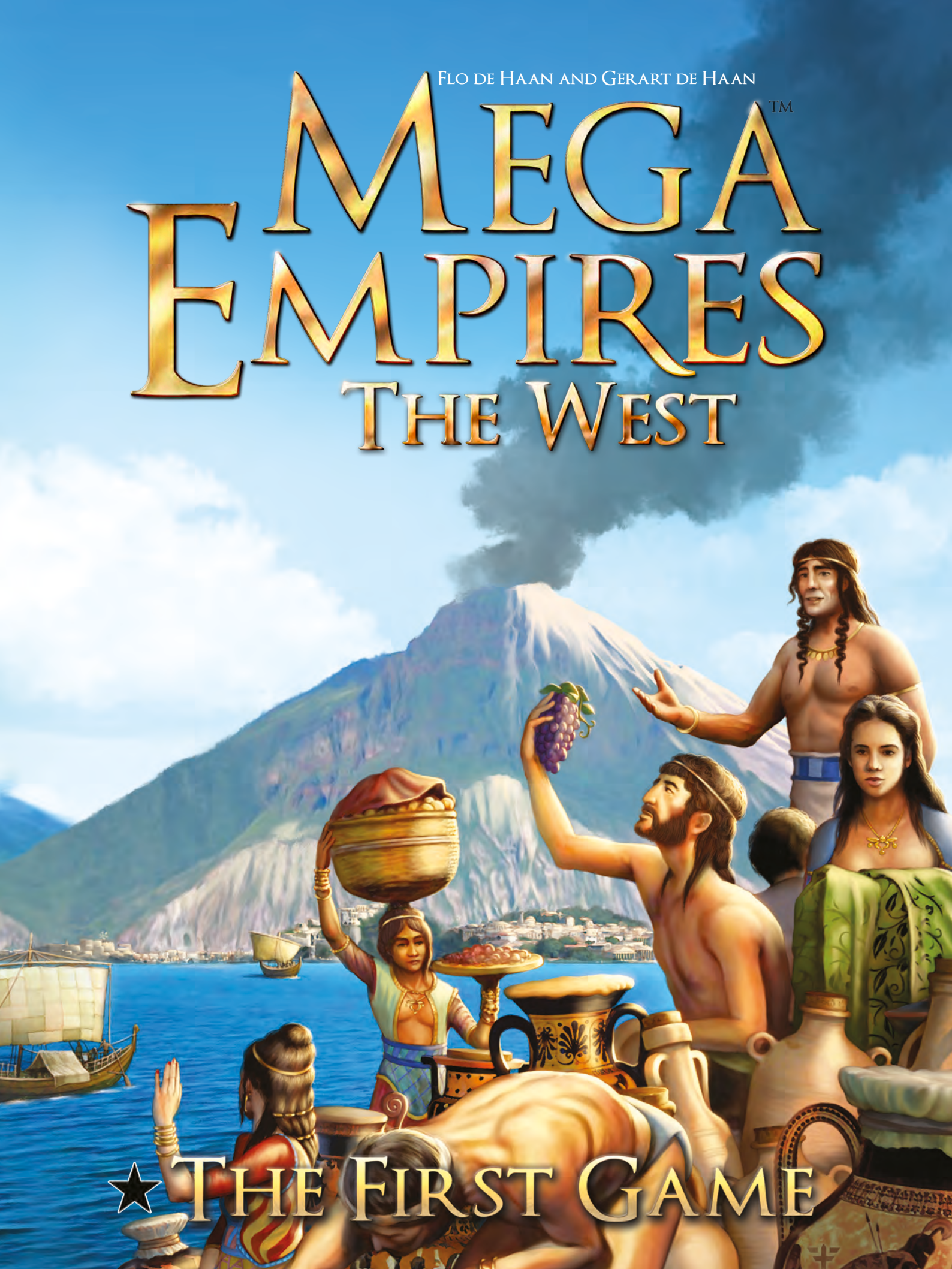

Flo de Haan and Gerart de Haan
Mega Empires™
The West
★ The First Game

The First Game

This booklet is meant for people who have never played the game before. The objective of this scenario is to learn the rules organically as the game progresses, instead of having to read the full rulebook before starting. It will develop as a simplified version of the game, adding new rules every step of the way.

This scenario takes about **90-120** minutes to complete. This scenario is specifically designed for a **5**-player setup. If you want to start learning the game with a different number of players, it is recommended to either form teams or have a player play with more than one civilization. It is also possible to go through the scenario on your own, but it is not recommended.

A. Set up The Game

- Take map board **2** (Eastern Mediterranean) and look up the map board setup for **5** players *(chapter 5 in the Basic Rulebook, page 12)*. The civilizations in play are: Assyria, Hatti, Egypt, Hellas and Minoa.
- Take the **Out of Play** markers and mark all areas that are not used by placing a token over the population limits of these areas. Any areas having such a marker are considered to be not on the map board. The same applies to land areas not having a population limit at the edges of the map board.
- Each player picks a civilization to play and takes the corresponding player mat and the token set for that civilization (**55** population tokens, **9** cities, and **4** ships). Place the population tokens in the stock section of the player mat, place the cities on the numbers **1-9**, and the ships on the slots at the right of the player mat, all colored side up. Each token set includes a **Spare** token which is not used.
- Take the Census Track board, the City Count board (choose whatever side fits best on your table) and the Archeological Succession Table (A.S.T.) (choose the Basic side). The Census Track board has an **18**-player A.S.T. on the back side. This is only used when combining this game with MEGA EMPIRES: THE EAST, playing with more than **9** players. Use the A.S.T. for **9** players for this game. For each player, a marker is placed on the census board on top of the box labeled **1-12** and on the A.S.T. at the track of the corresponding Civilization, covering the arrow pointing to the right. All markers are placed colored side up. Also place a Turn-marker on turn **1** on the A.S.T.
- Take the set of trade cards and only use the following sets of commodities: **9** Ochre, **9** Clay, **8** Papyri, **8** Iron, **8** Fish, **9** Fruit, **7** Wool, **8** Oil, **6** Wine, **7** Textiles, **5** Tin, **6** Copper, **5** Resin, **6** Incense, **4** Marble, **5** Gemstones, **4** Ivory, **5** Gold and the **8** Minor Calamities.
- Make **9** stacks, **1** for each number (face value), and place the corresponding Minor Calamities on top of that (stack **1** has no Minor Calamity). Now shuffle each stack and place them (face down) in the stack holders, remembering the stack number (stack **1** consists of only **1**'s, stack **2** consists of only **2**'s). Take the set of Water commodities (**0**) and place them face up next to the stacks of trade cards.
- Each player takes **1** population token and places it on the map board on the starting area containing the name of their civilization. At this point, each player should have a player mat with **54** tokens, **9** cities and **4** ships.
- For now, leave the remaining components in the game box.

B. Identify the Game Parts

The Player Mats

Each player has exactly **55** population tokens which are located either on the map or in one of the two holding sections on the player mat. During the game, when treasury is gained, tokens from the **Stock** section are moved to the **Treasury** section of the player mat. Ships and cities are never moved to treasury and are always either on the board or considered to be in stock.

In between these **2** sections is a list of turn-phases. In the course of this scenario, many of these phases are initially skipped but added one by one as the game progresses.

The A.S.T. (Archeological Succession Table)

The A.S.T. indicates a player's progression through time. The game is played mostly simultaneously. At certain points a check is made for progression. If so, a player will advance on the A.S.T. (to the right). The different colored areas on this track indicate specific ages (such as the **Stone Age**, the **Bronze Age** and the **Iron Age**). To advance to a next age, the players have to fulfill specific requirements. Each civilization has their own track on which they strive to reach the different ages at different points in time.

The Census Track Board

The census track indicates a player's token count on the board (cities and ships are not counted). At certain moments during the game a count is made and the total is marked on this track. Markers are not placed **on** the

numbers but alongside this track. It is quite common that more players have the same number of tokens. In this case the number on a player's marker indicates the Civilization # order (from top to bottom) of their civilization on the A.S.T., and will serve as a tiebreaker in specific situations. These numbers will later be referred to as **A.S.T.-Ranking**.

The City Count board

The City Count board indicates the number of cities each player has on the board during the Trade card acquisition phase in each game turn. Similar to the census track, in the case of two or more players having the same number of cities in play, the players' markers are placed in A.S.T.-Ranking order.

The Map Board

The map board consists of **land areas, sea areas**, and **coastal areas** (which consist of both sea and land). The areas that have only sea are called **open sea areas**, which can only be accessed after developing a particular Civilization Advance. In this scenario open sea areas cannot be accessed. Each land area has a name and a **Population Limit**. 3 At certain points a check is made and any population exceeding this limit is removed (and returned to stock). Between these checks players can move and exceed this limit in order to engage in conflict or build cities.

In some areas there are black or white markings shaped like an archway. These markings indicate city sites, which are ideal (and historical) locations to build cities. In these areas cities can be built at a lower cost than in areas not having these markings. Some areas have a population limit of **0**. In these areas a city can **never** be built. It is allowed to move tokens into these areas, but during the check for population limits, any population is removed. The use of these areas will be clarified later.

There are also large green parts stretching over more areas, which are called **flood plains**. In the full game these parts can be flooded, destroying population and/or cities. In this scenario the effects of flood plains are ignored. The white city sites indicate those vulnerable to flood in the full game; these are considered the same as the black ones in this scenario.

The map board shows **volcanoes** which may erupt, just as flood plains can flood, destroying population and cities. Volcanoes remain inactive and are ignored in this scenario; they are only used in the full game.

C. Start the Game

The game is played in turns, in which all players perform their actions. A turn consists of phases, most of which are played simultaneously. Sometimes players can insist on taking their right to wait for other players to take their actions first. The actual order is defined by rules which will be explained. If no specific order is mentioned, players play simultaneously.

Turn 1

Population Expansion

Each player now takes an additional population token and places it on top of the token already on the map board. Next, each player counts their tokens on the map board and adjust this on the census track. In the first few turns this does not make a difference, which is why the first box is labeled **1-12**. The actual rule for population expansion is this: any area containing **1** of your tokens expands by **1** of your tokens, any area containing **2 or more** of your tokens expands by **2**. For the remainder of this scenario and for the full game this rule applies.

Movement

During this phase, each player may (but does not have to) move each of their tokens **1** step (**1** area).

Tips for movement:

- *By default, all players resolve this phase **simultaneously**.*
- *It is recommended to spread out as much as possible.*
- *It is recommended to flip each token that has moved (or intentionally does not move) to indicate which tokens have moved and which players have completed their moves.*
- *Always consider the population limits. It is highly recommended that players avoid leaving population tokens exceeding the population limit in any area at the end of the Movement phase - especially early in the game.*
- *Tokens cannot be moved across water boundaries (the use of ships will be explained later).*

In order to gain the best learning experience it is recommended **not** to deviate from the examples as described in the green boxes.

Note that Minoa can only move in one direction (the player can either leave both tokens in *Knossos*, or move **1** or both tokens to *Phaestos*). For *Assyria*, it is recommended to move **1** token into *Syria*, since that area has access to many more areas.

All players may now move their tokens. Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Surplus Population
At this point any population exceeding a population limit of an area is removed (and returned to stock).

End of Turn 1 - A.S.T.-Alteration
In this phase, for each player a check is made whether they meet the requirements to advance on the A.S.T. At the top of the A.S.T. the requirements to be in a specific age are printed. For the **Stone Age** there is no requirement, so at this point all players move their markers **1** space to the right. When all players have advanced, the Turn-marker is moved **1** space to the right as well.

Turn 2

Population Expansion
From now on general rules and definitions are shown in orange boxes.

For each player:
- In any area containing **1** of your tokens, **1** token is added. In any area containing **2** or more of your tokens, **2** tokens are added.
- Population limits may be exceeded during this phase.

***Note** that the rule is **not** 'to double the tokens', but rather players gain either an additional **1** or **2** tokens in each area on the board where they have population tokens.*

As during the Movement phase, flip each newly placed token to indicate which areas have expanded.

Movement
Make sure all tokens on the map board are flipped to their colored side. In this phase all players will again move their tokens. But first take a closer look at the following situations.

Conflict is now possible. It may occur that both Assyria and Hatti want to occupy the same area. This does not necessarily have to result in a conflict. As long as the population limit of an area is not exceeded, the tokens of **2** or more players can coexist. Whenever a population limit is exceeded this will result in conflict after this phase. Conflicts early in the game will slow down the development of your population, so engaging in conflict at this stage of the game is not recommended.

To decide who moves first (Hatti or Assyria), take a look at the census track. By default players move simultaneously, but players with fewer tokens on the map may insist on waiting for players with a higher number of tokens on the map. This number is represented on the census track. In the case of a tie (which is the case in this example) consult the A.S.T.-Ranking. The order is from top to bottom, so the player lower on the list may insist on waiting for the player higher on the A.S.T. The players may as well look at the numbers on the markers on the census track which correspond with the A.S.T.-Ranking.

Minoa does not have many options. In the Population Expansion phase, the way to fully expand is to have **2** tokens in both areas of Crete, namely *Phaestos* and *Knossos*.

- All movement is done simultaneously. A player with a lower census count may insist on waiting for a player with a higher census count. A.S.T.-Ranking breaks ties. Players may move all or a part of their tokens, and wait for the remainder of their tokens for players that move before them. Once a player has finished their movement, they flip their census marker to confirm this.

Each player may (but does not have to) move each of their tokens **1** step. Flip each token that moved or intentionally did not. Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Conflict
If players decided to **engage in conflict** this is resolved now. If not, skip this phase.

A conflict occurs when more than one player has tokens in the same area **and** the population limit is exceeded. If the population limit is not exceeded, there is no conflict in that area and civilizations coexist in peace.

Conflict is resolved per area in the following way:

- Tokens are removed in rounds. In each round players take turns in removing a token from the area until either of the following situations occurs, in which case the conflict ends immediately:
  a. the population limit is no longer exceeded,
  b. the area is occupied by only **1** player (may

still exceed the population limit).
- The player having the lowest number of tokens in the area must remove one first. Then the player with the next lowest number removes a token. This process is repeated until the conflict ends.
- If players have an equal number of tokens in the area to start with, all of them must remove a token simultaneously (this may result in an empty area).
- All removed tokens are returned to stock.

Surplus Population
At this point any population exceeding a population limit of an area is removed and returned to stock (this check is not yet made in the Conflict phase).

End of Turn 2 - A.S.T.-Alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T. If so, they move their marker to the right. For the **Stone Age** there is no requirement, so at this point all players move their markers **1** space to the right. When all players have advanced, the Turn-marker is moved **1** space to the right as well.

Turn 3

Population Expansion

For each player:
- In any area containing **1** of your tokens, **1** token is added. In any area containing **2** or more of your tokens, **2** tokens are added.
- Count the number of tokens on the board and adjust the census track.

As is done in the Movement phase, it is recommended to flip each newly placed token to indicate which areas have already expanded. Be sure to flip back all tokens before the next phase.

Movement
All payers will again move their tokens. **Best practice** is to move your tokens into a position so that in the next turn your ideal expansion will result in a total of **16** tokens.

All players should therefore attempt to have **1** or **2** (not **3**) tokens in an area and avoid conflict. **3** tokens would expand to **5** tokens, which will result in a total of **15** or fewer tokens, rather than the maximum of **16** tokens.

Let's take a closer look at these situations:

- Minoa now has **8** tokens and can only support **5** tokens on the isle of Crete. They can only move their tokens by ship to other areas.

- Any player who wants to build a ship can do so during the Movement phase or at any moment before, during or after moving their tokens.
- Building a ship requires a player to select **2** of their tokens on the board and return them to stock. The ship is then placed in an area where one of the tokens was taken from.
- A ship can hold up to **5** tokens at a time.
- A ship may move **4** areas per turn.
- Ships can only sail across the coast (the light blue sea areas).
- Tokens may only embark if they have not yet moved this turn.
- Disembarked tokens cannot make any further moves this turn.

Each player may (but does not have to) move each of their tokens **1** step. Flip each token that moved or intentionally did not.

- Minoa builds a ship in *Knossos*, removing **2** tokens from that area. They use the ship to pick up **1** token from *Knossos*, sails to *Phaestos*, picks up another **3** tokens and sails to *Peloponnesos*, where **2** tokens disembark. Then the ship sails to *Corinth* where the remaining **2** tokens disembark.
- Assyria and Hatti want to avoid conflict, but since Assyria is first in A.S.T.-Ranking, They now have to choose where to move their tokens. Hatti can respond to that, after Assyria has moved all their tokens. When Assyria has made their moves, they pass and then it is Hatti's turn. Assyria cannot change their mind after passing.

Once **all** players have taken their movement actions, flip all tokens back to their colored side.

Conflict
Most likely no actions are to be taken here, since Assyria, Hatti and Egypt have avoided conflict. But if conflict does occur, follow the rules explained in the previous turn.

Surplus Population
Any population exceeding a population limit of an area is removed and returned to stock.

End of Turn 3 - A.S.T.-Alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T. Still, for the **Stone Age** there is no requirement, so at this point all players

move their markers **1** space to the right. When all players have advanced, the Turn-marker is moved **1** space to the right as well.

Turn 4

Population Expansion

See description for turn 3 (page 5).

Most players will now have **16** tokens, except for Minoa, which has only **12** tokens.

As is done in the Movement phase, it is recommended to flip each newly placed token to indicate which areas have already expanded. Flip back all tokens before moving to the next phase.

Movement

In this phase all players will again move their tokens. The objective is to build a city.

Cities can be built by having at least **6** tokens in a single area containing a city site **after** the Conflict phase, or **12** tokens in a single area without a city site (and that does not have a population limit of '**0**'). This way population limits can temporarily be exceeded. A check for exceeding population limits is only made twice per game turn.

When building a city all population in that area is removed, and once an area contains a city it can no longer support population tokens.

Cities are built in a later phase but players already need to prepare the construction of a city during the Movement phase.

For some players it may now be interesting to build a city. Others may find it better to wait for another turn and see if they can move in ways that they can expand to **32** tokens in the next turn. Building too many cities may have a negative result on further growth. As in previous turns, players can use ships to move their tokens.

- Any new ship will require the removal of **2** tokens.
- Any ship left over from the previous turn requires a maintenance of **1** token to be taken from anywhere on the board, before it can be used. If not paid, the ship is destroyed and returned to stock.

- Assyria decides to build **1** city and is the first to move, because they have **16** tokens (the highest number, along with other players), and is highest in A.S.T.-Ranking.
- Minoa decides to build a city in *Corinth*, but they may wait for Hellas to move first, because Minoa has fewer tokens on the board. Minoa decides to not keep the ship in *Corinth* and returns the ship to stock to avoid paying maintenance.
- Egypt decides to build a city in *Jerusalem*, but they may wait for Assyria to move first.
- Hellas and Hatti decide not to build a city and try to gain as much territory as possible, intending to expand to **32** tokens next turn.

Players should keep in mind that city construction occurs after conflict, so it's possible to prevent another player from building a city by attacking the tokens that were intended to build the city. For example, if one player moves **6** tokens into an area, and another player moves **2** tokens into the same area, the first player will only have **5** tokens after the conflict; not enough to build the city. In this situation, movement order is important; for example if Minoa (census **12**) was attempting to build a city and Hellas (census **16**) moved tokens in to attack the area, Minoa could simply move somewhere else in reaction, because Minoa is entitled to move after Hellas, even if movement is nominally performed simultaneously in the interest of speed. If the roles were reversed, then Hellas would not have been able to react to Minoas movement.

Players can, of course, negotiate agreements to avoid conflict, but deals are not binding.

As players move simultaneously, players may move a part of all of their tokens before their turn, and wait for the remainder of their tokens for players that must move before them. Once a player declares to have ended their movement, decisions on movement cannot be reverted. Once **all** players have ended their movement, flip all tokens back to their colored side.

Conflict

Check to see if there is any conflict as in the previous turn. This may result in unsuccessful attempts to build a city.

Conflict is resolved as described in turn 2 (page 4).

City Construction

In each area where a city is built, all tokens are returned to stock and replaced by a city. If players take the cities from the left side of their player mats, everybody can easily see how many cities they have on the board.

- Once an area contains a city it can no longer support population tokens.
- An area can only contain **1** city.
- After city construction, each player must do a check for surplus population.

After construction, each player requires **2 tokens** on the map board for each of their cities in play. Thus, a player with **9** cities on the board requires to have at least **18** tokens on the board as well. A player who cannot comply has to **reduce** cities until the requirement is met.

Reducing a city means: removing a city and replacing it with a number of tokens equal to the population limit of that area. The newly gained tokens may be used for further city support.

For now, the players that have built a city will require **2** tokens on the map board which should not be a problem at this time.

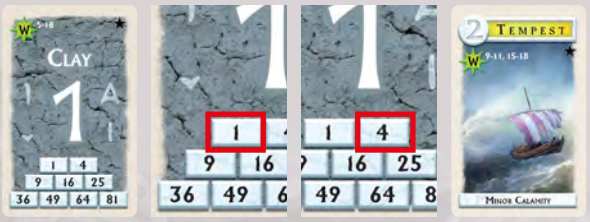
Trade Cards Acquisition

Count the number of cities that each player has in play and place the player markers on the City Count board accordingly. In A.S.T.-Ranking order, each player receives trade cards.

- A player with **1** city only receives a card from stack **1**. A player with **2** cities receives a card from stack **1** and a card from stack **2**, and so on. For instance, a player with **6** cities receives cards from stack **1**, **2**, **3**, **4**, **5** and **6**.

For now, Minoa, Assyria and Egypt each receive a trade card from stack **1**. This can be either a Clay or an Ochre card.

Trade cards can be divided into Commodity Cards and Calamity Cards. The value of a Commodity card is defined as the large number as well as the first number in the small box at the bottom of the card.



- **1** Clay or **1** Ochre is worth **1** (box **1** on the bottom of the card).
- **2** Clay is worth **4** (box **2** on the bottom of the card). The same goes for **2** Ochre.
- **1** Clay plus **1** Ochre is worth **2**, not **4**.
- **9** Clay are worth **81** (box **9** on the bottom of the card).
- The number of cards in a full set is equal to the number of boxes on a trade card. If a card shows **6** boxes, there are only **6** copies of this commodity in the game.

Trade

During this phase players may trade with each other. However, players can only trade when they have at least **3** trade cards, which is not yet the case. Therefore this phase is skipped.

Note: *In a rare situation, a player may have drawn a calamity. If this is the case, ignore the effect for now and keep the card.*

End of Turn 4 - A.S.T.-Alteration

Each player now checks to see if they meet the requirements needed to advance on the A.S.T. For the **Stone Age** there is no requirement, so at this point all players move their markers **1** space to the right. When all players have checked to see if they advance, the Turn-marker is moved **1** space to the right.

Turn 5

At the start of the turn, take a look at the A.S.T. Notice that each player needs to have at least **2** cities to advance to the **Early Bronze Age** at the end of turn **5**, except for Minoa who still has **1** additional turn to meet this requirement. Keep the objective of building at least **2** cities in mind when making decisions during movement.

Now that some players have cities on the board, another phase is added.

Tax Collection

- All players collect taxes from their cities.
- For each city players have on the board, they move (and flip) **2** tokens from **stock** to **treasury**.

Notice that a player who has collected tax has fewer tokens left for population expansion in the next phase.

Population Expansion

See description for turn 3 (page 5).

Movement

- If played as described, Hatti and Hellas now have **32** tokens, Assyria and Egypt have **20** tokens and Minoa has only **12**. This is to show that a difference in tokens in the early stage has a big impact on the coming turns. If Minoa had not built the city in turn **4**, they now would have had **24** population. Hatti and Hellas both have **32** tokens (or close to **32**) now. They can even build **3** cities this turn if they like and still have more tokens left. However, they have to make movement decisions before other players, which is a strategic disadvantage in movement.
- At this point players may risk a few tokens by engaging in conflict.
- Hatti will attempt to build **3** cities this turn. Hellas will even try to build **4** cities.
- Since Minoa has only **12** tokens left, it is unlikely that they will risk tokens in engaging in conflict with Hellas.
- Hatti has to move first. Then Assyria takes their chance to seek conflict with Hatti by moving more tokens into areas occupied by Hatti after Hatti has ended their movement.
- Assyria and Egypt agree on a peace treaty.
- Assyria builds a city in the southern part of their region.
- Egypt builds a city in *Cyrene*, or somewhere in the Nile-delta.
- Minoa spends **2** treasury to build a new ship in *Knossos* and moves **4** tokens to the Turkish coast and *Cyprus*. Minoa has **1** turn left to construct **2** cities, so they do not build a new one this turn.

Conflict

As described in turn 2, conflict is resolved in all areas where a conflict situation occurs.

- Assyria and Hatti are in conflict. Hatti has fewer tokens in the contested areas. If Assyria has made the right moves they lose fewer tokens than Hatti and conquer some of Hatti's areas.

City Construction

Players now build their cities:

- Remove all tokens in areas where cities are being built and replace them with city markers.
- Remove all surplus population if present, anywhere on the board.
- Check for city support. Each player should have at least **2** tokens on the board for each of their own cities. If not, they must reduce one or more cities of their choice until this requirement is met.

Trade Cards Acquisition

See description for turn 4 (page 7).

Whenever a player draws a calamity, they should not show or mention this.

Trade

Now players have multiple trade cards: Ochre, Clay, Iron, Papyri, etc. and perhaps a calamity.

In order to trade, a player should have at least **3** cards. Since players have only **3** cards (or maybe **4**) at this point, it's not possible to create a better hand of cards. Therefore, this phase is skipped for now. Trade is very rare in turn **5**.

Calamity Resolution

By now calamities may have come into play. Perhaps a player has **Tempest**, **Squandered Wealth** or **City Riots**.

In this phase, if players hold a calamity, they must reveal their calamity and resolve it.

Take a look at the Calamity Resolution Quick Chart to see what effects these calamities have. After a calamity is resolved it is placed under the corresponding stack (do not shuffle).

Surplus Population and City Support

After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of Turn 5 - A.S.T.-Alteration

For each player, a check is made whether they meet the requirements to advance on the A.S.T.

Now each player (except for Minoa) must have **2** cities on the board in order to advance to the **Early Bronze Age**. It may turn out that a player has fewer than **2** cities on the board. In that case, their marker does not move this turn. When all players have advanced (or stayed), the Turn-marker is moved **1** space to the right as well.

Turn 6

Tax Collection

See description for turn 5 (page 7).

Population Expansion

See description for turn 3 (page 5).

Movement
Take a look at the Census and A.S.T.

- If Hellas managed to build **4** cities in the previous turn, they now have the smallest number of tokens on the board and may move last.
- Egypt has built only **1** additional city last turn. They have the most tokens on the board and must move first.
- Hatti now has fewer tokens on the board than Assyria, and therefore is able to react to Assyria's movement, maybe to take revenge for their attack in the previous turn.
- Minoa has to build at least **1** additional city in order to advance to the **Early Bronze Age** at the end of the turn.
- Egypt retains their treaty with Assyria and tries to build **3** cities.
- Minoa uses **1** treasury to maintain their ship in *Cyprus* and moves around their tokens from the Turkish coast in order to build a city at *Salamis*. It also uses **1** treasury and **1** token from *Peloponnesos* to build a new ship in *Peloponnesos*. That ship brings **2** tokens to *Ithaca*. They also want to build a city in *Phaestos* without the use of any ship.
- Assyria prepares for a counterattack on Hatti. They want to build **1** additional city and uses some tokens to exceed the population limits of the newly conquered areas to defend them against Hatti.
- Maybe Hatti does not want to attack Assyria as it costs too many tokens. It might be better to use these tokens to build an additional city.
- Hellas decides to not build a city and keep as many tokens as possible for the next expansion phase.

All players now make their moves.

Conflict
Any conflicts now occurring should be resolved.

City Construction
- All players build their cities as described.
- A check for surplus population is made after city construction.
- A check for city support is made. Each player must reduce one or more cities of their choice until all of their remaining cities are supported.

Trade Cards Acquisition
All players receive their trade cards. There is a big chance that at least **1** player receives a calamity now.

Trade
All players can now trade with each other simultaneously. The objective of trade is to make complete sets of commodities. Players may be afraid of getting a calamity in return, however, the best way to gain points is to trade as much as possible.

Trade is done in the following way:

In each trade transaction only two players can be involved at a time.

During each trade transaction both players must trade at least **3** cards to the other player. Whenever more than **3** cards are involved, both players must agree on the number of trade cards before making the deal.

Players are allowed to inform each other on the commodities involved in the trade, however, only the information on the **first 2 commodities** mentioned has to be true. In general only **2** cards are mentioned and **3** cards are handed over. It is not allowed to mention calamities during trade, nor can the players show each other their cards.

Example 1:
*Nathan has **1** Clay, **1** Ochre, **1** Papyri and a few other commodities. To Jeffrey he offers a Papyri and **2** Clay. Jeffrey has **1** Iron and **2** Ochre, and promises an Iron, an Ochre and does not mention any other card. Now Nathan is allowed to give **1** Papyri, **1** Clay and any other card in addition - not necessarily a second Clay. Jeffrey must give at least **1** Iron and **1** Ochre, but the third card can be any trade card, even a calamity. Nathan could have given a calamity as well (if he had one).*

Example 2:
*Rico offers a Fish and an Iron and asks for Wool. Martin agrees and offers a Wool and an Ochre. Both players give the promised cards and **1** additional card (this may include any trade card, for example a calamity). If either player receives a calamity, he should be careful not to reveal that fact, but can (and should) attempt to trade this card away in a future trade.*

Trading ends when players are not looking for any further deals.

Calamity Resolution
All players with a calamity must reveal it and resolve it using the Calamity Resolution Quick Chart. Players may lose treasury (which is returned to stock), suffer damage (removing tokens or cities) or are forced to reduce a city or even destroy one of them.

Any calamity that has been resolved is placed under the corresponding stack (do not shuffle the stacks).

Surplus Population and City Support
After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of Turn 6 - A.S.T.-Alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T.

Now all players must have **2** cities on the board in order to advance to the **Early Bronze Age**. When all players have advanced (or stayed), the Turn-marker is moved **1** space to the right as well.

Turn 7

Tax Collection
See description for turn 5 (page 7).

Population Expansion
See description for turn 3 (page 5).

Movement
This last turn is the moment to explain city attacks.

In order to successfully attack a city the attacker must have at least **7** tokens in an area containing an enemy city. The player whose city is under attack can defend the city by moving **1** or more of their tokens into the same area. However, this is only possible if their turn of movement occurs after the attacker's movement. The city attacks will be resolved during the Conflict phase; this will be explained later.

It is recommended that some players attempt to attack a city in order to understand the mechanics. Also try and be prepared for city defense. The usefulness of attacking a city depends on the situation.

As mentioned, too much warfare will make a player fall behind in development.

Conflict
First all regular token conflicts are resolved.

If a city under attack is defended by tokens, resolve the conflict as if it was a regular token conflict, ignoring the city for now. Keep in mind that the conflict ends immediately once a single player is the only one to have tokens in the area.

City Attack Resolution
- If at this point the attacking player still has **7** tokens in the city area, the attack is successful.
- If the attack was not successful, their tokens will eventually be destroyed and returned to stock and the city attack is prevented.
- If successful, the city is destroyed and replaced with **6** tokens belonging to the city's owner.
- Then, a regular token conflict is resolved in this area.
- Regardless of the results of the conflict, if the city was destroyed, then the attacker may move up to **3** tokens from their stock to treasury.
- The attacking player may also draw a trade card randomly from the defender's hand.

City Construction
Players may now build their cities:

If an attacker of a city had placed sufficient tokens in the city area to have at least **6** tokens left **after** the successful city attack, the attacking player may even build a new city there.

- A check for surplus population is made. Remove all surplus population.
- A check for city support is made. Any unsupported cities must be reduced.

Trade Cards Acquisition
All players receive their trade cards.

Whenever a stack is empty, a player receives a **Water** card instead. This card has a face value of **0**, but, unlike calamities, can be traded as a commodity.

After each player has received their trade cards, additional trade cards can be purchased. By default players can buy **1** or more cards, only from stack **9** for **15** treasury tokens per card.

At this point, it may not seem very attractive to do so, but as the full game would develop, for players this additional trade card may turn out to be very valuable.

Trade
Once all players have received their trade cards trade can start. At this point in the game it is recommended to set a time limit of **10** minutes for the trade phase.

> *All players are highly recommended to trade as much as possible, as this will typically increase their value of trade points.*

At the end of this phase, the more successful players will have a (near) full set of Wool, Oil, Fruit, Fish or any lower value commodity. Notice that the higher the face value of a card, the more valuable the full sets will be.

Calamity Resolution
After trade, players must reveal their calamities and resolve them. This may result in loss of treasury, tokens
or cities.

Surplus Population and City Support

After all occurring calamities are resolved, another check for surplus population and for city support is made. Any unsupported cities must be reduced.

End of Turn 7 - A.S.T.-Alteration
For each player a check is made whether they meet the requirements to advance on the A.S.T.

All players must still have **2** cities on the board in order to advance through the **Early Bronze Age**. When all players have advanced (or stayed), the Turn-marker is moved **1** space to the right as well.

Victory Determination
These Victory Points count **for this scenario only**.

- All players count their trade points.
- Any treasury left is worth **2** points per token.
- Each city of their own gives an additional **5** points.
- Each step on the A.S.T. gives an additional **5** points.

The player with the highest number of Victory Points is the winner of this scenario!

D. Conclusion

The winner is the player with the most points. However, this scenario was not about winning, but rather about understanding the sequence of play. Most likely, Minoa will end up last. This seems unbalanced, but Minoa has some advantages that will develop later in the game. Egypt has some disadvantages that will develop later in the game as well. The 18 civilizations in this game each have their own characteristics. Each civilization should discover their unique position on the board and A.S.T.-Ranking to gain full advantage during the game.

Differences with a Full Game

Now you have an understanding of the fundamentals of the game, it is not too difficult to imagine what a full game looks like. However, as you can see on the A.S.T. there are many turns left to play and milestones to reach. The full game can bring up to 9 players together (the more players the better!) who share the same objective, and takes about a day of gameplay to complete. The full game also has many more aspects and rules that are not covered in the above scenario. Here is a brief overview of the key differences to the full game:

- The number of areas in play scale with the number of players, up to the full map board when playing with **9** players.
- The full map board provides more geographical variations and provides specific up- and downsides to all civilizations. For example, Egypt has a strategic advantage due their position on the fertile Nile river delta but the calamity **Flood** is a continuous threat which could destroy cities and/or population tokens located on the flood plain. Or Minoa, which has a lot of city sites but challenging logistics. Also Minoa and Rome may be struck by a **Volcanic Eruption** due to the presence of volcanoes in their region.
- In games with more players, movement is mostly done **simultaneously**, but players may insist that Census order is respected if this could impact their decisions.
- Open sea areas will become accessible at some point, which allows for farther movement for ships.
- The setup of the trade cards is slightly different and more calamities are used. When playing with **9** players additional commodities are added to the game.

- There are more calamities in the game, with a variety of (sometimes harsh) effects. For example, an **Epidemic** might ravage your lands, killing population and destroying cities. A **Civil War** could divide your empire in two, and **Barbarian Hordes** will sweep across your empire killing everything in their wake. **Piracy** will cause cities to be taken over by pirates, which requires the players to engage in conflict to take back their cities.
- The core of the game is **development**, which is reflected by **51** different Civilization Advances that can be acquired each turn. Most Civilization Advances reduce the effect of calamities and/or improve the players' flexibility in the game (e.g. movement, city construction, conflict). Some Civilization Advances have powerful **Special Abilities** that can be used once per turn.
- Civilization Advances really make the difference to the game. Since it is impossible to purchase all of them even in a full game, each new game is different from the previous one as the players experiment with different strategies.
- Victory determination is done in a slightly different way. In addition to each player's progress on the A.S.T. and number of cities, the number and level of Civilization Advances is a big driver in the total number of Victory Points (trade points and treasury do not count).

Enjoy the game in all its forms… and eventually try the full experience of combining MEGA EMPIRES: THE WEST and MEGA EMPIRES: THE EAST, accommodating up to **18** players!