness max and gain Culture/Mood token. Govt advances mutually exclusive, if pick new form of govt, transfer cubes to advances under new govt.
b) Found 1 city, using settler, on non-barren land w/o foreign unit.
c) Activate city. If same city activated more than once per turn, reduce mood.
   i. Build unit.
   ii. Collect resource. Depends on city terrain and adjacent, 1 resource per space w/o another city or foreign unit.
   iii. Increase size.
d) Move unit (max 3 units/groups of same origin & destination). Resolve combat after each move.
   • Land move = 1 step. No more move after battle or entering mountain. No moving into battle after entering forest. Settler cannot meet foreign unit or city unless accompanied by army. Moving onto / off ship is 1 move.
   • Sea move = to any connected sea. If know Navigation, outside border treated as sea, but may not move past undiscovered tile. Ship can carry 2 land units. No movement after battle.
e) Civic improvement. Pay mood token = size of city to improve city mood. 1 action to do so multiple times / cities.
f) Cultural influence (max 1 success per turn). Target foreign of size 2+ in range of your city (range = city size). Success on 5 or 6 – replace 1 non-settlement city piece with yours. May pay culture to increase range or die result.
   • City under influence may not attempt to influence others.
   • May target own city (remove foreign influence).

Status phase:
- Declare completed Objectives. End game if 1 player eliminated.
- Free advance.
- Draw 1 Action card + 1 Objective card.
- May raze one size 1 city and gain 1 gold.
- Determine start player. Player with highest Culture + Happiness level decides who. If it is current start player, no change in player order.

Combat:
- Roll dice = # army units, then divide by 5 for hits. Repeat until battle concludes or attacker retreats.
- Attacker may declare use of 1 Action card, then defender may declare.
- Capture city – Replace all city pieces with yours, except those under 3rd party influence. If city wasn't angry, receive gold = city size, loser gains settler at another city. Conquered city becomes angry. If no advance to use captured city piece, cannot use its ability. If not enough of own piece to replace city piece, remove and gain gold instead.

End:
- 1VP / city piece, 0.5VP / advance, 5VP / wonder, 2VP / Objective.
- Tiebreaker Pyramids, then city, advance, wonder, Objective.

Others:
- Gold = joker.
- Fortress: for first combat roll, +1 die, cancel 1 hit. Academy: 2 idea when built. Temple: 1 mood / culture when built. Port: may build ship, may collect 1 gold / mood from sea instead of food.
- Stacking limit of 4 armies, except those on ship. No limit for ships and settlers.
- Events and Barbarians: See rules pg13.
- Barbarians: If capture settlement, 1 gold per defeated barbarian. May keep settlement (but make it angry) or raze for 1 gold.
- Objectives: Same trigger cannot fulfill two objective cards of same type.
- Trading allowed on active player's turn – resources, Action, Objective, mood, culture. Promises non-binding.
- Wonders: Revealed by advances to become available to all. When completed, place at city, i.e. can be captured.
- Explore: By land - tile placement priority (1) entry space non-sea, (2) sea adjacent to sea, (3) sea adjacent to outer border. By sea – sea adjacent to ship origin then move ship, or ship doesn't move.
   • If barbarian icon, place barbarian + settlement on fertile land.
- Variants: see rules pg23.

CO$_2$

<u>Start:</u>
- Player: 1 scientist, 2 CEP, 1 secret goal, 5 lobby cards (if new players, use drafting), $3/4/4/5/5
- Board: Green power plants stack lowest on top. Random dirty power plant per region on energy demand space and mark total pollution, shuffle remainder face-down.
- CEPs in region according to empty energy demand spaces. 2 CEPs in market at $3.
- Random 2-topic summit tiles on board, all other summit tiles shuffled face-down. Random regional agenda tiles, remove remainder.
- 10 UN goals. Reveal 1 event, and reveal top event of deck.

<u>Concepts:</u>
- Always adjust pollution total based on all dirty plants.
- CEP must be spent whenever a dirty plant needs to be built.

<u>Game Structure</u>: Played over decades
1. Supply phase (skip on 1st decade)
   a. Income. 1st two players in each energy source expertise, including tied. Earn in any mix of $ and VP.
   b. Energy supply. Any region with tech resource consumes one.
      - Check if energy demand met, if not add dirty plant. Region controller pays CEP from hand, else from controlled region, else sell VP to buy. If region uncontrolled, use region CEP.
   c. Event. If pollution >= 350, players not supplying green power to region must give 1 tech resource or lose 2VP. In future anyone building green plant can use 1 tech resource from region. Event card discarded.
2. Operations phase. 5/4/3/2 rounds for 2/3/4/5P.
   - <u>Turn</u> :
     i. 1 main action.
        a) Propose project. Place project tile, dark side up, on empty project space of region needing such project (on agenda). Receive grant according to project space. If $, see # CEP, but min $1. If scientist, move one or gain one.
        b) Install project. Pay 1 CEP from hand or controlled region to flip proposed project. Gain benefit on project. Own scientist may stay, others' must be paid $1 to be removed.
        c) Construct plant. Requires $, expertise and tech resource. Mark ownership, earn VP, gain 1 expertise. Check region control. Remove project tile. Must send scientist away (pay $1 if other player's).

- If region spaces full, new plant replaces oldest dirty plant. Region gains 1 CEP from market, but mustn't exceed energy demand spaces.
     ii. Free move(s). Max 1 per type, any time during turn.
        a) Move 1 scientist. From hand / project to vacant project, or from project to matching summit topic. If move own scientist when installing project / constructing plant, considered used.
        b) Visit market. Choose:
           - Buy 1 CEP. If exhausted, refill two, price + 1.
           - Sell 1 CEP from hand. Only if no price change so far on your turn. Price - 1.
        c) Play lobby card or score UN goal card.
           - Lobby card used in 1 of 2 ways. Bigger benefit requires action.
           - UN goal. Pay 1 resource to claim fulfilled card.
     iii. Increase expertise. Pick 1 project with own scientist.
- Expertise gained by: Working scientist at end of turn, building green plant, completion of summit, scientist returned to hand after removed by opponent.
- Expertise benefits: Income, license to build green plants, region control tiebreaker, bonus when reaching specific levels
- Summits: Every symbol allows 1 scientist. Scientist can only leave when summit filled up. Gain corresponding expertise for scientist(s) + one only for any topic. Draw new summit.
- Region control: Compare diff energy type. Tiebreaker: preferred energy type, expertise in preferred energy type, latecomer.
- End: end of last round, or 2 regions all green plants, or pollution *returns* to < 350, or pollution >= 500 (everyone loses).
- Claim CEP from controlled regions, sell all CEP at current price, Income.
- Final scoring: secret goal, 1VP / $2, 3VP for most tech resources, 3VP for most UN goals. If any tied, all score.
- Tiebreaker: most green plants; expertise in forestation, solar, cold fusion, biomass, recycling; region control.

<u>Others:</u>
- If region already filled with green plants, still possible to propose and install projects, but not to build new green plants.
- If own scientist sent away by opponent, either keep scientist for 1 expertise in origin project, or send scientist to summit of corresponding energy source.
- May discard secret goal (still secret) for $8 any time.
- Negative points possible.
- CEP always gained from market, always paid to bank.

2P: 7 UN goals, During income, only 1st player earns.
5P: 6th decade is final decade.

ColorMonsters

<u>Setup:</u>
- Place ColorMonsters (3 single head segments) – not on central hexes, not touching others, segments must always be joined by touching sides not corners.
- 1 action card.

<u>Round:</u>
- New stones. Start player throws dice and place random stones on these hexes, priority lowest numbered empty triangle.
- If hex is full, all colormonsters in hex gain gem or card. If hex filled with rubble, do nothing.
- 5 actions, all players do #1 in player order, then #2, etc.
  1. Collect gems per head touching stone. Flip stone to become rubble.
  2. Trade with bank (see chart) and players (gems, cash, gold, cards).
  3. Grow by 1 segment and make up to #segment moves. $1 given for free for movement.
     a. Relocate ($1)
     b. Turn around ($1)
     c. Swap ($2)
  4. Discard down to 7 gems and $7
  5. Play up to 2 action cards (except collect gold)
- Next start player

<u>End:</u> (end of round when a player reaches 7 gold)
- All players can trade and try to win together.

<u>Others:</u>
- Action cards are limited, gems are not.

Colosseum

Start:
- $30, 8/6/5 green asset tokens for 3/4/5 players, 2 programs, between 1-5 / 6-10.

Structure: 5 rounds, each with 5 phases
- Investing (choose one only)
    - Buy program
    - Expand arena for $10
    - Purchase season ticket for $10
    - Construct emperor's loge for $5 (roll 2 dice)
- Acquiring assets
    - Auction, min $8
    - Only refill when active player wins auction or give up right to initiate bid
- Trading assets – trade assets & money
- Produce event
    - Move noble(s), earn medal if end on rest area
    - Produce event. Spectators depend on assets, past events (5), stars (4), nobles (7/5/3), podium (3), medal (3)
    - Earn money = num of spectators
    - Scoring – track each player's highest ever score
- Closing ceremony (except last round)
    - Podium awarded to highest scorer since start. Roll die to break ties.
    - Lose 1 asset of event produced
    - Podium winner donates 1 requested asset to last player. Tie broken by $, else die roll. Cannot request special assets.

Winning:
- Best ever event, tie breaker $, then stars

Others:
- 2 emperor medals allow additional investment action. 1 allows $6 / move nobles / improved show. No medal if move noble by medal.
- Jokers don't contribute to winning stars
- Stars need 3 or more same assets. Lose star if drop to less than 3.

Command & Colors Napoleonics

Start: Set up according to scenario.
Turn:
1. Command : Play a card.
2. Order : Announce units / leaders to be ordered.
3. Movement: Move ordered units & leaders one by one.
   - Unit / leader may only move once per turn.
   - May forfeit movement.
   - Leader must move with attached unit unless specifically ordered to detach. May not detach from square.
   - Unit may not move through other units. Leader may move through another unit or leader.
   - Leaderless unit meeting or met by leader must stop (but may battle).
   - Normal infantry move 1 and battle. Light infantry move 1 and battle, OR move 2.
   - Light cavalry move up to 3 and battle. Heavy cavalry move up to 2 and battle.
   - Foot artillery move 1, OR battle. Horse artillery move 1 and battle, OR move 2.
   - Leader move up to 3. May retreat voluntarily. Never battles by himself. May move through enemy if escaping, but enemy melee attacks, killing on saber.
4. Combat: Ordered units battle one by one.
   - May forfeit combat.
   - Usually, # dice = # blocks of attacking unit.
   - Ranged combat (infantry & artillery) – Must be in range and have line of sight. Must not be adjacent. If adjacent to another enemy unit, may only melee combat this unit.
     - If firing after movement, half # dice. Artillery # dice also depends on distance.
     - Score hit if die roll matches target unit.
     - May not fire on lone leader, but if leader with a hit unit, roll for leader casualty.
     - Flag may cause retreat.
   - Melee combat (all units) – must be adjacent.
     - Sequence:
       i. Cavalry targeted by infantry may Retire and Reform, which needs 2 spaces ignoring terrain (except impassable). Attacker rolls dice and hits on cavalry icons.
       ii. Infantry targeted by cavalry may square, during which both sides max roll 1 die (non cavalry attacks normally). Need 2+ command cards, 1 to be randomly frozen by attacker. Square attacks first, and (bounce) flags can never be ignored. Can't move in square. May unsquare when no adjacent cavalry.
       iii. Score hit if die roll matches target unit, or saber. Check leader casualty.
       iv. Flag may cause retreat.
       v. Additional actions:
          - Take Ground – optional for winning attacker, N/A for square and artillery.
          - Cavalry Breakthrough & Bonus Melee Attack – optional for winning cavalry attacker. Move 1 more hex after Take Ground. Then may Bonus Melee Attack. May Take Ground after that but no more moves or bonus attacks.
       vi. Battle Back if target did not retreat.
     - May attack lone leader. Hit on saber, else leader retreats 1 to 3 spaces. Attacker may Take Ground.
     - Combined Arms = artillery firing with a melee. Artillery's dice added to attacking melee unit. May not fire over adjacent friendly unit even if on hill.
5. Draw new card.
End:
   - Achieve enough victory banners according to scenario, usually by capturing leader or eliminating unit.

Leader casualty check:
   - Roll double saber.
   - Only 1 check per battle dice roll, e.g. same roll causes both block loss and unit retreat.
   - If attached unit eliminated, single saber kills leader, else leader retreats 1 to 3 spaces.
Retreats:
   - 1 hex per flag (3 for militia). Terrain ignored except impassable.
   - Retreating unit meeting lone leader stops retreating.
   - When unable to retreat, lose blocks. Leader may retreat off board but not units.
Bolster morale (ignore flags):
   - Optional. May partially ignore.
   - Situations: (a) Have leader. (b) Supported by 2 friendly units – square may not receive such support, lone leader may provide support.
   - Attacking cavalry may not ignore bounce flag from square infantry.
Others:
   - Hexes split by dotted lines are in both sections.
   - Leader is not a unit.
   - Command is a player's hand size for the scenario. Each unit in square formation reduces Command by one.
   - Refer rules and ref sheets for terrain / unit / card specific rules.

Coney Island

Start:
- Stack grand attractions by shape, highest value on top.
- Pink newspapers on top of white.
- Random 4 building tiles on start plots.
- Players: $2, 1 random material.
- 3P: Remove 1 of each newspaper colour, 1 4-spot building site.
- 2P: Remove 2 of each newspaper colour, 2 4-spot building sites. Players use 2 colours, set up in alternating matter.

Turn:
1. Income – receive items according to exposed cars. Always discard if exceeding 5 materials / money.
2. Action (execute any main actions and minor actions, in any order, but at most once per action type)
   a) Place building site next to existing site, pay if appropriate. Some spaces give bonuses.
   b) Place or move showman, priority to place leftmost showman of a car. Pay according to cost on car.
   c) Place grand attraction, paying accordingly, on top of showmen. Adhere to # of colours required. Active player gains VP based on attraction. Showmen owner(s) gain VP based on showmen. Showmen returned to player boards.
- Minor actions: need to have claimed character using $2, which is not an action, but max twice per turn.

End: (play to same # of rounds)
- Reach 60VP (even if later drops), one stack of grand attractions left, newspapers finished, OR all building sites placed and only 12/10/8 building spots left for 2/3/4P.
- +VP from newspapers, -2VP per showmen on board.
- Tiebreaker $ and materials.

Others:
- Extra income: Whenever 4 own showmen form a square, earn 2VP immediately and every round as long as still intact.
- Extra action – can be from exposed car, built space, or one discarded newspaper.

Confetti

3 rounds: (1st round use roughly half cards, 2nd round the other half, 3rd round whatever remains)
- Use 1 minute timer.
- Use two fingers of right hand to claim and slide card to left hand. Use left hand to hold and protect cards.
- Max hold 6/6/9 cards for 1st/2nd/3rd round.
- May release card back to pool.
- If two players fight for same card, both slide it aside then flip it. Neither gets it.
- Scoring:
  - Every set of large, medium, small is 1VP.
  - Each object can be used only once.
  - If a card is unused, -1VP. This includes if another already-in-use card can be used to complete a set thus rendering it unnecessary.
  - Take more than allowed, -1VP per excess.
  - Keep score by flipping appropriate # of cards and keeping them, returning the rest.

Others:
- If 5 – 7 players, play 2 rounds only. 1st round using half the cards, max 6 cards held. 2nd round using all remaining cards, max 9 cards held.
- Black side is just alternative side.

Solo:
- 5 rounds each with max 6 cards held.

Confucius

Setup:
- Board: 2 random green VP chips per ministry. 1 random blue VP chip per Distant Land. 5 random Foreign Lands. Exam box – top 3 are random candidate officials, next 3 are "Any", reveal top tile. 3 random officials in spaces 3 – 5 of each ministry.
- Players: $1, $2, $3 cards. Gifts $2 - $6 not yet available.

Round:
1. Count gifts. 3/4/5 actions for 0/1 or 2/3+ gifts given or received.
2. Chief Minister. Old CM picks new CM (not himself). New CM places 1 action cube in Imperial Favour space.
3. Actions (player left of CM goes first)
    - Imperial Favour action is always done last.
    - If take same action, or take paired action of an already-taken action, need 2 cubes.
    - Using Emperor Rewards (single use) as actions costs no action cubes. Refer Pages 14 – 15.
    a) Bribe official. Only 1 marker allowed per official. Pay cost on official, place marker lying down (unsecured). Benefits: Bingbu – 4 licenses to recruit army; Gongbu – 1/2/3/4 junks cost $1/2/4/7; Hubu – $1 discount for bribery & securing actions.
    b) Secure official. Change own marker on official to upright.
    c) Nominate student. Not if exam full or if already have student. Pay $2.
    d) Force exam to happen in Court phase. Pay $2.
    e) Buy junks. 1/2/3/4 junks cost $1/3/6/10.
    f) Start voyage. Pay 1 license per junk. Every 5th junk completes a voyage, claim Distant Land, discard junks, claim Emperor Reward. May visit discovered Distant Land but can only claim Emperor Reward (if any left).
    g) Recruit 1 army. Pay 6 licenses.
    h) Invade Foreign Land. Pay money on Foreign Land to move 1 army there.
    i) Buy gift. Makes it available.
    j) Give gift. If recipient still having an old gift from you, remove it from game.
    k) Transfer Influence at a ministry. Does not require action cube.
    l) Commercial income. Max once per round. Pay up to $4, draw cards according to money paid +1.
    m) Tax income. Draw 2 cards.
    n) No action.
    o) Imperial Favour. CM takes any action ignoring cube cost.
4. Court.
    - Extend Great Wall.
    - Exams (if both students present or exam forced). If there is competition, every player must play card(s) to support one student, starting with CM. Students with more $ wins, tiebreaker red space. Winning player takes candidate official and moves it to appropriate ministry, and place own marker as securely bribed. Displace old unbribed / unsecured official only if no empty space at ministry, else try other ministry.
    - Ministry resolution (if all 7 officials are bribed). If > 2 players involved, weakest player must support one of the top 2. Repeat until 2 players left, who will become Minister and Secretary and score accordingly. All markers become secured. Tiebreaker is seniority.
    - Invasions (if a Foreign Land has boxes all filled, or Great Wall reaches specific icons). Success if all boxes filled, contributors gain VP. Whether successful or not, army on Emperor Reward icon gains the reward. Armies remain on Foreign Land tile.
5. End of Round.
    - Add 1 official to each ministry in lowest available space.
    - Discard down to 4 cards.

Gifts:
- If A holds a gift from B:
    - A cannot give B an inferior gift.
    - If both A and B have bribed officials in a ministry and A's >= B's, A may not bribe more there. Ignore seniority. Also during Ministry Resolution if A needs to give up influence, he must support B.
    - If B has student in exam, A must help B by giving card(s).
- For A to remove a gift from B permanently:
    a) Give a superior gift.
    b) Transfer Influence to B in a ministry.
    c) During exam, support B's student with 3 cards.
    d) Support B during Ministry Resolution.

Game End:
- End of round if last candidate official is won, OR all ministries resolved, OR Great Wall completed (Round 9).
- Resolve any unresolved ministries.
- CM is player with most markers in ministries, Minister & Secretary. If tied, Minister of Hubu becomes CM even if not in the lead. Admiral is player with most sailed junks, Distant Land = 5, at sea = 1. If tied, Minister of Gongbu. General is player with most armies deployed. If tied, Minister of Bingbu. These titles are 1VP each.
- Highest VP wins. Tiebreaker Admiral, then CM, then General.

Others:
- No change given for cards.
- No exam related actions in 1st round.
- If new candidate official is for an already resolved ministry, discard it and draw the next one.

Advanced Game:
- New action: Petition emperor. Needs 2 action cubes. Sacrifice an available gift of at least value 2 for special use. Refer Page 13.

Admiral Variant:
- If game is tied, Admiral wins even if not in the lead.

Container

Start:
- Players: 1 warehouse, 1 different random machine, 1 container of matching colour to be placed at $2 factory store, ship in open sea, $20 (secret), 1 value of container card (secret).
- Table: 12/16/20 containers per colour for 3/4/5P

Turn:
- Preparation:
    - Pay interest: $1 per doc. For each shortage, seize 1 container from island, else seize 2 containers from harbour store, else warehouse or machine, except the initial warehouse or machine. Selection of container type, warehouse or machine, is by player on right.
    - *Domestic sale (beginner variant): sell 1 container from harbour store, else factory store, for $2. (except 1st turn)*
- 2 actions:
    - Buy warehouse or machine. Machines must be different in colour.
    - Buy from 1 other player's factory store to own harbour store. Buyer may reorganise own harbour store. Each warehouse provides space for 1 good only.
    - Produce (once per turn). Pay $1 to player on right. Storage capacity of factory store is 2x machines. Producer may reorganise factory store.
    - Sail (1 step, harbour ←→ sea ←→ island). If at opponent harbour, may buy. If at island, all other players blind bid for goods on ship. If tie bid once more to top-up. If tied again, active player's choice. If accept highest bid, get money from highest bidder + same amount from bank. If reject, pay highest bid to bank. Auction ends a player's turn.
- Loan any time ($10), max 2. Repay any time on own turn.

End:
- 2 of 5 colours finished in supply pool.
- 2-value goods score more if player has all colours.
- Lose most abundant goods, preferably 2-value goods.
- Earn $ according to card, $2 for goods in harbour store, $3 for goods on ship, deduct $11 per unpaid loan.
- Winner is richest. Tiebreaker goods on island.

Corporation

<u>Setup</u>:
- 3 employees in 4 colours off bottom of board. 3 directors in 4 colours off directors table.
- Each player chooses a colour. Take turns placing a director (any colour) at director table.

<u>Promotion</u>:
- Each pair at director table means: left = employee colour, right = current office or colour of employee stacked beneath.
- Only topmost employee in a stack is eligible.

<u>Turn</u>:
- (optional) swap positions of any 2 directors
- (optional) bring new recruit to one of the reception areas
- If there is an existing employee(s), stack new employee on top.
- Apply all possible promotions in any order.

<u>Win</u>:
- Have 3 employees in boardroom.

Cosmic Encounter

Setup:
- Each player picks 1 race from 2 flare cards. These flare cards, plus additions to make up 10, are then shuffled into draw deck.
- 8 cards.

Turn:
- (discard and draw cards)
- Regroup – save 1 ship from warp to own colony
- Destiny card decides which player & system to attack, including own. May re-colonize own planet if completely empty.
- Launch – select target planet and select 1-4 ships from any colonies.
- Alliance – offense offers, defense offers, allies accept
- Planning – 2 main players each pick 1 encounter card secretly
- Reveal & Resolution:
  - If 1 side Nego, loser gains cards from winner for ships lost (compensation), losing allies get nothing. If both Nego, 1 minute to strike non-empty deal, or both lose 3 ships. Can trade cards and allow enemy to setup colony in planets where you have a colony.
  - Attackers win, all establish colony.
  - Defenders win, allies leave (not necessary to origin), and draw card (reward) or save ship per ship involved.
  - May have 2nd counter if 1st one successful.

End: 5 foreign colonies.

Others:
- Discard all cards and draw 8 cards when need encounter cards but no more.
- If active player out of encounter cards after 1st encounter, cannot do 2nd encounter.
- Defender can defend with no ships.
- Note: normally A unable to attack B's foreign colony in C's system.
- Bystanders totally ignored.
- Need 3 home colonies to maintain alien power.
- Flare cards: Use stronger power if you are matching race.
- Techs (variant): Start – choose 1 from 2. May commit 1 ship at start of turn to research. On completion, return ships. May draw techs in lieu of 2nd encounter. Choose 1 from (#foreign colonies)+1.

Cosmic Encounter

Setup:
- Each player picks 1 race from 2 flare cards. These flare cards, plus additions to make up 10, are then shuffled into draw deck.
- 8 cards.

Turn:
- (discard and draw cards)
- Regroup – save 1 ship from warp to own colony
- Destiny card decides which player & system to attack, including own. May re-colonize own planet if completely empty.
- Launch – select target planet and select 1-4 ships from any colonies.
- Alliance – offense offers, defense offers, allies accept
- Planning – 2 main players each pick 1 encounter card secretly
- Reveal & Resolution:
  - If 1 side Nego, loser gains cards from winner for ships lost (compensation), losing allies get nothing. If both Nego, 1 minute to strike non-empty deal, or both lose 3 ships. Can trade cards and allow enemy to setup colony in planets where you have a colony.
  - Attackers win, all establish colony.
  - Defenders win, allies leave (not necessary to origin), and draw card (reward) or save ship per ship involved.
  - May have 2nd counter if 1st one successful.

End: 5 foreign colonies.

Others:
- Discard all cards and draw 8 cards when need encounter cards but no more.
- If active player out of encounter cards after 1st encounter, cannot do 2nd encounter.
- Defender can defend with no ships.
- Note: normally A unable to attack B's foreign colony in C's system.
- Bystanders totally ignored.
- Need 3 home colonies to maintain alien power.
- Flare cards: Use stronger power if you are matching race.
- Techs (variant): Start – choose 1 from 2. May commit 1 ship at start of turn to research. On completion, return ships. May draw techs in lieu of 2nd encounter. Choose 1 from (#foreign colonies)+1.

Crusader Rex (Rules v1.4)

Start:
- Franks deploy first. Saracens can swap Saladin's location. Saracens draw 6 blocks.

Year:
- 5 turns
  - Simultaneous card play, if tied Franks start
  - Move
    - Group move or Muster (friendly town)
    - Road limits 8/4, half if attacking / retreating
    - Forced march +1 but roll die
    - Pinning concept
    - Sea move between 2 friendly ports costs 1 movement point per block
  - Battle
    - 4 rounds, attacker must retreat in 4th round
    - Reserves only join in 2nd round
    - Franks can knight charge. Saracens can harry, except sallying forces.
    - Victor can regroup, use normal road limits
    - Permanent elimination for crusaders, military orders & Saladin's family
    - Siege: Fight 3 rounds. 2 hits needed to hurt defender. Storming attackers cannot exceed twice town rating. Siege attrition on 2nd turn besieged onwards.
  - Draw block (Year 2 onwards)
    - Deploy at own seat, or strength 1 at other
- Winter turn – Move -1, no force march, no battle. Unit exceeding town limits die. Originally owned town give triple supply. Heal units, Saracens not home get half.

End:
- Sudden death – conquer all 7 victory cities
- Game end – majority of victory cities, if besieged, the defender controls the city

Others:
- English & French enter by sea, Germans by Antioch

Cuba

Start:
- 3 of products (fruits, sugar, tobacco), 2 of goods (rum, cigar)
- 2 ships at dock, 1 at sea
- Each player $10, 2 resources, 2 products, pawn in warehouse

Structure: 6 rounds of 5 phases
- Bills – show top card of statue piles
- Action – players take turns to play 4 characters.
    - Worker (1 voice) can move and collect resources and products (max 2) in row and column. May pay water to collect more goods.
    - Trader (2 voices) buy/sell merchandise. If market empty, buy at $7. If market full, sell at $3 for products, $1 for goods. OR take 1 resource. OR take 1 cheapest product.
    - Architect (3 voices) build. OR gain VP.
    - Foreman (4 voices) activates buildings, either all in pawn's row and column, or any single building.
    - Mayor (5 voices) supplies 1 ship for VP. OR earn $.
    - Alternative character powers are limited use per round.
    - Player whose 4th card played has highest value becomes start player, tiebreaker by last to play.
- Parliament – unplayed character gives votes, plus secretly buy $1 per vote. Winner passes 2 bills, overriding old bills of same type. If tied, bribe again. Tied again, see player order.
- Statute – execute statutes. Bonus 1VP if fulfill both tax and duty acts.
- End round – Lose products at the lot. Full ships sail, others shift.

End:
- Additional 2VP per building. Tiebreaker $.

Cuba Libre

Concepts:
- Stacking limit: 2 non-casino bases & 2 casinos. No bases in EC.
- Resources when exceeding 49 are lost.
- Casinos never forced to be removed, only closed.
- Control = having more pieces than all others combined (don't count closed casinos).
- On your turn, may voluntarily return own pieces to available pool any time.

Round:
- 2 cards visible, current and future.
- Eligible factions in faction order may do operation or event or pass. Factions which have done op or event become Ineligible for next round.
- LimOp = Op affecting 1 space.
- Launder: When doing Op without Special Activity, may pay Cash to do extra free LimOp (except Construct). Another faction may pay Cash on behalf.

Ops: (refer faction sheet for details)
- Specify location and pay accordingly.

Special Activity: Can be before / during / after Op. Some allowed only with specific Ops. Refer faction sheet for details.

Events: When a card has two, execute one only.

Propaganda Rounds: (not back-to-back, refer rules for details)
- Check victory
- Gain resources, method differ by faction.
- Support
- Redeploy (skip if last propaganda)
- Reset (skip if last propaganda)

End:
- Instant win conditions (checked during Propaganda):
  - Govt: All cities active support and total support > 18
  - 26M: Opposition + bases > 15
  - DR: Controlled pop + bases > 9
  - Syn: Open casinos > 7 and resources > 30 (for victory margin, take lower score between these two)
- If no victory after 4th Propaganda, proceed to end game by victory margin comparison.

Others:
- Last event card before Final Propaganda – no LimOp or Special Activity.
- Whenever kill enemy holding Cash, rob it.
- Cash can be passed around between own guerillas / cubes in the same space any time.
- EC only needs 1 Sabotage marker. Province or City may have more than 1 Terror marker.
- When M26 does Kidnap, if there is open casino, close it regardless of whether Syndicate was target.

Dark Darker Darkest

Start:
- Dark difficulty: 7-code side of security board, set up using 3 drawn code chips. Draw more code chips, enough for every lock icon. Shuffle facedown and place on locks. 3-icon chips for corner rooms.
- Darker difficulty: 8-code side, with 8th code random.
- Darkest difficulty: 7-code side, all random.
- Players: If 2/3P, 4 heath & 4 action, else 3. If 2-4P, carry capacity 5, else 4.

Concept:
- Room vs tile.
- LOS is orthogonal, blocked only by walls, destroyed tiles & locked doors. See part of room = see whole room.

Round:
1. Upkeep Phase.
   a. Event. Advance event marker to determine event.
      i. Zombie – Roll dice to place zombie spawn token. Must be open and non-burning room. If target tile not eligible, then adjacent tile within LOS, else any other non-burning tile.
      ii. Fire – Roll die for fire token move direction. Fire token never enters lab or leaves house. Add fire marker to fire token location. 3rd fire marker destroys tile. For each burning / destroyed tile, remove zombies and injure creatures / survivors based on fire severity.
      iii. Clock – Advance darkness track.
   b. Regroup. Update & rearrange groupings.
   c. Camera. Roll for each room within camera LOS. Roll # survivor dice according to # survivors in room + terror die.
   d. Zombie spawn. (same as zombie event)
   e. Zombification. If a survivor has 2 viruses, add marker to rightmost skill or advance it left. If reach leftmost skill, zombified (die). Player may reenter game afresh next Regroup phase as same or other character, at entrance hall.
2. Action Phase. **For each group:**
   a. Survivor actions in any order.
      i. **Move** orthogonally to another tile / room. May not leave if engaged by zombies / creatures. If enter burning / destroyed tile, suffer injury based on fire severity.
      ii. **Search**. Roll survivor dice based on # survivors, plus terror die. Success = equipment, max 1 per survivor; then mark room as searched. If any icon other than success appears twice or more, terror die icon takes effect.
      iii. Give to take **item** from fellow survivor in same room.
      iv. **Unlock** door and claim code chip. Others in same room and same group can spend AP to help. Everyone gains 1XP, regardless of involvement.
      v. **Extinguish** (2AP per fire). Fire token is removed after last fire marker is extinguished.
      vi. Use corner **room** – use room function (once per round) or place code chip on security board.
      vii. **Combat**. Bare handed = 1 die. Equipment use improves, but max 4 dice.

- Aim: Increases ranged weapon range.
- Knockback: Optional, pushes enemy away, including multi-push as long as still in LOS.
- Retreat: Optional, allows moving away from enemy occupied room; including multi-move.
- Failure: Cancels one other die, even another Failure.
   b. Zombies and creatures react. If group has split up, each subgroup creates its own trigger zone (1 tile away, incl diagonal).
      i. Enemies in same room as survivor attack. Max 6 dice for zombies.
      ii. Zombies in trigger zone moves 2 towards closest survivor and attack if possible. Must not leave trigger zone. Blocked by burning / destroyed tiles. Creatures moves towards survivor if there is open path. Not dependent on trigger zone.
      - Entrap: Survivor stuck in room while enemies are present. Every round only get 1AP to try to free self. Once freed, gain all but one AP. Other can try to free self. Allocate Entrap before Fear.
      - Fear: Survivor runs to adjacent tile. No new trigger zone.
      - Reinforcement: Attract zombies or zombie token 2 tiles AND two move s away.
      - Bite: Gives virus. Virus takes inventory space.
      iii. In all enemy attacks, roll defense per unentrapped survivors in room.
   c. Fire spreads. (same as fire event)

Normal Darkness Track:
- Marker advances each time :
   - someone dies
   - tile destroyed by fire
   - code chip colour from a doorlock is bypassed
   - code token is removed from security panel without a code chip
- Fire = Fire spreads, else start fire.
- 5 = Last normal round, enter lab or lose.

Others:
- Whenever zombie token is in LOS of survivor, convert to zombies.
- When enter tile with or next to lock, reveal lock.
- Antidote only pauses zombification, survivor will still have 1 virus. Survivor never has > 2 viruses.
- Zombie / creature killed by being pushed into fire awards 1 / 2 XP.
- When moving zombies meet others, the latter join them.
- Note some creatures are fire resistant.
- Items: Consumable on left. Max 2 hands on right. Code chip don't take up space. Max 8 ammo on weapon. Use 1 weapon at a time.
- Both weapon icon and code chip icon help to unlock doors.
- XP: Kill zombie = 1, kill creature = 2 for everyone, unlock door = 1 for everyone.
- For room functions, refer rules page 29.
- For advanced rules, refer rules page 32.

<u>Final showdown:</u>

- After breaking security system and one survivor enters lab. This player is cure holder and if he dies, game is lost. Game also lost if Darkness marker reaches final spot.
- To win, defeat nemesis.
- Setup:
  - All doors unlocked, all cameras removed, all zombie tokens turned to zombies. Start fire if none present.
  - Draw nemesis, giving grey cubes = survivor total AP + # survivors.
  - AP cubes put in a common pool.
  - Use back of Multitracker.
- Rule changes:
  - No searching.
  - No reentry if killed.
  - Movement = 2 rooms.
  - Burn marker cannot be removed, Sprinkler Control cannot be used.
  - Darkness doesn't advance if:
    - Survivor killed.
    - Tile destroyed by fire.
    - Corner room destroyed by nemesis.
  - Action system: No more groups. Take action in any order. When taking action, place AP cube into left box. 6th cube triggers shift, and shift = reaction phase. May shift early if at least 1 AP cube in left box, but will trigger reaction phase. AP cubes return to pool when reaching right box.
- Reaction Phase:
  1. Move event marker to determine whether next steps occur.
  2. Fire spread.
  3. Zombification.
  4. Enemies.
     a. Nemesis. Moves towards closest corner room (except lab) to destroy it. If meets survivor only attacks once. One turn after arrival, destroys corner room and attacks survivor (if any) once.
     b. Zombies. Ignore trigger zone rules. Attack survivor in same room, else move 2 rooms to nearest survivor and attack if possible.
     c. Creature. Same reaction as zombies.

De Vulgari Eloquentia

Start:
- Board:
  - Event 10 at Turn 10, random event at Turn 1, followed by events of subsequent numbers, wrapping around after Event 9.
  - 5 Papal event tiles face-down for Turns 12 – 16.
  - 5 Canticle tiles face-up for Franciscan cities.
  - Sort & shuffle manuscript tiles, from each stack draw #P - 1.

Seed bag with cubes, then draw to fill first 7 Turns				# cubes to place
	Red	Black	Yellow	Green	
2P	3	5	14	6	4
3P	6	5	16	8	5
4P	8	7	17	10	6
5P	11	7	20	11	7

- Players: $10 (open info). In reverse order, choose start city and place marker (stacked) on knowledge track (bottom is most advanced).

Turn:
- Event. Move event tile to board. Move unused cubes, obeying Turn space limit and following priority. Refill manuscripts as necessary.
- Charity (up to Turn 11). Frairs get $5, Cardinals $10 from wealthiest Merchant as long as they are poorer than that Merchant. Take from bank otherwise.
- Update player order by reverse of knowledge track. Then player highest on Rest track adjusted to be 1st player.
- Actions. Each player does all 5 actions in any order.
  - Movement & benefit (once per Turn).
    - Move: Land move 1 action per step. Sea move (only between harbours at same sea) 1 action to disembark, 3 actions to disembark this Turn or 1 action if next Turn. May mix land and sea. $10 if 2+ moves.
    - Benefit: May gain before or after move.
  - Take manuscript (once per Turn). Require knowledge, matching zone colour, and spending actions. When manuscripts of a level cannot be refilled, shift all up (cheaper). 1st time this happens, Lingua Volgare appears as level 4 manuscript.
  - Politicians / Noblemen / Abbesses / Amanuenses. Buy from those available for the Turn and hide behind screen except Amanuenses (green). Noblemen (black) may be discarded immediately for $20 each.
  - Salterio (once per Turn). Knowledge +3, +4 if in last position.
  - Small Business (once per Turn). Gain $10.
  - Advance on track(s), 1 step per action:
    - Orient. After reaching end, bonus $10 whenever gaining city bonus.
    - Riddle from Verona. Be in blue zone.
    - Messenger. To enter last space by Turn 7, pay $20 & 2 Abbesses (yellow), knowledge +15; Turn 8+ half price, knowledge +10.
    - Canticle of the Sun. Be in Franciscan city at right Turn. Also need to spend Abbesses.
    - Papal Library. Turn 12+ only. Upon reaching numbered space, may draw same # of Papal tiles. Pick 1, return others to top of stack in any order. May only claim Papal library tile once per game.
    - Rest. For determining first player.

End:
- 2nd red Papal tile indicates last Turn and everyone starts Turn in Rome.
- Final election: upgrade once. Only 1 Pope allowed (most knowledge if contested)

Merchant to Banker	7 votes	6VP
Friar to Monk	10 votes	11VP
Cardinal to Camerlengo	11 votes	14VP
Cardinal to Pope	17 votes	22VP

- Most remaining cube value 3VP. Tiebreaker knowledge.
- Amanuenses (green) behind screen 1VP each.
- Papal library tile.
- Most money. If Merchant 7VP, if Friar / Cardinal 3VP. Tiebreaker knowledge.
- Verona track: most advanced gains VP based on position. (4/5/6VP)
- Canticle track: Highest 9VP, second 4VP.
- Manuscript 1VP per level, Lingua Volgare 8VP. Own all 5 colours 5VP, double-coloured manuscripts count for one colour only.
- VP from some special abilities of characters.
- Tiebreaker knowledge.

Location benefits:
- City with Event tile: Discard once used. Only Merchant can gain $.
- Business or University cities: Mark with own disc once used, may not gain benefit again. Only Merchant can gain $.
- Franciscan city (only active on specific Turns, and Turn 14+): May advance Canticle track (need to spend Abbesses too).
- Convent: Merchant may become Friar. Pick Friar tile, lose half money round up.
- Cathedral: Friar may pay to become Cardinal. Pick Cardinal tile.
- Abbey: Abbesses (yellow) are free. Amanuenses (green) may be all converted to VP (move behind screen) OR knowledge (3 steps each).

Cube benefits summary:
- Politicians (red) – value 3 for Stupor Mundi and status at game end. Needed to become Cardinal.
- Noblemen (black) – value 2 for Stupor Mundi and status at game end. Needed to become Cardinal. May be sold immediately for $20.
- Abbesses (yellow) – value 1 for Stupor Mundi and status at game end. May be spent on Canticle or Messenger.
- Amanuenses (green) – use at Abbey to gain VP or knowledge.

Others:
- Whenever cubes discarded, go back to board, to Turns with available space.
- Priority of placing cubes – Politicians (red), Noblemen (black), Abbesses (yellow), Amanuenses (green).
- Stacked discs – bottom is most advanced.
- Stupor Mundi event. At end of Turn, present player may invite others, to auction for 10 knowledge, spending cubes. Summoning player has +2 advantage. If nobody else comes, summoning player gains knowledge for free.

Die Dolmengotter

Start:

# players	2	3	4	5
Stones	16	13	12	10
Dolmens 4	1	1	1	1
3	3	2	1	1
2	4	3	3	2
1	5	4	4	3

- Place 1 druid at a time on stone space until all 3 placed.

Turn: (choose one)
- (A) Druid move 1 step. May skip over any # of druids. Must leave behind 1 stone or -1VP, except if no more stones. Note board edges are wraparound.
- (B) Druid lie down.
- (C) Lying down druid flies to any spot. Same rules regarding leaving stone behind.
- Whenever majority (more than any other colour) achieved (not maintained), may place a dolmen face down. At least 2 vs 1 required.
- When equalising (same # as majority player(s)) may place dolmen at bottom of stack.
- Re-achieve majority (happens after equalisation).

Scoring: (when circle completed)
- Score is dolmen value x position value. Dolmens removed permanently from game. Stones stay.
- Square: 3,2; Hex: 4,3,2,1; Octagon: 5,4,3,2,1,0

End:
- A player places last dolmen, everyone else 1 more turn.
- OR all players use up stones (dolmens can still be placed)
- Dolmens scored again. Tiebreaker most dolmens.

Notes:
- Another player's action may cause you to place a dolmen.
- If forget to place a dolmen, cannot go back to do so.

Die Macher

(italics are recommended variants)

Concept: For party policies, state opinions & national opinions, never duplicate and never contradict.

Start:
- Players: 5 face-up & 3 face-down party policy cards, $25K, scoring card, 1 meeting marker per state, membership at 5.
- State boards: 4 public opinions each, current state all face-up, future states with 1/2/3 facedown.
- Exchange Pool: 6 Public Opinion cards (can contradict / duplicate)
- Preliminary phase – secretly choose free bonuses

Structure: 7 state elections (rounds)
  a) Blind bid to select starting player (need not be yourself).
  b) Change party platform – *Draw to 3 cards, then* may discard hand card(s) and replenish. Then may change 1 party platform, discarding unwanted party platform card.
  c) Shadow cabinet – By player order, may play face-down on any state(s) but 1 per state. Resolve after all played. One-time use only. Choose one of the actions. If coalition card, place coalition tile.
    • If robbing media marker, pay $4K to victim and $4K to bank.
  d) Coalitions (current election) – Voluntary if 2 common policies, can force if 3 common policies. Coalition max 2 parties.
  e) Buy & place media markers – Take turns to buy 1 at a time at $4K at any state until everyone passes. To resolve, starting with furthest state, dominant party can swap one Public Opinion Card. *Removed card leaves game, draw new card for Exch Pool.* Dominant party immune against bad opinion polls.
  f) Organise election meetings & place markers. $1K each, max 4 markers per state.
  g) Auction opinion polls – Starting with current state, auction face-down. Winner choose up to two effects, or roll 2 dice to grow membership. Discard opinion poll card face-down.
  h) Convert to votes = meeting markers x (coincidence rating + popularity rating). Minimum 0.5 vote per meeting marker (round down). Start with furthest state. Minimum need 5 meeting markers. May convert partially. If multiple parties reach 50, advantage later ones. If party has more than half of all votes, may swap one Public Opinion with Exch Pool.

i) Score current state – Convert meetings → votes → seats.
    • Sole winner may move media marker to National Board, and may move 2 Public Opinions to National Board (1 if won by tiebreaker). Loser by tiebreaker can also move media marker to National Board. When moving Public Opinion to National Board:
      a) Place on leftmost empty slot
      b) Place on existing exact match to secure it
      c) If full, replace an existing card (secured National Opinion can only be replaced by an exact contradictory opinion)
    • Coalition winners may each move 1 media marker and 1 Public Opinion to National Board. Losers get nothing.
    • *When a National Opinion is removed, shift others left to fill gap, then place new N.O. in empty slot. Unwanted Public Opinions at resolved election go to Exch Pool.*
  j) Increase party membership by matching National opinions.
  k) Receive money (except Round 7)
    • $1K per seat in current state election
    • $1K per member (Rounds 1, 3, 5)
  l) End of round
    • Set up next state (if required), open 1 more Public Opinion for existing states. *Cards removed due to conflicts or duplicates are added to Exch Pool.*
    • Outside contributions – face-up if accept, face-down if reject. If accept, roll die to lose members at highest number. If reject roll die to gain members at total number. Sole largest rejecter gain bonus members at total of 3 dice rolled. Contribution cards 1-time use.

End scoring:
- Total seats won
- Media markers on National Board
- Party membership, plus 10VP & 6VP for highest (share the 16VP if tied for first, none if tied for 2nd)
- Matching National Opinion, plus 5VP for secured opinions

Others:
- Round 7 only do scoring
- Key issues give +2 coincidence rating, and cannot be removed before being converted to normal issue.
- End of Round 3, when setup 7th state, no coalition, and two face-up Public Opinions.

<u>Dixit</u>

<u>Start:</u>
• 6 cards per player

<u>Round:</u>
• One player is storyteller.
• Storyteller gives a hint (word, phrase, sentence, story, anything) and secretly chooses a card.
• All others choose a card to give to storyteller.
• Cards shuffled and revealed.
• Everyone guesses storyteller's card.
• If all right or all wrong, everyone but storyteller 2pts.
• Else storyteller and correct guesser 3pts, and 1pt for card contributor voted for.
• Everyone draws 1 card, next player is storyteller.

<u>End:</u>
• Run out of cards

Domaine

Start:
- $7, 3 cards
- castles on meadows, min 6 spaces apart from own accompanied by 1 knight each
- 2-3 player, 4 castles each; 4 player, 3 castles each.

End:
- depends on number of players. see board

Turn:
- Income of $1 per mine type
- Play card or sell card
- Replenish from deck or chancery

Scoring:
- forest=1 VP,
- village=3 VP,
- city=5 VP,
- 3 same mines=5 VP

Card types:
- knight (extend knight queue)
- border (place border)
- expansion (move border)
- ally (that border cannot move anymore)
- deserter (enemy knight comes over)

Other rules:
- After game start, knight on forest costs $1

Dominant Species

<u>Start</u>:
- Board: Follow diagram. 3 equal stacks of terrains face-up, only top tile face-up. Survival card aside, Ice Age card at bottom of stack. Initiative is reverse food-chain, seed Adaptation, Abundance and Wanderlust with elements.
- Players: 7/6/5/4/3 pawns, 55/50/45/40/35 species for 2/3/4/5/6P.

<u>Concepts</u>:
- Species = cube. Animal = player.
- Dominance / Dominant (not Domination) – Most element matches (regardless of # of species). Mark with cone. Can change at any time.
- Domination – Most species on a tile.
- Endangered – No element matches. May not claim Dominance.

<u>Structure</u>:
1. Planning phase. Place pawns on eyeball spaces.
2. Execution phase. Top to bottom, left to right. May forfeit.
   - Initiative – Increase initiative 1 step then place 1 pawn.
   - Adaptation – Gain element for animal.
   - Regression – Lose element for animal. Pawn reduces Regression.
   - Abundance – Add element to earth.
   - Wasteland – Pawn removes 1 element. Other remaining elements remove all matching ones from all tundra tiles.
   - Depletion – Pawn removes 1 matching element from earth.
   - Glaciation – Leftmost pawn spread tundra. Animals lose all but 1 specie. Remove elements surrounded by 3 tundra. Bonus VP for # of existing tundra adjacent to new tundra.
   - Speciation – Pick corresponding element on earth and add species to surrounding tiles. Insect adds 1 specie anywhere.
   - Wanderlust – Place tile. May place element. Bonus VP for # of existing tiles adjacent to new tile. All players may move species to new tile in food-chain order.
   - Migration – Move species. Birds may move 2 steps but not via blank space.
   - Competition – Pick 1 tile per terrain type to fight and kill 1 opponent specie. Arachnid compete first in 1 tile.
   - Domination – Pick yet-to-score tile for scoring based on # of species. Tiebreaker food-chain. Then Dominant player executes a Dominance card.

3. Reset phase
   - Extinction – lose all endangered species. Mammal saves 1.
   - Survival – Sole player with most species on tundra score Bonus VP for # of tundra tiles occupied by his species.
   - Remaining elements slide down or return to bag. Draw new elements to replenish.
   - Flip top terrain tile if any used.

<u>End</u>:
- Ice Age card used. Score for Dominance.
- Continue to resolve any remaining Domination actions.
- Do Extinction then Survival.
- Remove Dominance markers then score every tile for Domination.
- Tiebreaker food-chain.

<u>Others</u>:
- Species removed are out of game except if due to Glaciation.

Dominant Species Card Game

Setup:
- 10th biome is sea. For the rest, shuffle and randomly remove two. Current and next biome are visible.
- Players: 7 cards.

Concepts:
- Biome: some species' food chain value may be modified. Every card of that species is impacted.
- Animal card: Some may suppress another single animal upon card play, i.e. force it to use the weaker side, or kill it if already weak.

10 rounds:
- Every player takes turn (play 1 card) or pass, until all pass or one player passes while holding no cards (important in last round!).
- Scoring:
  - Dominance: player(s) with highest food chain value score round # and advance on survival track.
  - Element: for each element type on biome, player(s) with most matching elements score # of element icons.
- Draw 2 cards, except before 10th round draw X = survival track position.
- Start player marker passes left.

End:
- +5VP for highest player(s) on survival track.
- -5VP for lowest player(s) on survival track.
- Tiebreaker survival track, then card in hand.

Others:
- At end of 3rd and 9th rounds, shuffle discard pile into draw deck.

Dominion

Start:

- Players: 7 copper, 3 estates, shuffled into personal draw deck. Draw 5 cards
- Table: treasure cards, victory cards (8/12/12 for 2/3/4P), curse cards (10/20/30/ for 2/3/4P), kingdom cards (10 types of 10 cards each)

Turn:

A. 1 Action:
- Must do per card as much as possible.
- If need to draw cards and draw deck empty, shuffle discard pile once only to continue to draw
- Discard is to own discard pile, Trash is to common trash pile

B. 1 Buy:
- Buy and place on discard pile
- Treasure cards used for payment also to discard pile
- If multiple buys, buy and pay together, not separately
- Cannot buy from trash pile

C. Clean-up:
- Discard all played card & hand cards
- Only top card in discard pile visible
- Draw 5, if draw deck exhausted, shuffle discard pile to continue to draw

End:

- Provinces exhausted, OR any 3 supply piles exhausted
- VP is total VP in own deck (incl hand and discard deck)
- Tiebreaker: fewer turns

Others:

- # of Gardens kingdom card is dependent on # players, just like victory cards.
- Counting cards: yes – draw deck, supply, trash; no – discard pile
- Examine cards: yes – trash only.

Dominion recommended kingdom card sets

(in order of Rio Grande box inlay, columns separated by //)

- First Game: Moat, Cellar, Village, Woodcutter, Workshop, Militia, Smithy, Remodel // Market, Mine

- Big Money: Chapel, Chancellor, Bureaucrat, Feast, Moneylender, Throne Room // Laboratory, Market, Mine, Adventurer

- Interaction: Moat, Village, Chancellor, Bureaucrat, Thief, Militia, Spy // Library, Festival, Council Room

- Size Distortion: Chapel, Cellar, Village, Woodcutter, Workshop, Thief, Feast // Witch, Laboratory, Gardens

- Village Square: Cellar, Village, Woodcutter, Bureaucrat, Smithy, Throne Room, Remodel // Library, Festival, Market

Downfall of Pompeii

Setup:
- Use 36/30/25 pawns for 2/3/4P, colour priority red, black, yellow, blue.
- Create 7 4-card piles. Shuffle omen cards into remaining cards, put AD79 on top, then 2 4-card piles. Players take remaining 4-card piles, and discard surplus.

Phase 1:
- Turn: Play card to place pawn, draw card.
- When AD79 drawn, get replacement card, then shuffle AD79 into bottom 15 cards in draw deck.
- When omen drawn, get replacement card, then throw an opponent pawn into volcano.
- *After first AD79*, when placing pawn into already occupied building, can place additional pawns (relatives) based on existing occupants regardless of colour. Relatives to be placed other same coloured buildings or neutral buildings, max 1 per building.
- If building full, card can be used as joker, but cannot trigger relatives.
- Ends when AD79 drawn for 2nd time, OR player with 4 jokers in hand can declare end at any time.

Phase 2:
- Start with 6 lava tiles, with players taking turns to place. First tile of a symbol is placed atop start space.
- Turn: Draw and place lava tile, move 2 pawns.
- Killed or trapped pawns go to volcano.
- Move pawn up to same # squares as # pawns at start square (not building). Must move different pawns except for (a) pawn which is alone before 1st move (b) last pawn.

End:
- All lava tiles drawn, or all dead / trapped.
- Winner: most survivors. Tiebreaker: fewest in volcano.

Dschunke

Start:
- Each player: 20 cargo strips, 2 supply cards
- 3P/4P – use 6/8 of each type of goods cards and deal 6/8 to each player.
- All resources are secret.

10 rounds:
- Market card & events. "Exchange Goods" card may be used.
- Players choose 1 action offered by merchants / trainees and turn face-down once used:
    - Load 2 cargo strips
    - Earn $ from cargo strips, min $3
    - Take goods cards based on cargo strips, min 3, even if no strip visible
    - Trainees' action is for boat w/o merchant
- Gain Goods cards based on Supply cards
- Goods bartering:
    - Blind bid goods of same type. Highest number of cards earns $ from bank. If tied, share, round down.
    - Play until all 4 goods paid for or no more cards
    - "S" = special card or $3 in last round.
- Move merchants & trainees and turn face-up.
- Change start player – clockwise.

End:
- Money + special card bonus + visible crate bonus ($4 per boat, $25 if all 5 boats)
- Tiebreaker = goods cards

Others:
- S event: each player takes a different special card deck to pick one card.
- Y event: everyone declares own money.

Dune (Descartes edition, basic game only)

Start:
- Randomly draw 4 leader discs and pick one of an opponent to be traitor.
- Set up as per player shield. 1 treachery card.
- Storm determined by 2 players closest to it, picking numbers from 0 to 20, totaled, then moved anti-clockwise.

Round: (max 15)
A. Storm – 2 most recent wheel users secretly select numbers from 1 to 3, then total and move storm anti-clockwise. Tokens in desert touched by storm go to Tleilaxu Tanks, spices removed.
B. Spice blow
   - If territory card, place spices unless storm
   - If worm, tokens and spices removed from previous territory, then draw until next territory card to place spice. Also Nexus occurs. No worm in 1st round.
C. Bidding
   - Bankrupt player gets 2 spice.
   - Same # of treachery cards as # players revealed to be bid, for players holding 4 or less cards.
   - Players take turns to initiate bidding.
   - Min bid 1 spice.
   - Auction until all cards claimed, or 1 card unwanted (remaining cards return to top of deck).
D. Revival & Movement
   - Revive max 3 tokens to Reserve, paying spice where needed.
   - Shipment = Move tokens from Reserve to 1 space on board. Each token costs 1 spice to move to stronghold, 2 to others. No shipping to storm or stronghold containing 2 other players.
   - Token move = any # of tokens move from 1 territory to another. 3 steps if having tokens in Arrakeen or Carthag, 1 step otherwise.
   - Storm stops movement, but only that specific sector.
   - Revive leader:
     - Revive max 1 per turn if all 5 are in tanks, paying spice according to leader number.
     - May only revive 2nd time if all other players' leaders have been revived and killed again.

E. Battle – occurs at all spaces with 2 factions, except if separated by storm, or at polar sink.
   - Aggressor side determined by player order, and decides order of battles involving him. Aggressor wins ties.
   - Combatants secretly select # from 0 to # of tokens in battlefield, and leader (mandatory unless no more), and optionally 1 weapon and/or 1 defense treachery card if leader present. Weapon kills leader unprotected by defense. Killed leaders don't count.
   - Winner gains spice = killed leader (including own) and may keep treachery cards. Lose # token as dialed.
   - Loser loses all tokens and treachery cards.
   - Instant win if enemy leader is traitor in your pay. Traitor killed.
F. Collection of spice: 3 per token in Arrakeen and Carthag, else 2.

Alliances (Nexus):
- May join / leave / create alliances
- Alliances are open info, but deals made to form them need not be
- Allies win together
- Allies may pay for each other's auctions & shipments; may not share territory (except Polar Sink)

Bribes and deals:
- May involve spice but not cards, tokens, leaders etc.
- Are announced and must be honoured.

End: (# of cities)

	Faction size		
	1	2	3+
2P	4	-	-
3P	4	5	-
4P	3	4	5

Others:
- Start player is always player whose dot is next to be hit by storm.
- Ignore worm card in first round.
- When entering territory covering multiple sectors, be clear where tokens are.
- Polar sink never in storm.
- Stacking limit of 2 factions.
- Leader surviving battle may not battle in another territory in same round.
- If both leaders in battle are traitors, all die, no one gains spice.

Dungeon Lords

Start:
- Central: 9 random combat cards. 3 event tiles face-down.
- 3 tunnels, 3 food, $3, 3 imps.

Structure: 2 years of: build then fight. Then score.

Build: (follow instructions on board)
- Set up phase: When drawing adventurers, must have at least 1 different.
- Order phase: Simultaneously & secretly choose, then reveal one by one. May choose not to execute order. See bar length for order of order execution.
    - Must not form 2x2 grid with tunnels.
    - Pay recruitment costs for monsters/ghosts.
    - Rooms replace tunnels. Must not be adjacent. Obey room building restrictions.
- Production & retrieve order: Use production rooms. Trolls may help imps. Year 1 max once per round. Retrieve 1 order, either leftmost or an unused one. Always 2 become inaccessible for next round.
- Event: (1) Pay day – else lose monster/ghost and +1 evil. (2) Tax - $1 per 2 tiles, conquered or not, round up. Damage cube (-3VP) per $1 not paid.
- Adventurer: Assign according to evilometer. They queue before your dungeon. Warriors cut queue.
- End of round: Start player token moves left. Imps return.

Fight: (adventurers fight 4 rounds then leave)
- Planning:
- Determine tile attacked – choose among those nearest to entrance.
- Choose secretly max 1 trap, pay $1 if in room.
- Choose openly max 1 monster (2 if in room) / unlimited ghosts.
- Reveal combat card.
- Battle: (in player order)
- Play trap then discard. Thief reduces effect.
- Fast spell if applicable.
- Monster/ghost attack then get knocked out for the year.
- Slow spell if applicable.
- Heal, only if current round monster/ghost damage.
- Fatigue (one damage at a time)
- Conquering (-1 evil).

Year 2:
- For 4/3/2P, start token moves 3/1/0 steps left.
- Check if Paladin already attracted.
- Year 1 rooms can double-produce.
- Traps: Draw 1 extra to choose from. May return previously bought trap.

Scoring:
- 2VP unconquered room, 1VP monster, 2VP adventurer, 5VP paladin. Also see bonus rooms.
- -2VP conquered room / tunnel, -3VP unpaid tax.
- 3VP titles, 2VP if shared.

Others:
- Take troll marker if recruiting a troll.
- Paladin attracted immediately when threshold reached. He has all abilities but is not considered any of the other types. He can move even halfway through battles.
- If out of tiles to conquer, release prisoners to distant lands.

Full Game:
- Initial inaccessible orders: Draw 3 choose 2.
- Special events are used.
- $1 if selecting recruit monster as first order.
- If hit max evil, considered unable to pay by evilness (only applies to getting food, recruiting/paying monsters/ghosts)

2P:
- Each dummy player randomly occupies 2 Position II spaces, and 1 Position I space chosen by corresponding normal player.
- Whenever assigning adventurer, dummy +1 evil. Dummy is always nicer in tiebreaking.
- When Year 2 starts, dummy -2 evil.
- 2VP titles, 1VP if shared.

3P:
- Dummy player randomly occupies 3 Position II spaces.

Dungeon Petz

(Note: Some details omitted. Use visual cues on game board or refer rules)

Start:
- Board: If 2P, block dotted spaces and those 3 spaces away, if 3P, block dotted spaces. These will impact board setup.
- Players: 6 imps, $2, 1 manure in cage, 4 Need cards, 1 per colour.

Round:
1. Setup. Income – start player $1, others $2; if 4P, first two players $1. Reveal exhibition / customer(s). If 2/3P, advance neutral imps. Refresh board items. Note: Food doesn't accumulated.
2. Shopping. Group imps & $ secretly, then reveal and send out by size. At least 1 imp per group. May decide not to send a group.
   - When getting artifacts, get both.
   - Need at least 2 imps for carrying cage.
   - Need at least $1 to buy pet.
   - Cages and add-ons can be replaced but cannot be moved.
   - Imp on platform stays until used.
3. Need cards.
   - Arrange cages and pets.
   - Draw Need cards, based on pets' colour bars.
   - Assign Need cards face-down. Potion card may replace Need card.
4. Showing off.
   - Meet pet needs:
     - 1 unassigned imp can play with 2 adjacent pets.
     - When suffering >= size, pet dies.
     - If angry pet tries to escape, may need imps to stop them, and these imps get injured (go to hospital).
     - Uncontained magic causes mutation, lose pet with double mutation.
     - Poop Need is resolved before disease Need. If disease need + poop > 2, gain 1 suffering + 1 suffering per excess.
     - If Potion used, discard corresponding Need card.
   - Exhibition: score exhibition based on Need cards, then score reputation based on position. If tied, gain reputation but -1 per other tied player. No reputation if exhibition score 0.
5. Business.
   - Sell pet of size 4+ (optional). Customer buys 1 from each player, as long as match score > 0. Customer evaluates based on Need cards, suffering and mutation.
     - May sell one pet at platform for more reputation, but need to have imp already on platform.
     - Receive $ according to pet size. Mutated pet -$2.
   - Discard Need cards / Potions.
   - Each leftover imp cleans 2 manure at empty cages. If still any left, earn $1 each.
6. Aging.
   - Age pet according to pet tile.
   - Age food.
   - Collect imps, except those on platform or in hospital.
   - Reset exhibition minion.
   - Next starting player. If 4P, for final round, player with lowest reputation is start player.

Final Scoring (treated as 2 exhibitions):
- No exhibition bonus.
- If exhibition score negative, lose reputation points accordingly.

Others:
- Losing pet: lose 1 reputation per 10 reputation you currently have.
- During board setup / refresh, neutral imps on red/green spaces reduce food availability.
- # imps and $ are public.
- When moving pet, manure in cage stays.
- Customer's evaluation criteria of poop refers to poop Need, not manure in cage.
- If pet price $1 but mutated, must pay customer $1 to sell it to him.

Full Variants:
a) Option to choose single or double need symbols.
b) More exhibitions and customers face-up at start of game.
c) If 4P, last round played in ascending order of reputation, as opposed to clockwise.
d) For Advanced Meat Stand variant, see rules.

Eastern Front 2

Objective:
- Conquer 2 of 3 enemy cities while retaining own lands.
- Axis win if # fresh Soviet units in Siberia < adjacent Axis hexes.
- Axis win if survive to end game.

Turn: (Axis first, then Soviet)
- Movement (2 units), not blocked by full stacks / terrain
    - Can swap fresh/spent unit as one move
- Combat
    - Go by hexside, max 2 attacks per hexside
    - Must have more units than adjacent enemy hexes to attack 2nd time
    - Success on 3 (after modification)
    - Attacker becomes spent
    - If attack successful, defending factory or unit becomes spent; or all units retreat + factory destroyed; or units destroyed if cannot retreat
    - Retreat following hexside limit (normal – 2, difficult – 1), priority retreat to hexes without adjacent enemy hexes.
    - When enemy retreats, must advance at least 1 unit from any adjacent hex. Blitz – one fresh advancing unit attack hex adjacent to its origin, provided no difficult terrain involved.
- Production
    - Russia can only refresh one factory per turn
    - Russia max build 1 unit for 2 production points

Others:
- Difficult terrain no attack bonus
- Siberia box no stacking limit; counts as one hex; Axis cannot attack or enter
- Leningrad factory auto spent if Riga & Smolensk under Axis

		Axis			Soviet		
		Stacking	Modifier	Production	Stacking	Modifier	Production
1941	Summer	4	+1		2		
1941	Autumn	4	+1		2		
1941	Winter	4			2	+1	Siberia **
1942	Spring	4			3		
1942	Summer	4	+1		3		
1942	Autumn	4	+1		3		
1942	Winter	4			3	+1	
1943	Spring	3			4		
1943	Summer	3	+1		4	+1	
1943	Autumn	3	+1	-1	4	+1	
1943	Winter	3		-1	4	+1	
1944	Spring	3		-1	4		
1944	Summer	3	+1	-1	4	+1	
1944	Autumn	3	+1	-1	4	+1	
1944	Winter	3		-1	4	+1	
1945	Spring	3		-1	4		

EASTERN FRONT 2 REFERENCE SHEET

* No movement

** Spent Siberian factories still contribute production

SETUP

	Axis			
	Factory		Unit	
	Fresh	Spent	Fresh	Spent
Berlin	2			
Prague	1			
Budapest	1		1	
Bucharest	1			1
Konigsberg			4	
Warsaw			4	
	Soviet			
Leningrad	1			
Kiev		1		
Moscow	1	1		1
Kharkov	1			
Stalingrad		1		
Grozny	1			
Siberia	1	3		
Riga				1
Minsk			1	
Lodz			1	
Odessa				1
Mobiliz.			7	

El Capitan

<u>Start:</u>
- Per player: $20, 1 ship, 1 fortress, 6 warehouses.
- Common pool: 4 destinations, 6 interconnections.

<u>Turn:</u>
- May sail (only mandatory at start)
    - Destination cards – direct sail or movement by seals.
    - Interconnection cards – only between the 2 depicted cities.
    - May not stop at city if harbour full.
    - Sailing to bank harbour is free.
- Must perform action:
    - Build / reopen warehouse. Build cost shown on harbour. 1st warehouse can be on 2nd space. No more than 3 consecutive warehouses allowed. Oldest warehouse shut down if new one build on dark square (triangle too for 2/3P). Reopen is free. Can build/reopen on vacated spaces only after higher spaces full, but in reverse order.
    - Build fortress. Max 1 per city.
    - Take loan (forced to do so if cannot do the others)
- Can buy sailing cards any time.

<u>Phase:</u> 3 phases each ending in a payday, triggered by 1 player exhausting pieces, then played to end of round.
- Pay for proliferation (chart), majority (full amt for highest, half round down for 2nd, tiebreaker is earlier warehouse), and fortress (full amt for most full city, half for others)
- Bonus for 1st , 2nd , 3rd to have warehouses at 9 cities, paid at 3rd payday.
- Payback or extend (once only) loans.
- Declare total money - loan. Poorest decides start player.
- Get 1 fortress & 6 warehouses for next round.
- Richest after Phase 3 wins.

<u>Others:</u> Do not build on last space of city.

<u>2P:</u> 6 main + 2 neutral warehouses, main must > neutral. Only 1st place in majority profits. No 3 consecutive main or 4 consecutive main+neutral.

<u>Variant:</u>Play with 1 to 3 extra cities, must follow positions. Reachable only by seals. Lisboa: immediate and better pay. Porto: Shut down warehouses discarded. Islas Canarias: Must move pirate and extort $1/2/3 per warehouse in Phases 1/2/3.

Elfenland

Start:
- Player: 1 obstacle, boot in Elvenhold.
- Board: Every town has every player's town piece.

Structure - 4 rounds, each round:
- Get 8 cards.
- Get 1 random face-down transport chip and 3 face-up. 3 face-up chips are selected from 5 open chips, or blind drawn, but must reveal after drawing.
- Take turns to place transport or obstacle chips, until everyone passes consecutively. Obstacles must pair with transport chip, may not be on rivers/lakes. Obstacles require extra card.
- Take turns to move elf by playing cards.
- At most carry over 1 transport chip and 4 cards to next round
- Clear board, discard obstacles from game, reshuffle all transport chips and cards.
- Start player card passes left.

Victory:
- # of cities visited, tie breaker # transport cards.
- If someone visits all cities at end of Round 3, he wins. Tie breaker # transport cards.

Others:
- Some means of transport not allowed on some routes.
- Some means of transport slower on some routes.
- 3 card = joker (4 if obstacle), but not for lakes/rivers.
- Taking raft (no counter needed) is 1 card downstream, 2 cards upstream & lakes

Variant: secret destination before game start. Game end score = # of cities visited - distance from final destination, tie breaker # transport cards.

Endeavor

7 rounds
1. Build: Pick building. Must meet Industry level requirement. May duplicate. Only 1 Level 5 building allowed.
2. Growth: Add markers to harbour based on Culture.
3. Salary: Move markers from buildings to harbour based on Finance.
4. Action:
   • Done by activating building or spending blue trade token.
   a) Ship: Move marker from harbour to shipping track of a region to occupy furthest available spot from card stack. May Ship even if shipping track full, just no token rewarded.
      • If shipping track full, region opens. Governor card awarded to player with most markers, tiebreaker closer to cards. Governor card can be placed in Governor slot or normal slot.
   b) Occupy: Claim city. Must have presence in region.
      • When occupying both cities of a connection, gain token on connection.
   c) Attack: Spend marker to replace opponent marker from a city with own marker. Opponent marker also goes to general supply. Require presence.
   d) Payment: Do Salary for 1 building.
   e) Draw: Take top card. Require presence and number of markers >= card number. May exceed card limit.
      • Abolition of slavery (Card 5 in Europe deck): Everyone removes all slavery cards and turn face-down to indicate negative points.
   f) Pass
      • Check card limit and discard. May rearrange cards. Note 1 extra slavery card allowed and 1 free slot for Governor card.
      • Discards return to their decks, except Governor cards are removed from game and slavery cards are kept for penalty.

Scoring:
• Glory icon(s) on cities and connections.
• Status tracks progress.
• Glory icons on cards.
• Empty Governor card space.
• University (building).
• Every 3 available markers.
• Penalty for discarded slavery cards. No penalty for non-discarded.

Entdecker

<u>Start</u>:
- Board: 6 stacks of blue / event tiles – hidden stacks. Number tiles stacks face-up – open stacks, except waterfall, +5, +10 tiles set aside.
- Player: $7. Colour usage priority – red, white, yellow, purple. Use 20/15/12 scouts for 2/3/4P (including score marker).
- Setup: Follow scenario.

<u>Turn</u>:
1. Roll income die if <$4.
   - Gain X, other players X+1. Wheel = your pick.
2. Select start space, either map edge or tile. If tile, must be reachable from edge. White line must lead to unexplored space.
3. Pay starting expenses. Map edge cost + opponent settlement / fort en route ($2).
4. Announce # tiles to explore. Pick either open ($4 per tile) or hidden stacks ($1 per tile). Pay now, no refund later.
5. Explore. Do one tile after another.
   - If cannot place, discard tile. Else must place.
   - Move ship to new tile.
   - May decide to explore less than paid for.
6. Place unit (optional) on newly discovered land tile where ship is. $6/$3/$1 for settlement / fort / scout.
7. Cover surrounded single spaces. Use open stack tile.
8. Score explored islands.
   - Value = # tiles + waterfall bonus.
   - Majority determined by unit type, not quantity.
   - Next position scores half (round up).
   - Settlements and forts returned, scouts explore jungle paths, starting with active player. 1st scout at a path draws produce token and place in hut.

<u>End</u>:
- Map filled.
- Score huts. Most scouts at hut scores produce points, tiebreaker closest to hut.
- Game tiebreaker = money.

<u>Others</u>:
- When out of scouts, may remove from board to reuse.
- Events: (execute only if tile can be placed)
   - Mine: $3.
   - Pirate: Lose half money (round down).
   - Friendly natives: 1 scout placement.
   - Storm: End discovery, no unit placement.
- If an open stack is depleted, may search discarded tiles for required tile, then hidden stacks (but reshuffle hidden stacks).

Evolution

<u>Start:</u>
- 6 cards

<u>Round:</u>
1. Development
   - Take turns playing card as new animal or trait.
2. Food bank (red tokens)
   - 2P → one die + 2. 3P → two dice. 4P → two dice + 2
3. Feeding
   - Take turns claiming food until all animals fed or food runs out.
   - Top left numbers are extra food requirements.
   - May not take food once fed, unless changing to Fat Tissue. Fat Tissue can be used as food in future.
   - Discard any leftover food.
4. Extinction and draw cards
   - Non fully fed animals die, their cards go to personal discard deck.
   - Deal cards to players one card at a time. Players get 1 + number of animals. If no animals, get 6 cards.
   - Change start player.

<u>End:</u>
- When deck exhausted, play last round.
- +2 per animal, +1 per trait, +X for extra food requirements
- Tiebreaker discard deck size.

<u>Others:</u>
- No duplicate traits except Fat Tissue.
- Feeding phase trait powers can be used as a separate action or together with a feeding action.
- Carnivore may eat another animal (and gain 2 blue food) as a feeding action. Only one eating per player per round. May eat own animal.
- Not limited by components.

Evolution: Time To Fly

- Combine both decks and shuffle.
- Allows up to 6 players. If 5P, food bank three dice + 2, if 6P, three dice + 4.
- If playing with 2 or 3, recommended to use half the cards. For expansion cards, sort by type and remove half per type.

Famiglia

<u>Start</u>:
- Board: 6 open cards as Street.
- Players: 4 preset start cards.

<u>Turn</u>:
1. If no 0 cards in Street, may discard 1 Street card and refill with corresponding # of cards. May repeat until there is a 0 card.
2. May play 1 non-zero Accountant to own play area, to swap corresponding # of cards between hand and play area, excluding the just-played Accountant.
3. May play 1 non-zero Brute to own play area, to reduce cost for taking card from Street by corresponding #.
4. May take 1 card from Street. If value is non-zero, need pair of same family with next lower value, one to be played and one returns to hand. May use Mercenary of <u>higher</u> value as one of pair.
- After 1st shuffle of draw deck, action (1), if eligible, may only be done once. Discarded card goes to bottom of draw deck, not discard pile.

<u>End</u>:
- After draw deck exhausted twice, and same # of turns, OR
- Both players pass for action (4).
- VP = value in play area and in hand. Tiebreaker single highest VP card.

<u>Others</u>:
- Whenever Street empty, refill to 6.
- Value 0 card have no family abilities.

Fast Flowing Forest Fellers

<u>Setup</u>:
- Player: player card (face-up), movement card deck (shuffled) of own figures' cards + 1 joker, draw 3 movement cards.
- Board: 2 boards. Place logs on icons.

<u>Turn</u>:
1. Play card to move specified figure up to card value, in any direction.
   - May not remain stationary.
   - During movement, may shove up to 2 figures/logs in straight line, but not allowed to shove them to shore or rocks.
2. Check currents and float figures/logs 1 step.
   - Perform in any order.
   - Shoving happens following same rules.
   - If movement ends on current space, float again.
3. Draw 1 card.

<u>Win</u>:
- Must be on own turn.
- All of own figures have moved off the board.

<u>Others</u>:
- Rapids (waterfalls) – may not move backwards.

Fauna

Round:
- Place guess pieces.
  - Empty spaces only, and only for scales relevant to current animal.
  - Sea areas include islands in them unless the islands are explicitly marked as land areas.
  - May pass after having placed one guess piece.
- Evaluation
  - Score for correct guesses and adjacent guesses.
  - Other guess pieces are surrendered.
- Change start player for next round
  - Retrieve 1 guess piece. If still less than 3, retrieve up to 3.

End:
- 2/3P – 120VP, 4/5P – 100VP, 6P – 80VP.

Others:
- Green border = easier cards. Black = harder.

Scoring:

Areas			Weight / Length	
# of areas	Direct hit	Adjacent	Direct hit	Adjacent
1	12	8	7	3
2	10	5		
3 – 4	8	4		
5 – 8	6	2		
9 – 16	4	1		
17+	3	-		

Fearsome Floors

<u>Start:</u>
- 2-4/5-7 players take 4/3 chars, white side up.
- Monster at exit facing M, place objects on board.

<u>Structure</u>: Round 1 & 2, each Round = go through monster deck.
A. Players take turns to move and flip a char, until all moved:
    - Can move through other chars but must stop on empty space
    - Can push stone if empty space behind stone
B. Monster move:
    - (first move of game cannot be a hit card)
    - Numbered card = # of steps. Hit card = move until # of hits, but max 20 steps.
    - Looks front & left & right, and moves 1 space to nearest char. Move straight if 2 or more equal distance.
    - Look again and turn once if applicable.
    - Walks thru walls to reappear on other side.
    - If catch char in Round 1, char go back to entrance, if Round 2, eat.

<u>End:</u>
- One player saves all but one char (wins).
- During Round 2, all figures exited or eaten. (most survivors win).
- Only last card remaining (most survivors win).
- Tie breaker, first to reach that # of survivors.

<u>Others:</u>
- Only 2 chars can enter board in Round 1.

<u>Advanced:</u>
- Crystal = stone except see thru.
- Turning stone = stone for players; monsters does not push and changes direction accordingly unless can see char.
- Teleporter = unmovable for players; monsters see past, teleports if step on it, then changes direction; destroys other objects pushed into it.

Felix: the cat in the sack

Start:
- Each player: discard one card unseen, $15 (secret)
- Bank: $27 if 4P, $33 if 5P
- 4P – discard $3 card
- Centre of table: Sack card followed by numbers

9 rounds:
- In turn order, place one card secretly to centre.
- Reveal first card.
- Bid non zero amount for the whole group of cards.
- Whoever passes takes back money and collects money from lowest available stack. Reveal 1 more card.
- Final winner pays full amount and gets start player card.
- Sole small dog scares away lowest cat. Sole big dog scares away highest cat. Two or more dogs no effect.

End:
- Total score = cat score + $.
- Tie breaker is cat score.

3P:
- Use $3 and $6 cards
- Bank: $21
- Use dummy 4th player, who always plays a random card first to the centre at the start of round.

Others:
- If everyone passes, last remaining player sees all cards and decides whether to buy for $1. If last player also passes, no money seeded for next round, same start player.
- If not enough money to seed cards, don't seed.

First Train to Nuremberg

Start:
- Players: Level 1 on influence tracks except 2 for Train influence, stack by turn order.
- Board: Random 2 goods for every area with icon, discard any mismatch. Place pre-set passengers, then random passengers / landlords for stations.
- If playing 2/3P side, seed bag with 4 each of white & brown influence, 2 each of red & green. Else use all.

Structure:
1. Investment. Take 12 investment cubes.
2. Influence. Randomly draw to fill open spots in influence boxes.
3. Auction influence. Take turns to bid. Minimum bid = # of preprinted influence. May overbid others, returning their bid. May bid on at most 2 boxes. Adjust influence level, stacking if needed.
4. Update specific player order. Govt influence (white) for build track, Train influence (brown) for buy trains/transport.
5. Build track.
   - Each border allows 1 track. Hill / hop – no entry.
   - Must start from red/green station or own connected area. No branching within same build.
   - Pay influence for each red / green (possibly both) area built in. Pay govt influence for landlord, remove all landlords in area.
   - Cost 1 for lowland-to-lowland, 2 for others. Spend investment cubes. When run out, may spend influence.
6. Buy trains and move goods/passengers. (multi actions till passed)
   a) Buy train. Pay Train influence. Own at most 1 train per train category. Only if short of Train influence, may exchange other influence or investment cube at 3:1 ratio.
   b) Move 1 good / passenger, by placing onto your train. May move beer/stone next to connected town/station, may move post/cheese touched by own track. May move passenger to matching station.
   c) Pass.
7. Victory points and profit/loss. Earn 1-3VP depending on train board used. Profit is $2 for beer/stone, $1 for cheese/mail/passenger, -1$ per track. Important: Adjust net profit/loss in player order, moving to top of stack if no change.
   - Claim goods / passengers from trains, and remove train ownership markers.
8. Update general player order. Follow profit/loss track.
9. Takeovers. May let red/green company take 1 series of tracks. Must be connected to their town, and sold series must end in town / station. Pay 1 influence per 2 tracks.

End:
- Additional 2VP per set of stone/beer + cheese/post + red passenger + green passenger.
- Add / deduct based on profit/loss
- Deduct # of tracks.
- Tiebreaker profit/loss position.

Others:
- Whenever red/green track touching cheese/post, remove such goods from game.
- Whenever only red/green stations are next to beer/stone, remove such goods from game.
- Whenever passenger is at matching station, remove from game.
- Wensleydale specific:
  - The South can be built from, but not to.
- Nuremberg specific:
  - No track between Nuremberg North and Nuremberg South.
  - The first time Nuremberg and Furth is connected, bonus to anyone who is part of any connection between them. For each player, only consider the shortest path. Points = # of tracks.

Flash Point: Fire Rescue (standard game)

<u>Setup:</u> Page 7
<u>Concept:</u> Adjacent = orthogonal

<u>Turn:</u>
1. Gain 4 action points to spend. May save up to 4AP.
   - Move: 1AP, 2AP if fire, 2AP carry 1 victim or hazmat to non-fire space. May move through destroyed wall (2 damage). May not end move in fire.
   - Open/close door: 1AP.
   - Extinguish: 1AP (fire → smoke or smoke → clear).
   - Chop wall: 2AP. (add 1 damage)
   - Drive engine or phone ambulance: 2AP per step. Possible free ride on vehicle if anyone on vehicle.
   - Fire deck gun: 4AP. Nearest quadrant with no fireman. Roll dice, flip out-of-range results. Fully extinguish target & adjacent spaces.
   - Crew Change at engine at start of turn: 2AP.
2. Advance fire. Roll dice to place smoke. Smoke + smoke = fire. Smoke next to fire = fire. Smoke + fire = explode.
   - Explosion spreads in 4 directions, change clear or smoke space to fire, or damage wall, or remove door (open or closed).
   - Flash over: Smoke next to fire = fire.
   - Hazmat + fire = explosion + hotspot.
   - If advance fire roll hits hotspot, add smoke then flare up – keep rolling to add smoke, and add hotspot at first non-hotspot space.
   - POI on fire is lost. Fireman on fire knocked out, goes to ambulance.
3. Refill to 3 POI. Roll dice to place on space with no fire / smoke / fireman / other POI. Else use arrows to find valid space, else reroll.

<u>End:</u>
- Win: 7 victims rescued (brought to ambulance).
- Lose: 4 victims lost, or all damage markers placed.

<u>Others:</u>
- Hazmat disposed by bringing out of building.

Formula De

Start:
- Everyone 1st gear.

Turn:
- Turn order is position of cars, if tied, higher gear, if tied again whichever car reached that position earlier.
- Decide gear, roll die, move. If shift gear up max 1 step, if shift gear down max 4 steps.

Track:
- Corners: Mandatory number of stops in each corner stretch. If short of 2 or more stops, lose. If short by 1 stop, lose tire wear points per # spaces overshot. When overshooting, if reach new corner, do not count as first stop. Must stay in same lane.
- Straights: Max changes 2 lanes in one turn. No zigzag except passing another car. Must take shortest distance to next corner.

Others:
- Starting race: Roll D20, if 1, lose a turn, if 20, move 4 spaces.
- Spin out: If lose last tire point, spin out. Turn car backwards. Next turn start at 1st gear.
- Braking: Lose brake points to move less.
- Blocking: Need to pay tire & brake points. If cannot, lose. Car in front hit and lose body point. If more than 1 car can be hit, roll die to decide.
- Overrev (downshift >1): Lose fuel/brake/engine. If no fuel, cannot downshift >1. If no brake, cannot downshift >2. If no engine, cannot downshift > 3.
- Collision: When a car stops behind/beside another, for each contact both cars roll black die to lose body point on a 1. If lose all body point, lose. If a car causes other cars to lose, must take 1 body point loss itself.
- Engine damage: When a car in 5th/6th gear rolls 20/30, everyone in 5th/6th gear rolls black die and lose engine point for result of 1-4.
- Pit stops (>1 lap races only) to refresh tires: Braking, blocking, overrev, collision, engine damage don't apply. Enter pit in any gear. Roll black die. If 1-10, divide by 2 round up and move, consider 4th gear. If 11-20, stop a turn and next turn leave at 4th gear or lower.

Formula De Advanced Rules (all optional)

Slipstreaming (optional, player decides):
- If stop exactly behind another car, may gain 3 steps.
- 4th & 5th gear only, and must be lower gear than car in front.
- Can be chained.
- If use slipstream to enter corner, lose 1 brake point, and is not considered to have done a corner stop.
- Not allowed to brake to benefit from slipstream.

Time trials for determining pole position:
- No penalties except corners. Use stopwatch.
- Final time is # die rolls + minutes real time + corner overshots. Tiebreaker is minutes real time.

Tyres and weather:
- Different tyre types suitable for different weather.
- Weather roll for time trials – one time only.
- Weather roll for laps. If sunshine or rain, remain for whole race. If changeable, do weather check whenever a car in 5th/6th gear rolls 20/30. Only when 2 consecutive sunshine or rain then the weather stabilises.
- In rain, collision on 1-2 roll, engine damage for 1-3 roll, road holding on 1-5 roll.

Three lap races:
- 20 points to allocate, min 1 pt per feature.
- New feature – road holding. Lose if no more road holding.
- The space where a car loses body or engine or is eliminated becomes dangerous. If pass or stop at such a space, roll die, lose road holding on 1-4.
- New pit stop type, can also refresh body, engine, brake and road-holding. Must wait until next turn to leave, at 4th gear or lower.

Frank's Zoo

4-7 players

Start:
- Deal all cards as evenly as possible.

Turn:
- Play card or pass
    - If starting a round, play one or more same animals
    - If continuing a round, must play:
        - Same animal and one more than before, OR
        - Outranking animal and same number
    - One mosquito can attach to elephant to become elephant
    - Joker must attach to other animals.
    - When winning a trick, winner starts new trick
- If pass, can play again next turn
- When going out, score # players remaining + 1, except last player scores 0.

End:
- Play multiple hands until 2 players reach 19pt, highest scorer wins.

Note: Partnership rules available but not included in this summary

<u>Fresh Fish</u>

<u>Setup:</u>
- # outlets according to # players.
- 19/15/12/8 buildings for 5/4/3/2P, rest as surplus.
- Outlets and buildings mixed. Streets in separate stack.
- Play area 9x9/8x8/7x7 for 4/3/2P.
- Harbour in corner, other factories placed freely.
- Each player: 1 $green, 10 $yellow/orange, 6 markers.

<u>Turn:</u> (choose 1 action)
- (a) Reserve plot (if markers available)
    - Orthogonally next to street or another reserved plot.
    - Only 1st round allowed to place freely.
- (b) Build on own reserved plot
    - Building drawn randomly.
    - If stack exhausted, place building from surplus stack or street tile.
    - If outlet drawn, auction it. If active player doesn't win auction, choose again an action.

<u>Auction:</u> (blind bid)
- Only players who doesn't have that outlet type can bid.
- Tie broken with priority to active player or closest.
- Use markers to mark outlets, first two using spare markers.

<u>Expropriation:</u>
- Factories & outlets must have street access.
- All streets and unbuilt plots must be connected.
- Build streets whenever required, removing any markers in the way.

<u>End:</u>
- All plots built. Score = total distance between factory and outlet (0 disallowed) - money. Lowest wins. Tiebreaker most money.
- Note cap for outlet distance score depending on # players: 14/12/10/8 for 5/4/3/2P.

<u>Variants:</u>
- Demonstrations: place on own plot, equals 3 space street.
- Road works: Add same # of buildings. Place on building, and thereafter anyone can place an outlet there.

Funny Friends

Overview:
- Square = prerequisite (default 1), circle = result.
- If need to move characteristic beyond 3, reset conflicting characteristic to 0.
- Concept of anonymous vs known sex.
- Child markers are put together with other parent.

Start:
- Players and non-players must always make up 5 men & 5 women.
- Players: 5 life goals (1 per category), 1 offer marker of each other player.
- Table: 1 mega goal, 8/12/12/15/18 puberty cards for 2/3/4/5/6 players, 8 time markers per player.

Puberty: (take turns to do 1 action)
- Execute card, fulfill goal, or pass and gain time.

True life round:
- Show 5A and 5B cards (4 each if 2/3P).
- Start player is whoever passed first in previous round.
- Possible actions:
  - Auction card. Min 0, must meet prereq, and must not have passed. Active player's turn again if didn't win.
  - Fulfill goal.
  - Trade goal(s) (4 time markers total). Must maintain same categories.
  - Pass and gain time.

End:
- Fulfill 5th goal.
- If not enough cards, no one wins.

Starting time markers (depending on seating position):

#players	1st	2nd	3rd	4th	5th	6th
2	2	6	-	-	-	-
3	0	4	6	-	-	-
4	0	2	4	6	-	-
5	0	2	4	5	6	-
6	0	2	3	4	5	6

Time markers for passing:

#players	1st	2nd	3rd	4th	5th	6th
2	6	2	-	-	-	-
3	6	4	2	-	-	-
4	6	4	2	0	-	-
5	6	5	4	2	0	-
6	6	5	4	3	2	0

Others:
- May only know other players using offer markers of them.
- Using offer markers, may force / encourage event participation, whether you are active player or not. Offer markers are discarded after it is effective.
- "Engaged" and "happily married" are safe. Can only separate if partner agrees. Non-players never agree.
- If make up with ex-partner, go to "engaged" or "happily married".
- Whenever mega goal met, reveal next one.
- If not enough time markers, may take from other(s).
- Celibacy = no new sex or relationships.
- Symmetry concept, e.g. friendship, sex, marriage, children etc.
- If deck exhausted, reshuffled unexecuted cards.

Galaxy Trucker

Start:
- Players: Spaceship template and pilot cabin.

Structure:
- 3 rounds, building Class I, II & III spaceships.
- Building:
    - *Timer: First player of previous round starts timer on space according to round. Any player can progress timer on countdown track.*
    - *Set up adventure cards sets as per board.*
    - Take face-down tile to spaceship board before turning face-up
    - Decide whether to place, if no, return face-up to table, if yes, must touch existing tile, and all touching sides must match.
        - Cabins – for crew;
        - Engines – for speed, must face backward, and no tile behind;
        - Cannons – for firepower, can face any direction (front advisable), no tile in front of barrel;
        - Batteries – for double engines / double cannons / shields. One battery per use.
        - Shields – each protects 2 sides.
        - Cargo holds (some are special)
        - *Alien life support – must be next to cabin, and allow 1 matching alien per cabin, max 1 alien per type per ship. Aliens improve non-zero cannon / engine +2, count as crew.*
    - *May temporarily store two tiles, but if unused, counted as lost component*
    - Prefer fewer exposed connectors.
    - *Allowed to look at adventures cards, one set at any one time, after at least one component built.*
    - Once done, select flight order tile (not necessarily lowest available)

- Flying:
    - Spot checks: *remove errors as lost components until legal*
    - Place spaceships markers on route based on flight order, with X empty space in between depending on round.
    - Add one more adventure cards set then shuffle until top card shows current round number.
    - Preparation: 2 humans / 1 alien per cabin (place in player order), place batteries.
    - Adventure cards general rules:
        - Losing / gaining flight days mean moving that # of empty spaces forward / backwards. No space sharing.
        - When losing goods, always most valuable first
        - When counting cannon strength, non forward cannons count half
        - Always resolved by order on track
    - Events:
        - Open space: decide to power engine to move ahead
        - Planets: decide whether and where to land. Goods can be rearranged / discarded only when new ones are acquired.
        - Meteors: roll dice to determine position of hit. Large side meteor can be hit by adjacent row cannon.
        - Enemies: attack in player order until defeated. If tied, player doesn't gain or lose, enemy moves on to next player.
        - Combat zone: weakest player in each category suffers penalty, if tied, player in front suffers.
    - Scoring:
        - Player order, player(s) with fewest exposed connectors, sell goods, -$1 per lost component (with a cap). Money is secret.
        - If give up (done before next adventure card), sell goods half price & lost component penalty. Must give up if no more humans, or no engines in open space, or lapped.
    - If you are last player not given up, ignore events penalizing weakest player.

Ghost Stories

Start:
- Board: Monks at centre, 2 Buddhas on Buddhist temple. Random incarnation card on 10th card from bottom of ghost deck.
- Players: 4Qi, 1 matching Tao, 1 matching YinYang.

Turn:

1. Yin:
    - Existing ghosts' action.
    - If 3 ghosts, -1Qi and end Yin phase.
    - New ghost. Match colour if possible, black ghost on own board. If full, place anywhere. If everywhere full, -1Qi.

2. Yang:
    - Move (optional). Diagonal allowed.
    - Get help OR exorcise. Exorcise adjacent ghost by rolling dice and adding matching Tao (may use those of other monks on same space). White = joker. If fight 2 at one go, only roll dice once.
    - Place Buddha (optional). A Buddha completely ignores and discards a ghost card played on it, then returns to temple.

End:
- Win: Beat Wu Feng. Wu Feng doesn't fear Sorcerer's Hut or Buddha. Wu Feng's appearance returns 1Qi & 1YingYang to group.
- Lose: All killed. OR 4th tile haunted. OR Ghost deck exhausted but Wu Feng undefeated.

Others:
- YinYang is for getting villager help without being there, or flipping back a village tile. Use any time.
- Qi. No Qi = dead. Lie down at cemetery.
- Possessed board is when monk dies or neutral board loses all Qi. No more ghosts can be added. Qi loss still cause living monks to lose Qi.
- <4P: 3Qi per neutral board. Remove 5 ghost cards per player short. 1 Power token per player.
- For solitaire, 1 Tao per colour except black, 3 Power tokens.
- Power token is for neutral unpossessed boards. May use multiple in a turn but not repeating. Used tokens return to centre tile, and 1 can be picked up at a player's end of turn.
- Other difficulties: 3/3/3Qi, 3/3/3 haunted tiles to defeat, 1/4/4 incarnations (3 for 1/2P); no YinYang at Hell level.

Giants

Start:
- Player: 2 markers, 1 worker, 1 chief, 1 sorcerer, 7/6/5 bases for 3/4/5P.

Turn:
1. Moai draw: Roll # dice = #players. In 1st turn treat 0 as 1, 3 as 2.
2. Auction (blind): Bid marker(s) for choice order (ties broken by Rongo Half Tablets then turn order); and figurine(s) for taking Moais. Leftover Moais can be claimed by players with enough remaining figures, else removed from game. If no marker bid, may not take Moai. Spent markers and figurines go in front of screen, i.e. cannot be used this game turn.
3. Figurine placement. Possible actions:
   a) Place worker / sorcerer / chief in hex (+0/1/2 logs). Hex can be shared.
   b) Place sorcerer (+0/1/2 logs) in special hex and use action
   c) Place chief in special hex, spend full Rongo Tablet, use action
   d) Put marker before screen to buy Rongo Half Tablet
   e) Pass (use banner as indicator)
4. Move-and-mark or mark Moai or hat: Capacity of a hex is sum of workers & logs. Moais/hats can move any distance as long as capacity can support their size, but may not move through same hex in same turn. Must use at least 1 figure in each hex (not logs only). May use others' figures / logs, and they gain 1pt per figure used (not logs).
   - Erect Moai: Need 1 worker on adjacent hex. Flip base face-down.
   - Wear hat: Need 1 worker on adjacent hex.
   - Mark Moai/hat with marker, else others may move/use it next game turn. Marker returned when Moai erected / hat worn.
   - Moai / hat not moved are put on board. Owner may mark it.
5. End of turn:
   - Collect figures on board and figures & markers before screen. May collect markers on Moais or hats, losing ownership.
   - Remove all logs from board.

End:
- End of phase 4 after 1 player erects Moais on all his bases.
- Moai score = (Moai size x Moai value) + hat value if applicable
- ~~3pts per full Rongo tablet~~ (rule removed by designer later)

Others:
- Special hexes: Village – worker. Sorcerer's Hut – marker. Forest – logs. Ahu (site) – place base to reserve. Hat site – hat (put before screen).
- Chief = 3 workers (no need for logs)
- Hats and Rongo Tablets are visible to all
- Any time may check Moai base colour by paying Rongo Half Tablet

Variants:
- Start with 2 workers for quicker game.
- Moai's scored during the game, hats still at game end.

GiftTRAP

Objective:
• Both Give and Get markers on Gifted space.

Round:
• Dealers picks gift category and places #player+1 gifts on board.
• Everyone secretly decides whom to give which gift. Place tokens in front of target recipients.
• Everyone secretly decides which gift he likes. Place tokens in front of yourself.
• Reveal – go by player, show own preferences, then reveal received gifts one by one. Score for both giver and recipient.
• Great +3, Good +2, OK +1, No Way -4, no match -1.
• Possible to move backwards from Gifted space.

Variants:
• Give more: 2x for a gift given. Applies to giver only.
• Get more: 2x for a gift received. Applies to recipient only.
• GiftTRAP: Play any time, once per game. Blocks scoring of a particular gift immediately until end of the round.

Glass Road

Concepts:
- Production: When all raw materials non-zero, turn hands to produce glass / brick, unless glass / brick full.
- When gaining food/charcoal, may not split between the two wheels.

Structure: 4 periods of 3 rounds.
- Start of period – Pick 5 characters.
- Start of round – Play character face-down.
- During round – Take turns to reveal chosen card and execute action. If opponent has matching card in hand, must play to right side of board (max 2 per period) and execute action.
- If no leeching opponent, may execute both actions of character card in any order, else one. Leeching opponent does one action.
- End of round: Refill building board.

Others:
- Anytime actions:
    - Use processing buildings.
    - Remove pits, groves or ponds. Not forests.
- Brick buildings are upgrades and may only be place on top of specific start buildings.

3P:
- After 3rd period, player with fewest buildings become start player.

2P:
- Round structure differs: Do not play characters face-down. Play directly, allowing leeching, until one player runs out of cards. If other player has 3 characters left, allow to play 1 more.

1P:
- Every period select specific number of characters. Play in random order, activating only 1 ability. When only 2 characters left, pick one to activate both abilities.

Period	1	2	3	4	5	6	7
Characters	3	4	5	6	3	4	5

- Characters picked in one period cannot be picked in the next.
- Supplier's first ability provides only 1 raw material.

Longer variant : Play 5 periods. In 5th period, player with fewest buildings is start player.

Goa

Start:
- 4 ships, 2 colonists, $7 (start player) / $10

Structure:
- 2 phases x 4 round x (1 auction + 3 actions + extra act)

Auction:
- Start player places flag first (comes with 1 action)
- Once-around bidding, seller last. Free for seller if no one bids.

Action:
- Advance development using spices & ships
- Get ship
- Get spice
- Get money
- Get expedition card (check hand limit before draw, may discard, then draw not to exceed hand limit)
- Found colony (success based on level + 2 exp cards + colonists on hand. If fail get 1 colonist)

Scoring:
- Development levels
- Colonies (1/3/6/10 VP)
- Expedition cards (1/3/6/10/15/20 VP)
- Richest, including ties (3 VP)
- Single plantations (1 VP each)
- Special tiles

Other rules:
- Get free initial spice (s) with new plantation / colony
- Max keep 1 action card for next round
- If pass extra action cannot resume
- First to reach level 4 / 5 gets expedition card

God's Playground

Setup: $10. 3 rounds of claiming estates, taking turns to be start player.
Structure: 4 turns of 15 phases
Turn:
1. Income: estate & manager ($2) value. Min $10.
2. Nobles: 1 facedown block per region & Polish army (in Turns 2 & 4 use leftover blocks from Turns 1 & 3). Then put nobles in regions.
3. Elect king: Top Polish army contributor is start player. If tied, blind bid until tie broken (all bids are paid), else no change.
4. Polish army: base units + contribution from players.
5. Events: 4 dice to add enemies in their boxes. 6's ignored.
6. Elections: In each region, player with most nobles must move 1 to Sejm. If tied do nothing.
7. Build estates: Multiple rounds of spending nobles to build estates. 1st round costs 1 noble, thereafter 2.
8. Special actions (2 rounds):
   a) Land manager (costs 1 noble). Max 1 manager per estate.
   b) Danzig: Remove noble in Prussia to gain 2x estate value. Need not own estate there.
   c) Attempt treaty: Remove own noble next to targeted enemy and any 1 own disc in Sejm, pay die roll + 2. Only 1 treaty per Turn.
      a) No campaigning against enemy under treaty, but may attack their presence in Poland.
      b) Never treat with Ottomans.
      c) No treaty with Habsburgs Turns 1 – 3.
   d) Move 2 nobles between regions.
   e) Veto: Remove 1 noble to dismiss whole Sejm.
   f) Confederation: Remove 2 nobles in a region to takeover another's lowest estate. Conditions: Turn 3 & 4 only, target must have fewer nobles, you must have lowest VP. City marker protects estate. Land manager is lost.
   g) Jesuit school: Turn 2+ only. May remove 1 cube & pay $2 per region to gain 1VP. If do all 5 regions, bonus 2VP.
   h) New city: Turn 3+ only. Remove 2 nobles to upgrade estate to city. Max 1 per Turn. Triples VP worth.
9. Buy armies: Multiple rounds, remove 1 noble to buy army in corresponding region. Infantry $2, cavalry $4, artillery $6 (Turn 2+), Cossack $2 (for Ukraine only, becomes available to anyone with army). Unpurchased Cossacks become Tatar and fights Poland. Armies half price if enemy strength present in region.
10. Campaigns: Multiple rounds. Remove noble from region from which to campaign. Infantry hit on 5+, cavalry 4+, artillery adds 1 to die rolls. Mark hit in enemy box with own cubes. If enemy present in Poland, kill those instead. Natural 1 kills own unit.

- May spend Sejm disc to ask Polish army to fight. Hits are marked with king's cubes.
9. Enemies attack: 4 dice. Resolve same way as Events, except (i) if 2+ dice match an enemy under treaty, cancel treaty but don't add enemy, (ii) 6 = hired Cossack rebel if Turn 2+. Resolve attacks.
   - Enemy strength = based strength for Turn + enemy cubes.
   - Won't attack if treaty, or Polish cubes match their count.
   - Strength diff = # cubes added in attacked region. Remove Habsburg politicians. Armies in region fight to reduce enemy pieces, invading ones first, then existing ones. If invading & existing enemy diff colour, they kill each other after Polish defense.
   - Turn 1 – 3, Habsburg politicians remove nobles, in player order.
10. Poland fights back: Multiple rounds. Players spend Sejm disc to lead Polish army (only) to fight in a region and corresponding enemy box. Start player's first attack is free. Same region can be attacked more than once.
11. Enemies expand: If enemy strength in region > # nobles, spread by adding enemy cubes equal to diff to all relevant adjacent regions. Only expand to regions not already having presence. Applies to Habsburg politicians too, but they are always removed by enemy cubes. Apply Polish defense and enemy canceling each other.
12. Estates: If enemy present in region, remove # estate equal to diff between enemy strength and # nobles, at least 1 estate. If no new enemy, and any existing enemy removed that Turn, estate value increases; if enemy remains, value decreases; else no change.
   - For Greater Poland, Turns 1 – 3, value increase if 2+ nobles, decrease if Habsburg politician present.
13. VP: (i) Most cubes in enemy box. Split if tied. Treat king as dummy player. (ii) Disc in Sejm 2VP. (iii) Buy 1VP per $5 (mandatory).
14. End of turn: Remove all cubes from enemy boxes, discs from Sejm, armies, treaty marker. Reduce enemy strength in each region to match # nobles.

End:
- Estates score, triple if city.
- Tiebreaker: nobles on board, then $, then player order.

Others:
- Turn 3, Ottoman attacks Habsburg instead.
- If Turn 4 and Habsburg conquered by Ottomans, die roll of 5 causes Ottomans to be added in Habsburg box, and may not treat with Habsburgs (they are Ottoman now).
- No military actions vs Habsburgs in Turns 1 – 3.
- Habsburg box considered to have two nobles for enemy expansion.

Great Fire of London 1666

Start:
- Board: 25 fire in Pudding Lane. Setup fire stack – Card A face-up, then # of cards according to Card A face-down, then Card B etc until D/E/F depending on # of players. Randomly seed each region with 5 houses per colour. Face-down black tokens on yellow banner districts.
- Players: 5 fire cards, redraw if all the same. One colour assigned (open info). 3 objectives from I, II, III (secret).
- Trained bands: if 3P, 2 rounds of placing; if 4-6P, 1 round. Note predetermined locations if 4/5P. No placing in green region.
- Player pawn: Anywhere except green region.

Turn:
1. Expand fire. Pick a fire cone from anywhere with 2+ fire cones, move it any distance, but when entering a new district it must be in direction specified by card.
   - After card played and fire cone selected, follow priority system:
     a) with house, w/o trained bands
     b) with house, with trained bands
     c) w/o house, w/o trained bands
     d) w/o house, with trained bands
   - If trained bands present and at least match # of fire, they cover (contain) the fire cones and fire cannot spread from there.
   - Else houses burn and moved to cover score track, add fire to match # of houses. Claim token.
   - No spreading to grasslands.
2. 4 actions.
   a) Move landowner.
   b) Move trained band. Those fighting fire may not move. Those meeting fire must stop to fight it.
   c) Landowner put out currently contained fire.
3. Draw fire card. If Fire Card revealed, Intensify – add 3 fire to any district(s) with uncontained fire except Pudding Lane, limit being district size + 2.

End:
- After last Intensify action, play 1 more round.
- Scoring: (a) houses saved, (b) put out fire 1VP, (c) objectives, (d) 1VP tokens, (e) Hero of London 2VP. Tiebreaker put out fire, houses on board, objectives.

Others:
- Fire can move by triangle arrows or 4-way crosses.
- Red banners are objectives.
- If Pudding Lane runs out of fire, add 5. If out if fire cones, each player puts one back to stock.
- In case can't spread fire, discard 1 card then add 3 fire cones following Intensify rules.
- Tokens are single use per game. Max use 1 per turn.
- Landowner and trained band may not enter Pudding Lane.
- Demolition: Free action, multiple allowed per turn. Trained band demolishes district w/o fire (contained or not) and is adjacent to district with fire (contained or not). Not size 3+ district unless already burnt. Houses and tokens destroyed, fire cannot spread through.
- Hero of London: first to put out 3 fires claims it. If another player exceeds owner, claim it.

Variants:
a) House colour is secret (and may not match landowner pawn).
b) 2 rounds instead of 1 after last Intensify.

The Great Zimbabwe

Start:
- Player: $3. Board: See rules for board shape. 8 random gods.
- In VR stack order, players place first monuments on start location.

Concepts:
- Orthogonally adjacent water spaces are one single area.
- VR = Victory Requirement. Gods, specialists & techs increase it.
- VP is from monuments and craftsman.
- Range is 3 steps, including diagonal.

Round:
1. Turn order (Generosity of Kings)
   - Reorder plaques, highest VR first. If tied, bottom VR disk first.
   - Bid or pass in order of plaque. Bid must always increase. If pass, go to last available position.
   - Bids are paid immediately, and are distributed as evenly as possible among plaques, priority earliest plaque.
2. Religion & culture
   - Choose god or specialist. Only 1 god allowed per player. May only take a specialist if able to pay him this turn.
   - Use specialist(s). Each specialist is one use per turn.
   - Main action: (pick 1)
     a) Build one monument. Not adjacent to another monument, even diagonal.
     b) Place craftsmen.
       - May buy one or more tech card. Must build corresponding craftsman. May not buy same tech.
       - Pay $ for building craftsman. Craftsman must be placed within 3 steps of at least 1 required resource not yet in range of another same craftsman.
       - Secondary craftsman must also be in range of matching primary craftsman, either directly or via hubs. No building both primary and secondary craftsman on same turn.
       - Set and/or raise price for craftsmen.
     c) Upgrade monument(s).
       - Max upgrade 1 level per monument. Requirement is # of different goods = monument height before upgrade. If secondary good available, must use it and not the primary good.
       - Pay for goods by paying to tech cards, even your own. Craftsmen must be in range of monument, if using hubs, pay $1 per hub to bank, even if your own hub.
       - If using secondary craftsman, he must be able to reach a primary craftsman, possibly via hubs, who can produce the required primary good.
       - Deplete used resources for the round.
       - Max height is 5.
3. Revenue.
   - Receive payments on own cards.
   - Receive income for highest own monument ($1 per level).
4. Victory? One player reach or exceed VR. Tiebreaker exceed by more VP, then total VP, then turn order.

Others:
- If pass through a monument when counting range, must use it as hub.
- Never exceed 40VR.
- Hub not allowed for craftsman to reach a resource.
- May take Place Craftsman action to only raise price.
- OK to take Builder specialist, pay him but not use him this turn.
- God Gu – if already have tech when choosing Him, get VR rebate.

Greed Incorporated

Start:
- Random company number 0-4. Players are CEOs.
- Each company has $100.
- Adjust price trend depending on start companies.
- Remove some assets cards if 3/4P. Divide into 4 stacks by value to shuffle, then restack, then deal 2 per player.

Structure: (12/8/8 years for 3/4/5P)
Year:
1. Announcements: Simultaneously choose and reveal asset, then adjust price trend. Mark asset with player marker. Draw asset card.
2. Market Forces: Adjust price.
3. Investments: Co with <4 assets may blind bid on assets, min $10. Co's select 1 asset each based on bid amount. Player who had marker on asset takes highest free position in co (CEO>CFO>COO). If co buys from CEO, pay double.
4. Production (mandatory): for primary producers.
5. Trade & process: Trade goods & cash, not assets, between co's. Money gained is put in new income and cannot be re-used. Goods can be re-traded. Deals can involve future promises but they are not binding, and both sides must still give something. Processing can be done any time.
6. Sales: If sell, money goes to new income. If store, pay costs
7. Close books (except new co's): Compare last year vs this year income to see if boot is placed. Shift money (this year income -> last year income -> free cash)
8. Blame game (co's with boots): CEO, CFO & COO each blames one of themselves. Anyone blamed is fired and gets exit bonus of 40/20/20% of co free cash (round down). Promote upwards. Lose 1 asset. If no more executives, co liquidates and all assets discarded.
9. Bid for status symbols, gold then silver, using personal cash. $10 bid units. Next player after gold winner becomes start player and starts silver bid. Gold winner cannot bid.
10. Entrepreneurs: Bid to start 1 new co. Players with 2+ co's cannot bid. Min $50. Winner becomes CEO, gets $100 free cash for co, choose 0-4 discarded assets. Adjust price trend based on new co.

End:
- End of year when all assets played.
- Most status points wins. Tiebreaker personal cash.

Others:
- If players take action, follow player order. If companies take action, follow highest asset #, else highest company #.
- Money is public.
- Discarded assets are only available to new co's at $0.
- # of co's is determined by # players.

Hammer of the Scots (rules v3.0)

Setup: Refer Section 8 of rule book.

Year:
1. Reshuffle all cards and each player draws 5.
2. Simultaneously play 1 card. Event card or higher card is 1st player, English wins ties. Resolve event. Year ends early if both are event cards.
3. Movement. 1st player moves then 2nd player.
   - Must stop when meeting enemy.
   - Move 1 to 3 groups according to card value. Group can split up.
   - Border limit (each player): black – 6, red – 2 and must stop.
   - Pinning. Same number as enemy blocks pinned. Unpinned blocks may not cross borders used by attacker.
   - Norse movement costs 1 point. Moves from coast to any coast, and may retreat to any friendly coast. May not enter England.
4. Combat resolution. 1st player determines sequence if multiple battles.
   - Welsh & Irish. Roll loyalty at battle start. 5/6 – go to replacement pool.
   - Max 3 combat rounds, after which attacker must retreat.
   - Every combat round, a block may fire, retreat or pass. Defender first. Apply hits immediately before next player rolls.
   - Strength = # of dice. Rating = combat priority & die result to hit. Nobles become B3 when defending home area.
   - If attacking from multiple areas, only 1 group is main attack, others are reserves which fight starting round 2 (if main attack survives). Defender reinforcements also are reserves.
   - Hit allocation to strongest block. If tied, owner picks.
   - Retreat. To friendly or neutral area. Border limits apply per combat round. May not use borders used by enemy, if same border used by both sides, the later user controls it. Eliminated if unable to retreat.
   - Regroup. Any/all victorious blocks may move to adjacent neutral or friendly area. Border limits apply. Norse block may regroup to same coastline.
   - Defeated nobles switch sides and goes to reserve for next combat round.
5. Repeat 2 to 4 until all cards used.
6. Wintering.
   - Nobles return home, English first.
   - If home occupied by enemy, noble switches sides.
   - Moray need not return home. Scottish king may go to any friendly cathedral.
   - English knights, archers and hobelars return to replacement pool unless wintering with Edward I. Edward I may winter in Scotland up to 1305, forgoing feudal levy, but not twice in a row.
   - Neither king may winter in England.
   - Wallace may go to Selkirk and gain 2 steps if not enemy occupied.
   - Check wintering limit based on castles and cathedrals, eliminate unsupplied blocks. Troops wintering with Edward I exempted. Non-noble blocks may be voluntarily returned to replacement pool.
   - Use replacement steps to heal blocks. Scots may use this to draw a block at strength 1, but must still adhere to block limit. English may heal infantry or nobles only.
   - English feudal levy (if Edward I did not winter in Scotland). Shuffle and draw half (round up) from replacement pool, place in England.

End:
- Control all Scottish nobles (for English, Moray must be dead or in replacement pool), or control more at game end.
- Scots win if Edward II killed in battle.
- English wins if Scottish King killed in battle.

Map:
- Castle value = wintering limit and replacement steps.
- Cathedral = castle value for Scottish.
- Anglo-Scottish border. English may not retreat or regroup across this border to Scotland, and vice versa. Crossing this border costs 1 point per block.

Others:
- Permanently eliminated blocks (in battle only): Moray, Wallace, Norse, Hobelars, French knights.
- Border raids. If Scots control England, English must eliminate 1 non-noble block every turn.
- Edward block is Edward I until killed or until end of 1306. Edward II cannot winter in Scotland.
- Scottish King can be crowned by Scottish player in lieu of event card effect: (1) Wallace dead, Bruce in Fife, full strength King placed in Fife. All Comyn nobles defect, and attack where coexisting with Scots. (2) Ditto but Comyn crowned instead. (3) 1301 onwards, French knight in Scotland, King placed with French knight. All Bruce nobles defect.
- French knights added to Scots pool only when 8+ Scottish nobles.

Turn:
- Reinforcement (except turn 1)
    - Reinforcements
    - Return displaced Carthaginian generals
    - Romans must have 5 unit stack
    - Romans elect consuls
- Deal and play cards
    - 7/8/9 cards for turns 1-3/4-6/7-9
    - Usually Carthaginians decide who goes first
    - Using op number to
        - ❖ move general – max 4 spaces, 10 units, may Overrun (5 vs 1), may pick up & drop any time
            - Difficult terrain costs 2 movement point
            - Attrition for mountain passes
            - Opponent can have reaction:
                - Avoid Battle (if fail -1 battle card, attacker can Pursue)
                - Intercept (if succeed +1 battle card, Overruns after Intercept). If multiple armies attempt to intercept, resolve all before active player decides to back up
        - Naval movement is 3 step move, max 5 units. Need not control port. Note Roman sea supremacy.
        - Battles:
            - max 20 battle cards, Allies modify # cards
            - casualties from battle & from retreat table
            - retreat max 4 spaces, no pass or strait, sweep up smaller unit stacks, can have further losses
            - Loser loses PC markers = units lost
            - Withdrawals for current attacker, if successful only battle casualties losses.
            - Elephants
        - Siege / subjugation (min 3 units)

- ❖ place markers – can convert existing PC marker only if unit present
- ❖ raise troops with value 3 card
    - Using event / counter-event
- Winter attrition
- Political isolation removal (Roman first)
- Victory check

End:
- Sudden death
    - Control enemy capitol
    - Carthage controls all Italian provinces except Latium
    - Unable to remove enough PC markers after a battle
- Year end
    - Not enough PC markers to remove after comparing Political Points (total 18 points).
- Game end – High Political Point, Carthage wins ties.

Others:
- Change of Command roll – must roll if attacking Romans, may roll if attacked by Romans
- Displaced generals. Displaced because of retreat table, retreat losses or naval table, not because of attrition, Storm at Sea event, or battle casualty roll. If Scipio Africanus, eliminated. If Hannibal, eliminated and lose 5 PC.
- Campaigns. Subordinates and CU's can be moved twice, just not more than 4 steps. Campaigns cannot be used for siege / subjugation twice.

Hansa

Plyr	Remove goods
2	2 colours
3	1 colour
4	NA

Start:

- Fill all warehouses
- Ship at Copenhagen
- $3
- 3 rounds of placing 2 markets, except Copenhagen

End:

- Reach 5th goods stack, end at round end.

Turn:

1. Get $3
2. Refill all warehouses for $1 if some empty. Must refill if all empty.
3. Actions (max once per city)
   - Move ship $1
   - Buy good $1 pay to top market owner or bank
   - Build market using 1 good marker
   - Sell goods using 1 market
     - Min 2 good markers of same colour
     - Allow multiple colours
     - Flip goods sold
     - Opponents lose 1 good marker of same colour
4. Discard down to $3 and 3 good markers

Scoring:

- Sold goods – barrels + 1 VP
- Unsold goods – 1 VP
- Market presence – 2 VP
- Market monopoly – 4 VP
- Tie breaker – markets

Hansa Teutonica

Start:
- Each player 5/6/7/8/9 traders, 1 merchant in personal supply. Randomise 3 bonus markers to put on taverns – remove 3 resources, extra office, switch office.

Turn:
- Take actions depending on Activities/envelope level. Pick from:
  a. Collect resources from stock to personal supply (depending on Money/bag level)
  b. Place resource on empty space on trade route
  c. Displace resource on trade route, paying 1/2 extra for trader/merchant. Victim moves displaced resource and places 1/2 resources from stock to closest trade routes. Victim may use resource from personal supply or other routes if short.
  d. Move resources (depending on Book of Lore)
  e. Establish trade route (provided trade route complete with own resources).
     i. Award prestige: To controller of cities at both ends. Controller = most offices, tiebreaker rightmost.
     ii. Gain bonus marker, which can be used after this action and doesn't count as action. Prepare another bonus marker (no peeking) and at end of turn, place on any empty trade route w/o bonus marker and w/ available office space in adjacent city.
     iii. Pick one of :
        - Open office. Use appropriate resource type from trade route to claim leftmost office. Must have reached appropriate Privilege/colour level. If city completed, keep track.
        - Improve skill at appropriate city. Resource released from desk goes to personal supply.
        - Gain prestige (Coellen-Warburg). Use merchant to occupy table. Need not be leftmost. Need Privilege/colour level.

End:
- End of action (not turn or round) when :
  - 1 player reaches 20VP
  - No more bonus marker to replenish
  - 10 completed cities
- Scoring:
  - VPs during the game (city controller VP, gold coin office, Arnhein-Stendal.
  - 4VP for max skill (except Town Key)
  - 2VP for controlled city
  - Bonus markers (see table)
  - Coellen merchants
  - Town Key level
    x offices in largest office network

Others:
- Gold coin on office space: 1VP
- Arnheim to Stendal: 7/4/2VP for 1st/2nd/3rd player to achieve

# bonus markers	VP
1	1
2-3	3
4-5	6
6-7	10
8-9	15
10+	21

Bonus markers:
- Extra Office: city must already have office, cannot be targeted by Switch Office.
- Switch Office: must be adjacent offices, ignore colour and trader/merchant.

2P:
- Place guards to create 16 provinces. Non start player chooses location of wooden figure.
- On a player's turn, move figure up to 2 step for free either before or after actions, use actions for further moves.
- Figure restricts (a) placing resources, (b) displacing resources, (c) establishing trade routes, but not moving resources.

Hare and Tortoise

Start:
- 3-4P – 65 carrots, 5-6P – 95 carrots
- 3 lettuces.

Turn:
- Move forward by paying carrots, or move backwards to nearest tortoise space and gain carrots (10 x spaces moved) if it is vacant.
- May not share a space with another player.
- May not land on lettuce space if no more lettuce.
- Number squares: (flag means 1, 5 or 6) When you leave, if number matches your position, gain (10 x position) carrots.
- Lettuce squares: Spend 1 turn to eat 1 lettuce to gain (10 x position) carrots. Must move after eating lettuce.
- Carrot squares: May stay to gain or lose 10 carrots per turn. May stay multiple times.
- Hare square: Draw a card.

Crossing Finish Line:
- No lettuce left
- Less than (10 x position in race) carrots

Others:
- If no legal move, go back to Starting Line, replenish carrots to starting number, but not lettuces. Take a turn immediately.

2P:
- 5 lettuces, 95 carrots.
- Each player 2 pieces, both must cross Finish Line to win.
- 1st of each player's pieces to cross Finish Line need not bother about lettuces and carrots left.

Heroes of Normandie (rules v 1.1)

Start:
- Min 40 cards (not counting artillery & airstrike cards). Starting hand 4.

Round:
1. Orders – Place orders facedown on units. Entitled # of orders tokens = total stars, max 10.
   - One bluff order.
   - Max 2 special orders.
2. Activation by order number, starting with player w/ initiative.
   - A unit may move/assault or fire.
   - If Activated marker placed on unit, unit loses order token.
   - <u>Movement</u>:
     - Infantry exerts 1 step Zone of Control, unless blocked by stop sign. Enemy infantry may enter/exit but not move within it.
     - Vehicle may pass through enemy infantry. If stopping at enemy infantry, displace it (location decided by opponent). If unable to displace, squished.
   - <u>Assault</u> (enter same space as enemy, allowed only if unit has assault ability):
     - Unit with Assault rolls 2 dice, pick 1; without Assault roll 1 die. If attacker wins, defender takes hit and if infantry retreat away from attacker. If defender wins, attacker takes hit and retreats to last spot. If tied, attack retreats to last spot.
     - If assaulted from outside firing arc, Suppressed.
   - <u>Firing</u>:
     - Units with multiple weapons may fire all.
     - If vehicle moving, verify Fire-on-the-Move ability.
     - Must have Line of Sight. Infantry doesn't block LOS if target is vehicle. For vehicles occupying two spaces, either space may be used to determine LOS.
     - Range unlimited, but -2 penalty if >7.

- Firing arc is 360 unless specified.
- Hit if attack >= defense. Kill if attack >= 2 x defense.
- If heavy vehicle hit, roll for damage type (pg9). Destroyed when taking 2nd damage of same type.

3. Supply (Note: never assault or fire this phase)
   - Units not ordered or activated may move.
   - Discard one Suppressed marker per unit.
   - Resolve cards, special abilities, recruitment options.
   - Discard any number of cards, then draw to four.
   - Check victory, then apply scenario special rules.
   - Take order tokens based on # stars, max 10.
   - Change initiative.

End:
- Victory condition reached, or end Round 8, or end of round after one player's order tokens exhausted.

Others:
- If a destroyed unit belongs to both a recruitment tile and a recruitment option, assign it to the option.
- When airstrike card played, roll for anti-aircraft before applying effect. If roll >= number, no effect.
- Pg11 for terrain effects.
- Note firing arcs can be limited when inside buildings.
- If grenade thrown into building, building doesn't give defensive bonus to units inside.
- If buildings adjacent side to side, only infantry can pass through. If edge to edge, vehicles can too.
- Equipment, character traits, special orders, special abilities, see pg13-18.

Historia

Setup:
- Board: Wonders = #P + 2. Random territory token for each territory.
- Players: 8 action cards (exclude War and Tourism), draw 1 advisor, 1 cube used, 3 cubes ready.
- Procedure: In reverse order pick leader from #P + 1 leaders. In turn order place 1 ready cube on map.

Structure: 3 eras, 4 turns.
- Each turn consists of multiple action rounds depending on #cards played. Players simultaneously choose #cards depending on tech level then reveal.
- At least 1 card must be played, even if unable to utilise.
- In turn order, each player executes all his actions. Used cards added to discard queue.
- Repeat rounds until a round when Revolution is played.
- Perform Round End procedure following icons on timeline circle.

Others
- When military / tech increases off edge, gain 2VP instead.
- Nations may coexist, but when scoring territories, only score if monopolising a territory.
- Navigation makes you adjacent to all territories.

Hollywood Blockbuster / Traumfabrik

Start:
- 12 contracts per player (10 with 5P)
- Studio screen & 3 screenplays for studio
- 7 remaining screenplays shuffled face-up
- Put production chips on board. Party location chips = num of players, face-down.

Structure:
- 4 rounds, each with 8 locations

Location:
- Locations: Bid for all production chips at location. Winning amount shared by all other players, with any remainder left at centre of table.
- Parties: Every player picks one, order by actor star total (complete + incomplete movies)

Scoring:
- Awards
- Movie value
- Contracts

Notes:
- 0 bid allowed
- Can discard won chips but cannot keep
- Can stack production chips (only topmost one effective). Must be same type. Agency = joker.
- White positions can be actor / camera / effect / music
- Agency chips can be anything except guest stars
- Auction winner is start player for next location

Homesteaders

Start:
- 1 worker, $6 (silver), homesteader start tile
- Public: workers, rail lines, buildings
- Hidden: resources, $, trade chits, debt, VP
- Auction 1 space: round specific auction tiles, face-up.
- Auction 2 space: semi-random and face-down, settlement then town then city.
- Auction 3 space: for 4P only, same as Auction 2 space.

10 rounds:
- Setup. Prepare next auction tiles, remove unbuilt buildings of expired stage (Rounds 5 & 9)
- Income
    - Allocate workers to buildings.
    - Collect income from buildings and rail lines (which give $1).
    - Pay workers $1 each, whether idle or not.
- Auction
    - Bidding. May bid more than cash in hand (take debt). Once you pass, you are out. Advance marker on Railroad Development Track and pick one item among those reached / passed.
    - Build immediately, according to type won in auction. Bonuses are taken/bought only once, after building.
    - Winner of Auction 1 becomes start player.

End:
- 1 more Income round.
- Points:
    - VP chips
    - building value
    - building bonus
    - 2VP per gold / livestock / copper
    - -1VP for 1st debt, -2VP for 2nd, etc
- Tiebreaker $.

Others:
- May not build duplicate building.
- Take debt for $2, repay at $5.
- Marketplace can be used at any time.
    - Recruit worker (note: workers are never fired)
    - Buy resource
    - Sell resource (note: these give 1VP)
- Gold = $5, but no change given
- When auction tile instructs to progress on Railroad Development Track, pick item.
- When fail to win auction and already at end of Railroad Development Track, don't progress but still pick item.

Ice Flow

Start:
- 1 fish, 1 rope.
- Place explorers one by one in reverse order. Max 2 per station.
- Take turns drawing card and placing ice floes up to 12. Start with start player but do in reverse direction. Do not place at entry points or next to each other.

Turn:
- Floe action and explorer action, in any order
- Floe action (pick one, and must not choose floe with opponent explorers, unless your explorer also present):
    - Move floe. Floe with explorers never move off board.
    - Rotate floe clockwise or anticlockwise.
    - New floe. Reveal card. If bag empty, may move one floe off board as bonus move, if such a floe exists.
- Explorer action (pick one)
    - Move as far as possible, and may collect 1 item at destination. May move 0 space. Stacking limit 2 but may move through. May pay 1 rope to move between Alaskan stations.
    - Fish. 1 rope for 2 fish.
- If use rope for ridges, leave used rope(s) on start space.
- Use fish to swim one space (no consecutive).
- Use fish to distract 1 bear. Either continue movement and leave bear, or stop and send bear off to another floe or off board. Max 2 bears per floe or Diomede. Victim explorers must move off, or "bounce" bear (no revisits), or go back to start.

End:
- One player's explorers all reach different Siberian stations.
- Siberian stations can hold any # of explorers but must be of different players.

Ikusa / Samurai Swords / Shogun
(based on Samurai Swords rules)

Setup: (random turn order)
- Deal province cards evenly, place 1 spearman in each. Set aside surplus cards (vacant provinces).
- Start koku is provinces / 3 (round down).
- Take turns placing 2 spearmen in difference provinces. 6 rounds.
- Take turns placing 1 army. 3 rounds.

Round:
1. Plan - secretly assign <u>all</u> koku. If build, must be 2 koku.
2. Take swords (turn order). Higher payer has priority to choose, non payer random draw.
3. Build one castle or upgrade one to fortress. Castle = 4 free spearmen per battle (must die first). Fortress = 5 free ronin. Once built never destroyed. Bonus not limited by game pieces.
4. Levy units. 1 koku buys 1 bowman, or 2 swordsmen / gunmen, or 3 spearmen. Strictly 1 new unit per province. Limited by game pieces.
   - Provincial force max 5. Army limit as per army board.
   - 1 army per province, but may pass through during movement.
5. Hire ronin. 1 koku buys 2. If out of stock, priority turn order. Place on face-down province card. Ronin numbers must always be less than provincial force or army they are attached to. Reveal ronin only when attacking, defending or moving.
6. Hire ninja. If tied, nobody hires. Use any time:
   - In current round to assassinate 1 daimyo. Success on 1-8. If fail, opponent counter-assassinates with success on 9-12. Army of killed daimyo immobilised, daimyo level reset, next round promote any unit in army to daimyo.
   - In next round to spy on 1 opponent's plan before own planning.
7. Wage war. Each player does A to D before the next.
   A. Move armies within friendly provinces, based on daimyo level.
   B. Declare first battles on adjacent enemy provinces. Armies and provincial forces treated as separate.
   C. Combat.
      - Each attack marker resolved as separate battle.
      - Refer screen for detailed sequence. Players choose own casualties.
      - Experienced daimyos may multi-attack after moving into newly conquered province.
      - Claim card whenever winning a province.
      - Daimyo upgraded (once per round) only on successful attack.
   D. Final move, armies then provincial forces.
8. Remove ronin.
9. Collect koku. Provinces / 3 (round down). Minimum 3 koku.

Elimination:
- All 3 armies eliminated.
- Eliminating player regains any lost armies (daimyo only), and all units, provinces and game pieces of eliminated player, but not daimyos.

End:
- Immediately when controlling 35 provinces.

Others:
- Army can pick up and drop off units at any time, but remember army and province limits.
- Never vacate a province voluntarily.
- Empty provinces can be claimed both during combat and during final movement of Wage War, but not during army movement before combat.
- Shore attack – defender 1 free round of dice roll, but castle / fortress bonuses don't apply in this free round.
- 1st round:
   - No attacking armies
   - No ninja assassination

Illuminati

<u>Start</u>:
- 1 random Illuminati card, money as per card.
- 4 uncontrolled groups in centre.

<u>Turn</u>:
1. Income. From Groups.
2. Draw a card. If Group, add to pool, if Special, keep and place face-up or face-down in front of player.
3. 2 actions + any free actions in any order.
   - May forfeit to get $5.
   - a) Attack.
      - i. to control. Need free outward arrow. Group may attack once. Group not attacking may aid attack once
         - Success on die roll <= power - resistance.
         - Attack +4 for identical alignment, -4 for opposite, +1 per $1 from Illuminati or attacking Group.
         - Resistance bonus of +10/5/2 for Groups 1/2/3 steps away from Illuminati, +1 per $1 from Illuminati, +2 per $1 from defending Group.
         - Take turns spending money until both pass.
         - Die roll of 11 or 12 is auto-failure.
         - If successful, targeted Group placed with its inward arrow matching outward arrow of attacking Group.
         - Puppets of captured Group come with it. Discard if cannot fit into attacking player's power structure. May rearrange locations as long as puppet-master relationship maintained.
         - Half money (round down) in captured Group comes, the rest discarded.
         - Attacking Group may transfer any or all money to captured Group.
      - ii. to neutralise.
         - Same as above except target must be controlled by another player, attacker +6, and if successful, targeted group and puppets become uncontrolled.
      - iii. to destroy.
         - Same as above except the following:
         - Die roll compared to power - power.
         - Group with no power usually cannot be destroyed.
         - Attack +4 for opposite alignment, -4 for identical.
         - No need for open arrow.
         - If successful, targeted Group goes to dead pile, its puppets become uncontrolled.
         - May target own Group, and proximity to Illuminati does not count.
      - Interference: 3rd party may help any side by paying money from Illuminati, +1 per $1, unless attacker declares Privileged attack and discards one Special card.
   - b) Money transfer. Move some or all to adjacent Group.
   - c) Move Group / Trade Group. Puppets move with it. May rearrange as long as maintaining master-puppet relationship, else overlapping Groups become uncontrolled.
   - d) Free actions are:
      - i. Drop Group (and its puppets)
      - ii. Give Special card or money (even on opponent's turn). Giving money only to/from Illuminati. May do trading.
      - iii. Use Special card.
4. Money transfer: Move some or all to adjacent Group, twice.
5. Special power actions.

<u>Alignments</u>:
- Alignment. Govt vs communist, liberal vs conservative, peaceful vs violent, straight vs weird, criminal, fanatic vs fanatic.

<u>End</u>:
- Reach Goal or control 13/13/12/10/9/8/8 Groups (including Illuminati) for 2/3/4/5/6/7/8P.

<u>Others</u>:
- Illuminati cards can attack but cannot be attacked.
- May not intentionally let someone else win, unless win together.
- Promises are not binding.
- Eliminated if no Groups (except Illuminati) after 3rd turn.

Imperial Settlers

Organisation: Faction cards on left, common cards right. Production, Feature then Action rows.

Start: 2 faction cards, 2 common cards.

Round:
1. Lookout: (1) Draw faction card. (2) Display #P+1 common cards, pick in player order. (3) Repeat (2) in reverse order.
2. Production: from faction board, deals and Production cards.
3. Actions: (player take turns until pass)
    a) Build location. Pay costs. If Production location, gain goods immediately.
    b) Make deal (only for cards with deal section). Pay 1 food.
    c) Raze (only for cards with Raze section). Base cost 1 Raze token for own, 2 for opponent (more if having defense token). Claim goods. If opponent building, it becomes foundation (except Japanese buildings which are discarded).
    d) Location action. If action allowed twice, may combine into one action.
    e) Spend 2 workers for resource / card. May spend multiples of 2 to gain more.
    • Player who has passed cannot be affected by remaining players.
4. Clean-up: Discard non-stored resources, workers & tokens.

End:
- Common location 1VP, faction location 2VP, special location VP's.
- Tiebreaker resource + workers, then cards.

Others
- Defense token can be placed any time on own turn.
- Gold = joker resource.

In the Shadow of the Emperor

Start:
- Start player = emperor and places 1 empire city.
- Set up using ref card.
- First round starts in Phase 4.

Structure: 5 rounds with 8 phases
1. Income. $6 + $1/city + $1/controlled foreign city. Move both markers.
2. Aging. If emperor dies, move non-elector aristocrat to throne.
3. Descendants.
    - If (from previous round) blue > pink, get 15yo son in any aristocrat space. May push knight away from aristocrat space if electorate full.
    - If pink >= blue, get daughter to offer for marriage to 1 (only) specific Baron (gain 1VP if accepted) or send to convent (gain $1, including if marriage declined).
    - No cards = no descendants.
4. Actions (do until pass)
    - Buy and place action cards
    - Use elector privilege
    - Place or move knight (costs $1) to aristocrat or castle space
    - Actions bought must be used.
    - Choosing "Rival" ends Phase 4 for player.
    - Don't move colour chip.
5. New electors
    - Calculate power by knights, cities, aristocrats (couples = 2), empire city (emperor only)
    - If tied, emperor decides winner.
    - New elector (if applicable) earns 2VP.
    - If winner has no suitable replacement, old elector pushed out, but elector space left blank. No 2VP, no vote in emperor election.

6. Elect emperor (only if "Rival" selected)
    - 1 vote per elector. Note Bohemia & special cards.
    - Secretly vote for emperor or rival.
    - Current emperor wins ties.
    - If rival wins, move non-elector aristocrat to throne, else 45yo baron from own supply. Deposed emperor goes to any electorate (may push knight away).
    - Supporters of victor gain 1VP
7. Emperor actions
8. Move round marker

Others:
- Knights can always be pushed away by barons/couples from aristocrat space, but not castle.
- 2P: Randomly close 1 spiritual and 1 secular electorate. Players may buy action cards and not use.

Tips – ways to earn VP:
- Accepted marriage proposals (1VP)
- Becoming elector (2VP)
- Voting for emperor (1VP)
- Being emperor (1/2VP)
- Being elector of Mainz (1VP)
- Indulgence action card (1VP)
- Placing city (1/1/2VP)

In the Year of the Dragon

Start:
- Board: Return 2 persons per player short of 5, 1 young 1 old where applicable. No repeating events except first two peace events.
- Players: $6, 2 palaces each of 2 stories. Choose 2 young persons, without repeating same combination as other players.

12 rounds:
- Action
    - Random deal action cards into # groups same as # players
    - Players in initiative order chooses 1 group and executes 1 action within the group
        - Privilege action: $2 for small, $6 for large
    - If choose same group as others, pay $3
    - Can skip action to refill money up to $3
- Person
    - Must play 1 card to recruit
    - Persons fired are removed permanently
    - Can recruit and fire immediately, but won't gain initiative of that person
- Event
    - Tribute: Pay $4. Lose person per $1 lack.
    - Drought: Pay 1 rice per occupied palace. Lose person per unsupplied palace
    - Festival: Most fireworks 6VP, 2nd most 3VP. Tied players still get full VP. Scorers discard half (round up) fireworks.
    - Mongols: Increase VP based on warriors. Fewest warriors lose 1 person.
    - Contagion: Lose 3 persons. Each healer saves 1.
    - Unoccupied palaces lose 1 floor.
- Scoring: For palace, court ladies & privileges. (VP also scored for books in action phase)

End: 2VP per person, monks' buddha's x palace level, sell rice & fireworks for $2 then 1VP per $3. Tie breaker is initiative.

Others:
- Always remember to increase initiative when recruiting
- Initiative not reduced when firing
- If same initiative level, advantage to player with marker on top
- Palace max 3 stories

Indonesia

Start:
- Player: $100 (hidden recommended), 1 city card per era.
- Board: Era A companies

Structure: 3 eras, consisting of years, consisting of 7 phases
1) New era: Happens only if no companies left to acquire or all companies are of same type. Players place new cities (empty coastal area, max 1 per province, limited by city token availability). New companies become available, old ones discarded.
2) Bid for turn order. One round bid. $0 allowed. Bid amount moved to bank side.
3) Mergers (unlimited rounds). Only players with enough merger R&D may propose. May propose others' companies if you have free slot to take the resultant merger. All eligible players and target company owners may participate.
   - Each company may be involved max once per year.
   - Companies must be of same type
   - Minimal bid is # goods x value. Increment in multiples of # goods.
   - Bidder must be able to pay full bid, even if owning one of the targets.
   - Winning bid paid to former owners by #good ratio.
4) Acquisition (unlimited rounds). Take company deed for free and place 1 goods/ship. Company of same type must not have goods touching.
5) R&D: (i) Slots: # companies owned. (ii) Mergers: # company deeds involved in proposed merger. (iii) Hull: shipping capacity. (iv) Expansion: max expansion during operations. (v) Turn order bid: increases bidding power.
6) Operations: Multiple rounds occur until all companies have been operated.
   - (i) Shipping companies may expand. Merged shipping companies add up their max capacities.
   - May have >1 ship in an area.
   - (ii) Production companies (a) sell goods, (b) receive income, (c) expand.
   - Size 1/2/3 cities can buy 1/2/3 goods per type. Goods travel via own connected area and then one shipping company to city, and never via land.
   - Usage of ships is per production company.
   - Production company earns money and must also pay shipping company $5 per ship used, $10 if twice, etc.
   - Production company must sell if possible, even if making loss.
   - If all goods sold, must expand for free. Else may expand at cost of good type.
   - When expanding, blocked by cities and other companies, and cannot touch other companies of same type.
7) City growth, if fully supplied with all good present on board. Limited by city token availability.

Winning:
- All money, including those in bank area.
- Tie breaker turn order.

Others:
- Possible merger of rice + spice = siap faji in era B or C. After merger, lose half goods (round up) and replace with siap faji goods. Must remain contiguous.
- During R&D, may increase another player's hull.
- Be prepared for earning in final year and keep money separate, because earnings (and losses) double.
- Icons on board indicate each region's potential over 3 eras.

2P:
- 2 city cards per era, and players get to build two cities.

Inca Empire

Start:
- Players: 1 road, 3 event cards, 1 random turn order tile.
- Board: Local Culture markers in all regions, face-up for regions next to start region.

Structure: as per timeline on board.
- Inca Phase
  - Receive labour according to era box, from conquered Local Culture markers, 1 per terrace.
  - Leader(s) give labour to trailer(s). Era 2: 1st gives one to last. Era 3 & 4: 1st gives two to last, 2nd gives one to 3rd (unless 3P).
- Sun Phase
  - Update turn order – reverse of VP track position
  - Play event card face-down then draw one
  - Resolve event cards, each impacting 2 players
- People Phase (2 actions in either order)
  - Build up to 2 roads (free). Road network must be connected. Can build in unconquered region only if one end points at a conquered region. Reveal Local Culture marker once region touched.
  - Construction (choose one):
    - Conquer region – Own road must touch region. Pay labour equal to resistance and claim Local Culture marker. Gain VP on marker. All adjacent markers revealed.
    - City – Pay 6 labour, must be conquered region and must be connected to own network. 4VP.
    - Garrison – Pay 4 labour, must be conquered region and must be connected to own network. 3VP.
    - Temple – on anyone's city, pay 5 labour, must be connected to own network. 4VP, more if Significant City.
    - Terrace – Pay 2 labour, place terrace next to own conquered Local Culture marker (max 1 each). 1VP.
    - One more road – Pay 1 labour.
    - Pass
- Sapa Inca Phase
  - Discard all events
  - Score: terrace 1VP, connected temple/garrison/city 1/2/3VP
  - Discard labour exceeding number indicated in era box

Others:
- If tied on VP track, put later marker outside. Tie breaker advantages inner marker.
- If part of network becomes disconnected from capital, no scoring of disconnected regions.

3P:
- See rules for components to remove

Incan Gold / Diamant

Structure: 5 expeditions

Turn:
- Players secretly & simultaneously decide to turn back or to continue
- All decisions revealed simultaneously
- Those turning back pick up all leftover gems on each card, sharing if necessary, but any that cannot be shared equally are left behind. Gems of players turning back are now safe.
- Next tunnel card revealed
    - If gems, all players who continued share equally, any extra is left on card
    - If 2nd of any disaster, expedition fails, all players who continued lose all gems collected in this tunnel. One card of the disaster causing failure of expedition is removed.

Artifact variant:
- Nothing happens if artifact revealed
- Artifact is picked up whenever there is a lone player turning back
- First 3 artifacts = 5 gems each, last 2 = 10 gems each

Innovation

Terminology to explain:
- Meld = play a card onto top of stack
- Splay = stagger cards of a stack, needs at least 2 cards; if stack is Splayed, new Melds or Tucks continue Splay.
- Score Pile, card Age = score value.
- Achievements are always safe. Score Achievements and Special Achievements.

Start:
- 1 card each from Ages 1 to 9 to be used as Achievements
- 2 Age 1 cards per player, simultaneously select one to meld, start player is player with card in lowest alphabet. First player only 1 action in first round (first two players if 4P).

Turn:
- 2 of any action:
  - Draw from stack matching highest Age you have on top cards, next higher stack if exhausted.
  - Meld
  - Achieve. Need to have enough score, AND a top card with matching or higher Age. Note Special Achievements are claimed instantly without needing action.
  - Dogma. Execute all powers of a top card.
    - "I Demand" powers affect opponents with fewer of the featured icon.
    - Normal powers: Opponents with same or more featured icon must use first if possible (unless is "you may"). If any used, Draw.

End:
- Gain 6/5/4 Achievements in a 2/3/4P game, OR
- Try to Draw from higher than Age 10 card, OR
- Dogma effect.

Others:
- Only when Drawing from supply pile you can Draw next higher card. In other cases you don't gain card.
- When exchanging, so do even if one side has no card.
- Highest/Lowest – refers to Age number.
- Return – always return to bottom of pile.

Jab

Start: See setup page in rules.

Concepts:
- When damaging opponent, claim his health token(s) as yours.
- In Danger means out of health tokens, another Stagger or Counter-punch will Knock Out (instant win).

A boxing round:
- To start: bump fists, flip both punch decks.
- Punch: play card on opponent body part.
- Block: play own card on opponent's Punch, must match colour or type. Haymaker Punch can be blocked by anything.
- Combo: recognise and yell when combo matches top cards on opponent. Claim combo card.
- Stagger (2 damage): play haymaker then any punch of matching colour.
- Counter-punch (1 damage): recognise both boxers have top card colour matching the counter-punch card, cover own body part with that colour, yell, claim counter-punch card. Must not be holding cards (1 hand covering body, the other to pick card / health token).
- Clinch (-3VP): Once per boxing round, and only when In Danger. Pauses game, claim 2 health tokens from opponent.
- Early end (-5VP). Played all of own cards, claim Ding.
- Normal end. Both boxers play all cards.

Round scoring:
- Punch points: opponent covers one body part, then you pick 1 from 2 remaining. Remove 1 highest Punch card per Block card, remaining is Punch points.
- Judge score = Punch points + Bonus points - Penalty.
- Higher score is round winner, claim opponent health token as marker if any left, else use your own. 3 round wins = game win.
- Before next round, if boxer has 0 health, taken 1 from opponent.

Others:
- If Staggering an opponent with 1 health, drop to 0, i.e. In Danger, not directly Knock Out.

Jamaica

Start:
- Player: 3 cards in hand, 3 food, $3.
- Board: only 9 treasures used

Round:
1. Start player rolls dice and places on board.
2. Everyone picks a card to use.
3. Execute actions in player order, morning then night.
   Actions are:
   a) Loading. Must load to empty hold, if none clear a hold containing different goods type.
   b) Movement (mandatory).
      i. If meet other ship, must fight first. Attacker spends gunpowder and rolls die, then defender. Instant win if star rolled. Winner steals one hold or random treasure, or gives cursed treasure to loser.
      ii. Must pay price at destination. Free if pirate lair and claim treasure if available. Port costs $, sea costs food. If cannot pay, pay as much as possible, then go backwards until reaching a space you can afford.
4. Draw card.

End:
- One player reaches Port Royal. Stop there and ignore remaining night action. Finish the round.
- Score = location + $ + treasure - curse. Tiebreaker location.

Others:
- No fighting in Port Royal.
- If meet 2 ships, only pick one to attack.

Java

Start:
- Reveal 1 party card.
- Player: 12 men, 3 action tokens, 5 double terrain, 3 single rice, 2 single village, 3 party cards.

Concepts:
- Building palace in village makes it a city.
- City may only have one palace.

Turn: Do 6 AP (see ref card for details). *Must* place a tile.
- Place tile – Must not cover men / palace / lake. Not on same shape. Must not merge cities. May extend outside play area but 1AP per exceeded space.
- Place lake (irrigation) – Must be sea level.
- Move man – Must move on tile, not board. May move through own men. Blocked by palaces and opponents. May move off board.
- Build / extend palace – Once per turn per palace. Must have highest positioned man/men. Place new palace atop old. Score half of palace size.
- Draw card – Either face-up car d of top of draw deck. Max 2 cards.
- Have party – Max once, as last action. Must have man in city and card matching the face-up card. Start by playing 1 or more cards. Others present in city may play cards to share / takeover party. All cards are discarded. No party in city until next palace extension.

End:
- One player uses last 3-terrain tile. He does final scoring round after his turn. Others then take final turns and do final scoring. Placing tile not mandatory now.

Scoring :
1. Build / extend palace – half palace size. No scoring if tied.
2. Surround lake – highest positioned player next to lake scores 3VP per lake tile. No scoring if tied.
3. Hold party – see back of ref card.
4. Final scoring – 1st or 2nd position for all palaces, full or half of palace size. Score even if tied.

Others:
- Max 1 action token used per turn.

Kayanak

<u>Start:</u>
• Place inuit.

<u>Turn:</u>
• Roll both dice and take action. Some actions depend on # of dots shown on both dice.
    • Face = move. May not pass or stop at occupied holes or melting floes.
    • Hammer = open adjacent holes, incl occupied ones.
    • Fish = fish from adjacent holes, except occupied or frozen ones
    • ? = any combination of the above
    • Drop = assign / undo a floe to be melting, i.e. inaccessible. May not do so to an occupied floe.
    • Snowflake = assign / undo a frozen hole (prevents fishing).

<u>End:</u>
• At least 1 hole opened on each floe, or 1 player catches 15 fish.
• Big fish = 2pts, small fish = 1pt.

Keltis

Start:
- Players: 8 cards.
- Table: Path tiles randomly on dark stones and end stones.

Turn:
- Play 1 card:
    - Either discard to discard pile of corresponding colour,
    - Or play to own area to move figure. Cards played to own area must be ascending or descending (allow same number). If figure of a colour has reached end, and still able to play cards of that colour, can move figure of other colour.
    - Number tile – bonus score. Tile remains.
    - Clover – 1 bonus move. Tile remains.
    - Wishing stone – Collect tile for game-end scoring.
- Draw 1 card:
    - Either draw from draw deck.
    - Or draw top card from any discard deck.

End:
- Either 5 figures reach goal area. If last figure lands on a tile, do not carry out tile action.
- Or draw deck exhausted.
- Scoring:
    - Figure score according to position, large figure doubles score.
    - Score for wishing stones.
    - Tiebreaker (variant) wishing stones.

Others:
- 2P: remove 30 cards.
- Variant: Must play cards in ascending order.

Kemet

Start:
- Player: $5, 1 DI card, 3pts freely allocated to pyramids.
- Random turn order.

Concepts:
- Troop size max 5.
- Square VP permanent, round VP temporary.
- Sanctuary of All Gods is not temple.

Round:
- Night
    - Receive $2 + any from tiles.
    - Receive 1 DI card.
    - Tile powers.
    - Lowest VP player decides turn order. If tied, previous start player decides.
- Day
    - 5 rounds of taking actions by placing action tokens on own board. Must use all first 3 levels in this round.
    - Gain temple bonuses, score VP's.

Actions details:
- Upgrade 1 pyramid: Cost = target level, may upgrade multiple levels.
- Buy tile: Need to control pyramid of appropriate colour and level. No duplicate, even if different colour.
- Recruit: $1 per unit, place in own city, even if occupied.
- Move / attack: Default 1 step for 1 troop.
    - Teleport: From any pyramid to any obelisk. $2. Not counted as a step.
    - Wall: Must start movement outside wall in order to enter enemy wall.

Battle:
- Pick 2 battle cards, 1 to use, 1 to discard.
- May secretly add DI card(s).
- Winning = higher total strength (regardless of survivors).
- Losing units = enemy damage value - own protection value.
- If attacker wins and has survivor, gain battle VP.
- Loser decides Retreat or Recall. If Retreat, winner picks empty adjacent space. If Recall, lose units and gain $.

Creature:
- Max 1 per space.
- Not counted as unit.
- Never dies.
- Starts in reserve or player city.
- Must accompany unit(s) when on board.

Sources of VP:
- Winning an attack.
- VP tile, Sphinx.
- Controlling 2 temples at Day end.
- Sacrificing 2 units in Sanctuary of All Gods at Day end.
- Controlling temple (temp).
- Controlling Level 4 pyramid (temp).

End:
- 10VP (8VP for short game).
- Tiebreaker battle VP, player order.

Klunker

Start:
- Concept - window on left, bank in middle, safe on right.
- $1 in bank (w/o seeing jewelry side), 6 cards

Round:
- Fill shop windows from hand. Each player takes one turn to fill window. If window empty, must at least add 1 card. May add none.
- Store jewelry in safes. Players take turns to store 1 card into own safe face-up. When pass, take lowest available purchase card.
  - Whenever having 4 cards of same type, must sell by turning over to cash side. Sell for $4/3/2/1 if there are 1/2/3/4 types of cards in safe. Whenever more than 4 cards of same type, considered as another type.
  - Exception: Necklaces always sell at $4.
- Purchase jewelry
  - In purchase card order, may pay $1 to buy from 1 shop window. If buy from own window, free. Must buy whole batch and not partial.
  - Must buy if own window non-empty during your turn.
  - If a player doesn't buy, phase ends immediately, and this player becomes the new start player.
- Purchase cards returned to centre.
- Everyone replenish hand to 6.

End:
- When not enough cards to replenish hand.
- Richest wins, tiebreaker fewest cards in window and safe.

La Citta

Start:
- Board: 7 face-up politics cards.
- Player: $1, 3 action cards.
- Note spaces not in play if < 4P.
- Setup: Place 2 castles (3 citizens in each) in 1-2-3-3-2-1 style. Claim food tokens if applicable. Castles at least 3 spaces apart. Player left of player who placed castle first becomes start player.

6 years of 8 phases:
1. Next start player (n/a for Round 1)
2. 4 new Voice of People cards, 1 face-up.
3. Quarry earnings. Every quarry earns $1 per mountain.
4. Population growth. 1 per city, place at castle. Need market to exceed 5, fountain or bath to exceed 8.
5. Political rounds x 5.
   - May use own action card (one use per year), OR politics card on board.
   - Politics card always replenished.
   - If unable / unwilling, may forfeit.
6. Voice of People. Reveal to show prioritised service(s).
7. Defection.
   - Possible between nearby cities (<3 spaces).
   - Never between cities of same player.
   - City with better service attracts 1 citizen from neighbour. If two preferred services, player decides service type per city.
   - If defecting citizen exceeds city size limit, still defect then lose to common supply.
8. Feed citizens. Lose citizens you can't feed, plus forfeit first political action next year by sacrificing one action card.

Concepts:
- Food token is production capacity, not food amount.
- New city. Requires 1 spare citizen from existing city. 2 free citizens from stock. Max 1 new city per year.
- Castle must always be manned. New building must be manned by spare citizen. Unmanned → demolish.
- City must remain connected. Castle is always last to demolish.
- Fountain and public bath must be next to lake.
- Cities never merge.

End:
- 6th round – may not use Rich Harvest.
- 1VP per citizen, 3VP per city with all 3 services, -5VP if citizen starved in last round.
- Tiebreaker $.

Labyrinth: The War on Terror (2P game)
Start: (see rule section 3.2 for setup, and pg16 for scenario setup)
End: Need to draw but deck exhausted for 1st / 2nd / 3rd time (to be agreed up front).
Victory condition (any one):
- US:
  - 12 resources worth of Muslim countries have Good governance.
  - 15 Muslim countries have Fair+ governance.
  - No more Jihadist cells.
- Jihadist:
  - 6 resources worth of Muslim countries have Islamist rule, including 2 adjacent.
  - US prestige at 1, and 15 Muslim countries have Poor- governance.
  - Weapons of Mass Destruction Plot resolved in US without being countered.
- Tiebreaker: US wins if more than twice resources under Good governance than Islamist rule (incl green Regime Change).

Turn:
- Alternately play 2 cards, starting with Jihadist. Play card for operations value or event. Each time after US action, resolve all Plots.
  - Event:
    - May only trigger own side or neutral event.
    - Lingering means long-term effect.
    - Lapsing means Lingering until end of Turn.
  - Operations value:
    - Using opponent's card causes his event to happen, except 1st Jihadist card used for Plot each Turn. Active player decides whether event happens first.
    - US: ops required depends on governance of target country. If Islamist rule, may only do Regime Change. Single location.
    - Jihadist: ops value determines # of dice, governance is success range. Multiple locations possible.
  a) Reserves. Value 1 or 2 cards only. Reserves may be fully spent later within same Turn to boost other operations to value 3.
  b) (US) War of Ideas.
    i. In Muslim country: Try to improve a Neutral's Alignment or an Ally's Governance. Good govt removes Regime Change, Besieged Regime and Aid. Success on 5. If Regime Change country, WOI allowed only if troops > cells by 5. If fail by 1, may place first Aid marker.
    ii. Non Muslim country: Change Posture. If result matches US, Prestige +1.
  c) (US) Deploy. Move troops from one place to another (incl troops track). Destination country governance determines ops value, and must be Ally.
    i. Regime Change. Need Hard Posture. Target is Islamist rule. Play 3-value card. Deploy 6+ troops. Place Regime Change marker. Roll Governance. Alignment becomes Ally. Sleeper cells activated. Roll Prestige.
    ii. Withdraw: Need Soft Posture. Play 3-value card. Withdraw troops from Regime Change country (disregarding cells). Remove Aid marker. Place Besieged Regime marker. Roll Prestige.
  d) (US) Disrupt. Require Ally, or 2 troops, or non-Muslim. If 2+ troops or country Posture Hard, affect 2 cells (remove active or activate sleeper), otherwise 1. If all cells removed, put cadre. If only cadre present, remove. If 2+ troops, Prestige +1.

e) (US) Alert. Play 3-value card. Reveal and remove 1 Plot. Permanently if WMD.
f) (US) Reassessment. Play two value-3 cards to change US Posture. No reserves allowed.
g) (Jihadist) Recruit: Place sleeper cell in country with cell or cadre. Remove cadre if any. Auto-success if Regime Change. Some countries need rolling REC# or lower (ignore governance).
h) (Jihadist) Travel: Auto-success for adjacent. If succeed, cell sleeps; if fail, lose cell.
i) (Jihadist) Jihad: Muslim (except Iran) and non Islamist rule. Need 1 cell per die roll. Sleeper cell becomes active. Each success worsens Governance and removes 1 Aid. If cells > troops by 5+ and Jihadist activates all sleeper cells, 2 successful rolls on a single card shifts from Poor to Islamist Rule.
  - Failed roll removes cell.
  - If 3 dice rolled for major jihad vs Poor failed, place Besieged Regime marker, Alignment shift towards Ally. Besieged Regime only needs 1 successful Jihad roll to become Islamist Rule.
  - When becoming Islamist Rule, Alignment → Adversary. Increase Jihadist funding by country's resource. If troops present, Prestige → 1.
  - First time Pakistan becomes Islamist Rule, place 3 WMD Plots from Pakistan Arsenal Box to Available Plots.
j) (Jihadist) Plot: Any country not Islamist Rule. 1 cell (activated) per roll. Each successful roll places an available Plot with value <= card value, or WMD, face down. Plots only revealed when blocked by Alert action or resolved.
- US may discard or hold last card.
- End of turn:
  - Jihadist funding -1.
  - US prestige -1 if any Islamist rule. +1 if World Posture = 3 and same as US Posture.
  - Event lapse, reset 1st Plot marker, reset Reserves.
  - Deal cards.
  - Flip green Regime Change markers.

Resolving Plots:
- Funding: Muslim country or Iran, governance Fair/Poor +1, Good +2. Non-WMD non-Muslim country, +Plot#, +2xPlot# if Good governance. WMD in non-Muslim, or Plot in US, Funding → 9.
- Posture: If non-Muslim, roll Posture. If WMD, Jihadist may reroll. If Schengen area, Jihadist rolls for 2 other Schengen countries to roll.
- Prestige: If has troops, Prestige -1, or Prestige → 1 if WMD. If in US, Prestige roll.
- Governance/Aid: Muslim, roll dice equal to Plot# (3 if WMD) as if attempting Jihad. No effect if unsuccessful.

Others:
- When reshuffling, also reshuffle Lapsing and 1st Plot cards.
- US election event always occurs.
- Whenever need to know a country's Governance or Posture but not yet known, roll die to determine (i.e. test).

Le Havre

Start:
- Board: supply tiles face-down on board; $2, 2 fish, 2 wood, 1 clay on offer spaces. 6 random face-down special buildings. Town has Construction Firm & 2 Building Firms built. Standard buildings in 3 random piles then sorted.
- Players: $5, 1 coal

Structure:
- 7/14/18/20/20 rounds for 1/2/3/4/5P, each round 7 turns, and round card is resolved at end round.
- Turn:
  - Mandatory Supply action. Everyone with loan(s) pays $1 interest when interest tile reached.
  - Mandatory Main action:
    - Take goods.
    - OR Use vacant building. Pay building owner entry fee. No reusing.
  - Optional Buying / Selling (any time). Buy any town buildings or top building/ship of stacks. Sell to town or ship pile for half of value.
- End of round:
  - Harvest – Have 1 grain or more, gain 1. Have 2 cattle or more, gain 1.
  - Feeding.
  - Town may construct standard or special building.
  - Round card becomes new ship card.
- One final action after last round, do Main action. No Supply or buying, may repay loan or sell. May enter occupied building, but still may not re-use.

End:
- Richest wins – value of buildings & ships, bonus of buildings, cash, -$7 per loan.

Others:
- Money can always replace food shortage, but not vice versa.
- May not sell and buy in same turn.
- Brick can replace clay, steel can replace iron.
- First player to build non-wooden ship must pay 1 brick to modernise the wharf. Place brick on wharf.
- Note difference between building and buying.
- No change given for food / energy. Only money.
- Rounding always done to disadvantage of players.
- Loans only allowed when unable to feed or unable to pay interest. Get $4 per loan. Players never forced to sell building. May repay loan any time for $5.

Le Havre (shortened version)

Start:
- Board: supply tiles face-down on board; $3, 3 fish, 3 wood, 2 clay, 1 iron, 1 grain, 1 cattle on offer spaces. Use small ticks to sort standard buildings. Special buildings not used.
- Players: $5, 2 fish, 2 wood, 2 clay, 2 iron, 1 cattle, 2 coal, 2 hides.
- For solo, player starts with 2-value wooden ship; extra 2-value wooden ship on game board.

Structure:
- 4/8/12/12/15 rounds for 1/2/3/4/5P.

Lewis & Clark

Start:
- Board: (#player x 3) + 3 Indians in Stock, then move 1 to village (Newcomer spot). 5 characters revealed, sort by strength.
- Player: Indian on 4th boat. 1 each of fur, food, equipment on 1st boat. Both scout and camp at starting line.

Turn:
- One mandatory action, two optional actions (set up camp and recruit characters) at any time.
- Main action is either character action or village action.
  - Character action: Pay strength (back of another card and/or Indian) to act as many times as strength paid (max 3). Indians paid this way still belong to you.
  - Village action: Pay Indian(s) to gain as many times as Indians paid. Indians paid this way return to Stock. Empty circle space allows 1 Indian. Semi-circle space allows 1-3 Indians.
  - OK to gain partial or none of the benefit.
- Recruit: Pay fur according to position, equipment according to strength. May get equipment discount by sacrificing 1 card. Slide all cards downwards and add new card to top spot.
- Set up camp: Is mandatory if unable to perform main action at start of turn.
  - Return all Indians on own characters to expedition board.
  - Calculate time: card in hand + time cost of boats.
  - Scout moves backwards according to time.
  - If scout ahead of camp, move camp to scout.
  - Reclaim all played cards to hand.

End: Immediately when one player's camp reaches Fort Clatsop.

Others:
- When advancing scout, terrain determines what movement type allowed. Mountain + river means both allowed.
- Scouts many not occupy same space except start space and start of river. If ending up in occupied space, move further (possibly further backwards).
- Resources not limited. Use 3x markers as necessary.

Starting Characters:
- Resource collectors: Collect up to A x B resources where A = strength spent, B = visible badges in own and neighbours' play areas, including front and back of cards.
- Interpreter: Gather all village Indians at Powwow (centre) then collect as many as desired. Discard bottom character on board and draw new character. Add 1 Indian from Stock to Newcomer area of village.

Village spaces:
- Farewell: Discard 0 – 3 cards from hand, then refresh cards on board.
- Horse trade: 3 different resources for a horse.
- Expedition upgrade: Claim tile to expand expedition board. Take note bonus resources / Indian. Tile once placed may not be flipped.
- Shamanism: Pay food to activate one character already in play in own or others' area. Activate once only. Treat as if in own play area. Characters with infinity symbol cannot be copied.
- For others, see rules pg 9.

Variants:
- Each player gets random 3 starting resources.
- Modify route with Route Change tokens.

Liberte (Valley Games, 2010 edition)

(2010 edition rule changes in italics)

Start:
- Players: 7 A cards. Board: 3 face-up cards. 2 blocks of each faction held for turn 2 onwards.

Structure: (4 turns, each of 5 phases)
1. Determine player order (except 1st turn) by score. Break ties randomly.
2. Refresh hand (except 1st turn). Take cards from personal display to hand. May discard cards. Replenish to 7.
3. Actions.
   - Phase ends after full round after blocks of one faction are exhausted.
   - a) Play cards
     - Play 1 Club / Personality card. Place faction blocks in province(s), or place control marker in battle box (need cannon, n/a for 1st turn). Limits: 3 blocks/stack, 3 stacks/province, 1 stack/player/province. May add to existing stacks.
     - *May play second 1-value card if first card is 1-value and is same region.*
     - Play 1 Special card any time.
     - Club / Personality cards played may be added to personal display instead of discarded. Max store 4, 5 if with Sans-Culottes.
   - b) Take cards
     - Discard 2 if 9+
     - Take 1 card
     - *Take second 1-value card if first card is 1-value*
   - c) Pass (may still take action in next round)
4. Battle (except 1st turn).
   - Need control token in battle box and general in personal display to be eligible. Player with most control tokens gains VPs. If tied, tied players may Advance 1 general, higher value wins. If tied again, battle is lost, mark with white block, representing Counter Revolutionary Province.
5. Election.
   - Provincial. In each province, highest stack wins, and owner takes a block into hand. If tied, tied players may Advance 1 card with matching faction (not province), higher value wins. If tied again, no vote. Whenever tie, whether broken or not, all blocks removed.
   - New govt. Faction with most votes becomes govt, move marker to govt box. 2nd most votes becomes opposition. If tied, any player may Advance matching faction card. Multiple rounds of tie breaking allowed. If cannot be broken, Radicals > Moderates > Royalists.
   - VPs. Top and 2nd supporters of govt faction win 5 / 2VP. Top supporter of opposition faction wins 3VP. Multiple rounds of tiebreaking allowed, based on faction. If ties cannot be resolved, VPs awarded are: govt 3 / 1VP, opposition 2VP. If some players tie for top govt supporter, 2nd supporter still awarded. Every player holding govt faction votes gains presence in govt. Vote blocks returned to supply.

End:
- a) Normal end (end of 4 turns): VPs, tiebreaker total card value in personal display.
- b) Radical landslide: At end of Provincial election, if Radicals win 17 votes. Winning: red votes + red blocks on board + red value on cards in hand and display. Tiebreaker red value on cards.
- c) Royalist Counter Revolution: 7 Fleur-de-lis provinces controlled (i.e. single highest stack) by Royalists, in turn 3 or 4, except during election phase. Note: lost battles count. Winning: white blocks on board + white value on cards in hand and display. Tiebreaker white value on cards.

Others:
- Paris: election winner takes all blocks, i.e. possibly up to 3 votes gained. Allow multiple rounds of tie breaking.
- Some provinces give bonus VP in turns 3 & 4.
- Club cards are wild cards.

<u>Loco</u>

Players: 2 - 5

Components:
• 0-5 cards and 5 chips in 5 colours

Start:
• Remove 2/3/2/0 cards face-down for 2/3/4/5 players
• Deal all remaining cards

Turn:
• Play 1 card to its pile
• Pick any 1 chip

End:
• Last card of any colour played

Scoring:
• Value of all chips

Variant:
• Remove 4 cards if 2 players

London

Start:
- Shuffle A, B and C cards separately before stacking
- $5, 5 poverty, 6 cards
- Use 6/8/10 spaces of card display for 2/3/4P. Always fill top row first. When full, discard top row, move bottom row up.

Card structure:
- Top left – cost to play card, text – effect when played
- On picture – VP and Age
- Lower left – cost to activate, lower centre and text – effects when activated, lower right – what to do after activation

Turn:
1) Take card, from deck or display; may exceed hand size of 9
2) Action (pick one):
   a) Play card(s) into own area. Card must have stone base. Spend 1 card of same colour, which goes to card display. May cover cards played in previous turns. Duplicates allowed.
   b) Run city. Activate any card(s) in any order. Then calculate poverty gain/loss by (#stacks + hand size - boroughs occupied on board).
   - Underground card requires 2 tokens to be placed. Must start at City or adjacent borough. Must have building. $3 for crossing Thames.
   c) Buy land. First player to buy must pick red font borough, subsequent purchase from anyone must be adjacent to bought borough.
   d) Take 3 cards
3) Discard to card display if hand size > 9

End:
- Deck runs out. Current player finishes turn, then all 1 more turn.
- 1 poverty per card
- 1VP per $3, VP for boroughs, 2VP for underground, VP for cards (whether flipped or not, covered or not)
- -7VP per loan, player with fewest poverty discards all, and others discard the same number, then -VP according to poverty table
- Tiebreaker fewest poverty, most boroughs, single highest VP card

Others:
- Loans. Take any time. Pay at game end.

Lord of the Rings

<ins>End</ins>:
- Ringbearer captured by Sauron
- Hobbits reach Mount Doom and destroy ring

<ins>Turn</ins>:
- Draw tile(s) – Draw and apply until an activity tile is drawn
- Choose 1 from:
    - Play max 1 grey & 1 white card
    - Draw 2 cards
    - Heal self 1 step towards light

<ins>Scenario end</ins>: (main activity line completed or last event encountered)
- New ringbearer is hobbit with most ring tokens
- New ringbearer draws 2 cards
- Each player check for life tokens. Each type missed = 1 step to darkness

<ins>Mount Doom</ins>:
- Starting with active player, each player rolls die. If survive, ring is destroyed

<ins>Other rules</ins>:
- Ringbearer can use ring once per scenario. Roll die to move (4 - # symbols on die) on any activity line, but ignore actions on spaces. Ringbearer suffers consequences of die roll.
- Gandalf cards are single use, and Gandalf must be called by any one player.
- Yellow cards can be played any time.
- 2P – remove 4 feature cards at Rivendell & Lothlorien

Lord of the Rings: Battlefields

Setup:
• Trigger tile for main activity line and event boxes, remaining ones stacked at last event

End:
• Ringbearer captured by Sauron
• Hobbits reach Mount Doom and destroy ring

Turn:
• Draw tile(s)
• Choose 1 from:
    • Play max 1 grey & 1 white card
    • Draw 2 cards
    • Heal self 1 step towards light
    • Deploy one friend for free on non-grey space
• Resolve trigger tiles if any collected
    • Enemies will appear, or move, priority red then white
• Unlimited:
    • Play card to deploy friend on non-grey space
    • Play 2 stars to defeat enemy on square space

Other rules:
• 2P – remove 4 feature cards at Rivendell & Lothlorien
• Defeating enemies provides rewards

Lord of the Rings: Friends & Foes

General:
• Discard card symbol now means foe appear

End:
• Ringbearer captured by Sauron
• 8 foes present after any player's turn on scenario boards
• Hobbits reach Mount Doom and destroy ring
• Defeat all foes

Turn:
• Draw tile(s), if 1st tile drawn is good, 1 foe appears
• Choose 1 from:
    • Play max 1 grey & 1 white card
    • Draw 2 cards
    • Heal self 1 step towards light
    • Defeat left-most foe
• Unlimited:
    • Defeat foe by playing cards

Skipping scenarios:
• Can skip Moria & Lothlorien if no foe. Ringbearer can roll die to choose 1 Lothlorien card for each player. 4 foes appear.
• Can skip Helm's Deep if no foes. 4 foes appear.
• Can skip Shelob's Lair if no foes & discard Book or Shadowfax. 4 foes appear.

Other rules:
• On Master board, ringbearer is considered active player and can defeat foes
• OK to have 8 foes on Master board

Lord of the Rings: Sauron

Setup:
- Resource chips on last & 4th from last space of sub activity lines (first 3 scenarios only).
- Add 4 Sauron Event tiles, use bag
- Sauron: 2 Nazgul cards face up, 2 Sauron cards in hand

End:
- Ringbearer captured by Sauron
- Black rider reaches ringbearer then return to Mordor
- Hobbits reach Mount Doom and destroy ring

Hobbit Turn:
- Draw tile(s)
- Choose 1 from:
    - Play max 1 grey & 1 white card
    - Draw 2 cards
    - Heal self 1 step towards light
    - Black rider goes back 3 spaces

Sauron Turn:

a. Before every hobbit's turn
    - Play 1 Sauron card, hobbit chooses 1 symbol, OR
    - Play 1 Nazgul card, OR
    - Draw 1 Sauron card

b. When die roll is triggered
    - Play 1 Sauron card, full effect, OR
    - Refresh hand to 6 cards

Scenario end:
- Sauron receives 1 Nazgul card, resets Black rider

Mount Doom:
- Black rider to 0, Sauron gets 6 Sauron cards

Black rider:
- Always starts at 15
- Moves to reach ringbearer and then back to Mordor
- When meeting ringbearer, gives 1 Nazgul and ringbearer activates Sauron (as die roll)

Other rules:
- Nazgul cards single use, Sauron cards can reshuffle
- Still roll die if use ring and during "Battle of Spells"

Lord of the Rings: The Confrontation

Start:
• 4 units at home, 1 each in next 5 spaces

End:
• Light – Frodo reaches Mordor
• Dark – 3 units in Shire or kill Frodo
• Lose if no move

Turn:
• Dark starts
• Move one step forward (or special paths for Light)

Combat:
1. Resolve text on unit
2. Resolve text on card (Dark first)
3. Number on card + number on unit

Other rules:
• Stacking: home=4, mountain=1, others=2
• In mountains cannot move/retreat sideways except Flying Nazgul
• If finish all cards, take all back into hand
• Shelob dies if unable to return to Gondor after winning battle

Louis XIV

Start:
- $5, 1 pale & 1 medium mission, 11/11/10/9 markers

Rounds: (4 rounds, each 4 phases)
- Receive $ and 5 influence cards and rewards from completed missions
- Play cards: (take turns to playing all but 1)
    - Play influence markers, or
    - Get markers to private supply
- Collect rewards
    - Money – 1st get free but surrender markers, others pay but retain markers
    - First place – only sole winner takes reward but surrender markers, others retain markers
    - Presence – anyone who meets requirements takes reward and retain markers
    - Flip personages if clear 1st place / presence met
- Fulfill secret missions
    - Crown chip = joker
    - For each completed, draw new mission card
    - Max carry over 1 mission chip. Surrendered mission chips give 1 shield

Scoring:
- Get shield for unplayed intrigue card, unplayed mission, influence card, $3, marker on personage
- Get bonus shield for shield majority
- 1VP per shield, 5VP per mission
- Tie-breaker is marker in private supply

Others:
- Intrigue cards – play before evaluation, adding 1 marker from common supply or 2 from private supply
- Louis XIV – 1st place gets additional crown chip, 2nd place gets normal reward and retains markers. If tied for 1st or 2nd, becomes normal rewards.
- 2P: Start 11/10 markers. Use of 8 neutral markers.
- 3P: round 4 free intrigue card for start player

Macao

Start:
- Board: Goods tiles on light spaces, joker lights on dark spaces. 2 office cards per round space.
- Players: $5. Draw #players + 2 building/person cards for drafting, in reverse order of wall disc stack. In player order, draw 1 cube for 1 space of windrose, 2 cubes for 2 space (same colour, but may differ from 1st cube).

12 Rounds: (turn order is wall position)
- Cards
  - Prepare 2 office cards + 4 b/p cards.
  - Determine tribute value: spend (yellow total) for (red total) VP.
  - Remove 2/1/0 last b/p cards for 2/3/4P.
  - Each player must choose 1 card.
  - If out of space on tableau, discard a card and -3VP.
- Dice
  - Roll dice. Each player chooses 2 colours. Get # cubes per dice, put on corresponding spaces on windrose.
  - Turn windrose clockwise.
  - If no cubes at arrow, -3VP.
- Actions (one player does all actions in any order before next player, unused cubes are discarded)
  - a. Activate card (unlimited). Move card from tableau to own playing area.
  - b. Use activated card function (usually once per card)
  - c. Claim quarter (once). Claim goods (considered on ship)
  - d. Move ship (unlimited), 1 step per cube. Unload wanted goods for VP.
  - e. Advance on wall (once). 1/2/3 etc spaces for 1/3/5 etc cubes
  - f. Gain VP (once) according to tribute table.

End:
- -3VP per non-activated card.
- B/p card functions.
- 2VP per city quarter in biggest chain for each player.
- Tiebreaker wall position.

Others:
- Joker tile can be used any time to get 1 cube or $3.
- From Round 8 onwards, some die rolls are treated as 1's.
- No counters are limited. Use substitute if necessary.

Machi Koro

<u>Start</u>:
• 2 start cards & 4 landmarks, $3.

<u>Objective</u>:
• Construct all four landmarks.

<u>Turn</u>:
1. Roll die / dice.
   • When rolling two, only consider sum of both.
2. Activate buildings of matching number.
   • Active player pays others first, as far as possible, then collect own income.
   • When relevant, apply effects in anti-clockwise order.
3. Construct 1 building / landmark.
   • Only one copy allowed for purple (tower icon) buildings, other building types unrestricted.

Mamma Mia

Start:
- Remove 5/3/1 cards per ingredient for 2/3/4 players.
- 8 order cards per player (in player colour)
- 6 cards + 1 order card in hand

Turn:
- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Mamma Mia card is indicator for score counter and next start player

Round end & scoring:
- Ingredient deck exhausted.
- Mamma Mia goes through discard deck in order played to determine whether orders are fulfilled.
- Players can add cards from hand to complete an order.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is returned to bottom of order stack of owning player.
- Used ingredients and Mamma Mia card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:
- After 3 rounds
- Most orders win, tiebreaker is ingredient on hand.

Others:
- Pizza Minimale needs also ingredient from ingredient pile which has lowest number but not zero. Need 3, and owning player can add from hand.

Mamma Mia Grande
(needs both Mamma Mia and Sole Mio)

Start:
- Add from Mamma Mia 0/2/2/3 cards per ingredient for 2/3/4/5 players
- Remove 1 double card per ingredient for 2 or 3 players
- Use all 19 order cards
- 5 cards + 2 order cards in hand

Turn:
- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Sole Mio card is just for score counter and next start player

Round end & scoring:
- Ingredient deck exhausted.
- Sole Mio goes through discard deck in order played to determine whether orders are fulfilled. Double cards get priority, even if it means wasting.
- Players can add cards from hand to complete an order.
- Players can ask help in clockwise order. Only 1 opponent can help and get a free completed order from order deck.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is discarded.
- Used ingredients and Sole Mio card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:
- After 3 rounds
- Most orders win, tiebreaker is ingredient on hand.

Manila

Start:
- $30, 3 people (4 if 3 players), 2 secret ware shares (3 shares of 4 types shuffled and randomly given)

End:
- One ware value reaches $30

Round (voyage):
- Harbour master auctioned and performed
    - Start bidding with previous harbour master
    - Harbour master may buy 1 share, min $5
    - Harbour master chooses & loads goods
    - Harbour master places boats in positions 0-5, total must be 9
- Place peoples and move boats
    - If 3 players, place people twice before move
- Distribute profit
- Ware value rises – wares that reach port

Winning:
- Cash + share values (must buy back shares)

Others:
- Pirates board on 2nd boat movement, plunder on 3rd. When plundering, profit shared between pirates, peoples on boats no money, and pirate captain decides destination of boat.
- Pilots influence movement before 3rd boat move. Small pilot gives 1 move, big pilot 2 (can be distributed), can be forward or backward.
- Insurance agent pays repair cost, whether a people is at shipyard or not
- Pawn shares for $12, must buy back before game end at $15
- Totally bankrupt player places people for free

Manoeuvre

Start:
- P1 sets up board (2x2), P2 selects 2 nations, P1 picks 1 nation, P2 picks side of board. Draw 5 cards.
- P1 set up units in closest 2 rows, then P2.

Turn:
1. Discard: any or all.
2. Draw: back to 5. If exhausted, reshuffle unless day ends.
3. Move: Must move 1 unit. Orthogonal. Infantry 1 step, cavalry up to 2. May not move through others.
4. Combat: May declare 1 combat. Use appropriate card(s), multiple allowed.
   a) Assault. Unit not in marsh attacks orthogonally adjacent unit. Defender may play card to Withdraw, following Retreat rules. If Withdraw, attacker (or supporter) must Advance to vacated space. Resolve Pursuit.
      - Defender may play defending unit cards and 1 leader card.
      - Attacker may play attacking / supporting unit cards and 1 leader card. Leader card allows supporting unit(s).
      - Compare strength: unit strength, attacker dice (only with matching unit cards), terrain, leader, Redoubt.

A < D	Attacker & supporter hit
A = D	n/a
A > D	Defender decides take hit or retreat
A >= 2D	Attacker decides take hit or retreat
A >= 3D	Take hit and retreat
A >= 4D	Eliminated

      - Retreat: Priority backward, then sideway, then forward. If unable to Retreat when needs to, eliminated.
      - Pursuit (Advancing cavalry which had cards played): Roll d6 per card to score hit.
   b) Ambush card. Similar to Assault except no attacking unit.

   c) Volley. Must be orthogonally adjacent. Compare strength: attacker die roll, defender strength, terrain. Hit if A > D.
   d) Bombardment. 2 steps away orthogonally, without obstacles in between. Compare strength like Volley.
5. Restore: May attempt to heal 1 unit. If using Supply, Regroup or matching unit card, may be negated by Guerrilla card. If using leader card, roll d6 for Rally value.

End:
- Eliminate 5 enemy units. Lose if own side also loses 5th unit.
- At day end (both sides exhaust deck once), more controlled squares on enemy side – occupied squares and orthogonally influenced square (uncontested by enemy).
- Tiebreaker remaining units, full strength units, country (US – Ottoman – Spain – Austria – Prussia – Russia – GB – France)

Others:
- May use Command or Combat value of a leader, not both.

Maori

Start:
- Board: 4x4 grid, no volcanoes.
- Players: 5 shells. One player picks start position of explorer ship, the next player starts the game.

Turn:
1. Must move explorer ship. Max distance is # of ships on own board, pay shell to move extra.
2. May discover tile: (pick one)
   a) Take tile from matrix to board.
      - Tile next to ship is free, deeper tiles cost shell(s).
      - Volcano blocks, and cannot be taken.
      - Trees must point north.
   b) Take tile from matrix to storage (capacity is 1).
   c) Take tile from storage to board.
   d) Discard tile from board.
- Refill matrix if tile taken from there.

End:
- One player fills board, everyone else 1 more turn.
- Remove incomplete islands.
- Score according to board. Tiebreaker shells.

Variants:
1. May move own ship.
   - Place own ship on first tile placed.
   - New tiles must be orthogonally or diagonally next to ship. May pay shell(s) to move ship before tile placement.
   - At end of turn, **may** move ship to another tile.
   - May not remove tile under ship.
2. Ditto, but **must** move own ship to newest tile placed.
3. Atol: Islands fully within atol score double for trees. 1-ship space within atol considered empty space. Max 4 players if using this variant.

Mare Nostrum

Players	3	4	5
Caravan	18	23	28
City	8	10	12
Market	8	10	12
Temple	4	5	6

Start:
- See setup card

Round:
- Commerce
  - Director of Commerce is player with most caravans and markets.
  - 1 tax card per city with marker or legion, 2 if own/occupy temple.
  - 1 commodity per caravan with marker or legion, 2 if own/occupy market.
  - Director of Commerce determines # cards to trade, only those with enough cards can & must trade.
  - Select cards secretly, then reveal simultaneously .
  - Director starts by taking a card from another player, then that player takes a card from another, etc until everyone same # of cards. May not take card from same player consecutively.
  - If last player is 1 card short, Director gives 1 card.
- Construction
  - Political leader (most cities & temples) determines turn order.
  - Turn in sets of tax cards, or different resource cards.
  - May only carry over 2 tax cards.
  - May only build buildings or units in provinces with own marker.
  - May only build marker in province adjacent to a province already controlled at start of round and not under enemy influence.
  - When building marker, may not build anything else.
  - Max 1 city per site, 1 caravan per resource, 1 temple, market, fortress per province.
  - Triremes are built in coastal provinces, not sea.
  - May not build in province at war or under occupation, except capital.

- Military
  - Military leader (most legions, triremes & fortresses) decides turn order.
  - Move trireme 1 step, do sea battle if desired.
  - Move legion 1 step or via chain or triremes, do land battle if meet enemy legion or fortress.
  - Battle 1 round only. Roll 1 die per legion/trireme (fortress=6), enemy chooses loss per 5pt (round down).
  - If invader wins, allocate legions to (a) sack 1 building, (b) each legion occupy 1 building, OR (c) prepare to convert province by occupying enemy marker.
  - Unlaunched triremes don't battle.

End:
- Build Pyramid, OR
- Control 4 Heroes/Wonders (incl civ hero)

Others:
- If <5P, neutral civs get 1 marker, 1 legion, 1 fortress in capital, and 1 marker, 1 legion in adjacent provinces.
- Marker in capital can never be converted.
- Can always build in capital, even if at war.
  - In determining leaders, if tied, priority previous owner keeps, or decides who to pass to.

Advanced setup:
- 36 build points for markers, buildings, units & civ hero. Build in capital and neighbouring provinces only, except legions and triremes must begin in capital.

Maria (Expert 3P game) (Note: This is more a reference sheet than a rule summary. Some rules details are omitted. Only use this as an overview.)

Start:
- Victory markers: Prussia 13, France 11, Prag Army 8, Austria 8.
- In Silesia Prussia places 2 victory markers and Austria 5.
- Starting hand: Prussia 9, Saxony 3, France 2, Bavaria 5, Prag Army 3, Austria 5.

Turn:
1. Major Powers politics.
   - Reveal 2 political cards.
   - Most recent combat winner decides trump suit.
   - Secretly bid 1 card. May bluff.
   - Winner(s) may take political card or reserve for next turn (treated as 16).
   - Losers take back cards.
2. Austria hussars. In Bohemia, max 4 steps away from general. May stay in same location as previous turn.
3. Actions of France & Bavaria.
   i. Draw cards. France 4/5, Bavaria 2/1, Prussia 3, Saxony 1, Prag Army 3, Austria 5.
      - No card for minor power if major fortress occupied.
      - Joker is any suit, 1 to 8.
   i. Check supply of generals. When outside home country, be within 6 steps of supply train. Flip face-down if out of supply and lose 1 troop, 2 if previously already out of supply.
      - If interrupted by hussar, must pay per distance.
   ii. Movement. General 3, train 2. +1 if main road. Trains auto-killed by generals.
      - Forced march: generals only, 8 steps, main road only. No enemy fortress, no passing next to enemy piece.
      - Re-entering train costs 4. May remove train voluntarily to re-enter.
      - Face-up generals may conquer unprotected fortresses (enemy general within 3 spaces). Place victory marker on conquered fortress if is in enemy home country, is Silesia or if it belongs of friendly minor power.
   iii. Combat. Generals must attack adjacent enemy generals. Show troops only now. If start with same strength, attacker plays card first. Final strength difference = troop loss = retreat distance. Winner decides retreat path, blocked by all pieces.
   iv. Retroactive conquests.
4. Actions of Prussia & Saxony. (see above)
5. Actions of Austria and Prag Army. (see above)
- After every 3 turns, do wintering & winter scoring (victory markers in pool). New troop costs 4. Generals may re-enter.

End:
- Sudden death – exhaust own victory markers at end of any political or action stage – placed on map or victory boxes.
- End of 4th winter – lowest total winter score.

Others:
- Each general must have 1 to 8 troops.
- The only stacking allowed is two generals only of same or cooperating countries.
- Imperial election: Happens in 1742. Execute at end of turn.
- Political changes:
  - Prussia may annex Silesia and offer temporary peace to Austria, which Austria may accept only once. It and Saxony becomes neutral. Prussia stays neutral until its turn after next.
  - France may reduce victory markers by having no French generals in Core-Austria.
  - Saxony:
    - For each victory point that Prussia loses, Austria may shift Saxony political status right.
    - If Saxony becomes neutral, Maria controls it.
    - If Saxony becomes Austrian ally, it also becomes cooperating allies.
  - Neutrality – pieces stay in home country, generals don't fight, foreigners may not enter or trace supply paths.
- Subsidy contracts: major power committing to give cards to allied powers. May not be cancelled unless mutually agreed.
- General Arenberg (Austria) always in supply in Netherlands and can be supplied by Prag Army. May re-enter on Dutch major fortress.

Medici

Players	3	4	5	6
Start	$40	$40	$30	$30
Remove	18 cards	12 cards	6 cards	NA
Ship 1	30	30	30	30
Ship 2	15	20	20	20
Ship 3	0	10	10	15
Ship 4		0	5	10
Ship 5			0	5
Ship 6				0

Structure:
- 3 days of trading
- Day end when all ships full or cards exhausted
- Poorest player starts 2nd / 3rd day

Turn:
- Open 1-3 cards for once-around auction, active player bids last
- Can only bid if have enough ship space

Day end scoring:
- Ships (sum & divide for ties)
- Top commodity trader, 1st $10, 2nd $5 (sum & divide for ties)
- Pyramid top positions

Other rules:
- If no one bids, card(s) discarded
- Last player with ship space fills up w/o paying

Medici vs Strozzi

Start:
• $300

Structure:
• 3 rounds
• A round ends when all tiles drawn or one player fills all ships.

Turn:
• Active player draws 1 to 3 goods tiles, and sets price.
• Passive player buys, else active player must buy.
• Upon buying, load onto ship or discard.
• Non-empty ship must go to a port.
• Player who bought is next active player.

Scoring:
• Done at end of each round
• Ship value at each port – higher gets $20
• Adjust monopoly track (note: 0 tiles move 2 steps) – stronger gets $10
• Monopoly track bonus – $10 or $20.

Notes:
• Cannot draw more tiles than spaces available on own ship
• Tiles bought in same batch must load onto same ship
• Can set price of 0
• Can borrow money from bank. No interest, but must be repaid.

Medina

Start:
- Four towers at four corners, youngest player places 1 inhabitant in space one step away from wall space.
- 3P, each get 4 domes of own colour, 6 palace pieces per colour, 4 stables, 8 inhabitants, 10 walls.
- 4P, each get 4 domes of own colour, 5 palace pieces per colour, 3 stables, 6 inhabitants, 8 walls.
- Hide pieces.

Turn: play 2 pieces
- Palace: Must not touch any other palace, orthogonally or diagonally. Only one incomplete palace of any colour allowed at any time. Claimed palaces considered complete. Palaces that cannot be expanded are considered complete. Cannot claim 2 palaces of same colour. Cannot explain completed palaces.
- Dome: claims a palace.
- Stables: must be next to palace. Similarly must leave street space between palaces.
- Inhabitants: Only one active market at any time, only extendable at both ends. Can start new market only if old one no longer extendable.
- Walls: Next to tower or walls. Must leave gate space for each side of the city.
- When only one player left with pieces, one dome must be played every turn.
- Palace tile: tracks largest palace of each colour (count stables too)
- Wall tile: tracks latest palace claimed that links to tower. Count walls and stables that link tower to already claimed palaces.

End:
- All players out of playable pieces
- Score for palace, stable, inhabitant, wall & bonus tiles

The Message: Emissary Crisis

Start:
• Player: 3 cards, 2 chars to pick 1 from, 1 secret identity. If special char (with S), start face-down.

	Standard game			For beginners		
# players	KDR	FRS	MOF	KDR	FRS	MOF
3	1	1	1			
4	1	1	2	2	2	0
5	2	2	1			
6	2	2	2	3	3	0
7	3	3	1	(2)	(2)	(3)
8	3	3	2	(advanced setup)		
9	3	3	3			

Objective:
• KDR/FRS teams: 1 member to have 3 red/blue messages.
• MOF: wins as individual when fulfilling mission.
• Or all other teams eliminated.

Concepts:
• When in hand: card. When in front of player: message. When played as card, only text matters. When a message, only transmission mode and colour matters.
• True messages = red or blue messages.
• 3 black messages = killed, reveal char and ID, discard cards.
• Unable to send message = killed too.

Turn:
1. Draw 2 cards.
2. Play any number of cards for effects. Prove cards are removed from game once used.
3. Transmit one card as message:
    1. CM = Confidential. Pass anti-clockwise till someone accepts. If returned to self, must accept.
    2. EM = Exposed. Ditto.
    3. OM = Oriented. Pass face-down to specific player. If returned to self, must accept.
4. All status of all players cleared.

Others: Gender = unknown if a char is face-down.

The Message: Emissary Crisis
Action Cards Reference

Own turn

Draw Card > **Play Card** > **Send Message**

Others' turn

Draw Card > **Play Card** > **Send Message**

Distribute — Everyone draws 1 card and takes as message, starting with active player, then anti-clockwise.

Prove — Pass face-down to target player to respond accordingly, then remove from game face-down.

Lock On — Targeted player must take any message reaching him. **Lock On precedes / overrides Trap.**

Redirect message to self and gain Lock On. May play even if Trapped. May be Intercepted by another Intercept card.

Intercept

Transfer — Redirect message received to another player, who gains Lock On.

Trap — Targeted player may receive but not accept message. Trap can be overridden by Lock On.

Cancels another card played. Prove cards cancelled go to discard pile and are not removed from game.

Transfer

Trap

Decode — Secretly view a message received.

Discard one black message of any player.

Decode

Delete

Delete

Counteract

Counteract

Metropolys (advanced game)

Start:
- 7 tokens in central district, 5 in others.
- 2P: exclude 2 adjacent regions. Remove 3/3/4 subway/ archaeological site/trendy tokens.
- 3P: exclude 1 region. Remove 2/2/1 subway/ archaeological site/trendy tokens.

Round:
- Start player proposes site to build and places building showing number
- Others can outbid by placing higher numbered building on adjacent empty district
- Once a player passes, cannot reenter bidding
- Bid winner turns final building facedown (all other proposed buildings returned to owners), becomes next start player

End
- One player places last building
- Score:
    - Each token: trendy 3VP, subway 1VP, archaeological site -1VP
    - Cards: most subways 3VP, most recent archaeological site -2VP
    - Highest building in district: 5VP
    - Secret neighbourhood type: 2VP each
    - Secret objective: variable. Each building can only be used once to form a set to claim this bonus.
    - Tiebreaker: most buildings

Others:
- Most subway card is only taken away when # of current leader is exceeded.
- Archaeological site card goes to most recent player building on historical site.
- Building numbers on hand are hidden from others.

Mexica

Start:
- Ready 8 Calpulli tokens
- Cover two start tiles with canal tiles

Round / game end:
- All Calpulli tokens used or wasted, AND
- Someone built all buildings, AND
- Everyone equal turns

Turn:
- Do 6 AP (see ref card for details)

Scoring:
- Neighbourhood creation
- Scoring rounds:
  - 1st round
    - Neighbourhood, if tied, use higher VP
    - Mexica on start square 5VP
  - 2nd round
    - Same as above
    - Districts – Most buildings get # squares, 2nd get half round up, 3rd half round up again
    - Tie breaker=action chips

Token	N'hood creation	Scoring round
B	Creator VP	2nd buildings
A	N'hood size	Most buildings
C	Presence VP	3rd buildings

Other rules:
- Calpulli and buildings block movement
- Must not lock Mexica on turn 1
- Bridge movement is per bridge, not blocked by other, can go by sea

Mondo

Start:
- Bonus chips stacked 4-2/4-3-2/4-3-2-1 for 2/3/4P.

Turn: (3 turns of 7 minutes each)
- Every new tile placed must be adjacent to an existing tile.
- Mismatched landscapes allowed, but each counts as misconnection, including with board edge.
- Once placed, tile cannot be moved.
- Before time runs out, you may Jump Out by taking topmost bonus chip.
- Next turn: Highest scorer(s) in current turn gains volcano chip, which means inactive volcanoes are treated as active.

Scoring:
- +1 per animal
- +2 per enclosed and mistake-free landscape (not water)
- + bonus chip
- -1 per volcano for player(s) with most volcanoes
- -1 per empty space (not considered misconnection)
- -1 per misconnection

Advanced game:
- 6 minutes timer.
- Use 1 scoring modifier per turn, + for most, - for least. Once used, remove permanently.

Expert game:
- 5 minutes timer.
- Every turn, reveal 2 additional tasks per player. During the turn, after having placed 3 tiles, you may claim up to 2 additional tasks. They score for you only, + for success, - otherwise. For next turn, reshuffle all before revealing.

Solo:
- Bonus chips and score sheet not required.
- 4 random tiles randomly on 4 marked start squares, using the side with multiple landscapes and without volcanoes.
- Timer 10/6/5 minutes for Easy/Moderate/Hard levels.
- No + points awarded, only - points (empty space, misconnection, active and inactive volcanoes).
- To win, do no worse than -3/-2/-1pts for Easy/Moderate/Hard.
- Only 1 turn is played.

Variants:
- Volcanoes: volcano chip not used. Handicapped players get -negative points for active volcanoes, or for all volcanoes.
- Back of board.
- Hidden timer.
- Shorter time.

Mordred

Setup:
- 1 Mordred piece at Anglesey castle, player pawns on dragon space of Mordred track

Turn:
- Pick row and roll dice
- Collect money and Mordred men, 1 piece per $ earned from black boxes, and move pawn on Mordred track
- Place Mordred men. Can try to attack a player piece (remove piece then occupy).
- Spend own money (not necessarily all)
  - 1st piece must be in black bordered space
  - $1 more if not connected to own piece, except for black bordered space
  - Can build over own piece but remove old piece
  - Attacking Mordred costs $2. Remove adjacent Mordred piece only. Step back on Mordred track if attack succeeds.

End:
- Immediately, when either one happens:
  - All Mordred men placed
  - Start of player turn, and one type of piece exhausted
  - Fallen off Mordred track
  - Kill Mordred
- If Mordred wins, then least corrupted player wins. Tiebreaker VP, then $.
- If Arthur wins, VP, then $.
- If Mordred killed, the Mordred killer wins instantly.

Morels

Start:
- Player: 1 pan in play, 3 cards (if basket, put in play; if moon, discard then draw night card; if fly agaric, discard).
- Play area: row of 8 face-up cards as forest. Shoes next to first two.

Turn:
1. Must pick 1 main action if possible, else do nothing.
   a) Take 1 card from forest.
      - If taking from deep forest (3rd to 8th card), pay stick(s) according to distance.
   b) Take all cards out of decay pile.
   c) Cook 3+ identical mushrooms.
      - Plan into empty pan, or play together with pan.
      - Butter can be played to season 4 mushrooms. Cider for 5. Each mushroom counts towards either one, not both.
   d) Sell 2+ identical mushrooms for sticks.
   e) Play 1 pan.
2. Maintenance:
   - Move 1 card to decay pile. If decay pile is already full (4 cards), discard all before moving 1 card there.
   - Slide forest cards to fill gaps.
   - Refill forest.

End:
- Immediately when last card taken from forest.
- Tiebreaker # of mushrooms cooked.

Concepts:
- Default hand size = 8. Not allowed to take cards to intentionally exceed then discard, even temporarily.
- Basket must be immediately played, extends hand size by 2.
- Moon card: Discard then draw night card. Night versions of mushroom cards count as 2 mushrooms.
- Fly agaric: Always played immediately. Hand size reduced to 4 (plus 2 per basket) till end of next turn.
- Sticks are not part of hand.

Mykerinos

Structure: 4 seasons

Season:
- New season, 3P – 11 cubes to personal stock, 4P – 8 cubes
- Excavations (Season 1 to 3 – 8 cards; Season 4 – 12 cards)
    - Start new excavation (1 cube)
    - Extend existing excavation (2 cubes)
    - Pass (place marker on passing scale)
    - Appeal to a patron
    - Last player to pass can only do 1 more action
- Survey
    - 1st & 2nd place – take card or book museum room using cube from general stock
    - 3rd & 4th place – take card (if any left)
- End of season – last player on passing scale becomes start player

Scoring:
- VP when claiming card
- End game exhibition - # cards x highest occupied room value (1VP if no corresponding occupied room)
- End game set – 5VP per set of 5 patron cards

2P:
- New season: 11 cubes + 4 neutral cubes
- Neutral player on position 2 of passing scale
- Excavation: Players may use neutral cubes after own excavation
- Survey: Neutral player always takes card. If 1st position, card chosen by 3rd position player. If 2nd position, card chosen by 1st position player.

Nature of the Beast

Setup:
- Select same start value for Favour and Fury.
- Reveal random animal, higher ranked starts. Reshuffle Troops.
- 3 Tricks in hand. 3 face-down Troops in Pen.

Turn:

1. Preparation:
   - Flip any # of face-down animals in Pen.
   - Draw 3 Tricks, # reduced by Pen animals flipped this turn.
2. 3 actions:
   a) Recruit from Pen. Must have space for it to move to. Tilt Field animals or trash other recruits to gain enough Clout. Clout halved if recruiting animal of different habitat.
   b) Move (doesn't tilt animal)
   c) Untilt (tilted animals can't do anything)
   d) Dismiss from Field. Tilt another animal of higher rank.
   e) Dismiss from Pen. Free action.
   f) Defer recruit or leader in Pen – reshuffle it into deck.
   g) Battle. Attacker Fury +1 afterwards. Attacking animal tilted. Target any opponent animal. Defender wins ties. Defender starts battle phases. Options:
      - Event card.
      - Legend boost. Discard Trick for Combat +1.
      - Call untilted ally which is pointing at primary combatant. 3rd party players may contribute animals from front row. Combat +1.
   h) Draw 1 Trick.
   i) Event card. Action cost / Trick cost is on icon.
   j) Human (free action). Must meet requirement. 1 per row. Humans auto-untilt every turn unless requirement not met. May trash as free action to free up space.
   k) Location (free action). Must meet Rank requirement – Rank value of animal is targeted space and of those pointing to it.
   l) Item (free action). Spend Favour to equip an animal. May have >1 per animal. May tilt animal to pass any # of items to another untilted animal it is pointing to.
3. Discard down to 5 Tricks.

End:
- Win by filling own 3x3 grid, lose if Fury reaches 10.

Others: *Note: Also go through icons ref page in rules.*
- Always refill Pen immediately when there are vacancies.
- No duplicate Legend in <u>any</u> Field.
- When leader card is turned face-up, draw Troop to attach to it. If leader or Legend drawn, must pick 1 to keep and trash or defer the other.
- Only 1 leader in play in own Field.

Navegador

Start:
- Players: 2 ships in Portugal, $200, King's privilege, 1 each of church, shipyard, orange factory. Start at rondel centre. Last player gets Navegador.
- Board: Dangerous sea Macau (2/3P) and Nagasaki. Buildings – If > 2P, most expensive fields left free. 1 Privilege per type.

Phase: Phases II & III triggered after Cabo da Boa Esperanca & Malaca explored. Replenish Privileges at start of Phase.

Turn:
- Selection action. Move clockwise on rondel, pay ship(s) from board if 4 steps or more.
- Workers: $50 per worker per church. $100/$200/$300 per extra in Phase I/II/III. If have max workers, may still buy then instantly sell at $100.
- Ships: Same principle as workers, using shipyards.
- Sailing: May sail all ships crossing 1/2/3 borders in Phase I/II/III.
  - Unexplored regions need at least 2 ships to enter, 1 of which will be lost (dangerous seas cost 2 ships). Take explorer disk, reveal colony tokens, gain bonus equaling cheapest revealed colony. May explore only 1 region per turn.
- Colony: Pay to claim colony token(s). Each colony requires presence of ship and availability of 2 workers (which are not spent).
- Buildings: May build multiple but need available workers and need to pay according to table.
- Market: (for each goods type, decide to sell or process)
  - Sell goods: May sell 1 matching good per matching colony. Sell at current price, then drop price according to quantity sold.
  - Process goods: May process 1 matching good per matching factory. Process and gain income at current price, then increase price according to quantity processed. Orange starting factory is joker.
- Privilege: Spend 1 worker to gain 1 privilege. Privilege gives cash bonus (value on sheet x number of relevant item) and VP's at game end. May not do Privilege if only 2 workers left.

End: (one final round after Nagasaki explored or last building taken)
- Choose position of King's Privilege (2VP for shipyard/church)
- VP's for colony/factory/explorer/shipyard/church as per player board
- 1VP per worker / ship / $200
- Tiebreaker: Navegador holder or next to get it.

Others:
- Navegador cannot be used on 1st round. Allows extra Sailing turn before normal turn. Once used, pass right. Expires if not used after once circling rondel (use orange ship to mark). If Nagevador turn triggers new Phase, new Phase applies to the player's normal turn.

Nefertiti

Start:
- $1 on Reserve cards. Louqsor is closed. Stronger chars on top. Shuffle Akhenaton card into last 4 gift cards.
- Players: $8 / $9 / $9 / $10
- 3P: remove one +2 scribe, senet cards, start with $9 / $10 / $10

Turn:
- (optional) Use seal to buy character (one-time use & discard)
- Place servant (collect $1 if space has coin; collect $1 if first to market). If no servant, pick a market with servant and close it.
- Check for market close (always roll dice for Louqsor)
- Market close:
    - Winner pays to reserve. If cannot pay, lose a gift.
    - Winner gains seal & top gift, or 2 lower gifts. Red rectangle = 1 gift only. Plus & purple rectangle = extra lower gift.
    - Remaining players pay to take 1 leftover gift, or take half money (round up).
    - Shift Reserve card, close market.
    - Open next market, fill seal & gifts, shifting left and up.

End:
- When Akhenaton appears, close current market, and play until other markets all close.
- Scoring: For gifts, 1VP per $2, 3VP per unused seal.
- Tiebreaker: $

Niagara

Start:
- 7 gems of each type, rain marker on 0.

Round:
- Play paddle card face down
- Move canoe / influence weather
  - Move canoe:
    - must move any that are in water, and must move one if both are on land
    - Loading/unloading gem costs 2 moves, and must be done before/after moving (or both)
    - Cannot unload to source of gem
    - Cannot load & unload same coloured gem
    - Stealing can only be done with initially empty canoes moving upriver, and costs 0 moves
  - Influence weather:
    - Must move marker one step
- Move river
  - Move smallest paddle number played + weather
- Change start player

Game end:
  - When one player collects and returns with:
    - 5 different gems, OR
    - 4 same gems, OR
    - 7 gems

Note:
  - Pay 1 gem to recover lost canoe, but free 1 canoe if both lost

Nightfall v1.1 (base game & Martial Law expansion)

<u>Setup:</u>
- Shuffle wound cards, top10 x #P face up.
- 4 draft cards per player, pick and pass left 3 times, twice for private archive, once for commons. Add to commons until 8 types.
- Each player draws 5 cards.

<u>Concepts:</u>
- Exile = permanently removed from game.
- Discard / destroy = card goes to own discard pile.
- Minion health is slashes around card. Rotate when injured.

<u>Turn:</u>
1. Combat
   - Minions in play must attack.
   - Targets may send own minions to block. OK to send multiple minions to defend against the same attacker.
   - Target player takes wound if unable to block all.
   - Discard minions.
2. Chain
   - May create chain
   - Opponents may extend chain
   - Resolve chain backwards. Resolved action cards go to owner's discard pile, resolved minions come in play in owner's area. Must resolve effect as much as possible if unable to fully fulfill.
   - Kicker bonus: applies when resolving order card if it is linked to matching colour.
   - Feed: execute to repeat chain or kicker effect.
3. Claim
   - May spend influence ($) to buy card(s), add to discard pile.
   - Default $2, discard card for $1 each.
   - May discard cards without using the influence.

4. Cleanup
   - Must draw to 5 cards.

<u>End</u>:
- Face-up wound cards exhausted.
- Continue to resolve current turn, using face-down wounds if necessary.
- Winner is fewest wounds in deck + hand + discard.
- Tiebreaker: (1) Compare specific wound types and look for highest count. Player with lower number wins. (2) Compare specific wound type and look for second highest count. (3) Later in player order wins.

<u>Others</u>:
- May use only one wound card per turn.
- Only reshuffle own discard deck when need to draw cards but no more in draw deck.
- Unresolved cards still in a chain are not In Play yet.
- Discarding start card for $ doesn't exile it, because it has not been in play yet.

Nightfall v1.2 (Blood County expansion)

Setup:
- Shuffle wound cards, top10 x #P face up.
- *Create commons (8 - #players). Then 4 draft cards per player (5 if >1 card set), pick and pass left 3 times, twice for private archive, once for commons.*
- Each player draws 5 cards.

Concepts:
- Exile = permanently removed from game.
- Discard / destroy = card goes to own discard pile.
- Minion health is slashes around card. Rotate when injured.

Turn:
1. Combat
   - Minions in play must attack.
   - Targets may send own minions to block. OK to send multiple minions to defend against the same attacker.
   - Target player takes wound if unable to block all.
   - Discard minions.
2. Chain
   - May create chain
   - Opponents may extend chain
   - Resolve chain backwards. Resolved action cards go to owner's discard pile, resolved minions come in play in owner's area. Must resolve effect as much as possible if unable to fully fulfill.
   - Kicker bonus: applies when resolving order card if it is linked to matching colour.
   - Feed: execute to repeat chain or kicker effect as many times as you can afford.
3. Claim
   - May spend influence ($) to buy card(s), add to discard pile.
   - Default $2, discard card for $1 each.
   - May discard cards without using the influence.

4. Cleanup
   - Must draw to 5 cards.

End:
- Face-up wound cards exhausted.
- Continue to resolve current turn, using face-down wounds if necessary.
- Winner is fewest wounds in deck + hand + discard.
- Tiebreaker: (1) Compare specific wound types and look for highest count. Player with lower number wins. (2) Compare specific wound type and look for second highest count. (3) Later in player order wins.

Others:
- May use only one wound card per turn.
- Only reshuffle own discard deck when need to draw cards but no more in draw deck.
- Unresolved cards still in a chain are not In Play yet.
- Discarding start card for $ doesn't exile it, because it has not been in play yet.
- *When an archive is exhausted, it ceases to exist for all game purposes.*

Ninjato

<u>Setup</u>: refer page 2 of rules.

<u>Round</u>: (take turns placing shuriken, stack if action previously used)

- Dojo – take 4/3/2 cards if 0/1/2+ cards in hand. Take all before replenishing. Hand limit 7.
- Clan house – Pick strength or stealth. Order of treasure is plain then red, lower to higher. 1 treasure per guard defeated, also keep elite guards. After each win, decide whether to challenge next randomly drawn guard.
  - If lose, collect only 1 treasure, add 1 plain treasure to house.
  - If leave, collect all treasures won so far, add 1 plain treasure to house.
  - If win all, replace clan token with another. House becomes empty for the rest of the round.
- Sensei – pay dojo card to learn skill, free if already know that style. Skills are once per round.
- Palace – Pay required treasures to score & claim envoy.
- Pavilion – Pay required treasures to score & claim rumour.

<u>End Round</u>:

- Update player order, priority topmost shuriken at dojo.
- Reset player skills.
- Reset sensei, discarding unclaimed skills.
- Reset empty clan houses (3 plain treasures, new sentry, ignoring alarm icon)
- Refill Palace and Pavilion.

<u>Scoring phase (3, 5 , 7)</u>:

- Most envoy per clan, tiebreaker age.
- Disguise can double envoy influence.
- 1st place in each clan chooses (a) score honour in clan houses, or (b) free rumour from Pavilion. 2nd place must choose the other. Refill Pavilion.

<u>End game bonus scoring</u>:

- Rumours – # of matching rumour cards determine multiplier to be multiplied with the corresponding item type.
- 1 honour per leftover treasure.
- Honour for defeated elite guards.
- Tiebreaker most envoys, then oldest envoy.

<u>Others</u>:

- Alarm: add 1 plain treasure, flip highest plain treasure to red.
- Gold = joker.
- Sensei – Rounds 1 – 4, skills = #players. Round 5 – 7, only disguise taught.

Norenberc

Start:
- For 2/3/4/5P, use up to guild 3/4/5/6, 8/12/16/20 townsmen. 5 craftsmen on guild windows, doubled for topmost window. Other craftsmen shuffled with townsmen to become guests. Fill lodging windows with guests, except for 1st window of each guild.
- Prestige guild is that with highest valued guildmaster (bottom craftsman with key icon). Place pestige crest at this guild.
- Player: 4 agents, $25 (hidden), 1 of each good type.

4 Rounds: consists of multiple turns, and each turn:
1) Planning: secretly select guild(s) <= # remaining agents, or pass. Passing means quitting current round.
2) Action: resolve in guild order, then in turn order. 4 possible actions, after which must place agent at roof of guildhouse.
   a) Sell goods. Price = guildmaster value.
   b) Recruit guest.
      - Price shown below window.
      - Payment goes to storehouse of this guild, even if not matching goods.
      - Effect icons: star = immediate then reshuffle into stack, moon = end round, sun = end game.
      - Earn money for agents already at guildhouse.
      - May jump to 1st position in turn order.
   c) Buy goods. Max 3, including goods of other types at the storehouse.
      - Special limit for 1st turn of 1st round: If 5P game and 4 or 5 chose guild, max 1. If 5P game and 3 chose guild, max 2. If 4P game and 3 or 4 chose guild, max 2.
   d) Do nothing.
3) Turn End:
   - Guildmasters choose favourites. Player with most relevant goods, tiebreaker money then turn order. Claim guildmaster, guild crest, prestige crest (if present). Return 1 relevant good.
   - Reclaim agents, income $3. (end here after round 4)
   - Flip pass token, new guildmasters slide into place.
   - Refill lodging windows. Clear leftmost window, slide all left, refill.
   - New prestige guild. Must be different from current.

End:
- Townsmen bonuses.
- Craftsmen majority based on value then # craftsmen. 5/3/1VP for 1st/2nd /3rd place. If tied, add up VPs to share equally, round down.
- 30+ value craftsmen: 2VP.
- All craftsmen types: 5VP.
- Richest 5VP. Tied 2VP.
- Different crests (see table). Prestige crests considered unique.

Diff crests	VP
3	2
4	5
5	9
6	14
7	20

- Tiebreaker total craftsmen, then craftsmen value.

Others:
- Total # of goods in game is restricted.

Notre Dame

<ins>Start:</ins>
- Players: $3, 4 cubes, carriage in centre of borough, 4 messages randomly in 4 corner markets, rat at 0.

<ins>Structure:</ins>
- 3 periods, each 3 rounds

<ins>Round:</ins>
- Reveal 2 brown persons, 1 gray person.
- Players draw 3 action cards, choose 1 and pass the other 2 left. From 2 received, choose 1 and pass other left.
- 2 cycles of playing 2 action cards.
  - Generally place 1 cube from personal supply, then take action.
  - Carriage house: up to X markets visited, collect token on at destination, must collect in sets if possible.
  - Trusted friend: must move, then take action. Friend is always treated as cube.
  - Park can give bonus points every time points are earned.
- May hire 1 person for $1.
- Plague. Reduce rat based on hospital, then increase based on person cards. If burst, stay at 9, lose 2VP, lose 1 cube from most crowded borough to general supply.
- Start player passes left.
- At end of every 3 rounds, score Notre Dame. Scores rounded down, cubes return to general supply.

<ins>End:</ins>
- Most prestige, tiebreaker $ + cubes.

<ins>Others:</ins>
- If out of cubes, may move a cube from somewhere else in order to take action.

O Zoo Le Mio (Zoosim)

Start:
- Each player - zoo entrance, start tile, $8 (hidden).
- Flag arranged randomly on flagpole.

Structure: 5 years, each with 5 auctions
- Reveal 5 tiles, which will be auctioned in the order drawn.
- Blind bid tiles, tiebreaker is flag position.
- Winner of auction moves flag to bottom position.
- Won tiles must be placed, extending a path w/o cutting any other paths
- For best and 2nd best of each type of enclosure, get 2 and 1 visitor. Tie breaker is newer enclosure. 1 visitor if only one player has this type of enclosure.
- For most # of bushes and 2nd most, get 2 and 1 tree. Tie breaker is newer zoo addition.
- Get bench whenever creating a closed path

End of year:
- Earn $1 per tile
- 1VP per year # per visitor / tree / bench

Oltremare

Start:
- 2 player no corn cards
- Each player draws card until get harbour name. This becomes cargo stack
- Venice card into middle of shuffled stack
- Each player $11, 4 cards

End:
- Exhaust goods deck

Turn:
- Check hand size. Excess goes to pirate stack
- Trade.
    - Trade with other players $ or cards. Be honest on goods, can lie on icons. Non-active players who trade gets 1 prestige.
    - Buy max 4 cards from goods deck or pirate stack. $3 normally, $4 if in debt.
- Play cards
    - Can only start when have enough cards
    - Follow card icon effects
- Load cargo. In any order.

Scoring:
- Ducati icon when playing cards
- Mid-game Venice card prestige scoring. 6/3/1VP.
- End game:
    - Cargo stack by groups
    - Pirate stack (-1VP per card)
    - Most harbour markers. 6/3/1VP.
    - Prestige. 6/3/1VP.

Others:
- Harbour marker remains active until taking another one or going to empty harbour.

On the Underground

Start: 4 destination cards face-up, players start at scores
0/1/2/3/4.

Turn:
- Action
    - Place 4 lengths to extend at ends only
    - Need 2 branch tokens if want to branch off
    - Can forfeit 1 length for 1 branch token
- Passenger travels to one orange destination (if any)
and then to one white destination (if any)
    - 1st priority least walking
    - 2nd priority least lines
    - Else active player chooses
- Draw card(s) to replenish

End:
- Once last card drawn, remove passenger from game
- Play to end of round so everyone has same # turns

Scoring:
- 1VP per line used by passenger
- 1VP when a line connects to national railway
- 2VP when a line connects to terminus (also gain 1
branch token)
- 3VP when a line connects two same symbols
- 1VP per enclosed station(s)

Others:
- No repeating colour between two stations

Once Upon A Time

Start:
- 10/8/7/6/5 story cards per player for 2/3/4/5/6+ players. 1 ending card per player.

Turn:
- Storyteller plays card when it is mentioned as non-insignificant part of story.
- Storyteller changes by:
    - Passing. Storyteller <u>may</u> discard a card.
    - Interruption by exact element. Need not be exact words.
    - Interruption by interrupt card of matching group when storyteller plays a card
    - 5 sec pause
    - Not making sense
- In all cases of storyteller changing, storyteller must draw a card.
- Interruptions if disputed, are resolved by consensus of players not involved in dispute. If interrupter judged wrong, discard card used for interruption and draw 2 cards.

End:
- A player has played all story cards and then plays ending card. Not allowed to introduce new element after last story card played.

Variants:
- Give 2 ending cards. Can be used to help younger players or new players.
- May change ending card instead of discarding story card when passing, but must then draw 2 story cards instead of 1.

Ora et Labora

<u>Setup</u>: (see setup sheet)
- No grape marker for Ireland.
- Players: 1 each of clay, wood, peat, grain, livestock, $1.

<u>Round</u>:
1. Must take men back if all 3 used.
2. Rotate wheel.
3. Do settlement phase if blue house is pushed.
   - i. Move blue house to next milestone.
   - ii. Each player may build 1 settlement. May buy 1 landscape beforehand. No change given.
   - iii. New cards become available.
4. Every player takes an action, then starting player takes 1 more.
   - a) Place man or pay another $1 ($2 after winery / whiskey distillery built) to place his (his choice which type). May bring wine / whiskey to avoid paying $. May place man w/o using building function.
   - b) Fell tree / cut peat. Doesn't use man. Can be executed even if no more forest / moor, just receive nothing.
   - c) Building. Adhere to landscape type. Cloister buildings must touch. If prior is free, may immediately place on and use new building.
   - • Free actions:
     1) Grain → straw.
     2) $5 ←→ 5 x $1. Wine → $1. Whiskey → $2.
     3) Buy landscape (once per player per round).
5. Pass marker to next starting player.

<u>End</u>:
- Once passing E phase on wheel, prepare for bonus round.
- Everyone takes prior back, and then builds a building or place prior on anyone's building, even if occupied.
- Perform E settlement phase.
- Scoring:
  - Points on goods. Note wine/whiskey worth both 1VP and $1.
  - Economic value of buildings and settlements.
  - Settlements score (dwelling value of itself and adjacent buildings).

<u>Others</u>:
- Any time a type of goods is produced, its marker is moved to 0.
- Joker goods marker can be used, even for goods where marker not in play yet.

<u>3/4P Short</u>:
- If 3P, use 2P buildings only. If 4P, use 3P buildings only.
- Each player has 1 prior and 1 lay brother only.
- Whenever a goods is produced, everyone takes 1 more of this goods.
- Every round everyone receives free goods shown on wheel.

<u>2P</u>:
- Round structure: (1) both players check whether to take back all men, (2) rotate wheel, (3) do settlement if necessary, (4) active player takes 2 actions.
- Game end is after D buildings are in play and at most 1 unbuilt building left. Play to end of round, then rotate wheel, then other player 1 action. No bonus round or E settlement phase.

<u>2P Long</u>:
- Use all buildings except Carpentry, C-Grapevine and C-Quarry if France variant.
- Use 2P rules, except:
  - Use normal side of wheel hand.
  - Round structure: active player 2 actions, other player 1.
  - Game end trigger is 3 unbuilt buildings left.

<u>Solo</u>: (goal is 500pts, easier with Ireland)
- Use all buildings except Carpentry, both Grapevines and C-Quarry if France variant.
- No grape and stone markers.
- Landscape piles upside down (most expensive first).
- No starting goods.
- Similar to 2P rules, take 2 actions per round.
- If wheel hand pushes a marker at 10, marker is removed from game.
- Neutral player:
  - No moors or forests.
  - Builder's Market on top left corner.
  - When asking neutral player to place man, $ paid to general supply.
  - At the start of each settlement phase, all unbuilt buildings go to his heartland. Due to lack of space, may rebuild over unoccupied buildings, but cloister buildings must be overbuilt with cloister buildings. Ignore terrain requirement. If his prior is available, you may pay him to place his prior on a new building immediately. If this results in all 3 of his men used, he takes them back. After this resume normal settlement phase.

Pacific Typhoon

Start:
- Players: 6 Force cards.
- Renewed Battle in 2nd half of Battle deck.

Round:
- Round leader draws 2 Battles and pick 1, decides Time (must be Day or Night and not Either) and Suit (Air / Surface / Sub / Combined – all 3 combat values apply).
- Players <u>must</u> do one:
  a) Play 1 regular card + any Bonus card(s) + any Event card(s). Bonus card much match parent Regular card. Allowed to play card with 0 combat value.
  b) Discard 1 card.
  c) Discard all cards.
  - May play either Allied or Japan, never both. Must match Year, Time, Suit.
  - Fate card immediately destroys victim (claim it), or if victim is a Battle, Fate card strength doubled. Fate only effective if played <u>after</u> victim. If victim had attached Bonus card, discard.
  - Highest contributor on winning side divides spoils (Battle card and losing Force cards, except Recycle cards) to all winners with 1+ strength. Tiebreaker whoever played card(s) earlier. Divide cards as evenly as possible, only restriction is card count. Battle cards kept face-up, Force cards face-down. Winning Force cards discarded.
  - If Battle tied, refill hand and refight after changing to next Round leader. Previous Force cards placed beneath Battle card. Round leader may change Time and Suit.
  - If no card with strength, discard Battle.
- Refill hand, round leader passes left.

End:
- Battle deck exhausted.
- Tiebreaker # of battle cards, then battle card with lowest #.

Others:
- ? means die roll. Add any number after ?.
- Sun / moon symbol adds 1 to matching Time.
- Recycle symbol cards never claimed. Go to discard pile.
- Lightning icon means Fate card.
- Cross icon means victim.
- Hand size increases by 1 for every full resource, max 9. OK to exceed hand size, no need to discard down.

Variants:
1. Chronological version.
   - Remove Battles: Rennell Island, Ormoc Bay, Renewed Battle.
   - Arrange Battles in order.
   - Sort Force deck into 5 stacks, those from new year shuffled in only when Battle of that year revealed.
   - Hand size 3, increase annually till 6.
2. Short version.
   - Remove Battle: Renewed Battle.
   - Round leader reveals 3 Battles and picks 1.
3. Team version.
   - Must be equal sized teams.
   - Sit in alternating seats.
   - Remove Force cards: Fog, Day or Night, Gremlins, Typhoon.
   - Force cards separated into Japan and Allied decks.
4. May mix and match variants.

Pacific Victory

Turn:
- Die roll winner decides initiative. USA wins ties.
- Move
    - 4 hexes for air/naval to friendly base
    - Strategic HQ or strategic move
    - Pinning concept
    - Hexside limit for armies to battle: 2, difficult terrain 1
    - Stacking limit: major base 2 army 2 air, minor base 1 army 1 air, coastal & sea 6 navy
    - Air units can Combat Air Patrol. Return after combat phase.
    - Strategic moves:
        - rebase (cost 1)
        - infantry sea invasion (cost 2, range 2)
        - carrier raid (cost 2 per CV + escort, range 6 from major base, battle 1 round)
        - Submarine patrol (cost 1, range 6 from major base, battle 1 round)
        - Strategic bombing (cost 1, range 2, battle 1 round, A0 units only)
- Battle
    - Battle stacking limit, 2 air, 6 naval, 2 army
    - 3 rounds
    - Major bases, jungle & mountain double defense
    - Can only air flak if attacked (except carriers)
    - Shore bombardment only if control sea
    - Army can only be eliminated by army
    - Retreat priority – friendly, neutral. If cannot retreat, die.
    - Victor can regroup
- Check supply. Trace supply chain through major bases max 3 hexes apart until reach home base. Attrition if unsupplied.
- Reinforcements. Double cost if not at home base. If cross supply, build cost increases.

Pacific Victory (cont')

Blockades:
- Blockaded bases contribute no production points
- If battle happens, blocking side is attacker
- Blockading units pin same number of defenders

End:
- Sudden death at end turn if decisive victory
- Check Japanese supplied Production Point. 20+ Jap decisive, 15-19 Jap marginal, 10-14 draw, 5-9 Allied marginal, 0-4 Allied decisive.

Others:
- Bases friendly to original owner unless occupied
- Monsoons (Jun) – no combat or capturing of bases in jungles
- North Pacific storms/fog (Dec, Mar) – no combat
- Typhoon (Sep) – Roll die to determine typhoon zone. No movement in or out of typhoon zone & adjacent hexes
- Special cases for India / Australia surrendering

Pack & Stack

Start:
- Players 75pts

Round:
- Each player rolls dice and collect furniture.
- Each player receives 2/2/1/1 truck cards face-down for 3/4/5/6P game.
- Reveal all truck cards simultaneously and grab a truck in front of another player or from the draw deck.
- Last player must draw from draw deck.
- Load trucks following area and height limits.
- Pay points:
    - Each single empty spaces 1pt
    - Each piece not loaded (size x 2)
- Player(s) who paid the least gain 10pt.

End:
- One player runs out of points.

The Palaces of Carrara

(advanced game in italics)

Start:
- Board: 3 objectives (*random objectives, use bonus card*). 1 brick per colour in wheel section I. 9 buildings face-up. 1 object per type. *Upgrade tiles available.*
- Players: $20, black/blue/green/red brick for 1st/2nd/3rd/4th player. *Use advanced side of player board.*

Concept:
1. *Orange building for city, green for land.*
2. Cash, bricks & objects are hidden.

Turn: (pick one)
a) Buy brick.
   1. Rotate wheel. *(may skip both rotate and refill)*
   2. Draw bricks to fill Section I till total 11 bricks on wheel.
   3. Buy any number of bricks from one section. Must buy (or take for free) if possible. If unable to buy, reveal holdings to prove so, collect $2.
b) Build.
   1. Claim one of the face-up buildings. Pay required number of bricks. Brick colour(s) determines which city you may place the building at your player board. OK to mix colours, just that placement is restricted by worst colour.
      - *8-cost buildings available. When building one, claim an upgrade tile.*
      - *May upgrade a building – replace existing with new one of higher cost, paying cost difference. OK if different building type.*
   2. Refill building pool if applicable.
c) Score building or city *or building category*.
   - Building:
     1. Pick 1 building type which you have built.
     2. Score VP or $ based on city value x brick cost.
     3. Collect object(s) according to number of buildings.
     4. Use marker to check off building type on player board.
   - City:
     1. City must not have been scored before, player must have built enough buildings (2 for Livorno, Pisa, Lucca, 3 for Viareggio, Massa, Lerici).
     2. Score VP or $ based on city value x brick cost.
     3. Collect object(s) according to buildings.
     4. Use marker to check off city on gameboard.
   - *Building category (city or land):*
     1. *Must have built at least 1 of matching category.*
     2. *Score VP or $ based on brick cost.*
     3. *Do not collect object(s).*
     4. *Use marker to check off spot on player board.*
- At end of turn, may spend $10 to buy one object from board.

End:
- Last building is built or one player who has completed 3 objectives announces game end. It is not mandatory to announce game end even if 3 objectives completed.
- 5VP for announcing game end.
- Complete the round.
- Score for objective cards.
- *Any object not considered by objective cards – 1VP.*
- *Any money not considered by objective cards – 1VP per $5.*
- Tiebreaker # of leftover bricks.

Palazzo

Start:
- Mix game-end tiles to 3rd stack of tiles.
- Each player 4 money cards

Turn: (choose 1 of 3 actions)
- Take money – open (# of P + 1) cards and take 2, other players take 1 each
- Build or auction floors
    - Draw 2 floors, place 1st in warehouse, 2nd in quarry (# of windows determines distance from architect)
    - Choose buy OR auction
        - Buy = 1 or 2 floors from warehouse, cost per floor = 10 - # of floors at start of turn. Must use single currency. No change given.
        - Auction = move architect to next non-empty quarry to auction all tiles. Active player starts bid with 3er certificate. In case 4 or more tiles, everyone chooses one and discard the rest.
    - When paying, must not pay only jokers.
    - 3 cards of same value (not currency) = $15
- Rebuild - Pay 1 money card to pull out / insert / throw away single floor

End:
- End immediately with 5th game-end tile drawn.
- Scoring: 1 floor = -5VP, 2 floors = 0VP, 3 floors = windows, 4 floors = windows+3, 5 floors = windows+6. Single material = 3VP for 3 or 4 floors, 6VP for 5 floors.
- Tiebreaker: single currency + jokers in hand.

Others:
- Can buy floor to throw away.

Panamax

Concepts:
- Company assets on clipboard, player assets outside.
- Max 2 incomplete contracts at company.

Setup:
- Roll 12 white dice for main part of action table, 4 for executive action part. Wraparound leftwards if surplus in any column. Reroll all if 4 or less dice on left / right half. (3P: 9+3 dice, 2P: 10+2 dice, reroll if 3 or less on one half)
- Captain and Stevedore cards ascending. Passenger tokens descending.
- Place unique ships at specified loading zones (dark blue).
- 3 contract cards. Top 2 of contract draw deck are visible.
- 4 dice per player in dice pool, others in warehouse.
- Companies: 4 shares, $18.
- Players: 1-slot ship with 3-pip die at designated spot, 2-slot ship built and with player assets. 1 share, $6. 2 financial advisors, pick 1 & pass 1 left, then pick 1 to keep (secret).
- Start contracts: Display #player + 1 contracts. In reverse order, pick one, and place dice from warehouse accordingly. Load dice onto available ships. May build ship immediately. Receive flag if contract emptied.

Structure: 3 rounds.

Turn:
- Select action die from table to execute action. Executive action die can be selected only when it is the last one in the column.
- Prior to selection, company may pay $5 to move one die between left/right halves then select it. May not move to executive action space.
- (a) Contract card / load cargo:
  - May claim contract card. Place own dice from warehouse then die pool accordingly.
  - May choose to use back side of contract card.
  - May load # containers = # exposed load icons.
  - Max load 1 die per ship / rail table per turn, unless using clipboard free action or Stevedore.
  - Load dice from contracts to loading zone, must match nationality.
  - Ships in waiting zone can be moved to loading zone and used immediately.
  - Containers with rail icon can only be loaded to 1st rail wagon, if space available.
  - If contract emptied, receive flag to place on clipboard.
- (b) Move ship:
  - # and type of moves = icons exposed.
  - Must spend all moves if possible. May move others' ships.
  - Max capacity of water locks = 4 slots.

- Ships once grouped move as one. In lakes, may break / rearrange groups. Group / ungroup is not an action.
- Pushing: If lock(s) ahead full, may push all ships ahead one step. Pushed military ships give no bonus.
- (c) Buy share (by forfeiting executive action)
  - Player pays $ to company based on market price. Price goes up.
  - If buying share using executive action, may instead push price up by two steps.

End of round:
- Progress dice on rail wagons. New player order based on dice value in 2nd rail wagon, tiebreaker leftmost. Claim 1 flag if delivery done, dice return to dice pool.
- Companies with dice in transit and in loading zone pay fees per die according to location. Also $4 per die on contract, $5 per die in warehouse. If company can't pay, player pays. If still can't, player takes loan which can only be paid at game end.
- Dividends: See market table. If company can't afford to give full dividend, none given, and share price drops 2 steps.
- MD awards: To player with highest valued company which has paid dividend. Tiebreaker company cash then turn order.
- Reset: flags for rail, dice pool cleared to warehouse, reroll action dice.

End of game: player cash, MD awards, best 2 financial advisors, sell all shares, pay loans. Tiebreaker turn order.

Completing journey:
- Each company $1 per dice pip. Dice return to dice pool.
- Ship owner bonus: Captain or player's $2 / Stevedore or player's $3 / Financial Advisor or player's $5 for 1- / 2- / 3-slot ship.
- Ships go to waiting zone.

Build ship any time: Place in a loading zone. $7 for 3-slot ship, $5 for 1-slot. Paid by company.

Clipboard actions: (see rules for details)
- Take free action when placing flag immediately.
- Only share action may be deferred till next time getting same flag.

Ships:
- Numbers are valid range for total cargo value for ship to sail.
- Cruise ships: only die value 1 or 2. When journey ends, players with dice earn passenger tokens, in turn order starting with active player. Companies paid according to passenger tokens.
- Military: Only 1 nation will pay player per turn for movement. Amount depends on matching flags on clipboard, max $3.
- San Juan Prospector: double payment for 1 die per company.

2P: No San Juan Prospector and Spiel of the Seas. One 3-slot cruise ship per waiting zone.

Pandemic: The Cure

Start:
- Draw 12 random infection dice and roll till no crosses. Assign to regions accordingly. If >3 dice of a colour in a region, reroll.
- Reveal 3 available events.

Objective:
- To win, cure all 4 diseases. To lose, infection rate reaches end, OR 8+ outbreaks, OR need to draw dice from bag but not enough.

Turn:
1. Roll player dice and do actions.
   - Action result can be rerolled as many times as desired. Biohazard result cannot be rerolled, it increases infection level, then is set aside. When infection level reaches Epidemic spot, execute Epidemic.
   - Spend die to take action. Need not use all dice.
     - Fly = move to any region.
     - Sail = move to adjacent region.
     - Treat = move one infection die from region you are in to centre, or from centre to bag. If disease is cured, move all dice of the disease instead of just one.
     - Collect sample = take 1 infection die of uncured disease from centre and store it on role card together with "Collect Sample" action die. This locks your die.
   - See role cards role-specific actions.
2. (optional) Give sample to player in same region.
   - When doing so, give all samples of one disease (together with "Collect Sample" dice).
3. (optional) Attempt cure for one disease. Roll samples for 13+.
   - If successful, use one of the samples to mark cured status. Move all samples and dice in centre of this disease to bag. Return all freed up "Collect Sample" dice to owners.
4. Infect regions.
   - Draw # dice from bag according to infection level, roll.
   - Move cross results to CDC, others to regions.
   - Check for Outbreak.

Epidemic:
- Roll all die in centre + # dice from bag according to infection level.
- Move cross results to CDC, others to regions.
- Check for Outbreak for each region.

Outbreak: (>3 dice of a colour)
- Increase outbreak level.
- Move surplus dice to next region. This may cause chain reaction.

Events:
- Move required cross dice from CDC to bag to execute event.
- Move used event to bottom of deck and draw new event.

Others:
- See last page in rules for clarification of special cases.

Paths of Glory (basic rules, optional rules not covered)

Setup:
- Setup in rules. Neutral nations not on map yet.
- Central player (CP) decides whether to start with *Guns of August* and tells Allied player (AP).

Turn:
A. Mandated Offensive. -1VP if don't attack. If capital conquered, shift right. AUS/CND/PT/ANA not considered BR, SN not TU.
B. Actions (6 rounds, CP first).
  a) Operations (OPS). Activation points for a space depends on nationalities count, but see exceptions (9.2.3). Activate for Move OR Attack, not both. In Near East, AP may only activate 1 space for combat, except MEF beach heads. See MEF and Near East exceptions (9.2.7.1, 11.3). Activated unit may stay idle. Execute move then attack.
  b) Strategic Redeployment (SR). No consecutive SR within Turn. 1 SR point for Corp, 4 SR point for Army. Each unit max once per action round. Units must be in supply, and via friendly space (or besieged enemy fort), incl Reserve. RU SR only in Russia. Corps can SR port-to-port. Exceptions: 13.1.7.1, 13.1.7.2, 13.1.12.
    - From Reserve, can be to unit of same nationality, except ANA or SN Corp. Corps also can be to own supply source or friendly capital. US Corp to any friendly port in FR, even w/o US unit.
    - To Reserve, Corp only.
    - If capital is enemy controlled or besieged, no Corp SR to/from Reserve, except SB and BE.
    - MN no overland SR.
    - Near East restrictions: 13.2.
  c) Replacement (RP). No consecutive RP within Turn.
  d) Event. (remove permanently if *)
    - Entry: Max 1 neutral entry (both sides) per Turn, except US and TU. If CP Total War but not AP, AP may only use IT or RO entry cards as events.
    - Reinforcement: Not Turn 1. Max 1 per nation per Turn. May not play if cannot place all reinforcements. See 9.5.3.
    - Combat cards: Attacker plays first. Usually, if using one to win, it stays in effect until end of Turn or until losing a combat. It applies to one combat per action round of either player.
  e) Offer Peace Terms. CP if VP >=11, AP if <=9. If accepted, game draw. If rejected, roll for VP change. See ref table.
  f) Auto operations (value 1) w/o card play.
C. Attrition. OOS units eliminated, Armies permanently. OOS space without own fort becomes enemy controlled (regardless of whether connected to enemy supply source).
D. Siege. Roll for > fort LF. Die rolls -2 if Aug & Sep 1914.
E. War Status.
  1. VP table.
  2. Auto-victory.
  3. Armistice (combined war status).
  4. War commitment level (except Turn 1). If increased, add cards and reshuffle with discard pile. When CP at Limited War, TU enters (not part of neutral entry limit).
F. Replacement. If not spent, wasted. AP, then CP.
  - If capital besieged or conquered, no RP, except OOS but unbesieged Paris still allows RP.
  - BE and SB not restricted. Can be built in reserve box even if whole country enemy controlled. Also 17.1.5-6 for BE, SB, ANA exceptions.
  - Units tracing supply to supply sources not closest to home may not receive RP. See 17.1.4.1.
  - Recreated Armies handled same way as reinforcements (9.5.3.3).
  - Allied (A) RP's for ANA, AUS, BE, CND, MN, PT, RO, GR & SB only.
  - Units with dot never take RP.
G. Draw to 7 cards. May discard combat cards before drawing.
H. End of Turn.

Concepts:
- Stack limit: 3 except during movement or SR. Forts don't count.
- Movement: Move stacks, then units, one by one. Must not end move in space with Attack marker. May enter fort space only if can siege it. Control space entered unless besieged enemy fort.
  - Exceptions: 11.1.9 – 11.1.17.
- Entrench. One Army per space may attempt in lieu of movement. Roll for <= Loss Factor (LF). Enemy entering trench or trench space suffers attrition, trench reduced.
- Supply: Checked during activation and before each combat resolution. Traced through friendly controlled spaces or besieged enemy fort (and not own besieged fort) to supply source. May trace through friendly port, CP can use those in GE and RU, AP can use those not. Exceptions:
  - RO and SE can trace through dashed lines to RU off map boxes.
  - MN, ANA, SN, SB (if in SB) don't need to trace supply.
  - TU in Medina always in supply for attrition purpose only.
  - CP may not use besieged Riga for sea supply.
  - AP may use Constantinople for sea supply only if controlling Gallipoli.

- OOS effects: can't activate, SR, entrench (but may use trenches), or enjoy combat cards.
- Forts: May not enter enemy fort space unless able to besiege (min 1 Army, or # Corps matching fort LF). Forts can be killed by attacks, not necessary to besiege. Once destroyed, remains so permanently. GE may not attack RU forts (but may besiege those unoccupied) until *OberOst* event or CP war status = 4. Units may not leave space with enemy fort such that fort is not besieged afterwards.

US entry:
- US active when at Zimmerman Telegraph box, but cannot play US Reinforcements yet. *Over There* may not be played in same turn as Zimmerman Telegraph. US reinforcements max 1 per turn.

RU capitulation:
- Whenever a previously met requirement is no longer met, move marker backwards.
- When *Fall of the Tsar* occurs, use Tsar Fell Russian VP marker to mark current CP Russian VP marker.
- After *Treaty of Brest-Litovsk*: RU units may not operate outside RU, GE, TU, Austria and RO. Any RU units outside of these are eliminated. RU units may not be stacked with Allies. Eliminate those currently stacked. RU units may not attack or be attacked except by TU in Near East. Claiming unoccupied spaces and besieging forts still allowed.

End: (any one of these conditions)
- During War Status Phase E2, CP auto-wins if VP>=20, AP if VP<=0.
- End of scenario. Check VP depending on scenario, sec 5.0.
- Armistice.
- Accept Peace Terms.

Others:
- Deserts cannot be activated or attacked into in summer, but forts in deserts can still be besieged.
- May discard combat cards before war commitment level change reshuffle.
- See 12.4.7 for permanently eliminated Armies.
- See 12.6 for *Withdrawal* card.
- See 2nd last page for Near East Exceptions.

Combat:
- May not attack space containing only enemy retreated in current action round.
- May attack from multiple spaces. Units in single space may attack different enemy spaces. If multi-national attack, at least 1 attack space must contain all involved nations. London and Taranto exception – 12.1.10.
- Combat resolution:
  1. Designate combat.
  2. Determine combat strengths (add up combat factor).
  3. Trench-negating combat cards.
  4. Attempt flank attack. If attack from multiple spaces, at least 1 Army, defending space not Swamp / Mountain / entrenched / unoccupied fort. Designate pinning space. Each non-pinning spaces not next to other enemy units via solid lines give +1 DRM to flank attempt (>=4). If success, attacker does steps 6-9 before defender, and vice versa.
  5. Combat cards. Attack play and/or use in-play cards, then defender.
  6. Determine DRM. Sinai exception 12.2.7.
  7. Determine fire column. Check unit type and terrain.
  8. Determine results.
  9. Take losses. Defender first. Reduce / eliminate unit or fort as much as possible, but don't exceed Loss Number. Eliminated Army replaced by Corps in Reserve if possible, else permanently removed. If 2x3LF Armies suffer 7LP, or 2x2LF Armies suffer 5LP, and no Corps in Reserve, must eliminate one Army. See special priorities 12.4.4.3 – 12.4.5. Only destroy fort when no unit survives.
  10. Determine winner (cause higher loss). If tied, both lose.
  11. Defender retreat, if attacker wins and has full strength unit. Retreat 1 step if loss number difference is 1, else 2 steps. If entrenched, forest, desert, mountain or swamp, defender may stay by taking 1 step loss. Eliminated if unable to retreat (permanently if Army or Army reduced to Corp). MN Corp eliminated if forced to retreat. May not retreat by sea or to unbesieged enemy fort. Units may retreat to different spaces. 1st priority friendly space, then vacant enemy space (gain control of final destination). 2nd priority retreat to space in supply. If 2 step retreat, apply rule for each step. If already retreated units are attacked again, they don't contribute CF or LF, and are all eliminated if enemy causes at least 1 Loss Number.
  12. Attacker advance, to empty space vacated by defender. Optional for each full strength unit. Must stop if forest / mountain / swamp / desert. If enemy fort present, advance allowed if able to besiege, further advance allowed if sufficient units besiege.

Perikles

Start:
- Board: 10 face-up influence tiles, 7 face-up location tiles.
- Players: 1 face-down special tile, 2 cubes per city, then 2 rounds of placing 1 cube in preferred city.

Structure: (3 turns of 4 phases each)
- (round 2 on) All influence tiles reshuffled before dealt, previous Athens leader is start player.
- Select <u>influence</u> tile and place cubes. Can assassinate cube or propose candidate (not necessarily same city as tile). Refill after selecting. Players take turns to select 5/5/4 tiles for 3/4/5P. Must select different colour if available.
- Propose <u>candidate</u>. Must have own cube in city. Do so until all 12 candidate spaces are filled.
- <u>Election</u>. Candidate with most cubes win, tiebreaker is alpha position. Both candidate cubes are removed. Winner removes additional cubes of same # as loser.
- <u>Commit forces</u>. Sparta controller decides start player. City controller takes city army, player with no city control takes Persians. One round of recovering dead units, one per city, lowest value of type selected.
- All 2-shard tiles are used first, each tile allows 0-2 units to be committed (can be from different cities and/or to different locations).
- Units played face-down, can be stacked. Allied units can be a mix.
  - Main attacker/defender must be filled before allies
  - May not attack own city's location
  - May not defend other city's location w/o permission
  - If city A attacks city B's location, from then on A may not defend B's location or join forces in any battle.
  - Same player may never have units on both sides of a battle.
  - May spend 1 cube to send 2 more units

- <u>Resolve battle</u>. Intrinsic defenders always defend, intrinsic attackers only when there is a main attacker. Consult combat table for die roll needed to collect battle token. *Stronger side determines best column.* Combatants roll 2 dice, and first to collect 2 battle tokens wins. Else roll until tie broken.
- Loser loses 1 unit, priority main combatant.
- If 2-round combat, winner of 1st round starts 2nd round with 1 battle token already won.
- Winner takes location tile. If defender loses, place defeat counter on highest VP square of city.
- If location not attacked, set aside face-up. Main defender adds 2 cubes to city.
- Surviving units return to city.
- <u>Leaders become monuments</u>. Uncommitted units return to city.

End
- End of 3rd turn, or end of turn after Athens or Sparta has 4 defeats.
- Score:
  - 1VP per cube in city
  - VP on location tiles
  - VP for statues (accordingly to highest uncovered VP square of city)
- Tiebreaker: VP from locations, then # of statues.

Others:
- If a player(s) control Persians, commit forces and resolve battle as normal, except Persian units never die.
- Special tiles may not be used for instant victory.

Pick Picknic

Start:
- 5 cards per player

Round:
- Randomly add 1 corn per tile.
- Simultaneously select 1 card to play.
    - Single fowl: claim all corn, discard fowl.
    - Multiple fowl: agree on a split, or fight (card value + 1 die roll) until last fowl standing, discard fowl.
    - Fox only: discard fox.
    - Single fox & fowl: gets all fowl, including -2 fowl. Fowl gets nothing. Discard fox.
    - Multiple fox & fowl: Foxes fight.
- Redraw

End:
- Can no longer replenish tiles.
- Scoring:
    - Yellow corn = 3VP, blue = 2VP, green = 1VP
    - Poultry – value on card

Others
- Quick fowl (-2 card) gets 1 green corn (if any) if not alone on a tile. Doesn't fight other fowl. Still gets eaten by fox.

2/3P
- Hand is 6 cards
- Play 2 cards of different colours

Planet Steam

Start:

#players	2	3	4	5
Board Setup				
Tanks	9	10	12	14
Water supply	6	7	8	10
Energy supply	10	12	14	16
Ore supply	7	8	9	10
Quartz supply	4	5	6	7
Licenses	6	6	7	7
Deeds	4	5	6	7
Card set	A	B	C	D
Each Player				
Carrier: 1 each at Level 1, one of which can to be upgraded to Level 2.				
$	100	110	120	130
Water (W)	3	4	3	3
Energy (E)	3	2	3	4
Ore (O)	1	2	2	2
Quartz (Q)	0	0	1	1

Others / Reminders:
- Licenses once used are removed from game.
- Adjust Supply indicator for bonus resources at specialist auction, resource trading, new tanks at Year End.
- Adjust Price indicator for resource trading (include no trade), no new tanks at Year End.
- If no water for activation and no water tank, force downgrade 1 tank, gain 1 water, but no buying.
- For advanced variants see rules.

Structure: (play 7/6/5/4 years for 2/3/4/5P)
1. Expansion:
    - Auction specialist. If available, prepare up to 4 free resources. Free $2 if player has $0. Min bid $1. If bonus resource cannot be loaded or is unclaimed, return to supply and adjust indicator.
    - Venturer auctions empty shaft. If none, auction neutral platform.
    - Cover shaft. Each player uses die or license to build a platform. (a) Die: 4-6 build at target empty spot, 1-3 build at next empty spot orthogonally (skipping occupied spots) from target, or $15 if none. (b) License: Any empty spot, or claim neutral platform.
    - Fireman places energy coupler
2. Buying:
    - Pay activation cost (1W), else no action allowed. One player does all buying/upgrading/rearranging before the next.
    - Buy tanks from Hall (1W + $), adjust price after each tank bought.
    - Buy tanks from Earth (1W + 2Q + $5)
    - Buy upgrades (produce other resources). May move tanks / upgrades. Only one upgrade type per tank.
    - Buy domes (increase production by 1). May move domes.
    - Upgrade carriers
3. Production:
    - Production needs energy, except producing energy or producing water in Head Shafts.
    - Bonus production if (a) tanks adjacent, (b) same resource, (c) tanks powered. Bonus is #tanks - 1.
    - Energy coupler gives +1 bonus to powered tanks.
    - Trade at Terminal, by resource type, then by player (buy, sell, or no trade). May buy to throw away. Price adjusted after each player's (in)action.
    - Buy 1 license, or permanently discard license for $15, or buy deed (worth $50).
4. Year End:
    - Produce new tanks (use O & E left) up to Hall limit. If none produced, price of scarce resource moves up 4.

End: (richest wins)
- Resource at current price
- Platform with / without tank $50 / $25
- Dome $50
- Deed $50

Poison

Start:
- Distribute all cards. If 3P, distribute 4 sets & remove extra set.

End:
- Everyone played all cards.

Turn:
- Play one card into one cauldron.
- Only one colour per cauldron. Poison = joker.
- If total exceeds 13, player takes all cards and place face-down in front of himself/herself.
- No examining face-down cards.

Scoring:
- -1 per coloured potion card, -2 per poison card
- 0 if is sole player with highest number of cards of a colour

Round:
- Play as many rounds as # players

Power Grid

Players	2	3	4	5	6
Areas	3	3	4	5	5
Plants	-8	-8	-4	NA	NA
Stage 2	10	7	7	7	6
End	21	17	17	15	14
Others	2 players: 4 plants per player				

Start:
- $50 per player
- Coal $1+, Oil $3+, Gar $7+, Ura $14+
- Remove X plants, Plant 13 on top, "Stage 3" at bottom

Structure:
- 3 stages, each stage can have same # connections per city
- Stage 1 & 2 has current & future plant market of 4 each. In Bureaucracy, return biggest plant to deck.
- Stage 3 has current plant market of 6. In Bureaucracy remove smallest plant.

Round:
- Determine player order
- Auction plants (leader first)
- Buy resources (leader last)
- Connect cities (leader last)
- Bureaucracy: supply power, replenish resource etc

Other rules:
- If no plant sold, remove lowest plant
- If plant <= # cities of leader, remove
- Still get $10 if not supplying power
- Plant can store double its capacity
- Tie breaker: money, then # cities

Power Grid – Factory Manager

Start:
- $18, 1 set of start tiles, 1 random order tile. Order tiles:

Players	2	3	4	5
Game start	2,10	5,7,8	7,8,9,10	8,9,10,11,12
Draw stack	1,4,6,8	1,2,3,4,6	1 to 6	1 to 7

- 3 random X start tiles, 5 random energy price tiles.

Structure: 5 rounds
Round:
- Auction player order. Reveal same # of order tiles as players. Player with higher order # always starts bidding. May bid 0. Must not bid all workers. Last remaining player may bid non-0.
- Prepare market. Choose tile per available worker. Last player may choose extra tiles – 0/1/2/3 for 2/3/4/5P.
- Buy/dismantle tiles, then seasonal workers ($7). Use available workers to buy or dismantle tiles. Bought tiles can be placed in later rounds. Unbought tiles are returned to the board.
- Bureaucracy and new energy price. Update factory stats, assign workers to canteen. Must always have at least 1 available worker. Shut down as required and by choice.
- Income. Doubled on last round.

End:
- Richest wins. Tie breaker last round income.

Others:
- Some order tiles give discount to tiles and seasonal workers
- Max 1 robot per machine.

1st game:
- Max 4P, 1st energy tile $0.

Power Grid: The First Sparks

Start:
- Players: 7 food, 1 random herb card.
- Board: Turn order is reverse of herb card. Each player lays 1 tile to construct board, tile must touch 2 other tiles. Starting food supply – 4 berries, 2 fish, 3 bears, 2 mammoths.
- Lay cards 7-10, 11-14 in two rows. Only upper row available. Shuffle the rest and remove 6/3/0 for 3/4/5P. Shuffle card at bottom.
- Setup: In reverse order each player places 1 clan for free. Then in player order each player may place 1 clan adjacent to first clan, paying cost.
- Update turn order, determined by clan size then card number.

Round:
1. Buy tech / food rot. (in player order)
   - Place 1 food on lowest tech.
   - Forfeit purchasing tech, or pick 1 to buy from top row. All other players have option to buy it first, in player order, but priority to last player who wants it.
   - Max buy 1 tech.
   - Max 3 tool cards. May duplicate.
   - No limit to knowledge cards. May not duplicate.
   - If tech with free food still not bought, discard.
   - Players without Fire discard 1/3 food (round down).
2. Hunting / feeding. (in reverse order)
   - When having clan members next to > 1 matching hunting area, add virtual tokens when resolving tool usage.
   - Tools of same type must be resolved one after another.
   - If unable to feed clan, remove while keeping clan adjacent.
3. Spread clan. (in reverse order)
   - Add up to 5 clan members, maintaining adjacency, for 1/3/6/10/15 food. +1 food for crossing mountain. +X food if space will have X (more than 1) clan members.
4. Bureaucracy.
   - Determine player order.
   - Resupply storage board (base suppy + number of matching hunting areas on board)
   - Move highest tech card to bottom of deck.

End:
- When one player places 13th clan member.
- Most clan members win. Tiebreaker food.

Others:
- OK to make change, just don't mess up storage board.
- If newly drawn tech card is lower than the one with free food, discard free food.
- When Shuffle card drawn, shuffle remaining cards in deck, remove lowest tech and Shuffle card. Tech market becomes 6, but all available.

2P:
- Setup:
  - 1st player places 2 tiles, 2nd player places 1.
  - Remove techs 10, 11, 15, 20, 24, 26, 33, 39. Tech market is 2 rows of 3 techs. Then remove 2 more random techs.
  - 2nd player places 1 neutral clan before normal clan placement.
- Play:
  - 1st player may decline 1 card picked. If it is a tool, remove food from storage board based on harvesting rules.
  - 2nd player spreads neutral clan to same size as 1st player before normal clan spreading.
  - After Shuffle card drawn, tech market reduced to 4.

6P:
- Setup: Card 15 at top of deck.

Base supply table				
Players	Berry	Fish	Bear	Mammoth
2	2	1	0	0
3	3	2	1	1
4	4	2	1	1
5	5	3	2	1
6	6	4	3	1

Power Struggle

<u>Start:</u>
- If 3P, use 2 of each Blocks of Share. If 4P, remove 1 each of 1 to 5 Share Blocks.
- Player: $800K, 1 archenemy, 1 archenemy competence (remove cards according to # players).
- Deal all Privilege cards as evenly as possible. Communications Privilege = start player.
- 3 rounds of appointing Manager, starting with Start Player / 2nd Player / Start Player. Don't use Privileges, don't occupy Division Head spaces. (a) Appoint Manager to Board – occupy leftmost vacant seat, if full kick leftmost Manager out and shift all left to make way. (b) Appoint Manager to Dept – occupy topmost vacant office, add 3 Employees.

<u>Rounds:</u>
- Director's Meeting
  - Dismiss Chairman (except 1st round)
  - Appoint Chairman – Player with most (leftmost if tied) Managers on Board. Leftmost Manager becomes Chairman, Board members shift left to remove gap.
  - Division Heads – Most Dept Heads (Main Dept counts as 2 Dept Heads), if tied, most Employees, if tied again, topmost Dept Head. Division Head taken from player supply. If no Dept Head, see Privilege card. Ousted Division Head can go to Board or become Consultant.
  - Claim Privilege Cards
  - Earn Influence – Chairman 2, Board member 1.
  - Motivation marker reset to 6.
  - Communications Division Head set up events deck – 6 random, 2 standard. Director's Meeting event = end of round.
- Dept Turns (4 to 7)
  - Event Step
  - Action Step. 1 action starting from Comms Div Head. Possible actions:
    a) Hire 2 Employees. Max 6 per Dept.
    b) Create new Dept. (i) Create 2 new Depts using existing employees, at least 2 employees per new Dept, one of whom promoted to Manager. (ii) Create 1 new Dept, taking 1 Manager and 1 employee from supply, then move any employees from existing Dept.

c) Restructure Dept. (i) Move 1 or 2 Dept to another Division, (ii) Move 1 Main Dept to another Division, (iii) create Main Dept by merging 2 Dept. May be different Division, may go to new Division. Remove 2 employees. Score on Main Dept track.

d) Resign as Div Head to become Board member or corresponding Consultant. Privilege card becomes temporarily invalid, even if it has been bribed away. All Division employees fired. If become Board member, all own Dept Heads join too but not Main Dept Heads. If become Consultant, Dept heads fired too.

e) Bribe for Privilege cards. Min $50K. Gain 1 Corruption. May try again if 1st attempt fails. If accepted, target gains 1 Corruption. Privilege card received has stronger (golden) effect. If declined, target loses 1 employee, chosen by briber.

f) Gain points.
   - Influence track – fire 3 employees
   - Buy Main Dept - $1500K. 2 managers from stock.
   - Buy Consultant - $2000K. 1 manager from stock.
   - Buy shares. Advancing on Share track depends on # of shares on the share block.

g) Execute privilege.

<u>End:</u>
- End of turn (not round) when 1 player achieves 4 goals.
- Tiebreaker most goals then money.

<u>Others:</u>
- Archenemy victory: Need to beat him in 3 categories. If draw own colour, need to beat everyone in 2 categories. Reaching golden space counts as having beaten everyone.
- Bonus payment is for each share block and not each share.
- Dept with no employees are closed, except Main Dept.
- Depts always shift up when gaps appear.

<u>Variant:</u>
- Play to 5 goals

Puerto Rico

Start:
• See Page 2 of rules for setup
End:
• End of round when (a) finish VP chips (b) finish colonists (c) someone fill up building spaces

Round:
• One player is Governor, starting from Governor everyone chooses a role
• At round end add $1 to not chosen roles
Turn:
• When a player chooses a role, he/she can perform the action associated with that role, and everyone else take turns to perform the action.
• Player that chose the role has special privilege

Role actions & [privileges]:
• Settler: choose plantation [choose quarry instead]
• Builder: pay to build [$1 discount]. Quarry gives discount.
• Mayor: receive colonist and adjust colonist placement [1 extra colonist]. Refill colonist ship to empty building spaces or # players.
• Craftsman: Produce goods [1 more barrel].
• Captain: Take turn to load goods onto ships and receive VP per barrel [1 more VP in 1st shipment]. Ships only take same goods. Diff ship diff goods. Clear full ships at end of turn. Players only keep 1 barrel.
• Trader: Sell one barrel [earn extra $1 if sell]. Trading house can only take different goods. At end of turn clear trading house only if full.
• Prospector: [get $1]

Scoring:
• VP chips, Building VPs, Large buildings special VPs

Pyramid / Fluch der Mumie

Start:
- Each treasure hunter gets 1 card per colour (secret).

Turn:
- Treasure hunter:
    - May reset dice showing mummy (to give special mummy turn)
    - Roll dice not showing mummy. May keep rerolling, but mummy side dice are locked.
    - Move by 1 die, announce which one. May retrace steps. May not enter start spaces. May pass through other treasure hunters. Arrow = move max in straight line, stopped by other hunters.
    - May play mission card if reach specific treasure.
- Mummy turn:
    - Roll die and add mummy icons on treasure hunters' dice. Move.
    - If catch treasure hunter, hunter goes to dungeon and surrenders 1 ankh (out of game if 3rd ankh). Mummy stops.
- Special mummy turn: Move # of mummy icons on hunters' dice.

End:
- A treasure hunter wins if play last card.
- Mummy wins if 4/6/7 ankhs for 2/3/4 treasure hunters.

Others:
- If all dice mummy icon, lose turn, and next treasure hunter must reset dice.
- If hunter stuck, announce and lose turn.

2P:
- Use 2 treasure hunters (both take turns before mummy), 10 missions (2 per colour). Either hunter can fulfill mission.
- Mummy wins with 3 ankhs.

Quo Vadis?

Start:
- 10 random tokens on laurel spaces, Caesar on top centre laurel space near inner sanctum.
- Optional: 7 special tokens available.

Turn – choose one action:
- Move senator to start space
- Advance senator to next committee
    - Must have majority vote or Caesar is on path.
    - If Caesar on path, no laurels gained.
    - Supporting players gain 1 laurel per vote. Only minimum number of laurels given, active player chooses who gets it.
    - Can make deals, and promises must be kept if doable by end of next round.
    - Collect token if pass by one, and replenish. Tokens kept face-down. May move Caesar if appropriate token drawn.
- Move Caesar to any laurel space.
- Optional: take special token.

End:
- When inner sanctum filled.
- Player who has senator in inner sanctum and has most laurels win. Tiebreaker is first to reach inner sanctum.

- Variants:
- 10/14/18 "1" tokens for 2/3/4 players
- Once 3 senators reach inner sanctum, anyone can request all tokens to be revealed until end of day.
- Promises must be kept only up to end of current round.
- If equal number of senators as any other player, can bribe to advance by paying 3/5 laurels.
- Must move Caesar of "2" token with Caesar drawn.
- For end VP add # committees dominated.

R-Eco

Start:
- Chips arranged 0, 1, 2, 3, 3, -2, 4, 5
- Each player 3 cards
- Factory dump site 1 card

Turn:
- Play card(s) of one type to matching factory. If # garbage at factory is 4 or more, receive top most chip.
- Take all cards from factory dump site. If hand size > 5, dump face-down to 5.
- Refill factory dump site cards to # garbage at factory + 1 card.

End:
- End of turn when one factory runs out of chips.

Win
- VP: chips (not counted if only one chip of a colour) + no dumping bonus - 1pt per dumped card.
- Tiebreaker least dumping.

#players	2	3	4	5
Chips	No 3's	One 3 less	One 3 less	-
No dump	4pt	2pt / dumper	1pt / dumper	1pt / dumper

Race for the Galaxy

Start:
- 12 VP chips per player, set aside 10 VP chips
- Each player: 1 random start world, get 6 cards and discard 2, 1 set of action cards

Round:
- Everyone simultaneously and secretly chooses action
- All chosen actions executed by all players, but choosing player(s) gets bonus
- Actions
  - Explore: Draw 2 cards pick 1. Bonus: (a) Draw 7 pick 1 (b) Draw 3 pick 2.
  - Develop: Simultaneously play development card and pay. Bonus: $1 discount.
  - Settle: Simultaneously play world card and pay (or conquer). Place good if windfall world. Bonus: 1 card.
  - Consume: Compulsory for everyone if chosen. Consume powers can be used in any order, but each power must be used in full if possible. Bonus: (a) Sell 1 good for 2/3/4/5 cards before Consume (b) double VPs gained.
  - Produce: Fill production worlds with 1 good. Bonus: 1 windfall world produces.
- Discard down to 10 cards

End: At end of round when:
- 1 player has 12 or more cards
- VP chips exhausted
- Winner: VP chips + VP from cards. Tie breaker: cards + goods.

Others:
- Cannot build repeating cards.
- Max 1 good per world.
- If needed, turn order is clockwise from lowest start world #
- 2P: use 9 action cards, choose 2 actions per player. 2xExplore = Draw 8 pick 2, 2xDevelop/Settle = do twice.

Railways of the World

Start:
- Board: Random goods in cities. 1 less if 2/3P but minimum 1. Starting Railroad Operations cards + (2 x players) RO cards.
- Player: Start $0, but may issue share for $5K when out of cash. 2 rail baron cards, pick 1.

Turn:
1. Auction for start player, min $1. If no one bids, pass token to player next to previous start player.
2. Actions (3 rounds)
   - Build track. Max 4 tiles. Max 1 link (between two cities). OK if incomplete, but if incomplete by round end, will be removed. Normal $2K, with water $3K, hill $4K; cross ridge +$4K.
   - Urbanize. $10K. Place new city on grey city, adding 2 goods.
   - Engine. Cost on card. Once per round.
   - Deliver. Must have enough engine level. Must not revisit city or reuse link. Must stop when entering city of same colour. 1st link must be own. Income increase based on # of links and ownership.
   - Take RO card.
   - Western link (relevant to Eastern U.S. board only). $30K. Must have reached appropriate city. Add 4 red cubes. Henceforth each red good from western link city to Chicago creates 2 new goods in Chicago.
3. Income (see score track) & dividends ($1K per share).

End:
- Complete turn after 10/12/14/16/18 cities empty for 2/3/4/5/6P.
- Score:
   - + VP track
   - - number of shares
   - Tiebreaker: # of links, money.

River Dragons

Start:
- Player: Don't use dragon cards of absent colours.

Round:
1. Plan 5 actions face-down.
2. All reveal 1st card, then execute in player order. Ditto for 2nd to 5th card.
   - After picking plank, may not swap with another. If cannot place anywhere, plank removed from game.
   - Village / stone at most supports 3 planks.
   - Remove plank: plank must be unoccupied; may not own planks of same number; may not own more than 2 colours of planks.
   - Remove stone: may not remove stone in use.
   - Move: plank only allows one pawn, but village unlimited; if can't move, return home; if 2 moves, may move back to starting spot.
   - Jump: If can't jump, return home.
   - Dragon: cancels card of targeted colour; itself cannot be cancelled.
3. Pass start player card. Everyone takes back all cards.

End:
- Immediately when one player reaches destination.

Roads & Boats

Start:
- Custom map setup: ~10 tiles per player. Take turns placing 2 tiles. River must have source and must flow to sea.
- Setup: Start player furthest from temple, and so on. Take turns to pick home tile not next to any opponent home tile.
- Player: 3 donkeys, 5 boards, 1 stone, 2 geese on home tile.

Concepts:
- Only transporters and goods on transporters belong to players. Buildings and unattended goods are free for all.
- Rivers spilt a tile into two or more spaces, which are not connected unless bridges are built.

Round: (act simultaneously unless order matters)
1. Production
   - Primary producer always produces
   - Secondary producer produces up to capacity if fed input. Goods on transporters can be used only if owner willing. Coal burner and paper mill prefer boards over trunks.
   - Transporter producer. Output transporter belongs to whoever gave input. New water transporter placed on river or coast (not sea). Each player max 8 transporters, max 5 of land/water. If exceed, destroy transporter at transporter factory.
   - Livestock. If exactly 2 on empty pasture tile (no goods, buildings or transporters), produce 1. Donkey optional.
   - Transporters on same tile may exchange goods freely. Water transporter in river may act as bridge for two land transporters on opposite banks.
   - 2 geese + 1 paper becomes research for player with transporter. Else lost.
2. Movement
   - May pick up / drop goods any time as long as not exceeding capacity. No good may be moved by more than 1 transporter of the same player within the same round.
   - Land transporter: Need road except donkey. Donkey not on road moves 1 only.
   - Water transporter: Docking and leaving dock is 1 move. Must stop once docked. Do not leave goods at sea. May store goods on oil rig.
   - May not move through opponent walls, neutral walls OK.
   - Empty transporter may carry another empty transporter which hasn't moved. May only unload at start of next Movement phase.
   - Geese: Not mandatory to carry them, they can follow a transporter. They cannot be left at sea, will always follow any transporter leaving the sea tile, unless they are left at oil rig.

3. Building. (buildings, roads, bridges, walls, demolish walls)
   - Only when transporter present.
   - >1 player may contribute goods to build.
   - Max 1 building per tile (home not counted).
   - Some buildings require specific terrain. No building on desert.
   - Some buildings require research.
   - Mine: seed bag with 3 gold & 3 iron, or a different mix (4/0, 0/4, 5/5) if using specific research.
   - Build new mine shaft (1 iron, 1 fuel) to refill its bag.
   - Walls are built between 2 tiles, except not 2 sea tiles. Walls can be strengthened. Each build or strengthen action must use goods from only one tile. If demolishing, replace with neutral wall.
4. Wonder
   - May spend goods at home tile with transporter present to buy bricks for wonder. 1 good for 1st brick, 2 for 2nd, etc. Cost increases after 4 rows: 2 goods for 1st brick, 3 for 2nd, etc.
   - 1 neutral brick added after all players are done.
   - Game ends immediately when reaching specific spot on Wonder, or last neutral brick used.

End:
- Gold (10VP), coin (40VP), stock (120VP) on own transporters.
- Wonder contribution (use table at back of rulebook).
- Tiebreaker: closest to temple.

Others:
- If new wall blocks a docked boat, boat immediately put to sea.
- After hitting specific spot on Wonder, deserts become pastures.
- When discovering a transporter tech, may immediately upgrade any corresponding factories where own transporter is present. One-time use at the moment of discovery.

Conflicts (player order adjustment):
- At the start of each phase, any player may trigger player order change. Starting with player closest to temple, may choose to pick a specific turn order spot. First to invoke such power moves furthest away from temple, second to do so go second furthest, etc.

Robinson Crusoe: Adventure on the Cursed Island

Setup: (see scenario sheets for special modifications)
- Board: morale 0; weapon 0; 9 starting & 5 random inventions; tile 8 & camp on board; black marker on shovel card – beach; 2 starting items; event deck with same # rounds as scenario, half book half adventure; food crates card in rightmost space of Threat Action field;
- Players: 2 pawns and character-specific Invention.
- 2P: no soldier character, Friday in play.
- 4P: use alternative Arranging the Camp card.
- 1P: like 2P, use Dog, Morale +1 before Morale phase.

Round:
1. Event (not 1st round)
2. Morale: Lose / gain Determination. Start player takes wound(s) if short.
3. Production: Gain resource(s) from camp tile, they are immediately available.
4. Action (place pawns, then resolve).
   - Actions can be repeated, except Threats.
   - If 1 pawn used for a 1/2 pawn action, roll Action dice.
   - 2 pawn actions can be done by different players, but 2nd pawn is only supporting and gains no benefit / loss.
   - Actions needing resources / requirements can be only taken if resources available / requirements met at planning stage. New resources gained this round cannot be used.
   - Determination gained this round can be used.
   - Resolution order: left to right.
5. Weather. Check scenario to roll dice. Also note any token on board. Winter cloud reduces wood. Total cloud costs food & wood if insufficient roof. Do storm last, it reduces palisade.
6. Night. Eat 1 food per player, 2 wounds if short.
   - Decide whether to move camp 1 step. If manmade Shelter, Palisade & Roof halved round favourably, if natural Shelter, lose Palisade & Roof. Remove Shortcut and turn its card back to Invention side. Bring along +1 resource tokens.
   - Everyone 1 wound if no Shelter.
   - Untreated food rots.
   - Reset character skill usage, increase round#, change start player.

Actions details:
- Threat: if Threat unresolved and must slide off, it takes effect.
- Build: Shelter protects from sleeping in open. Roof protects from weather, requires Shelter at camp. Palisade protests from storm & others, requires Shelter at camp. Weapon is for hunting (injury prevention).
   - Shelter / roof / palisade cost must be paid in one resource type, not mixed. Weapons cost wood.
- Gathering resources: Only on spaces 1 or 2 steps away from Camp, need extra pawn if 2 steps away. Gather only 1 resource type per action.
- Explore: Only spaces 1 or 2 steps away from Camp, need extra pawn if 2 steps away. Mark Inventions with matching terrain. If Beast icon, shuffle a Beast card into Hunting deck. If Mystery icon, check Scenario. Gain any discovery tokens, turn face-up, but available only after Action phase.

End:
- Win if fulfill scenario goal. Lose if anyone dies or goal not achieved by last round.

Others:
- Unfulfilled Demand concept: Take wound in lieu. For effects affecting all players, everyone takes wound.
- Start player gains/loses Determination during morale phase.
- Characters: Skills are once per round, cost Determination. Whenever pass Morale icon, group loses morale; healing doesn't undo. When build character invention, gain 2 Determination. Invention is then available to group.
- Additional pawns gained during game are restricted to action types can only be a supporting pawn, never action on its own.
- Only one token of each type allowed on a space, incl penalty.
- Tokens on Action fields usually one-time effect, on other parts of the board usually permanent.
- Mystery Cards. If asked to draw multiple, may stop after resolving first matching card.
- Heal only at Night, except Rest action and Cook ability.
- Friday: Generally not treated as a player character (ignores weather, eating, shelter), but may act alone. May use Determination to reroll die. When getting Adventure die roll, takes 1 wound instead of drawing Adventure card.
- Dog: May not act alone. May only support Explore / Hunt.
- 2-food Discovery token rots at Night phase.
- Event requiring fighting beast – only first player fights it.
- See rules for adjusting difficulty and variants.

Rommel in the Desert

Month:
1. Buildup (except month 1)
   - Buildup supply check – if unsupplied eliminated; if disrupted but supplied, undisrupt. Fortress owner may assign fortress supply, priority closest units. Oasis owner <u>must</u> assign oasis supply.
   - Buildup points (BP) – Each player rolls 2 dice, total is BP for both. Lower roll is start player for buildup, if tied, Allies.
   - Reinforcement and spend BP (max save 20BP):
     - Reinforcement (arrive at base at specified month, 0 cost). Early arrival (except 1st and last month) by 1 month if die roll 1-2.
     - Redeploy unit = 1BP per move 2 hex + road bonus. May not engage. May disengage w/o penalty if rearguard remains. Must stay in supply.
     - Sea (port-to-port) redeploy unit = 1BP. If one port besieged, 4BP for Allies, disallowed for Axis. Limited to port capacity.
     - Return unit for refit (over land to base) is free, but must be within supply network and unit unavailable till next month.
     - Replacement = heal at base (see BP costs table).
     - Minefields (unengaged hex in own supply network). May dismantle 2 old for 1 new for free. Note locations on paper.
     - Extra supply cards
   - Resupply. Reshuffle used cards and voluntary discards. Deal: monthly supply according to scenario + purchased using BP + fortress capture bonus of previous month (enemy port capacity). Hand limit 16.
2. Initiative (except month 1)
   - Default Axis. Allies can challenge by playing card facedown, and Axis may answer. If Allies real and Axis not, Allies gain initiative.
3. Player turns (until both pass in succession):
   - Initial supply check. Recover disrupted units where applicable.
   - Select Turn Option, playing required supply cards + any dummy cards.
     a) Basic (1 supply card). Move + Combat.
     b) Offensive (2). MMC.
     c) Assault (2). M + Assault Combat (any or all combats).
     d) Blitz (3). MCMC.
     e) Pass (0). May Withdraw once.
   - Movement – Incl resolving any forced marches.
   - Combat – <u>May</u> do 1 combat round in any or all current battles.
   - Same unit <u>may not</u> move twice per turn.
   - Blitz Combat – Same unit <u>may</u> fire twice per turn.
   - Final supply check. Disrupted if unsupplied for both initial & final checks.
   - Cards revealed.

Movement:
- **Group** = all units in a Group may move, including splitting up.
- **Regroup** = all units adjacent to a command point may move to same destination (command point must not be enemy hex).
- Unit move speeds must be adhered to.
- **Withdraw** (no card spent) is a type of Group/Regroup. Must have supply line before movement, must move to shorten it. May not engage enemies unless they are disrupted.
- Road bonus of 4/2/1.
- Rommel bonus of +1 for one Group/Regroup per turn except 1940.
- **Forced march** done after Movement. Move 1 more hex. Roll die for each unit, fail on 1-3, become disrupted in current location if Group, original location if Regroup.
- Hex engage limits 2, 1 for mountain / gap.
- If disengage, must be via friendly hexside and become disrupted and may not reengage this turn.
- If full retreat, subject to pursuit fire and disruption. **Pursuit fire** – active player announces slowest retreating unit. Passive player fires 1 die per same speed unit and 2 per faster unit. Hit on 4-6. Pursuit fire can be withheld.
- If partial retreat, staying undisrupted units are rearguard and trigger **probe combat** as defender (fire first). If rearguard eliminated, unfired passive player unit may conduct pursuit fire. Passive player may decline probe combat.

Combat:
- Defender can **refuse battle** (newly engaged battles only) by doing Group Withdraw. Units not revealed, but become disrupted.
- Defender owns battle hex for supply purposes.
- New battles & fortress battles are mandatory for attacker. Fortress battle not mandatory for blitz combat.
- Active player decides which hexes to battle (and **assault**) up front.
- Passive player fires and applies losses before Active player. Firing player picks target enemy class, adhering to targeting restrictions. Targeted player picks exact losses.
- Art always fire first.
- Minefield doubles defender resilience, except when attacked by art.
- Fortress doubles defense dice, except defending armour. N/A if defender initiates battle.
- **Assaults**: attacker decides any or all hex to double dice for both sides.

Supply:
- Base supply unlimited. Fortress supply up to port capacity for Allies, half round down for Axis. Oasis 1 (unit must be in oasis).
- Supply chain: highway unlimited, tracks 3 hexes, trails 2 hexes, no road 1 hex (i.e. units must be adjacent).
- If unsupplied for both own initial and final checks, disrupted.
- **Raiders** (unsupplied units entering battle) don't convert a hexside to friendly.

Disruption:
- Cannot move, participate in battle, form or cut supply lines, or redeploy or return to base during buildup.
- Recover during initial supply check if not in battle hex, supplied, and have spent 1 full enemy turn disrupted.
- If disrupted and unsupplied at month end, eliminated.
- **Rout**: Disrupted units coexist with enemy units, and no friendly undisrupted unit shielding them.
  - Suffer rout attrition of 1 step.
  - Suffer pursuit fire.
  - Withdraw (die if unable to).
- **Overrun** – During Movement, move into and rout disrupted enemies from a hex, then do further movement through that hex.

Victory:
1. Sudden death – capture enemy base or exit enemy map end with 3 supplied units. 10VP.
2. At game end, twice as many units (Germans count as 1.5). 5VP.
3. At game end, holding unbesieged Tobruk. 2VP.
4. At game end, more units (Germans count as 1.5). 1VP.

Others:
- A fortress is captured at end of a player turn if (a) only hostile units are present and (b) at least one is undisrupted.
- Fortress besieged if adjacent hex has enemies.
- Axis may Withdraw from Bardia to Ft Capuzzo.
- Units failing force march when retreating also loses 1 step.
- If units in battle becomes disrupted due to lack of supply line, they are eliminated, because they can't Withdraw.
- Optional: Allied 1AT and 32AT move rate is 2.

Scenarios:
- See rulebook for detailed setup.
- Axis always deploys first.
- Players may discard hand and redraw, but once only, before game start. Axis first.

Buildup Point Costs Table	
Armour, Recon, Anti-tank, Artillery	3BP
Mech & Motor Infantry	2BP
Leg Infantry & Para	1BP
* elite units cost double	
Minefields	15BP
Extra supply card	10BP

UNIT SPEED	
RECON	4
ARMOR MOB. A/T MECH. INF. SELF PROP. ARTY	3
MOT. INF. MOT. A/T	2
INFANTRY PARA ARTILLERY	1

Roll for the Galaxy

Start:
- Board: 12VP chips per player. Add 10VP for game end extra scoring.
- Player: $1, faction tile, home world tile, 5 white dice, 3 in cup, 2 in Citizenry. Place any dice granted by starting tiles accordingly. Draw 2 tiles for construction zone, 1 each of dev and world.

Round: (execute simultaneously)
1. Roll. Do behind screen.
2. Assign.
   - Place all dice below phase strip according to icons, then move one die to select one phase icon (regardless of die face).
   - May Dictate once. Spend one die (will go to cup) to move reassign another.
3. Reveal.
   - Adjust phase tiles accordingly.
   - Non-activated dice return to cup.
   - 2P: roll white die to possibly activate one more phase.
4. Do Phases (only those selected)
   - Each die executes one action. Dice must be used up if possible. Used die go to Citizenry. Unused die go to cup.
   - Explore: (2 options)
     a) Scout. May abandon any existing tiles first, then draw # of abandoned tiles + 1. Freely decide whether dev or world, and add to bottom of corresponding construction stacks. Abandoned tiles to under centre Explore tile, later to return to bag. Any Dev / Settle dice remain on top of construction stacks.
     b) Stock to get $2
   - Develop: Place dice on top of dev construction stack. Develop topmost dev(s) if # dice sufficient. If surplus dice after stack emptied, return them to cup.
   - Settle: Similar to Develop.
   - Produce: Die becomes good in non-grey world, max 1 per world.
   - Ship: (2 options)
     a) Trade for $. Depends on world colour, not good colour.
     b) Consume for VP. 1VP + 1VP if good colour matches + 1VP if shipper colour matches. Purple Consume die is joker for Consume purposes.
5. Manage Empire.
   - Must recruit as many dice from Citizenry to cup as possible, $1 each. If $0 after recruitment, gain $1.
   - May recall dice from construction or worlds to cup for free.
   - Check game end.

End:
- VP chips exhausted or one player reaches 12 tiles squares (starting double tile counts as two).
- Scoring:
  - VP chips
  - Cost of all worlds and devs.
  - Bonus from 6-cost devs, round up.
- Tie breaker: dice in cup, then $.

Others:
- Money earned beyond $10 is lost.
- Abandoned tiles during Explore are secret.
- Non top tiles in dev and settle stacks are secret, # of tiles is not.
- In case turn order matters, go by faction number (smallest first).

Royal Turf

Race preparation:
- Start of race – pace chip on space 18, draw horse cards and place horses from space 33 downwards.
- Betting – 3 rounds, a player must bet on different horses. Bets are face-up.

Turn:
- Roll die, move a horse which hasn't moved.
- If destination of horse occupied, move to next furthest unoccupied space.
- First horse that reaches the pace chip gains this chip.
- Play until first 3 horses determined. Last horse on '7' space.

Payout:
- 3 winning horses: see payout table
- Horse with pace chip: $100 per bet
- Last horse: -$100 per bet
- Payouts doubled on last race
- Used horse cards are discarded before next round
- Richest player starts next betting round

End:
- Richest after 3 races wins

Variant for 2-4P:
- Also use 0 betting chip. Betting done face down.

Samurai Spirit

Start: (Normal difficulty level)
- Barricades used = #players + 2.
- Shuffle plunderers, use #players x 7 only. For lieutenants and bosses, use same as #players.

Structure:
- 3 rounds of attacks. 1st with only plunderers, 2nd adding lieutenants, 3rd adding bosses. Play until raider stack exhausted, or all players passed. If all players passed, remaining raider stack placed onto intruder stack.

Turn:
- Apply battle penalty if such icon exists on latest raider card on right side of samurai board. If unable to apply, take wound.
- Take 1 action:
  a) Fight: Draw raider card. Decide response:
    i. Confront. Place on right side of samurai board, update total strength marker. If exceed Kiai limit, destroy barricade, if none left then farm.
    ii. Defend. Place on left side. Only allowed when available icon matches.
  b) Support: Give support token to another samurai. Without peeking, move top card from raider deck to intruder deck. Support token is returned after the other samurai's next turn.
  c) Pass (out of round): Must pass if beyond Kiai value.

End of round:
- For each samurai:
  - If no hat symbol on left, 1 wound.
  - If no farm symbol on left, remove random farm.
  - If no family symbol on left, remove random family.
- Surviving families give bonuses.
- Reveal cards from intruder deck. Each flame removes 1 barricade, if none left then farm.
- If at least 1 farm & 1 family remains, survive to next round / win.
- Last player to draw card or pass gives start player marker to next player to start next round.

Others:
- Talent use is optional.
- Kiai: When reaching Kiai value exactly, may trigger Kiai power, then move oldest enemy on right side to discard pile.
- Wound: 2nd wound in human form transforms samurai to animal. 2nd wound in animal form loses game for all.
- Refer rulebook for attackers battle penalty, samurai talent, samurai Kiai power, farm destruction penalty and surviving families bonuses.

Easy Level: Barricades = #players + 3. No farm penalty. Plunderers = #players x 6, lieutenants / bosses = #players - 1.
Hard Level: Barricades = #players + 1. When removing farm, apply penalty.
Heroic Level: Barricades = #players. When removing farm, apply penalty. No family bonuses.
2P: Random plunderers must contain at least 2 family icons. Support abilities of absent samurai are available once per game. Decide to use one or more at start of turn.
1P: Use 2 or 3 samurai, apply 2P rules.

Santiago

Start:

Players	3	4	5
Tile stacks	4 x 11	4 x 11	5 x 9

- $10 and 1 free canal per player
- Place spring

Round:
- Player left of Overseer starts
- Everyone makes one bid or pass, bid amount must differ
- Change Overseer – lowest bid or first to pass
- Place tile and crop marker
    - Highest bidder chooses first
    - Those who passed go anti-clockwise
    - Those who passed place one less crop marker
    - If 3 player, higher bidder places last tile w/o crop marker
- Bribe Overseer
    - Player left of Overseer starts
    - Can bribe or pass
    - If Overseer places canal elsewhere, pay bank max bribe + 1
- Extra canal (only allow one player to use per round)
- Drying (2 to 1, 1 to 0, 0 to desert)
- Get $3

End:
    - Non irrigated becomes desert
    - Score = money on hand + farm score, where farm score = num of tiles x num of crop markers

Scotland Yard

(there are a few versions of this game and rules may differ between versions)

<u>Start:</u>
- Players: 10/8/4 taxi/bus/underground tickets per detective, 4/3/3 for Mr. X. Also 5 black tickets and 2 double move tickets for Mr. X.
- Board: Draw cards to determine start location. Mr. X does not place pawn.

<u>Turn:</u> (Mr. X first, then clockwise)
- Every pawn must move, and must not stop at same spot as another pawn. May pass over another pawn.
- Detectives give ticket to Mr. X when moving.
- When Mr. X moves, write location on logbook and cover with appropriate ticket.
- Black ticket can be used to travel by boat, or to hide mode of transportation used.

<u>End:</u>
- Detectives win if one detective meets Mr. X.
- Mr. X wins if all detectives run out of tickets or unable to move anymore.

<u>Others:</u>
- After certain moves, Mr. X reveals location.
- Note double move tickets.

<u>Advanced variants:</u>
- Mr. X can voluntarily reveal himself, then take one ticket from each detective.
- Mr. X cannot pass over another detective pawn.

Seasons

Setup:
- Board: Use #P+1 dice per colour.
- Player: Dealt 9 cards, pick 1 and pass others left. Continue until 9 cards selected. Divide into 3 decks of 3 cards, for Years 1 to 3.

Structure: 3 years, 4 seasons.
Round:
- Roll all dice for current season, then each player picks one.
- Player turn: (any number of actions in any order, except gaining energy and crystals must be done first)
  - a) Season die action
    - Energy icons – collect energy (max keep 7)
    - Number – <u>must</u> collect crystal
    - Star – increase card slot
    - Card – draw card and decide whether to keep
    - With circular border – Allow transmute of energy to crystal in current turn. See board for exchange rate.
  - b) Summon / activate power card(s). Must pay cost and have available slot. Duplicate allowed.
    - 3 types of effects – upon summoning, permanent, upon paying activation cost (one use per round)
  - c) Use bonus from player board. Max 3 total (any type) for whole game, comes with VP penalty.
- Advance season token based on pips on unselected die. If year change, add cards of next year to hand.
- Start player rotates clockwise.

End:
- VP = crystals, power cards, -5 per card in hand, penalty for using bonuses. Tiebreaker most power cards played.

Others:
- Difficulty levels: Beginner – see rules for preset start cards, don't use card# 31+. Intermediate – no preset start cards, don't use card# 31+. Advanced – no restrictions.

Sekigahara

Setup:
- Board: Only Mori blocks in Mori box are face-up and stay so while there.
- Players: 5 cards. Random 4 blocks in Recruitment Box.

Weekly Cycle:
1. Reinforcement (except week 1).
   - Discard half of cards (round down). Draw 5 cards. Draw 1 more if controlling more castles.
   - Draw blocks to Recruitment Box based on Recruitment Track. Draw 1 more if controlling more resources, both draw if tied.
2. Turn Order. Simultaneously play card to bid for deciding turn order.
3. Turns A and B – P1 moves then combat, P2 moves then combat. Repeat.
   - Movement.
     a) 0 card, no movement. Discard any # of cards from hand and redraw.
     b) 0 card, move 1 stack or do 1 Muster.
     c) 1 card, move 3 stacks, may do 1 Muster in lieu of 1 move.
     d) 2 cards, move all stacks, plus 1 Muster.
     - Blocks from same stack may move to different destinations. Same road may not be used by more than 1 stack. No block may be part of two movements.
     - Based move is 1. Moving only on highways +1. Starting with leadership (leader / castle / capital) +1. May pay 1 card to force march (+1) a stack which must stay together.
     - If stack exceeds 4 blocks, every extra 4 or part thereof causes move -1.
     - Stop when meet enemies, unless Overrun.
     - Overrun. 4x more blocks. Overrun units all killed. Blocks inside castle cannot be overrun.
   - Muster. Newly mustered block cannot move. (a) muster all blocks of same daimyo to his specific location, showing opponent to prove they match. (b) muster 1 block to any friendly recruitment location w/o showing opponent. May muster into combat as long as combat is initiated by on-board blocks.
   - Combat.
     - Attacker deploys first. Play card to deploy block of same mon, except Ishida and Ii not restricted. While no cards played yet, leaders may be deployed w/o card play.
     - Impact = # of mons. Bonus +1 per block of same daimyo already deployed. Bonus +2 if deploying cavalry / gun block using special attack card, and +2 per cavalry / gun block already deployed.

- Double mon means may deploy 2 blocks, one after another, but if used on Ishida or Ii, may only deploy 1 block.
- Keep deploying until not losing (defender wins ties), or concede. Once not losing, opponent's turn to deploy. Once conceded, opponent can still deploy as many as he wants.
- Loyalty challenge. Played when opponent deploys. If opponent can't show another card that can deploy the same block, deployed block turns sides only for this battle. Traitors cannot special attack.
- Resolution: kill 1 block per 7 Impact. Loser loses 1 more. Attacker selects own casualties first, priority traitors, then deployed blocks, then non-deployed blocks. Killed blocks revealed & permanently removed. Loser retreats 1 step. If attacker loses, retreat to where some blocks came from. If defender loses, priority enemy-free locations, then locations attackers didn't come from. 2 blocks may retreat to castle if it is own controlled at start of battle. If retreat causes combat, resolve immediately, retreating blocks being attackers.
- Siege: If side controlling castle decides so and if <= 2 blocks. When storming castle, only attacker deploys to damage defender. Disks can be taken as loss. As long as defenders not eliminated, besieging army must attack or leave. No special attacks, no loyalty challenges.
- Replenish card. Draw as per spent. Draw 1 more for every 2 blocks killed. If siege, defender draws 1 card for every block (not disk) killed.

End:
- Kill enemy leader, OR Tokugawa captures Toyotomi Hideyori, OR more points after week 7 (castles 2VP, resource 1VP).
- Ishida wins ties.

Others:
- Leader blocks have banners.
- Castles: Controlled by player with blocks present. Controlled by natural owner if no blocks.
- Mori: Ishida player may muster Mori blocks to Osaka during movement, 1 card per block. Mori daimyo last to muster. All appear at Osaka if it is attacked.

The Settlers of Catan Card Game

Start:
- Arrange own principality at will, 1 resource of each type.
- 5 expansion decks, players pick different decks to browse and choose 3 cards.

Turn:
1. Roll die, apply event die first, then regions produce.
2. Actions in any order and any number of times:
   a. Action cards (only after both players have 3VP, except Scout). Discard after use.
   b. Trade with opponent or self (3:1)
   c. Build. 0 resources in new regions.
   d. Towns support 2 expansions (green), cities 4 (green or red).
3. Refill hand (default hand size is 3) or exchange 1 card. For each card, can decide between drawing top card from any deck, and paying 2 resources to choose any card from any deck.

End:
- 12VP

Others:
- 1VP for knight token, goes to player with stronger fist.
- 1VP for commerce token, goes to player with more windmills. Requires city.
- Brigand attack: lose all ore and wool if >7 unprotected resources.

The Settlers of Catan Card Game Expansions

Start:
- Choose theme. Some expansion cards become development cards. Some are removed.
- 4 normal expansion decks, 2 special theme expansion decks.

End:
- 13VP

Others:
- Brigand attacks ignored in first 2 rounds.
- Spy action card cannot be used to steal buildings.
- May remove a played expansion card permanently.

Wizards and Dragons:
- Can build citadel instead of city. Initially, unoccupied citadel is 1VP. Citadels can only take green and purple expansions, not red ones. Citadels cannot be next to each other.
- Wizards are played to region card next to a citadel. Wizards start with 2 magic power. Resource from attached region can be converted to magic power, but that wizard is unusable until next turn.
- Magic spells allowed once per turn.

Shinobi

Setup:
- Secret clan assignment (red backed cards). Unassigned clan(s) kept secret.
- Players: 4 cards.

Concepts:
- Cards of the same clan within the same area are grouped to become one army.

Turn:
1. (a) Play 1 card in any other player's area. Special case: if ninja played, discard both ninja card and 1 card.
2. (a) Play 1 card to own area, OR (b) move 1 card from an opponent's area to another area.
3. Must attack once if possible. Order an army in own area to attack a smaller army of a different clan in another player's area. May not attack army which had card(s) added within the same turn or had card killed by ninja. Remove 1 card from target.
4. Replenish till 4 cards.

End:
- After deck runs out, everyone takes one more turn.
- Reveal clan. Clan with most cards (in all areas) wins. Tiebreaker most cards of own clan in own area.
- If a not-in-play clan wins, the highest human player clan wins instead.

Shipyard

Start:
- Player – 1 action marker, $6, 3 green & 3 blue contracts, 1 freight train with 3 types. All open info except contracts.
- Board – Receive subsidy ($2) action for 4P only. Exchange marker on specific start space, others random. Stack matching Employee tiles, brown at bottom.
- 1st game - ensure each Employee set has (green) recruiter or (brown) engineer.

Turn:
1. Move own previous action card to front.
2. Choose new action – not the lead action, and must be able to execute. $1 per occupied action before chosen action. If choose action behind everyone else, also $1 per 3 empty space immediately before action.
3. Perform action. May pay $6 to do any 1 extra action before or after main action. Extra action must differ from main action.
4. Shakedown (if ships completed).

Ship building:
- Ship at least length 3 (must have middle).
- Equipment needs appropriate mounting.
- Ship needs captain.
- Crew needs cabin, except captain.
- Equipment & crew only need to be attached when ship completed.
- Speed: (a) with smokestake + propeller, base 4, +1 per additional smokestack / propeller / sail; (b) else base 1, +1 per sail / propeller / pair of smokestacks (i.e. min speed always 1).

Shakedown (i.e. ship scoring):
- If no captain or canal not long enough for ship speed, ship discarded from game.
- 1VP per crew (incl captain), 2VP per cannon / crane, VP per speed.
- Also score for canal icons. Cannon icon rewards 1VP for cannon & soldier. Crane icon rewards 1VP for crane & merchant. Etc.
- Only last blue riband counts. Score for spaces moved till then.
- Flip and store aside canal cards passed. Discard canals which cannot be reached.

Actions:
a) Build ship: Buy 1 to 3 ship cards. Once placed never moved. Must place such that it is possible to complete ship sooner or later.
b) Buy 1 commodities tile.
c) Rent canal.
d) Make equipment: Marker moves 1 step. Pay to move more.
e) Recruit crew: Marker moves 1 step. Pay to move more.
f) Hire employee: Marker moves 1 step. Pay to move more. Must not hire exact same employee.
g) Exchange commodities: Sell or barter. If barter must not take repeating equipment or crew.
h) Receive subsidy of $2 (4P game only)

Contracts:
4P: Give up 2 contracts of each type when countdown at 2.
3P: Give up 1 contract of each type after each lap.
2P: Give up 2 contracts of each type after 1 lap.

End:
- Countdown reaches red space, or 1 ship card type finished.
  - If game ends early, play till everyone has same number of turns.
  - Final action (any action). Do shakedown if any.
  - May buy 1 ship card to complete a ship. Can be imaginary ship card (free and considered no features). Do shakedown if any.
  - Score contracts.
  - Tiebreaker money.

Others:
- All components are unlimited except ship cards.
- Anchor icon is VP. Some Employees give VP.
- Some Employees need payment to be hired. Some have prerequisites.
- Countdown marker is moved after player completes his turn.

2P:
- Use 3 action markers – single and pair, pair for marking previously chosen action. Use only brown Employee cards.

Show Manager

Start:
- 2-3P: each player: $36K (hidden), 2 sets of cast list & chips (open).
- 4-5P: each player $18K (hidden), 1 set of cast list & chips (open).
- Extra cast lists and chips become touring productions. They appear when 1st musical premiers.

Turn:
- (optional) Borrow money against produced musical, max $10K, and deduct production value accordingly. Once a musical has 6 productions, no more borrowing against it.
- (optional) Pay $2K to refresh artists. Can do multiple times.
- (compulsory) Hire one artist OR put on a musical
    - After putting on musical, can at most have 2 artists left in hand. For last musical, at most 1 left.
    - Miscast artists score 0pt
    - Province artists always score 1pt
    - Bonus 1pt per artist if none miscast
    - Write points on chip and place on preferred city if is 1st production of a musical. Else must follow.
    - Each city only allows one musical. A newer production with same value of older production is considered lower.

End:
- All chips are on the board. Score VP awarded by city.
- Tiebreaker is money.

Touring productions values				
	Wolf	Queenie	King Lear	Ballet
1 set	15	20	25	30
2 sets	13,17	18, 22	23, 27	28, 32

Sid Meier's Civilization: The Board Game (Fantasy Flight)

Start:
- Players: 1 each of infantry, mounted, artillery. 1 army & 1 scout in capital outskirt. 3rd city not yet available to be built.
- Board: for each market resource type, 1 token per player.

Victory conditions:
1. Cultural: Reach end of culture track.
2. Tech: Research Level 5 tech.
3. Economic: 15 coins.
4. Military: conquer an enemy capitol.

Turn: (5 phases, and in each phase each player takes actions)
1. Start turn:
    - Player order changes at start of turn.
    - Start of turn actions.
    - Build city. Have scout at site. Outskirts are explored, enemy-free and don't overlap with outskirts of other cities. City centre loses production. If army in city centre, move aside.
    - Change govt. Need matching tech. Change immediately to newly researched govt form last round, else require 1 round of Anarchy.
2. Trade:
    - Collect Trade from cities. Scouts collect. Enemy scouts / armies blockade.
    - Trade with others. Do simultaneously to save time. May trade promises (non-binding), Trade, Culture (unspent), Resource, Culture Events.
    - Trade can be stored (max 27).
3. City Management: (1 action per city)
    - (a) Produce 1 figure (scout or army) / unit (cards) / building / wonder. May spend Trade to boost production (3:1).
    - Note terrain requirements for buildings, limited buildings. Buildings cover output of terrain.
    - Max 1 wonder per city.
    - May remove old building / wonder / great people to make space. Removed building returns to stock, wonder discarded permanently, great people moved to reserve and may be place in next Start of turn.
    - (b) Devote to arts. Collect 1 culture + 1 each per culture icons in outskirts. Any time during City Management may progress on Culture track and collect culture card / great person.
    - (c) Harvest 1 resource from outskirts. Tokens are limited.

4. Movement: (orthogonal, limited by travel speed of civilization, obey stacking limit) – may result in battle.
    - Note water travel limited until techs acquired.
    - May move in group. May move through but not onto city centres, unless army attacking enemy city.
    - May spend 1 movement to discover a tile.
    - Only army may explore hut / village (end movement there). Huts are absorbed, villages need to be defeated, with next player playing barbarians with 1 each of infantry, mounted, artillery (all rank 1).
5. Research: (observe tech pyramid rules)
    - Spend Trade to gain 1 new tech. Do simultaneously.
    - All Trade lost, unless having Coins. Keep 1 Trade per Coin.

Battles:
- Draw unit cards (hand size initially 3).
- Calculate bonuses.
- Starting with defender, take turns playing unit cards. (Attacker first if attacking walled city) Play card to either start a front or to make an attack. Damage dealt is strength. Killed if wound = strength.
- Trumping – deal damage first.
- Once all cards played, discard all wounds and compare strength, adding bonus. Defender wins ties.
- Winner loses 1 army per 2 units killed, except last army. Gain loot.
    - If field battle, 3 Trade or 3 Culture or 1 Resource (incl facedown village / hut). Loser loses all armies.
    - If non-capital city, 1 tech or 1 culture event or 2 Resources. City destroyed, buildings return to market, wonder and great people discarded.

Others:
- Scouts collect Trade, Production, Culture, Resource for 1 city. Enemy scouts and armies blockade.
- Never exceed Culture hand size.
- Never exceed figure stacking limit
- Wonders are generally not treated as buildings.
- Starting tech card is always at bottom level, even if it's not Level 1.
- Existing units and buildings are auto upgraded when appropriate new tech discovered.
- Resource-spending ability of techs is once per turn.
- Obsolete wonders are turned face-down, but can still generate culture.

Snow Tails

Setup:
- When setting up track, yellow flag left, red flag right.
- Choose positions in start player order.
- 5 cards (start position may give more). Brake at 3.

Turn:
- Turn order priority sled on inside of corner or next corner if currently straight.
- Play 1-3 cards of same value.
    - Left dog, right dog and brake can each be played at most once.
    - If play brake, brake moves to same number as card.
    - If no canine cards, take dent, draw to 5 (incl dent cards), then start turn.
- Move sled.
    - Speed = left + right - brake. If negative, don't move.
    - Drift = diff of left/right. Cross black line. If drift > speed, ignore excess drift.
- Return to 5 cards. (draw or discard)

End:
- End of round when someone passes finishing line.
- Priority player passing finishing line by furthest, then nearest to checkered flag.
- Play on until everyone completes race.

Others:
- If dogs equal strength (except starting line), and speed > 0, get optional bonus equal to race position.
- Speed into corner: collect dent card(s).
- Crash others: End turn immediately without drawing cards, but must discard if over 5. May intentionally crash.
- Crash side: collect 1 dent card. Stop. Draw/discard cards. May intentionally crash.
- Dent cards cannot be discarded.
- If 5 dent cards before finishing race, lose.

Variants:
- Multiple races – 5/3/2/1pts for positions 1/2/3/4
- Saplings: Take dent, remove sapling, continue as normal.

Sole Mio (also see Mamma Mia Grande variant)

Start:
- Remove 3/1/1 single cards and 1/1/0 double cards per ingredient for 2/3/4 players.
- 5 cards + 2 order cards in hand

Turn:
- Must place 1 or more ingredient card of same type face-up
- May place 1 order card
- Replenish to 7 cards, either from order deck or ingredient deck
- Sole Mio card is just for score counter and next start player

Round end & scoring:
- Ingredient deck exhausted.
- Sole Mio goes through discard deck in order played to determine whether orders are fulfilled. Double cards get priority, even if it means wasting.
- Players can add cards from hand to complete an order.
- Players can ask help in clockwise order. Only 1 opponent can help and get a free completed order from order deck.
- When an order can be fulfilled, ingredients are used up
- When an order cannot be fulfilled, order is returned to bottom of order stack of owning player.
- Used ingredients and Sole Mio card reshuffled for next round. Unused ingredients to be used for next round end scoring.

Game end:
- After 2 rounds
- Most orders win, tiebreaker is ingredient on hand.

* See rules for details of each pizza type

Space Alert
(checklist for teaching the game only)

Note: use Pause when necessary.

<u>Start:</u>
- Crew in upper white room. 1 energy on shields, 2 on lateral reactors, 3 on central reactor. 5/5/5 cards per player.

<u>Test run:</u> (setup see pg3 of handbook)
- Planning actions (face-up), actions A and B only.
- Threats, weapon range and strength. Damage max 6.
- "Incoming data" (draw card)
- "Data transfer" (pass card)
- Captain and comms officer roles, incl keeping score, and importance of turn order

<u>Simulation:</u>
- Full length mission, actions face-down, non pre-set threats
- "Serious threat"
- "Unconfirmed report" (5P only)
- "Communications system down"
- Action C – rockets, screensaver
- Delays
- Tripping (but don't abuse)
- Lifts and ladders
- Specific damage

<u>Advanced Simulation:</u>
- Internal threats,
    - malfunctions
    - intruders
- Action C – battlebots, interceptors (note need empty action)

<u>Real mission:</u>
- Heroic actions
- Visual confirmation

<u>Others:</u>
- 2/3P needs 2/1 androids, and players get 9,6,6 / 6,6,6 cards

Stone Age

Start:
- Board: 4 civ cards. 1 stack of 7 buildings per player, show top building.
- Player: 5 people, 12 food.

Round:
- Place people
  - Take turns to select location and place 1 or more people
  - Must not select same location as before
- Use people
  - One player uses all people, then the next
  - When gaining tool, get up to three before upgrading
  - Gain civ cards by paying any resource(s) except food. They give immediate benefit + end game scoring.
  - Gain building by using it to score points immediately
- Feed people
  - 1 food per people, minus food production level
  - Pay shortage using resources or lose 10pts
- Prepare new round: Shift unclaimed civ cards right and refill. Reset tools used.

End:
- Short of civ cards to refill, or 1 building stack empty.
- Score civ cards:
  - (# of diff culture symbols in green background) [2]
  - Multiply icon types with corresponding level of food production, tool value, huts, people.
  - 1pt per resource
  - Tiebreaker food production + tools + people

Others
- Tool add to die roll result
- If civ or building card not taken, it is not discarded

2/3P
- Only 2 out of tool maker, hut and field may be used.
- In forest, clay pit, quarry, river, 1 player can't place people

Strozzi

<u>Setup:</u>
- 3 face-up promotion tiles. Always replenished if any taken.
- Remove 17/14/11/8 cards for 3/4/5/6 players.

<u>Structure:</u> (3 rounds)
- Round ends when all players have used 3 flags, or ship deck exhausted. Reshuffle all cards & remove before next round.

<u>Turn:</u>
- Reveal 1 ship card:
    - If want ship, place flag. If non-pirate flag placed, another player may rob ship by playing pirate flag.
    - If don't want ship, ship becomes available to others.
- After gaining ship, send to a port. Each player max 1 ship per port. Ships sorted by speed, priority earlier arrival. "+1" flag increases ship speed.
- Increase marker for matching wares at port, placing marker leftmost as much as possible. "ware" flag adds 1 step.
- If ship shows scroll, increase Florence track.
- If ship shows promotion, choose face-up promotion tile.
- Next player is player on the left of ship winner.
- If 3 flags used, temporarily out of game.

<u>Scoring:</u>
- $15/10/5 for ship position. Money (score) is secret.
- $15/10/5 for track position, priority leftmost. No score if still in starting position.
- Bonus points for top positions on tracks.
- Shuffle all ship cards and remove randomly again for next round. Player highest at Florence is next start player.

<u>End:</u>
- Also score promotion tiles: $30/20/10 for each category, tie broken by Florence track position.
- Richest wins, tiebreaker Florence track position.

<u>Others:</u>
- If no one wants a ship, active player draws again.

Struggle of Empires

Start:
- Board: 10 random country counters.
- Players: Population 5, $10, 5 control tokens on 5 randomly drawn country counters which are then discarded permanently, 5 units placed one at a time in turn order.

Structure: (3 wars)
1. Place 10 random country counters (except 1st war).
2. Alliances and player order. Previous last player is first to initiate auction, then clockwise. Bid to propose 2 opposing countries, can bid $0.
3. Player actions. 6/5 rounds for 2-4/5-7P, 2 actions per round, in order of alliance display.
   - ➢ Buy tile (once per round).
   - ➢ Build unit, in home country, then move. Cost 1 population. May voluntarily destroy a unit to build somewhere else, but take 1 unrest.
   - ➢ Move 2 units.
     - Navy can move to any sea.
     - Army can move if navy at destination; if destination in Europe, as long as neighbouring country, or control token present, or control token present in adjacent country.
     - Can never move to enemy country. Can move to own country.
     - Any long distance sea move (I.e. crossing rope) requires die roll. Safe if roll 2+. If roll 1, roll again, 1/2=lose unit, 3/4=failed move, 5/6=success.
   - ➢ One attack against a country counter or an enemy. Costs $2.
     - May ask for / pay for ally. Attacker invites first. Ally can only contribute units' values and not special powers, not forts. Ally may give only army or only navy support.
     - Naval combat occurs first to fight for naval support bonus (value 1), if both sides want, attacker deciding first. Cede naval support bonus if no navy or if is neutral country counter.
     - Army & navy value 1, fort value 2 but defend only. Alliance tiles contribute either army or navy support. Roll 2 dice and add difference.
     - Loser loses 1 unit, priority army over fort. Winner can replace 1 of the loser's control token with own control token.
     - If 7 rolled, lose 1 more unit. If is loser with ally, ally loses this unit. Loser's choice if multiple allies.
     - Gain unrest per unit lost.
     - If tied, both sides lose 1 unit. Forts cannot be lost this way.
     - Still can defend even if no unit. Base value = 0.
   - ➢ Colonise or Enslave (once per round). Replace country counter (with "pop" or "slave") with own control token. "Pop" costs population, "Slave" needs navy in Africa.
   - ➢ Pass. May still taken action in later rounds.
4. Income and maintenance. Gain $1 per population & control token. Pay $1 per unit. Add 5 population, max 9.
5. Scoring. Highest player(s) score 1st number, 2nd highest player(s) score 2nd number, etc.
6. End of war. Return alliance tokens.

End:
- Lose if unrest >= 20. Highest unrest player(s) lose 7VP, next highest player(s) lose 4VP.

Others:
- Whenever lack $, gain unrest to take $2. Unrest are hidden and can never be undone.
- Tiles: Triangle = 1 use per war. Square = 1 use per game, then discarded permanently. Alliances are for 1 war only.

Successors (3rd edition)

<u>Setup</u>: See rules.

<u>Game Turn</u>:
1. Determine turn order. Lowest VP player decides start player.
2. Label Usurper (highest VP, tiebreaker Seniority).
3. Reinforcement (except Round 1). Basic 2 mercenaries and dispersed units; 1 loyal Macedonian if control Macedon; 1 loyal Macedonian for most Legitimacy (tiebreaker Seniority); 2 mercenaries for highest VP (1 mercenary each if tied). Place in controlled space or with general. Max 2 if minor city without major general. Not besieged city.
4. Reshuffle all cards and deal 5 each.
5. Strategy Phase (5 rounds). Each player does:
   i. Surrender. May claim minor cities with own units. Free Siege / Subjugation attempt for major city / independent spaces if 3+ units present.
   ii. Must play 1 non-surprise card. Surprise cards can be played any time during Strategy Phase; always draw a card to replace it. Bonus card – may use event then op#.
      • Op# for movement.
      • Op# for placing markers within 2 steps of existing markers. Blocked by enemy units and markers.
      • Op# for troops (can be accumulated). 3 for mercenary, 7 for loyal Macedonian.
   iii. Move (and fight) OR raise 1 mercenary.
      • Units must have a general in order to move.
      • Minor generals never eliminated, can be repositioned at any time on own turn. May reposition on opponent turn only if splitting to intercept, or to replace killed major general.
      • Any units not with general or marker are dispersed.
      • Movement Allowance depends on general initiative & die roll, and is spent to cover Movement Costs.
      • May drop off / pick up units any time.
      • When meeting enemy:
         1) If major city, opponent decides whether inside city (max 2 units).
         2) Interception and Avoid Battle.
            • Interception – Against enemy moving into adjacent space, which is friendly or uncontrolled or has friendly non-besieged unit. May intercept using part of army. Intercepted army may back up one space or battle. If battle, intercepting army is defender.
            • Avoid Battle – To friendly or neutral space only. No crossing Mountain / Strait / sea path. If succeed, move 2MP. If fail, no local troops.
         3) Overrun – may auto-defeat enemy if 5:1 ratio. No if in city.
         4) Battle. Strength = total unit strength + 1 for friendly space + 2 for friendly province. General battle rating is min result for each die (anything worse is upgraded to this result).
            • Loser: Mercenaries & elephants lost. Macedonians suffer attrition, survivors and major generals dispersed. Royal family captured or become inactive.
            • Winner: Lose 1 unit unless battle score double loser's.
            • Draw: Both lose 1 unit, attacker back up one space.
      • Army of 3+ units may spend MP to (a) remove enemy marker, (b) conduct siege, siege point required being # besieged units + 1, (c) conduct subjugation, siege point is 1 for minor city, 3 for stronghold. Siege / subjugation max twice during card phase and max twice during movement phase, and must be by same army.
      • Opponent may grant friendly passage, but may also decide not to honour it during movement (e.g. causing battle or leader loss).
      • Passing through hostile Independent Strongholds without stopping – roll attrition.
      • Naval move: Max 8 units. Not stopped by enemy units. May combine with land move before or after but not both. May not stop at sea. Can only be Intercepted at port of debarkation.
   iv. Forage (overstacking casualties). Limit is 8, for transit points 3.
6. Isolation. Remove isolated control markers in non major cities if cannot be traced to major city or unit. May trace through neutral path and own units.

<u>Others</u>:
- When multiple generals share space, higher rank is commanding general.
- Generals Seleucus & Eumenes enter by card events.
- Major general without units (1) may not meet enemy units, (2) may pass through but may not stop with enemy major general without units. If caught by enemy outside of own major city, Leader Loss Check.
- Royal Army units do not fight opponents with more Legitimacy.
- Possible to naval move from besieged port city.
- Alexander's body may only be moved starting Turn 2.

<u>Fleets</u>: owned by province / city owner.
- May upgrade by spending Op#4. Downgraded when lose battle or change ownership.
- Naval combat occurs when intercepting a naval move. Need control marker 2 steps away via sea path. Moving player may use fleet to defend even if not in range.
- Loser: Fleets involved reduced and dispersed. Units transported suffer attrition and return to port of embarkation.

<u>Independent armies</u>:
- Move 3MP when activated. Remove control markers when stopping. May skip movement to place control marker. No naval move. Location restrictions apply.
- They siege major cities, but don't execute siege.
- If defeated, removed from play except Scythians and Illyrians may reenter by events. If victorious removes control marker. Never loses strength.

<u>Legitimacy</u>: Tomb (bury before Turn 4, if in Pella, permanent 10LP, if other major city 2LP to owner) + active royal family (max 1 heir counted) + Macedon + some generals + Champion (everyone initially Champion, status lost once attack non-Usurper Champion, status regained if VP reaches 0).
- Prestige modifies LP and is location specific. Sacred ground 4PP, some generals, and other special rules.
- Royal ladies must be married (using card) to be activated. Non-heir royal members are deactivated once captured. May not be moved unless activated.

<u>Winning</u>:
- 18 Legitimacy Points.
- 29/26/23 VP for 2/3/4P.
- Be Regent when Heracles or Alex IV matures – control the heir and have highest combined LP & VP. If either uncontrolled when matured, game ends and winner is highest combined LP & VP.
- At game end, highest VP.
- Tiebreaker (1) control Macedonia, (2) most Macedonian units, (3) general with highest seniority.
- VP sources:
    - Provinces controlled (> half cities, including all major cities)
    - Largest fleet (min 3 fleet points) – 3VP
    - Hellespont (5 cities along the strait) – 2VP
    - King of Asia (Babylonia + Syria + Phrygia) – 4VP

<u>Timeline</u>:
- Turn 3: Demetrius (son of Antigonus) arrives.
- Turn 3: Antipater replaced by Polyperchon. If killed earlier, immediately replace and Polyperchon may enter at any controlled space.
- Turn 4 and 5: Heracles & Alex IV respectively matures. Must murder heir under own control if unable to win as Regent.

<u>2P</u>:
- 4 generals per player, or 3 per player putting Lysimachus and Leonnatus into deck.
- 10 more cards dealt, 2 revealed after player actions, resolve if Unrest, Unrest Spreads, Plans of Their Own, or independent army.

<u>3P</u>:
- 2 generals per player putting Lysimachus and Leonnatus into deck, or 3 generals per player adding Eumenes.
- 5 more cards dealt, 1 revealed after player actions, resolve if Unrest, Unrest Spreads, Plans of Their Own, or independent army.

Taj Mahal

Start:
- 6 cards per player
- Open card supply = (#player x 2) - 1

Round:
- Play cards until everyone withdraws and claim rewards
- Cards played by same player within same round must be same colour
- Next start player passes clockwise
- Replenish card supply (#player x 2) - 1

Turn:
- Play 1 or 2 cards, 1st card must be coloured, 2nd card if played must be white or special
- OR withdraw
    - If withdraw without playing any cards, take one additional card from face-down deck
    - Claim rewards if currently highest in any type
    - Discard played cards except special cards

Scoring:
- During withdrawal:
    - When withdraw and has placed at least one palace – 1VP
    - Commodity: 1VP + num of commodities already collected
    - Connected provinces (not cities): num of connected provinces
- Game end:
    - 1VP per special card, white card, and colour card with highest count

Note:
    - Placing Grand Muhgal's crown palace doesn't win bonus tile

Tales of Arabian Nights

Start:
- Players: Wealth = poor, 1 quest, select 3 talent-level skills. Decide destiny / story point goals secretly, sum 20.

Turn:
- Pass Book of Tales to player on left, Reaction Matrix right.
- Announce treasures and statuses.
- Move (depends on wealth). May stay. If mix land+sea, # moves must not exceed faster mode, and # moves in slower mode must not exceed slower mode.
- Resolve encounter card. If in Place of Power, read its paragraph instead.
    - Who/what? – D6 die roll + number in gem or city if any + 1 or 2 for 3 or 5 Destiny points achieved. See Reaction Matrix.
    - May keep city card for future reward.
    - Reaction – Find adjective to see possible reactions.
    - Determine Destiny – Choose reaction and roll Destiny Die (+/-/blank) to determine paragraph number.
    - Read result – Read intro then ask for whether to apply skill (if any relevant). Some skills are mandatory. Outcome D = Destiny gained, S = Story, W = Wealth, also Skills, Statuses, Treasures.
- Play cards (city encounter card) & resolve quests.
- Check victory

End:
- Reach goals and being in Baghdad.
- All others one more turn.
- Tiebreaker statuses then skills.

Others:
- Always maintain 1 quest. Do not reshuffle after depleted.
- Some encounters allow entering a Place of Power (POP). Only 1 Destination marker available to mark such opportunities. Never end turn in POP. After the special POP encounter (don't draw encounter card), move to space pointed to by arrow.
- If run out of Treasure card, take from other players.
- "Other" refers to person/creature encountered.
- If having relevant Master Skill, may choose not to roll Destiny Die and go straight to paragraph for that skill. Reader must not forewarn of "mandatory" keyword.
- Lose and gain skills one level at a time.
- Fabulous wealth requires treasure.
- May sell treasure at city to increase wealth level.
- Death: Restart in Baghdad, only keeping Destiny Points, Story Points and skills.

Targi

Start:
- Board: Set up 5x5 grid. Central 3x3 grid are 5 goods and 4 tribes in checkered pattern. Robber on card #1 (Noble).
- Player: 2 each of dates, salt & pepper, $1, 4VP.

Turn:
1. Robber moves 1 step (except first turn). Robber forbids entry, and when at corner card, triggers Raid.
2. Take turns placing Targis on non-corner border cards. May not share space with any Targi, may not face opponent Targi.
3. Place Tribe markers at intersections of own Targis' lines of sight.
4. Perform actions. Start player does all, then the other. OK to forfeit action.
   - After executing a central card, replace card with one of the other type (Good or Tribe), face-down.
   - Tribe card can be used immediately by paying the cost. Else is kept in hand by player, max 1. For future use, Noble action is needed.
   - If holding Tribe card when taking new one, new one cannot be claimed and is discarded.
5. New Good / Tribe cards revealed. Change start player.

End:
- End of turn after 1 player gets 12th tribe, or robber reaches card #16.
- Tribe card VP, VP tokens, special tribe cards.
- 4VP for tribe row of same symbol.
- 2VP for tribe row of different symbols.
- Tiebreaker $, then goods.

Others:
- Tribe cards: used to build a 3 rows x 4 cards area. Each row must start from left.
- Raid: Pay according to what is shown on corner card. Robber then moves to next card.
- Limit at end of turn: 10 goods, $3.

Tempus

Start:
- Board: Place 8/10/12 terrain tiles for 3/4/5P, taking turns. New tiles much touch previous ones.
- Players: In player order, place 3 tokens. Can stack, must be adjacent.

Era:
1. Take action tiles according to player's Era.
2. Spend action tiles.
    - Move. Cannot stop on city or opponent token. May move through own city. Stacking limit to be observed at end of movement. Lake move and sea move (after Ships) take full movement allowance.
    - Baby. Only on grassland with own token. 1 baby per hex.
    - Fight. From 1 hex with own token, to 1 adjacent hex with opponent token or city. No attacking opponent with 3 token stacks or fewer. Defender of city declares terrain type. Attacker first decides card(s) to play facedown, then defender. Token value 1, city value per size, card matching defender hex value 1. Attacker loses ties. If defender loses, loses everything, and attacker can move any number of tokens in. If attacker loses, loses 1 token.
    - Idea. May draw to exceed hand limit, to discard afterwards. Playing idea cards is free action.
    - City. No adjacent city, not on mountains.
3. Progress. Late players catch up, then players play cards face-down in turn order. Progress point = token on right terrain + card + city. Highest player(s) progress. Note bonus for Writing and Printing.
4. End of Era.

End:
- Score: Non mountain hex with token(s) + city value + flight. Tiebreaker is cards, then most cities.

That's Life

Start:
- 3 pawns if 2-4P, 2 pawns if 5-6P.
- Guards on Good Luck and +7, +8 tiles.

Turn:
- Roll die, and move your own pawn or a guard which is on the same space with another player pawn (yours or your opponents).
- Must move exact number, except when reaching Finish tile.
- Collect tile if tile is empty when pawn leaves.
- No more turns for player whose pawns have all reached Finish Tile.

End:
- All player pawns reach Finish Tile.

Others:
- Good Luck tiles convert negative to positive. Decide at game end.

Variants:
- Path: -1 to -8, +1 to +8, Good Luck, -1 to -10. Guards on +1 to +8.
- Path: Good Luck at end, Guards on +1 to +8.
- Path: Random path, Guards on Good Luck and +7, +8.
- If roll 1, can also choose to move backward or not move.
- If tile is never picked up, move it to before Finish Tile.
- Game ends when first player moves all pawns to Finish Tile. Pawns alone on tiles pick up tiles.
- Game ends when second to last pawn reaches Finish Tile. Last pawn gets worst negative tile, and cannot convert it with Good Luck.

Thebes

Start:
- Take out one 1pt artifact for each site and put on board.
- Shuffle small exhibitions to 2nd third of deck, big exhibitions to 3rd third. Join deck but set aside last third. For 2P, all exhibitions in 2nd third.
- For 2/3/4P, time markers on Start/16/Start, year marker on 1901/1901/1902. Archeologists in Warsaw.

Turn:
- Player most behind takes turn, until not longer last.
- Moving = 1wk per route
- Must take one action
    - Take researcher card (in EU except Warsaw)
    - Exchange cards (in Warsaw) – 1wk for 1st time, 2 wk for 2nd etc
    - Excavate (at sites) – Must have permit and min 1 specialised knowledge. Can use assistant as 1 specialised knowledge but must discard. General knowledge used can at most equal specialised knowledge. Similarly spade. Debris dug is returned to bag. Turn permit face-down. Only 1 dig per site per year. First to excavate a site earns 1pt artifact.
    - Exhibit (in EU except Warsaw). Gain card.
- Exhibit cards are put on exhibit spaces
- 3rd third of cards are added after deck is exhausted

Scoring:
- Artifact, exhibit, congress, most specialised knowledge (5VP for 1st, 3VP for tied 1st)

Thief of Baghdad

Start:
- Board – 6 stacks of treasure chests with 4 to 7 figures, top to bottom. 1 neutral guard (black) per palace. Dancer cards face-up.
- Each player 4/3/2 guards (for 2/3/4P) and 6/7/8/9 cards from start player onwards. Take turns to place all guards.

Turn: (possible actions)
- Smuggle in a thief: Play 1 matching card per guard not owned by you. At least 1 guard is yours and 1 guard not yours.
- Move guard: Play 1 card matching source or destination palace.
- Move guard + thief: Play 1 card matching source or destination palace.
- Move neutral guard: Play 1 card matching source AND 1 card matching destination palace.
- At most 3 actions involving thieves
- Draw 3 new cards at end of turn. Draw 4 if didn't play card and maybe take 1 dancer card.

End: Target treasure to steal for 2/3/4P is 6/5/4

Through The Desert

Plyr	Camels	Water holes	1st game round only 1 camel	Others
2	10 less	11 each	1st player	
3	5 less	11 each	1st & 2nd	
4	NA	All	1st & 2nd	
5	NA	All	1st & 2nd	Each plyr one colour less

Start:
- 5 trees (oasis) on tree symbols
- Camel placement not next to oasis or others
- 1st placement round must diff coloured camels

End:
- Exhaust one camel colour

Turn:
- Place 2 camels on space or water hole to extend existing caravan

Scoring:
- Water holes (1 to 3 VP)
- Oasis linked or enclosed – 5VP
- Largest caravan – 10 VP
- Tied largest caravan – 5 VP each
- Enclosed spaces – 1 VP each

Thurn and Taxis

Turn:
- Must draw card. Can blind draw from deck.
- Must play a card. If extending existing route, must only extend at two ends. Must not repeat cities in route. If unable to do so, forced to abandon route and start new one.
- May complete route and score. Min 3 cards.
    - Place branches – decide one city each region, or all cities one region
    - Take bonus tiles if applicable.
    - Take coach card if applicable. Must meet minimum and must take progressively.
    - Discard down to 3 cards
- May ask one officer to help during turn.
    - Postmaster – draw 2 cards. Must use if no cards.
    - Bailiff – refresh all cards.
    - Coachman – play 2 cards.
    - Wainwright – +2 to completed route

End:
- When Coach 7 claimed or a player builds all branches.
- Play to end of round.
- VP = bonus tiles + highest coach card - # branches remaining
- Tiebreaker is owner of Game End Bonus tile, or whoever nearest in sequence.

Ticket To Ride: Asia
(assumes familiarity with Ticket To Ride basic rules)

Setup:
- For 2 or 3 teams of 2 players each, sitting next to each other and sharing a card rack. Each player 27 trains.
- Players: 4 train cards, 5 tickets keep at least 3. After tickets chosen, simultaneously place one in shared rack.

During play:
- Draw train card: Must place one card in shared rack. If drawing two cards, must decide where to place card upon drawing first card.
- Draw ticket: Draw 4 keep at least 1. Must place one in shared rack.
- New action type – Share ticket: Use turn to place up to two tickets in shared rack.

Map:
- Double route: if 4P, only one can be used, except Hong Kong – Canton.
- Triple route: if 4P, only two can be used. However players from same team may claim one each, blocking the other team.
- Tunnels: Draw 4 to 6 cards from deck. For any matches, need to pay extra cards to claim route.

End:
- One team has 4 or less trains.
- 10pt longest path.
- 10pt most tickets.
- Tiebreaker most tickets, then longest path.

Ticket To Ride: Legendary Asia
(assumes familiarity with Ticket To Ride basic rules)

Setup:
- Players: 4 train cards. Draw 1 long & 3 short tickets, keep at least 2. Unused long tickets and non-chosen tickets removed from game.

During play:
- Draw ticket: Draw 3 keep at least 1.

Map:
- Double route: if 2-3P, only one can be used.
- Ferries: must use joker for specified spaces.
- Mountain: costs extra trains, but will be worth 2pt each.

End:
- 10pt most cities in one network.
- Tiebreaker most tickets, then most mountain routes.

Ticket To Ride Card Game

<u>Start</u>:
- 1 locomotive, 7 other cards
- 6 tickets, keep at least 1

<u>Turn</u>:
- Move 1 train per colour from rail yard to face-down on-the-track deck.
- Choose 1 action from:
    - Draw 2 cards. Face-up locomotive count as 2 cards, but 3 face-up locomotives do not refresh the card display.
    - Play cards to rail yard, either 3 different colours, or 2 or more cards of same colour. Locomotives must attach to a colour. Cannot play colours which are already in play in own or others' rail yards, except when Train robbing – play more cards of a colour to discard all of opponent's card of that colour.
    - Draw tickets. Draw 4, keep any number. Unwanted tickets return to bottom of deck.

<u>End</u>:
- 2/3P: exhaust deck once, 4P: exhaust deck twice, then everyone 1 more turn.
- For 4P, do mid game ticket scoring. Keep uncompleted tickets. Reshuffle <u>all</u> train cards, deal 4 to each player.

<u>Scoring</u>
- Completed tickets - uncompleted tickets + city bonus (tied players all score)
- Tiebreaker most tickets, then most city bonus cards.

Ticket To Ride Quick Ref
(comparison of the various versions)

	Base game	Europe	Marklin	1910	Big Cities	Mega game	Nordic Countries	Switzerland	Card Game
Setup	-	-	-	Only 1910 cards	Only Big Cities cards	All tickets from 1910	-	-	-
Start tickets	Draw 3 keep at least 2	Draw 1 long & 3 short, keep at least 2. Remove unwanted	Draw 4 (any type) keep at least 2	Draw 3 keep at least 2	Draw 4 keep at least 2	Draw 5 keep at least 3	Draw 5 keep at least 2	Draw 5 keep at least 2	Draw 6, keep at least 1
Drawing tickets	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 3 keep at least 1	Draw 4 keep at least 1	Draw 4 keep at least 1	Draw 3 keep at least 1. Remove unwanted	Draw 3 keep at least 1. Remove unwanted.	Draw 4 keep any number
Bonus	Longest path 10pt	Longest path 10pt	Most tickets 10pt	Most tickets 15pt	Longest path 10pt	Longest path & most tickets	Most tickets 10pt	Longest path 10pt	Big cities
Others		Stations – 4pt per unused, 1/2/3 matching cards to place.	Passenger. 3 passengers refreshes card display.		For ferries, 3 cards = loco. For Murmansk-Lieksa, 4 cards = joker		Jokers count as 1 card, can only be used for tunnels and ferries.	Jokers count as 1 card, can only be used for tunnels.	3 jokers don't refresh card display.
		Tunnels & Ferries	4+ jokers (treat as 1 card)				Tunnels & Ferries	Tunnels	
							40 trains	40 trains	
Tiebreaker	# tickets, longest path	# tickets, # stations, longest path	# tickets, goods	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, longest path	# tickets, # big cities

Tikal II

Start:
- Remove some action tiles if <4P. Action tile distribution for 3P: 4/4/4/3/3/3, 2P: 3/3/3/3/2/2.
- Sanctuaries are shuffled face-up, treasure room at bottom.
- Rooms are shuffled face-down.
- Players: choose 2 keys.

Structure: 2 rounds, each with multiple turns. 1st round clockwise, 2nd round anti-clockwise.

Turn:
1. Pirogue phase (mandatory). Move pirogue 0-5 steps (clockwise) and pick action tile to execute. When pass forest, pay 1 key or -10VP.
2. Explorer phase (optional)
   a) Movement: Must have matching keys. Unlimited distance. Can exit and reenter temple.
   b) Excavation: Place flag on desired reward (if available). One flag per player per room allowed. Score 1VP per door, both current room and previously excavated rooms of same colour.

Mid game: (action tiles finished)
- Scoring:
  - Sets of different keys in tent
  - Sanctuaries. 3VP for player(s) with presence and most matching keys in tent. If none present have matching key, all score 3VP.
- Prepare for next round:
  - Reset tent power
  - Change direction to anti-clockwise
  - Pirogues return to start
  - Distribute action tiles
  - Last player in first round becomes start player

Game End:
- Extra explorer phase.
- Scoring similar to mid game, plus:
  - Undelivered treasures 1VP
  - Cards scoring

Action tiles:
- Keys: Place face-up in backpack or face-down in tent.
- Treasure and special card: See 3 pick 1 from one stack. Place face-down.
- Room: See 3 pick 1, place on board.
- Coloured room: Score points for yourself.

Others:
- If unable to make excavation on a turn, may buy key for 10VP.
- Treasure room is placed immediately when only 1 spot left.
- Secret passages: May pass through wall or door without key, may place flag then return to previous room. May explore secret rooms outside temple.
- Delivering treasures: When pirogue passes plane (possibly twice in a turn). Permanently discard any number of treasures of 1 type, score according to value wheel, turn wheel once.
- Once a round tent power: extra explorer phase, or gain 1 key for backpack.
- If run out of key of specific colour, may take another colour.
- Key never moves between tent and backpack.

Tinners' Trail

Start:
- Players $5.
- Board seeded with starting ore plus roll die to add ore & water.

4 game turns:
1. Determine ore prices. Roll 3 dice. +1 for 1st game turn and/or if previously at lowest price. -1 for 4th game turn and/or if previously at highest price.
2. Available developments. Clear previous developments then add current. Steam pumps are cumulative.
3. Actions:
   - Spend time to do. Next player is whoever has spent least time.
   - Developments always max 1 per region, except multiple steam pumps can be applied to the same region.
   a) Auction mine (2t). Max 1 mine per area. If new area, roll dice to seed ore & water.
   b) Mine ore (1t). Basic capacity 2. Cost per ore = water. Add 1 water afterwards.
   c) Port (2t). Coastal region. Water -1. Mining capacity +1.
   d) Miner (1t). Mining capacity +1.
   e) Adit (3t). Built on border. Both regions water -1, copper +1, tin +1. If a region is empty, effects take place when it becomes non-empty.
   f) Train (2t). Water -2, mining capacity +1. All adjacent areas water -1.
   g) Steam pumps (1t). Each pump removes 1 water.
   h) Sell pastry (1t). Gain $1.
   i) Pass. Move token to leftmost empty space on Order of Play box. If only 1 player left, he can only do 1 last action.
4. Sell all ore.
5. External investments. 2 rounds. Place in current turn's column only. Each space max 2 cubes. This is the only way to earn points.
6. Prospecting. 1st two players in turn order pick empty regions to seed with ore / water. Apply effects of all relevant developments.

End:
- Most VPs wins. Tiebreaker cash, ore controlled, turn order.

Others:
- Developments can be placed on others' or empty regions.

To Court The King

Start:
- Everyone can roll 3 dice
- See table for # of cards used
- Fools = # players

	2P	3P	4P
I	2	2	3
II	1	2	3
III / IV	1	2	2
V	1	1	1

Turn:
- Roll all dice, setting aside one after each roll, and try to reach certain results to claim one character.
- Can use owned characters once per turn to modify active dice, but not result dice.
- No repeating characters except charlatan

Round:
- Start player changes anti-clockwise, i.e. last player gets two consecutive turns.

End:
- One player gets 7 of a kind can claim King & Queen. If so, play to end of round w/o claiming King.
- Next round is final, where other players can try to outdo the roll which claimed the King & Queen. The player holding the Queen rolls last and only needs to match and not exceed the best roll to claim back the King (if taken away).

Tobago

Setup:
• See setup sheet.
Turn:
• Pick one mandatory action:
  a) Play clue card
    • Must not contradict.
    • Must narrow down possibility, but still have possible location.
    • Mark with own colour, refill hand.
  b) Move ATV up to 3 legs.
    • 1 leg = anywhere within same terrain, or 1 step into different terrain.
    • May enter spaces with other objects, but not ocean.
    • Using / collecting amulet ends leg.
    • Raising treasure ends movement.
  c) Discard hand and redraw.
• Unlimited action(s):
  ➤ Raise treasure
    • When ATV on confirmed location of a treasure
    • Add marker to the treasure's card queue.
    • All contributors draw and view treasure card(s) according to # of markers. Cards then returned and shuffled with 1 more card.
    • Cards revealed one by one, and in reverse of contribution order , players may pass, or claim by spending marker.
    • If curse revealed, no more cards given, all players still having markers must discard amulet or highest treasure card. Curse removed from game.
    • Last player to claim card starts new treasure map.
    • Amulet appears on coast tile the statues are facing, statues rotate.
  ➤ Collect amulet – free action if start turn on one, else ends a leg.
  ➤ Use amulet
    • Remove site marker cube.
    • Extra (a), (b) or (c) action. Note: must not use extra ATV move to pick up amulet.
    • *Advanced: Double marker on a clue card.*
    • *Swap markers positions. Must be same number of markers.*
End:
• Treasure deck exhausted and all treasure cards distributed, reshuffle discard pile to reuse if necessary.
Others:
• If first card during treasure distribution is curse, then discoverer starts new treasure map.

Tokaido

Start:
- Board: Meal, Souvenir, Encounter, Hot Spring cards shuffled and facedown. Sea, Mountain, Paddy cards sorted and faceup.
- Player: Pick 1 traveler from 2 dealt, and get $ based on choice.
- Random turn order.

Turn: Always the turn of the player farthest behind.
- Move forward to any available space, then gain benefit.
- Always score points immediately.
- Village (must have $): Draw 3 Souvenirs and may purchase 1 or more. Return unpurchased to bottom.
- Farm: Get $3.
- Panorama: Gain next card in series. Each player may only build 1 panorama of each type. First player to complete a panorama type gains an Achievement.
- Hot Spring: Draw 1 Hot Spring card.
- Temple: Must donate $1 to $3 for 1-3VP.
- Encounter: Draw and resolve Encounter card, then claim.
- Inn: Mandatory stop. First player to arrive draws #player + 1 cards and may buy one and show faceup. Then wait for others before leaving. Others will pick from cards leftover. Player not allowed to eat same meal during game.

End:
- Donors score by total temple donation, if tied both considered same position and score full points.
- Award Achievements. If tied both gain points.
    - Gourmet – most costly meals.
    - Bather – most Hot Spring cards.
    - Chatterbox – most Encounters.
    - Collector – most Souvenirs.
- Tiebreaker Achievements.

Others:
- Double spaces for 4/5P only. Second space is considered further behind.

2P:
- Use dummy player, controlled by player farthest ahead.
- Temples: Dummy player donates $1 from bank.
- Inns: 4 Meal cards are drawn. Dummy player upon reaching Inn randomly discards 1 Meal card.

Variants:
- Initiation: No traveler character. Start with $7.
- Return trip: Travel from Edo to Kyoto.
- Gastronomy: At Inns draw #player cards instead.

Tongiaki

Start:
- Take turns to place 1 boat, until 2 boats place each.
- Do not fill a beach.

Turn: (choose A, B or C)
- (A) Expansion
    - Pick 1 island and increase boats up to double
    - Add at most 1 boat per beach
    - May not expand Royal island
- Migration, only when a beach is filled
    - If multiple, must decide location before placing new tile
    - Red emblem must match footbridge
    - Sea travel fails if not enough different coloured boats. Boats are removed.
- Landfall
    - Active player distributes 1 boat per beach.
    - If surplus, distribute freely.
    - If short of beach spots, active player decides which boats to be removed.
- (B) Found Royal island.
    - Lock an island (except Tonga) if only own boats on it
    - Max 2 Royal islands per player.
    - One boat placed on mask, others returned.
    - Any incoming boats turn back.
- (C) New Settlement
    - Remove all boats, draw and place tiles until new island drawn, place 1 boat.

End: (last island OR water tile placed and resolved)
- Add points on islands for presence.
- Tiebreaker # of islands, then fewest boats on board.
- Tiebreaker coins.

Others:
- If no boat at turn start, place 2 boats at Tonga or 1 somewhere else. Do not do Expansion.
- If all boats on board, may remove 1 to be used for expansion (except from a Royal island).
- If infinite loop, remove tile and boats. For details see rules.

Tournay

Setup:
- Board: 3 citizens per colour, 3 events revealed.
- Players: $6, 2 citizens per colour.

Turn:
1. Optional: play card.
   - Must be orthogonally adjacent with existing card.
   - Must not exceed 3x3 grid.
   - May stack on top of card of same colour, or replace card of different colour (return to bottom of deck).
   - Level III buildings may not be duplicated.
2. Mandatory: perform an action with citizens. Using own citizens are free, using others' cost $2 each.
   a) Draw a card. Require citizen(s) of matching colour, number of citizens matching card level. Either (i) take the face-up card if available, or (ii) move face-up card to bottom, draw 2 cards, pick 1, display the other face-up.
   b) Activate an unoccupied building of matching colour.
   c) Combat an event with at least 1 coin. (i) If event makes you lose money, cost is 2 citizens of required colour. (ii) If other event, cost is 1 citizen of required colour, # coins on card, plus $1. Claim event card, which can become rampart. Draw new event card.
   d) Earn money with own citizen(s) of one colour. $2 each.
   e) Gather all used citizens back to plaza. Remove grey citizens and damage tokens.

Town Crier card:
1. Resolve card drawing before handling Town Crier.
2. Move Town Crier to bottom of deck at 90 degrees.
3. Add coin to each event card.
4. Each event card affects all players, magnitude is # of coins.

End:
- (1) A player fills 9 spaces including 2 prestige buildings
- (2) (#players + 1) Town Criers have appeared.
- Do final round after EITHER two players achieve (1), OR both (1) and (2) are met. Then simultaneously everyone may build 1 last card. Players may build all ramparts.

Others:
- Each rampart built can completely ignore one event card.
- Hand limit is 4, counting ramparts. If exceeded at end of turn, return excess to appropriate decks. Ramparts can be built at end of turn but these don't protect from events.
- Max 12PP from a prestige building.

Advanced rules:
- Players start with 1 citizen per colour and $9.
- Board starts with (# players + 3) citizens per colour.
- Additional possible action: use citizen and $5 to recruit a new citizen of matching colour, who starts at the plaza.

Expansion:
- Expansion cards with double fleur-de-lis replace those with single fleur-de-lis.
- Draw 3 cards at random for each deck.

Town Center

Setup:
- Bag seeded with 6 apartments, 4 generators, 4 parking, 3 shops, 3 offices per player.
- Player: $3. City hall (treat as office) in any square.

Concepts:
- Adjacent = left, right, front, back, up, down.
- Adjacent offices & generators considered separate entities. Adjacent shops, apartments, parking, elevator considered same entity.
- Black never stacked with other colours. Is parking if not stacked. Once stacked becomes elevator, needs power to allow stacking of other colours (max 5).
- No stacking in suburbs.

Round:
1. Get cubes, 2 x #player. Start player makes stacks of 2 cubes. Pick a topmost cube in player order, then again in reverse order.
2. Construction. Place acquired cubes.
   - Shop or apartment never next to same type.
   - Pay $5 per office, else discard from game.
3. Development. If an apartment size < # adjacent offices , grow by 1. If shop size < # adjacent apartments, grow by 1. Keep developing, in any order, until no more development possible.
4. Income.
   - $1 salary
   - Parking: $1 per adjacent cube.
   - Shop (powered): for # cubes ($1+$2+$3 etc) and for max height ($0+$1+$2 etc).
   - May buy 1 generator or parking / elevator. Cost is $5 + ($5 per already existing generator / parking / elevator). If not first black cube, must stack it.

End:
- Apartment (powered) scores for # cubes (1+2+3VP etc) and max height (0+1+2VP etc)
- 1VP per $5
- -1VP per suburb cube.
- Tiebreaker $ (after conversion).

Others:
- No offices in first round.
- Cubes not intended to be exhausted.

		Number of cubes											
		1	2	3	4	5	6	7	8	9	10	11	12
Height	5	11	13	16	20	25	31	38	46	55	65	76	88
	4	7	9	12	16	21	27	34	42	51	61	72	84
	3	4	6	9	13	18	24	31	39	48	58	69	81
	2	2	4	7	11	16	22	29	37	46	56	67	79
	1	1	3	6	10	15	21	28	36	45	55	66	78

Solo variant (draw 3 cubes return 1)				
0 – 39	Homestead		80 – 84	Suburb
40 – 49	Hamlet		85 – 89	City
50 – 59	Village		90 – 94	Capital
60 – 69	Neighbourhood		95 – 99	Metropolis
70 – 79	Town		>=100	Megalopolis

Tragedy Looper

Objective:
- Protagonists: prevent tragedy while staying alive, or if still can't by last loop, guess all characters correctly. Mastermind: prevent this.

Concepts:
- Structure of a Script: Select a Set. Create Script using plots and subplots available in the Set. Assign characters to roles, 1 character having 0 or 1 role. Add scheduled Incidents from those available in Set. Any character (with or without role) can be Culprit, but a character can be Culprit of at most 1 Incident.
- Characters:
  - Paranoia limit = level which can trigger incident.
  - Goodwill = level which allows Protagonist or Mastermind to use Goodwill ability.
  - Intrigue = effect depends on plot in play.
  - Passive ability is always active.
- Locations may receive Intrigue tokens. Effect depends on plots.
- Recommended table talk rules: May not tell one another what cards are being played.

Round Structure:
- X Loops of Y Days depending on Script. 1 Day = 1 Round.
- Mastermind plays 3 cards facedown on character or location, max 1 per character / location.
- Protagonists play 1 card each facedown, not on same character / location.
- Mastermind resolve all cards.
- Mastermind abilities. Only announce results, not character or what actually happened.
- Protagonist Leader uses Goodwill. Mastermind resolves outcome, only announcing results and not elaborating.
- Incidents. Check scheduled timing, Culprit still alive, and Culprit at required Paranoia level. If Incident has additional condition which is not met, Mastermind must declare Incident has occurred but no effect.
- Switch Leader for next Day.

Others:
- Only Intrigue cards have effect on locations, but other cards can still be played as bluffs.
- If 2 or more Forbid Intrigue cards played anywhere on same Day, all cancelled.
- Goodwill counters are not removed when Goodwill is used.
- Mastermind must tell whether Protagonist lose a Loop because they are killed or they lose because of Tragedy.
- If First Steps Set, no Final Guess.

2P: Protagonist player plays all three Protagonists. Note Protagonists have slight advantage.
3P: Leader plays two Protagonists.

Trias

Start:
- 1 card. Take turns in reverse order to place 2 herds on empty land. Do twice.

Turn:
- Drift. Play card or open top card. Must drift further from south pole. Must have herd on continent. Drifted tile must stay on same continent. If cannot drift open top card again, and if still cannot drift any tile.
- Actions (4 action points).
    - Drift any tile (3AP).
    - Move 1 herd (1AP).
    - Rescue 3 herds (1AP).
    - Breed (1AP).
- Own swimmers / overpopulated herds only die.
- Draw 1 card (if card played previously).

End:
- Meteor strike. Everyone one more turn. Skip drift, 2 action points.

Scoring:
- New continent formed: Only score new continent with drifted tile. Most herds 2pt, 2nd most 1pt. If tied, all score full points equally.
- Final scoring: Most herds score # tiles on continent. 2nd most score half round up. If tied, add up and divide points equally.
- Tiebreaker: herds in supply, continents populated.

Others:
- Never score south pole continent.
- Population limit: mount 2, steppes 3, forests 4.
- 2P – 10 herds. Tiles: 5 mount, 7 steppes, 6 forests. Cards 1st age 5/6/5, 2nd age 1/2/1. In 2nd age 3 action points. Do not score new continents.
- 3P – Cards 1st age remove 1 of each type.

Tribune

Start:
- 1 laurel in each faction area.
- 6/6/5/4 pawns per player for 2/3/4/5P, 6 cards keep 4, $12/$13/$14/etc.

Round:
- Card placement. Curia is multiple until value 5+. Catacombs is 5 cards.
- Pawn placement. Coin bowl no limitation. Area VII requires Vestal Virgin marker. Peek at card upon placement. Cannot try to takeover own factions.
- Region evaluation. Latrine – gain $ or pay $ for card. Curia – discard 1 card to gain set of cards. Atrium Auctionorum – if 1P, $1 for both cards, if 2P, blind bid for 3 cards, winner paying loser. Catacombs – peek and pick 1 card, paying to colosseum. Pantheon – sacrifice matching colour card for permanent eternal favour. Field of Mars – simultaneously discard pairs to gain 1 laurel, single biggest valued pair gains 1 more laurel.
- Faction takeover, by more cards, or higher sum. Loser loses cards. Minimum set of 2. If 2 attempts, then #2 player tries first. If #2 player tries and loses to #1, he loses 1 card only. Successful takeover grants one-time benefit.
- Faction benefits
- Chariot auction, by blind bidding. Winner can secure a faction, or place chariot aside.

End:
- Round end when 1 player completes required # of objectives. If more than one does so, compare VPs.

Others:
- Cesura Magna: When both draw and discard decks depleted. Everyone discards down to 7. Factions of 3/4+ cards lose lowest 1/2 cards.
- VP Variant: Play to 7/6/6/5 faction markers for 2/3/4/5P.

Twilight Struggle

Overview:
- Battleground states on purple.
- Concept of "Controlled".

Start:
- 8 cards (early war). China card with USSR.
- USSR place influence first. Syria, Iraq, North Korea (3), East Germany (3), Finland, 6 more in East Europe.
- USA: Canada (2), Syria, Iran, Israel, Japan, Australia (4), Philippines, South Korea, Panama, South Africa, UK (5), 7 more in Western Europe.

Structure: 10 turns. At start of Turn 4, Mid War cards shuffled to draw deck and hand size becomes 9. At Turn 8, Late War cards added.

Turn:
- Improve DEFCON.
- Replenish cards.
- Headline phase. Must be event, scoring card allowed. Higher ops value first, if tied USA's first.
- Action rounds. 6 rounds for Turns 1 to 3, 7 afterwards. USSR starts.
- Check Military Ops penalty (depends on DEFCON) and reset marker.
- Flip China Card (if used).

Action rounds:
- Cards played for ops points or event.
- If ops points:
    a. Place influence. Must be on or adjacent to friendly markers at start of action round. Cost doubled if enemy controlled
    b. Realignment roll. 1 attempt per ops point. Both players roll dice and winner removes influence of loser. Modifiers: more influence, adjacent Controlled countries, adjacent to own Superpower.
    c. Coup. Opponent must have influence. Success if die roll + ops point > 2 x stability. Remove opponent influence, if not enough, add own influence. Increase Mil Ops by value of ops points. If Battleground country, worsen DEFCON (successful or not).
    d. Space race. Only 1 card per turn. Events do not occur.
    - If card has opponent event, it occurs but you decide when.
- Asterisked events that occur are permanently discarded or left face-up until effects expire.
- Scoring cards must not be carried over.

Scoring:
- Presence – Control 1 country; Domination – Control more countries and more Battleground countries, and control at least 1 non-Battleground country; Control – Control more countries and all Battleground countries.
- +1VP for Controlling country adjacent to opponent
- +1VP per Battleground country

End:
- 20VP.
- Control Europe when scoring card played.
- DEFCON 1. Phasing player loses.
- End of Turn 10. Do scoring again (except South East Asia) to determine winner. +1VP for China card.

Others:
- DEFCON status restrictions.
- Tips: Only Europe, Asia & Middle East scoring in play in Early War.

Tzolk'in: The Mayan Calendar

Start:
- Player: 4 Wealth tiles, keep 2, then claim resources accordingly. 3 workers.
- 2/3P: Fewer monuments & jungle fields. Seed dummy workers using surplus Wealth tiles (see rules).

Concepts:
- resource = wood / stone / gold.
- Palenque area setup. For some, wood tile atop corn tile.

Round:
1. Player turns:
   - At start of turn, if < 3 corn, may fill to 3 but take 1 step down at 1 temple.
   - Must pay to place worker(s), OR retrieve worker(s) to do actions.
   - Place: Must be lowest available space. Pay corn for gear position & #workers placed.
   - Retrieve: May pay corn to use weaker action, 1 corn per step. May forfeit action.
2. If food day (4 per game), feed workers and gain rewards.
   - Pay 2 corn per worker. -3VP per hungry worker.
   - 1st & 3rd, temples reward resources / skulls (cumulative).
   - 2nd & 4th, temples reward VP, for both current position and being highest. If tied for highest, all receive half.
3. Advance calendar.

End:
- After full turn of central gear.
- Scoring for leftover goods and monuments.
- Tiebreaker workers on gears.

Others:
- Techs: After reaching max level, any further advancement takes effect as a one-time bonus. Bonuses are cumulative if gaining same good / resource type.
- Constructing buildings / monuments: Pay and take from board. Only buildings are replenished. At halfway, Age 1 buildings on board replaced with Age 2.
- May burn wood tile to reach corn tile, discarding wood tile. This angers gods – 1 step down at 1 temple.
- Start player spot: Gain accumulated corn but after completing own turn. Become start player, but if already start player, next player becomes start player. May advance 2 days, but once done, may not do again until reaching temple top to regain this ability. Also may not cause worker to be pushed off gear. Worker placed here is returned at end of round.
- Temples: Top spot allows 1 player only.

Ugg-tect

Start:
- 2 teams of at least 2 each. 1 ugg-tect per team, with club & 1 card. Worker must have at least 1 building material.
- Shared: deck of cards.

Round:
- Ugg-tect may only use gestures, stone age words and club to communicate.
- If give up or say wrong thing or anyone other than designated worker touches building material, forfeit card and play facedown, -1VP.
- When monument is completed, ugg-tect says "Ugg-tect", reveals card, and both teams pause to examine monument. If pass, score points, else play card facedown, -1VP. Ugg-tect may swap places with worker before next project.

End:
- 10VP. Note that work-in-project project is -1VP.

Um Reifenbreite
(advanced rules in italics, professional rules separate section)

Start:
- Take turns placing rider. Riders on same team cannot be on same lane.

Round:
- Rider in front, rightmost, starts. Riders may draft, else next foremost and rightmost rider goes.
- Non-draft move, roll 2 dice. Move forward straight or diagonally, without crossing bold lines. May move fewer than rolled except when finishing. May move diagonally between 2 riders. May not move through occupied space.
- Draft move, follow rider immediately in front. Must be able to end in same land as leading rider, using same # of moves. *May only draft if same terrain.*
- Energy card can replace a die. Disallowed in 1st round. *Mountain icon cannot be used for uphill. Only 1 card allowed on cobblestone.*
- Breakaway: need at least 1 energy card. Cannot be drafted.
- Chance card, when 7 rolled, except 1st round.
- Falls: All riders left, right and behind also fall and cause chain reaction. Rider on right of first falling rider is spared.
- *Uphill & cobblestone: Deduct number of current space from die roll. If 0 or less, move aside temporarily until everyone else has moved. Then return if possible, else to space behind.*
- *Downhill: Add number of current space to die roll.*

Others:
- If short track, use only half the energy cards.

Professional rules (all optional):
- Cheating: Draw 1 or 2 photo cards for auto-6 roll. Note photo card number and reshuffle for each draw. Max cheat 4 times. At game end, 2 photo cards are drawn, and riders having cheated on these numbers are disqualified.
- Sprints & yellow jersey: First 3 riders across each sprint finish line score bonuses. First rider to cross first sprint line gets yellow jersey. For each round keeping it, score 2pt. Yellow jersey only taken away if another rider has more sprint points.
- Switching lead: On a rider's turn, he may ask the rider immediately behind to swap places. If refused, can ask next rider in same lane, etc.
- Stage Race: Multiple races with scores totaled up. Each team has bonus for top rider – top rider total score x # of races.

Undermining

Start:
- Board: 3 face-up contracts. 3 decks of star bucks – 2/3P: 8/6/5/3, 4P: 8/7/5/4/3, 5P: 8/7/6/5/4/3. Fill game board, only solid rock in top row .
- Players: 1/2/3/etc batteries. If 5P, 1 cargo bay blocked. UMV is placed on own first turn.

Turn:
- Default 3 actions, extra per reactor.
- May spend 2 batteries for 1 extra action.
- a) Drill (and move) 1 orthogonal space, extra per Drill Bit.
  - May only drill and collect resource if have vacant cargo bay.
  - Drilling solid rock turns it to rubble first.
- b) Drive 2 vacant spaces, extra per rocket. May spend 2 batteries to move through another UMV.
- c) Unload at refinery, moving resources from cargo bays to warehouse of player mat. Draw card for alien tech.
- d) Build when at refinery. May build multiple as long as can pay.
- e) Contract filling when at refinery. Pay appropriate resources, collect star buck, then reveal new resource requirement.
- f) Charge battery. Max 8.
- g) Portal move, from vacant portal to another vacant one. Portal above ground is always open.

End:
- One star buck deck exhausted, every other player 1 more turn.
- Scoring: star bucks, $1 per resource / alien card, $4/7/9/10 for 1/2/3/4+ upgrades.

Others:
- No space limitation in above surface spaces.
- Using an alien card is not an action. One-use only.

Urban Sprawl

Start:
- Board:
  - Town Deck – 15 at bottom, Airport shuffled in middle 6, 15 at top; 5 drawn and revealed, deck top revealed. City / Metropolis Decks – ditto with Sports Team / Olympic Games shuffled in middle section.
  - Planning Deck – 4 Urban Renewals in discard pile. 14 events shuffled with bottom 14 cards. 1st player draws 1, 2nd player draws 2, etc. 4 drawn and revealed, deck top revealed.
  - Only Mayor in play. Election marker on Mayor but no election yet.
- Players: $39/27/21 for 2/3/4P.
- Setup: Players take turns to claim (and pay for) all start buildings. Richest player or player with 3-value purple building gets Media vocation.

Definitions:
- Value = sum of all wealth <u>and</u> prestige numbers.
- 1 Block = 4 Lots.
- A Row consists of Blocks, not Lots.
- Adjacency includes diagonal and across road.

Turn:
1. Investment – discard Permit(s) for $.
2. Spend 6AP. May not accumulate.
   a) Take Permit or Urban Renewal.
   b) Build Contract.
      - Require permit (no change given), and $ equivalent to Value. New building must extend existing zone type (diagonal is adjacent), or start new zone w/o touching other zone types.
      - Gain Prestige bonus per adjacent building of same zone type. Gain 1 vocation, rob from other player if pool empty.
      - Score vocation. Each vocation tile scores $ or Prestige, using vocation value of current contract as multiplier.
   a) Take Contract as Favour, i.e. to be built later (max holding 1 Favour).
3. End of turn
   - Refill Planning Deck, then Town / City / Metro Decks. Execute any events, elections, payouts revealed. When City / Metro Decks come into play, older decks become restricted to fewer spots.

Elections and Payouts:
- Execute elections before payouts.
- Do election based on rondel, elect both current politician and Contractor if in play.
  - Game starts with Mayor only. Other politicians enter play by Airport event in Town Deck. Contractor enters play by Sports Team event in City Deck.
  - Election method (also described on tiles):
    - Mayor – most vocations, media vocation holder breaks tie.
    - DA/Treasurer/Police Chief/Union Boss – most valuable building of specific type, then most buildings of type, then the Mayor/DA/Treasurer/Police Chief breaks tie.
    - Contractor – least prestige, Union Boss breaks tie.
- Payouts only apply if the Prestige/Wealth marker is present.
- Payout according to # of buildings in payout row, if tied, add and divide rounding down.

End:
- Olympic Games revealed.
- Prestige payout for all Prestige icons.
- 1 Prestige per $10.
- Prestige from politicians.
- Tiebreaker $.

Others:
- Planning cards always discarded to discard deck, i.e. will be reused after reshuffle. Town / City / Metro cards always removed from game.
- Urban Renewal: new building must occupy every lot of demolished building.
- Whenever no tiebreaker specified, active player decides.

Uruk – Wiege der Zivilisation

Start:
- Player: 1 Level-1 invention (return remaining to box), 1 village, 3 resources. 5 Level-2 inventions as hand.
- Level 2 cards on top of draw deck. Draw 3 for common display, 10/5/1 (for 2/3/4P) for discard pile.

Turn: (3 actions of any combination)
1) Take card from deck or display. Refill display at turn end.
2) Invent. Cost is # cards of same tech equal to Level.
    - 2 cards of same colour = 1 joker.
    - May discard old invention and use as payment. Keep stones.
    - May not skip Level.
    - Max 5, no duplicates.
3) Discard already invented cards for cubes.
4) Build 1 stone. For cost see epoch cards. 1 stone = village, 2 stones = city.
5) Use card function. Each card is single use per turn.

God/disaster cards drawn:
- If none on display, this one drawn will be the next to occur.
- If already 1 pending, event will occur after your turn end.

End:
- Last stone from last Epoch taken.
- Stones in common pool become available. Finish the round.
- Play one more round discarding gods & disasters.

Scoring:
- Inventions: city - Level x 2, village - Level x 1; else - 1pt.
- Cubes: 1pt per four.
- *Leier*: Free extra slot with village if you can invent now.
- *Waage*: 1pt per colour in hand if you have inventions in all colours.

Others:
- First time deck exhausted, remove oldest 15 cards
- When need to take cube but none left, may take from others unless you are richest in that cube colour. Victim gets compensation in other colour.

Enlil, Nergal, Ninurta:
- Remove 1 stone from Epoch card, hand size max 8.
- Bid hand cards, value is Level.
- Enlil – free invention.
- Nergal – 3 cubes of same colour from general supply.
- Ninurta – 1pt per city at game end.

Gibil, Marduk, Nannar:
- Remove 1 stone from Epoch card, hand size max 8.
- If there is a single player with fewest stones, gain special favour. The rest gain normal favour.
- Gibil – 3 / 1 cubes of same colour.
- Marduk – half price (round up) for next stone / 1 cube.
- Nannar – half price (round up) for next stone / 1 card.

Durre, Erdbeben, Vulkanausbruch:
- Remove 1 stone from Epoch card, hand size max 8.
- Show everyone's cubes, then blind bid cubes.
- Tied players all win, unless everyone tied, then all lose. Losers suffer disaster.
- Durre – lose 1 stone.
- Erdbeben – lose invention w/o stone, else 3 cards.
- Vulkanausbruch – lose 2 actions on next turn.

Ischtar:
- Remove 1 stone from Epoch card, hand size max 8.
- Draw 1 card or take 1 cube.

Note: It is highly recommended that you print one or more copies of the translation of the inventions. I recommend the translation by Brian Bankler:
http://www.boardgamegeek.com/filepage/46193/summary-of-inventions

Vanuatu

Start:
- Board: archipelago tiles - 3 w/o letters on board, then 2 stacks of A (on top) to F, stack together, reveal top 2. Remove tourist value 4/2/0 for 3/4/5P. Place tourists as first revealed tourist tile. Fish price $3. 1 good per type on start island. Seed fish/treasure on start sea tiles.
- Players: Location 3 at bank. Boat at empty start sea tile.

8 Rounds:
1. Setup (except Round 1)
   - Remove unused tourists, draw tourist tile and place new tourists.
   - Remove filled ships, slide, replenish.
   - Replenish goods at only exhausted islands.
   - Fish price reset.
   - 1st player places 2 archipelago tiles. Must touch 2 other tiles, island mustn't touch island, sea must touch island. Reveal 2 tiles for next round.
2. Pick character, then return old character. Character powers are once per round.
3. Planning. Take turns placing 2 action markers on 1 or 2 action spaces. May not plan impossible (due to dependency) actions.
4. Actions. Must have majority of markers on a space, or if tied, be earlier in turn order. Remove markers upon action. Priority pick spaces with majority, and must execute if possible. If no majority anywhere, pick any to forfeit.
5. Gain rest token bonus.

Actions:
- Island action requires adjacent boat, sea action requires boat to be on tile.
a) Sail - $1 per step, max 3.
b) Build stall. $3.
c) Explore treasure. Collect token value = # treasures. Remove 1 treasure.
d) Fish. Ditto treasure.
e) Sell fish. Need to be next to island with own stall. Sell any number of fish tiles, value is fish price. Sold fish tiles removed from game. Reduce fish price.
f) Buy 1 good (kava $1, copra $2, beef $3). Place on topmost vacant demand spot and score VP. +2VP if last good for ship.
g) Draw turtle. Claim spot, score 3VP.
h) Transport 1 tourist. Boat must be at island with available tourist capacity. Earn $1 per stall (any player's), if any.
i) Choose 1 rest token, return the rest face down.

End:
- Fish score $1 per value.
- First player scores 3VP.
- 1VP per $3.
- 2VP per treasure value.
- 2VP per stall per tourist.
- Tiebreaker stalls, then $.

Others:
- Whenever reaching $10, must instantly convert to 5VP.
- May convert treasure token to $ any time.
- See rules for character powers and rest token bonuses.

Vinci

Start:

- Board – brown tokens on provinces except gray & dark blue. 12 randomly drawn civ tiles.
- Each player 10VP.
- Choose civ:
  - Pay 2VP and place marker for each civ passed.
  - Gain tokens based on sum of numbers on civ tiles
  - For 3/4/5/6P, gain extra 8/6/4/3 tokens

Turn:

- Expand:
  - Collect tokens from occupied provinces, or choose start province. Start province must be land province at edge or 1 sea space from edge. Place the 2 civ tiles on province.
  - Expand, heeding cohesion rule. Cost for expansion is 2 + 1 for forest/mountain + 1 for each defending token -1 if attacking from mountain. Only 1 defeated token per province leaves the board, others are redistributed. Cohesion (stay as 1 piece) compulsory at end of own turn.
  - Reorg tokens & ensure cohesion
  - Count VP, including declining civ. 1pt per province except mountains.
- OR decline:
  - Remove token of old declining civ (if applicable)
  - Remove all but one token for new declining civ
  - Remove civ tiles
  - Place "decline" counter
  - Return 2 civ tiles to bag
  - Count VP
  - Choose civ for next turn
  - When active civ touches declining civ, tokens of declining civ in touched province are removed.

End: Target VP for 3/4/5/6P is 150/120/100/100. Play same number of turns for all players.

Virgin Queen

(Not complete rules. Only key reminders and overall structure.)

General Concepts:
- Fortified (key & fortress): Up to 4 units may defend. Enemy must besiege successfully to capture. Is wintering quarters.
- Enemy: Considered enemy only if in status of war.
- Catholic = solid coloured. Protestant = white centre. Religious struggle areas: Netherlands, France, England, Scotland.
- Controlled keys on map must always be marked by key markers. Key markers for all major powers must be kept up-to-date.
- Ruler admin rating = # cards allowed to carry over. Card bonus = extra cards dealt.
- Independent units = brown, not grey. Huguenot units = light grey, not white.
- Formation size: Default max 4, with leader see command rating, with multiple leaders sum top two command ratings. Formation may include units from major power + allied minor power.
- Sea caption bonus is always available, regardless of injury.
- Units are limited. If unable to make change, lose more units.
- Treasures are treated as cards if player is being robbed. Rob random card if cards > treasures, else rob random treasure.

Turn Structure:
1. Card. Add relevant cards and discard pile, then shuffle deck before dealing. Cards received depends on power card, min 1 base card.
   - New personages. Also resurrect naval leaders and navies.
   - Spa: Add till 1 fortresses & 1 Jesuit.
   - Reset discarded treasures, new treasures, New World riches (colonies roll for treasure).
2. Diplomacy.
   a) Negotiations. Secret deals between subsets of players allowed. Changes in game state allowed include: end war, ally for 1 turn, loan normal navies and naval leaders to ally for 1 turn (1dir), return captured leader, yield land (see pg12), give up to 2 random cards (1dir), give up to 2 random treasures (1dir), give up to 4 mercenaries (Otto can't give/receive, HRE can't receive; 1dir), marry.
      - Announce/confirm in Impulse order. Only take effect when last party of a deal confirms.
      - Announcement is valid as long as it is possible at time of announcement, before it is fully confirmed.
      - Conditional announcement not allowed.
   b) Ransom (pay 1 card).

   c) Declare war. Pay CP cost.
      - Once declaring on minor power, may not influence it for rest of game.
      - If minor power is target, major power winning diplomatic status check may Intervene (become ally and go to war with declaring major power) or Isolate. If Isolate, runner-up major power may Intervene / Isolate. Reset diplomatic status.
      - May not DOW allied minor power, own ally, or newly at peace power.
3. Spring Deployment.
   - Place new leader in fortified home space / home port. Prot may delay and wait for rebellion.
   - Pick Home card.
   - Deploy 1 formation from capital. May cross 1 sea zone max, limited to 5 units. May not cross sea if another major power has ship next to sea.
   - Spa: assign / retrieve treasure fleet escorts, max 2.
   - Eng: sea captains not in colony may become naval leader in Europe – place with English ship in a home port.
   - HRE: (first turn) religious preference.
4. Action Phase: **Otto, Spa, Eng, Fra, HRE, Prot**
   - Impulse = a card play
   - May not pass if Home card not played, or Mandatory card not played, or hand cards > admin rating.
   - May reenter after passing. Phase ends after 6 consecutive passes.
   - May play 1 treasure with Impulse. If using CP treasure, actions picked must differ from actions in main Impulse.
   - Patronize Artist / Scientist is once per Turn per power.
5. Winter Phase.
   - Morisco unrest.
   - Discard unused treasure.
   - Remove loaned status from ships. All ships return to port.
   - Leaders and unit wintering and attrition (half, round up).
   - End major power alliances.
   - 1 free regular at each controlled capital, or mercenary for HRE.
   - Remove piracy markers, return Spa / Por treasures.
   - Espionage reset.
   - Diplomacy reset.
   - Check Catholic League, once per game, Turns 3 – 6. See 20.10.
6. Marriage Resolution.
   - Virgin Queen VP, age royals.
7. Patronage Phase. Resolve artists then scientists.
8. Victory Determination. VP for Paris and Central Europe, then check victory.

Winning:
1. Military. Capture enough keys w/o unrest.
2. Religious. Prot wins if influence > 50 (w/o unrest). If influence <= 9, Fra wins if <= 3 Prot spaces in France & Scotland, else Spa wins.
3. Catholic Rebellion. Spa has 4 more hits than Eng in an English Catholic Rebellion.
4. VP Standard. >25VP.
5. VP Domination. Turn 4 and later. 5VP more than everyone else.
6. VP Time Limit. Turn 7.
• HRE reveals religious preference only to win or to stop someone else.

Concepts for Actions:
• Line of Communication (LOC) from fortified home space (own or ally) is needed for actions that change space control. LOC path valid if friendly controlled, no enemy units / leaders, no unrest; sea zone OK if own ship present.
• Take unfortified space: either own unit present, or own unit adjacent while enemy unit not adjacent.
• Unrest: Stop most actions (see 12.4), but can still be target of conversion / rebellion. May remove unrest similar to taking unfortified space, except no LOC required.
• Displaced units go to nearest fortified space, capital, or controlled port.

Movement Concepts:
• May not move again within same impulse if: (a) have lost battle, (b) have joined siege.
• Army leaders captured be enemy units become captured, while naval leaders go to turn track for next turn.
• Interception: Possible when enemy adjacent to destination. Enemy moves into destination before active player's formation.
   • May not intercept formation moving to friendly space which is not under siege. May not intercept into siege space.
   • Intercepting formation may be a subset of units.
   • Roll 2 dice + best battle rating + Otto / Telescope factor, need 9.
• Avoid Battle: An option for enemy in destination.
   • May be used by subset of units.
   • Only allowed to escape to friendly or allied spaces.
   • Not allowed if own units had just arrived using Intercept.
   • Not allowed if unaccompanied leader.
   • Roll 2 dice + best battle rating + Otto / Telescope factor, need 9. Exception: if all avoiding are battle losers, auto-success.
• Withdraw into fortification: An option for enemy in destination if <= 4 units.
   • If defender withdraws but attacker doesn't have more units (thus can't besiege), attacker may spent CP to move on, or retreat for free.

Battle:
• Attacker declares combat cards, then defender.
• Attacker dice: #units + best battle rating. Defender: #units + best battle rating + 1. Hit on 5 or 6. More hits = win, if tied defender. If double elimination, side rolling more dice retains 1 unit.
• Loser retreats. Defender may split retreat between fortification & adjacent space.
• If army eliminated, leaders captured.

Siege:
• Ships in besieged port may still move.
• 1CP to assault, but not on same impulse initiating siege. Max 1 assault per location per impulse.
• May not assault if defender has ship in adjacent sea zone, or if attacker has fewer ships in adjacent sea zone than defender has ships in besieged port. Corsairs don't count for the above.
• Assault dice (ignore cavalry): Attacker = #units + best battle rating if no defender. Attacker = #units / 2 (round up) + best battle rating, if defenders present. Defender = #units + best battle rating + 1.
• Resolve similarly as battles. Cavalry may take hits.
• Assault successful (take control) if attacker at least 1 hit and no defender remaining.
• See 15.2 for relief forces.

Naval Affairs:
• 1CP allows all ships on board to move.
• Oceans and seas never adjacent.
• Settlements cannot be entered by captains or patrols.
• Ships of different powers may coexist. Captains & patrols of powers at war may coexist.
• Naval leader must accompany ship if possible.
• Ships may only enter another player's port if enemies are there.
• Some ocean moves require Navigation roll.
• Interception allowed only when moving into sea zone without own ships. Orient ship vertically. Moving to ocean zone cannot be intercepted.
• Transporting: 1CP to load up to 5 units, then send them to another port with no enemy ship. Treat this last step as land move. If fight and lose, amphibious landing force is eliminated.

Others:
• Passes: Movement costs 2CP instead of 1CP. Blocks spring deployment, prevents interception, prevents units from controlling and removing unrest from adjacent spaces.
• Map elements: See pg5.
• Get default leader next turn if all army leaders dead.
• Eng & Spa once at war, peace never allowed. DOW cost varies, but min 1CP. Some occurrences immediately trigger war. Spa may not enter Ireland or Scotland until Eng vs Spa DOW cost = 3CP, after which entry triggers war.
• Spa & Prot never ally. Fra may ally Spa or Prot but never at same time.
• If Mary Queen of Scots marries during Diplomacy, resolve immediately. If captured in England, may not marry.
• Allies defend together, even if only one is at war with attacker.
• Prot: Don John can be army or naval leader, may switch type during Spa impulse if located at friendly port.
• A card may not be played as an event twice in the same Turn (card retrieved from discard pile being played again).

Wallenstein

Players	3	4	5
Gold	$18	$15	$13

Start:
- 5 blank cards per person
- Tower setup: 10 peasants, 7 armies per player
- Country assignment TTR style with 2 open cards
- 3 players – don't play white boundary countries

Structure:
- 2 Years:
    - Year start: 4 event cards, grain reset
    - Spring/summer/autumn:
        - lay out action cards
        - secret action planning
        - random turn order
        - random do 1 of 4 events
        - do actions
    - Winter:
        - grain loss (# on last event card)
        - revolts (need 1 grain per country)
        - get VP
        - remove revolts

Scoring:
- 1VP for each country and building
- Most palaces in region 3VP (2VP if tied), churches 2VP (1VP), trading house 1VP (0VP)
- Tie breaker – most palaces, then churches, then trading houses

Others:
- Empty country defends with 1 farmer

Wars of the Roses

Start: 6 each of black and white Bribe cubes, $6, 1 House token.

5 rounds

1. Determine turn order (reverse of score)
2. Draw and pick cards. 1st round 12/9/12 for 2/3/4P, other rounds 8/9/8 for 2/3/4P. 1st round alternate between player order and reverse, other rounds in player order. Neutral Locations are added to pool, leftover cards discarded.
3. Collect Income. From assets. Trailing players may use French aid token to gain $ equal to gap with leading player.
4. Secret planning.
   • Bid for Captain of Calais (a noble).
   • Move ships (2 steps) & nobles (1 step).
   • Attack or defend non-neutral Locations. Must have presence to attack. All Locations and Persons (including before and after movement) count except Ship. $3 per troop.
   • Bribe Persons. Black to bribe others', white to maintain own loyalty. Black cost is double control point or income, white is single.
5. Deployment (reverse order). Resolve Captain of Calais, move Persons and troops, place white bribes.
6. Bribery (reverse order). White bribe cancels first black bribe. No impact to presence for attacks. Remove white bribes.
7. Combat (reverse order). Location garrisons are placed once for first defender only. Combat is simultaneous. After all resolved, remove all troops and mercenaries.
8. Parliament.
   • Each region awards points based on control points. Tiebreaker asset type then turn order.
   • By region determine Parliament vote (Lancastrians or Yorkists) to become King, who awards 5VP to his supporters. Track history.
   • Score special awards and bonuses.

2/3P:
• Royal Houses do not matter. No King election.

Others:
• Ships treated as Persons.
• Round markers for Persons, cubes for Locations.
• Tiebreaker is player order.
• Note number of mercenaries received differs by round.
• If short of money, priority of payment is Captain of Calais, white bribe, black bribe, troops. Further tiebreak by type, vote worth. For Nobles, tiebreaker is rank, vote worth.

Wasabi

Start:
- Choose 3 ingredients for left hand player – must be different rows and not from top / bottom row.
- Choose any 3 recipes.

Turn:
- Must play 1 ingredient, may play 1 action card
    - May forfeit to discard recipe(s) to bottom of decks
    - If complete recipe(s), show face-up, flip and place challenge token on it, collect wasabi cubes if recipe completed with style.
- Prepare next turn
    - Collect 1 action card per completed recipe. Hand size 2, can discard unwanted. Don't pick repeating if possible. Can pick wasabi card from table.
    - Refresh to 3 ingredients
    - Refresh to 3 recipes

End:
- 1 player completes 10 recipes and wins.
- Table is filled (ingredient or wasabi card). Winner by completed recipe score + wasabi cubes. Tiebreaker is wasabi cubes.

#players	2	3	4
Action cards	1 each	2 of wasabi & spicy, 1 of others	All 10

Waterloo

Start:
- Allied infantry on side, others upright. French has 6 cubes in Grand Battery box.

Structure: 9 turns
1. Take action discs – French: 8 green, 4 red, 2 purple. Allied: 5/2/0, 4pm onwards 8/4/2.
2. Prussians – 3pm onwards. Roll 1 die, 1 treated as 2.
3. Skirmish fire – Infantry fires adjacent. Allied first. Hit on 6. No modifiers.
   - If infantry present at target, 1 damage cube per hit
   - If no infantry but cavalry present, defender chooses to tire cavalry or retreat. If all tired, must retreat.
   - If only artillery left, 1 damage cube per hit, not exceeding # artillery.
4. Player action rounds (B)
5. Formation changes – Infantry and/or artillery. Free.
6. Check victory conditions. French win if inf take Mont St Jean or kill 13 (excl Prussians). Cav don't count, French Guard counts double. Allied win if inf take Rossomme or kill 16. Allied win after 8pm.
7. End of turn – Advance marker, remove action discs.

(B) Player action rounds:
- Initiative: French until 7pm. Switch unless French controls all 3 strong points.
- Action Round: (until a player has no green discs)
   - Draw tile – non-active player draws secretly
   - Formation changes – active player does so for any number of infantry and artillery. Free. Stand leaders.
   - Actions (C) – spend discs, until non-active player informs to stop. 1 area per disc. Units can be activated multiple times (except leaders). Green disc = normal. Red = assault only. Purple = reserve movement only.

(C) Actions:
- Close contact movement. Artillery with damage cube and unaccompanied by infantry cannot move. Cavalry stops at wood/town/river. Leaders cannot share area.
- Reserve movement. Double move, no touching enemy any time.
- Fire artillery up to 3 areas away. Must be manned. Line of sight follows shortest distance, blocked by woods, town, strong point, units; possibly ridge line; not leaders, low ground. Priority target inf (see modifiers in rules, 6 always hits), cav (5/6), art (6). French may use Grand Battery to fire twice at same target.

- Assault. Inf & cav only. Enter enemy area.
   - Defending art fire. No terrain modifiers for inf. Cav hit cannot retreat/withdraw to avoid hit. No French Grand Battery.
   - Cav vs cav. See modifiers. Fight until one side remains.
   - inf vs inf. See modifiers. 2 rounds, defender then attacker fires. Morale checks (incl from art fire). If defenders still present, attacker withdraws.
   - Cav vs inf. Cav retreats if in woods / town / river. Defensive inf and defending inf with cav earlier must auto square. Defending inf hit cav on 6. If cav remains, all inf morale check. If inf remains, cav withdraws.
   - Cav vs art. Place damage cubes per cav unit.
   - Inf vs art. All art eliminated.
   - Cav control. Lookup table. Must assault if pass check, unless no more adjacent enemies.
- Change formation. N/A for cavalry and leaders.
- Reinforce. Move 1 damage cube to 1 adjacent inf.
- Do nothing. Priority use green discs.

Others:
- Formations:
   - Infantry: Upright – can move & assault. Side – defensive. Square – auto from defensive when charged by cavalry.
   - Artillery: Upright – ready to fire. Side – after movement, can still fire defensively.
   - Cavalry: Upright – fresh. Side – tired (can never untire).
   - Leader: Upright – unused. Side – used.
- Stacking limit: 3 units + 1 leader. Penalty applied only after end of player's actions. 1 damaged cube / tired cavalry per number over limit, priority infantry, cavalry, artillery.
- Morale check. Inf only. Once per assault only. Refer column shift modifiers. Eliminated instead of Retreat if enemy cav present. Damage instead of Retreat if in strong point.
- Damage cubes. Assign freely whenever required. 6 will kill infantry. Assign to art only when no inf. If out of cubes, must eliminate unit to free up cubes.
- Retreat/withdrawal. For attackers, to one adjacent area he came from. For defenders, French towards Rossomme, Allied to Mont St Jean, Prussian to entry point. Leader may accompany unit(s).
- Leaders allow 1 area to act twice, or 2 areas to act.
- Prussians are treated as separate army of Allied forces. Prussian Delay Box is just another area, except can only be used by Prussians and assault not allowed from it.
- Strong point effect is limited, and inf must be in defensive position. Strong point is area within area, used by inf only.

Wildcatters

Start:
- 20 shares, $10, 5VP, 8 light area cards.
- Setup phase to place 3 rigs, 2 trains, 1 tanker, 1 refinery. Start with 1 refinery (w/o playing cards), must be on different coloured continents. Then take turns playing card to place 1 piece until all placed.
- Shuffle all light cards, put atop dark cards. Reveal top 8.
- 1 Wildcatter chip per oil area, 1 more if 0 or 1 rig.

Turn:
1. May spend 4VP to refresh card pool. Claim 1 area card. On your turn, you may act in this area and one white continent.
2. Receive share, $, VP, based on selected card.
3. Take $10.
4. Building actions. See ref card for cost and limits.
   - If pay by share, any 3 shares = $1.
   - Allowed to build rig at Wildcatter space after it is removed.
   - Score when building refinery.
   - Game board specifies space limit. No limit for ships at harbours.
5. Oil actions.
   a) Drill. Requires 4 rigs in oil area, once per area. Replace 1 own rig with pumpjack & 3 barrels. Other players may follow suit by paying 3 own shares to active player. If Wildcatter(s) present, auction one by one to players with pumpjack here. Active player starts bid, min 4 own shares. Winner puts 1 barrel on Wildcatter, claim Wildcatter after this barrel is moved.
   b) Swap rig with pumpjack + 3 barrels. Oil area must already have pumpjack.
   c) (once per turn) Transport 1 barrel from each pumpjack and Wildcatter. Other players may transport.
      - Pay 1 own share for using others' train / tanker.
      - Transport order: (i) pumpjack to harbour, (ii) harbour to tanker / refinery, (iii) tanker to refinery.
   - Tanker own decides destination if own barrel loaded, else first player to load barrel. Tanker goes to 1 refinery. Oil delivered to refinery by player order starting with active player. If refinery full, move to another refinery; if all full, return leftover to original harbour. Refinery owner pays 2 own shares to barrel owner.
6. Move unused tankers (optional). 1st tanker free move, others $1 each.
7. Everyone empties full refineries. If others' barrel, supply to continent and gain 4 shares of any colour. If own barrel, either (a) supply to continent, or (b) gain 4 shares of any colour.
8. Refill area cards to 8. If 4 identical, refresh all (n/a at game start).

Scoring:
- General rules:
  - If tied, add up and divide, rounding down.
  - Players with loan cannot score for own share colour
- In-game: card selection, card refresh (penalty), build refinery
- End of Round 5: for each share colour, cash, continent.
- End game:
  - Pay off loan (or suffer penalty).
  - Score for Wildcatter, each share colour, cash, continent.
  - Bonus 4VP if highest (incl tied) in own share colour.
  - Tiebreaker own share.

Others:
- For last round, pick turn order, priority to player with most VP on all claimed area cards. Tiebreaker no loan, then most shares of own colour.
- Loan: when short of own shares, take loan of 10 shares. At end of Rounds 3/5/7, pay off at 15/20/25 shares. Lose VP per share unable to pay back at game end.
- Card showing refinery gives right to empty 1 refinery (incl opponent's) on own turn or at game end. Discard after use.
- No supplying barrels to a refinery emptied within same turn.

3P:
- Setup: $15 instead, neutral refinery in Australia, use 4 light area cards to place neutral rigs.
- Play 8 rounds. Loan repayment schedule delayed 1 round.

Wilderness War (excluding advanced rules)

Concepts:
- Drilled Troops (square) = regulars, provincials, light infantry.
  Militia (square). Auxiliaries (round) = Indians, coureurs, rangers.

Year:
A. Early season & late season
- Deal cards (according to scenario)
- Play cards, French first (may hold 1 card but must play all cards next season)
  - **a) Activate units**: auxiliary per pt, Indians per half pt, drilled troops per card, leader's force per card. Each performs move / battle / raid before the next.
    1) Move (pick one of land, boat, naval)
       - May drop units, but not pick up
       - Stop upon enemy fortification / unbesieged unit
       - Only drilled troops may enter unbesieged fort / fortress
       - Unoccupied stockades are captured by drilled troops, raided by auxiliaries
       - Leaders without troops may not meet enemy units.
       - ➢ Land (land & river paths)
       - – Drilled troops thru wilderness must stop in next space.
       - – All stop when entering mountain.
       - – Friendly fortification ignores both above.
       - – Lone leader moves 6 steps.
       - – Distance limited by unit movement value.
       - ➢ Boat
       - – 9 spaces, allowing 1 land link, if both ends originally friendly cultivated space or friendly fortification
       - ➢ Naval (port to port)
       - – Leader's force needs card value 3
       - – Units & leader any card
       - – British can do amphibious landing by also playing Amphibious Landing card.
    2) Battle / start siege / increase siege / assault
       - To increase siege level, need drilled troop and leader. Activate leader with highest command and roll for siege.
       - For increase siege & assault, stack must not have moved.
    3) Raid (mandatory for auxiliaries not with drilled troops)
       - Originally enemy cultivated space (no re-raid)
       - Enemy stockade
       - Settlement of enemy Indian units
  - **b) Construct** (# locations per card value)
    - Not back-to-back turns, even across season.
    - Either stockade or fort, not both.
    - Stockade where drilled troops present, or cultivated originally friendly spaces
    - Fort where drilled troops present. Requires two separate card plays to completed.
    - Stockade destroyed if enemy drilled troops win battle, or captured if enemy drilled troops enter.
    - May demolish own unbesieged stockade / fort any time on own turn, but fort costs 1VP.
    - Fort under construction not considered fort.
    - 1 space only allows 1 fortification type.
  - **c) Event**
    - When Indians enter, mark settlements with Allied markers, for Go-Home and possible raiding.
    - Brown bar = response events played outside of normal card play.
    - New leaders are randomly drawn.
    - British Colonial Politics see 5.54. British Leader see 5.55.
B. Wintering
- Go Home: Indians not in fortification go home. Leaders w/o troops or fortification go to nearest fortification.
- Score & remove raided markers (round up).
- Attrition of drilled troops if besieged, not in originally friendly cultivated space, not in fortification (stockade and fort capacity 4 for attrition). Kill every odd reduced unit, reduce every full unit. Exception: last unit never killed by attrition.
- Victory check

Wilderness War (cont')

Battle:
A. Militia participation. For originally friendly cultivated spaces. All Militia for the department may join, unless dept raided this year. Louisbourg is not in any dept.

B. Event play, attacker first.

C. Calculate combat factors (DRM & column shift). Attacker uses overall leader tactic, defender uses any leader with highest command. If some defenders retreat to fort / fortress, they don't participate in battle. If attacking besieging enemy units, friendly besieged units may participate in attack.

D. Losses, attacker first. Every odd loss must be drilled troops if possible, then priority undamaged units. If roll natural 1 or 6 and cause at least 1 step loss, opponent rolls leader loss for each leader. Die on 1.

E. Winner & VP. Win if sole survivor, else more hits to win (defender wins ties). 1VP if loser has 1 regular or > 4 units. Overrun (i.e. continue to move) if kill all w/o own loss and no fortification.

F. Militia return. Loser retreats. Defender may retreat into fort / fortress. Attacker must retreat to where it came from. Drilled troops must retreat to cultivated space or fortification. Must not retreat to unbesieged enemy unit or fortification. Units which can't retreat are killed.

- Assault (attempt to capture fort / fortress). Need siege level 1 / 2 respectively. No militia, no retreat, no VP (unless captured), drilled troops die first. If attacker wins, all defenders killed, fortress captured intact, fort reduced.

Raid:
- Possible to also raid after winning battle.
- 1 militia may always try to defend as battle (unless is raid after won battle), raiders retreat if don't win battle.
- Roll for leader death if appropriate.
- All raiders redeploy. Indians go home and may be accompanied by coureur or leader. Non-Indians go to closest friendly unbesieged fortification, and leader may bring Indians.

End:
- British control all fortresses + Niagara + Ohio Forks
- 11VP reached
- After 1759, French has VP as required on VP track
- Otherwise, for scenarios ending 1759: British controls all originally British fortresses plus 2 of Quebec, Montreal, Niagara, Ohio Forks. Else whoever with VP wins.
- Otherwise, for scenarios ending 1762, French win if at least 1VP, else British win if at least 5VP.
- Other results = draw.

VP scoring:
- Win battle 1VP if enemy has 1 Regular or > 4 units
- Capture stockade / fort / fortress – 1 / 2 / 3 VP
- Raids ½ VP, total and round up
- Capture of Niagara / Ohio Forks – 1VP
- Destroy own fort – -1VP

Others:
- Only stacking limit is 4 units inside besieged fort.
- Only regulars & coureurs permanently eliminated.
- Indian settlements, leaders, fort under construction do not hinder movement.
- British side, only Johnson can command Iroquois & Mohawk.
- For French to prevent Amphibious Landing using Foul Weather, it must be played after British card play for activation and before play of Amphibious Landing.
- Originally enemy fortress needs to be garrisoned or have Amphib marker to maintain control.
- Besieged units cannot heal or be reinforced.
- Besieged British Provincial units may not be selected for removal due to British Colonial Politics card.

Warning for first play:
- Beware Small Pox card heavily injures a crowded space.
- Beware Massacre card kills all Indians when attacker captures a fort / fortress.

Witch's Brew

Start:
- Players: 1 each of ingredients, $2.
- Table: 3 stacks cauldrons (sorted), 2 stacks shelves (sorted), 1 stack spell books (shuffled, face-up).

Set:
- Players select 5 role cards. Roles are played until all cards used.
- Top spell book moved to bottom at end of a set.

Round:
- Start player chooses a role to activate.
- Each subsequent player who has chosen that role must either (a) usurp that role or (b) settle for the weaker favour immediately.
- Usurping means previous player loses any action, but multiple players can enjoy the favour.
- Player winning the role becomes next start player.

End:
- 4 cards with ravens acquired by players.
- Winner: VP + vials. Tiebreaker: ingredients + $.

Others:
- Non raven cards and vials are secret.
- When acquiring a cauldron, may pay 1 ingredient for 1 vial, except when using a spell book to gain a cauldron.

Wizard

Cards: 4 suits in 1-13, 4 wizards (Z), 4 jester (N)

Structure: # rounds depends on # players, 1st round each player gets 1 card, 2nd round 2 cards etc, up to last round when all cards are dealt.

Round:
- Next dealer deals cards
- Reveal trump suit from remaining deck. Jester → no trump, wizard → dealer choice (after seeing cards). No trump for last round.
- State prediction for # tricks to win, starting from left of dealer. Preferably use reminder markers.
- Player left of dealers starts first trick. Must follow suit if possible, except when playing wizard or jester. Wizard > trump suit > trick suit > jester. Earlier wizard beats later wizard.
- Trick winner starts next trick.
- Scoring:
  - correct prediction: 20pt + 10pt per trick
  - Incorrect prediction : -10pt per trick difference

Variants:
1) Plus/Minus One: total predictions must not equal round #
2) Hidden prediction: predict simultaneously and reveal before round starts
3) Secret prediction: predict simultaneously and reveal after round ends
4) Foresight: In 1st round only, place own card on forehead so that everyone else sees it except yourself. Then make prediction.
5) Unicoloured (3/4P only): Every player gets 1 suit (including 1 wizard and 1 jester). Shuffle and draw 4 cards for 1st round. For each subsequent round, shuffle and draw +1 cards. Suit does not matter. If same number, earlier card wins.

Yspahan

Start: $2

Structure: 3 weeks x 7 days

Day:
- Supplying
    - 1st player rolls 9 while + X yellow dice ($1 each)
- Player actions
    - Select group of dice and choose 1 of 3 possible actions
        - Take camels / take gold / supply shops – souks are monopolies; cannot have more than 1 unfinished souks per region.
        - Move supervisor – steps modifiable by paying $1 per step. No backtracking. Can spend camel to send good from personal stock instead.
        - Take 1 card.
    - Build

End of week:
- Do scoring
- Reset supervisor

Scoring:
- Whenever goods sent to caravan
- Whenever caravan full (same as end of week)
- Whenever buildings built (0, 0, 5, 5, 5, 10)
- End of week
    - Completed souks. Clear all souks.
    - Caravan. Don't clear.

Others:
- Card can be used to add 1 die to selected group
- 3P: 1 camel less per row in caravan
- 4P: On last day, play in reverse order of current score
- 2P: Use 8 dice; Alternate turns to be start player, start player chooses dice again after 2nd player chooses; Building is not free optional action, build in lieu of action dice chosen.

Zombie! Run for your lives!

Setup:
• Players: 4 cards.

Turn:
• Draw a card, then play an item in own area, or a zombie in an opponent's area.
• No duplicate cards allowed in play area.
• If a zombie and an item match, both are discarded.
• If unable to play any card, show all cards, discard all cards, then draw 5 cards.
• If get 5 zombies, lose and become zombie. Discard all cards. Thereafter, draw 1 card every turn and play on non-zombie if possible.
• Special Rule (once per turn): A non-zombie player, after drawing a card, may play a zombie on himself or an item on another non-zombie player, after which he draws another card and continues his turn. However, killing yourself or making another player win are not allowed.

Win:
• Have 5 items in play or be the last survivor.

Zooloretto

Start:
- Remove 2/1 species for 3/4P.
- Set aside 15 tiles and put disc on top. Set aside offspring.
- Use 1 truck per player. $2 per player.

Turn: (choose one of the following)
- Add tile to truck
- Take truck and pass for the round
    - Must not take empty truck
    - Place animals in enclosures without mixing. Can have 2 enclosures with same species. Can put in barn.
    - Place stalls at stall spaces or barn.
- Do money action
    - $1 to Remodel – Move single animal or stall, or Exchange all animals in barn / enclosure.
    - $2 to Purchase / Discard animal from opponent / own barn. When purchasing, $1 goes to opponent.
    - $3 to open expansion enclosure.

Round:
- Round ends when all have taken a truck. Last player to take truck becomes start player for next round.

End: (end of round after final stack reached)
- Bonus VP for full enclosures and those short of one + 1VP per animal for other enclosures only if have stall + 2VP per stall in enclosure - 2VP per stall in barn – 2VP per animal type in barn.
- Tiebreaker coins.

Others:
- If male and female meet in enclosure, produce offspring once.
- Get bonus $ (if any left) if fill up enclosure, except filling up by Exchange action.

2P:
- 2 expansions, remove 3 species, 3 trucks with 3/2/1 space.

Appendix – description when submitting to BoardGameGeek

- concise reference sheet by hecose

- Reference sheet useful for quick referencing and provides a structured summary for teaching the game.

- If you are interested in ref sheets for other games that I've made (>250), a complete set is available at my boardgame blog, http://hiewandboardgames.blogspot.com/2010/12/concise-reference-sheets.html