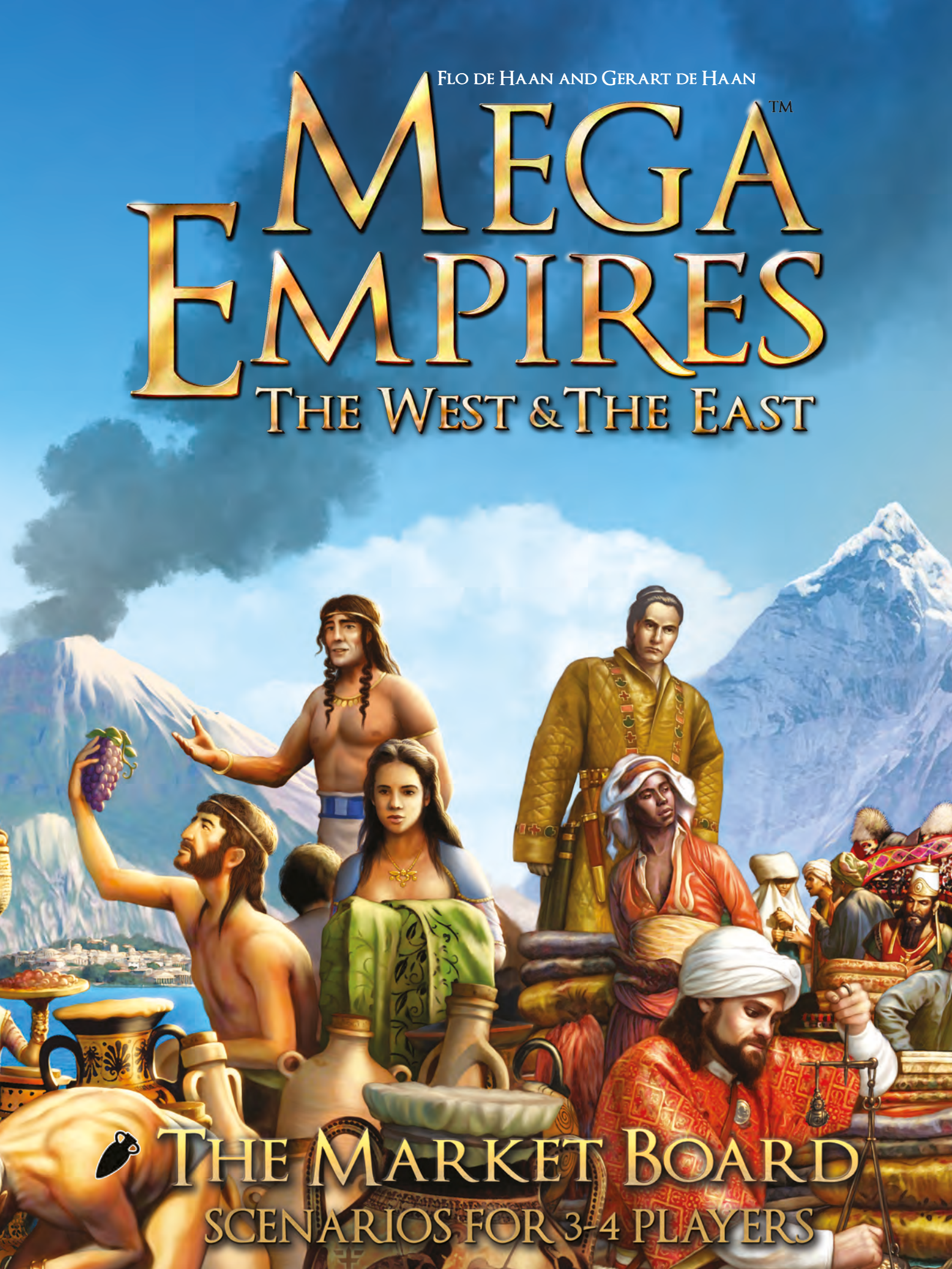
Flo de Haan and Gerart de Haan

Mega Empires™

The West & The East



The Market Board

Scenarios for 3-4 players

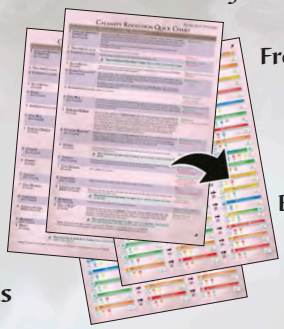
Content

1. Introduction ..... page 2
2. Set Up the Game ..... page 3
3. Sequence of Play - Adjustments ..... page 6
4. The Short Game ..... page 11

Game Components

1 Rulebook

2 double-sided Player aids

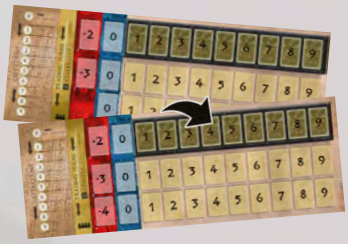


Front: Calamity Resolution Quick Chart THE WEST/ THE EAST
Back: Strategy Explorer

2 City Count boards

Front: City Count
Back: A.S.T THE EAST 3/4 players Basic/Expert

1 double-sided Market board



18 double-sided Player mats

Front: 3 players
Back: 4 players

1. Introduction

This add-on product contains components, rules and setups for playing **MEGA EMPIRES: THE WEST** or **MEGA CIVILIZATION** with as few as 3 or 4 players. Reducing the number of players requires some modifications to the game setup and rules. The key difference between this scenario and the regular game is that trading is done with a market board. All components in this add-on are also included in MEGA EMPIRES: THE EAST (except for the 9 unique player mats for the western civilizations, which are included in MEGA EMPIRES: THE WEST).

Description of Play

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 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 MEGA EMPIRES: THE WEST or MEGA CIVILIZATION before playing this scenario.

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2. Set Up the Game

This rulebook includes rules for the following 2 setups:

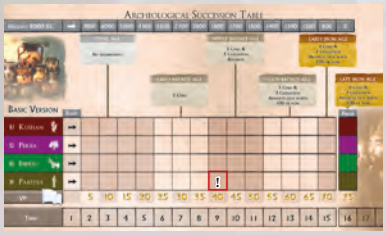
Western Setup: this setup can be played using either **MEGA EMPIRES: THE WEST** or **MEGA CIVILIZATION**.

Eastern Setup: this setup can only be played using **MEGA CIVILIZATION**.

Determine the Game Limits

This scenario can be played with either the **Basic** or **Expert** version of the A.S.T. Note that the A.S.T. for the **Eastern Setup** is slightly altered. There are **no** adjustments for the A.S.T. for the **Western Setup** for the 3-4 player scenario.

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.

Map Board

Western Setup: Select Map board panel 2.

Eastern Setup: Select Map board panel 3.

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

When using a copy of **MEGA EMPIRES: THE WEST**, select all trade cards marked **5-18**.

When using a copy of **MEGA CIVILIZATION**, select all trade cards marked **5-10** (these cards are all marked ✹).

Set Up The Game for 3 Players

Western 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.

Eastern 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.

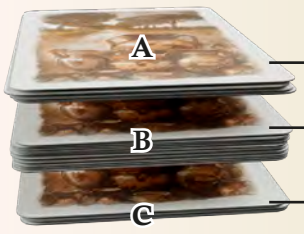
Prepare the Stacks of Trade Cards

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

Western 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.

Eastern 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*)

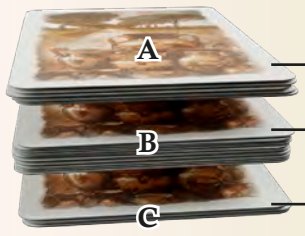
Prepare the Stacks of Trade Cards

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}

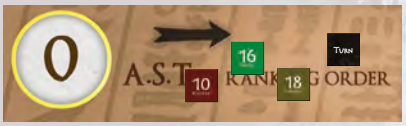
B: Shuffled: {commodities + Tradeable Major Calamity}

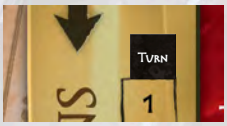
C: Shuffled: {**2** commodities + Non Tradeable Calamity}

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.

3. 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.

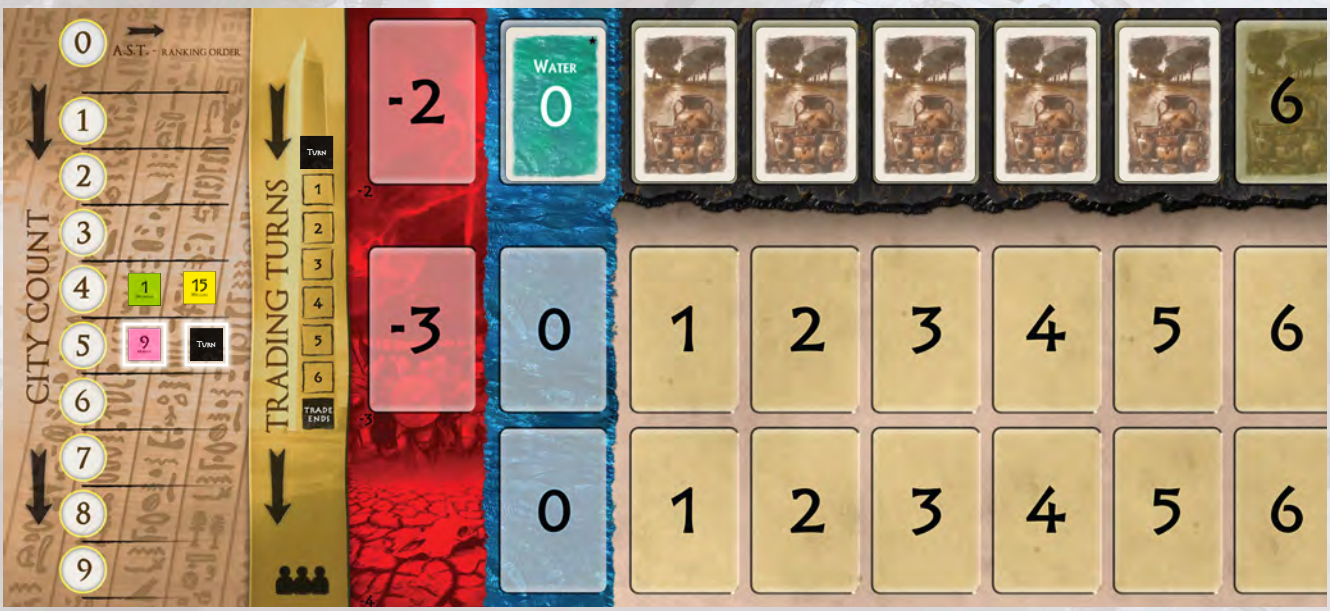
Phase 6a. Deal Trade Cards

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, placing them in A.S.T.-Ranking order for each row. Deal the numbered Player Sequence cards 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: *Linda (Minoa) and Joel (Hellas) each have 4 cities and Rob (Hatti) 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 Player Sequence cards 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: *Linda places 1 Copper and 1 Clay (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 Clay (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 Copper 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: *Linda places 1 Wool and 1 Water (total value of 4 + 0 = 4) on the market in exchange for 1 Copper 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 Charts for 3-4 players for the **Western Setup** or **Eastern Setup** provide 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.

★Western 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.

☀Eastern 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 Eastern 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: The A.S.T. for the **Eastern Setup** has been slightly altered for the 3-4 player scenario *(page 2)*. There are **no** adjustments for the A.S.T. for the **Western Setup** for the 3-4 player scenario.

4. 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:

Western Setup ★		Eastern 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).

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

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