

Imperial Settlers

Introduction: Settlers from four major powers have discovered new lands, and all move there to expand their empires. Soon they discover that these new lands are too small for everyone to share and war begins! Lead one of the four factions, and build an empire by placing buildings and acquiring resources and abilities, making sure to conquer enemies and fend off attacks. The player with the most glorious empire will be victorious!

Game End & Goal: The game lasts for 5 Rounds, after which Final Scoring is conducted. The player with the most VP wins!

Setup:

1. Place the **Scoreboard** in the middle of the table. Place the **Round Marker** (pink) on the "1" space of the Round Track on the Scoreboard.
2. Shuffle the **84 Common Cards** (blue backs) and place them in the middle of the table, in reach of all players.
3. Each player chooses a **Faction** they wish to play (**Romans**, **Egyptians**, **Japanese**, or **Barbarians**) and takes all the components belonging to their chosen faction, i.e. their:
 - a. **Faction Board** – The player takes a Faction Board depicting their Faction (**R/E/J/B**), and places it in front of themselves. (*Each Faction board has both male and female sides, but this is for aesthetics only, and has no in-game effect. Choose the side you like best.*)
 - b. **Deck of 30 Faction Cards** (depicting their Faction on the back, **R/E/J/B**) – The player shuffles their Faction Deck, and places it face down, to one side of their play area.
 - c. **Faction Marker** – Token depicting **R/E/J/B**, placing it on space "0" of VP track on the Scoreboard)
4. Place all **Resources** (**32 Food**, **32 Wood**, **32 Stone**), all **24 Gold Tokens**, **40 Workers** and **18 Raze Tokens** (swords) and **4 Defence Tokens** (shields) in the middle of the table to form the general supply.
 - a. **Resources** are defined as Food, Wood, and Stone.
 - b. **Goods** are defined as anything you can gain in the game, i.e. Cards, VPs, Workers, Raze Tokens, Defence Tokens, Gold, and Resources (as above).
 - c. *Return 6 Defence Tokens to the box – they are not needed (they are present for future expansions).*
5. Randomly select the First player, who takes the **First Player Marker** (Man with spade).
6. Beginning with the First player, and proceeding clockwise, each player draws:
 - a. 2 cards from the Common deck, **and**
 - b. 2 cards from his own Faction Deck.

These four cards constitute players' starting hands. *They are not revealed to the other players.*

No Hand Limit: *There is no limit to the number of cards a player may have in their hand.*

Cards in Hand are Secret: *Cards in hand are not open knowledge.*

Course of Play: The game consists of 5 Rounds. Each Round, perform the following 4 Phases, in order.

1. **Lookout Phase:** Players receive new cards.
2. **Production Phase:** Players receive Goods produced by their Faction Board, their Buildings, and their Deals.
3. **Action Phase:** Players take actions to expand their Empire, produce Goods, raze other players, and score VPs
4. **Clean-up Phase:** Players discard all used and unused Goods that they cannot store.

Phase 1: Lookout Phase

In Lookout Phase, each player will receive a total of 3 new cards (1 Faction, 2 Common) that they add to their hand. To perform the Lookout Phase, do the following:

1. Each player draws **1 card from their Faction deck**, and adds it to their hand.
2. Then each player will add 2 Common cards to their hand, by following these steps:
 - a. Draw [**Common Cards = #players+1**] from the Common Cards deck, and lay them face up in a display in the centre of the table.
 - b. Beginning with the **First Player** and proceeding **clockwise**, each player takes one of these cards and adds it to their hand. Discard the one remaining card.
 - c. Repeat Step (a)
 - d. Starting with the **Last Player** and proceeding **anti-clockwise**, each player takes one of these cards and adds it to their hand. Discard the one remaining card.

Phase 2: Production Phase

Beginning with the First player and continuing clockwise, players take turns to Produce Goods. Goods are produced by the following things:

- **Faction board** – Each player's Faction board produces the depicted Workers, Resources and Tokens.
- **Deals** – Each player receives one Good (indicated on the Deal card) for each Deal they have made.
- **Production Locations** – Each player receives Goods from each of their Production Locations wherever they see the PRODUCTION keyword.

Notes on Production:

- *Production in the First Round: In the first round, players only collect Goods for their Faction board as they have neither Deals nor Production Locations in their Empires yet.*

- Producing Cards: A player who produces Cards may decide to draw them from either the Common deck or their Faction deck (or a mix of the two) unless stated otherwise by the producing card. *Each card drawn can be reviewed before deciding which deck to draw from next.*
- Producing VP: A player who produces VPs adds them to the VP track immediately by advancing their Faction Marker.
- Defence Tokens: Each Faction can have at most 1 Defence Token. When a Faction gains a Defence Token during Production, simply collect it from supply, and place it below your Faction Board.
- Goods from Supply: All other Goods are gained from the general supply and placed below players' Faction Boards.
- *Unused Goods Reminder: At the end of the Round, all unused Goods that cannot be stored (apart from Victory Points and cards) are discarded (more on this in Clean-up Phase below).*

Phase 3: Action Phase

Beginning with the First player and proceeding clockwise, each player takes a turn to **perform 1 action**. There is no limit to the number, type or order of Actions a player may take during the course of Action Phase, so long as they only take one action per turn. Once a player has passed, their Action Phase is over. The Action Phase continues until all players have passed. On their turn, a player must choose one of the following Actions:

1. **Build a Location** (Common Card or Faction Card). To do this, a player:
 - a) Chooses a card from their hand that they want to build.
 - A player may have more than one copy of a Location in their Empire. The effects of multiple copies stack.
 - b) Pays the building cost (**Build Ribbon**, upper left of card), using Goods from their personal supply.
 - If the Location ribbon shows a Location (house) icon, then as well as the player must also:
 - Discard any face-up Location in their Empire, **or**
 - Discard a Foundation Card from their Empire (*some Factions have specific Foundations Cards, and Foundations are also generated from Common Cards that were razed on a previous turn*).
 - *The discarded face-up location can be one that has already been activated during the current round.*
 - *Any Goods on the discarded location are returned to General Supply unless stated otherwise on the card.*
 - *The colour and type of the discarded building has no bearing on what building can be built.*
 - c) Adds the new Location to their Empire. They place the Location as follows next to their Faction Board:
 - *Production Locations in the topmost row.*
 - *Feature Locations in the middle row.*
 - *Action Locations in the bottom row.*
 - *Faction Locations to the left of the board*
 - *Common Locations to the right of the board.*
 - d) A new Production Location immediately Produces Goods (activate its PRODUCTION ability).
 - e) A new Location with a Building Bonus produce their BUILDING BONUS immediately (and once) when built. *Some Production buildings will have both (d) and (e), and you receive both immediately.*

Location Types

- **Production Locations** – Give the player the Goods depicted in the card's Ability field. You gain these Goods immediately when the Location is built **and** during the Production Phase of each of the following rounds.
- **Feature Locations** – Have special abilities. These abilities are active continuously from the moment they are placed, or grant him bonuses after doing specified actions.
- **Action Locations** – Require activating using Goods to use their ability (also see (4)). The card will specify how many times it may be activated. Leave the Goods used to activate it on the card, to remind you how many times it has been used this round.

2. **Make a Deal** - The player makes a Deal using a Faction card from their hand. (A player cannot Make a Deal using a Common card – it has no 'Deal' field). There is no limit to the number of Deals a player may have. To make a Deal, a player:
 - a) Chooses a **Faction** card from his hand.
 - b) Discards 1 Food.**
 - c) Place the card 'Deal Field Up' under the top of his Faction board.
 - d) **Immediately gain the Good** the Deal provides. *They will gain the Good the Deal provides each Production Phase from now on.*
3. **Raze** – When Razing, a player has two choices:
 1. Raze an **opponent's Common Location** (or **Faction Location, if the opponent is playing the Japanese**) **or**
 2. Raze a **Common Location** card from **their own hand** (or **Faction Location, you are playing the Japanese**)
 - A player cannot raze Locations in their own Empire.
 - A player must have the requisite number of Raze tokens to take this action.

To Raze an Opponent's **Common Location** (or **Japanese Faction Location**), the active player:

1. Chooses a **Common Location** in an Opponent's play area
 - a) You cannot select a Location belonging to an opponent who has already Passed this round.
 - b) You cannot select a Faction Location in an opponent's empire (**unless they are Japanese**).
2. **Discards 2 Raze Tokens:**
 - a) Discard 1 additional *Raze token if there is a Samurai protecting a Faction Location (if attacking a Japanese Faction Location), and/or*
 - b) *Discard 1 additional plus 1 Raze Token if there is a Defence Token on the Location).*
3. **Receives the Goods** depicted in the **Raze Ribbon** of the razed card, from the general supply.
4. Flips the Razed Location to its Foundation side (face-down), leaving it their Opponents Empire (*they will be able to use it as Foundations for a future Build*). Put any Resources that were on the Razed card back in Supply.
 - a) *If the Location Razed is a Japanese Faction card, discard it, as Faction Cards don't become Foundations).*
5. The player whose Location was Razed **Gains 1 Wood**
 - a) **Unless the Location razed was a Japanese Faction card, in which case they receive nothing.**

To Raze a **Common Location** from your **Hand** (or a **Faction Card** from your hand, if you are playing as Japanese), the player:

- a) Selects a Common card from hand.
 - b) Discards 1 Raze Token.
 - c) Receives the Goods depicted in the **Raze Ribbon** of the card from the general supply.
 - d) Discards the card they Razed.
4. **Activate an Action Location** – Activate the ability of an Action Location in your Empire. Each Action Location can be activated **once per round**, unless the Location text says otherwise. In order to activate a location, a Player:
- a. Chooses an Action Location from his Empire to activate.
 - b. Pays the required Goods, placing them on the Location.
 - i. The Goods remain on the Location card until the end of the round to mark that the action of this Location has already been used this round.
 - c. Uses the Location's action, receiving resources/workers/cards to personal supply or scoring VPs as appropriate. If a Location may be activated twice, the player may:
 - i. Activate it twice on the same turn, or,
 - ii. May activate it once on their turn, and then use the second activation on a subsequent turn, Either way, the activation cost must be paid each time the Location is activated.
5. **Spend 2 Workers to get 1 Resource or 1 Card.** A player shall:
- **Exchange 2 Workers** from personal supply for **1 Resource** of his choice (from general supply) **or for 1 Common or Faction card** (player chooses) any number of times he is able/wants to.
 - For example, in one action a player can discard **multiple pairs** of Workers for Wood, Stone, Food, or Cards as they see fit. *i.e. a person could spend 8 Workers to get 2 Wood, 1 Stone and 1 Card.*
 - If drawing cards, a player may draw a mixture of Common and Faction, deciding what type to draw next after each card.
6. **Pass:** A player ends his Action Phase, and cannot, or chooses not to take any further Actions in the round, *including placing Samurai and Defence Tokens.* **A Player who has Passed cannot be targeted by the Actions of other players.** Once all players have Passed, play proceeds to Clean-Up Phase.

Free Action: Place Defence token

During Production Phase, each Faction gains a Defence token from Supply. During Action Phase, at any moment on their turn, a player may, as a free action, place their Defence token onto one of the **Common Locations** in their Empire. The Defence token increases by 1 the number of Raze tokens required for an enemy to Raze that Location. Once placed, the Defence token cannot be moved to any other Location this Round. When the Location is Razed, the Defence token returns to general supply. All Defence Tokens are discarded at the end of the round during Clean Up Phase. A Location cannot contain any more than 1 Defence Token.

Phase 4: Clean Up Phase

In Clean Up Phase, players simultaneously:

1. Use storage abilities on their Locations and Faction Boards to store the indicated types of Unused Goods.
2. Discard all used Goods, and Resources, Workers, Gold and Tokens that they were unable to store.
 - a. *Cards are never discarded during Clean Up.*
3. Pass the **First Player Token** to the next player in clockwise order.
4. Move the **Round Marker** to the next space on the Round track.
 - a. If there are still rounds left to play, begin a new round.

NB - Do not complete the Clean-up phase in the Fifth round, as Goods are the tie-breaker.

Game End:

The game ends after the Action Phase of the 5th Round.

Final Scoring:

To calculate their final score, each player should advance their Score Marker for the following:

- Add 1 VP per Common Building in their Empire
- Add 2 VPs per Faction Building in their Empire.
 - *Razed Locations (Foundations) and Deals score 0 VP.*

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

General Game Clarifications

- **Gaining VP:** Every time a Location gives you VPs, immediately adjust your score on the VP track.
- **Gold Tokens:** Gold Tokens can be used to represent any Resource (Wood, Stone, Food), but not the other way around. Gold Tokens cannot be exchanged for Resource markers. Gold tokens cannot be used to replace Workers.
- **Gaining Goods:** Each time you receive Resources, Workers or Tokens, you should take them from the general supply, unless stated otherwise.
- **Spending Goods:** Whenever you discard Resources, Workers or Tokens, they are returned to the general supply.
- Resources, Workers and tokens in a player's supply must be visible to all players.
- **Drawing Cards:** Whenever you are allowed to draw a card, you can either draw it from the Common deck or the Faction deck, unless stated otherwise.
- **Discarding Cards:** Each type of card (Common or Faction) should be discarded to its own respective discard pile.
- **Running out of Common Cards:** If you ever run out of cards in the Common deck, reshuffle the discarded pile to create a new deck.
- **Running out of Faction Cards:** If a player runs out of Faction cards, they may not reshuffle their discards to form a new deck – there just are no more Faction cards.
- **Card Rules vs Game Rules:** Card rules take precedence over and modify the general rules.
- **Locations Count Themselves:** If a Location activates that grants a number Goods based on how many of a certain type of Locations you have in your Empire, the activating location counts itself towards that total.

Appendix 1: Using Samurai (Japanese Faction only)

At any moment during his turn, the Japanese player may deploy any number of his Workers to Faction Locations in his Empire as **Samurai** to protect them. A Samurai increases by 1 the number of Raze tokens required for an enemy to Raze the Location the Samurai occupies.

- A Japanese Faction Location cannot contain more than 1 Samurai.
 - *The Japanese player may decide to lie his Samurai down on his cards to differentiate them from his normal workers on the same card.*
- Each Samurai protects the card to which he is assigned and cannot be moved or used for any other purpose. Samurai cannot be reclaimed as Workers.
- Samurai are not discarded at the end of the round in the Clean Up phase.
- When the Location a Samurai occupies is razed, the Samurai returns to the **general supply**.
- Samurai can be placed on un-razeable Faction Locations, e.g. Shrine, Gate
 - *This would benefit a player with a future expansion where putting samurai out in their Empire might provide a Feature benefit.*
- Samurai cannot protect Locations against abilities that discard Locations by methods other than Razing.