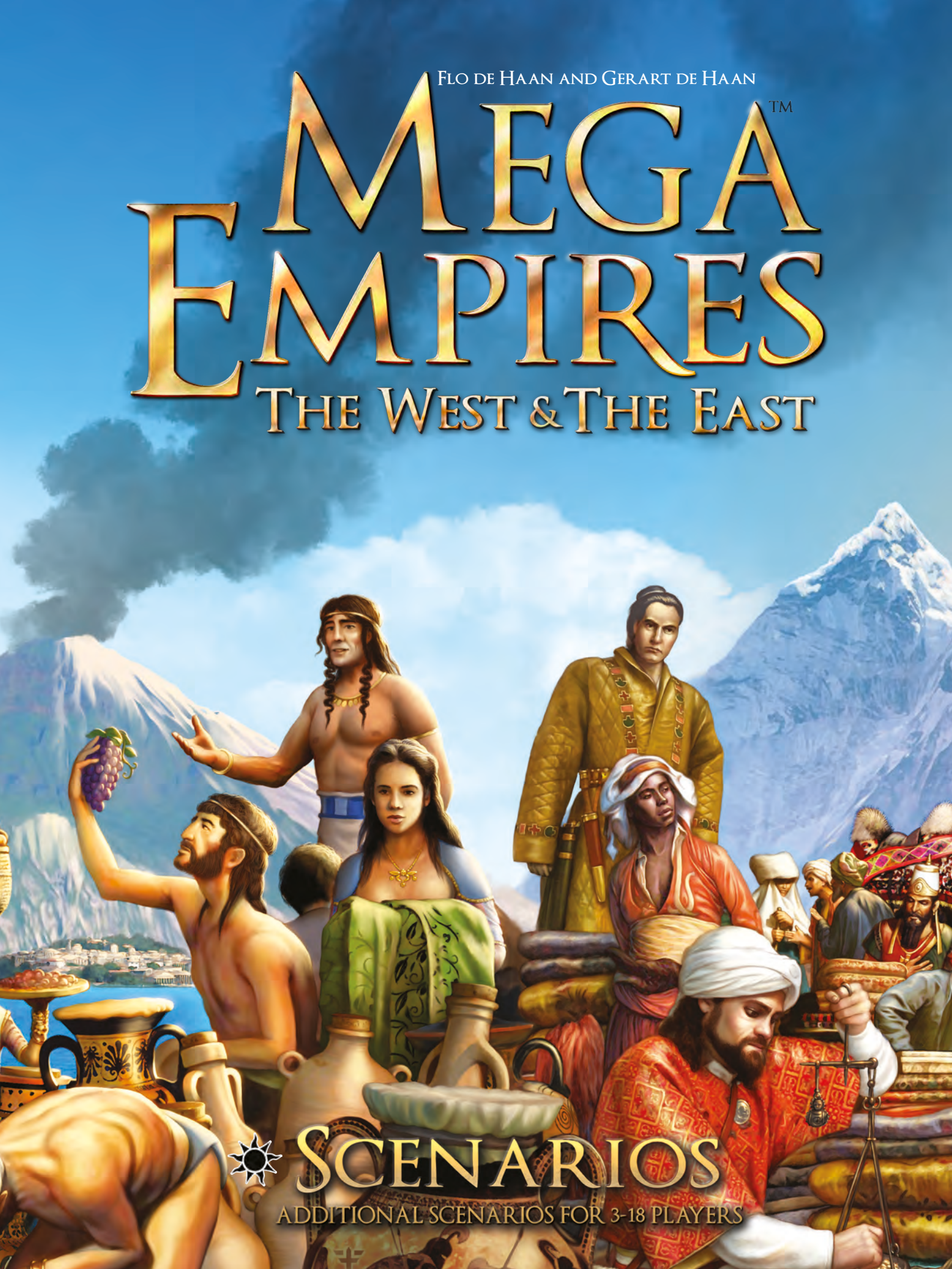
Flo de Haan and Gerart de Haan

Mega Empires™

The West & The East



Scenarios

Additional scenarios for 3-18 players

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1. Introduction

This rulebook contains rules for additional scenarios for MEGA EMPIRES: THE WEST & THE EAST. A brief overview of these scenarios is shown in the table below.

Name	Short Description
The Expert Game (Scenario for 3-18 players)	• Scenario for a more challenging game due to more stringent A.S.T. requirements. • For experienced players only. • Increases playing time by 1 to 2 hours.
The Short Game (Scenario for 5-9 players)	• Scenario for a shorter game due to an advanced starting position of all players on the board and on the A.S.T. Players also start the game with a set of Civilization Advances, credit tokens and a hand of trade cards. • For experienced players only. • Reduces playing time by 2 to 3 hours.
THE WEST or THE EAST (3-4 Players)	• Scenario for playing either THE WEST or THE EAST with only 3 or 4 players. • Can be played after playing The First Game scenario that is included in the box of MEGA EMPIRES: THE EAST. • Playing time: 6-8 hours. • Can be combined with the rules for The Expert Game and/or The Short Game.
THE WEST & THE EAST (10-18 Players)	• Scenario for playing a game with up to 18 players by combining components from THE WEST and THE EAST. • For experienced players only. • Playing time: 10-12 hours. • Can be combined with the rules for The Expert Game and/or The Short Game.

2. The Expert Game (Scenario for 3-18 Players)

Playing time: 10-14 hours

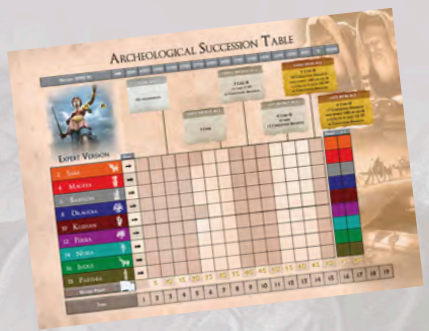
The Expert Game is aimed for experienced players who appreciate a **long and challenging** game. This scenario typically adds 1 or 2 game turns to The Basic Game, resulting in 1 to 2 additional hours of playing time. The Expert Game can be played with any number of players in the range of 3-18.

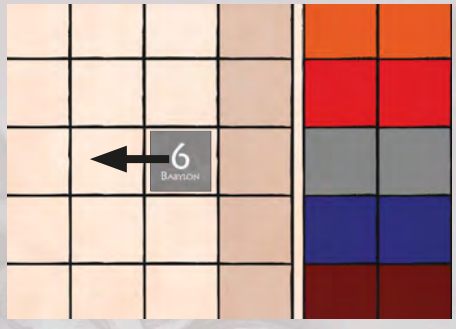
The key difference with The Basic Game is that for The Expert Game the **Expert Version** of the A.S.T. is used, which has more stringent A.S.T. requirements than the Basic Version. An overview of the requirements per era is shown below.

A.S.T. Requirements	Basic Version	Expert Version
Stone Age	• No requirements.	• No requirements.
Early Bronze Age	• At least 2 cities.	• At least 3 cities.
Middle Bronze Age	• At least 3 cities and 3 Civilization Advances.	• At least 3 cities and 5 Victory Points in Civilization Advances.
Late Bronze Age	• At least 3 cities and 3 Civilization Advances with a minimal cost price of 100 each.	• At least 4 cities and 12 Civilization Advances.
Early Iron Age	• At least 4 cities and 2 Civilization Advances with a minimal cost price of 200 each.	• At least 5 cities and 10 Civilization Advances with a cost price of less than 100 each, as well as 38 Victory Points in Civilization Advances.
Late Iron Age	• At least 5 cities and 3 Civilization Advances with a minimal cost price of 200 each.	• At least 6 cities and 17 Civilization Advances with a cost price of less than 100 each, as well as 56 Victory Points in Civilization Advances.

Also the following rules apply when playing The Expert Game:

- During A.S.T.-Alteration, if players have **no cities** on the board, their succession marker is **moved 1 space backward**. This rule does not apply to the Stone Age, which does not have any A.S.T. requirements.
- After one or more players have first entered the Late Iron Age (i.e. the first of the 2 colored columns), **1 additional game turn** is played. After this turn the game ends, regardless of whether or not any players have reached the final column of the A.S.T.
- At Victory Determination, if a single player has moved their A.S.T.-marker into the **first of the two** Late Iron Age era columns, this player receives the A.S.T. Bonus of 5 Victory Points, regardless of what happens in the final game turn.





3. THE EAST - The Short Game (Scenario for 5-9 Players)

Playing time: 6-8 hours

A regular game of MEGA EMPIRES: THE EAST for 5-9 players takes 10-12 hours to complete. This section provides a set of rules for a shorter game in which all players start the game with an advanced position on the A.S.T. and on the board, and hold a number of Civilization Advances, credit tokens and trade cards. This scenario basically skips the first 10 turns of the game and leaves the players to play the final 5-6 game turns, which are typically the centre of gravity of the game. It is highly recommended to have played at least one regular game of THE WEST or THE EAST before playing this scenario.

Set Up The Short Game

Take the 9 Short Game scenario tokens and select the scenarios as shown below when playing with fewer than 9 players. When playing with 9 players, use all 9 scenario tokens.

MEGA EMPIRES: THE EAST			
5 Players	**6 Players**	**7 Players**	**8 Players**
• Coin & Commerce • Exploring the Deserts • Mystical Palaces • Sacred Constructors • Early Merchants	• Coin & Commerce • Exploring the Deserts • Mystical Palaces • Sacred Constructors • Early Merchants • Cultural Heights	• Coin & Commerce • Exploring the Deserts • Mystical Palaces • Sacred Constructors • Early Merchants • Cultural Heights • Spreading Knowledge	• Coin & Commerce • Exploring the Deserts • Mystical Palaces • Sacred Constructors • Early Merchants • Cultural Heights • Spreading Knowledge • Conquering the Seas

Set up the game as described in chapter 4, Set Up the Game of the Basic Rulebook *(page 10)* and take the following actions afterwards:

- Shuffle the selection of scenario tokens and place them face down on the table.
- All players draw one token and may look at it (players may look up the listed Civilization Advances in silence).
- Distribute the civilizations as normal, using the **Priority tokens**.
- In A.S.T.-Ranking order, all players place 5 cities within their own region. At least 4 of these cities must be placed on a city site. Keep in mind that cities cannot be built in areas with population limit **0**.
- After all players have placed their cities, they simultaneously reveal their scenario tokens and collect the listed Civilization Advances and the corresponding credit tokens. It is recommended that all players in turn inform the group of players what Civilization Advances they have received.
- Some scenario tokens order the destruction of 1 city when revealed. This is done at this point, after which the scenario tokens are returned to the game box.
- All players draw trade cards as in the Trade Cards Acquisition phase (4 or 5 cards for each player). First all players

with 4 cities draw their cards, followed by all players with 5 cities (A.S.T.-Ranking breaks ties). If players draw a calamity, they do **not** reveal it yet.
- In A.S.T.-Ranking order, all players may distribute up to 14 tokens over their associated region (player's choice). No population limits may be exceeded, but players may use the effect of **Agriculture** if they hold that card.
- Subsequently all players transfer 10 tokens from stock to treasury.
- Finally, move all A.S.T.-markers to column **11** on the A.S.T. (just before the Late Bronze Age).

At this point, all players should have a set of 4 Civilization Advances with the corresponding credit tokens, 4 or 5 trade cards in hand, 4 or 5 cities on the board, 14 tokens on the board, 31 tokens in stock and 10 tokens in treasury.

In The Short Game for 5 or 6 players, players do **not** receive additional credit tokens as described in chapter 4, Set Up the Game of the Basic Rulebook *(Page 10)*.

Playing The Short Game

The game starts as if it were a regular turn with the Tax Collection phase. Players holding **Coinage** or **Monarchy** may instantly use the effect of these cards. Any calamities drawn at the start of the game may be traded during the Trade phase and will be resolved during the Calamity Resolution phase (along with any new calamities drawn this turn).

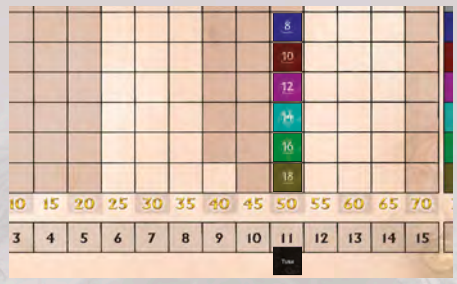
Notes:
- *In The Short Game some calamities have a less devastating effect than in the regular game.*
- *This type of game develops faster than expected. It is more important to score Victory Points by purchasing Civilization Advances than to plan for the long term and stay in place on the A.S.T. for a turn.*
- *It is most important to advance on the A.S.T. each turn. There are fewer possibilities to catch up than in the regular game.*

The Short Game & The Expert Game (5-9 Players)

Playing time: 8-10 hours

The Short Game can be combined with the rules for The Expert Game.

*The Short Game was designed to be played with the **Basic** Version of the A.S.T. If players prefer to play The Short Game in combination with the rules for The **Expert** Game it is recommended that all A.S.T.-markers are put on column number **9** instead of **11**. This will probably not result in a shorter game than a regular game with the Basic A.S.T. but provides a different flavor to the game.*



*A.S.T. setup using The Short game with the **Basic** Version*

*A.S.T. setup using The Short game with the **Expert** Version*

4. THE WEST OR THE EAST (3-4 PLAYERS)

Playing time: 6-8 hours

INTRODUCTION

The rules for playing with 3-4 players are to a large extent similar to the regular rules for 5 players or more. The rules below follow the same structure as the Basic Rulebook, but only include the **additions** and **modifications** in rules, components such as the **Market board** and setups required for this variant. The chapter numbers shown below refer to the same chapters in the Basic Rulebook. It is highly recommended to have played at least one regular game of THE WEST or THE EAST or The First Game before playing this scenario.

*MEGA EMPIRES was initially designed for 5 or more players, which allows for interactive and dynamic trading between the players that works very well with **large** player numbers. With fewer than 5 players the default trading mechanism proved not to function properly due to a lack of sufficient trading partners, generaring insufficent wealth to develop in the game. In addition calamities were found to cause too much imbalance in the game. This alternative scenario was designed to allow for balanced games to be played with only 3 or 4 players and provides an excellent alternative for smaller groups of players. Due to the lower player number the game can be played in less time as well.*

Playing THE WEST with 3-4 players requires a copy of ★ THE WEST along with this set of rules and some additional game components included in the box of ✹ THE EAST.

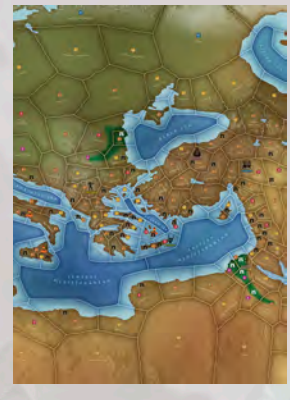
The following game components are included in this edition to facilitate the scenario for 3-4 players:

- **Market board** (printed on the back side of map board panel 4). There are 2 versions of the Market board; one side for 3 players and the other for 4 players.
- **A.S.T. board** for THE EAST for 3-4 players (front side Basic Version, back side Expert Version). For games of THE WEST for 3-4 players the default 5-9 player A.S.T. board included in the box of THE WEST is used.
- **Calamity Quick Chart for 3-4 players** (the pink version printed on the back side of 1 Strategy Explorer).
- **Market-markers** (on the back side of the Turn-markers).

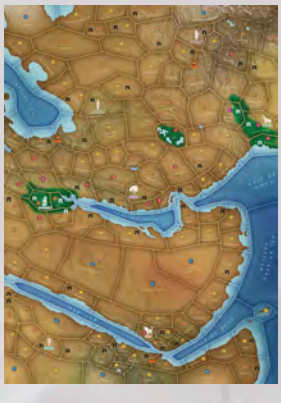
4. SET UP THE GAME

Select the Map Board

THE WEST Setup: Select Map board panel 2.



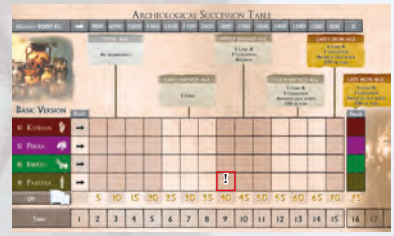
THE EAST Setup: Select Map board panel 3.



Determine the Game Limits

This scenario can be played with either the Basic or Expert version of the A.S.T. Note that the additional A.S.T. for **3-4 players** for THE EAST is slightly altered for both the Basic and Expert side. There are **no** adjustments for the A.S.T. for THE WEST for the 3-4 player setups.

Adjustment Basic A.S.T.: The Middle Bronze Age for **Parthia** starts in column 9 instead of column 10.



Adjustment Expert A.S.T.: The Early Bronze Age for **Kushan** starts in column 6 instead of column 7.

Select Trade Cards

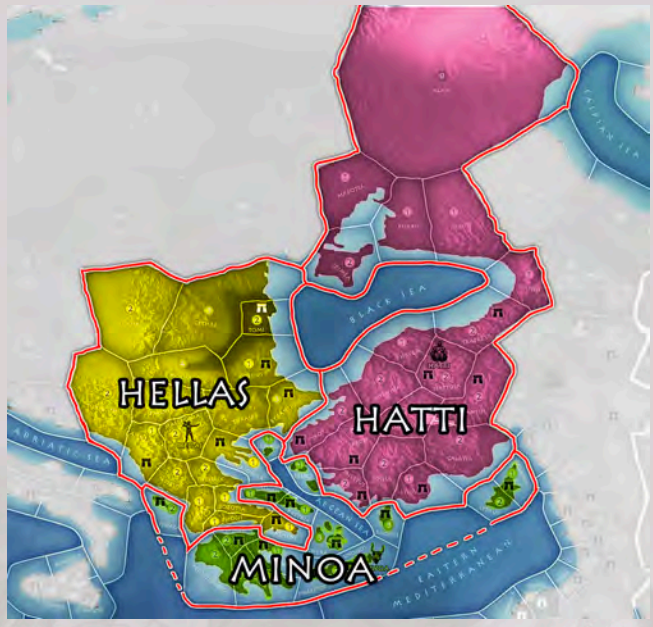
The following trade cards are used in games for 3 or 4 players.

Stack	Commodities THE WEST ★	Commodities THE EAST ✹	Calamities THE WEST/THE EAST
1	9 Ochre, 9 Clay	9 Flax, 9 Hides	--
2	8 Papyri, 8 Iron	8 Stone, 8 Furs	Volcanic Eruption, Treachery
3	8 Fish, 9 Fruit	8 Timbe, 9 Salt	Famine, Slave Revolt
4	7 Wool, 8 Oil	7 Cotton, 8 Sugar	Flood, Superstition
5	6 Wine, 7 Textiles	6 Lacquer, 7 Livestock	Civil War, Barbarian Hordes
6	5 Tin, 6 Copper	5 Silver, 6 Bronze	Cyclone, Epidemic
7	5 Resin, 6 Incense	5 Jade, 6 Spice	Tyranny, Civil Disorder
8	4 Marble, 5 Gemstones	4 Dye, 5 Tea	Corruption, Iconoclasm and Heresy
9	4 Ivory, 5 Gold	4 Silk, 5 Pearls	Regression, Piracy

Set Up The Game for 3 Players

THE WEST Setup - 3 players

This game is played with **Hellas, Minoa and Hatti**. Use **Out of Play** markers to mark the gray areas as shown in the image.



THE EAST Setup - 3 players

This game is played with **Indus**, **Kushan** and **Parthia**, using only half a Map board panel, folded. Use **Out of Play** markers to mark the gray areas as shown in the image.

Notes:

- The starting area for Parthia is *Hyrcania* (instead of *Nisa*).
- The area *Harmozia* is considered to be directly adjacent to the open sea area *Gulf of Oman*.
- The area *Persepolis* is in play but has no city site in this scenario (the city site symbol is not visible when the Map board panel is folded). The starting location symbol for Persia can be ignored.

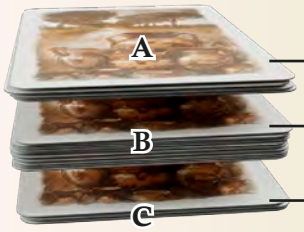
Prepare the Stacks of Trade Cards

Sort all selected trade cards into 9 stacks by stack number. Each stack contains 2 different sets of commodities and 2 different calamities (Minor Calamities are not used; stack 1 does not contain calamities).

For each of the 9 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Take both sets of commodities **without** the 2 calamities and shuffle them. Set aside **4** cards, which is batch **A**.
2. From the remaining shuffled commodity cards, set aside **2** cards and shuffle these 2 cards together with the Non Tradeable Calamity. These **3** cards are batch **C**.
3. Take the remaining cards and the Tradeable Major Calamity and shuffle them. This is batch **B**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack



A: Shuffled: {**4** commodities; no calamities}

B: Shuffled: {commodities + Tradeable Major Calamity}

C: Shuffled: {**2** commodities + Non Tradeable Calamity}

Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.

Set Up The Game for 4 Players

THE WEST Setup - 4 players

This game is played with **Hellas**, **Minoa**, **Hatti** and **Assyria**. Use **Out of Play** markers to mark the gray areas as shown in the image.

THE EAST Setup - 4 players

This game is played with **Indus**, **Kushan**, **Parthia** and **Persia**, using a single Map board panel. Use **Out of Play** markers to mark the gray areas as shown in the image.

Note:

- The starting area for Indus is *Mohenjo-Daro* (instead of *Chanhu-Daro*)

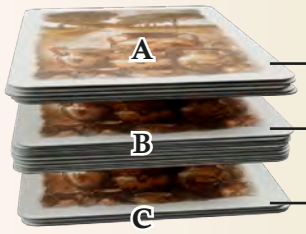
Prepare the Stacks of Trade Cards

Sort all selected trade cards into 9 stacks by stack number. Each stack contains 2 different sets of commodities and 2 different calamities (Minor Calamities are not used; stack 1 does not contain calamities).

For each of the 9 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Take both sets of commodities **without** the 2 calamities and shuffle them. Set aside **5** cards, which is batch **A**.
2. From the remaining shuffled commodity cards, set aside **2** cards and shuffle these 2 cards together with the Non Tradeable Calamity. These **3** cards are batch **C**.
3. Take the remaining cards and the Tradeable Major Calamity and shuffle them. This is batch **B**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack



A: Shuffled: {**5** commodities; no calamities}

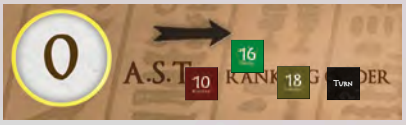
B: Shuffled: {commodities + Tradeable Major Calamity}

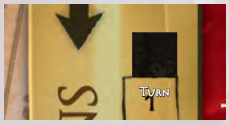
C: Shuffled: {**2** commodities + Non Tradeable Calamity}

Place all 9 stacks in their trade card holders and use the same number of holders for discard piles.

Set Up The Market Board

Take the Market board, select the appropriate side for the number of players, and place it on the table next to the Map board. Put A.S.T.-markers for each civilization in play as well as a **Turn-marker** on the '0' of the City Count section of the Market board. Then put the **second** Turn-marker on the first space of the trading turn track.





Starting Credits

3 Players

All players collect credit tokens worth 10 of each color.

4 Players

All players collect credit tokens worth 5 of each color.

6. Sequence of Play - Adjustments

In phases 1 to 5 (Tax Collection, Population Expansion, Movement, Conflict, City Construction), there are no changes from the rules of a regular game with 5 players or more.

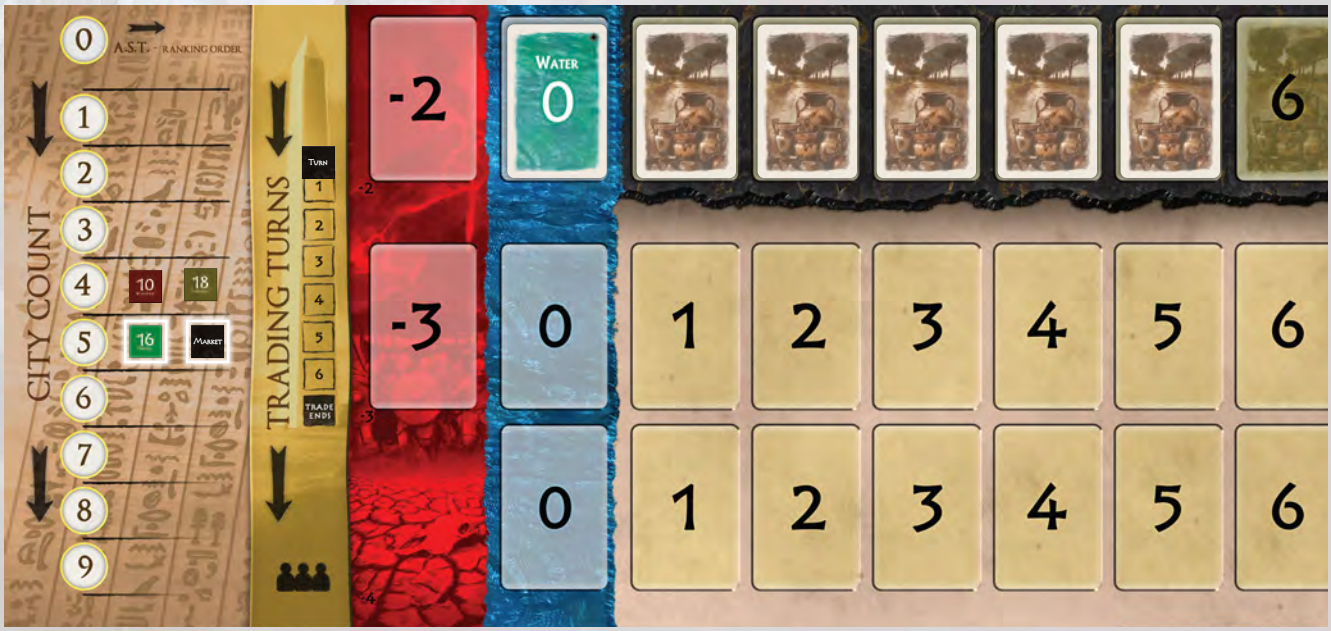
Phase 6a. Deal Trade Cards

Before dealing any trade cards, make sure that:

- the Market board does not contain any trade cards from the previous turn;
- no players exceed their hand limit;
- all cards have been returned, shuffled and placed under the appropriate stacks.

For each player, count the number of cities on the board and move their A.S.T.-markers on the City Count section of the Market board accordingly (the separate City Count board may be used), placing them in A.S.T.-Ranking order for each row. Deal the numbered Priority Tokens included in the game to show each player's priority in trade cards acquisition. Place the Turn-marker on the City Count section in the same row as the highest number of cities in play this turn, in the final position of the row. Trade cards are then dealt to all players according to the normal game rules.

After all players have been dealt their trade cards (but before additional trade cards are acquired), place a number of trade cards on the top row of the Market board (face down) equal to the corresponding row number of the Turn-marker on the City Count section. Also add 1 Water card on the top row of the '0' column. Even when no trading is anticipated due to the low number of trade cards dealt to the players, the Market board is always set up this way to enhance the cycling of trade cards. If a stack has run out of cards a Water card is placed on the market instead (face down).



Example: *Chris (Kushan) and Robin (Parthia) each have 4 cities and Maria (Indus) has 5 cities in play. The market receives a Water card plus one trade card each from stack 1, 2, 3, 4, and 5.*

Phase 6b. Additional Purchases

After all cards are placed on the market, all players have the possibility to purchase additional trade cards as in the regular game. In this scenario, however, the players have by default the additional possibility to purchase any number of **Water** cards at a cost of 2 treasury tokens each. Holding one or more Water cards provides additional flexibility during the actual trading.

Phase 7. Trade

Trade Mechanism

Unlike the bilateral trading in a regular game, trading is done on a turn-by-turn basis with the market in this scenario. Put a Turn-marker on square number 1 of the trading turn track on the Market board. Then, in the same order used for dealing trade cards in the Trade Cards Acquisition phase (the numbered Priority Tokens included in the game can be used to show each player's priority), all players may make a trade with the market or pass. After the last player has made a trade or passed, the Turn-marker is moved 1 step down on the trading turn track. This process is repeated until all players have subsequently passed or the Turn-marker reaches the end of the track (after 6 turns). Players who pass may still trade later if they happen to get another turn before the trading phase finishes.

To make a trade, place **2** cards from your hand on the Market board (face up) and subsequently take **2 other** cards from the Market board into your hand. It is **not allowed** to place or take a different number than **exactly 2 cards**. A commodity card may only be added to the market if there is an empty space available in the column of its **corresponding** number and cannot be placed in a different column. The total value of the cards **taken from** the market should always be **equal to or lower than** the total value of the cards **placed on** the market.

Example: *Jamie places 1 Bronze and 1 Hides (total value of 6 + 1 = 7) on the market in exchange for the face down cards from the top rows of stack 3 and stack 4 (total value of 3 + 4 = 7).*

When placing (or taking) 2 cards of the same commodity type the **set value** of the commodities applies rather than the sum of their **face values.** Face down cards on the top row count as their face value and do not form a set with a possible same face up commodity when taken from the market.

Players are free to choose on what row to place cards, including spaces on the top row, provided that there is space available. Cards on the top row must be turned face down after placing.

When taking a face down card from the top row in combination with a face up card in the same column, the total value is equal to the sum of the face values of the cards. In this example the total value is 6 trade points.

When placing two of the same commodities on the market, or taking two of the same face up commodities from the market, the total value is equal to the set value. In this example the total value is 12 trade points.

When taking a face down card from the top row it always counts as face value. Regardless of knowing the identity of the card, it never counts as being part of a set with another card in the same column. In this example the total value is 6 trade points; the third card in the same row does not impact the value.

Once a column is filled up with trade cards, no more cards can be added to that column until one or two cards are taken out as part of a trade. Cards placed on the top row are turned **face down** (after being shown to all players), while cards placed on the 2nd and 3rd row always remain face up. These cards are always taken for their face value, even though they may turn out to form a set with another commodity taken from the same column.

Water cards (face value 0) may be taken from or placed on the market as part of a trade, provided that sufficient space is available in the '0'-column. Calamity cards may not be placed in the columns numbered 0-9 on the Market board.

Example: *Joel places 2 Flax (total value of 4) in exchange for 1 #4 card from the top row and 1 Water card (total value of 4 + 0 = 4). When handing in a set of 2 cards it does not matter in which rows the cards are placed (provided that there are at least 2 spaces available).*

3 Water Rule

If, at the start of any player's trading turn, the '0'-column contains exactly **3** Water cards, that player may, as an additional action, decide to remove all but 1 of these cards from this column (to the discard pile) prior to carrying out their trading action.

To enhance trading, at any time players can name commodities that they are looking for or that they are willing to put onto the market from their hands in future trade turns.

Drawing Calamities from the Top Row of the Market

If a **Tradeable** calamity is drawn from the initial top row of the Market board it is put into the hand of the player who took it as part of the trade, without the calamity being mentioned. If a **Non Tradeable** calamity is drawn the player who drew it may, before putting it in their hand, reveal the card, return it to the space on the top row it was drawn from (face up), and take a new trade card of the same number from the trade card stack. For the remainder of this trade phase the Non Tradeable calamity cannot be selected as part of a trade and thus blocks the top row space.

Placing Cards on the Red Column

Instead of using the columns marked 0 to 9, players may also place any card in the red column on the left side of the market. The negative numbers in this column (-2, -3, or -4) imply that placing a card on the space **decreases** the total value of the cards placed on the market. Cards in this column are **always placed face down** without being shown to other players, allowing players to get Tradeable calamities out of their hands. Commodities can be placed here as well. Non Tradeable calamities, however, are **not** allowed to be placed on the market this way.

Taking Cards from the Red Column

Any card on a space with a negative number in the red column may be taken as part of a trade, in which case now the negative number decreases the total value of the cards taken from the market accordingly.

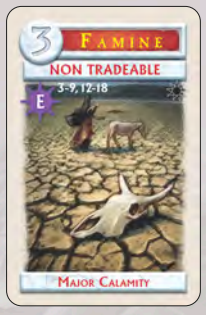
Example: *Rob places 1 Bronze on an available space in column 6 and 1 other card (e.g. a Tradeable calamity) face down on the '-2' space in the red column (total value of 6 - 2 = 4) in exchange for 1 #1 card and 1 #3 card (total value of 1 + 3 = 4).*

Example: *Jamie places 1 Cotton and 1 Water (total value of 4 + 0 = 4) on the market in exchange for 1 Bronze and 1 card from the '-2' spot (total value of 6 - 2 = 4).*

Since cards on the red column are always placed face down, players could have (accidentally) placed a Non Tradeable calamity there. If this is discovered during or after trade, it can usually be deduced which player has done so. The Non Tradeable calamity is instantly returned to that player's hand, who must, as a penalty, then discard a random **commodity** card from their hand. A player who drew the Non Tradeable calamity from the Market board receives the discarded card.

Phase 8. Calamity Selection

Once trading is finished, all face down cards on the Market board are turned face up. Some calamities on the Market board may cause secondary effects during calamity resolution.



Phase 9. Calamity Resolution

The dedicated Calamity Quick Chart for 3-4 players provides an overview of all calamity effects. All calamities are resolved as during a regular game with 5 players or more, with a number of modifications for the primary and/or the secondary victim(s) for some calamities. All exceptions are described below.

THE WEST Setup

Calamity	Effects
Famine	• The primary victim selects only 1 secondary victim.
Cyclone	• The primary victim selects only 2 cities, and secondary victims only 1 city.
Epidemic	• The primary victim selects only 1 secondary victim.
Iconoclasm and Heresy	• The primary victim selects only 1 secondary victim.
Piracy	• The primary victim selects only 1 coastal city from 1 other player.

THE EAST Setup

Calamity	Effects
Famine	• The primary victim selects only 1 secondary victim.
Flood/Avalanche	• The calamity is considered to be **Flood/Avalanche**. • If the primary victim has no units on a Flood Plain, in addition to coastal areas, the area *Western Himalaya* and all areas adjacent to it are vulnerable to Flood/Avalanche. • The effect of **Engineering** on Flood also applies to Flood/Avalanche.
Cyclone/Blizzard	• The calamity is considered to be **Cyclone/Blizzard**. • In addition to open sea areas, *Western Himalaya* is a potential Cyclone/Blizzard area. • The primary victim selects only 2 cities, and secondary victims only 1 city. • Any population tokens on *Western Himalaya* are unaffected by Cyclone/Blizzard. • The effects of **Masonry**, **Calendar** and **Trade Empire** on Cyclone also apply to Cyclone/Blizzard.
Epidemic	• The primary victim selects only 1 secondary victim.
Iconoclasm and Heresy	• The primary victim selects only 1 secondary victim.
Piracy/Raid	• The calamity is considered to be **Piracy/Raid**. • In addition to coastal areas, areas adjacent to *Western Himalaya* are vulnerable to Piracy/Raid. • The primary victim selects only 1 coastal city from 1 other player. • The effects of **Naval Warfare** and **Cartography** on Piracy also apply to Piracy/Raid.

Despite the adjustments of some calamities on the THE EAST Setup for this scenario, the effects of Civilization Advances that affect the impact of these calamities has not changed.

Resolving Calamities from the Market Board

If any of the calamities **Famine**, **Epidemic**, **Iconoclasm and Heresy** or **Piracy** are present on the Market board at the end of the trading phase, either in the top row or the red column, these are resolved from the Market board. Selection of a secondary victim is done by **The Deputy**. Deputies are not allowed to select themself as secondary victims.

Determining The Deputy

The Deputy is the player with the highest number of cities in stock at the moment of resolution of the calamity becomes the deputy. In the case of a tie, from these players, this is the player with the highest number of tokens in stock (A.S.T.-Ranking breaks ties).

Determining the Beneficiary

Since there is no biliteral trading involved, **The Beneficiary** cannot be the last player to trade a calamity. Instead for calamities that require a beneficiary (Treachery, Civil War, Barbarian Hordes, Epidemic, Tyranny, Iconoclasm and Heresy, Piracy) it is always the player (other than the primary victim) with the highest number of cities in stock to become the beneficiary. In the case of a tie, from these players, this is the player with the highest number of tokens in stock (A.S.T.-Ranking breaks ties).

In phases 10 to 12 (Special Abilities, Remove Surplus Population, Civilization Advances Acquisition) there are no changes from the rules of a regular game with 5 players or more.

Phase 13. A.S.T.-Alteration

Remove all remaining cards from the Market board and place them on the corresponding discard piles, together with the cards discarded or turned in by the players. These cards are then shuffled and placed underneath the stacks as in a regular game with 5 players or more. Note that the additional A.S.T. for **3-4 players** for THE EAST is slightly altered for both the Basic and Expert side. There are **no** adjustments for the A.S.T. for THE WEST for the 3-4 player setups.

The Expert Game (3-4 Players)

Playing time: 8-10 hours

The rules for 3-4 players can be combined with the rules for The Expert Game.

The Short Game (3-4 Players)

The rules for 3-4 players can be combined with the rules for The Short Game. Depending on the number of players and which game is played, select the following scenario tokens:

THE WEST Setup ★		**THE EAST Setup ✹**	
3 Players	**4 Players**	**3 Players**	**4 Players**
• Coin & Commerce • Early Merchants • Sacred Constructors	• Coin & Commerce • Exploring the Deserts • Early Merchants • Sacred Constructors	• Coin & Commerce • Exploring the Deserts • Mystical Palaces	• Coin & Commerce • Exploring the Deserts • Mystical Palaces • Sacred Constructors

For setting up The Short Game for 3-4 players use the regions as described in the Map Board Setups for 3-4 players.

When playing The Short Game for 3-4 players, each player receives the additional credit tokens as described in the section Set Up the Game for 3-4 players (unlike the situation when playing The Short Game for 5-6 players).

The Short Game & The Expert Game (3-4 Players)

*It is **not** recommended to play a combination of The Short Game and The Expert Game when playing with 3-4 players.*

5. THE WEST & THE EAST (10-18 PLAYERS)

Playing time: 10-12 hours

INTRODUCTION

This section contains the rules and setups for playing MEGA EMPIRES with 10-18 players. Games for 10 or more players require game components that are **not included** in the box of THE EAST and can only be played in combination with a copy of THE WEST.

The rules for playing MEGA EMPIRES for 10-18 players are to a large extent similar to the rules for THE EAST or THE WEST for 5-9 players. The rules below follow the same structure as the Basic Rulebook, but only include the **additions** and **modifications** in rules and setups required for this variant rather than a reiteration of the regular game rules. Whenever a rule is not mentioned here, the default rules should be followed. The chapter numbers shown below refer to the same chapters in the Basic Rulebook.

When playing a game with 10 or more players, not only a bigger table and more space are required but the game probably will also take more time. Experience with many of such games has shown that the number of chairs at the game table can be lower than the actual number of players as people often tend to move around the room and the game board. Also prepare for some relaxation moments throughout the game.

4. SET UP THE GAME

Games for 10-18 players require game components from both THE WEST and THE EAST. After the game components have been mixed for playing this variant, the origin of critical game components such as trade cards and Civilization Advances can be traced back by the edition symbols printed on the cards: ★ for THE WEST and ✹ for THE EAST.

Determine the Game Limits

Select the Basic Version of the A.S.T. for 18 players, which is printed on the back side of the Census Track board from THE WEST. The Census Track board from THE EAST (which has the Expert Version A.S.T. for 18 players printed on the back side) is used as for the census during the game.

Select the Map Board

Depending on the number of players, use the map board panels required for the setup as shown in chapter 5, Map Board Setups of this rulebook *(page 20)*.

Civilizations

Use the Priority tokens from both THE WEST and THE EAST for determining the order in which players can choose their civilization. The tokens from THE EAST have a second number marker in the lower right corner, which is used in games with 10-18 players.

For example, a player who drew the token marked **1/10** has the 10th position in the priority sequence in a 10+ player game.

Select Trade Cards

10-11 Players

Even though one or two mapboard panels and civilizations from THE EAST are used in games with 10-11 players, **only** trade cards for 9 players from **THE WEST** are used in this scenario. Select all trade cards marked with **5-18** and all trade cards marked with **9-11, 15-18** from THE WEST.

12-14 Players

The participating civilizations are split into two separate trade blocks (EAST-block and WEST-block) of 9 stacks, each of which draws from their own set of trade cards. For setting up this game trade cards from **both** THE WEST and THE EAST are used.

Cards used in the **WEST-block** contain a **green W-symbol** and cards used for the **EAST-block** contain a **purple E-symbol**. Make sure the following cards are present:

Stack	Commodities WEST-block	Commodities EAST-block
1	9 Ochre, 5 Clay, 4 Hides	9 Flax, 4 Clay, 5 Hides
2	8 Papyri, 4 Iron, 4 Furs	8 Stone, 4 Iron, 4 Furs
3	8 Fish, 5 Fruit, 4 Salt	8 Timber, 4 Fruit, 5 Salt
4	7 Wool, 4 Oil, 4 Sugar	7 Cotton, 4 Oil, 4 Sugar
5	6 Wine, 4 Textiles, 3 Livestock	6 Lacquer, 3 Textiles, 4 Livestock
6	5 Tin, 3 Copper, 3 Bronze	5 Silver, 3 Copper, 3 Bronze
7	5 Resin, 3 Incense, 3 Spice	5 Jade, 3 Incense, 3 Spice
8	4 Marble, 3 Gemstones, 2 Tea	4 Dye, 2 Gemstones, 3 Tea
9	4 Ivory, 3 Gold, 2 Pearls	4 Silk, 2 Gold, 3 Pearls

Also select the Major Calamities of each block and add these to their corresponding blocks (8 Major Calamities (Non Tradeable) and 8 Major Calamities (Tradeable) per block). The Minor Calamities are not used.

15-18 Players

The participating civilizations are split into two separate trade blocks (EAST-block and WEST-block) of 9 stacks, each of which draws from their own set of trade cards. For setting up this game trade cards from **both** THE WEST and THE EAST are used.

Cards used in the **WEST-block** contain a **green W-symbol** and cards used for the **EAST-block** contain a **purple E-symbol**. Make sure the following cards are present:

Stack	Commodities WEST-block	Commodities EAST-block
1	9 Ochre, 5 Clay, 4 Hides, 4 Bone	9 Flax, 4 Clay, 5 Hides, 4 Bone
2	8 Papyri, 4 Iron, 4 Furs, 4 Wax	8 Stone, 4 Iron, 4 Furs, 4 Wax
3	8 Fish, 5 Fruit, 4 Salt, 4 Ceramics	8 Timber, 4 Fruit, 5 Salt, 4 Ceramics
4	7 Wool, 4 Oil, 4 Sugar, 4 Grain	7 Cotton, 4 Oil, 4 Sugar, 4 Grain
5	6 Wine, 4 Textiles, 3 Livestock, 3 Glass	6 Lacquer, 3 Textiles, 4 Livestock, 3 Glass
6	5 Tin, 3 Copper, 3 Bronze, 3 Lead	5 Silver, 3 Copper, 3 Bronze, 3 Lead
7	5 Resin, 3 Incense, 3 Spice, 3 Herbs	5 Jade, 3 Incense, 3 Spice, 3 Herbs
8	4 Marble, 3 Gemstones, 2 Tea, 2 Obsidian	4 Dye, 2 Gemstones, 3 Tea, 2 Obsidian
9	4 Ivory, 3 Gold, 2 Pearls, 2 Amber	4 Silk, 2 Gold, 3 Pearls, 2 Amber

Also select all calamities of each block and add these to the selection of their corresponding blocks (8 Major Calamities (Non Tradeable), 8 Major Calamities (Tradeable) and 8 Minor Calamities per block).

Prepare the Stacks of Trade Cards

10-11 Players

All stacks of trade cards are prepared in the exact same way as for THE WEST for **9** players, as described in the THE WEST Basic Rulebook *(page 11)*.

12-14 Players

Sort all selected trade cards into 9 stacks by stack number. For each block, all stacks contain **1** complete set of commodities, **2** split sets (for which the other part is in the other block) and **2** different calamities (Minor Calamities are not used. Stack 1 does not contain calamities).

Only when setting up the game, for each single stack one complete set of commodities must first be separated from the other commodities. These sets, referred to as the **additional sets** of commodities, are:

WEST-block: Ochre (1) - Papyri (2) - Fish (3) - Wool (4) - Wine (5) - Tin (6) - Resin (7) - Marble (8) - Ivory (9)

EAST-block: Flax (1) - Stone (2) - Timber (3) - Cotton (4) - Lacquer (5) - Silver (6) - Jade (7) - Dye (8) - Silk (9)

Set up both blocks separately. For each of the 18 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch **C**.
2. Take the **additional set** of commodities and the Tradeable Major Calamity and shuffle them. This is batch **B**.
3. Take both split sets of commodities and shuffle them. This is batch **A**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack

A: Shuffled: {**2** split sets of commodities}

B: Shuffled: {**additional set** of commodities + Tradeable Major Calamity}

C: Non Tradeable Calamity

Place each of the 9 stacks prepared for the WEST-block in 3 trade card holders on one side of the board along with 3 empty trade card holders for the discard piles, and then do the same for the EAST-block on the other side of the board.

15-18 Players

Sort all selected trade cards into 9 stacks by stack number. For each block, all stacks contain **1** complete set of commodities, **3** split sets (for which the other part is in the other block) and **3** different calamities (Stack 1 does not contain calamities).

Only when setting up the game, for each single stack one complete set of commodities must first be separated from the other commodities. These sets, referred to as the **additional set** of commodities, are:

WEST-block: Ochre (1) - Papyri (2) - Fish (3) - Wool (4) - Wine (5) - Tin (6) - Resin (7) - Marble (8) - Ivory (9)

EAST-block: Flax (1) - Stone (2) - Timber (3) - Cotton (4) - Lacquer (5) - Silver (6) - Jade (7) - Dye (8) - Silk (9)

Set up both blocks separately. For each of the 18 stacks, the cards are divided into 3 batches: **A**, **B** and **C**. For each stack, take all of the following steps in turn (with the cards face down):

1. Set aside the Non Tradeable Calamity. This is batch **C**.
2. Take the **additional set** of commodities and the Tradeable Major Calamity and shuffle them. This is batch **B**.
3. Take the three split sets of commodities and the Minor Calamity and shuffle them. This is batch **A**.
4. Pile up the stack by putting batch **A** on top of **B**, on top of **C**.

For each stack

A: Shuffled: {**3** split sets of commodities + Minor Calamity}

B: Shuffled: {**additional set** of commodities + Tradeable Major Calamity}

C: Non Tradeable Calamity

Place each of the 9 stacks prepared for the WEST-block in 3 trade card holders on one side of the board along with 3 empty trade card holders for the discard piles, and then do the same for the EAST-block on the other side of the board.

Starting Credits

10-11 Players

No credit tokens are collected at the start of the game.

12 Players

All players collect credit tokens worth 5 of each color.

13-18 Players

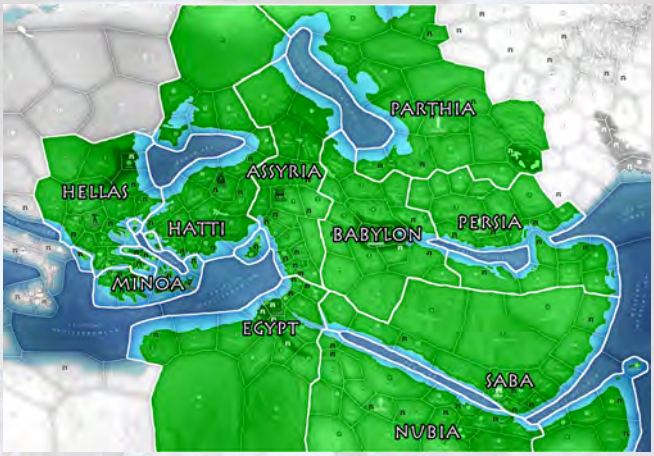
No credit tokens are collected at the start of the game.

5. Map Board Setups

In games with 12-18 players, the participating civilizations are divided among a WEST- and an EAST- block for the purpose of trade cards acquisition and calamity resolution. In the map board setups below, the civilizations that are associated with the WEST-block are displayed in green and the civilizations that are associated with the EAST-block are shown in purple.

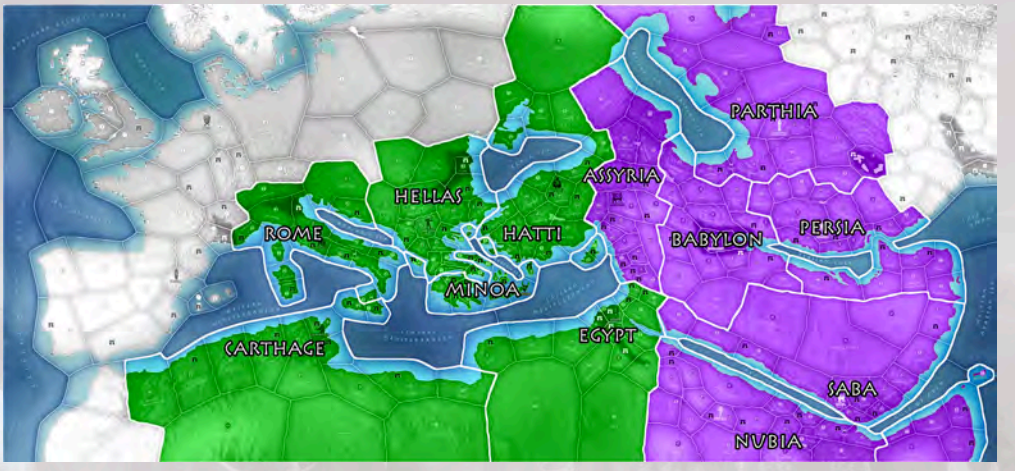
Note: In games with 10-11 players there are no separate blocks. In some setups for 12-18 players Assyria and/or Egypt are part of the EAST-block although these civilizations originally belong to the THE WEST edition.

Setup for 10 players



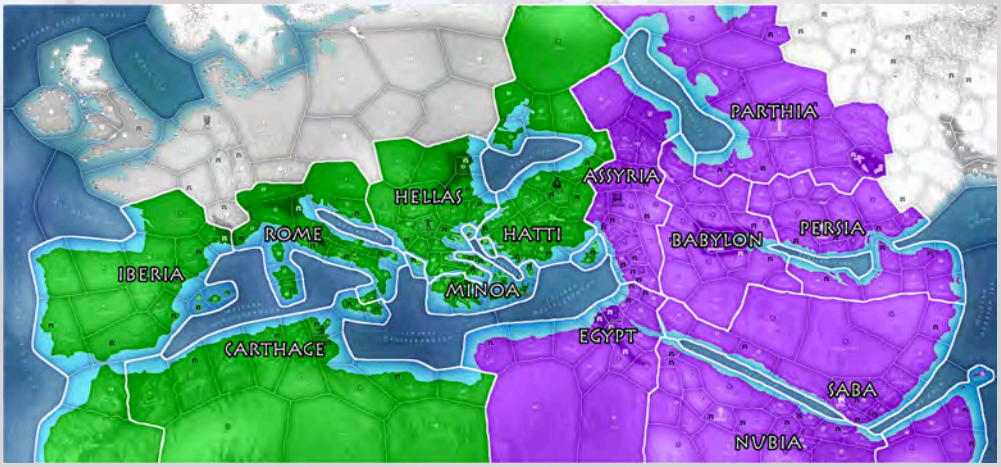
Setup for 11 players

Setup for 12 players (Assyria is part of the EAST-block)

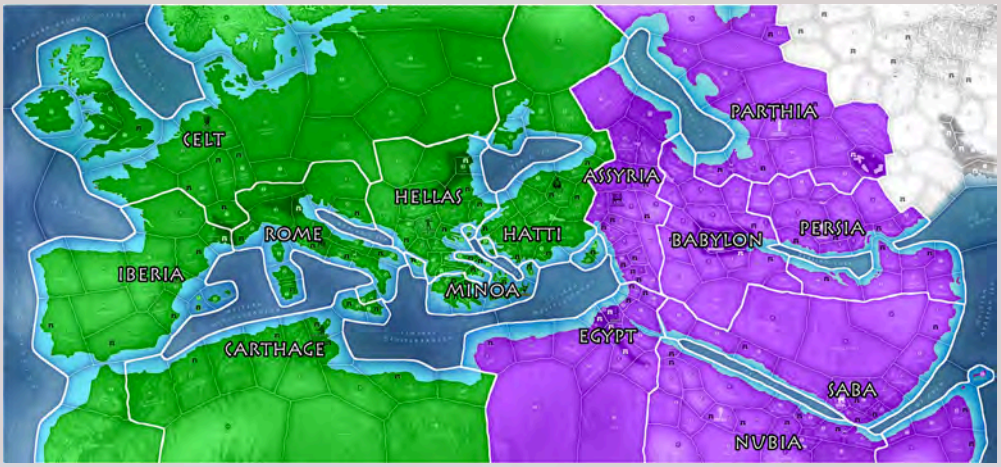


- *Players should remember what block their civilization is associated with and draw trade cards from the corresponding stacks.*
- *It is recommended to select 2 players or game masters to manage each block separately (e.g. dealing, sorting and reshuffling of trade cards).*
- *Alternative setups can be used, however, these may not be sufficiently balanced.*
- *Detailed images of the Region Divisions can be found in the Basic Rulebooks for THE WEST and THE EAST (page 14-15).*

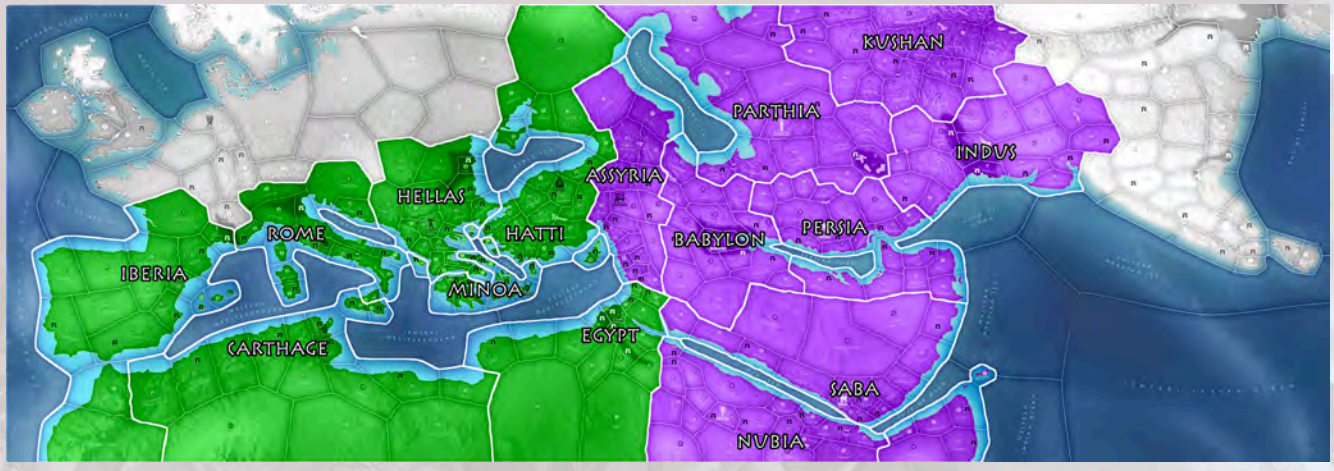
Setup for 13 players (Assyria and Egypt are part of the EAST-block)



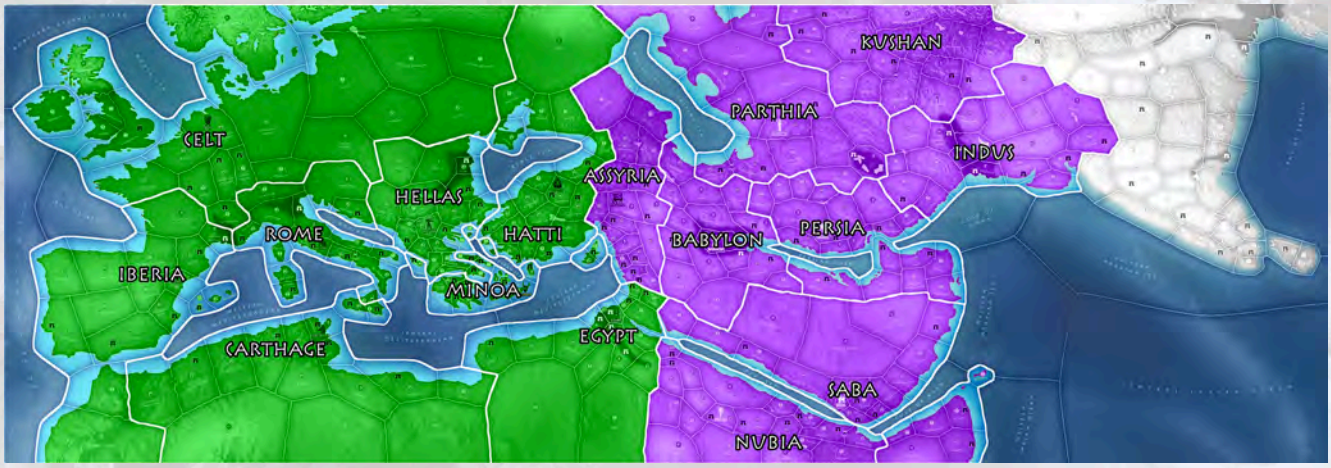
Setup for 14 players (Assyria and Egypt are part of the EAST-block)



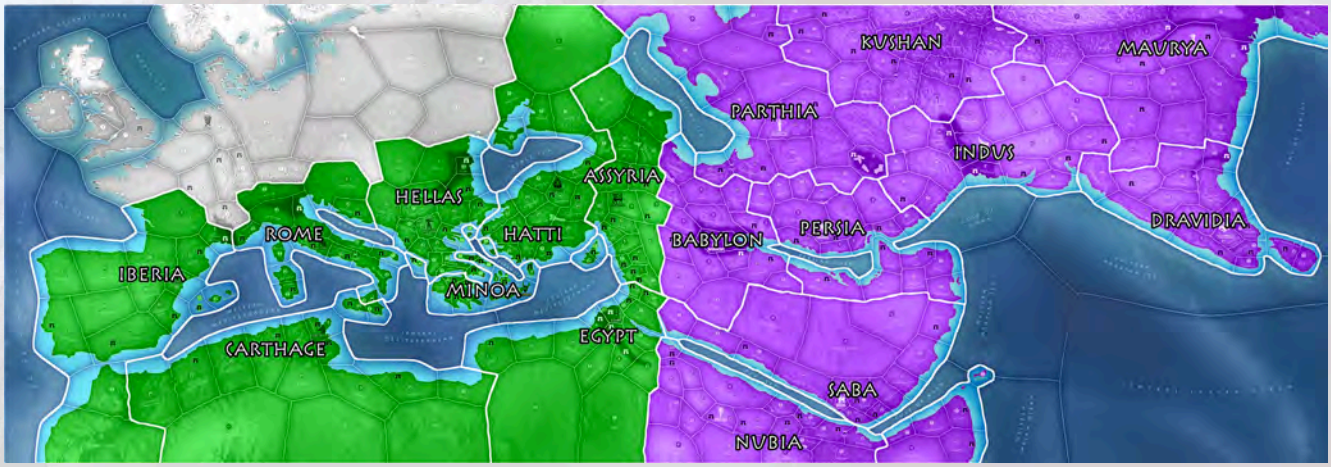
Setup for 15 players (Assyria is part of the EAST-block)



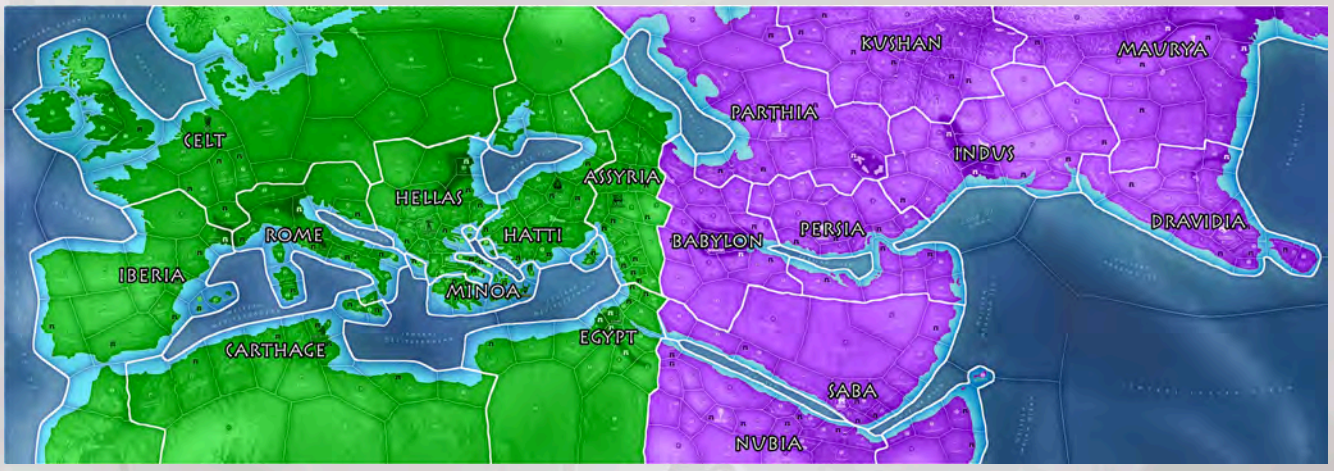
Setup for 16 players (Assyria is part of the EAST-block)



Setup for 17 players



Setup for 18 players



6. Sequence Of Play

In phases 1 to 5 (Tax Collection, Population Expansion, Movement, Conflict, City Construction), there are no changes from the rules of a regular game with 5-9 players.

Regardless of the number of players and whether separate blocks are used, all 18 civilizations move simultaneously under the default game rules, using Census and A.S.T.-Ranking as tiebreakers if necessary. Due to constraints in physical space around the game board in games with a large number of players, however, it may be more practical if players take turns in their movement (or other actions on the board). This approach, however, requires more time.

6. Trade Cards Acquisition

10-11 Players
No changes to the rules.

12-18 Players
The civilizations that are associated with the WEST- and EAST-blocks as shown in chapter 5, Map Board Setups of this rulebook *(page 20)* each draw trade cards from their **own sets of trade cards** (marked with a green W and purple E respectively).

If a stack is empty at one block, a player does **not** draw a substitute card from the other block but draws a Water card instead. Water cards are not associated with either block and can be used interchangeably.

7. Trade

No changes to the rules.

When separate trade card blocks are used (12-18 players) players may trade with any other player on either side. As most commodities are shared among the WEST- and EAST-blocks, trade between the civilizations in the two blocks is actually essential to complete sets of these commodities. At any time all players may look at the Division of Trade Cards chart in this rulebook (page 26), which shows how trade cards are distributed over the two blocks.

It is very likely that players experience that they cannot offer commodities that other players are looking for, and vice versa. This is a consequence of the large number of commodity types required for 12-18 player games. For a winning strategy it is recommended to trade commodities you may not be looking for in the first place to enhance your position for later trades with other players.

8. Calamity Selection

10-11 Players
Minor Calamities are used in games with 10-11 players. Players are not allowed to hold more than **3 calamities** after calamity selection, **no more than 2 of which may be Major Calamities** (either Tradeable or Non Tradeable) and **no more than 3 of which may be Minor Calamities**. If applicable, players discard excess calamities at random until their limit is no longer exceeded.

12-14 Players
Minor Calamities are not used in games with 12-14 players. Players are not allowed to hold more than **2 Major Calamities** (either Tradeable or Non Tradeable) after calamity selection. Players who hold 2 calamities of the **same name** first discard **1** of these copies. If applicable, players then discard excess calamities at random until their limit is no longer exceeded.

15-18 Players
Minor Calamities are used in games with 15-18 players. Players are not allowed to hold more than **3 calamities**, **no more than 2 of which may be Major Calamities** (either Tradeable or Non Tradeable) and **up to 3 of which may be Minor Calamities** after calamity selection. Players who hold 2 calamities of the **same name** first discard **1** of these copies. If applicable, players then discard excess calamities at random until their limit is no longer exceeded.

9. Calamity Resolution

10-11 Players

No changes to the rules.

12-18 Players

Determining Beneficiary/Selecting Secondary Victims

For each calamity, first determine all primary and secondary victims and beneficiaries, before resolving them.

When determining the beneficiary or selecting secondary victims of a **Non Tradeable** Calamity, players must choose a player from their **own** block.

It may occur that a player suffers from collateral damage if one or more areas are selected for the calamity resolution instead of players (e.g. Volcanic Eruption, Flood, Barbarian Hordes, Cyclone).

When determining the beneficiary or selecting secondary victims of a **Tradeable** Calamity, players may be chosen from **either** block. Players could become the beneficiary of a tradeable calamity even if they are also the primary victim of a calamity of the same name in the same turn.

Players cannot be selected as a secondary victim of a calamity if, during the same game turn, they:

- are also the primary victim of a calamity of the same name;
- have been selected as the secondary victim of a calamity of the same name;
- are the beneficiary of a calamity with the same name.

Duplicate Calamities

If 2 copies of the same calamity are resolved in one turn, both calamities are resolved simultaneously. If applicable, all secondary victims are selected before the actual consequences are resolved. However, the primary victims may insist on resolving the two calamities entirely in A.S.T.-Ranking order. Secondary victims of the second calamity may insist on waiting for the first copy to be resolved before resolving the second copy, even if they are higher on the A.S.T. than one or more victims of the first calamity.

If 2 copies of the same calamity are revealed and one of them is cancelled (e.g. a player holding **Piracy** has no coastal cities in play during the resolution of this calamity), this does not impact the second copy. A check on whether the second copy is resolved or cancelled may be done after fully resolving the first copy.

In phases 10 and 11 (Special Abilities, Remove Surplus Population) there are no changes from the rules of a regular game with 5-9 players.

12. Civilization Advances Acquisition

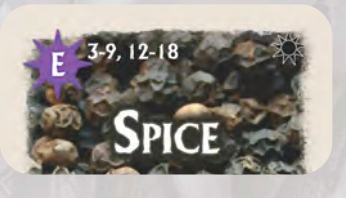
10-11 Players

A hand limit of **8** trade cards applies at the end of this phase.

12-18 Players

A hand limit of **9** trade cards applies at the end of this phase.

Make sure that **all trade cards** handed in or discarded are first **separated** into the **WEST-** and **EAST-**blocks before being shuffled and placed underneath the appropriate stacks.



13. A.S.T.-Alteration

10-11 Players

No changes to the rules.

12-18 Players

After collecting all trade cards, the cards from the **WEST-** and **EAST-**blocks must be sorted separately. Do **not** mix up any cards from the **WEST-** and **EAST-**blocks when reshuffling the trade cards.

During the Determine Victory step, if a single player moves their A.S.T. marker into the Late Iron Age, this player receives the A.S.T. Bonus of 5 Victory Points. If exactly 2 players, from **different blocks**, achieve this simultaneously, they both get the A.S.T. Bonus of 5 Victory Points. If more than two players do so, no bonus is granted (even if 1 player were to be the only one within their block to achieve this).

7. Player Elimination/Leaving the Game

No changes to the rules.

*The removal of a civilization from the board as a consequence of a player leaving the game has more impact in games with separate blocks (12-18 players) compared to games with a single set of trade cards. If a player leaves the game, the allocations of the remaining civilizations to the **WEST**- and **EAST**-blocks do not change.*

Division of Trade Cards

Commodity or Calamity		10-11 Players	12-14 Players		15-18 Players	
			WEST-block	EAST-block	WEST-block	EAST-block
Stack	Name					
0	Water					
1	Ochre	9	9	.	9	.
	Flax	.	.	9	.	9
	Clay	9	5	4	5	4
	Hides	.	4	5	4	5
	Bone	8	.	.	4	4
2	Papyri	8	8	.	8	.
	Stone	.	.	8	.	8
	Iron	8	4	4	4	4
	Furs	.	4	4	4	4
	Wax	8	.	.	4	4
	Tempest	1	.	.	1	1
	Volcanic Eruption	1	1	1	1	1
	Treachery	1	1	1	1	1
3	Fish	8	8	.	8	.
	Timber	.	.	8	.	8
	Fruit	9	5	4	5	4
	Salt	.	4	5	4	5
	Ceramics	8	.	.	4	4
	Squandered Wealth	1	.	.	1	1
	Famine	1	1	1	1	1
	Slave Revolt	1	1	1	1	1
4	Wool	7	7	.	7	.
	Cotton	.	.	7	.	7
	Oil	8	4	4	4	4
	Sugar	.	4	4	4	4
	Grain	8	.	.	4	4
	City Riots	1	.	.	1	1
	Flood	1	1	1	1	1
	Superstition	1	1	1	1	1
5	Wine	6	6	.	6	.
	Lacquer	.	.	6	.	6
	Textiles	7	4	3	4	3
	Livestock	.	3	4	3	4
	Glass	6	.	.	3	3
	City In Flames	1	.	.	1	1
	Civil War	1	1	1	1	1
	Barbarian Hordes	1	1	1	1	1
6	Tin	5	5	.	5	.
	Silver	.	.	5	.	5
	Copper	6	3	3	3	3
	Bronze	.	3	3	3	3
	Lead	6	.	.	3	3
	Tribal Conflict	1	.	.	1	1
	Cyclone	1	1	1	1	1
	Epidemic	1	1	1	1	1
7	Resin	5	5	.	5	.
	Jade	.	.	5	.	5
	Incense	6	3	3	3	3
	Spice	.	3	3	3	3
	Herbs	6	.	.	3	3
	Minor Uprising	1	.	.	1	1
	Tyranny	1	1	1	1	1
	Civil Disorder	1	1	1	1	1
8	Marble	4	4	.	4	.
	Dye	.	.	4	.	4
	Gemstones	5	3	2	3	2
	Tea	.	2	3	2	3
	Obsidian	4	.	.	2	2
	Banditry	1	.	.	1	1
	Corruption	1	1	1	1	1
	Iconoclasm and Heresy	1	1	1	1	1
9	Ivory	4	4	.	4	.
	Silk	.	.	4	.	4
	Gold	5	3	2	3	2
	Pearls	.	2	3	2	3
	Amber	4	.	.	2	2
	Coastal Migration	1	.	.	1	1
	Regression	1	1	1	1	1
	Piracy	1	1	1	1	1

The Expert Game (10-18 Players)

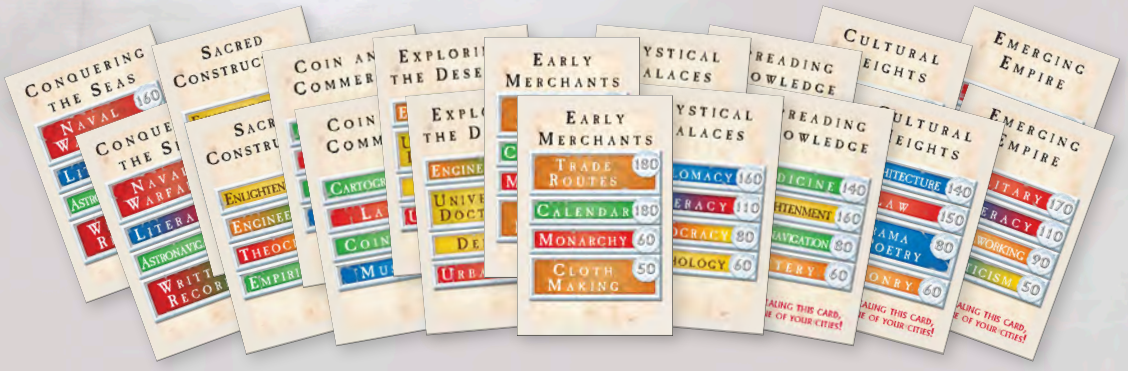
Playing time: 12-14 hours

The rules for 10-18 players can be combined with the rules for The Expert Game. Use the Expert Version of A.S.T. for 18 players, which is printed on the back side of the Census Track board of THE EAST.

The Short Game (10-18 Players)

Playing time: 7-10 hours

The rules for 10-18 players can be combined with the rules for The Short Game. Take the 18 Short Game scenario tokens (9 from THE WEST and 9 from THE EAST) and select the scenarios as shown in the table below, depending on the number of players.



Number of Players	10	11	12	13	14	15	16	17	18
Sacred Constructors	2x	2x	2x	2x	2x	2x	2x	2x	2x
Conquering the Seas	1x	2x	2x	2x	2x	2x	2x	2x	2x
Coin and Commerce	1x	1x	2x	2x	2x	2x	2x	2x	2x
Exploring the Deserts	1x	1x	1x	2x	2x	2x	2x	2x	2x
Early Merchants	1x	1x	1x	1x	2x	2x	2x	2x	2x
Spreading Knowledge	1x	1x	1x	1x	1x	2x	2x	2x	2x
Cultural Heights	1x	1x	1x	1x	1x	1x	2x	2x	2x
Emerging Empire	1x	1x	1x	1x	1x	1x	1x	2x	2x
Mystical Palaces	1x	1x	1x	1x	1x	1x	1x	1x	2x

12 Players

In The Short Game for 12 players, the players do **not** receive additional credit tokens as described in the section Set Up the Game for 10-18 players.

The Short Game & The Expert Game (10-18 Players)

Playing time: 8-10 hours

The rules for 10-18 players can be combined with the rules for The Short Game in combination with The Expert Game. Take into account the adjustments as described under The Short Game & The Expert Game (5-9 Players) (*page 5*).

ARES