1925: Continent 8

Instructions

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1925: Continent 8

Premise

Years ago, shipwrecked survivors found themselves on an island (some jokingly naming it "Continent 8"), uncharted and unknown to the rest of the world. Holding no hope of rescue, they struck a truce and worked together for the common good, setting up a market system based on a currency known simply as "coin," joining forces to work on technological advancements, and equipping a militia to fend off the highly aggressive "indigenous" beings living on the island.

Gradually, dissent grew among the survivors and three groups went their separate ways forming individual settlements on three corners of the island. Before the split, it was decided that the first group to complete four monumental achievements would ultimately rule the island, with the other groups capitulating.

The year is 1925…

Rules

This booklet outlines the basics of 1925: Continent 8. When you have familiarized yourself with the game, try adding other options, which are found in the Advanced Rules booklet.

References in this booklet are made occasionally, and are denoted with an "(*advanced*)" designation.

Terminology

The "map" is comprised of the hex tiles after it is constructed.

The currency of the island is "coin," represented by "●."

A "cycle" or "season" are terms used for a complete turn.

The "resource pile" is the supply of units and materials not already on the map, player mat, or Market board.

Each group is referred to as an "empire." "Friendly" refers to your empire, while "enemy" refers to all others.

The terms "hex, "tile," and "hex tile" are used interchangeably. "Zone" refers to the smaller areas (6 circular, 1 hexagonal) present on each tile.

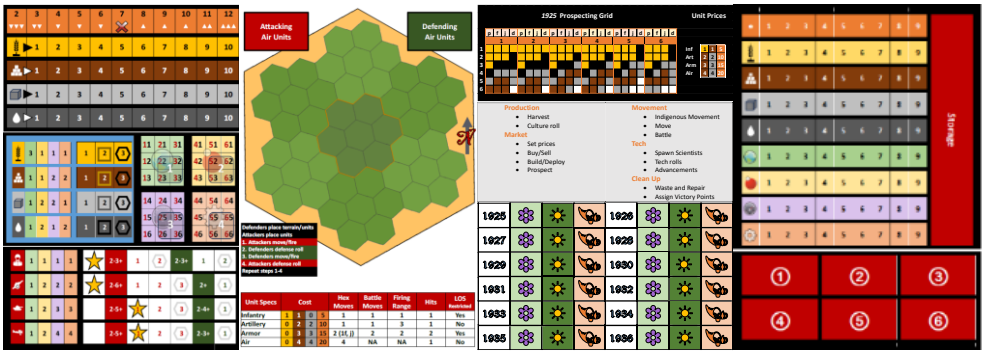
The "first player" is the player holding the first player token.

"Territories" refer to hex tiles controlled by an empire. These contain either a city, suburb, or control marker of the player's color.

"Pop" refers to population or population points.

An "army" is a group of military units, represented on the map by a "banner."

Game Materials



Market/tech board (1), battle board (1), prospecting board (1), empire mats (3)

Monuments (4), tech cubes (25), advancement markers (25)

Army banners (6)

Infantry (20), artillery (8), armor (8), aircraft (6)

Capital (1), city (4), suburb (4), territory marker (7)

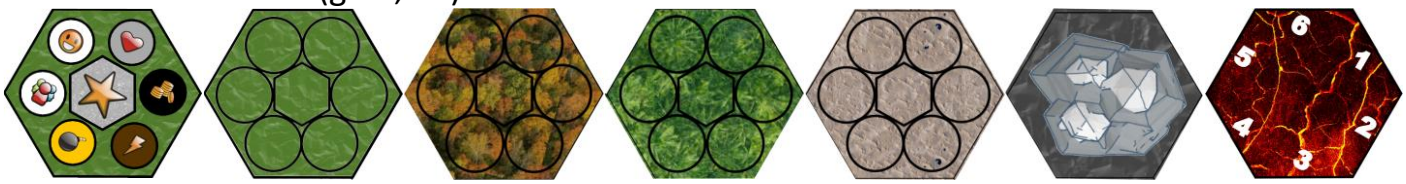
Improvement discs (19 of each)

Resource cubes (4 of each color)
Storage cubes (3 of each color)

First player token and cycle tracker (1 of each)

x1 population tracker (copper, 20), x3 population tracker (silver, 10), x5 population tracker (gold, 10)

Culture counters (25), x100● counters (20)
dice (2d6, d8)



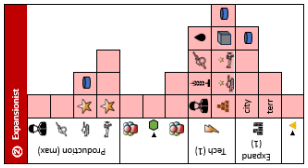
Hex tiles: capital city (3), plains (7), forest (4), jungle (3), desert (4), mountain (2), Hive (1)

Indigenous tokens in 2 colors…*advanced*

Indigenous battle tokens (4) in 2 colors…*advanced*

Hit markers (5), battlefield promotion tokens (5)

Prospecting tokens (7)



"Robo" cards (6)

Military "depots" on reverse side of "Robo" cards

Empire cards (16)…*advanced*

Action cards (64)…*advanced*

Resources and Improvements

There are 4 types of resources on the island…metal - produced by mines, goods - produced by factories, food - produced by farms, and oil - produced by refineries. Each of these resources is represented by a color as indicated in the following table, and each improvement (e.g., farm) is represented by a disc of the same color.

Culture is also an important "resource," and is accrued by dedicating zones in cities, controlling tiles, and constructing Wonders.

Resource	Improv.	Color	Symbol	Main Use
Food	Farm	**Yellow**		Increasing population
Metal	Mine	**Gray**		Building units
Goods	Factory	**Brown**		Building units
Oil	Refinery	**Black**		Moving units
Culture	Varies	**Blue**		Increasing science/v.p.

Units

Military units protect and help you expand your borders and fend off invaders.

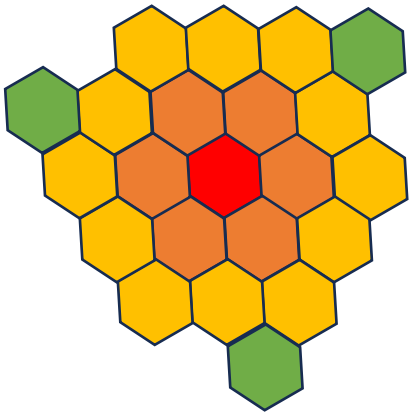
Unit	Symbol	Piece	Costs			
Infantry			1	1	0	5
Artillery			0	2	2	10
Armor			0	3	3	15
Air			0	4	4	20

At the beginning of the game, only infantry and artillery units are available. Armor and aircraft become available as your technology advances.

If an empire runs out of a specific type of unit, it cannot build another until one becomes available.

Hexes and Map Construction

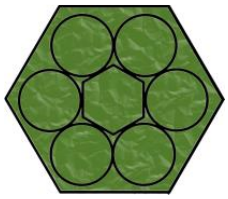
There are six types of terrain hexes: plains, forest, jungle, mountain, desert, and the "Hive." Three of the plains hexes are specially marked "capital" hexes, shown here.



Begin the game by removing the Hive and the three capital hexes and shuffling the others, then placing the Hive in the center of the map with the "1" and "6" sides "up." Randomly choose the other hexes, completing 2 concentric rings (shown in orange and yellow) around the Hive (shown in red) as shown. We recommend placing the map on a game mat to prevent the tiles from sliding.

The capital hexes are placed on the edges of the map, shown in green, regardless if you are playing the game with 1, 2, or 3 human players. Notice that there are 4 hexes between each capital city hex.

If any combination of two mountain and/or desert hexes are adjacent in the second ring, be sure that a capital hex is <u>not</u> placed between them…mountainous terrain is impassable, and desert terrain is impassable during summer seasons (*advanced*)…by rotating all the capital hexes a tile or 2 so they are equi-distant apart. The Hive is also impassable, but is always placed in the map's center.



Each hex tile (except for mountains and the Hive) has been subdivided into 7 different zones used to hold improvements. Cities, suburbs, and controlled territories are represented by miniatures with a hexagon base in a player's chosen color and are placed in the center of a tile, aptly shaped as a hexagon. The other zones can hold a single improvement (occasionally two), such as a farm and, in the case of a capital tile, a monument denoting a special achievement.

Capital city tiles automatically provide one of each type of improvement and have 4 colored zones (yellow, gray, brown, black) indicating each. You won't need improvement discs for these. The other two zones are white and will provide additional resources and/or culture after prospecting.

The overlay symbols on each zone in a capital city tile are placeholders for "monuments," signifying achievements by an empire:

	Wonder. After building a wonder (exchange 5 culture counters in the basic game), an empire places a monument.
	Economy. Awarded when an empire holds at least 100● at the end of a cycle. Do not surrender the 100●.
	Technology. If an empire completes a "tech track" they immediately place a monument.
	Battle. If attacking and winning a battle, an empire immediately places a monument.
	Thrive. When an empire's city has a population of 11 at the end of a cycle, place a monument.
	Culture. Awarded when an empire holds at least 5 culture counters at the end of a cycle. Do not surrender the 5●.

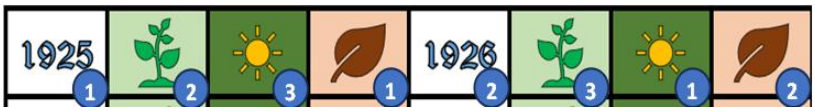
A zone may contain both an improvement marker and a monument.

Only one monument may be placed for each type of achievement. Once an empire(s) places all 4 of their monuments, the game is over at the conclusion of the current cycle. Victory is declared by the empire having the highest number of victory points (covered later).

Other tiles are initially empty but may eventually become populated and/or controlled.

Seasons

The island has a variety of terrains, and seasons affect your ability to traverse and harvest some of them (*advanced*).

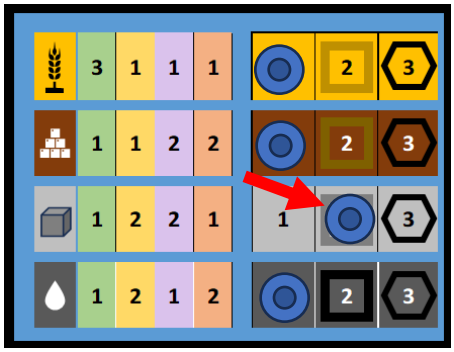


Here we see the winter of 1925 (white background), followed by spring (plant), summer (sun), and fall (leaf), then another winter season (1926), spring, summer, and fall, etc. The numbers with blue backgrounds are reminders for the player who should be holding the first player token (e.g., in spring, 1926, player "3" should have the token.)

At the beginning of the game, place the cycle tracker on winter, 1925.

Storage

Storage cubes allow you to produce and keep more than the usual maximum of 9 resources. They are not available at the beginning of the game and are acquired after reaching tech improvement 2 for each type of production, as marked on the production tech board with "□".

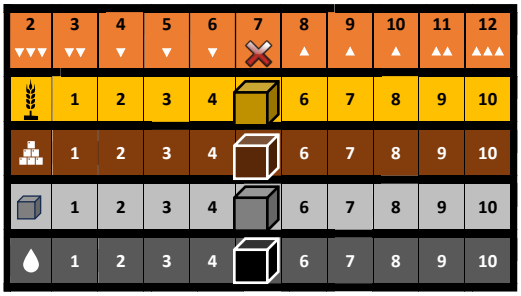


In the example at left, the blue player may store more than 9 units of metal because her tech level for metal production is 2. She may place a gray storage cube on her metal resource tracker which acts as a x10 multiplier similar to the coin x10 tracker.

Without storage, the maximum number of resources of any type owned, purchased, produced or stored <u>at any time</u> is 9.

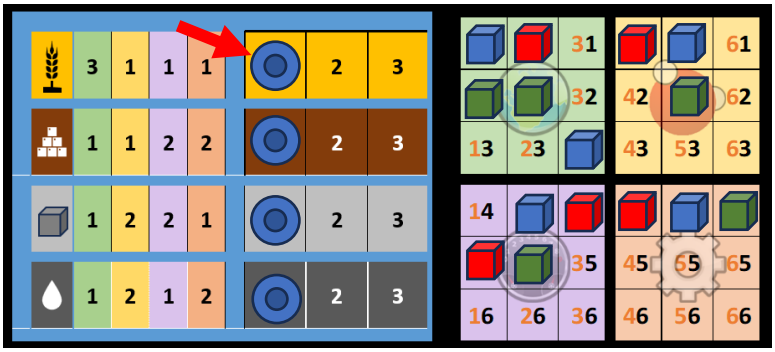
Game Setup

After constructing the map and placing the 3 capital hexes, each player places a capital city token along with a gold population counter on the capital tile nearest them. This indicates that the population of the city is 6 (5 for the gold "pop" counter, 1 for the city token). As the city already has a mine (gray), oil refinery (black), factory (brown), and farm (yellow), 4 of the 6 population are employed. The other two will most likely become employed during the prospecting phase. To remind yourself of this, place 2 prospecting tokens on the tile.



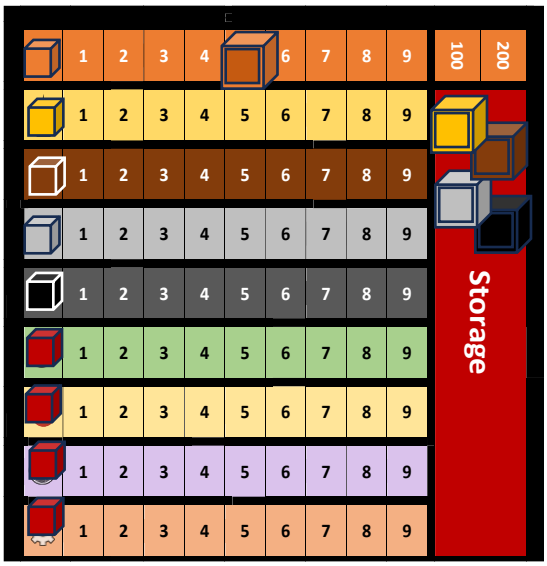
Set up the market board by placing the appropriate resource cubes over the "**5**" in each row, as shown.

Place advancement markers on tech level 1 for each production technology, as shown (they are stackable) . Players place 1 of their tech cubes in each of the areas of research (green = biology, yellow = chemistry, purple = physics, orange = engineering) and a 5th cube in any area they choose, as shown.



Each player now places advancement markers in the military tracks for infantry, artillery, armor, and aircraft, as shown.

Prepare your empire mat by placing a large orange storage cube for coin on the "**5**", and a small orange cube on the "●." Storage cubes are x10 multipliers, so this indicates that your empire has 50●. Should your coin total exceed 99●, 100● and 200● slots are available for which you should place a 100● counter. If your empire acquires even more wealth, place additional 100● counters in your storage area.

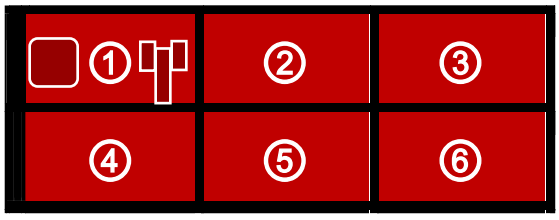


Since your empire has not yet harvested any resources, place a resource cube for food, goods, metal, and oil on the graphic (representing "**0**") representing each resource as pictured above. Storage cubes for resources must be earned through technological breakthroughs, so place one of each in the "Storage" area until later.

Each empire places one of their tech cubes (or advancement markers) in each tech tracker on the graphic (representing "**0**"), as pictured above.

Each player should take one of the Victory Points and Monument Placement cards from the Action card deck to use as a reference.

Next, place an infantry and an artillery piece in the "①" box on the military depot,



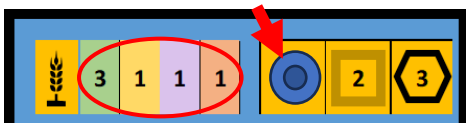
and place the corresponding "①" military banner on your city tile so that you can still see all the zones.

Determine who will begin the game by dice roll. That player is then awarded the "first player" token.

Game play is completed by "cycle." That is, every player performs each part of a task group before advancing to the next task group. Once each task group has been completed, the cycle is complete, seasons change, and the first player token advances to the player clockwise from the current "first player."

A Quick Word about Tech

During the game, your empire will accrue tech points in 4 basic areas of science: biology, chemistry, physics, and engineering. These points are then exchanged for advancements in production and military technologies. This is explained later in the Tech section.

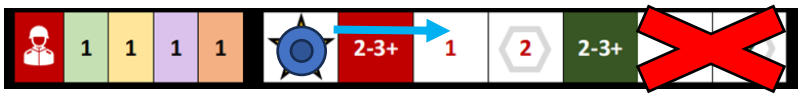


Advancements in production provide your empire additional commodities. At the beginning of the game, each improvement (farm, factory, etc.) produces 1 unit of whatever type of commodity they create. After advancing your agricultural knowledge to level 2, your farms begin producing 2 units of food per turn rather than 1. Also, your empire activates its food storage cube, as explained earlier. The cost of making an advancement in food production is 3 biology, 1 chemistry, 1 physics, and 1 engineering tech point (circled above).

For military advancements the result is an increase in efficiency and accuracy. At the beginning of the game, each empire's advancement marker resides on the left portion of the advancement track for infantry, as shown below.

Infantry score hits on dice rolls of 2 and 3 as indicated by the red "2-3+." The green region is for defense, and is not used in the Basic game.

After the first advancement in infantry technology, your marker moves to the location shown below:



Your infantry now score hits on dice rolls of 2, 3, and 4 (2 through 3 plus tech 1 = 4). Other units act similarly.

Playing Through a Cycle

The order of play and task groups (colored red) can be found on the prospecting board.

First Player Tasks
- Collect coin
- Draw Action card (*advanced*)

Production
- Harvest
- Culture roll

Market
- Set prices
- Buy
- Sell
- Build and Deploy
- Prospect

Movement
- Indigenous Movement (*advanced*)
- Move
- Battle (Indigenous first)

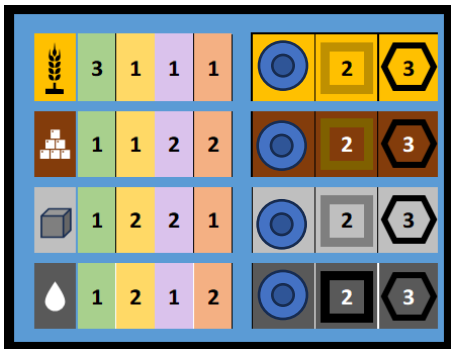
Tech
- Spawn Scientists
- Tech rolls
- Advancements

Clean Up
- Repair
- Improvements ≤ pop
- Wonders (*advanced*)
- Victory Points

❶ First Player Tasks

When holding the first player token, an empire collects as many coin as its capital city population (e.g., a population of 6 would net the empire 6●.)

Production Phase

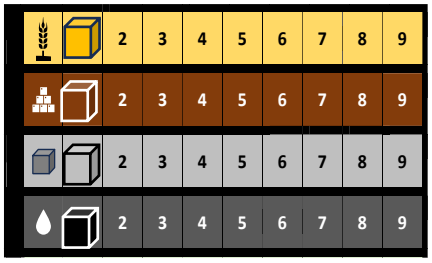


Resources are necessary to keep your empire afloat, and Harvest is the phase in which they are collected.

Count the number of each type of improvement in your empire and multiply it by its tech production level to determine the number of resources you'll collect. For example, at some point in the game you might have 3 farms, represented by yellow discs on your territory hexes and the yellow circle on your capital city tile. If your tech level for farms is 1 (as it is for all players in the resource technology block above), you receive 3 food. Had their production level been 2, they'd produce 6 food, etc.

Mark this new resource count on your player mat resource tracker and continue the harvest for goods, metal, and oil.

During the first cycle, all players harvest 1 food, 1 good, 1 metal, and 1 oil unit, so the resource tracker on their empire mat should appear as it does here.



Culture Roll

Culture is "harvested" in a different manner than resources; for each blue culture *disc* in your empire's possession, roll a die. If the roll is a 5 or 6, you receive a blue culture *counter* which is placed in your storage area. It may be used later to increase your scientific proficiency, to help build a Wonder, or to place a monument and gain victory points.

5●

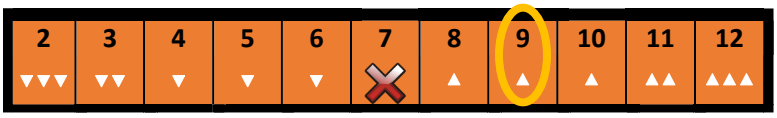
Unlike other resources, culture cannot be bought or sold.

Market Phase

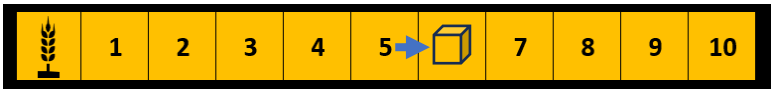
The market phase involves several steps and helps steer your empire's economic fortunes.

●Set Prices

The price of each resource (excluding culture) can deviate each cycle. The "first player" will roll the two d6 and add them, then refers to the "dice roll row" located on the top row of the market board. For example, a roll of "9" is accompanied by a "△" symbol.



As this is the first roll, the price of food is adjusted upward by 1 level; it was 5●, so now it is 6●. Move the price marker accordingly, then repeat the process for metal, goods, and oil.



If the second roll were a "7," no price change is made to goods (as indicated by the "✕" on the dice roll row). If the third roll were a "3," the price of metal is reduced by 2 steps to 3● (as indicated by the "▽▽"), and if the fourth roll were a "12," the price of oil would increase by 3 steps to 8●. The market board would now appear as shown below.

The minimum price for any commodity is 1●, the maximum is 10●.

Buy and Sell

Each player must now decide what, if any, resources to buy or sell at these new prices. This process can be done simultaneously by all players to save time, remembering to buy first as you may not exceed the threshold of 9 resources unless you have a storage cube for the commodity you are purchasing…you may not buy resources, then sell them or use them to build, then go back and buy more resources during the same turn.

Build/Deploy

Each player can now decide to build and deploy units, cities, suburbs, and increase population.

To build a unit, it must first be available to your empire. All empires have access to infantry and artillery units at the beginning of the game, but none will have access to armor or airplanes until later, as noted by the star icons on the military tech tracker.

Since each empire's advancement tokens are already on a star for infantry and artillery, those units are available to them. In order to build armor and aircraft, an empire needs to achieve an advancement in armor and aircraft technology, respectively. More on that later.

The cost for individual units is located on the Battle Board. To build an infantry unit, an empire must spend 1 food, 1 good, and 5●. You may only build units in a city that has at least 1 factory, and you may only build as many units as you have factories in that city; if an empire has 2 factories in city #1 and 1 factory in city #2, it may build up to 2 units in city #1 and 1 unit in city #2 each cycle.

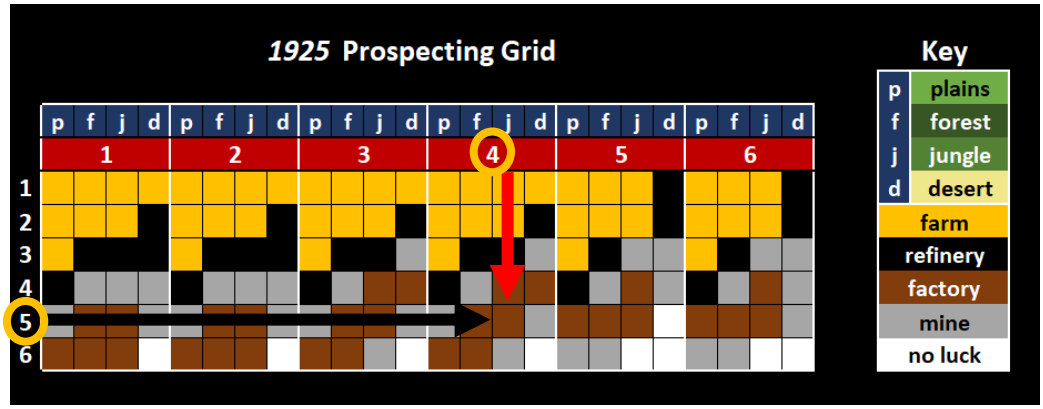
Unit Specs	Cost			
Infantry	1	1	0	5
Artillery	0	2	2	10
Armor	0	3	3	15
Air	0	4	4	20

To increase the population of a city, 5 food resources must be spent. Take a "pop" counter and place it under the city/suburb you are applying it to. You may only increase the population of a city (no maximum) or suburb (maximum pop of 4) by 1 each turn, but you may increase the population of as many cities or suburbs as you are able. If the city has fewer than 6 improvements, place a prospecting token on its tile. If a suburb has fewer than 4 improvements, place a prospecting token on its tile. In both cases, the number of improvements cannot exceed the population. When a city reaches a pop of 11, place a monument on the "" zone on the capital city hex.

Founding new cities, suburbs, and territories is covered later.

Prospecting

If a prospecting token(s) is on a tile, an empire may roll to see if it can build an improvement if its improvement limit (6 for cities, 4 for suburbs) has not been reached. Roll the two d6 and cross-reference them on the Prospecting board under the appropriate terrain type for the city in possession of the prospecting token.



For example, a red "4" and black "5" were rolled for a city placed on a jungle tile. Cross-referencing (follow the red and black arrows below) the "**45**" and looking under the "j" (for "jungle"…), a brown square appears. This indicates that the empire may remove the prospecting token, add a factory disc (brown) to the hex, and use it during the next harvest phase.

You do not have to accept the outcome of a prospecting dice roll, but you'll have to wait until the next cycle before trying again.

Alternatively, you may automatically place a blue culture disc instead, either before or after a prospecting roll.

If improvements are destroyed (e.g., by a natural disaster…*advanced*), place prospecting tokens so that the population of the city equals the number of improvements and prospecting tokens; you may never have more improvements than the population of a city or suburb.

Movement

Moving your forces allows empire expansion, whether it be through colonization or capture.

Moving Armies

Empires may move their armies starting with the player holding the first player token and continuing clockwise.

Rather than placing all the units in an army on the map, an army "banner" is used instead. There are only 6 banners available, so an empire is restricted to 6 total armies. In addition, the number of banners in play are restricted to the number of cities (suburbs don't count) in an empire, plus 1; for example, an empire with 3 cities may have a maximum of 4 banners in play at any given time.

Land armies may only move 1 hex during the movement phase and movement costs 1 oil per army moved, no matter its size. Armies may be split or consolidated under different banners, so long as the limits above are observed.

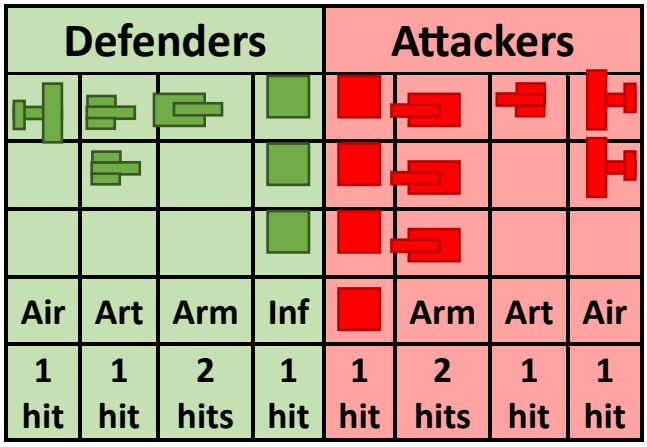
Air units may move up to 4 hexes, but must split from land units to do so and must be able to land in a friendly city or suburb (territories don't count) at the end of their turn. The banner restrictions only apply to air units before and after moving.

There is no oil cost for retreating from battle.

Battle

When two opposing forces are in the same tile at the end of the Movement phase, a battle ensues.

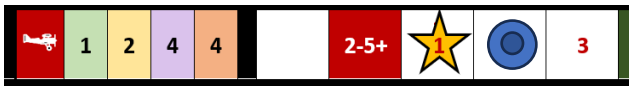
Remove each of the units from their depots involved in the battle. Line them up facing each other as shown.



The sequence for conducting battles is outlined below:

1. If both sides have air units, perform a dogfight
2. Surviving air units attack once, then leave
3. Attacking units fire
4. Defending units fire
5. Casulaties are removed
6. Either side may retreat
7. Repeat steps 3-6 if necessary

If both sides have aircraft in the battle, a dogfight ensues. The attacker rolls both d6 first, adding the dice together and referring to his aircraft technology advancements to see if the roll is in the attack range. For instance, if the blue player has advanced to attack level 2 as in the example below, rolls of 2-7 (2 thru 5 plus tech level 2 = 7) are hits. The attacker continues rolling, placing hit counters on the defending player's planes when he scores hits.



The defensive plane now counter-attacks in the same manner. After all units have fired, casualties are removed from both sides. The process continues until a victor has emerged or one of the

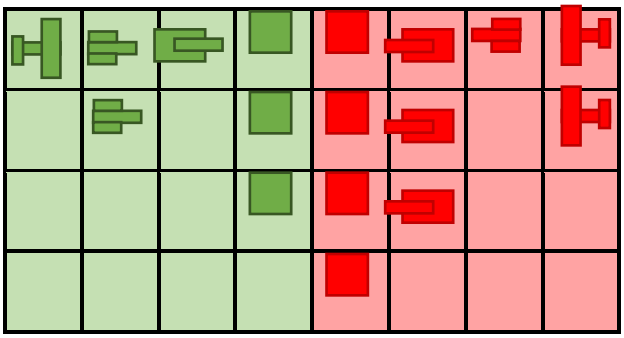
contestants has retreated. Retreats can only be announced prior to the attacker conducting his attacking rolls.

If any air units survive the dogfight, they will have an opportunity to fire on ground units before leaving the battle.

If ground units are involved, they begin their battle.

Let's use our previous battle setup and begin.

The units have been placed in columns in terms of their range, with those with smaller range (infantry) in front, better range (tanks) behind, and longest range (artillery) in the rear. The units in front protect those behind them. In the example below, in order to inflict damage to a defending tank, the attacker must first eliminate the three defending infantry.



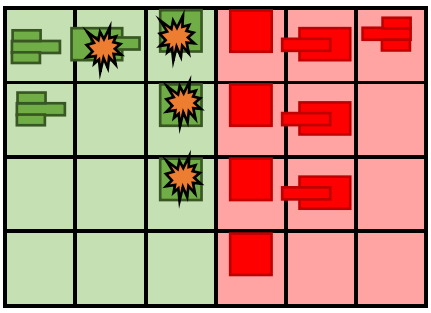
First, we'll have a dogfight. Both the green and red players have achieved air attack technology 1, so the attack range for their planes is 2-6 (2 through 5 plus tech 1 = 6).

The red player attacked the green player, so he'll roll first. His first roll is a 5 (hit!) and second is a 7 (miss). Red has scored 1 hit total and places 1 hit marker on the green plane. The green player counter-attacks and rolls a 3 (hit!) before removing her plane. The red player removes one of his planes, too.

The red player has won the dogfight. Remaining planes can each take one more shot at an enemy unit of their choice. The red player has only 1 plane remaining and chooses to fire at the green tank, rolls a 6 (hit!) and the green player places a hit marker on her only tank. Since tanks can absorb 2 hits as per the battle board, the tank is still in play. The red player's plane now leaves the battle.

The red player now commences his ground attack. The units with the largest range will fire first.

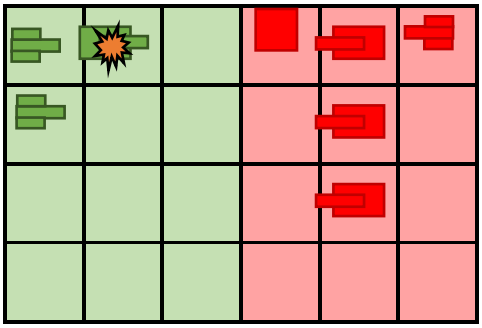
Neither player has achieved any advancements in artillery tech, so both attack at 2-6. Their armor also attack at 2-6, and their infantry at 2-3.



The red player fires with his artillery and rolls an 11 (miss). His tanks roll 5 (hit!), 7 (miss), and 3 (hit!). His infantry roll 11 (miss), 10

(miss), 6 (miss), and 2 (hit!). After the green player places 3 more hit markers, the battle now appears like this:

Before removing her 3 destroyed infantry pieces, the green player counter-attacks, scoring 3 hits herself, all of which are assigned to the red player's infantry. After removing the destroyed pieces the battle now looks like this:



Because his tanks can each take 2 hits, the red player definitely has the upper hand in this situation. The green player elects to withdraw from the battle, and red wins. As this is his first victory as an attacker, he places a monument on his capital city tile on the "" designation.

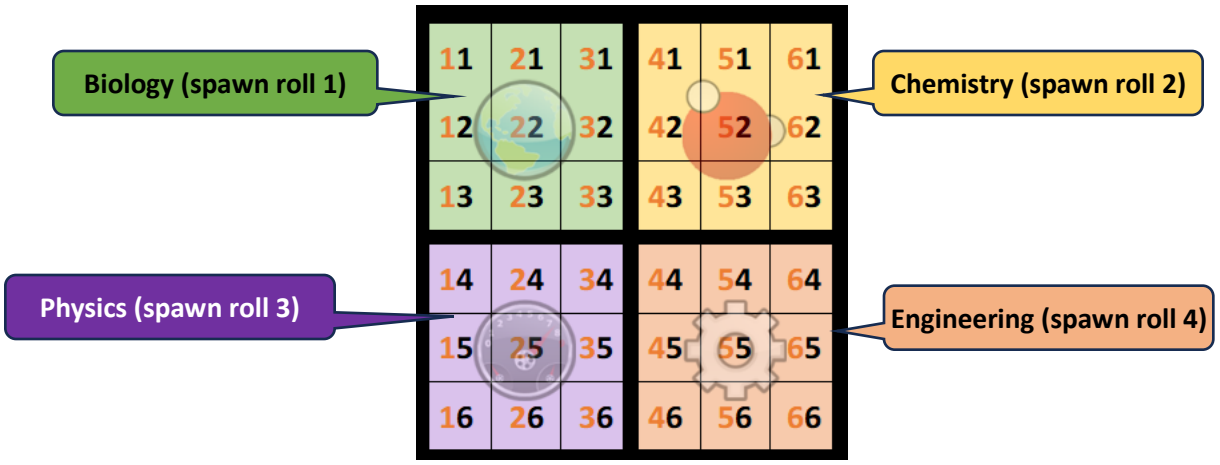
To retreat, a player must be able to move to an adjacent hex that is either under their control or neutral. Planes must land in a friendly city or suburb within range. After the battle has concluded, be sure to adhere to the banner limitation rules…if adherence is not possible, an army must be removed.

When conquering a territory, remove the territory token and exchange the culture disc for a culture counter. When conquering a suburb or city, the same rules apply as for building them; suburbs must be adjacent to and cities must be 2 tiles from one of your cities with a minimum population of 5 (explained later). If the suburb or city does not meet these requirements, remove it and its entire population from the map. If it does, replace its token with one of the conquering empire's and remove 1 population counter (minimum population of the city is 1). A monument is not placed for attacking an undefended city, suburb, or territory.

Tech

Tech allows increases in productivity and the effectiveness of weaponry. Tech has been split into 4 areas: biology, chemistry, physics, and engineering. Your scientists are spread among the 4 areas to accumulate scientific knowledge which is then use to make scientific breakthroughs.

At the heart of scientific advancement is the "Tech Grid" which is found on the Market board. The areas of biology, chemistry, physics, and engineering are labeled below.



Each area has 9 cells, each containing a red (in reference to the red die) and black (in reference to the black die) number. Each cell may house a scientist, represented by a "tech cube" in an empire's color. During the tech roll portion of this phase, the two dice are rolled and a cell is identified using the red-black number combination; if a scientist resides in that cell, the empire receives 1 tech point in that area of study.

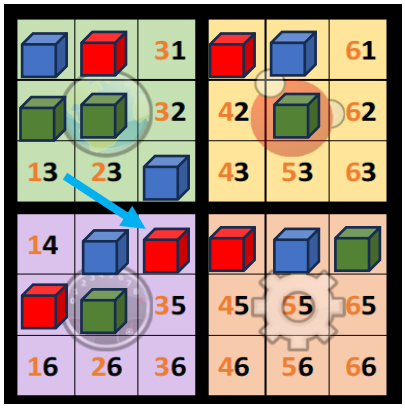
1 2 Spawn Scientists

Scientists are trained each cycle during a "spawn" roll. Each empire rolls two d6. For each "1" rolled, a biologist is created. A roll of "2" creates a chemist, "3" creates a physicist, and "4" creates an engineer. Rolls of 5 and 6 are "duds." A colored square appears next to each number on the dice to indicate which area the scientist is placed (the die roll of "4" displayed here has an orange square, indicating that a scientist spawned on this roll should join the engineering area, which is orange).

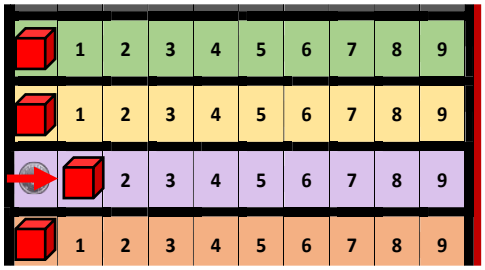
Place your newly created (if any) scientist cubes in their appropriate area of study. If an area is saturated, move the scientist to another area of study of your choice. If all areas are saturated, do not place the cube.

Tech Roll

The player holding the first player token now rolls two dice and combines them in the order red-black, then looks on the tech grid to see if a scientist resides in the identified cell. (The red die is the column number, while the black die refers to the row number of the identified cell.) If there is a scientist in the cell, the empire for which the scientist works receives a tech point for the area where the scientist resides.



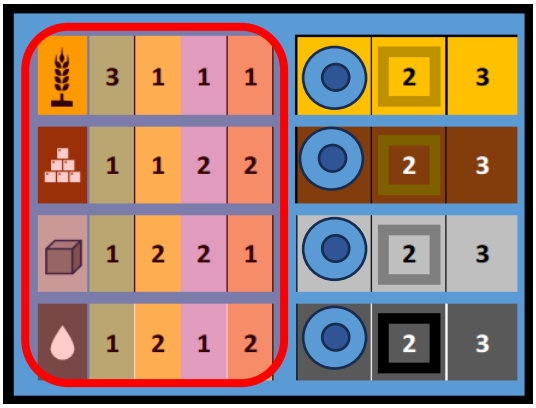
For example, a red **3** (column 3) and a black **4** (row 4) are rolled, giving a value of "**34**." Looking at the tech grid on the previous page, we see that a red cube resides in that cell which happens to be in the physics area. The red empire therefore receives a tech point for physics and moves her resource counter for physics up 1, as shown.



After an initial success for an empire during a cycle's tech roll, subsequently identified scientists for that empire begin to "retire." For example, the first roll of "**34**" for the red player was "free." If another roll this cycle identifies a red scientist…say at biology cell "**21**"… the red empire will receive a tech point (this time in biology) but their scientist in that cell immediately retires and is returned to the player's resource pile.

The next roll is a "**13**." No scientist resides in cell "**13**," so the roll was a miss. When a total of 3 misses are accrued, the tech roll portion of the phase is complete.

Tech Advancements



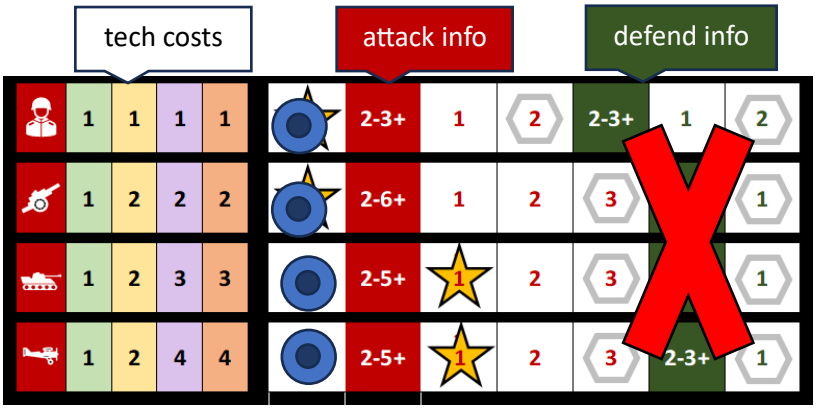
If an empire has accrued enough tech points in the 4 areas, they achieve a tech advance. The cost for tech advances is posted next to each tech area in the production and military advancement areas.

The production advancement area shown here is highlighted with a red box. For example, in order to make an advancement in food production, an empire needs 3 biology points (green), 1 chemistry point (yellow), 1 physics point (purple), and 1 engineering point (orange). If those criteria are met lower the tech tech point trackers on their empire mat accordingly and move their advancement tracker to the next level…in the case above, from "1" to "2"…on the tech advancement section of the market board. During the next harvest, their farms (yellow discs) will each produce 2 food instead of 1. Also, with the square around the tech level "2" as a reminder, they may now activate their food storage cube and are no longer restricted to a maximum of 9 food units.

Similarly, an advancement in goods production will require 1 bio, 1 chem, 2 physics, and 2 engineering points. Metal production requires 1 bio, 2 chem, 2 physics, and 1 engineering point, etc.

A culture counter acts as a "wild card" and may be exchanged for a tech point in any area you choose during this phase. You may use as many culture counters as you have during a tech phase.

Military advancements work in much the same manner. Here we see the military advancement section of the market board.



In order to make an Infantry tech advancement, 1 bio, 1 chem, 1 physics, and 1 engineering point are required. When accomplished, the empire moves an advancement tracker from its current location to the "1" in the attack (red) region. The defense (green) region is not used in the Basic game rules.

As covered earlier, infantry and artillery units are available at the start of the game. Armor and air units are not available until an advancement has been made in their area, as indicated by the "availability" stars.

The red attack values for infantry are "2-3+." This means that originally an infantry scores a hit on dice rolls of 2 through 3. After each tech advancement in the attack region for infantry, this value goes up by 1, so after tech level 1 has been achieved the empire's infantry will score a hit on rolls of 2 through 4.

Once a tech track has been completed, a monument is placed on the capital hex location marked "⚡."

Controlling Territories, Building Cities, and Building Suburbs

A "sphere of influence" or "controlled territory" can be created for an empire by moving an army into an unclaimed territory adjacent to a friendly city, suburb, or territory. During the Build/Deploy phase, a territory control marker may be placed if the following criteria are met:

- An army of the empire must be present in a tile adjacent to another friendly expansion site (city, suburb, territory.)
- There are no enemy cities or suburbs (territories are OK) adjacent to the tile.
- The empire must pay 1 food, 1 metal, 1 good, and 1 oil unit.

Place a hexagon control marker and a culture disc in the territory; other improvements are not allowed. The territory may later be converted to a suburb or city if their requirements are met; the culture disc remains and becomes part of its improvement pool unless the player elects to exchange it for a prospecting token.

If left undefended, another empire may enter the territory and remove both the control marker and culture disc and claim a culture counter.

If an empire has at least 5 food units, it may expand its borders by creating a city. To do so, the following rules apply:

- An army or control marker of the empire must be present in a tile exactly 2 hex tiles from a friendly city with a minimum pop of 5.
- There are no adjacent cities next to the tile, including friendly cities. Adjacent suburbs are allowed if they are friendly. Control markers have no effect.

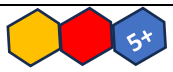
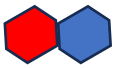
If those conditions are met, remove 5 food and place a city token and prospecting token on the tile.

A suburb is smaller version of a city that is connected to a city(s) to expand its territorial reach when building a city isn't possible. To build a suburb, the following rules apply:

- An army or control marker of the empire must be present in a tile adjacent to a friendly city with a minimum population of 5.
- Suburbs may not be created adjacent to an opponent's cities or suburbs, but you may create a suburb next to an opponent's control marker.

If those conditions are met, remove 5 food units and place a suburb token and a prospecting token on the tile.

A city's population can be expanded without limit. A suburb has a maximum population of 4. Cities may contain up to 6 improvement discs, whereas suburbs contain a maximum of 4.

Legal	Not Legal
 Building a suburb between 2 cities so long as at least one of the cities has a population of 5+	 You cannot build a suburb adjacent to another suburb and not adjacent to a city with a population of 5+
 More than 1 suburb may be built next to a city with a population of 5+	 You cannot build adjacent to an enemy city or suburb, no matter its size. You can, however, build next to an opponent's control marker.
 Alternating strings of cities and suburbs, so long as each suburb is adjacent to a city with a population of 5+	 You cannot build a city next to another city, no matter its size or owner.

Your empire is limited to the number of city, suburb, and control markers in its resource pile.

Building Wonders

In the basic game, you may exchange 5 culture counters during "Build/Deploy" portion of the Market phase in order to place a monument on the Wonder zone (❤) of your city capital. Treat this as a culture improvement disc for the purpose of obtaining culture counters in the future. You may not use the same 5 culture counters to place a culture monument during the same cycle.

More rules for Wonders are available as an *advanced* option.

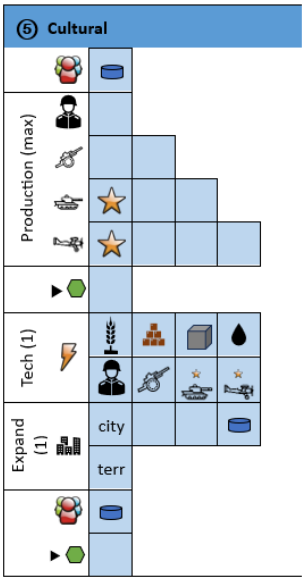
Cleanup

At the end of a cycle, any and all units damaged during the battle phase are repaired. If the number of improvements in a city exceeds its population, remove improvements until the two are equal.

Victory

When one or more players place their fourth and final monument, the game is over at the conclusion of the cycle. Victory points are then calculated, which is covered later.

Solitaire Rules



There are two different ways to play the game in a solitaire manner:

1) Make each empire's moves on a turn-by-turn basis as if you were their emperor.
2) Use the "robo" cards provided with the game.

The second option above is covered here.

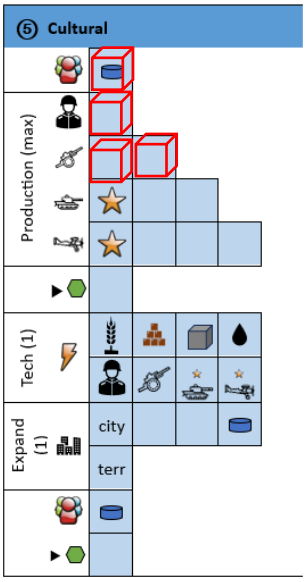
After setting up the game, draw a robo card for each empire without a player. Each card is a pathway to follow on each turn, and each card is unique in its overall philosophy listed at the top. In the case shown the philosophy is "Cultural," meaning that the empire using this card will attempt to gain culture counters as a means towards victory.

When playing against robo players, human players run through their phases just as they would in a normal game. The robo player(s) ignore many of the game rules and concentrate on creating a presence to work against you and any other players.

For example, harvest is not completed by the robo player(s). Neither is a culture roll or prospecting. Robo players do not even collect coin (except occasional 100● tokens). Instead, they each receive 4 fresh tech cubes to use during their turn and use them in order from top-to-bottom on their pathway. On subsequent turns, they repeat the process by "spending" 4 new tech cubes and continuing down the pathway. When reaching the bottom, the entire pathway is

cleared of cubes (except for the tech section and rows with “1st” and “2nd” options) and the process continues.

If a robo player holds the first-player token, they draw an Action card. If the card requires a payment or does not apply, ignore it and place it in the discard pile. Otherwise, resolve it as you normally would.



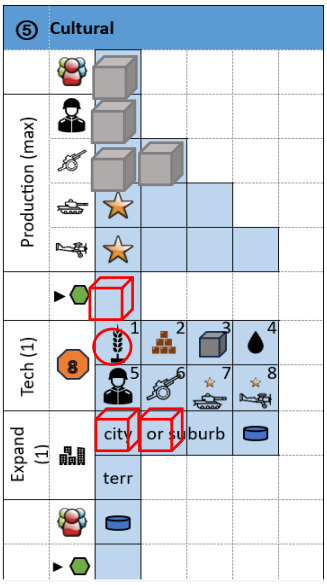
Let’s take a look at a few turns for a robo player to illustrate the process.

Just as a human player would do, robo players begin the game with a capital city with a population of 6, and an infantry and artillery unit as Army ① (the reverse side of the unused robo cards include military depots). Prospecting is not conducted for robo players.

On turn one, the robo player is awarded 4 tech cubes. Starting from the top, the 4 cubes are placed as shown (we’ve made them transparent so you can see any symbols).

The first cube is placed across from the “” symbol, which stands for “population.” Place a new population chip to increase the robot’s capital city population by 1. A “” symbol also appears in this square, so the Robo player receives a culture counter. The next cube has been played in the production section of the card next to an infantry. Since Army ① is still in the capital city tile, place an infantry in depot ①. The robo player still has 2 cubes remaining, and both of those will go into the artillery production slots, as shown. Place an artillery unit in depot ①, which concludes the cycle for Robo ⑤.

Now on to round 2. 4 new tech cubes are provided to Robo ⑤.



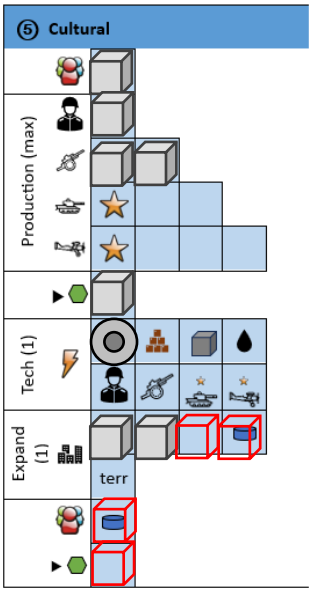
The previous 4 cubes are still on the robo card but have now been colored gray to differentiate them from the new ones. Robo ⑤ has not yet completed the research to have armor or air units, so we skip over those 2 production rows and go to the next row.

The “▸⬢” means that armies should move towards an eligible tile that can support a city. Since Robo ⑤ only has 1 army so far, move its banner one hex toward a tile that fits that description.

That brings us to the “Tech (1)” section. There are 8 blocks in this section, and we’ll potentially fill in 1…hence the “Tech (1)” on the left…each time we pass through this field. Roll the d8. In this example, a “1” is rolled, so a tech cube is replaced with an advancement marker which is then used to cover the food

production square, as shown. A corresponding advancement marker on the Market board is also moved, as in a normal game.

We now slide down to the "Expand (1)" rows. The first row would use 4 cubes to construct a city, but although the capital city has the size requisite (population 6), Army 1 isn't 2 hexes away from it, so no city can be built. Army 1 is, however, in position to help build a suburb. Place the remaining two cubes there. This won't be enough to complete the suburb, so it's completion will have to wait until the next turn.



For turn 3, take 4 fresh tech cubes as before.

Complete the "Expand (1)" row by building a suburb and placing its marker in the tile with Army 1. The next two cubes go toward adding population of all cities and suburbs present at the start of the turn. Add 1 population to the capital city, but do not increase the population of the suburb, as it was built during this turn. The last tech cube is used to move armies, again toward a hex where a city could potentially be built.

We've now reached the end of the pathway. Clear the entire board except for the tech marker and start from the top.

A few guidelines to help…

A row does not have to be completed on one turn. If a row, or series of rows, cannot be completed by the robo player, skip it (or them) and advance to the next viable row.

Tech sections are accompanied by a d8 roll, and potentially add 1 new advancement marker per pass. Remember to move the corresponding advancement marker on the Market board each time, too. If the d8 roll does not fall in the range indicated for a tech advance, skip the section and proceed to the next.

Although robo boards eliminate a lot of the decisions and processes that you'd otherwise have to cover, you will still need to make some choices when playing robo. The most obvious are during moves. Move each army the robo player has. In the case of "▸⬢," armies should move either toward areas where they might be able to place a control marker or create a city or suburb, or toward cities that need military support. If neither case applies, they should move toward the closest vulnerable enemy army. In the case of "▸⚠," move armies toward their nearest competitor's vulnerable (outnumbered and/or outgunned) armies or cities with the intent of attacking them.

When increasing population for robo players, increase it for each city and suburb, with a suburb's population maximum still 4. Cities or suburbs built earlier in the robo's turn do not receive a population increase.

Human players receive 5 extra tech cubes per robo player. When playing solitaire, your empire will be the only player with cubes on the tech grid. These should be distributed evenly, with extras being distributed to the player's preference.

Robo players are not capped by the usual limitation on armies; they may have up to 6 on the map at the same time, even though they may not have enough cities to support them.

Army "strength" is calculated as follows:

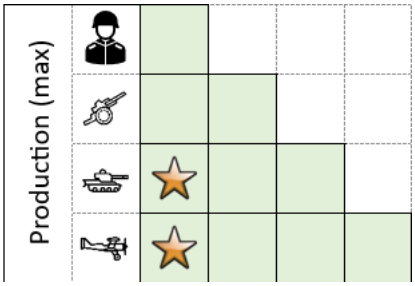
Strength = (infantry x 1) + (artillery x 2) + (armor x 3) + (aircraft x 4)

Use a spare resource counter as the 4th cube so you'll remember where the last placement was on the pathway from cycle to cycle.

Key

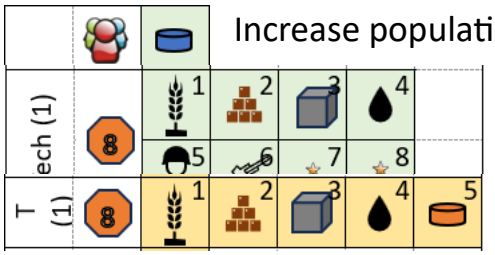
(1 – first priority, 2 – second priority, 3 – third priority)

Increase population of each city/suburb by 1. (See above)



Build, in order 1 infantry (1 cube), 1 artillery (2 cubes), 1 armor if tech advancement has been reached (3 cubes), 1 fighter if tech advancement has been reached (4 cubes). New units are always assigned to the capital city.

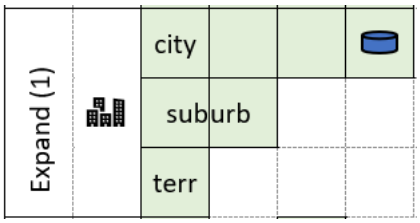
If a unit isn't completed during the current cycle, continue building it during the subsequent cycle.



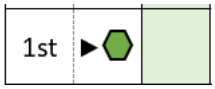
Increase population of cities by 1 (see above). Collect culture counter.

Roll the d8 to determine which tech will be advanced. Use bubble hexes to mark, as these could be repeated.

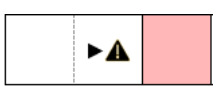
Similar to "Tech (1)" above. On d8 roll 5, receive a 100● marker instead of a tech advance. On rolls 6-8, no tech advance is earned; skip this row and go to the next one.



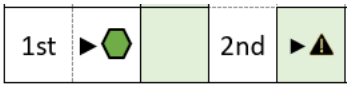
Expand empire by building 1 of the following, if possible; city (4 cubes), suburb (2 cubes), control territory (1 cube). Normal expansion rules must be observed.



1 – move toward eligible expansion location. 2 – move toward another unit to reinforce. 3 – move to thwart another empire's expansion efforts.



1 – move toward vulnerable expansion (city, suburb, control area) site. 2 – move to engage enemy if strength is sufficient (~80% or better of enemy's).



First time through pathway, see above. Second time through pathway, see above. (Leave a cube or advancement marker on 1st move so that you remember to play the 2nd move on your next trip through the pathway.)

Acknowledgements

Game design: Bryan Aldrich

Instructions: Bryan Aldrich, Ruth Aldrich, Sarah Arriaza

Play Testers: Bryan Aldrich, Sarah Arriaza, Steven Arriaza, Bill Vogt

Artwork:

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Victory Points

At the conclusion of the game, add up the victory points for each empire. The empire with the most victory points wins the game! Use coin as a tie-breaker.

3 points for each city, 2 per suburb, and 1 per control marker on the map

3 points for having the largest city on the map (include ties)

1 point for every 3 population (round down)

1 victory point for every 3 culture counters (round down)

1 victory point for each 100● (round down)

1 victory point for each storage cube in use (each production level 2 or higher for robo players)

3 points for each monument placed

3 victory points for each Wonder

3 victory points for each indigenous being slayed in battle (*advanced*)

4th Street Software

805 East Dodge Street Unit 2
Luverne, MN 56156
4th-street-software.com