

Small
Samurai
Empires



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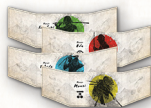
OVERVIEW

Daimyo! The mists of war are upon us. They bring fear, uncertainty, and destruction... our enemies' Armies are marching on our Provinces, and it is up to you if we will emerge victorious, or become erased from history. Daimyo, are you ready to lead your samurai to glory?

GAME COMPONENTS



Map Board of Japan



4 Player Screens



64 Samurai Meeples (16 per player)



12 Castle Meeples (3 per player)



44 Order Tokens (11 per player)



20 Destiny Cards



30 Food Tokens (green) and 30 Bushido Tokens (red)



12 Resource Seeding Tokens



Score Board



Influence Board



20 Cubes (4 Influence Track Markers + 1 Score Track Marker per player)



4 Turn Track Markers (1 per player)



16 Neutral Action Tokens (Variant)



4 Region Agenda Tiles + 16 Agenda Player Markers (Variant)



10 Mountain Tiles (Variant)



9 Shrine Meeples (Variant)

GAME OBJECTIVE

Small Samurai Empires is an action-programming, area-control strategy board game for 2-4 players.

In this game, players play as a Daimyo - the leader of a great house with the purpose of conquering Japan and becoming its most powerful emperor in history. In order to accomplish this, players will recruit Samurai Armies, move them across Provinces to gain majority, harvest resources to enhance certain actions, attack enemy Armies to take over Provinces, and build Castles to fortify their position in a Province.

At the end of the game, players will score Victory points for the Influence they have in each Region. Whoever has the most Victory points at the end of the game becomes the Emperor of Japan!

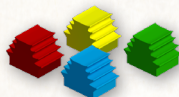
GAME CONCEPTS

Before getting into the rules of the game, you should get to know the components and the game concepts:



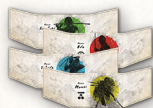
Samurai Armies

Each Samurai meeple represents one **Samurai Army** (or simply **Army**) on the board.



Castles

Each Castle meeple represents a **Castle** on the board.



Player Screens

You will use the screens to hide your **Order tokens**, as well as Bushido and Food tokens.



Order tokens

Throughout the game, you will place your **Order tokens** on the indicated slots on the board to plan your actions.



Food and Bushido Tokens

You will use these tokens to pay for actions and to cover opponent **Order tokens**.

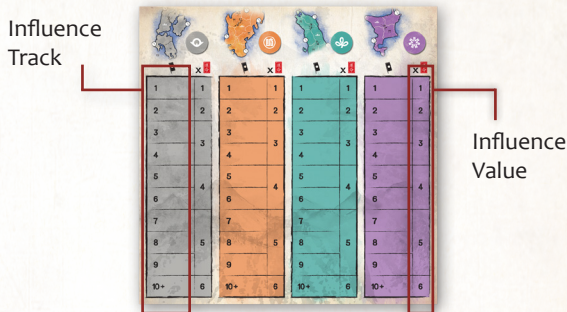


Destiny Cards

Each of these cards corresponds with one of the four Regions on the board. You will use these cards to raise the values of Provinces for the end game scoring (explained in the Game End section, page 12).

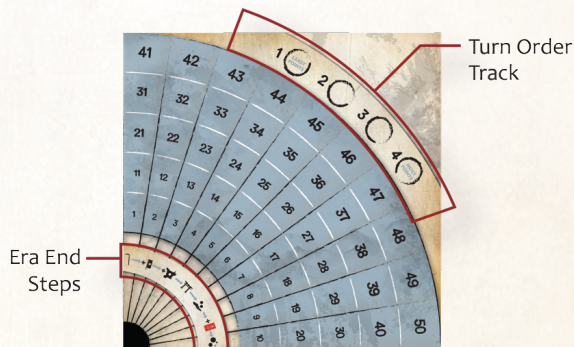
Influence Board

The Influence board features four Influence tracks, one for each Region. The left column on each Influence track is the amount of Influence a player has gained throughout the game, while the right column is the corresponding multiplier value used for Influence scoring at Game End.



Score Board

You will use the hand fan score track on the score board to track your Victory points throughout the game. Additionally, above the hand fan score track, there is a turn order track that you will use to track turn order. Finally, the Era End steps are displayed in the corner of the board.





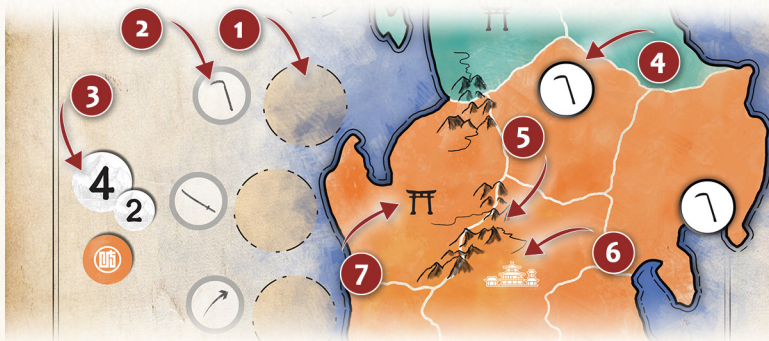
Map Board of Japan

The map board of Japan consists of four Regions, each with different number of Provinces (Gray Region with 6 Provinces, Orange Region with 7 Provinces, Teal Region with 6 Provinces and Violet Region with 4 Provinces). Throughout the game, you will be playing different actions in order to control those Provinces. **A player controls a Province if they have the most power among players in that Province.** In the future, we may use the  symbol to refer to the **Control** term.

Each **Army** adds 1 **Power** to a player's presence in a Province, while each **Castle** adds 2 **Power** to that player's presence in a Province. If two or more players are tied for having the most **Power** in a Province, no-one **Controls** that Province. In the future, we may use the  symbol to refer to the **Power** term.

Additional explanation of the map elements:

- 1 **Order token slots:** You will use these slots to place your **Order tokens** face down during the game. Each Region has their own corresponding order slots.
- 2 **Neutral actions:** Whenever you place an **Order token**, you can immediately play the **Neutral action** next to that **Order token's** slot. More on this in the Gameplay section (page 6).
- 3 **Region bonus points:** Victory points are awarded to the players in control of the most and second most Provinces in a Region. More explained in the Era End section (page 11).
- 4 **Resource slot:** Indicates that this is a resource Province and during setup random resource will be seeded here.
- 5 **Mountains:** Used only with the **Path of the Mountain variant**.
- 6 **Capital City**  : Indicates that this is the **Capital City** Province of the Region.
- 7 **Shrine**  : Indicates that this is a **Shrine** Province.



SETUP

- 1 Place the board in the middle of the table.
- 2 Each player chooses a color and gets the corresponding pieces: player screen, 16 **Armies**, 3 **Castles**, all **Order tokens** of their color, 2 and 2 . Then each player places all of their tokens behind their screen and their **Armies in front** of their screen.
- 3 Next, prepare and deal **Destiny cards** . Shuffle the deck, then deal 3 cards to each player. Place the Destiny deck near the board.
- 4 Take the 6 Bushido and 6 Food seeding tokens. Seed them randomly on each space of the map that has the (resource slot) symbol. Place the other resource tokens near the board to form a supply.
- 5 Each player places 2 **Armies** from their supply in each **Capital City** Province, so each player will start with 8 total **Armies** on the board.
- 6 Place one cube of each player's color on each of the Region pictures on the Influence tracks.
- 7 Place each player's score track cube on the "0" (zero) space on the score track.
- 8 Determine first player at random and place that player's marker on the first slot of the Turn Track. Then in clockwise order place all of the players' markers on the next slots. For the first Era, turns will proceed in this order, while for the second and third Era turn order is determined differently (explained at the Era End section, page 11).

You are now ready to start the game!



GAMEPLAY

A game of Small Samurai Empires is divided into **3 eras**, and **each era is divided into 2 rounds**. Each round will have the following phases, but note that the two rounds in an era are played and resolved a bit differently from each other.

QUICK OVERVIEW OF AN ERA

1st round

Planning Phase:

- Play a Destiny card
- Place Order tokens

Resolution Phase:

- Resolve Order tokens from **bottom upwards**

2nd round

Planning Phase:

- Place Order tokens only (no Destiny cards)

Resolution Phase:

- Resolve Order tokens from **top downwards**

1st round of an era

Planning Phase:

Each player chooses one of their **Destiny cards** in hand and places it face down. Then all players reveal them simultaneously, and put them next to the board. The more often a Region appears on Destiny cards, the more valuable that Region's Provinces will be during end game scoring.

2 player game only: Before both players reveal their Destiny cards, draw the top card from the Destiny deck. Add it to the Destiny cards chosen by the players, then reveal the Destiny cards.

Afterwards, players will place **Order tokens** of their choice face down, one player at a time in turn track order on any one of the empty slots on the board. Depending on the number of players in the game, this is the number

of **Order tokens** each player will place during the 1st round of each era:

$$\begin{array}{c} \text{2 icons} \\ \hline \text{2 icons} \end{array} = 4 \text{ Order Tokens}$$

$$\begin{array}{c} \text{2 icons} \\ \hline \text{1 icon} \end{array} = 3 \text{ Order Tokens}$$

Additionally, whenever you place an **Order token** face down, you may play the **Neutral action** that is printed next to the slot where you placed your token.

Example:



- 1 Green has decided to place one of their **Order tokens** face down on this slot of the board.
- 2 Because of that, Green triggered the “Move 1” **Neutral action** in that Region and can use it immediately.
- 3 Green decides to use that **Neutral action** to move one **Army** from the **Capital City** Province to the northern Province where there is a Bushido resource.

Further explanation of Neutral and Order token actions can be found in the Actions Overview section (page 8).

When all players have placed the required number of **Order tokens** on the board, the game proceeds to the **Resolution Phase**.

■ Resolution Phase:

Starting from the **southernmost (bottommost) Order token** on the board and going upwards through all of the slots, players will turn their tokens face up and resolve their actions one by one. During the 1st round of each era, **do not** return the **Order tokens** to the supply after resolving them.

Example:



It is the start of the Resolution Phase, and the bottommost token belongs to the blue player.

1 The blue player turns it face up and performs the action on the token, which in this case is "Recruit Armies".

They choose to recruit one Army and place it in the Capital City Province.



Next is the yellow player's token.

2 They turn the token face up and play the action on the token, which in this case is the "Attack" action.

They choose to destroy the blue Army in the marked Province to secure its control.

Players continue to reveal and play out the tokens in this manner until they reveal and play the **northernmost (topmost) token**. After that, the game proceeds to the 2nd round of the era.

IMPORTANT NOTES:

- I. In a 2 player game, some slots will remain empty after the Planning Phase. This is normal, and it happens only because each player can play 4 **Order tokens** during the 1st round Planning Phase. Simply skip those slots during the Resolution Phase.
- II. Each action from the **Order tokens** in play must be resolved in the Region where the **Order token** was placed. **For example:** if you reveal an "Attack" action on one of the slots in the orange Region, then you can destroy opponent Armies only in that Region.
- III. The **Neutral actions** are not resolved again during the Resolution Phase (they are resolved only in the Planning Phase, immediately after placing an Order token).
- IV. When you are resolve an action from an order token, you may choose to resolve it partially (**for example:** play 2 instead of 3 moves) or not resolve the action at all.

ACTIONS OVERVIEW

Each player has an identical set of **Order tokens** - meaning everyone has the same types of actions available throughout the game.



Recruit Armies

Add one **Army** from your supply to the **Capital City** Province in this Region or to the Province in this Region where you have a **Castle**.

Then, you may spend 1  to place another **Army** in the **Capital City** Province in this Region or in the Province in this Region where you have a **Castle**.

Example: Green revealed an **Order token** with the “Recruit Armies” action in the orange Region. They choose to place their first **Army** on the **Capital City** Province . Then, green decides they will spend 1  in order to place another **Army** in the Province where they have a **Castle** .



Move 3

Gain 3 movement points, then distribute them as you choose among your **Armies** in this Region. If a single **Army** is given multiple movement points, it can move across multiple Provinces.

Moving across Regions:

Players can move their **Armies** across Regions. However, once an **Army** ends its movement in another Region, it can only be affected by actions from **Order tokens** played in the new Region.

Example:

a) Red revealed an **Order token** with the “Move 3” action. They choose to move 3 separate **Armies**, of which 2 **Armies** to one Province, and the 3rd **Army** to another Province.



b) In this example, red chooses to move 2 separate **Armies**. One **Army** moves across two Provinces, while the other will move to an adjacent Province.

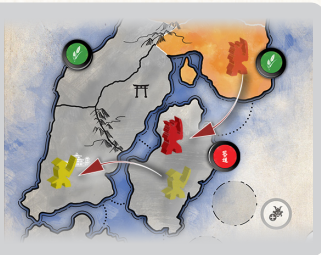


c) Red chooses to move one **Army** across 3 Provinces, moving deep into a different Region. An **Army** can move out of its original Region and still keep going within the new Region if it has remaining movement points.

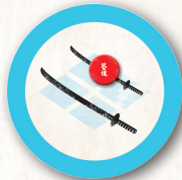


Provinces connected by sea:

Provinces connected by dots across the sea are considered adjacent for movement purposes.



Attack



Destroy 1 opponent **Army** in a Province in this Region where you have at least 1 **Army**. Then, you may spend 1  to destroy another opponent **Army** in the **same Province**.

The destroyed **Armies** do not have to belong to one player. Return the destroyed **Armies** to their players' supply.

Move 2 or 3



Gain 2 movement points to move **Armies** in this Region. Then, you may spend 1  to gain 1 additional movement point. If a single **Army** is given multiple movement points, it can move across multiple Provinces.

Move 2/Move by Ship



With this action, you may either:

A) Move 2: Gain 2 movement points to move **Armies** in this Region, same as you would with the previous move actions or;

B) Move by Ship: Spend 1  and move up to 2 **Armies** from one single coastal Province to another single coastal Province anywhere on the board.

A coastal Province is a Province that borders the sea.

Example: Blue has decided that they will use the Move by Ship action to move their 2 **Armies** from a single coastal Province in the teal Region to a single coastal Province in the orange Region.



Example: Yellow has decided that they will use the Attack action to destroy a blue player's **Army** in a Province where they also have at least 1 **Army**. Then, the yellow player decides to spend 1  to destroy the green player's **Army**, thus securing control over the Province.



Harvest



Gain  and/or  from the supply for each resource Province in this Region where you have at least one **Army**. A resource Province is a Province that contains a resource token.

Example: Green has revealed an **Order token** with the "Harvest" action in the orange Region. Since they only have **Armies** in the resource Provinces on the north part of the Region , they will only gain 1  and 1  from the supply from this action. They will not gain any resources from the resource Provinces on the south part of the Region, because they do not have any **Armies** there .





Build Castle

If you don't have a **Castle** in this Region, return 2 of your **Armies** from a single Province in this Region to your supply to place a **Castle** in that Province.

However, if you already have a **Castle** under your control in this Region, you may recruit one **Army** from your supply to the Province where your **Castle** is located.

Castles **cannot be built** in a Capital City Province.

A **Castle** gives 2 power  to a player's presence in a Province.

Example: Red controls the Province because they have one **Castle** and one **Army** (3 power  total) while the blue player has two **Armies** (2 power  total).



IMPORTANT NOTES:

- I. Castles cannot be attacked and players cannot lose control over a **Castle**.
- II. There can be only one Castle in a Province, however other players can build Castles in different Provinces in the same Region.
- III. A player cannot build more than one Castle per Region.
- IV. At the Gain Influence step of the Era End, each **Castle** gives +1 Influence on the Influence track corresponding with the Region color where the Castle is built in.

Neutral Actions

Neutral actions are free to play and you can choose to immediately play the Neutral action **whenever you place an Order token**.



Move 1:

Gain 1 movement point to move an **Army** in this Region.



Attack:

Destroy one opponent **Army** in a Province in this Region where you have at least 1 **Army**.



Recruit Army:

Add one **Army** from your supply in the **Capital City** Province in this Region or at the Province in this Region where you have a **Castle**.



Harvest:

Gain  /  from any **one** resource Province in this Region where you have at least one **Army**.

2nd Round of an era

During the 2nd round of an era, players will also go through the Planning and Resolution phase, with the following differences:

■ Planning Phase:

- No Destiny cards are played during the 2nd round Planning Phase.
- When placing **Order tokens** face down to plan their actions, each player places **one fewer Order token** than the previous round.

$$\begin{array}{c} \text{3 Order Tokens} \\ \text{2 Order Tokens} \end{array}$$

Example: In a 3 player game, players will place 4 Order tokens face down during the 1st round Planning Phase, and then they will place 3 Order tokens face down during the 2nd round Planning Phase.

Placing Order tokens and covering opponents

When you place your **Order tokens** face down during the 2nd round Planning Phase, you must:

- Place them on an empty slot (usually in a 2-player game);
- Place them on top of your own tokens that you have placed in the 1st round without any additional cost, or;
- Choose an opponent whose tokens are not covered by other opponents and cover one of their face up tokens with your action token. By doing so, you have to pay 1  if you cover a player for the first time, or 2  if you cover a player for the second time.

Player's tokens can be covered by an opponent's token **only once** per round. However, one player can cover opponent tokens from different players, if they have not been covered by other opponents.

Example: (Three player game between players A, B and C):

It is the second round of an era and the planning phase begins when Player A covers one of player B's Order tokens **1**. Then, player B decides to cover an Order token belonging to player C **2**. Now, for player C, the only option is to cover an Order token of player A, since player A is the only player that is left with tokens uncovered by other players **3**.



IMPORTANT NOTES:

- You cannot cover another Order token that was placed this round (a face down token).
- You may still play out the corresponding Neutral actions when you place Order tokens, but if you are covering an opponent's token, you must pay the required cost first.

■ Resolution Phase:

Instead of starting from the **southernmost Order token** on the board and going upwards through all of the slots, players will now start turning their **Order tokens** face up and resolve their actions one by one starting **from the northernmost token and downwards to the bottom**.



The actions on the tokens that were placed in the 1st round of the era and were not covered by new **Order tokens** will also be resolved during this phase, so there is a possibility that some actions will be resolved twice during an Era.

ERA END

After all the players have resolved all the actions from the **Order tokens** in the 2nd round of an era, the era ends. Players then proceed to these steps:



1. Full Harvest

Players **gain a resource** from the supply for each resource Province they control.

Reminder: A player Controls a Province if they have the most power  among players in that Province.



2. Influence

For each Province and each **Castle** players control in each of the Regions, they advance that many steps on the corresponding Influence track on the Influence board.

Reminder: A Castle will give +1 Influence on the Influence track to the player that built it, regardless of who controls the Province where the Castle is in.



3. Region Bonus points

For each Region, only players in control of the most and second most Provinces in that Region score the corresponding amount of Victory Points (the higher value for the player with most Provinces and the lower value for the player with second most Provinces).

If players are tied for controlling the most Provinces in a Region, all tied players score the second (lower) value of that Region, and no other players will score the bonus points.

If there is no tie for controlling the most Provinces but players are tied for controlling second most Provinces in a Region, each tied player gains the lower value.



4. Shrine points

Players score 1 Victory point for each Shrine Province they control.



5. Order tokens cleanup

Players **take back their Order tokens** from the board and put them behind their screens to be played during the next era.



6. Destiny cards

Each player draws one new **Destiny card** from the Destiny deck.



7. Turn track reorder

The turn track is reordered so that the player with the fewest Victory points goes first during the next Era. The player with the second fewest Victory points goes second, and so on.

Example:

This example shows how the Grey Region would resolve its End Era steps. However, **these steps should apply for all 4 Regions** and be done sequentially.

1 Red gains 1 since they control the Province with 1, while blue gains 1 since they control the Province with 1. Yellow and Red each have 2 samurai in the other Bushido Province. This means that no one will gain that Bushido.

2 Red gains 3 Influence since they control 2 Provinces + bonus 1 Influence for having a Castle. Blue gains 1 Influence since they control 1 Province, and yellow gains 0 Influence since they control 0 Provinces.

3 Red gains the higher bonus (3) because they control 2 Provinces. Blue gains the lower bonus (1) because they control 1 Province. Yellow does not gain a bonus.

4 Red gains 1 Victory point since they control a Shrine Province.

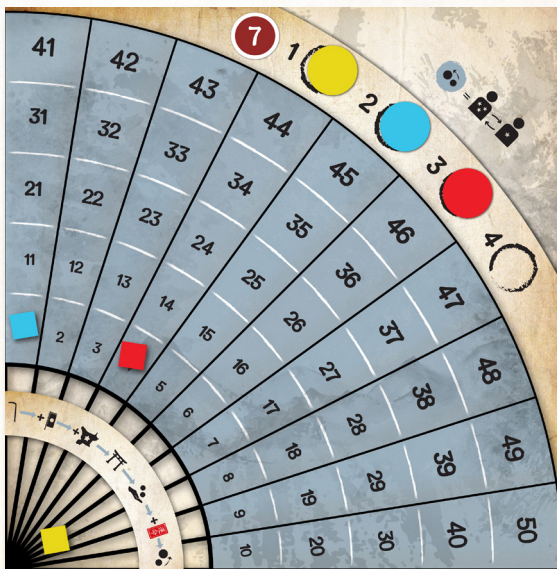
5 All players take back their Order tokens from the board.

6 Each player draws one Destiny card from the Destiny deck.

7 Reorder the Turn track. Yellow is first, since they have the least amount of Victory points. Blue is second and Red is last.



1	1	1	1
2	2	2	2
3	3	3	3



GAME END

After the Third Era ends, players continue to resolve “Era End” steps 1-7 (pg.12). Then, players will score Victory points from Influence and leftover resources.

Score Victory Points from Influence

For each Region, players check where their Influence marker stopped on the **Influence track** (left column) and check the corresponding value box on the right column.

Then, they take the **value from the right column** and **multiply that value with the number of Destiny cards** that correspond with that Region, to score their Victory points for that Region.

If there are no Destiny cards of a Region, that Region does not score any points.

Example: Let's look at the green player on the right of this page.



For the gray Region, green's marker is on the 1st space of the Influence track because Green controlled a gray province only once at the end of an era. They look at the value on the right column (value 1). The green player multiplies that value with the amount of Destiny cards corresponding with that Region (which is 3) to score 3 Victory points from that Region ($1 \times 3 = 3$).



Then, for the orange Region, they score 15 Victory points. They controlled 3 orange Provinces throughout the game (3 Influence) and there are 5 orange Destiny cards. ($3 \times 5 = 15$).



For the teal Region, they score 8 Victory points because they have 5 Influence (value 4) and there are 2 teal Destiny cards ($4 \times 2 = 8$).



And finally, for the violet Region, they score a total of 2 Victory points because they have 1 Influence (value 1) and there are 2 violet Destiny cards ($1 \times 2 = 2$).

The total Victory points that the green player scores from Influence are: **28 points** ($3+15+8+2$).

Gray Region	Orange Region	Teal Region	Violet Region
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10+	10+	10+	10+



Score Victory points from leftover resources

Every three unspent resources of any type are worth 1 Victory point.

Finally, the player with the highest amount of Victory points is the winner and becomes the eternal emperor of Japan!

In case of a tie, the player with the **fewest number of Armies** on the board is the winner. If there is still a tie, the player with the **most number of resources** in their possession is the winner.

If there is still a tie, all tied players are winners.

VARIANTS

While we hope that the base rules make for a fun game, you can enhance your **Small Samurai Empires** experience by including our offered variants which were made possible thanks to our wonderful backers. You can choose to play with either one, several, or all of these variants during a game. Here's an explanation of the rules associated with the variants:

Region Agenda Tiles

Setup: Shuffle the Region Agenda Tiles and randomly draw one for each Region and place somewhere next to the associated region.

Overview of a Region Agenda Tile:



Main agenda

The main agenda is a custom objective that only corresponds to the Region where the tile is placed. When a player meets the Main Agenda's condition, they place an Agenda Marker of their color on the Main Agenda part of the tile, then they immediately gain the extra points. All Main Agendas can be completed by more than one player during a game, but each player can complete a Main Agenda part of a tile only once.

Regional Decree

The Regional Decrees decrease additional costs when certain actions are played in that region.

Tiles explanation



Tile 1 - Side A

Main Agenda Strategical Control

Score 3 Victory points immediately if you **Control** least 2 Provinces, each with at least 2 **Armies**.

Regional Decree Dishonorable Fighting

Pay no additional  if you want to destroy an additional **Army** with the Attack action.



Tile 1 - Side B

Main Agenda Stability Factor

Score 5 Victory points immediately if you **Control** at least 4 Provinces in this Region.

Regional Decree Dishonorable Fighting

Pay no additional  if you want to destroy an additional **Army** with the Attack action.



Tile 2 - Side A

Main Agenda Strength in Numbers

Score 4 Victory points immediately if you have at least 7 **Armies** in this Region.

Regional Decree Unrestricted Movement

Pay no additional  if you want to move an additional **Army** with the Move 2 or 3 action.



Tile 3 - Side A

Main Agenda Shock Tactics

Score 4 Victory points immediately if you have at least 3 **Armies** in at least 3 separate Provinces each in this Region.

Regional Decree Durable Recruits

Pay no additional  if you want to recruit an additional **Army** with the Recruit Armies action.



Tile 2 - Side B

Main Agenda Spread to Survive

Score 3 Victory points immediately if you have at least 1 **Army** in at least 4 separate Provinces each in this Region.

Regional Decree Unrestricted Movement

Pay no additional  if you want to move an additional **Army** with the Move 2 or 3 action.



Tile 3 - Side B

Main Agenda Guardian of the Castle

Score 4 Victory points immediately if you have at least 2 **Armies** in at least 2 separate Provinces each and you **Control** a **Castle** in this Region.

Regional Decree Durable Recruits

Pay no additional  if you want to recruit an additional **Army** with the Recruit Armies action.



Tile 4 - Side A

Main Agenda

Land and Spirit

Score 4 Victory points immediately if you **Control** at least 2 resource Provinces and 1 Shrine Province in this Region.

Regional Decree

No Shipping Fees

Pay no additional 🌿 if you want to move **Armies** with the Move by ship action.



Tile 4 - Side B

Main Agenda

Land and People

Score 4 Victory points immediately if you **Control** at least 2 resource Provinces and the **Capital City** Province in this Region.

Regional Decree

No Shipping Fees

Pay no additional 🌿 if you want to move **Armies** with the Move by ship action.

Example: At the end of a round, the situation looks like this:

Teal Region scoring

During the last turn, Blue managed to bring 2 Armies to the teal Region and scored the Main Agenda. Since Red recruited 2 Armies in the teal Region, they also scored the Main Agenda.

Orange Region Scoring

On the same turn, Yellow decided to focus on the orange Region agenda and scored it by controlling the appropriate provinces.



Path of the Mountain

In this variant, players will be able to journey through the mystical Japanese mountains to discover their wonders - or dangers!

Setup: Shuffle the Mountain tokens without looking at them and put one on each of the mountain spaces on the board. There will be seven tokens on the board - return the rest to the box.

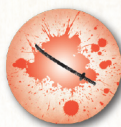
Overview of the Mountain tokens:

When using a movement point to move an Army to an adjacent Province over a face down Mountain token (which is connected to the Province by road), players may instead first move that **Army** to the Mountain Space, then reveal the Mountain token. For purposes of this variant, that Army is called an **expeditionary Army**.

When players turn the Mountain token face up, they immediately resolve its effect and discard the Mountain token. After that, the **expeditionary Army** continues moving to the adjacent Province if the effect was positive, or returns to the Province where it came from, if the revealed effect was an Ambush.

Players are allowed to send only one **expeditionary Army** per move action, meaning that they can reveal only one Mountain token per move action.

Mountain Tokens Effects:



Ambush

Your troops have fallen prey to an ambush! Return your **expeditionary Army** to the Province from where it started movement.



Mercenaries

A mercenary band joins your cause. Add 1 **Army** from your supply to the Province from where your **expeditionary Army** came.



Bushido Master

Your Army stumbled upon a martial arts master and he has decided to give you all of his knowledge. Gain 1  from the supply.



Highland Farms

You have found a friendly highland farming village. They offer to give you Food to make your journey easier. Gain 1  from the supply.



Independent Tribe

An independent tribe joins your cause. Immediately play out one of the **Neutral actions** available in the Region.



The Journey is the Destination

Your expedition endured the harshness of the mountain and returned with high morale. You may spend 1  to destroy an opponent Army anywhere in the Region.

Sacred Shrines



This variant adds a set collection mechanic to the Shrine Provinces on the board. Control more Shrines of one set at the end of an era, and score more points!

Setup: Shuffle the Shrine Meeples and place one on each of the Shrine Provinces randomly. There will be seven Shrines on the board - return the other two to the box.

■ Sacred Shrines Scoring:

For this variant ignore the regular Shrine scoring and score the Shrines the following way:

At the end of an era, score 1/3/5 points if you control 1/2/3 Sacred Shrines of a color. Count this for all color sets.

■ Neutral Actions Randomization:

You can use the **Neutral action** tokens provided to randomize the **Neutral actions** on the board.

Setup: Simply place one token on each slot corresponding with the Region. Return the other tokens to the box.

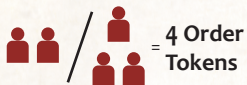
Path of the Mountain example: During their (2) movement action, Blue first moves 1 Samurai into the Mountain space and reveals the Mountain tile (1). Since the tile is "Bushido Master" they will gain the 1 (1) and continue to move their Samurai in the new Province (2). Blue uses their 2nd movement point to move another Samurai directly into the Province.

Sacred Shrines example: At the end of the era, Red has control of 2 of the 3 brown Shrines (3). They score 3 points. Yellow controls 1 Black and 1 White Shrine (4) and they will score 2 points.



TOKEN PLACEMENT

1st round of an era



2st round of an era



TOKEN RESOLUTION DIRECTION

1st round of an era



2st round of an era



END ERA STEPS



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If you have any questions about the game, or have missing
components, please contact us at:
support@archonagames.com



Have any rules questions or you
want to simply discuss the game?

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group here:

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