Flo de Haan and Gerart de Haan

Mega Empires™

The Special Buildings

Game Design & Development
Flo de Haan and Gerart de Haan
Artwork
Franz Vohwinkel
Graphic Design
Colossus Games and Franz Vohwinkel
Production
Roberto Di Meglio and Fabio Maiorana

A Game Created by **Colossus Games**

colossus-games.com
mega-empires.com

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Ares Games Srl

Via dei Metalmeccanici 16, 55041,
Capezzano Pianore (LU), Italy.
www.aresgames.eu
Retain this information for your records.
For customer care, component issues, questions,
please contact customercare@aresgames.eu.

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This Rulesheet

18 Miniatures

1 double-sided Special Buildings board

Overview

The Special Buildings is an expansion to **MEGA EMPIRES: THE WEST & THE EAST**. During the game players may choose to construct a special building that grants various benefits in play and provides additional Victory Points at the end of the game. However, the building may be lost to calamities and to envious neighbors who want to use it for their own benefit and glory.

It is recommended to use this expansion only when you are familiar with the basic game.

These 2.0 rules are an update of the rules of previous editions of Special Buildings Expansions and are compatible with Mega Civilization.

Set up the Game

There is one unique, historically associated building for each civilization. Select all special buildings, or any preferred number, at least including the buildings associated with the civilizations used in the game, and place them on the Special Buildings board.These buildings are considered to be in the general supply during the game. Put the rest of the miniatures back in the box.

Definitions

Region

The civilization's regions are shown in the region division images in the basic rulebooks (*Chapter 5*). It does not mean the total of areas currently occupied by the player.

To Own a Special Building

A player may only construct a special building within their own **region**. A player is always considered to **own** the building located in their region, regardless of whether or not they **control** the building.

To Control a Special Building

A player who has a city or token majority in any area on the board containing a special building is considered to **control** that building and may use its benefits. Players may **control** more than 1 building this way, but **cannot own** more than 1 building. If there are no player units or there is no player token majority in an area with a special building it is not controlled by any player.

To Sacrifice a Special Building

When a player chooses to **sacrifice** a special building for any effect, it is removed from the board and set aside and is no longer owned or controlled by the player.

Rules

Constructing a Special Building

During the Civilization Advances acquisition phase, in the **same transaction** as acquiring Civilization Advances, each player may choose to acquire **1** special building, provided that there is a building available in the general supply, there is not already a building located in their own **region** and that they have at least one city within their own **region**.

The cost of a special building depends on the era on the A.S.T. in which the succession marker of the constructing player is situated:

Early/Middle Bronze Age:	**30** trade points
Late Bronze Age:	**40** trade points
Early/Late Iron Age:	**50** trade points

Acquiring a special building this way is done as if it was a Civilization Advance. When doing so, a player may choose any special building currently available in the general supply; this is not restricted to the building historically associated with the player's civilization.

Special buildings sacrificed in the current turn are set aside and are **not** available this turn.

Order of Choosing a Special Building

The Civilization Advances acquisition phase is resolved in on A.S.T.-Progress order as described in the basic rulebook (*page 9*).

Players may decide to take their action before their turn, however, any player may insist that the exact order is respected if this could impact their decisions in choosing **which** building they acquire. This may result in players to reconsider their choice of a specific building, but **does not revert** their decision whether or not to acquire a building.

Placing a Special Building

The acquired building is placed in the player's starting location, provided that this area contains one of their cities. Otherwise the player must place it in any area within their own **region** that contains one of their cities.

Special Buildings on the Board

Once built, special buildings remain on the board in the area where they were constructed. Areas with a special building can be attacked by other players or The Barbarians, selected during calamity resolution or selected for special abilities as any other area, following the normal rules.

If a tax revolt, successful city attack, calamity effect or the special ability of a Civilization Advance would result in annexation, destruction or reduction of a city with a special building, the building remains on the board in the same area. Control over a special building can be lost or taken over this way if a player loses a city or token majority in the area.

If a player prematurely leaves the game, the special building owned by the leaving player is **set aside** and available for all players at the beginning of the next turn.

Benefits of a Special Building

1. Tax Collection Bonus

During the Tax Collection phase, players collect tax for each special building they control as if it were a city, applying the same tax rate. If this results in a tax revolt, cities must be selected for annexation. Cities in an area with a special building can be selected, but a building itself will not revolt. If a city with a special building is annexed this way, any tokens in the area are also annexed.

2. Population Bonus

Cities with a special building can support **1** additional token during checks for surplus population, following similar rules as **Public Works**. Both effects are cumulative and may result in the support of 2 additional tokens in this area this way.

If the area contains no city and has a population limit of 1 or 2 as printed on the board, the population limit is increased by 1, following similar rules as **Agriculture**. Both effects are cumulative and may result in the support of 2 additional tokens in this area this way.

The benefit of supporting an additional token, either in a city or for increasing the population limit, counts irrespective of ownership of the special building. The Barbarians do **not** benefit from the population bonus of special buildings.

3. Calamity Reducing Effects

During the Calamity Resolution phase, a player who owns a special building and controls it may sacrifice that building to reduce impact of a **single calamity** (either as a primary or a secondary victim) as described below. Only 1 option can be chosen each time.

- Prevent up to **10 damage**.
- Prevent the **reduction** of up to **2 cities**.
- Prevent the effect of **Regression** for **1 step**.

This does **not** prevent annexation of units, directed destruction of a city, city reduction as a consequence of insufficient city support, or barbarian attacks.

The calamity reducing effect is cumulative to any reducing or aggravation effects from Civilization Advances held by the player.

If a calamity or a special ability destroys or annexes a city in an area with a special building, any tokens in the area are also destroyed or annexed this way.

4. Trade Points Bonus

During the Civilization Advances Acquisition phase, a player may choose to sacrifice any number of special buildings they **control** to use as a substitute for 1 commodity card each when turning in an **incomplete set** of commodity cards. Each building sacrificed this way counts for 1 commodity this way. This effect may be applied in addition to the effect of **Trade Empire**.

Players **cannot** acquire a special building and sacrifice it for this effect in the same turn.

Sacrificed buildings are **set aside** and are only returned to the general supply during the A.S.T.-Alteration phase.

During phase 13b (Return Trade Cards to Stacks) of the A.S.T.-Alteration phase, all special buildings that were set aside in this turn are returned to the general supply. They are available for acquisition in the next turn.

5. Victory Points

During Victory Determination, players are granted the following bonus Victory Points:

- **2 Victory Points** if they **own** a special building.
- **1 Victory Point** for each special building they **control**.
- **2 (additional) Victory Points** if they **control** the special building **historically associated** with their civilization.

If during Victory Determination two or more players have the same number of Victory Points, the following tiebreakers take priority over any tiebreaker in the rulebook:

- I. The player **owns** and **controls** the building associated with their civilization.
- II. The player **owns** a special building.

Example (see image)

- *Joel plays Hellas, Rob plays Hatti and Linda plays Minoa.*
- *Joel (Hellas), **owns** and **controls** the Parthenon. Joel is awarded **2** Victory Points for owning a special building, **1** Victory Point for controlling **1** special building, plus **2** additional Victory Points for controlling the one building historically associated with his civilization. Joel is awarded **5** Victory Points in total.*
- *Rob (Hatti), owns the Hattusan City Walls, but does not control it as the city of Hattusa was annexed by Minoa during the resolution of Treachery. Rob is awarded **2** Victory Points in total.*
- *Linda (Minoa), owns the Great Palace but does not control it as the city where it is located (Knossos) was destroyed. However, Linda does control the Hattusan City Walls in the region of Hatti. Linda is awarded **2** Victory Points for owning a special building and **1** Victory Point for controlling **1** special building. She is awarded **3** Victory Points in total.*
- *If Joel and Linda would have had equal Victory Points, Joel would be the winner over Linda, because Linda owns but does not **control** The Great Palace.*

Miniatures - Description

Each miniature represents a special building historically associated with one civilization in the game.

Saba

The Mahram Bilqis

In current day Yemen only a few pillars remain of the once great temple Mahram Bilqis, also known as the temple of Awwam. It is uncertain how the structure exactly looked, but it is known that it had a large hall surrounded by monolith pillars. The oldest remains go back to 1500-1200 BC.

Maurya

The Ashokan Pillar

The pillars of Ashoka are a series of columns initiated by the Mauryan king Ashoka (268 to 232 BC) and are among the earliest known stone sculptural remains from India. The crowning animals, always in the round and chiselled as a single piece, are masterpieces of Mauryan art.

Babylon

The Giant Ziggurat

The construction of the Ziggurat of Ur began during the 21st century BC. The original building was destroyed around 600 BC, but it was restored later in the same century. The dimension were 210 feet by 148 feet, and over 98 feet in height. As only the foundations have survived, the height is speculative.

Dravidia

The Shore Temple of Mamallapuram

The Shore Temple (728 AD) is a complex of temples and shrines and is one of the oldest structural stone temples of South India. Legend has it that Gods were jealous of the architectural elegance and caused floods to occur in the area.

Minoa

The Great Palace

As the largest of Minoan palaces and Europe's oldest city, Knossos and its surroundings could accommodate around 100,000 people. The first evidence of Neolithic settlement goes back to around 7000 BC. The palace was eventually destroyed by the Greeks around 1730 BC.

Assyria

The Ziggurat of Dur-Sharrukin

Dur-Sharrukin was the Assyrian capital in the time of Sargon II of Assyria (722-705 BC). The city walls with 157 towers protected the city. The seven gates were guarded by giant lamassus, the human-headed winged bulls. One of the most notable buildings within the city was a giant Ziggurat.

Celt

Stonehenge

The true origin of Stonehenge is uncertain, but most likely it predates the Celtic civilization. Nevertheless there is evidence it was used by the Celts. Historians agree the place served as a ritual monument and a calendar.

Carthage

The Great Harbor

The great harbor of Carthage, built around 800 BC is the most well-known example of the circular harbor, accommodating 220 vessels. The city had two of those harbors, one for merchant ships and one for warships.

Hatti

The Hattusan City Walls

The earliest traces of settlement on the site of Hattusa are from the sixth millennium BC. Originally called Hattush by the Hattian people, the city peaked to 50,000 inhabitants during the reign of their successors, the Hittite people, until its destruction around 1200 BC.

Miniatures - Description

Each miniature represents a special building historically associated with one civilization in the game.

Rome

The Colosseum

Completed in 80 AD in Rome, the Colosseum (or Amphitheatrum Flavium) was the largest amphitheatre ever built. It could contain nearly 80,000 people and was used for gladiatorial contests, battles, public shows and drama.

Iberia

The Mausoleum of Pozo Moro

Erected by an unknown Iberian king around 500 BC, the mausoleum is the oldest known Iberian grave monument. It was around 30 feet high, decorated with sculptures heavily influenced by Hittite and Syrian art.

Hellas

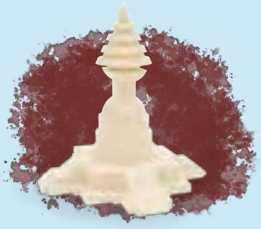
The Parthenon

The temple Parthenon, dedicated to the goddess Athena, was constructed around 440 BC. The building represents the ancient Greek architectural supremacy and is regarded as one of the world's greatest cultural monuments.

Egypt

The Great Sphinx of Giza

The face of the Sphinx is generally believed to represent the Pharaoh Khafre (2558–2532 BC), although some believe it is even older. The body is mostly carved out of bedrock, which also served as a quarry for the nearby pyramids of Giza.



Kushan

The Bhamala Stupa

The Bhamala Stupa (400 AD) is a ruined Buddhist shrine near Haripur, Pakistan. The stupa has a characteristic cruciform plan, with flights of stairs in the four cardinal directions and is the biggest surviving example of this shape in the Taxila and Gandhara region.

Persia

The Apadana Palace

The Palace, constructed by the Achaemenid king Darius I, was an immense structure in Susa, one of the most important cities of the Ancient Near East during its reign from 522 BC to 486 BC. The palace was eventually captured and plundered by the army of Alexander the Great in 330 BC.

Nubia

The Nubian Pyramid

The remains of more than 350 Nubian pyramids have been uncovered in Egypt and Sudan. Steeper than the famous Egyptian pyramids, they were constructed in Nubia to serve as tombs for the kings and queens and wealthy citizens from around 700 BC to 300 AD.

Indus

The Giant Stupa

The city of Mohenjo-Daro, meaning 'Mound of the Dead Men', was built around 2500 BC and abandoned 500 years later. At its peak it had 40,000 inhabitants. A notable building was the stupa, which appears to have been destroyed and rebuilt many times by various cultures.

Parthia

The archway of Ctesiphon

Built around 300-600 AD, this Sasanian-era Persian monument is the largest single-span vault of unreinforced brickwork in the world. Dimensions of the archway are about 121 feet high, 85 feet across and 164 feet long. The arch was part of an imperial palace complex.