

Mediterranean – Player's Aid

- A. Draw a card**
- B. Play Treason or Sedition** (and remove from game)
Treason: Make a Move for one opponent.
Sedition: Destroy enemy's piece that occupy your capital.
- C. Move or Pass**
Only one friendly piece can be in a city.
1 **Elephant** along land to an adjacent city.
1 **Cavalry** along land to up 2 adjacent cities (first city cannot be controlled by an opponent).
1 **Ship** along sea or coast to an adjacent port.
Up to 2 **Infantry** along land to adjacent cities.
Forced March: After your Move, you can Move one extra time by playing cards of minimum value of 3.
- D. Battle**
Both players play 2 cards. Highest total wins (if both player's total is zero, attacking piece returns back to its original city). Break ties by both players playing an additional card.
Elephant: Doubles the value of highest card against land pieces.
Cavalry: Doubles the value of the lowest card.
Occupation of Capital: Player may play 1 card for each Battle. Cavalry does not double the lowest card.
Spies: If a player's cards have value of 2, he may choose to play 2 additional cards as his Battle cards.

King and Queen are always returned to player's hand.
Jacks are removed from game after they are played.
Cards: **A** 2 3 4 5 6 7 8 9 10 **J Q K**
Value: **1** 2 3 4 5 6 7 8 9 10 **15 0 0**

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Jack has replaced the function of King. It seems more natural to return always your King and Queen in your hand ... and at the same time these two to be worthless.