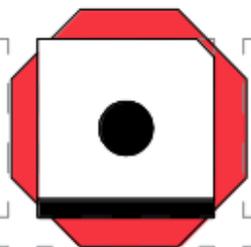
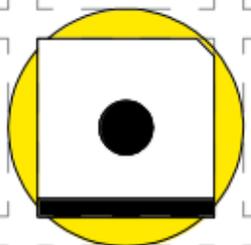


Space for token represented units



+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 Δ 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 Δ 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

P2 - 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 Δ +8 PP; Vassal -1 VP Δ -8 PP. Victory goals are modified. Every TAXES vassal pays Lord 1/3 of tax revenue (rounded down).

IMPORTANCE

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

MIGHT

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

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 Δ +8PP (Importance +1 pt); recipient -8PP (Importance -2 pts). No truce. No discounts for victory.

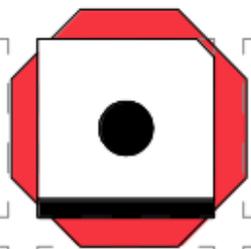
ACQUIRED TOKENS

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)

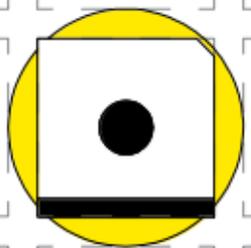
Victory Points will still be awarded in the New Year:
(+VP for each foreign cube eliminated in the past year; -VP for each of your own cubes eliminated in the past year)
0-9 PP: +0 / -0
10-19 PP: +1 / -1
20-29 PP: +2 / -2
30+ PP: +3 / -3

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 Δ 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 Δ 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

P2 - 2

GAME GOALS

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.

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 Δ +8 PP; Vassal -1 VP Δ -8 PP. Victory goals are modified. Every TAXES vassal pays Lord 1/3 of tax revenue (rounded down).

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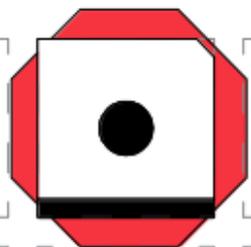
ACQUIRED TOKENS

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Destroyed other unit type +04 (+06)
Destroyed / occupied village +08 (+12)
Destroyed / occupied city +12 (+18)

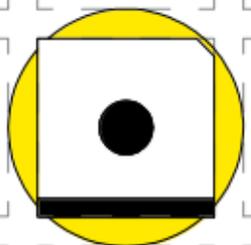
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RANSOM

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 Δ 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

P2 - 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.

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.
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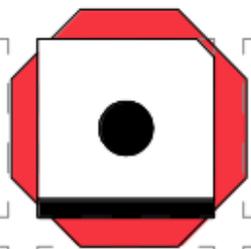
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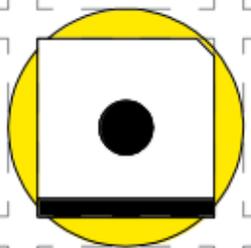
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+1 yellow = +3 units
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TRIBUTE

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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 Δ 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

P2 - 4

GAME GOALS

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.

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.
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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)
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30+ PP: +3 / -3

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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.

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

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

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