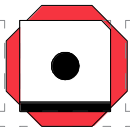
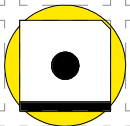


## Space for token represented units



+1 red = +1 unit  
2 units LI = cube + 1 red



+1 yellow = +3 units  
10 units LI = cube + 3 yellow

## TRIBUTE

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). May be paid in commodities, can be offered at any time, but may be refused. At the same time, the payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## RANSOM

Total potential tax revenue of the payer (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase and cannot be refused. At the same time, payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## SOVEREIGNTY

Have a truce with all players in the game for the following round as the recipient or lord.

## DOMINANCE

Reach 10 VP, announce it and then keep them for one round.

## PLAYER BOARD

P1 - 1

## GAME GOALS

00	01	02	03	04	05	06	07	08	09
00	10	20	30	40	50	60	70	80	90

## RIVAL

3+ players: each has one rival. In battle against rival: 4 units = +1 sword.  
Additional rivals can be purchased for 8 PP.  
Against rivals +50% PP gain.  
+4 PP when looting a rival LGF with settlement.

## VASSALAGE

Surrender as vassal possible anytime. Cannot be refused. A permanent truce. Lord +2 VP  $\Delta$  +8 PP; Vassal -1 VP  $\Delta$  -8 PP. Victory goals are modified. Every TAXES vassal pays Lord 1/3 of tax revenue (rounded down).

## AID

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase, but may be refused. At the same time: donor +1 VP  $\Delta$  +8PP (Importance +1 pt); recipient -8PP (Importance -2 pts). No truce. No discounts for victory.

## MIGHT

Meet two minor goals, announce it and then keep them one round.

## IMPORTANCE

After 5 years of play come first in the final scoring.

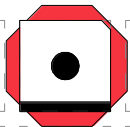
## ACQUIRED TOKENS

At the end of the COMBAT phase, PP are counted (against RIVAL +50%):  
Destroyed LI unit +02 (+03)  
Destroyed / occupied shipyard +04 (+06)  
Destroyed other unit type +04 (+06)  
Destroyed / occupied village +08 (+12)  
Destroyed / occupied city +12 (+18)

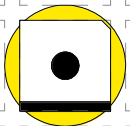
Victory Points will still be awarded in the New Year:  
(+VP for each foreign cube eliminated in the past year; -VP for each of your own cubes eliminated in the past year)  
0-9 PP: +0 / -0  
10-19 PP: +1 / -1  
20-29 PP: +2 / -2  
30+ PP: +3 / -3

Units and buildings remain out of play until the end of the game. Not valid for Special units.

## Space for token represented units



+1 red = +1 unit  
2 units LI = cube + 1 red



+1 yellow = +3 units  
10 units LI = cube + 3 yellow

## TRIBUTE

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). May be paid in commodities, can be offered at any time, but may be refused. At the same time, the payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## RANSOM

Total potential tax revenue of the payer (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase and cannot be refused. At the same time, payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## SOVEREIGNTY

Have a truce with all players in the game for the following round as the recipient or lord.

## DOMINANCE

Reach 10 VP, announce it and then keep them for one round.

## PLAYER BOARD

P1 - 2

## GAME GOALS

00	01	02	03	04	05	06	07	08	09
00	10	20	30	40	50	60	70	80	90

## MIGHT

Meet two minor goals, announce it and then keep them one round.

## IMPORTANCE

Lead at the end of the year by 12 Total Points, or have the most Total Points after 5 years.

## RIVAL

3+ players: each has one rival. In battle against rival: 4 units = +1 sword.  
Additional rivals can be purchased for 8 PP.  
Against rivals +50% PP gain.  
+4 PP when looting a rival LGF with settlement.

## VASSALAGE

Surrender as vassal possible anytime. Cannot be refused. A permanent truce. Lord +2 VP  $\Delta$  +8 PP; Vassal -1 VP  $\Delta$  -8 PP. Victory goals are modified. Every TAXES vassal pays Lord 1/3 of tax revenue (rounded down).

## AID

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase, but may be refused. At the same time: donor +1 VP  $\Delta$  +8PP (Importance +1 pt); recipient -8PP (Importance -2 pts). No truce. No discounts for victory.

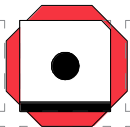
## ACQUIRED TOKENS

At the end of the COMBAT phase, PP are counted (against RIVAL +50%):  
Destroyed LI unit +02 (+03)  
Destroyed / occupied shipyard +04 (+06)  
Destroyed other unit type +04 (+06)  
Destroyed / occupied village +08 (+12)  
Destroyed / occupied city +12 (+18)

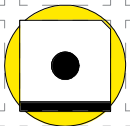
Victory Points will still be awarded in the New Year:  
(+VP for each foreign cube eliminated in the past year; -VP for each of your own cubes eliminated in the past year)  
0-9 PP: +0 / -0  
10-19 PP: +1 / -1  
20-29 PP: +2 / -2  
30+ PP: +3 / -3

Units and buildings remain out of play until the end of the game. Not valid for Special units.

## Space for token represented units



+1 red = +1 unit  
2 units LI = cube + 1 red



+1 yellow = +3 units  
10 units LI = cube + 3 yellow

## TRIBUTE

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). May be paid in commodities, can be offered at any time, but may be refused. At the same time, the payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## RANSOM

Total potential tax revenue of the payer (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase and cannot be refused. At the same time, payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## SOVEREIGNTY

Have a truce with all players in the game for the following round as the recipient or lord.

00

01

02

03

04

05

06

07

08

09

00

10

20

30

40

50

60

70

80

90

## RIVAL

3+ players: each has one rival. In battle against rival: 4 units = +1 sword.  
Additional rivals can be purchased for 8 PP.  
Against rivals +50% PP gain.  
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## VASSALAGE

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## AID

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase, but may be refused. At the same time: donor +1 VP  $\Delta$  +8PP (Importance +1 pt); recipient -8PP (Importance -2 pts). No truce. No discounts for victory.

## PLAYER BOARD

P1 - 3

## GAME GOALS

## MIGHT

Meet two minor goals, announce it and then keep them one round.

## IMPORTANCE

Lead at the end of the year by 12 Total Points, or have the most Total Points after 5 years.

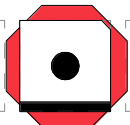
# ACQUIRED TOKENS

At the end of the COMBAT phase, PP are counted (against RIVAL +50%):  
Destroyed LI unit +02 (+03)  
Destroyed / occupied shipyard +04 (+06)  
Destroyed other unit type +04 (+06)  
Destroyed / occupied village +08 (+12)  
Destroyed / occupied city +12 (+18)

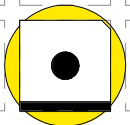
Victory Points will still be awarded in the New Year:  
(+VP for each foreign cube eliminated in the past year; -VP for each of your own cubes eliminated in the past year)  
0-9 PP: +0 / -0  
10-19 PP: +1 / -1  
20-29 PP: +2 / -2  
30+ PP: +3 / -3

Units and buildings remain out of play until the end of the game. Not valid for Special units.

## Space for token represented units



+1 red = +1 unit  
2 units LI = cube + 1 red



+1 yellow = +3 units  
10 units LI = cube + 3 yellow

## TRIBUTE

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). May be paid in commodities, can be offered at any time, but may be refused. At the same time, the payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## RANSOM

Total potential tax revenue of the payer (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase and cannot be refused. At the same time, payer -1 VP, recipient +2 VP  $\Delta$  victory goals modified.

## SOVEREIGNTY

Have a truce with all players in the game for the following round as the recipient or lord.

## DOMINANCE

Reach 10 VP, announce it and then keep them for one round.

## PLAYER BOARD

P1 - 4

## GAME GOALS

00	01	02	03	04	05	06	07	08	09
00	10	20	30	40	50	60	70	80	90

## RIVAL

3+ players: each has one rival. In battle against rival: 4 units = +1 sword.  
Additional rivals can be purchased for 8 PP.  
Against rivals +50% PP gain.  
+4 PP when looting a rival LGF with settlement.

## VASSALAGE

Surrender as vassal possible anytime. Cannot be refused. A permanent truce. Lord +2 VP  $\Delta$  +8 PP; Vassal -1 VP  $\Delta$  -8 PP. Victory goals are modified. Every TAXES vassal pays Lord 1/3 of tax revenue (rounded down).

## MIGHT

Meet two minor goals, announce it and then keep them one round.

## IMPORTANCE

After 5 years of play come first in the final scoring.

## AID

Costs min. half of potential tax revenue of the payer rounded down (see TAXES). Only paid in gold; only in the REAR-TRADE sub-phase, but may be refused. At the same time: donor +1 VP  $\Delta$  +8PP (Importance +1 pt); recipient -8PP (Importance -2 pts). No truce. No discounts for victory.

## ACQUIRED TOKENS

At the end of the COMBAT phase, PP are counted (against RIVAL +50%):  
Destroyed LI unit +02 (+03)  
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Destroyed other unit type +04 (+06)  
Destroyed / occupied village +08 (+12)  
Destroyed / occupied city +12 (+18)

Victory Points will still be awarded in the New Year:  
(+VP for each foreign cube eliminated in the past year; -VP for each of your own cubes eliminated in the past year)  
0-9 PP: +0 / -0  
10-19 PP: +1 / -1  
20-29 PP: +2 / -2  
30+ PP: +3 / -3

Units and buildings remain out of play until the end of the game. Not valid for Special units.

# VICTORY POINT SCALE - 5

USE 2 DIPLOMATIC TOKENS FOR MARKING.

**0**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

THE GOAL OF THE GAME - IMPORTANCE:  
To lead by 12 Total Points at the end of any year.  
At the end of the 5th year, Final Scoring (gold decides in a tie).

# TOTAL POINTS SCALE - 6

USE 2 DIPLOMATIC TOKENS FOR MARKING.

The marking of Total Points is optional during the year (at the end of each round). It is recommended to calculate the Total Points at the end of the second to last and last round of the year.

<b>00</b>	<b>01</b>	<b>02</b>	<b>03</b>	<b>04</b>	<b>05</b>	<b>06</b>	<b>07</b>	<b>08</b>	<b>09</b>
<b>00</b>	<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>	<b>50</b>	<b>60</b>	<b>70</b>	<b>80</b>	<b>90</b>

<b>WHITE MODE</b> (Fast) + First Game year of play	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE	TRUCE IN FORCE
<b>1</b>	<b>WINTER</b>	<b>SPRING</b>	<b>SUMMER</b>	<b>AUTUMN</b>
<b>2</b>	MOVE <small>UNITS                      REGROUP</small>	MOVE <small>UNITS                      REGROUP</small>	MOVE <small>UNITS                      REGROUP</small>	MOVE <small>UNITS                      REGROUP</small>
<b>3</b>	COMBAT <small>RETREAT, BATTLE                      SIEGE                      LOOTING</small>	COMBAT <small>RETREAT, BATTLE                      SIEGE                      LOOTING</small>	COMBAT <small>RETREAT, BATTLE                      SIEGE                      LOOTING</small>	COMBAT <small>RETREAT, BATTLE                      SIEGE                      LOOTING</small>
<b>4</b>	REAR <small>EXPERIENCE, CONSTRUCTION                      TRADE</small>	REAR <small>EXPERIENCE, CONSTRUCTION                      TRADE</small>	REAR <small>EXPERIENCE, CONSTRUCTION                      TRADE</small>	REAR <small>EXPERIENCE, CONSTRUCTION                      TRADE</small>
<b>5</b>	<b>TAXES</b>	<b>TAXES</b>	<b>TAXES</b>	<b>SALARIES</b>

<b>GREEN MODE</b> (Easy) + Basic Game year of play	<b>TRUCE IN FORCE</b>			<b>TRUCE IN FORCE</b>			<b>TRUCE IN FORCE</b>			<b>TRUCE IN FORCE</b>		
<b>1</b>	<b>WINTER</b>			<b>SPRING</b>			<b>SUMMER</b>			<b>AUTUMN</b>		
<b>2</b>	UNITS	<b>MOVE</b> HERDS	REGROUP	UNITS	<b>MOVE</b> HERDS	REGROUP	UNITS	<b>MOVE</b> HERDS	REGROUP	UNITS	<b>MOVE</b> HERDS	REGROUP
<b>3</b>	RETREAT, BATTLE	<b>COMBAT</b> SIEGE	<b>LOOTING</b>	RETREAT, BATTLE	<b>COMBAT</b> SIEGE	<b>LOOTING</b>	RETREAT, BATTLE	<b>COMBAT</b> SIEGE	<b>LOOTING</b>	RETREAT, BATTLE	<b>COMBAT</b> SIEGE	<b>LOOTING</b>
<b>4</b>	<b>EXPERIENCE,</b> CONSTRUCTION	<b>REAR</b> TRADE	FISHING	<b>EXPERIENCE,</b> CONSTRUCTION	<b>REAR</b> TRADE	FISHING	<b>EXPERIENCE,</b> CONSTRUCTION	<b>REAR</b> TRADE	FISHING	<b>EXPERIENCE,</b> CONSTRUCTION	<b>REAR</b> TRADE, SALARIES	FISHING
<b>5</b>	<b>BREEDING, SOWING AND YIELDS</b>			<b>TAXES</b>			<b>HARVEST</b>			<b>FEEDING</b>		