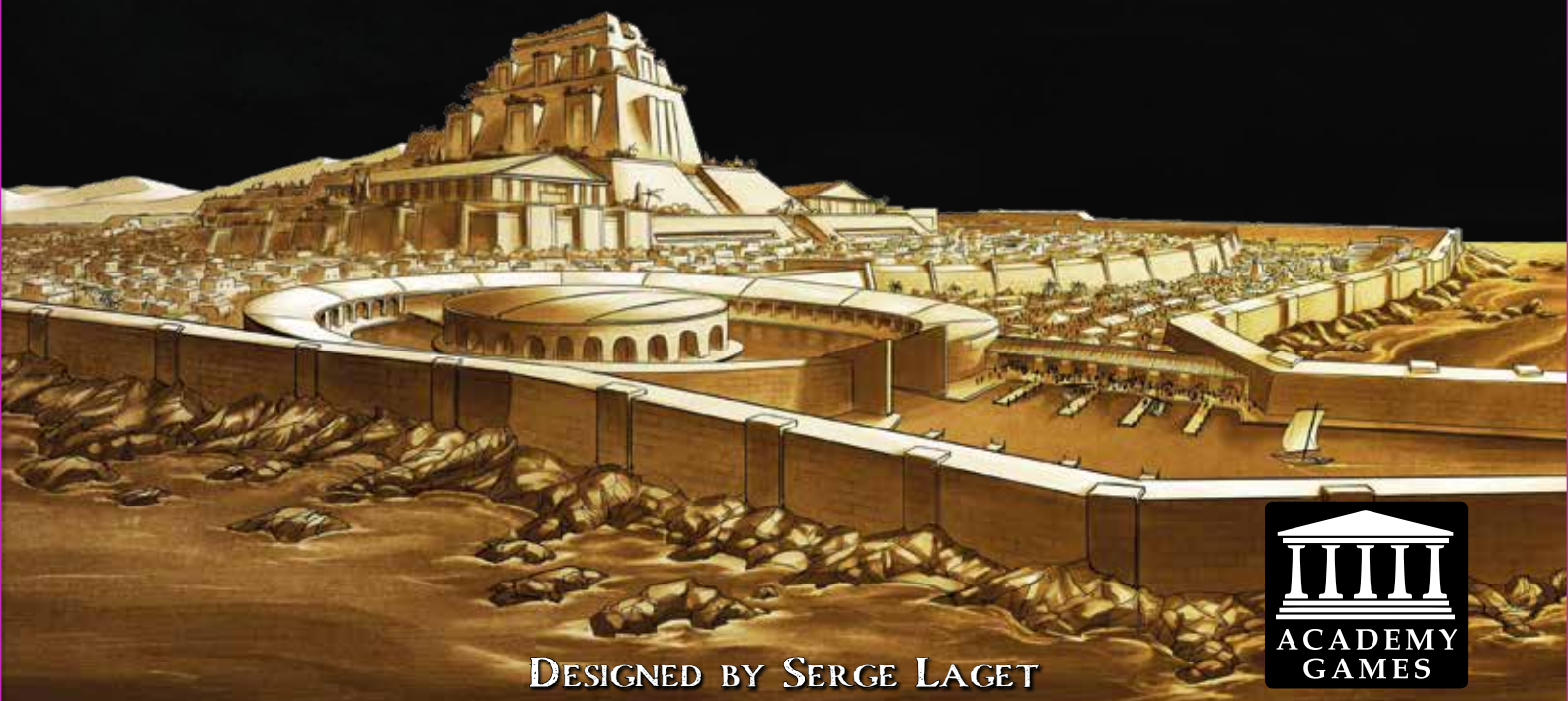




MARE NOSTRUM

ATLAS

EXPANSION



DESIGNED BY SERGE LAGET



Atlas is an expansion for Mare Nostrum - Empires. With this expansion you will be able to play with only 2 players or with up to 6 players!

2 PLAYER EXPANSION - THE PUNIC WAR



In the 2-Player expansion, a Roman player faces off against a Carthaginian player to reenact the Punic Wars.

Northern Barbarians represent a third power that is controlled by both players during the game.

Standard Mare Nostrum - Empire rules are used, with the following modifications:

- Barbarian Setup.
- Trade Phase Overseas Markets. *These simulate Foreign Trade markets from which both players can claim Resources,*
- Move and Battle Phase Barbarian manipulations.
- 2 modified Victory Conditions.

The 2 Player Punic War Expansion Set includes:

- 8 Barbarian, 3 Trireme, and 3 Fortress Miniatures.

Wonder Tiles Ability Changes

- **HANGING GARDENS:** You can store a total of 3 Gold in addition to the 2 Coins you can normally store after the Build Phase, for a total of 5 stored Gold and Coin Resources. These Gold and Coins can be used to move the Barbarians up to a maximum of 5 moves.
- **STATUE OF ZEUS:** You may declare yourself at peace with the Barbarians, as if they were a real opponent.
- **ANTIGONE** is set aside and is not used in the game.

1.1 Game Setup

Babylon and Egypt are covered up on the map and are not in play. The players place their Units according to the standard Roman and Carthaginian Empire Screen setup.

Leader Tracks are marked as follows:

- Carthage is the Trade Leader and Culture Leader.
- Rome is the Military Leader.

Barbarian Setup: Place Barbarian units as follows:

- **Achaea:** 4 Legions, 1 Fortress.
- **Macedonia:** 2 Legions, 1 Fortress.
- **Thracia:** 2 Legions, 1 Fortress.
- **Mare Ionium, Mare Aegaeum, Pontus Euxinus:** 1 Trireme each.

1.2 Trade Resources Phase

Draw 3 Legendary Commodities and place them face up next to the game board. These will represent **Foreign Trade Resources** available during this Trade Resources Phase (*MN 2.0*).

The Trade Leader determines how many Resources both players must choose from their Resource Supply and place face down in front of their Empire screens. The players then reveal their Resources and the Trade Leader claims either a Resource offered by his opponent or one of the face up Foreign Trade Legendary Commodities.

Players may claim as many of each other's Resources as they want and are not limited by the twice in a row limitation of the standard game. When a player claims a Foreign Trade Legendary Commodity, his opponent must immediately choose one of his own face up Resources and discard it into the Resources pool.

Note: This simulates the Barbarians claiming a Resource.

Trade continues until all **Player Resources** are claimed. Any unchosen Foreign Trade Resources remain face up and are replenished to 3 Resources during the next Trade Phase.

6 PLAYER EXPANSION



In a 6-Player game, the **Atlantis Expansion Board** is added to the game. The sixth player leads the Empire of Atlantis and begins the game with 'Atlas' as his starting hero.

- Empire of Atlantis set includes:
 - 8 Legion, 5 Trireme, 5 Fortress Miniatures.
 - 7 Atlantis Control Markers.
 - 5 Atlantis Leader Track Markers.
- 1 Centaurs Miniature.
- 1 Atlantis Player Summary Sheet, Empire Mat, and Screen.
- **Additional Resources:**

Commodities (7 types) and Coins



- **Additional Buildings:**

Caravan, Market, City, Capital City, and Temple



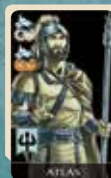
- **Atlas Starting Hero, plus 5 additional Heroes.**

The five additional Atlantis Hero tiles are mixed in with the base game's tiles and 6 are placed face up. Additional tile spaces are provided in the top left hand corner of the Atlantis Expansion Board. The Atlantis Heroes are purchased like any of the other Heroes in the base game.

All other 3-5 Player game rules apply.



Atlantean Heroes



ATLAS

STARTING HERO
PHASE III : BUILD

Build Triremes for a cost of only 2 Resources each (instead of 3). *Ex: The Atlantis player builds a Trireme for 2 Coins and then another Trireme for 2 different Commodities.*



CHIRON

CHIRON: Upon purchase, the player immediately builds and places the special Centaurs unit for free.

Centaurs: The Centaurs destroy one opponent Legion before commencing battle. The Centaurs battle, pillage, occupy and convert like normal Legions but do not count for Military Leadership nor benefit from Legion bonuses. The Centaurs can be rebuilt at a cost of 6 Resources.



You and your friends can also decide if you want to play a more commerce, culture, or military driven game by including one or more of the Legendary City Expansions.



Stored Gold and Coins can be used to move Barbarian Legions and Triremes during the Move and Battle Phase. Any unused Gold is discarded at the end of this phase.

1.3 Move and Battle Phase

The Active Player can move or transport Barbarians during his turn by paying 1 **Coin** or **Gold** per Barbarian Legion or Trireme moved. Barbarian Triremes can **never** attack or be attacked. Only Barbarian Triremes may transport Barbarian Legions, this for no extra cost. Player Units may not be transported by Barbarian Triremes.

Barbarians fight like player units, but if they win a battle they can only pillage a Building (*MN 4.3.1*), as decided by the Active Player. The Active Player removes the pillaged Building and collects the Pillage Resource. Barbarians, that you moved, fought for you, and remain with your units in a Province at the end of your turn, will attack you during your opponent's turn!

All other 3-5 Player game rules apply.

1.4 Victory Conditions

Pyramids and Five Heroes and/or Wonders Victory Conditions are the same as in a normal game (*MN 6.0*).

But to win by Conquest or Leadership a player needs to:

- ▶ Control any 4 Capital and/or Legendary Cities for **two Move & Battle Phases in a row**. (Which 4 Cities are controlled may vary between the two phases, as long as 4 remain under control).
- ▶ Claim all three Leader Titles (Trade, Culture, and Military) for **two Claim Leadership Phases in a row**.



MEDEA

PHASE IV : MOVE AND BATTLE



Medea Marker

Once per round, you may place the **Medea Marker** in a Sea occupied by your and opponent Triremes. All of the opponent's Triremes that occupy or later enter this Sea are petrified. **Petrified** Triremes cannot move, transport, or battle for the rest of the Round.

You may not choose the same Sea twice in a row.

LEADER BONUS

1 Trade, 1 Military

MEDUSA



Medusa Marker

Once per round, you may place the **Medusa Marker** in a Province occupied by your and opponent Units. All of the opponent's Units that occupy or later enter this Province are petrified. **Petrified** Units cannot move, battle, or occupy for the rest of the Round.

You may not choose the same Province twice in a row.

LEADER BONUS

1 Military

PEGASUS



Once per round, fly (move) a group of Legions up to two Province and/or Sea zones. Provinces and Seas moved over can be occupied by opponent forces. When moving over a Sea, the player does not need Triremes, since his Legions are flying.

ORPHEUS



LEADER BONUS

1 Culture

'LEGENDARY CITIES' OVERVIEW

There are 3 Legendary City Expansions, one for each of the Legendary Cities depicted on the map: Troia, Ierusalem, and Syracusae. Each Legendary City has a theme associated with it, based on its role in history, that can influence game play in different ways. Troia towards Military, Ierusalem towards Culture, and Syracusae towards Trade.

Each expansion includes unique new Heroes, Objective Tiles, and Bonus Cards. Players will attempt to fulfill Objectives to then be able to draw Bonus Cards. The right Bonus Card can hopefully help a player in a powerful way.

1. GAME COMPONENT DETAILS

3 Legendary City Expansions

Troia (Section 4)

- ▶ 6 Military Heroes, 3 War Objective Tiles, 15 War Bonus Cards, 1 Myrmidons Miniature, 10 Battle Victory Markers.

Ierusalem (Section 5)

- ▶ 5 Heroes, 1 Wonder, 3 Divine Objective Tiles, 15 Divine Bonus Cards, 1 Halicarnassus Building Miniature.

Syracusae (Section 6)

- ▶ 6 Heroes, 3 Commerce Objective Tiles, 15 Trade Bonus Cards, 1 Greek Fire Trireme Miniature.

2. GAME SETUP

Choose which Legendary City Expansion you want to include in the game.

Each Expansion section details which Heroes from the base game should be removed and replaced with the Legendary City's 6 Hero/Wonder Tiles. The base game and Legendary City tiles are now placed on the Heroes & Wonders Board as described in the base game rules.

Place the chosen Legendary City Expansion's three Objective Tiles face up next to the game board.

Shuffle and place the chosen expansion's 15 Bonus Cards face down next to the Objective Tiles.

3. GAME PLAY

3.1 Objective Tiles

Each Objective Tile has a game Objective listed on it. The first player to fulfill an Objective chooses to draw between 1-5 Bonus Cards.

Each Objective Tile can be fulfilled by only one player and is then flipped to its used side for the remainder of the game.

3.2 Drawing Bonus Cards

When a player fulfills an Objective, he states how many cards he will draw and then draws between 1 and 5 Bonus Cards.

He looks at all drawn cards and chooses one without revealing it to the other players. He then gives any remaining cards to a player of his choice, who chooses a card and gives any remaining cards to a player of his choice who has not yet received a card, and so on until all drawn cards are taken or each player has received a card (any leftover cards are discarded). The number of cards drawn determines how many players will receive a card.

Designer's Note: A player that fulfills an Objective needs to decide how many Bonus Cards to draw. If he draws only 1 card, it may be a Decoy Fortune Teller - a card of little value to him. If he draws several cards, he can choose the best card for himself, but then must give any remaining cards to an opponent of his choice. This system adds a *lot* of strategy to the game, since you may be forced to choose a card that does not help you just to prevent an opponent from getting it. Or you may pass cards along to an opponent who can choose one to use against a different opponent. As the ancient proverb says: 'The Enemy of mine Enemy is my Friend'.

3.3 Playing Bonus Cards

Once chosen, a Bonus Card is held until played. There is no limit to the number of Bonus Cards a player can hold. A player can play as many Bonus Cards as he wishes during a round, even during an opponent's turn.

Some Bonus Cards are unique to an expansion and others are included in several of the expansions. Cards vary in how powerful their game effects are, including some that are decoys with no effect. Players may attempt to bluff opponents with their Decoy Cards in order to influence their actions and decisions.

Once played, a Bonus Card is discarded to the Bonus Card discard pile.

Designer's Note: Players can concentrate on fulfilling Objective goals or not. Each game can play out differently: sometimes the players will fulfill all of the Objectives, other times no Objectives will be fulfilled.

4. MULTIPLE EXPANSIONS

Players may decide to include more than one Expansion in a game. This affects setup as follows:

1 Expansion: Replace the 6 basic game Hero & Wonder Tiles detailed in sections 4 - 6 with the Expansion's 6 Hero & Wonder tiles.

Place the three Objective Tiles face up next to the game board.

Place the Bonus Card Deck face down next to the Objective Tiles.

2 Expansions: Randomly remove and replace 8 basic game Hero & Wonder Tiles with 4 randomly drawn Hero & Wonder Tiles from each chosen Legendary City Expansion.

Randomly place one Objective Tile from each chosen expansion face up next to the game board. Shuffle the remaining Objectives from both expansions and randomly draw one, placing it face up next to the two previously drawn Objectives.

Place both expansion Bonus Card Decks separately face down next to their corresponding Objective Tiles.

3 Expansions: Randomly remove and replace 9 basic game Hero & Wonder Tiles with 3 randomly drawn Hero & Wonder Tiles from each expansion.

Randomly place one Objective Tile from each expansion face up next to the game board.

Place all three expansion Bonus Card Decks separately face down next to their corresponding Objective Tiles.

5. TROIA EXPANSION

Troia - *'The city of a thousand treasures, which brought the war and caused its fall.'*

If Greece's excuse for besieging Troia was to free the beautiful Helen from Paris, it was Troia's fabulous wealth that instigated the war by the Greek leader Agamemnon and the war chiefs who joined him. This war was depicted in Homer's epic Greek poem, The Iliad. This epic saga is disputed by numerous historians today, but no one will ever know with certainty if Homer was a historian or a poet. With the Troia Expansion you can rewrite history with your own words and actions!

5.1 Troia Heroes

Troia introduces 6 new Heroes: **ACHILLES**, **AENEAS**, **AGAMEMNON**, **AJAX**, **HELEN OF TROIA**, and **ODYSSEUS**.

When playing with just the Troia Expansion, remove from the base game **ANTIGONE**, **CASTOR & POLLUX**, **CIRCE**, **GILGAMESH**, **HAMILCAR** and **SPARTACUS**.

5.2 Troia Objective Tiles

Troia includes 3 Objectives. The first player to fulfill a card's objective may draw War Bonus Cards. A fulfilled Objective Card is turned face down and is no longer available in the game.



ACHILLES

ACHILLES: Upon purchase, the player immediately builds and places the special Myrmidons unit for free.

Myrmidon Warriors: The Myrmidons roll two dice in land battles and cancel any opponent Fortress hit negation. The Fortress still adds 5 to the opponent's Battle Dice roll. The Myrmidons battle, pillage, occupy and convert like normal Legions but do not count for Military Leadership nor benefit from Legion bonuses.

You may rebuild the Myrmidons at a cost of 6 Resources.



AENEAS

PHASE IV : MOVE AND BATTLE

When you are involved in a Land Battle, you may negate 1 hit from your opponent's dice results.



AGAMEMNON

PHASE IV : MOVE AND BATTLE

When Agamemnon's player pillages an opponent's Market or Temple (MN 4.3.1), the pillaged Market or Temple is immediately rebuilt on one of the Agamemnon's Provinces where there is an available empty Market or Temple space.

LEADER BONUS

1 Culture, 1 Military



AJAX

PHASE V : CLAIM LEADERSHIP

Once per round, draw one War Bonus Card located in the Bonus Card discard pile. The player does not need to fulfill an Objective in order to use Ajax's ability.



HELEN OF TROIA

No special abilities other than the Military Leader Bonus.

LEADER BONUS

4 Military



ODYSSEUS

PHASE IV : MOVE AND BATTLE

Once per round, the player may transport Land units through any one Sea without a Trireme. The player may choose the Sea at any time during his turn.

LEADER BONUS

1 Military

5.2.1 Objective 1 - Alexander's Conquests

The first player to control an Empire of 5 Provinces, each containing at least one of his military units (Legion, Fortress, or special Unit such as the Myrmidons).



5.2.2 Objective 2 - Poseidon's Legacy

The first player to solely occupy 4 Seas with his Triremes.



5.2.3 Objective 3 - Favor of Ares

The first player to win three battles.

To win a battle, a player must have at least one Unit remaining and have eliminated all opposing Units. This can be a Land or Sea Battle.



Battle Victory Markers are used to track how many battles each player has won.



5.3 Troia War Bonus Cards

The Troia Expansion includes 15 War Bonus Cards depicting special Unit and Battle effects.

Bonus Card Qty Name & Effects



2 **Catapults**

Battle Phase: As the Attacker, you destroy an opponent's Fortress at the beginning of a Land Battle, before Battle Dice are rolled.



1 **Chariots**

Move Phase: All Land Units may move up to 2 Provinces, with a Sea Transport counting as a 1 Province move. The first Province moved into must be free of opponent Units (unless it is a Sea zone).



2 **Cretan Archers**

Battle Phase: Destroy one opponent Unit, of his choice, at the beginning of a Land Battle before Battle Dice are rolled.

Archers destroy an opponent Unit before Centaurs and other land Units do.



2 **War Elephants**

Battle Phase: For this Battle, Legions each automatically roll a 5 Battle Die result.



2 **Siege Vessels**

Battle Phase: Triremes located in Seas adjacent to a Land Battle you are involved in may join in the Land Battle, rolling their Sea Battle Dice. They may not, however, absorb losses.



1 **Greek Phalanxes**

Battle Phase: For this Battle your Units take losses based on your opponent dividing his Battle Dice results by 7 instead of 5 (4.2).



2 **Quinqueremes**

Battle Phase: Destroy one opponent Trireme at the beginning of a Sea Battle, before Battle Dice are rolled.



3 **Fortune Tellers**

The Fortune Tellers are vague in their predictions. This card has no effect.

When you are the Active Player: You may play 2 Fortune Teller Cards to use the effects of any Bonus Card power from the expansion(s) in play.

6. JERUSALEM EXPANSION

Ierusalem - The 'three times holy' city.

Ierusalem has always been a site of holy and political importance, whether for Jews, Christians, or Muslims. In the Canaanite period Ierusalem also spread its influence as far as Egypt.

6.1 Ierusalem Heroes

Ierusalem introduces 6 new Hero & Wonder Tiles: ADONIS, CROESUS, IMHOTEP, MOSES, SOLOMON, and HALICARNASSUS. When playing with just the Ierusalem Expansion, remove from the base game TEMPLE OF ARTEMIS, ANTIGONE, CASTOR & POLLUX, CIRCE, HAMILCAR and PENTHESILEA.



ADONIS

PHASE V : CLAIM LEADERSHIP

Once per round, draw one Divine Bonus Card located in the Bonus Card discard pile. The player does not need to fulfill an Objective in order to use Adonis's ability.

LEADER BONUS

1 Culture



CROESUS

PHASE III : BUILD

Once per round, build either one Control marker, City, or Caravan for 1 Coin; or one Market or Temple for 4 Coins.

LEADER BONUS

1 Trade, 1 Culture



IMHOTEP

PHASE III : BUILD

Build wonders or the Pyramids, **but not Heroes**, for 1 Resource less.



MOSES

PHASE IV : MOVE AND BATTLE

Protects the player's Provinces from Pillage (4.3.1) and Conversion (4.3.3). An opponent may still occupy Buildings (4.3.2).



SOLOMON

PHASE IV : MOVE AND BATTLE

No opponent may attack your units in your Provinces unless **they pay you** a Coin per Province attacked.



HALICARNASSUS

Place the Halicarnassus miniature on any one of your Provinces.

This Province may not be attacked for the rest of the game. (The Baal and Vulcan Bonus Cards cannot be played on this Province.)

LEADER BONUS

2 Culture

6.2 Ierusalem Objective Tiles

Ierusalem includes 3 Objective Tiles. The first player to fulfill a card's objective may draw Divine Bonus Cards. A fulfilled Objective Card is turned over and is no longer available in the game.

6.2.1 Objective 1 - Minos' Might

The first player to claim 2 Leader Titles (5.0). Any two of Trade, Culture, or Military Leadership.



6.2.2 Objective 2 - Solomon's Wisdom

The first player to build a Temple in a Legendary City Province.



6.2.3 Objective 3 - Jehoshua's Conquest

The first player to convert an opponent's Province.



6.3 Ierusalem Divine Bonus Cards

The Ierusalem Expansion includes 15 Divine Bonus Cards depicting City and Leader effects.

Bonus Card	Qty	Name & Effects
	1	Athena Battle Phase: Until the end of the Round, protect a Capital or Legendary City Province from Land Battles, pillaging, or occupations. An opponent that invaded a Province remains in the Province, but may not attack.
	2	Baal Battle Phase: Destroy a City of your choice (including Capital and Legendary Cities).
	1	Horus Build Phase: Receive one +2 Leader Track bonus of your choice until the end of the Round. This can help you win the game by claiming all Leader Titles.
	2	Ishtar Build Phase: Build a Control Marker for the usual cost in any neutral Province, even if not connected to your Empire. Or build any Buildings or Units for the usual cost in one of your Provinces, regardless if occupied by opponent Units.
	2	Isis Trade Resources Phase: Draw one Legendary Commodity.
	2	Poseidon Any Phase: Destroy an opponent Trireme of your choice anywhere on the map.
	2	Vulcan Any Phase: Destroy a Caravan of your choice anywhere on the map.

Bonus Card Qty Name & Effects



3

Fortune Tellers

The Fortune Tellers are vague in their predictions. This card has no effect. When you are the Active Player: You may play 2 Fortune Teller Cards to use the effects of any Bonus Card power from the expansion(s) in play.

7. SYRACUSAE EXPANSION

Syracusae - 'The city of culture and trade, that shone like a jewel in the middle of our sea.'

Known for its wealth as well as its maritime power, Syracusae was the object of envy and greed from all of its neighbors, including Athens, Carthage, and Rome.

7.1 Syracusae Heroes

Syracusae introduces 6 new Hero Tiles: ARCHIMEDES, DIDO, JASON, MIDAS, MINOS, and PTOLEMY.

When playing with just the Syracusae Expansion, remove from the base game ANTIGONE, CASTOR & POLLUX, CIRCE, HAMILCAR, PENTHESILEA, and PERSEUS.

ARCHIMEDES



ARCHIMEDES: Upon purchase, the player immediately builds and places the Greek Fire Trireme miniature for free.

The Greek Fire Trireme and other friendly Triremes in the same Sea roll Land Battle Dice. The Greek Fire Trireme transports like normal Triremes, but does not count for Military Leadership. You may rebuild the Greek Fire Trireme at a cost of 3 Resources.



LEADER BONUS 1 Military

DIDO



PHASE III : BUILD

Take and store up to two unused Commodities lost by opponents at the end of the Build Phase (3,0).

LEADER BONUS 1 Trade, 1 Culture

JASON



PHASE III : BUILD

Once per round, recruit Heroes, but not Wonders or the Pyramids, for 1 Resource less.

MIDAS



PHASE I : COLLECT RESOURCES

Receive 2 Gold Commodities from Reserves. If Midas is in play, add 2 Gold commodity tokens, from the Atlas expansion, to the commodity reserve pile.

MINOS



PHASE V : CLAIM LEADERSHIP

Once per round, draw one Commerce Bonus Card located in the Bonus Card discard pile.

LEADER BONUS 1 Trade

PTOLEMY



PTOLEMY: Upon purchase, the player immediately builds 1 Trireme (for free) on a Sea adjacent to one of his Provinces. Player may refuse any Sea Battle.

LEADER BONUS 2 Trade



7.2 Syracusae Objective Tiles

Syracusae includes 3 Objective Tiles. The first player to fulfill a card's Objective may draw Commerce Bonus Cards. A fulfilled Objective Tile is turned over and is no longer available in the game.

7.2.1 Objective 1 - Horn of Plenty

The first player to collect 8 different Commodities OR 9 Coins during a Build Phase. Hannibal's and Cleopatra's powers are not counted towards this Objective.



7.2.2 Objective 2 - Daedalus' Plans

The first player to control 12 Buildings. These include Caravans, Markets, Cities, Legendary Cities, Temples, and occupied opponent Buildings (4.3.2).



7.2.3 Objective 3 - Hermes' disciples

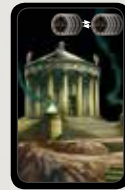
The first player to control 3 Markets and/or Temples. Occupied Markets and Temples count towards this Objective (4.3.2).



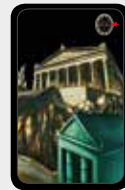
7.3 Syracusae Commercial Bonus Cards

The Syracusae Expansion includes 15 Commerce Bonus Cards depicting City and Leader effects.

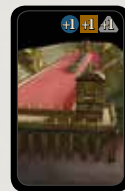
Bonus Card Qty Name & Effects



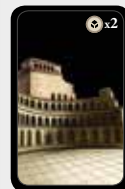
1 **The Oracle of Delphi**
Trade Phase: Change the Resources you are offering after you see what your opponents have offered.



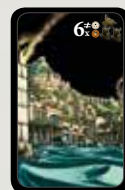
2 **Parthenon of Athens**
Trade Phase: Force an opponent to draw one of your own offered Resources.



1 **Circus Maximus**
Any Phase: Receive a +1 Leader Bonus on each Leader Track until the end of the Round. Note: This can win you the game by claiming all Leader Titles.



3 **Trajan's Market**
Resource Phase: After all players have taken their Resources, collect 2 additional Resources, chosen from those you produce.



2 **The Port of Piraeus**
Build Phase: Build 1 Trireme and 2 Legions for a cost of 6 different Resources (instead of three separate costs of 3 Resources). These Units come from the Barbarian set, but are treated as your own from this point on.

Bonus Card Qty Name & Effects



2 Tower of Babel
Build Phase: Build **for free** a Provincial Control Marker on a neutral Province anywhere on the map.



1 Ancient Library of Alexandria
Battle Phase: Convert a Provincial Control on the first round you occupy an opponent's Province Control Marker.



3 Fortune Tellers
The Fortune Tellers are vague in their predictions. This card has no effect.
When you are the Active Player, you may play 2 Fortune Teller Cards to use the effects of any Bonus Card power from the expansion(s) in play.

Mare Nostum - Atlas Rules v27

Game Design: Serge Laget.

Development Team: Olivier Chanry, Thierry Matray, Franck Saverys, Maximilien Da Cunha

English Rules: Uwe Eickert

Rules Review and Editing: Christian Burnett, Matthew DeGoey, Patrick Dignam Jr, Charles Elsdon, Jonas Kissling, Jacopo Maurizi, Alan Niedermayer, Alex Pile, Daniel U. Thibault, Van Willis

Mare Nostrum - Atlas AYG 5421

Copyright © 2016 Academy Games, Inc. through license from ASYNCRON games.



Academy Games, Inc.
2201 Commerce Drive
Fremont, Ohio USA
419-307-6531

English Language Rules
Copyright © 2016 Academy Games
www.AcademyGames.com

ALTERNATIVE GAME SETUPS

In the Regular Mare Nostrum - Empires rulebook, players either play a full 5 player game on the standard map or cover portions of the map for 3 and 4 player games. Below are alternate setup options that offer variability of game play.

3 PLAYERS



- Place the Leader Track board and the Heroes & Wonders board **on top of** the left hand side of the game map, covering Rome and Carthage.
- Starting heroes Caesar and Hannibal are discarded and not used in the game. Players will lead Greece, Babylon, and Egypt.



4 PLAYERS



- Lay out the base game map and the Atlas expansion map. Then place the Leader Track board and the Heroes & Wonders board **on top of** the right hand side of the game map, covering Egypt and Babylonia.
- Starting heroes Hammurabi and Cleopatra are discarded and not used in the game. Players will lead Rome, Greece, Carthage, and Atlas.



5 PLAYERS



- Place the Leader Track board **on top of** the right hand side of the game map, covering Babylonia.
- Starting hero Hammurabi is discarded and not used in the game. Players will lead Rome, Greece, Egypt, Carthage, and Atlas.

