

## CONTENTS

55 cards: 10 Barbarian cards (BAR031-BAR040), 10 Japanese cards (JAP031-JAP040), 10 Roman cards (ROM031-ROM040), 10 Egyptian cards (EGY031-EGY040), 13 Common cards (COM085-COM097), 2 Virtual player faction cards.

Virtual player faction cards are used in the single player variant only (more in the single player variant section).

## COMBINING THE EXPANSION WITH THE BASE GAME

Mix the cards from this expansion with the corresponding cards from the *Imperial Settlers* base game and have fun!

If you are an experienced player and want to have more control over your Faction deck, you can build your Faction deck with the cards of your choice.

### BUILDING A FACTION DECK

Each Faction card has the number of its copies indicated in the bottom right of its central image. There are cards which come with 3 copies, 2 copies or a single copy.



When you decide to build your Faction deck, it should consist of 30 fixed cards: 3 cards with 3 copies each, 6 cards with 2 copies each, and 9 single cards. You must include all copies of a particular card, so if you want to add a new card to your deck which, for example, comes with 3 copies, you have to remove from the deck all 3 copies of one of the old cards.

**CHECK OUR WEBSITE FOR THE HINTS ON BUILDING YOUR FACTION DECK.**  
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## NEW RULES AND CARD TYPES

### OPEN PRODUCTION LOCATIONS

This is a new type of Production Locations.

An Open Production Location operates the same way as a standard Production Location – it provides the player with benefits immediately when it's built and again during the Production phase of any following rounds when the Location is still present.

Open Production Locations introduce to the game a new action, which players can take during the Action phase: Send a Worker to an enemy Open Production Location.

#### SEND A WORKER TO AN ENEMY OPEN PRODUCTION LOCATION

This action allows a player to send a Worker to an Open Production Location of an enemy to gain the Goods it provides.

**NOTE:** You cannot send a Worker to an Open Production Location in your own Empire.

In order to perform this action a player must:

**1.** Take a Worker from his own supply and place it on the Open Production Location of an enemy.

**NOTE:** You can only send 1 Worker during an action.

**2.** Take from the general supply the appropriate Good (or draw a card) which the Location provides.

**3.** The owner of the Location receives a Worker from the general supply.

An Open Production Location cannot be used more than 2 times each round. The Workers sent to the Location are placed on its card to indicate that the Location was used in the current round. When there are 2 Workers placed on the Open Production Location the Location is exhausted and no player can send his Workers there until the next round.

Workers are discarded from the Open Production Location during the Cleanup phase according to the standard rules.

### PRODUCTION & FEATURE LOCATIONS

This is a new type of Locations which are Production Locations but have a Feature at the same time. This kind of card is placed in the topmost row of the player's Empire.

**Wood Depot, Meat Depot, Stone Depot, Hall of Trophies, Elite, Gifts for the Pharaoh**

These cards' Production abilities are constructed in a such a manner so that Locations do not provide the player with any initial benefits when they are built (since each Location's production depends on the Goods being stored on them after they are built).

The cards' Features allow players to store particular Goods on the cards during the Cleanup phase to save them for the next round.

During Production phase the player takes from the general supply the Goods which the Location produces (in most cases these are the same as the Goods stored on the Location). When the Production phase is over he removes all the Goods stored on the Location card and moves them into his own supply.

Players cannot place any Goods on these cards during the Action phase.

### INSTANT CARDS

This is a new type of cards which you can find in the game.

Instant cards introduce to the game a new action, which players can take during the Action phase: Play an Instant card.

**NOTE:** If you have a Location which allows you to place a card from your hand in your Empire as a Foundation (e.g. Sanctuary, Cohort), you can use an Instant card.

#### PLAY AN INSTANT CARD

This action allows a player to play an Instant card from their hand to receive some benefits or resolve some effects.

In order to perform this action a player must:

**1.** Read the card's text aloud and execute the effect instructed on the card.

**2.** Discard the card.





## CARDS CLARIFICATIONS

### COMMON

**Emma the Witch** – When you Send a Worker to an Open Production Location of an enemy, place the Worker on the card and take the Goods it provides (as stated in the standard rules) but the owner of the Location does not receive a Worker from the general supply.

**Damascus Steel Armorer** – This Location has a permanent Defense token printed on it forcing the enemy to use an additional Raze token to raze it. You cannot place a regular Defense token on it – one Common Location can only have 1 Defense token. If you have Daimyo's Guards card in your Empire, Samurai can protect also Common Locations with a Defense token. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be razed by an enemy.

**Bob's Building Team** – If you only have 1 card in the Faction deck, reshuffle your Faction discard pile, create a new Faction deck and draw the second card.

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

**Volcano** - Its effect enables you to discard a Location, completely removing it from another player's Empire. It is not treated as Razing a Location. Neither Samurai nor the Defense tokens protect from this effect.

If you have a Location which allows you to place a card from hand in your Empire as a Foundation (e.g. Sanctuary, Cohort), you can use the Volcano card for that purpose.

### THE BARBARIANS

**Elite** - If you decide to place any cards under the Elite Location, you cannot take these cards back into your hand. Do not remove the cards placed under this Location in the Cleanup phase nor during the Production phase. These cards stay there until the end of the game.

**Rehousing** - Its Action is not treated as Razing a Location. It allows you to immediately take a Common Location card from an enemy Empire and add it to your hand. Neither Samurai nor the Defense tokens protect a Location from this effect. If there were any Goods placed on the card, they are discarded.

### THE EGYPTIANS

**Egyptian Embassy** – Execute the enemy Location's Action as if it was your own Location's Action. You cannot choose an Action Location which was activated its maximum number of times.

**Gifts for the Pharaoh** – If you have more than 5 Goods stored on this card and of different types, you choose what Goods to gain during the Production phase.

**Nile Merchants** – If you have no Deals yet, you do not receive anything.

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

### THE JAPANESE

**Lady Spy** – When you resolve the effect of this Location's Action you don't need to discard additional food to Make a Deal with the chosen card. You already spend it to activate the Action.

**Daimyo's Guards** – If you lose this Location (e.g. discard it from your Empire to build another Faction Location or if it's removed), the Samurai protecting your Common Locations are not discarded but they operate in the same way.

If you have Daimyo's Guards card in your Empire, Samurai can also protect Locations with a Defense token. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be razed by an enemy.

**Great Journey** - If you don't find a card of the desired color, reshuffle the discard pile and search again. If there's still no card of the named color, you do not take any card into your hand.

**Kenji's Raiders** – If you draw only 1 card, you just keep it.

### THE ROMANS

**Cohort** - Its Action is not treated as Razing a Location. It allows you to immediately place a card from your hand as a Foundation in your Empire. You also receive 1 wood for turning a Location into a Foundation.

**Marble Merchant** – When it's built, this Location is treated simultaneously as golden and grey.

## SINGLE PLAYER GAME

This expansion introduces 2 Virtual player faction cards for the virtual player. In the next expansion you will receive 2 more cards.

During the setup of the solo game draw 1 random Virtual player faction card for the virtual player. This card will change the rules of the solo game.

**Barbarian** - During the Virtual player attack phase conduct the attack three times instead of only two times. This way the virtual player will raze 3 Locations at most during the complete attack phase.

**Roman** - During Lookout phase draw 5 Common cards instead of 4. You will choose one card for yourself, one random card will go to the virtual player, you will choose another one card for yourself and the two remaining cards will go the virtual player. Therefore the virtual player will have 3 cards in his playing area.



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