Metras

Created by ELETRIA GAMES

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GOAL

Metras is a game for 3-4 players with an approximate duration of 15 minutes per player. You are the head of a Noble Family of the Empire of Mtras seeking the favor of Emperor. You will hold lavish parties, resort to intrigue and corruption, or face epic missions on behalf of the Emperor.

For your Family to succeed, you will have to place and use allies in key positions to collect influence (IP), a measure of your power at the Imperial Court.

The winner is the Family who earns the most influence.

COMPONENTS

- 1 rulebook
- 1 board
- 4 player sheets
- 32 allies tokens
- 18 servant tokens
- 53 action cards
- 15 mission cards
- 16 wooden cylinder 10mm (4 blue, 4 red, 4 green and 4 yellow)
- 8 wooden cylinder (2 blue, 2 red, 2 green, 2 yellow)
- 1 Supplicant wooden cylinder (grey)
- 1 Emperor's Favorite wooden pawn
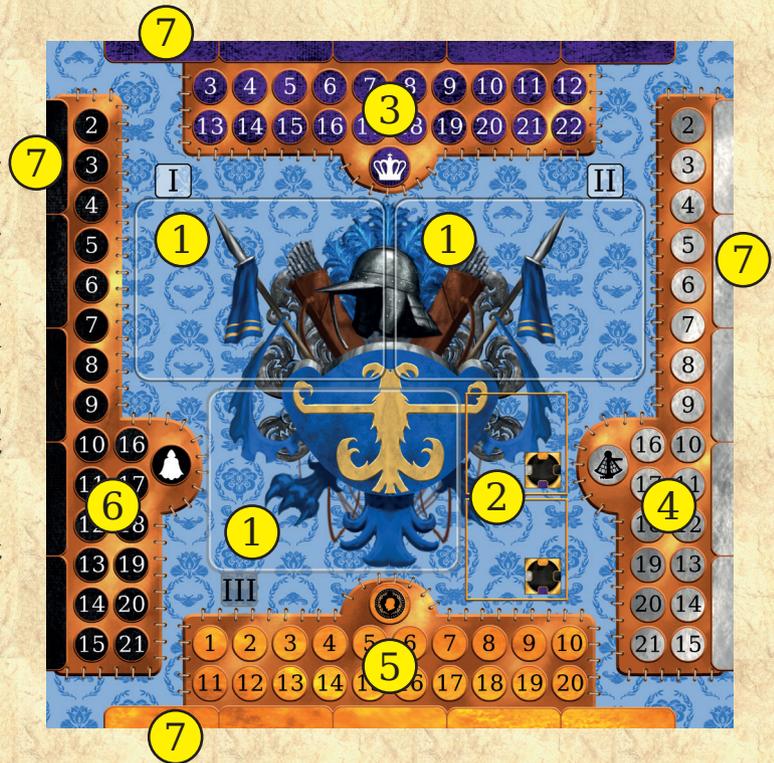
Playersheet

① Action Card's Spot   ⑤ Wealth Branch

② Allies Reserve   ⑥ Expionage Branch

③ Fame Branch   ⑦ Spot for Allies and Servant

④ Exploration Branch

The Player sheet features a score track on each side, called Branch, to record the power of the Family regarding a specific aspect of the life at Court.

Board

1 Action Cards – Early Renaissance (I)

2 Action Cards – Late Renaissance (II)

3 Mission Cards

4 Discard Piles

5 Servants

6 Available Influence Points

7 Bidding Area

The Branches:

Fame to be used in combination to Court Actions. This is the top track.
Exploration to be used in combination to Mission Actions. This is the right track.
Espionage to be used in combination to Intrigue Actions. This is the left track.
Wealth to be used during the Collection Phase and as a defense against Intrigue Actions. This is the bottom track.

Allies and Servants

①	Fame	
②	Exploration	
③	Wealth	
④	Espionage	

Ally tiles have a golden background, servant tiles have a silver background.
You can recruit Allies and Servants to strengthen your Family in a specific branch. Ally and Servant tiles feature a number along each edge representing the value they bring to the branch in which they are assigned.

Ally/Servant limit rule

The maximum number of allies assigned to a single branch can never be higher than the current turn number (i.e. if you are playing the 3rd turn you can have 3 or less allies in each branch).

You can keep up to two allies in Reserve by placing them on the allied reserved space on your player sheet instead of playing them immediately. Allies in Reserve do not count against your Ally/Servant limit.

Allies in Reserve are immune to assassination, corruption, and treachery. You can only play allies from Reserve before the Market phase at the beginning of your turn or when you play a Rearrange action card.

During setup each player receives 2 Family servant tiles, which are the same for every family. They differ from the other servants as their power is unevenly distributed among branches (see the image below) but otherwise they follow the same rules of servants and count toward the ally/servant limit.
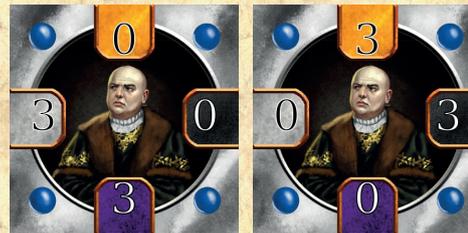
Blue's Family Servants
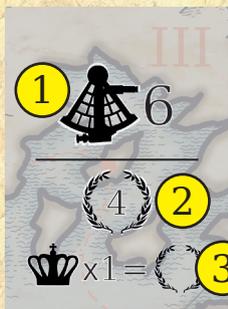
Action Cards
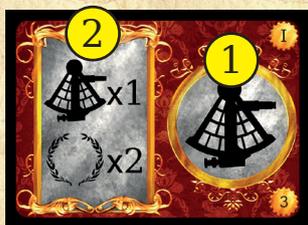
① Branch	② Action

Action cards are the actions that you can do at the Emperor's court. On the front side, they show the Branch and the type of Action you can perform with the card.

Missions Cards

Mission cards show the Difficulty value of the mission and its corresponding Reward in Influence Points (IP). Some Mission Cards have a Secondary Effect as an additional reward.


① Difficulty

② Reward

③ Secondary Effect

Mission cards can have the following 3 kinds of Secondary Effects:

Pillage: after successfully completing this Mission, you can steal a total of IP equal to your Espionage branch score from a player of your choice, up to the total of IP in the possession of that player.

Recruitment: after successfully completing this Mission you can draw the number of Ally Tokens shown on the Look symbol from the supply, and place the total shown on the Keep symbol on one or more branches (the ally/servant limit applies) or in the reserve.
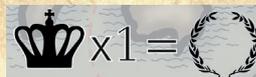
Parade: after successfully completing this Mission, you earn a total of IP equal to your Fame multiplied by the value reported within the laurel wreath.

Set Up

Divide and then shuffle the cards according to their backs into the following decks:
- Action Cards – Early Renaissance (I)
- Action Cards – Late Renaissance (II)
- Mission Cards – These are divided into five decks corresponding to the round number on theback of the cards

Separate the Ally tiles from the Servant tiles. Put all the allies in the cloth bag and shuffle them.
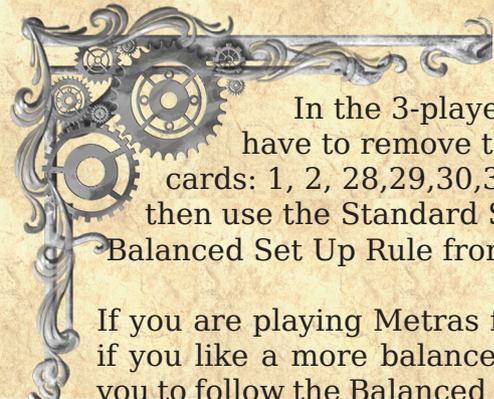
In the 3-player game set-up you have to remove the following Action cards: 1, 2, 28,29,30,31,50,51,52 and 53, then use the Standard Set Up Rules or the Balanced Set Up Rule from below.

If you are playing Metras for the first time or if you like a more balanced start we suggest you to follow the Balanced Set Up Rules below otherwise simply follow the Standard Set Up Rules.

Standard Set Up Rules

Draw a random Mission card for each round (see the number on the back of the card) and without revealing it place them face down on the corresponding spaces on the game board. Put the unused Mission cards back into the box without looking at them.

Place a Player sheet in front of you , take 10 IP from the bank. Place a token of your color on the lowest available score for each Branch on your Player sheet.

Finally choose the first player: the first player is the one who last visited a castle or palace. Give the Emperor's Favor Token to the first player (Emperor's Favorite) and the Supplicant token to the player on his/her right.

Starting from the first player and in clock-wise order each player receives 2 Family servant tiles (see the components section above for more details). Then starting with the first player places their first Family servant tile on an empty slot of any branch of their Player Sheet (place the tile so that the background color of the value matches the branch). All other players in clockwise order do the same until they all have one Family Servant tile on their Player sheet.

Starting with the Supplicant, and going in a counter-clockwise order, each player places theirsecond Family Servant in an empty slot of any Branch on their player sheet.

Adjust the total Score of each branch according to the newly placed allies by the amount listed on that ally token.

Example. *Luca ("Emperor's Favorite"), Giovanni ("2nd Player") and Lorenzo ("Supplicant"). Luca places the first Family servant tile followed by Giovanni, Lorenzo, who's the Supplicant places 2 tiles. Then Giovanni places his second tile, finally Luca places his second tile.*

NOTE: Every time an ally or servant is added or removed from a branch you have to update the corresponding Score of the branch by shifting the token on the space equal to sum of the your base Score and all the allies/servants present on that branch of your sheet.

Balanced Set Up Rules

Balanced set up rules follow the standard set up rules with the following exception:

Mission cards: Use only the following mission cards and place them face down (just to keep track of the turn) on the corresponding spaces on the game board:
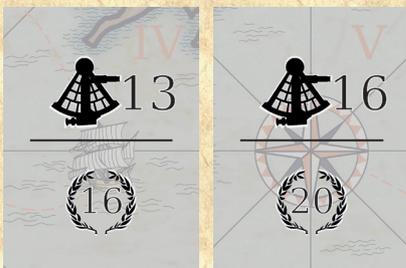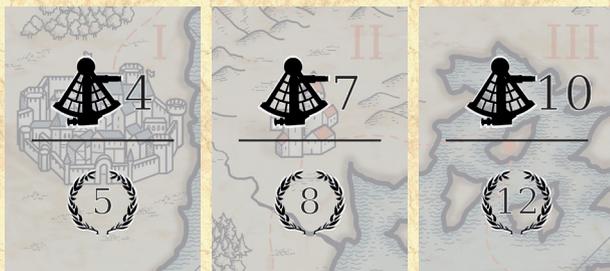
Market Phase: in the first turn is also modified for the balanced set up, refer to the Market Phase rules.

GAME TURN

A game of Metras lasts five turns. Each turn is divided into 4 consecutive phases:

1. **Market Phase**
2. **Auction Phase**
3. **Resolution Phase**
4. **Collection Phase**

Market Phase

At the beginning of each Turn each player, in turn order, can place allies from their reserve.

The first player then places action cards, face up, on the bidng area of the game board. They place an amount of actions cards based on the amount of players, as listed below:

- 4 players = 9 Action cards
- 3 players = 7 Action cards

Use the Early Renaissance deck for the first 3 turns, then switch to Late Renaissance deck for the remaining two turns. The cards revealed are the action cards available for auction during this turn.
On the first turn, reveal the first Mission card, on the following turns reveal the next mission cards.

During the Market Phase of the first game turn use only the following cards of the Early Renaissancedeck:

4-player game: Use the card with the following number 1, 2, 3, 4, 5, 6, 7, 8, 9.

3-player game: Use the card with the following number 3, 4, 5, 6, 7, 8, 9.

Shuffle the Early Renaissance deck after you have drawn these cards and continue the game as usual for the rest of the turns.

Auction Phase

Each player has 2 Auction tokens. This is the maximum amount of auctions a player can win in the auction phase (unless they have the Suplicant Token, then they can win 3).
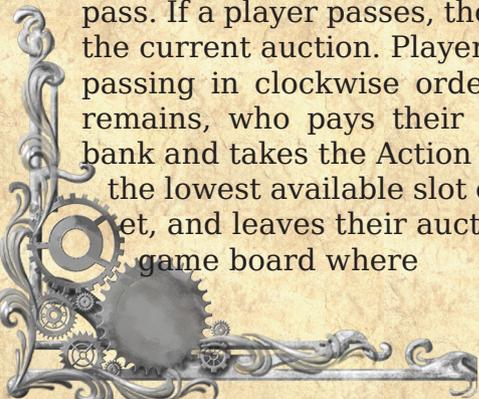
The Emperor's Favorite chooses an Action card from the Market and announces how many IPs they are willing to bid for that card, with a minimum of zero. All other players, in clockwise order may make higher bids or pass. If a player passes, they may not re-enter the current auction. Players keep bidding or passing in clockwise order, until one player remains, who pays their highest bid to the bank and takes the Action card, placing it on the lowest available slot on their Player sheet, and leaves their auction token on the game board where

A player may never bid more IPs than they have.

Players who have already spent all their auction tokens cannot participate to any other auction for the remainder of the turn.

NOTE: Should a player bid more IP than their total, they will have to pay all the IP in their possession to the bank without receiving the card. A new auction is immediately started for the same card.

After the auction is over, Pass the Emperor's Favorite wooden pawn to player on your left and start another auction until each player has used all their auction tokens.

Starting from the second turn the Supplicant can use the supplicant pawn as a third additional auction token, allowing that player to win 3 auctions in a turn. The Supplicant remains the Supplicant even after using the pawn when winning an auction.

NOTE: The order in which you purchased the Action cards determines the order in which you will play them, so each purchased card must be placed in the lowest available space on your Player sheet (The spaces are numbered from I to III, to help you keep track of the order you purchased the cards).

Once all auction tokens have been placed, begin the Resolution Phase.

Resolution Phase

Starting with the Supplicant, each player in clockwise order resolves their Action cards and discards them. Continue until all cards purchased during the auction phase have been used.

IMPORTANT: You have to resolve the Action cards in the order you purchased them.

If you do not want to use a card you can discard it to immediately receive a servant tile to be placed on one of the four branches (or reserves) of your player sheet (remember that there may never be a greater number of allies/servants in a branch than the number of the current turn).

There are four types of Action cards:

- Court Actions
- Intrigue Actions
- Recruitment Actions
- Mission Actions

Court Action

Court Action cards earn you a number of IP equal to your current fame score times the multiplier on the action card.

Intrigue Actions

Intrigue Action cards let you damage other players. Intrigue actions can only be used against a player with a Wealth Score less than your Intrigue Score.
If no players are eligible than you must discard the Intrigue card to collect a Servant.

There are four different types of intrigue cards :

 Theft: Theft allows you to steal from your target. You may steal an amount of IPs equal to your espionage level, or all the IPs that player has, whichever is less. When you successfully steal, you also collect your espionage value times the value on the Chest in IPs from the bank.

Example: Lucrezia, with an Espionage total of 10, wants to steal from Luca, with a Wealth total of 8. Her action is possible since her Espionage is greater that Luca's Wealth. She steals up to 10 IP from Luca, who only has 6 left, so she gets 6. Then she checks the multiplier indicated by the chest symbol: it is x2. This means that she can take an additional 10 IP (her Espionage total) from the bank. This theft action earned Lucrezia 16 IP.

 Corruption: The Corruption action allows you to take one ally from your target. Immediately place the ally in an available slot on your player board or in reserve.

You must maintain the Ally/Servant limit. Should you exceed the Ally/Servant limit have immediately discard an Ally or Servant of your choice.

You may then place the new Ally on your playersheet.

Treachery: Treachery allows you to perform a Corruption action, and then a Theft action on the same target. Completely resolve the Corruption action before resolving the Theft action.

Assassination: The Assassination action allows you to disard one ally from any Branch of your target.

After a successful corruption, Treachery, or assassination the target player may choose to collect an Incompetent Replacement Servant. They follow all the rules for servant tiles and count towards the ally/servant limit.

Incompetent Replacement Servant

NOTE: SERVANTS, FAMILY SERVANT AND INCOMPETENT REPLACEMENTS ARE IMMUNE TO CORRUPTION, TREACHERY AND ASSASSINATION.

Recruitment Actions

Recruitment actions allow you either to rearrange your allies/servants or draw new allies. There are two types of cards:

Recruite: You can draw the number of ally tiles indicated by the eye symbol and place on your Player sheet thenumber of tiles indicated by the Keep symbol (the hand holding a tile) discarding any excess tiles.

Rearrange: you can rearrange your allies and servants between the 4 branches and play any ally you have placed in the reserves, the ally/servant limit rule still applies.

NOTE: each time you add a new ally/servant to your Player sheet you have to have to update the corresponding value of the branch by shifting the token on the space equal to sum of your base power and all the allies/servants present on that branch of your sheet.

Example. During the resolution phase of the first turn Veronica resolves a Recruitment Action card stating draw 1 keep 1, she draws an ally tile and places it in one of the two branches still free. When it is time for her to resolve her second Action card, a Recruitment draw 3 keep 2, she draws three cards and places just 1 tile instead of 2 in the only free space left – remember the ally/servant limit rule. In fact, during the first turn all players can have only one ally/servant per branch.

Mission Action

Mission Actions allow you to undertake any face-up Mission on the board.

To successfully complete a Mission card your Exploration value times the the value in the Sextant symbol must be equal to or higher than the Mission Difficulty. Successfully completing a mission entitles you to the reward on that mission card.
The laurel value on the Mission card is multiplied by the laurel value on the Mission action card, this is the total IPs collected for that mission. In addition you receive the secondary rewards from the Mission card.

Example: Luca during the 3rd turn resolves a Mission Action card. His Exploration value is lower than the 3rd turn Mission card so he decides to undertake the easier 1st turn Mission.

Mission cards are never discarded, no matter if a player has already succeeded in completing them.
They stay until the end of the game and all players can try to resolve them as many time as it is allowed by Mission Action cards.

NOTE: The Secondary Effect for completing a Mission is never affected by the values on any Action card.

Collection Phase

When all Action cards have been resolved the Collection phase begins.

Each player collects IPs from the bank equal to their Wealth Branch score.

Give the Emperor's Favorite wooden pawn to the player who has the most IPs and the Supplicantwooden cylinder to the player who has the lowest score. In case of a tie use the Priority rule (below).

The turn is now complete and you can begin the next turn.

PRIORITY RULE

If in any circumstance during the game you have to break a tie you should check the values of each branch in the order indicated below to determine the order between two or more players:
- Fame
- Wealth
- Exploration
- Espionage

END OF THE GAME

The game ends at the end of the 5th turn. The player with the most IPs wins the game. In case of a tie follow the Priority Rule.