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67 cards: 10 Atlantean cards, 10 Barbarian cards, 10 Japanese cards, 10 Roman cards, 10 Egyptian cards, 13 Common cards, 2 Virtual player Faction cards, 2 Attack cards.

FORMATS OF PLAY

The following two formats describe rules for deck construction.

OPEN

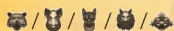
You may mix any Common and Faction cards from any expansions with the corresponding cards from the Imperial Settlers base game and have fun. Note that this way you may create chaotic and crazy decks.

STANDARD

This is the only format allowed at tournaments. You only use the Common cards from the Imperial Settlers base game. Choose one Expansion and build your Faction deck.

BUILDING A FACTION DECK

Each Faction card has the number of its copies indicated in the bottom right of its central image. There are cards which come with 3 copies, 2 copies or a single copy.



Your Faction deck should consist of exactly 30 cards: 3 cards with 3 copies each, 6 cards with 2 copies each, and 9 single cards. You must include all copies of

a particular card, so if you want to add a new card to your deck which, for example, comes with 3 copies, you have to remove from the deck all 3 copies of one of the old cards.

BUILDING A COMMON DECK

Add all Common cards from the chosen expansion to the common cards from the base game.

CHECK OUR WEBSITE FOR THE HINTS ON BUILDING YOUR FACTION DECK. WWW.PORTALGAMES.PL.

NEW RULES

COLORS

New card abilities connect Goods with card colors. Here's a complete list of them:

BROWN	
GREY	
RED	
PINK	
GOLD	
BLACK	
WHITE	
VIOLET	
BLUE	

When Location's ability tells you to draw a card of a particular color, draw cards from appropriate deck until you find card of that color and add it to your hand. Reshuffle the rest of the cards into the deck. If you fail to find such card, reshuffle the deck and finish your Action without taking any card.

SET

A SET of cards is a group of three cards of particular color. A SET of cards may contain both Faction and Common cards, and be any combination of Production, Feature and Action Locations.

EXAMPLE: If you are counting how many RED, RED, WHITE SETS you have in your Empire and you currently have 4 RED and 1 WHITE Locations you only have 1 RED, RED, WHITE SET.

Each card may be counted for more than one effect.

EXAMPLE: If you are counting RED, RED, WHITE and RED, RED, RED SETS in your Empire and at the moment you have 4 RED and one WHITE Locations you have 1 SET of each.

When counting how many SETS you have, include the card that provides the effect if it is of the appropriate color.

When you build a Production Location that produces based on a number of SETS, check how many SETS you have when you build this location, and also during every production phase.

NEW SETS

Feature Locations provide a bonus for each new SET of 3 cards you complete after the Feature location is in play. When you build a new SET, and trigger the Feature, mark it by placing the top card of the Common deck under the location face-down. This face down card marks that the first SET has been counted. If the SET is broken because of a card being Razed or removed, you will not gain the Feature bonus when the first SET is built again. Therefore, your Feature scores only once you have 3, 6, 9, etc cards in play which meet the Feature SET bonus.

When you play a Feature which counts a new SET, and you already have SETS in play mark the Feature with a face down Common card for each SET you already have in play, without gaining the Feature bonus. This will help you keep track of how many SETS you will need to have in play before you can claim the Feature bonus.

When a Feature Location, that has been marked with Common cards is discarded, place these cards face down under the Common deck.





EXAMPLE: You are playing Romans and have Caesar's Pantry in play with one completed RED SET. Therefore, Caesar's Pantry already has one Common card marking it. Then, one of your RED Locations is Razed. When you play the next RED card, you do not score the Caesar's Pantry Feature. In order to score, you will need to play a 6th Red Location, and therefore have a second SET.

EXAMPLE: You play Caesar's Pantry and you already have 3 RED in play. You do not score for this SET because Caesar's Pantry only scores for new SETS. You should mark Caesar's Pantry with a face down Common card to show that you must complete a second SET before you can score with Caesar's Pantry.

This will help you keep track of how many SETS you will need to have in play before you can claim the Feature bonus.

CARDS CLARIFICATIONS



Welcome Expedition - You don't gain 1 when placing card as a Foundation.

Interrogation Master - You don't gain 1 when placing card as a Foundation.



Cherry Orchard -

EXAMPLE: If you have 3 PINK and 6 RED in your Empire when using the Action - you'll receive 3 for them.



SINGLE PLAYER GAME

This expansion introduces 2 Virtual player Faction cards for the Virtual player. During the setup of the solo game draw 1 random Virtual player Faction card for the Virtual player. This card will change the rules of the solo game.

NOTE: When playing the solo variant of Imperial Settlers with the Egyptians or Japanese as the Virtual Player's faction, add 2 Attack cards with a on them.

The Japanese - After revealing the Attack card,



first check if you have a Deal providing the Good. If so, remove the Deal and place it on the Virtual player's Collection pile. Then proceed with the standard Attack rules.

Attack card placement is not affected by the Deal being discarded - it always goes on top. At the end of the game, Deal cards in the Virtual player's Collection pile are counted as two Location cards.

The Egyptians - after revealing the attack card, first check if you have a Faction with the matching color. If so, put a on this Faction card, as a blockade symbol. The blocked Faction is considered to not be in play during the next round. Then proceed with the standard Attack rules.



A blocked Location doesn't produce, provide feature bonuses, and you cannot use its action. It cannot be used as a foundation, and their color is not counted. They do not count as Location in your Empire for that round. A building blocked during the final round does not count for VP.

Attack card placement is not affected by a Blockade - it always goes on top.

If you have more than one Location with the matching color, choose a Location to be blocked using the standard Attack rules.

is discarded to the Virtual player's Collection pile during the Cleanup phase. At the end of the game, are counted as two Location cards.



CHECK OUT OUR NEW GAME BASED ON IMPERIAL SETTLERS MECHANISMS.

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