

EMPIRES (Version 1.0)
'Economic, Military & Political Imperatives:
***Risk*Extended Scenario'**

INTRODUCTION

EMPIRES is, as the title suggests, a variant for that best of "beer and pretzels" wargames, **RISK** (copyright Parker Brothers). If you've never played **RISK** before - it's never too late to have a happy childhood... go out and buy a copy **NOW!**

This variant introduces a number of ideas and concepts presented in Avalon Hill's **CIVILIZATION**. **CIVILIZATION** is a well-balanced, but fairly slow moving, game. It is also a modern classic and you also owe to yourself to own a copy.

If, like me, you think **RISK** is a bit simple, and **CIVILIZATION** a bit slow and methodical, then **EMPIRES** might be the game to try...

EQUIPMENT

New Equipment

The only equipment that you will need, in addition to your well-worn **RISK** set, is four packs of ordinary playing cards, two of which should have the type and colour of back, with the other two having a different type or colour of card back.

"Goods" Cards: One set of cards (one pack) represents Goods (numbered cards) as well as Disasters (royalty cards).

From this pack of cards, you will need the following for the game (58 cards in total) - suit is not important except where noted:

All the Aces (One), 7 Twos, 6 Threes, 6 Fours, 5 Fives, 5 Sixes, 5 Sevens, 4 Eights, 4 Nines;
Queen & King of Hearts, Queen & King of Diamonds, Queen & King of Clubs, Queen & King of Spades.

"Empire" Cards: One set of cards (two packs) represents Empire Cards - which give your empire additional military and economic advantages.

From these two packs of cards, you will need the following for the game (58 cards in total):

One each of Clubs and Hearts from Ace (One) to King;
Two each of Spades and Diamonds from Ace (One) to Six;
One each of Spades and Diamonds from Seven to Ten.

Old Equipment

Note that, In **EMPIRES**, the **RISK** pieces that are used as "10's" are not used in this way any more. Instead they are used as Cities.

CHANGES TO RISK RULES

Most of the basic **RISK** rules remain the same, except where noted in the rules below.

The main change is to the "Play of Cards" rule, which determines the number of bonus armies: instead of getting an increasing large number of bonus armies when turning in a set of territory cards, players always receive 3 armies at a time.

SET UP

The basic set up for RISK is unchanged... although many people have developed their own variations to allow for a more balanced start to the game. These appear at the end of these rules.

In addition to the normal set up you will have to do the following:

Set up the Goods Cards in piles

- Put all the value One (Ace) cards face down in a pile, with the Queen of Hearts at the bottom
- Shuffle the Twos and Threes, as well the King of Hearts and Queen of Diamonds, and place them face down in second pile,
- Shuffle the Fours and Fives, as well as the King of Diamonds and Queen of Spades, together, and place them face down in third pile,
- Shuffle the Sixes and Sevens, as well as the King of Spades and Queen of Clubs, together, and place them face down in fourth pile,
- Shuffle the Eights and Nines and place them face down in fifth pile, with the King of Clubs at the bottom

It should be clear to all players which piles constitute the first, second, and so on.

Sort out the Empire Cards

Sort out the Empire Cards in piles by suit, in ascending order (Ace is One and low). These should be placed face up where they are easily visible.

GAME END AND OBJECTIVE

The game ends when either:

- one person conquers all other territories (ie removes all other players tokens from the board), or
- the last 'King' Empire Card is bought.

The winner of the game is thus either;

- the person who has conquered all the territories, or
- the person with the highest combined value of Empire Cards.

SEQUENCE OF PLAY

EMPIRES has a different sequence of play to RISK. The following steps are used - note that each step must be resolved before moving on to the next.

At the start of each round:-

1. Determine the round order

All players simultaneously:-

2. Get New Armies

Each player in round order can:-

3. Place Armies

Each player in round order can:-

4. Move and Attack

Each player in round order can:-

- 5a. Build Cities, and must**
- 5b. Acquire Goods Cards**

All players simultaneously:-

- 6. Trade Goods Cards (if 3 or more held)**

Each player in round order must:-

- 7. Resolve Disasters**

Each player in round order can:-

- 8. Purchase Empire Cards**

NEW RULES OF PLAY (In step sequence)

1. Determine Round Order

Unlike normal RISK, where the order of play remains the same each time, the order each round varies as follows:

- the players play in order of number of cities, with the least cities going first;**
- in case of a tied number of cities, the player with the least countries goes first;**
- if there is still a tie, roll a die to break the tie (lowest plays first!).**

Most of the subsequent steps each take place in round order; note that each step must be resolved before moving on to the next.

2. Accumulate New Armies

The normal RISK rules apply, except each city owned on the board adds one extra army to the total due a player.

3. Place Armies

The normal RISK rules apply. Note that armies not placed in a given turn cannot be "held over" to the following one.

4. Move and Attack

The normal RISK rules apply, except as noted below. The normal "free move" can be made after all attacks are complete.

Combat & Cities

A city can (in some cases must) be converted back into armies when the territory it occupies is attacked. A city is converted into 3 armies, provided there are sufficient army markers in the player's stock to do so. If there are insufficient, whatever are available are used.

Once converted into armies, the city marker is removed from the board. The owning player can, at his/her discretion, recreate a new city there or elsewhere (subject to the normal rules) in his/her turn.

A city can - or must - be converted into armies in the following cases:

***Once an attacker has declared his intention to attack a territory, the defender may choose - before the start of combat - to convert the city into armies,**

***A city which is alone in a territory (ie. no armies there) when attacked **must** be converted into armies,**

***If all the armies which were defending a territory are lost in combat, and the attacker is still continuing the attack, then the city must be converted into armies.**

A city gives a combat bonus to defending armies of +1 to the highest number rolled by the defender. If the same high number is rolled on more than one die, the bonus only applies to one of them.

Combat & Goods Cards

If a territory which contained a city is occupied by an attacker, that attacker may take one Goods Card (picked at random) from the defender (if that player holds any).

5a. Build Cities

Each player, in the round order, can build as many cities as he/she wants, subject to the restrictions below.

Cities are built by converting normal "armies" into Cities (ie. 'Beating swords into ploughshares'). A territory with a group of 3 or more, armies can be converted into a city. Remove 3 armies and place a city marker there. Each territory may only contain 1 city. No player may have more than 5 cities on the board at one time.

Once cities are placed they cannot be moved - they may, however, be destroyed in combat (see Movement and Combat) and thereafter rebuilt in a different territory.

5b. Acquire Goods Cards

Each player - once they have finished building any cities - must then draw one card each from as many Goods Cards piles as he has cities. For example, if a player has three cities, he draws one card from the first pile, one from the second, and one from the third. If there are no cards in a pile, he forfeits the card due from that pile. Goods Cards cannot be revealed to other players.

6. Trade Goods Cards

Only players holding three or more Goods Cards at the start of this step can participate. Each trade consisting of a player offering 3 or more cards in exchange for a set of 3 or more cards from any one other player. When a player makes the trade he must truthfully state the number of cards being offered, and at least one other fact about them, from either:

-the total points value (see below),

-the 'number' on one or more of the cards.

He can any other information, as he sees fits, or other "hints" about the offer, but is not obliged to. Any "lie" about the offer causes it to be invalidated.

Player should allocate a period of about 5 minutes to allow a reasonable amount of trading to take place.

If a player has drawn a Disaster card, he may attempt to trade it as part of a set of Goods Cards (such cards count zero towards the total value). Players are only allowed to trade such cards once. If a player receives a card as part of a deal, he must immediately remove it from his hand, and place it face down before him. Any additional Disaster cards received are placed face down on top of the previous one(s). The Disaster(s) is resolved in the next step. A player does not have to trade a Disaster card and may discard it along with any other excess Goods Cards at the end of the turn (see Step 8).

Goods Cards Points Value

A single Goods Card is worth the face value of the card.

A "set of Goods Cards" is two or more cards of the same value (ignore suit).

The points value of a set of Goods Cards is simply determined by doubling the base value (the value of a single card) for each additional card in the set. The points value for all type of cards, based on the number of a cards in a set, is shown in the table below.

Table 1: Points Value of Goods Cards Sets

Card Value	Number of cards in set							
	1	2	3	4	5	6	7	8
1	1	2	4	8	16	32	64	128
2	2	4	8	16	32	64	128	
3	3	6	12	24	48	96		
4	4	8	16	32	64	128		
5	5	10	20	40	80			
6	6	12	24	48	96			
7	7	14	28	56	112			
8	8	16	32	64				
9	9	18	36	72				

7. Resolve Disasters

A player can only be affected by a maximum of 2 Disasters per turn, and by only one of each type. Disasters are resolved in the order they were received: ie. the order they appear when the face down pile in front of the player is turned over.

Once Disaster cards have been resolved, they are returned (face down) to the bottom of their starting piles (see Set Up). Refer to "Effects of Disaster Cards" below. All Disasters only affect the player who received them.

8. Purchase Empire Cards

Players may purchase as many Empire Cards - of any type - as they have points for - at a time as they wish, subject to the restrictions below.

The cost of purchasing an Empire Card is ten times the card's face value.

Empire cCards can be purchased using either Goods Cards or credits. The Goods Cards points value is as explained in the previous section. Credits can be obtained from ~~existing~~ Empire Cards (ie. held in the hand before the start of the current turn) whereby all cards of a suit count **double their face value** as credit value towards the purchase of subsequent cards of the same suit.

Goods Cards, once used for a purchase, are returned (face down) to the bottom of their starting piles (see Set Up).

Players are only allowed to hold one Empire Card of each face value (or Royalty rank). Once Empire Cards have been purchased they cannot be traded, discarded, or exchanged. Empire Cards held by a player are open to inspection by other players.

Empire Cards confer certain advantages depending on which are held (see Table 4 further on in the rules).

Players are allowed to retain a maximum of 5 Goods Cards at the end of this step.

EFFECTS OF DISASTER CARDS

Disaster and Cities

In general, where a player needs to count the number of armies he has, or has to lose some number of armies, a city always counts as the equivalent of 3 armies.

Floods and Quakes

A player affected by Floods or Quakes must roll a die for each territory in which can be so affected (Table 3 below), and in which he has armies. The die roll for each territory indicates the number of armies lost there (add one to the die roll if the King card has been played). Regardless of the die roll, a player will always retain one army after a Disaster.

Plague

A player affected by plague must first determine where the plague starts. He must pick, in order:

- the continent with the most number of his armies;**
- the territory in that continent with the most number of his armies.**

If, in either case, he has one or more places with an equal number of his armies, he can choose which one is affected.

The player then determines what the effects of plague are in the continent. For the starting territory he rolls two dice (one red, one white). If the number on the red die is 5 or less, that territory is affected by plague and loses the number of armies shown on the white die.

The player then determines the next territory affected by the plague: this is a territory adjacent to the first with the most number of his armies in it. Again, if there are one or more places with an equal number of his armies, he can choose which one is affected. In the second territory, he rolls the dice again. If the number on the red die is 4 or less, that territory is affected by plague and loses the number of armies shown on the white die. Note that adjacent territories include those linked by lines across seas or oceans.

This procedure is repeated until a player

- has no more territories which can be affected, or**
- has checked 5 territories (in each case lowering the number to be rolled by 1).**

In each case, a player may always retain one army in each territory affected.

Example

A player is affected by plague (via the Queen of Spades card). He has 16 armies in Europe and 16 in Australia. He chooses Australia as being affected. In Australia, he has 8 armies in Indonesia, 4 in New Guinea, 2 in Western Australia and 2 in Eastern Australia. The plague starts in Indonesia. He rolls a red 4 and a white 2, and loses 2 armies. The plague then moves to New Guinea (next highest number of armies). Here he rolls a red 6 and a white 5, and loses nothing. He then chooses Eastern Australia as the next territory affected (Western Australia and Eastern Australia have equal numbers). Here he rolls a red 3 and a white 3, but only loses 1 army. Western Australia is the last territory affected. Here he rolls a red 4 and a white 1, and loses nothing.

Riots

The player affected by Riots must first specify the order in which he will check for Riots in his Cities ie. which city,

which city second and so on. The chances of a city being affected are related both to the number of Cities that the player has, and the position in which the city is checked. If there are 5 Cities, the chance of the first city being affected are 5 in 6 (i.e. if a player rolls 5 or less on the die, the city is affected); the chance of the second city being affected are 4 in 6, and so on. If there are 4 Cities, the chance of the first city being affected are 4 in 6 etc.

The effect of a Riot is always the same: that city is removed and 1 army put in its place.

Table 2: Summary of Effects of Disasters

Suit	Effect	Affects	Summary of how to resolve
Diamonds	'Quakes	All marked territories	Roll die for number of armies lost in each territory; can always retain one.
Hearts	Floods	All marked territories	Roll die for number of armies lost in each territory; can always retain one.
Spades	Plagues	Territories within a continent	Start in continent and territory with highest number of armies; roll for chance of plague (<=5 chance in first territory, <=4 in second etc.) and number of armies lost.
Clubs	Riots	All cities	Roll for each city to see if affected - if so, replace city with one army. Also lose 1 Goods Card per city affected.
NOTE:			
King card adds +1 to any die roll to determine the number of armies lost (not a roll to see if Plague occurs or the roll to see if Riots affect a city).			

Table 3: Territories potentially affected by natural Disasters

	'QUAKES	FLOODS
Africa	North Africa	East Africa
Australia	Western Aus.	Indonesia
Asia	Middle East Kamchatka	Siam
Europe	Southern Eur.	Iceland
North America	Central Am.	Alaska
South America	-	Brazil

ADVANTAGES OF EMPIRE CARDS

The red and black cards represent, broadly, two types of development within each player's empire: red being social/political ("hearts") and black being military/industrial ("clubs). Ownership of certain value cards gives players different advantages as outlined below.

Table 4: Bonuses applicable to Empire Cards

Card	Type	Bonus
3 Hearts	Storm Shelter	Subtract one from the die roll when determining the number of armies lost through Floods.
6 Hearts	Medicine I	Subtract one from the die roll when determining the number of armies lost in a territory affected by a Plague.
9 Hearts	Medicine II	Add one to the die roll when determining if a territory is affected by a Plague.
Q Hearts	Urban Sprawl	Only need two armies to form a city; city still reduces to 3 armies and for all other cases still counts as containing 3 armies.
3 Diamonds	'Quake Shelter	Subtract one from the die roll when determining the number of armies lost through 'Quakes.
6 Diamonds	Bonus Move	Can have one additional "free move" after the attack stage.
9 Diamonds	Riot Gear	Add one to the die roll when determining if a city is affected by a Riot.
3 Clubs	Bonus Army I	Get one extra army per territory card set turned in.
6 Clubs	Bonus Army II	Get one extra army (during stage 2) each turn, per every 6 territories occupied.
9 Clubs	Air Drop	Can air drop 3 armies, once per turn, from any owned territory onto any other territory; these must attack until destroyed or territory conquered.
Q Clubs	Nuke	Can only play once per turn; kills all but one army in a territory; no one can attack that territory or place armies there until the nuking player's next turn.
3 Spades	Attack bonus I	Attacker gets +1 to lowest die roll.
6 Spades	Attack bonus II	Attacker gets +1 to highest die roll.
9 Spades	Attack bonus III	Attacker gets +2 to highest die roll.

ALTERNATE SET UP FOR RISK

a. By choice

Designate a starting player (through roll of die, or cutting cards or some random method). He/she places one army in any unoccupied territory of his/her choice; the other players take turns, in a clockwise direction, to each place a piece. When the last player has placed a piece, that player then places a second piece, and player take turns in an anti-clockwise direction. This alternating method proceeds until all territories are occupied.

DESIGN NOTES

Barry Manilow, in that unique style of his, likes to tell us that music is his "first love". Well, board games were mine, and RISK paid no small part in getting me hooked in what looks to be a lifelong hobby. This variant is my small "tribute" to this classic.

I have attempted to keep the system fairly "clean" -- no masses of extra pieces, and rules that are (hopefully) fairly obvious and "rememberable" after being played once or twice. Also, I have attempted to keep the "spirit" of RISK in the sense of basing many of the options to the "3" rule. That, along with "doubling", and the use of dice to create suspense at appropriate moments, hopefully maintains quite quick moving play.

The current version of the game is "1.0" and, as such, clearly needs a fair amount of playtesting. I would appreciate it if any, and all, comments and queries could be sent to me (Derek at "boardgamesbook@yahoo.com").

In particular:

- the balance between available points from Goods Cards and the cost of buying Empire Cards - are more Goods Cards needed?**
- do Disaster Cards have too low or too high an impact?**
- do Empire Cards grant abilities that useful without overly affecting the game balance?**

CREDITS

This variant is obviously heavily based on Avalon Hill's CIVILIZATION: I trust they take this as a compliment, rather than a rip-off!

The idea for this design was inspired by a posting on the USENET group rec.games.design