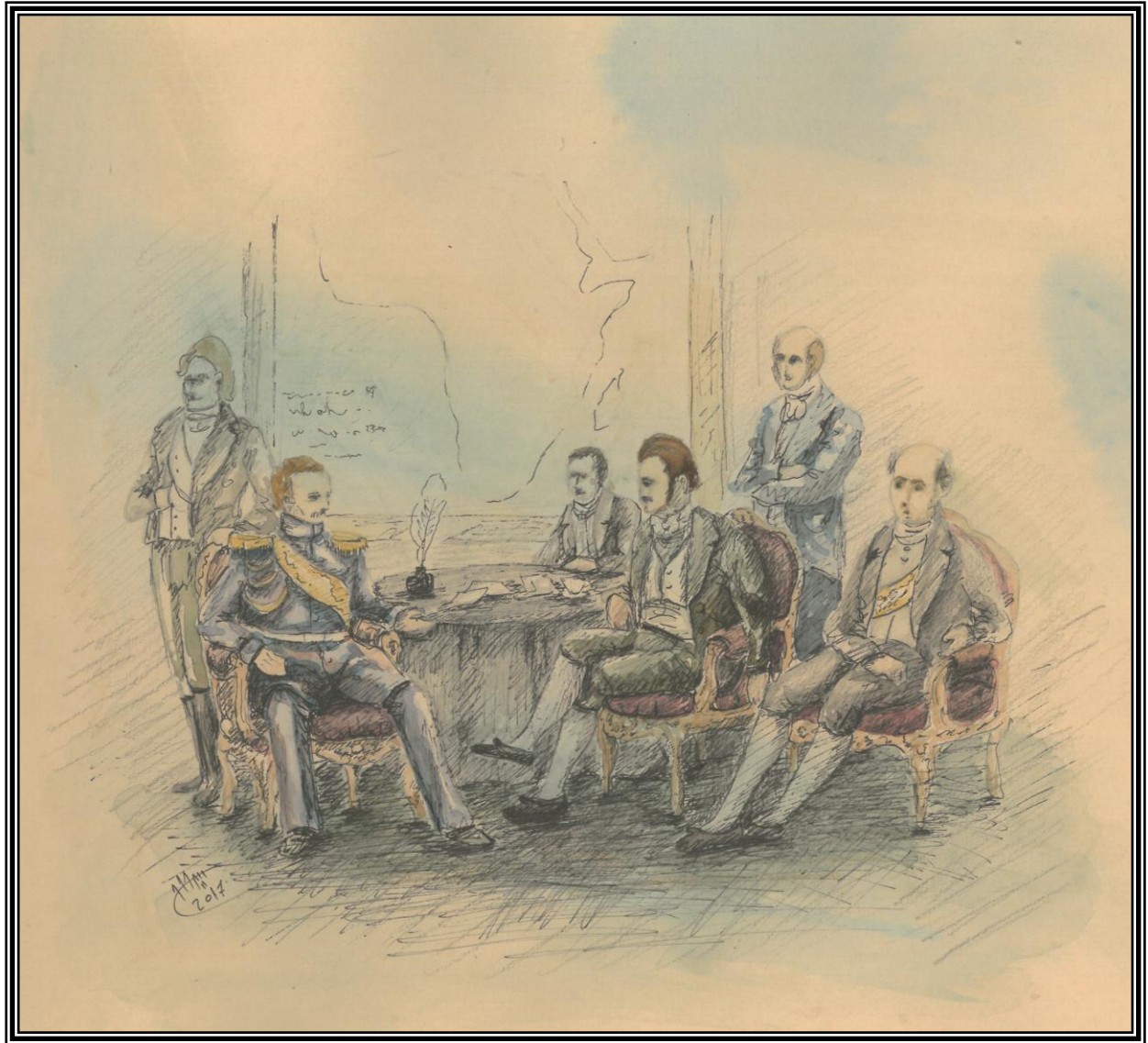


ImpeRunde



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Notice:

The game board, the components and the case are made of wood and may have irregularities in form, structure and colouring. Therefore, a height offset of a few millimeters may occur between the puzzle pieces.

Owing to the processing of the wood smaller flaws are unavoidable and the wood may darken over time.

Printing on wood also has process-related irregularities.

As the puzzle pieces are individually printed, colour differences may be present.

The flame treatment of the case and the pyrography may fade over time.

Keep the game in a dry place as wood may deform due to humidity.

Changes in color, form and content are reserved.

Note: To increase readability, only the male gender or pronoun appears in this manual, but shall be interpreted to include persons of all genders!

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1. INTRODUCTION

ImpeRunde takes place during the **colonial time** of the 18th century. The colonial powers compete for influence in the colonies and in controlling the seas. If possible, aim at attaining your goals in peace, as war is unpredictable and expensive. However, if diplomacy fails, the war is inevitable.

ImpeRunde is a game for 3 to 6 tacticians, strategists, and adventurers, who enjoy spending long evenings together. The **game's objective** is to become the **strongest colonial power**. The first player who obtains the necessary number of **trading posts** wins. The game board is round and thus oriented towards all players. Over 1000 game pieces allow for complex possibilities on the board of sufficient size with a diameter of 80 cm (31.5 in).

The **brief manual** at the end of this booklet (Ch. 17) enables a quick start into the game. A table as a useful **synopsis** can be found on the **back cover** of the manual (Ch. 18).

Easy to play: The clear structure and straightforward rules make it easy to play ImpeRunde. To reach this goal required many years of development.

Flexible length: The players decide before starting how many trading posts are needed for winning. This has a direct impact on the duration and game intensity. Even during the game, the number of trading posts can still be changed.

Variety: The player's home countries and the first colonies are determined by chance. Thus, each game starts and develops individually, even more as each round the first player and the direction of rotation change.

Never out of the game: As the home countries cannot be conquered, every player stays in the game until the end and can influence it.

Finances: Colonies and sea routes lead to state revenues. Finances are limited and require prudent use. The state budget is straightforward.

Diplomacy: With whom do I stay at **peace**? Whom do I declare **war**? A co-player can only be attacked after having declared war at the beginning of the round. Counter-attacks are permitted and can be expected.

Armies and forts: Infantry, cavalry and artillery are the branches of the armies in those times. The infantry is cheap, the cavalry fast and the artillery powerful. Forts are difficult to conquer and protect the borders.

On the high seas: Light frigates and heavy ships of the line dominated the seas. Ships are sunk or boarded in sea battles. Armies can quickly and easily be moved over the seas. There, however, they are at danger of getting caught in storms or being attacked by hostile warships or pirates.

Secret service: If diplomatic and military means fail, treason and bribery might help. Rebellions are instigated and surprise attacks prepared.

Events: Rebellions, diseases, storms and pirates are unpredictable and hazardous.

Strategy and thrill: Where shall I invest, how shall I use my armies and ships, shall I make war or continue with keeping peace, these are questions each player regularly has to answer. However, the final decision is due to dice.

Interaction: Diplomacy, clever acting during peace, confrontation during war and the use of the secret service result in permanent interaction between the players.

Sustainability: The game is made of **wood**, the screws of **brass** and the linen bags are **fair trade**! The **caisson** for storing the game is also wooden. Our **passion for this game** is reflected in the material! Diligent use will permit playing ImpeRunde in 200 years.

Finally: ImpeRunde does not aim at being fair, as former times were not, either. Nevertheless, there are clear rules for war and peace!

Enjoy the ups and downs of fortune and misfortune, the strategic moves of your opponents and the common evening! **This is the ultimate objective of ImpeRunde.**

2. GAME MATERIAL

General Material:

- Game manual
- Game board
- Wheel for land and sea territories
- Wheel for events
- 6 white dice (score 1-6)
- 6 yellow dice (score 2-7)
- 6 green dice (score 3-8)
- 3 red dice (score 4-9)
- 3 grey discs for calm
- 3 orange discs for storm
- 6 black discs for famine and looted colonies
- 2 orange bars for the Panama and Suez Canal
- 5 black ships of the line for pirates (large ships)
- 20 black frigates for pirates (small ships)
- 48 secret service cards
- 1 bag for pirates,
- 1 bag for dice, bars and discs
- 1 bag for secret service cards
- 20 double-sided forms "state budget"

These forms should be filled out with pencils, to allow for the entries to be erased. The form can be photocopied from the rules of the game, or downloaded from our homepage.

Material for at most 6 players in different colours:

- 6 × 10 ships of the line (large ships)
- 6 × 15 frigates (small ships)
- 6 × 40 infantry (cuboid)
- 6 × 20 cavalry (wedges)
- 6 × 20 artillery (octagons)
- 6 × 30 forts (round disks)
- 6 × 45 trading posts (houses)
- 6 large tokens for the home countries
- 6 bags for warships and forts
- 6 bags for trading posts and the home country token
- 6 bags for armies

The available tokens deliberately limit the number of warships, forts and armies that can be used concurrently.

If there are only three players, each one gets two sets of different coloured tokens and puts both large tokens on his home country.

To simplify taking tokens from the bags, roll them up at the top.



3. PLAYERS AND DURATION

The game is for three to six players aged at least 14 years old.

The duration is highly variable. Depending on the number of trading posts to be established (see Ch. 4), it usually takes 4 to 7 hours.

4. OBJECTIVE OF THE GAME

The **game's objective** is to become the **strongest colonial power**. The first player having established the required number of trading posts **and** who is free of debts (see Ch. 9), **wins immediately**. The number of trading posts to be set up for winning the game is chosen by the players before starting (see Ch. 13.1).

If a game is lasting too long, the players can agree to reduce the amount of trading posts required for winning (see Ch. 14.2). Conversely, the number of trading posts can also be increased.

5. COUNTRIES AND MARITIME AREAS

5.1 Countries

The game board shows continents and archipelagos, which are partitioned into countries. Each one has a value, shown as number (1, 2 or 3), which corresponds to its economic strength. Countries can be home countries (Ch. 5.2), free countries (Ch. 5.3), or colonies (Ch. 5.4). Special are the Mosquito Coast and Egypt, where the Panama and the Suez Canal can be built, respectively, see Ch. 5.5). Antarctica (Ch. 5.6) is uninhabitable.

5.2 Home Countries

Each player plays a colonial power and owns the corresponding home country. The players' **home coun-**

tries cannot be attacked and thus also not be conquered. **Secret service cards** can also not be utilized against **home countries**.

The large token in the player's colour labels the home countries:



The home country's value (2 or 3) is only important if the country is not used as home country. It then counts as another free country (see Ch. 5.3) that can be colonised.

5.3 Free Countries

Free countries are all those countries not occupied by any player. They always have as defence as many infantries as the country's value (1, 2 or 3). Also, events such as unrest or rebellion (see Ch. 14.8) do not change the number of present infantry. Therefore, the free countries' infantry is not represented by tokens.

When a player wants to conquer a free country, he has to attack and defeat the indigenous infantry. If a player fails with the conquest, the country keeps the original number of indigenous infantry. For more details see Ch. 11.5.



Trading Post

5.4 Colonies

When a player **conquers** a **free country**, it becomes a **colony**. According to the country's value one or more trading posts can be established there (see Ch. 8). Trading posts yield colonial taxes.

As long as a player's token (army, fort or trading post) is placed in a colony, the player keeps control over the colony. Trading posts have no fighting value. If they are the only presence, the colony cannot be defended against attacks, neither external nor internal ones (e.g. unrests).

In case of unrest or rebellion, a colony is attacked by insurgent indigenous infantry (see events in Ch. 14.8). If a player loses all armies and forts during a defence, the colony is lost. All trading posts there are destroyed and removed from the game board. The country is then free again (see Ch. 5.3)!

However, if a colony is conquered by another player, then that player takes control of the colony and replaces the existing trading posts by posts in his colour.

5.5 Suez Canal and Panama Canal

In Egypt one can build the Suez Canal and in the Mosquito Coast the Panama Canal (wooden sticks as tokens). See for this also Ch. 14.4.

The **Suez Canal** links the Mediterranean Sea with the Arabian Sea,



the **Panama Canal** the Caribbean Sea with the Eastern Pacific.



As soon as a Canal has been build, **two additional trading posts** can be established there without costs. All ships of friendly players may pass the Canals.

In case of unrest or rebellion, indigenous infantry attempts to evict the colonial power (see events in Ch. 14.8). **The number of infantry is not increased by the channels.** Unrest or rebellion liberating Egypt or the Mosquito Coast do not destroy the Canals. These can thereafter be used by all players, as long as the Canal's country remains free. The number of indigenous infantry defending the country (2 infantries in Egypt and 1 infantry in the Mosquito Coast) is not increased by the Canals. A player conquering the corresponding country obtains two trading posts for free and can set up additional posts according to the country's value (2 in Egypt and 1 in the Mosquito Coast), if he invests correspondingly.

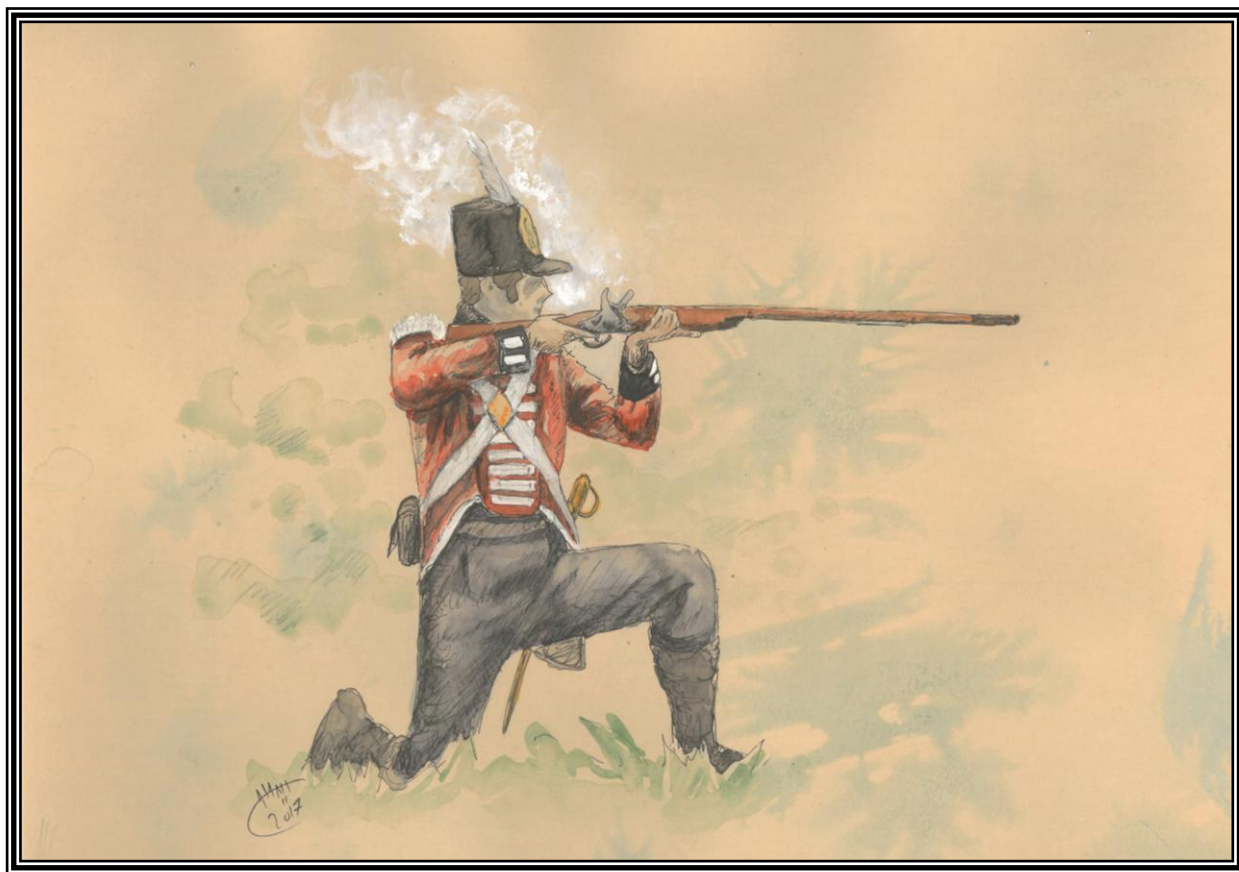
5.6 Antarctica

Antarctica, the southernmost continent, is covered by perpetual ice. Landing an army there or establishing a trading post is impossible.

Antarctica is neutral territory and thus serves as meeting place during the diplomatic phase (see hereto Ch. 10 and Ch. 14.2).

5.7 Sea Areas

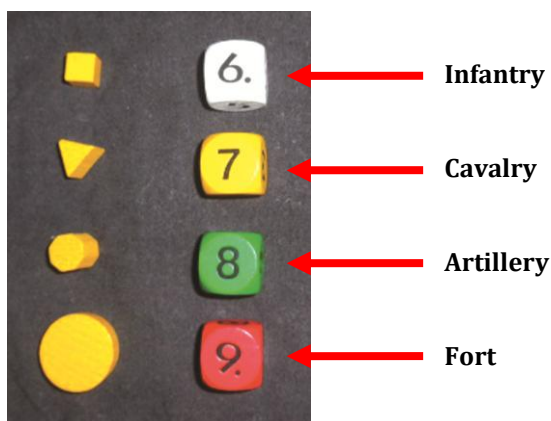
The global oceans are subdivided into sea areas. They have a value indicated by numbers (1, 2 or 3), which corresponds to its importance for sea trade. For sea areas one can obtain sea trade taxes in the amount of the area's value (see Ch. 9 and 14.3).



Infantry

6. ARMIES AND FORTS

For land battles there are armies (infantry, cavalry, and artillery) as well as **forts**, each having a particular type of token and dice:



The **infantry** (cuboid as token) consists of foot soldiers and is the army's spine. The soldiers are equipped with muskets with bayonets. An infantry costs **1 Doubloon** and has a **fighting power** of **1-6 (white dice)**.

The **Cavalry** (wedge as token) is the army's mounted part. The cavalymen are equipped with sabres and pistols. Their power is speed, such that they are superior in fighting power to the infantry in the open field battles.

The Cavalry is the only army having **2 moves**, costs **2 Doubloons** each and has a battle power of **2-7 (yellow dice)**. Fighting against forts, cavalymen have to dismount and thus their fighting power equals that of the infantry. This is accounted for by subtracting one from the yellow dice's points (see Ch. 11 and 14.6).

The **artillery** (octagons as tokens) is equipped with canons.

Artillery costs **3 Doubloons** and has a **fighting power** of **3-8 (green dice)**. The artillery has a particular fighting power against forts and often the only effective means to defeat them. Fighting against a fort, an artillery gets a bonus point added to its green dice (see Ch. 11 and 14.6).



Cavalry



Artillery



Fort

Forts (discs as tokens) are fortresses serving in ImpeRunde as protection and defence for trading posts.

Forts costs **3 Doubloons** and have a **fighting power** of **4-9 (red dice)**.

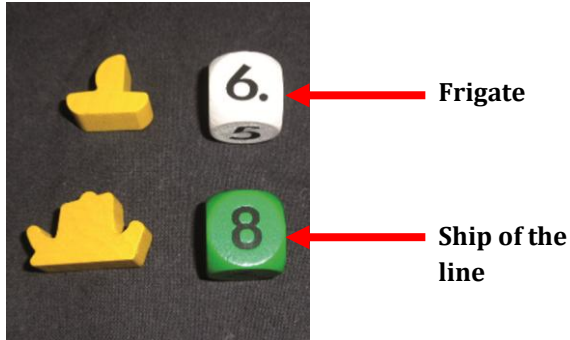
Each colony contains **at most one fort per trading post**, in other words not more than the country's value. To save space and increase clarity, place a trading post (house) onto a fort (disc).

***Example:** China has a value of 3, thus there can be at most 3 trading posts and then at most 3 forts while in Siam, valued 2, only two and in Mongolia, valued 1, only one post and fort can be erected.*



7. SHIPS

The navy consists of frigates and ships of the line. These warships are usable for sea battles and have distinctive tokens and dice:



Frigate

Ship of the line

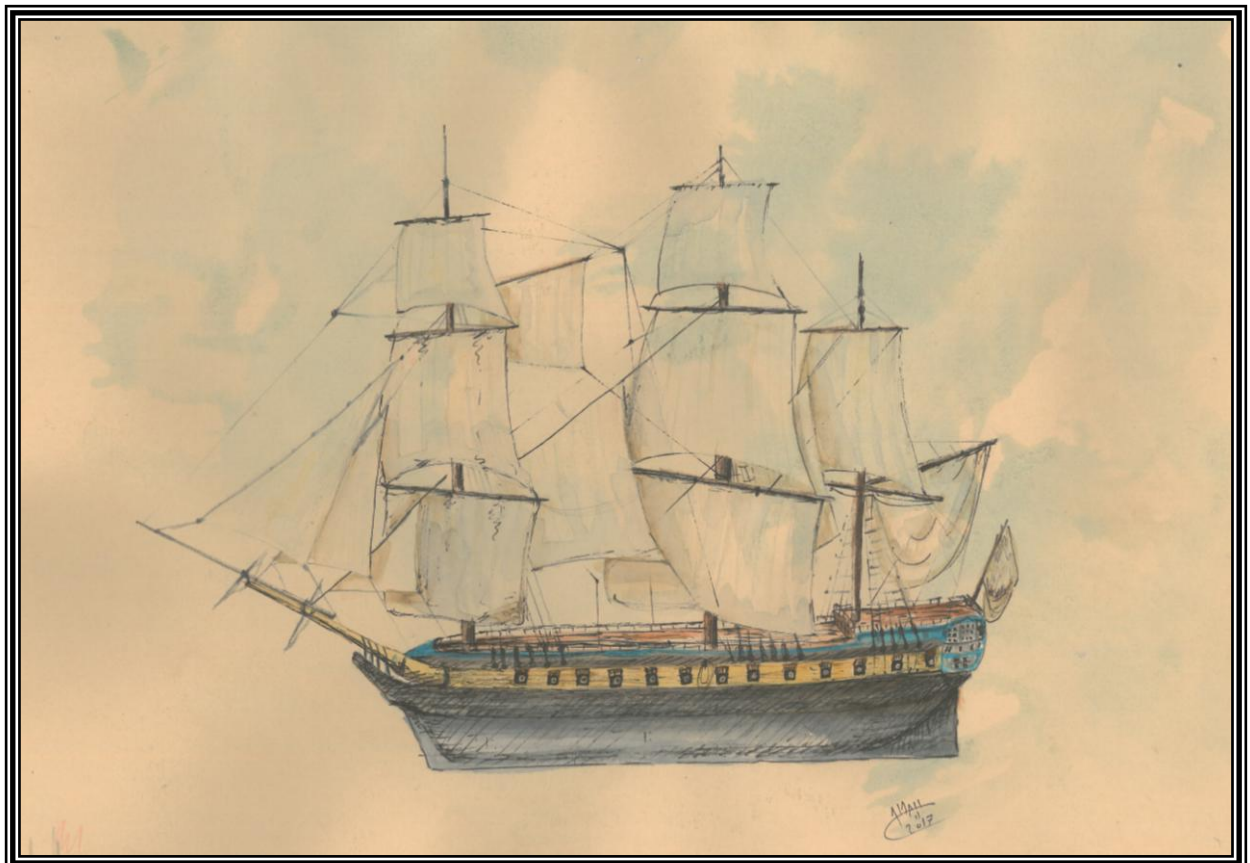
Transport ships serve in **transporting armies** (land troops) over sea.

All ships have 2 moves, only possible on sea areas. Transport ships have the peculiarity of being able to load, carry and unload armies (see Ch. 14.6 and 14.7).



Astrolabe (navigation instrument)

Warships (frigates and ships of the line) always stay at sea and can only fight there. Thus, they cannot attack countries, but only other ships.



Frigate



Ship of the line

Frigates (small ships as tokens) were fast, light warships. Since the 17th century they controlled sea areas and supported ships of the line. Often they served as escort or reconnaissance ships.

Frigates had three full-rigged masts, and contrary to ships of the line only a single gun deck. Due to their speed and often heavy weaponry (since Napoleonic time often more than 40 guns) they were ideal for privateering warfare.

Frigates cost **3 Doubloons** and have a **fighting power of 1-6 (white dice)**.

Ships of the line (large ships as tokens) were the battleships during the Age of Sail. They had particularly strong ship sides, heavy weaponry and several gun decks.

Term „ship of the line“ is due to their tactics of sailing in line ahead during a sea battle, as only this permitted unhindered firing from their broadsides.

Ships of the line cost **5 Doubloons** and have a **fighting power of 3-8 (green dice)**.

Transport ships are **unarmed** sailing ships. They serve in transporting armies **at no cost** and are available everywhere in sufficient number.

To embark armies, simply move their tokens from a land to an adjacent sea area (see Ch. 14.7). At sea, every army token corresponds to a transport ship carrying that unit.

Example: In the Arabian Sea 5 transport ships cruise (3 infantry, 1 cavalry and 1 artillery). The yellow player moved the corresponding armies from West India to this adjacent sea area during the phase **embark armies** (see Ch. 14.7). Furthermore, a frigate and a ship of the line cruise there, too, serving as escort.



A transport ship has two moves per round, similarly to warships. An army can disembark from a transport ship by moving from the sea area to any adjacent land area (see Ch. 14.6). **Disembarking costs one move each for the transport ship and the army unit.** Therefore, a transport ship can only move once in that round before disembarking. While infantry and artillery have no move left after disembarking, the cavalry has the possibility of making one move on land to a second country.

Transport ships are unarmed and thus have no fighting power. If not protected by own or friendly warships, they can be sunk without fighting by enemy warships (see Ch. 14.6)!

Transport ships cannot fight, board or be boarded!
Sinking a transport ships leads automatically to the loss of the transported army.

8. TRADING POSTS

Trading posts (house as token) can be established in colonies (see Ch. 5.4 and 14.4). The number of trading posts required for winning is described in Ch. 4. Trading posts yield colonial taxes (see Ch. 9).

A trading post costs 2 Doubloons. It is possible to establish at most as many trading posts in a colony as that country's value (1, 2 or 3). Exceptions are only the Mosquito Coast and Egypt if the Panama Canal or Suez Canal, respectively, have been build there (see Ch. 5.5 and 14.4).

Having established a trading post allows for investing in military units there. In any country, the number of forts cannot exceed the number of trading posts (see Ch. 6).

Players may not destroy trading posts. Conquering an opponent's colony leads to taking over all trading posts present there. This is made visible by changing the trading posts' colour (see Ch. 5.4). Freeing a country by unrest or rebellion results in all trading posts being immediately burnt down by the natives and the corresponding tokens are removed from the country (see Ch. 5.3). For the peculiarities of Suez Canal and Panama Canal see Ch. 5.5.

9. STATE BUDGET

ImpeRunde illustrates the financial flows of those times on the one hand via **state revenues and debts** (see Ch. 14.3). State revenues result from home country's tax, colonial taxes for trade with colonies, sea trade taxes due to the control of sea areas and a peace dividend for trade with friendly colonial powers. Debts are especially useful for start-up financing, but they result in debt interest and have to be repaid if you want to win the game. On the other hand, there are **investments** (Ch. 14.4) for setting up trading posts, for the establishment of military forces or for the secret service.

The state revenues, debts and investments are booked (cashless) in the **state budget**. There is a **blank form** for it, which simplifies the accounting. The currency "Doubloon" was a Spanish gold coin that was in widespread use during the colonial age.

The blank form for the state budget is included as an example and as a copying template in this chapter on a separate page. During each turn, fill the form **from top to bottom**, as described below.

The form allows for up to ten rounds. More are seldom

needed! Next to the round number the gameplay direction is depicted (see also Ch. 14.1).

The **state revenues and debts** (see Ch. 14.3) are booked as follows:

The previous round's budget surplus: First, copy the previous round's surplus, except in round 1.

Home taxes: The home taxes are always 5 Doubloons and are therefore pre-entered in the books.

Peace dividend: Trading with friendly colonial powers is worth 2 Doubloons for each state of peace. For example, in a 4 players round of ImpeRunde, each player can obtain at most 6 Doubloons, i.e. when being at peace with all other 3 players.

Colonial taxes: Per trading post in one's colonies, a player gets 1 Doubloon.

Sea trade taxes: For each sea area controlled by the own **warships** and bordering an own colony with at least one **trading post** (or the **home country**), there is a sea tax levied. The tax value corresponds to the sea area's value.



Example for Sea Trade Taxes

Example: The yellow player has South Africa as home country and a trading post in his colony Madagascar (see the picture on the previous page).

He obtains **sea trade taxes** as follows:

- **Arabian Sea** (3 Doubloons): the sea area is controlled by a **warship** (frigate) and borders on Madagascar (**colony with trading post**).
- **Gulf of Guinea** (2 Doubloons): the sea area is controlled by a warship (ship of the line) and borders on the **home country**.

For the following sea areas he does not obtain sea tax revenues:

- **Indian Ocean:** only cargo ships are there (no warships).
- **Strait of Magellan:** the sea area is controlled by a warship, however it does not border on one of his colonies.
- **Central Atlantic:** the sea area is controlled by a yellow warship and borders on the colony Guinea, however there is **no trading post** there (only armies).

Interests on debt of the previous round are booked negatively and thus reduce the state revenues. The interest rate is 20 %, i.e. 1 Doubloon interest per 5 Doubloons debts in the previous round.

Debt repayment: To reduce the debts, enter the amount of repayment as negative value, as this reduces the state revenue. A repayment of **5 Doubloons or 10 Doubloons per round** is possible. The height of debts, the last line of the books, is then reduced by the repayment. **Being free from debt** is necessary for winning the game (see Ch. 4). As the repayment is limited to 10 Doubloons per round, anticipatory debt management policy is advantageous.

Taking on debts: Per round, 5 Doubloons may be borrowed. This increases the state budget, but also the **amount of debt** (last line of the budget). Debts of at most 25 Doubloons are possible. **Having debts prevents a player from winning!**

Financial resources: the sum of the above mentioned state revenues and expenditures is the sum of the financial resources. This is available for **investments** in the next phase (see Ch. 14.4). Investments may not exceed the available financial resources.

Budget surplus: If the financial resources are not fully invested, a surplus remains. If you get additional state revenues after the phase of investments as a re-

sult of secret service cards or events, those revenues cannot be invested immediately and must therefore be entered in the budget surplus.

Taxes, debts, interest	Doubloons (D.) per round	1 st ♣	2 nd ♣	3 rd ♣	4 th ♣	5 th ♣	6 th ♣	7 th ♣	8 th ♣	9 th ♣	10 th ♣
Previous round's budget surplus		carryover									
Home taxes	5 Doubloons	5	5	5	5	5	5	5	5	5	5
Peace dividend	2 D. per peace										
Colonial taxes	1 D. per trading post										
Sea trade taxes ¹⁾	value of the sea areas										
Interests on debts of the previous round interest rate 20 % (1 D. interest per 5 D. debts)		Enter as negative value									
	Debt repayment ²⁾ (5 D. or 10 D. permitted per round)										
Taking on debts ²⁾ (5 D. per round, at most up to a total of. 25 Doubloons)											
Financial resources											
Investments ³⁾ <ul style="list-style-type: none"> Costs see back cover of the game manual Without limit in home country in a colony at most 3 D. per trading post no investment at newly erected trading posts at most 3 secret service cards per round 											
Budget surplus											
Level of debts ²⁾ (at most 25 D.)											

1) Only for sea areas controlled by warships and that are adjacent to colonies with trading posts or to the home country.

2) Being debt-free is a necessary requirement for winning the game!

3) Trading posts, secret service cards, Suez Canal and Panama Canal count as investments by the home country, not as a colony's investment.

10. WAR AND PEACE

ImpeRunde does not claim to be fair. The same holds for true for those times. Nevertheless, there are **clear rules concerning war and peace!**

Peace on the one side enables many possibilities to stake out one's sphere of interest and to concentrate on investing towards the game's goal, namely erecting trade posts. Military power and presence reduces the opponents' war-thoughts.

War on the other side is expensive and hazardous, as war fortune may be the deciding factor, not strategy alone. But if you want to win the game, you may have no choice and must wage war, maybe just for defence.

The players decide on war or peace during the diplomatic negotiations (see Ch. 14.2) or using their Secret Service (with the cards **peace treaty**, **declaration of war** or **armistice**, see Ch. 12).

When two colonial powers are at **peace**, they are **friendly nations** (friendly players). Their ships are **friendly ships**. The two can trade, resulting in a **peace dividend** in the state budget (see Ch. 9 and 14.3). A friendly colonial power **may not be attacked**. Thus, peace impacts on the **investments** (Ch. 14.4), **clearing of sea areas** (Ch. 14.5), **movement and fight** (Ch. 14.6) and the **embankment of armies** (Ch. 14.7).

If two colonial powers are at **war**, they are **enemies**. Their ships are **enemy ships**. The two cannot trade, resulting in **no peace dividend** in the state budget (see Ch. 9 and 14.3). **Only enemies can be attacked**. Thus, war impacts on **investments** (Ch. 14.4), **clearing up sea areas** (Ch. 14.5), **movement and fight** (Ch. 14.6) and the **embankment of armies** (Ch. 14.7).

The **secret service** (see Ch. 12) can be used **against any player at any time**, as far as nothing else is stated on the secret service card. **The secret service can thus also be used against friendly players.**

11. FIGHTING

11.1 General fighting rules

During the phase movement and fight (Ch. 14.6) countries or sea areas can be attacked and conquered. Ch. 11.2 describes the fighting procedure. Clearing up sea areas (Ch. 14.5), events (Ch. 14.8) and the usage of secret service cards (Ch. 12) might require fights, which take place accordingly.

Take note of the following general rules:

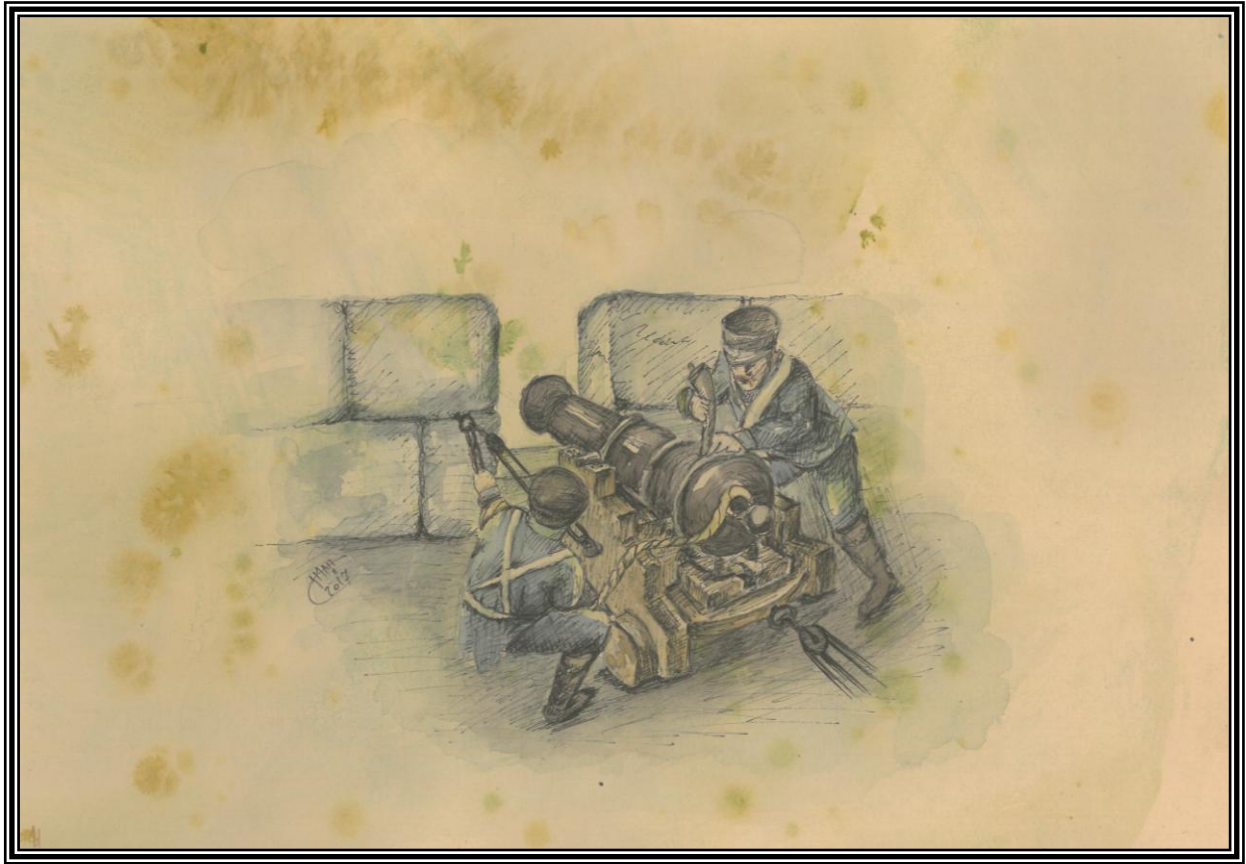
- **Warships** can only be used in **sea areas**.
- **Armies** can only fight on **land**. When transported over sea by cargo ships, neither the army nor the cargo ship have any fighting power.
- **Forts** are linked to the **country** they have been built in and have only a local **defensive** purpose.

Therefore, a **land battle** involves only **forts** and **armies** (infantry, cavalry, and artillery).

A **sea battle** takes place among **warships** (frigates and ships of the line).

Armies can conquer a land and warships a sea area by moving these units into the corresponding field. Retreating before the end of the fight is not possible, i.e. before conquest or total defeat.

In combat, the attacker and the defender may maximally use **up to 3 units at the same time**. Thus, both players roll at most 3 dice.



Fort Artillery

11.2 Performing a fight

First, the **attacker** moves at most 3 units into the land or sea area to be conquered. All these units have to be used during the battle.

Second, the **defender** decides which units he will commit, using as many as possible, though at most 3.

Example: The yellow player aims at conquering Congo. The initial situation is as follows:

The yellow player moves from South Africa 1 artillery into Congo. In the Indian Ocean he has armies on cargo ships. He moves 1 cavalry and 1 infantry first to the Gulf of Guinea (1st move) and then disembarks them in Congo (2nd move).

The red player then chooses to defend himself with 1 cavalry and 2 infantry.



Now, both players roll the dice for their units. The chronological order of the throws is unimportant. The attackers and defenders **dice** are then sorted by **descending order**: first the one with highest value, then the middle one and finally the lowest one.

Equal valued dice are additionally sorted by colour: **red** before **green** before **yellow** before **white**.

The attacker's and defender's dice are then placed next to each other, with the highest valued ones opposite each other, etc. Then, for each pair of dice, the values are compared as follows:

- The **higher** value **wins** (independently of the dice colour). The loosing unit is destroyed and removed from the board.
- In a battle on land the defender has an advantage when the **dice are equal valued** (see Ch.11.4); at sea, equal value results in boarding (see Ch. 11.6).
- In combat against a fort, cavalry gets a disadvantage, whereas artillery gets an advantage (see Ch.11.4).

***Example continued:** The following picture shows the development of the battle.*



The attacker's dice are on the top row, sorted in descending order. As artillery and infantry have equal dice value, the colour order takes effect, i.e. red before green, before yellow before white. Thus, the sorting is as follows:

1. cavalry 7 (yellow),
2. artillery 4 (green),
3. infantry 4 (white).

The defender rolls the lower row of dice, sorted as follows:

1. infantry 5 (white),
2. cavalry 4 (yellow),
3. infantry 2 (white).

The comparison of **dice value** is as follows:

- 1st The attacker's 7 wins against the defender's 5.

2nd At position two, both dice have equal value. As this is a land battle, the defender wins (see Ch.11.4). The defender's cavalry (4) defeats the attacker's artillery (4).

3rd Comparing the third dice, the defender's infantry (2) is defeated.

After assessment of the first round, the battle continues in an analogous manner, up to the moment the attacker or the defender has been defeated. When the **attacker** loses units, he can **bring up reinforcements** (see Ch. 11.3).

11.3 Bringing up reinforcements

When the **attacker** loses armies or ships during a battle he can bring up reinforcements from other colonies or sea areas to increase his attacking units (at most up to three). Necessary condition is that these units can reach the corresponding area in the present phase Movement & Fight (see Ch. 14.6). This holds for fights both on land and at sea.

As ships and cavalry have **2 moves** available, they can be brought in from areas further away.

If a player's **cavalry** makes two moves, the **first move** must be done into the **player's own colony** (or home country).

For ships, the condition is that the first move is into a sea area **not controlled by enemy ships**. Thus, **ships of friendly players** are no obstacle!

***Example continued:** The yellow player lost his artillery during the attack on Congo. As reinforcement he may bring up one more army to increase the number of committed units back to 3. For this he has the following options:*

- 1st He moves 1 artillery from the Indian Ocean to the Gulf of Guinea and then on to Congo. As there are no enemy ships in the Gulf of Guinea, this move is possible.
- 2nd Alternatively, he can move one army (infantry, cavalry or artillery) from South Africa into the neighbouring Congo.



As the yellow player's cavalry in the Othman Empire has 2 moves available, it could reach Congo via Egypt. However, as Egypt is not owned by the yellow player, this move is **not allowed**.

The defender has to rely on units already present in the attacked sea or land area and cannot bring up reinforcements from adjacent sea or land areas.

11.4 Fighting on land

For fighting on land the following special rules hold:

- The defender has an advantage as he wins when the dice show **equal values**.
- When **cavalry** attacks a fort, the horsemen dismount and thus the fighting power is **reduced by 1** with respect to the value of the dice.
- **Artillery** attacks efficiently a fort. Thus, its fighting power is **increased by 1** with respect to its dice.

Example continued: The yellow player moves as reinforcement 1 artillery from South Africa into the neighbouring Congo such that he has again 3 units for the next fighting round (1 artillery, 1 cavalry and 1 infantry). The red player has to utilize all 3 units remaining in Congo (1 fort, 1 cavalry and 1 infantry). The 2 players roll the dice as follows:



The lower row shows the defender's dice. Fort and cavalry both have thrown a 6. Thus, the colour order (red before green before yellow before white) is applicable and the fort is on position 1 before the cavalry.

All dice are now placed in juxtaposition and compared:

1st The attacker's **cavalry** combats against the defender's **fort**. Thus, the **cavalry's** (yellow) dice value of 7 is **reduced by 1**, yielding an effective fighting power of 6. As this is a **land battle**, the defender has an advantage and wins in case of equal fighting power. Thus, the fort (6) defeats the cavalry ($7-1 = 6$).

2nd The attacker's infantry loses.

3rd The defender's infantry is defeated.

The attacker brings up reinforcements: 1 cavalry from South Africa and 1 artillery from the Indian Ocean, to continue fighting with 3 units.

The defender has only 2 units remaining (1 fort and 1 cavalry).

Both players roll the dice as follows:



Again, the dice are placed in descending order next to each other and compared. As the defender has used only 2 units, the attacker's third dice does not play a role.

- 1st The attacker's **artillery** combats the defender's **Fort** and has therefore a fighting power **increased by one**, yielding an effective fighting power of 8. The defender's fort is destroyed.
- 2nd The defender's cavalry is defeated.

As a consequence, the red player loses this colony. All his **trading posts** there are **changed** into yellow ones.

11.5 Conquering free countries

Free countries (see Ch. 5.3) have as many **infantries** as the country's value (1, 2 or 3). Conquering the country requires attacking and defeating all these infantries. If the attack fails, the free country immediately has the original number of armies again.

Example: The yellow player wants to conquer East India, which is not occupied and therefore a free country. The attack is carried out by the yellow player's armies in West India. The picture below shows the initial situation.



East India has a value of 3 and thus is defended by 3 local infantry units (3 white dice). The yellow player moves 1 artillery (green dice) and 2 infantries (2 white dice) into East India.



The top row shows the attacker's dice. They show a 3 for the artillery, while a 4 and a 3 for the infantries. The dice are sorted by value in decreasing order. In case of equal value, the colour order is applicable: red before green before yellow before white. Thus, the artillery's green 3 is placed before the infantry's white 3. So, the **attacker's dice are sorted** as follows:

1. Infantry 4 (white),
2. Artillery 3 (green),
3. Infantry 3 (white).

The **sort order** of the **defender's** dice is:

1. Infantry 5 (white),
2. Infantry 3 (white),
3. Infantry 2 (white).

Now, compare the values of dice:

- 1st The defender's 5 beats the attacker's 4.

- 2nd The dice at position 2 are equal (3). As defenders have an advantage on land, the defending infantry wins and defeats the artillery.
- 3rd The attacker's infantry (3) defeats the defending infantry (2).

Now, the defence has 2 infantries left. The attacker has 1 infantry left and decides against bringing in reinforcements. As he may not pull back, the fighting continues with a single infantry on the attacker's side. He rolls a 5, while the defence throws a 6 and a 1. The dice at position one are compared, the attacker's (5) with the defender's (6). Thus, the attacker loses also the last infantry.



This ends the battle and East India remains a free country. In a subsequent battle, it has again 3 local infantry units for defending purposes.

11.6 Sea battle

Sea battles have the following peculiarities:

- When **two warships** have **equal number of pips**, the ships **board** each other. Both ships' dice (green for ships of the line, white for frigates) are thrown again, until the values differ. The player with the higher number of pips then **captures** the opponent's ship.
- Captured ships** get the winner's colour and can immediately be used for battles in the sea area. However, they cannot move to another sea area during that round. This is flagged by lying captured warships sideways until the end of the phase movement & fight, see Ch. 14.6.
- Cargo ships** have no fighting power. They can neither fight, board or be boarded. Without protection by own or friendly warships, hostile warships sink them immediately.

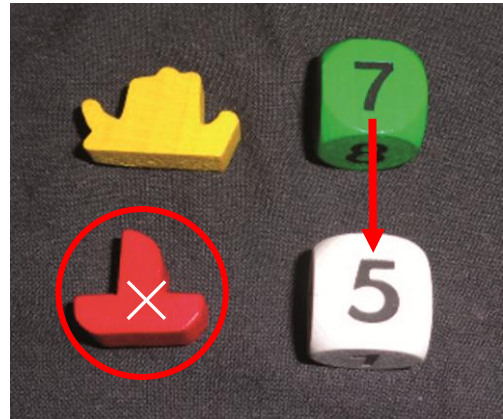
Example: The yellow player has armies on cargo ships in the Bay of Bengal and wants to attack West India. To clear the sea route, he first needs to conquer the Arabian Sea with warships.



The yellow player chooses to move his ship of the line from the Tasman Sea and his 2 frigates from the Bay of Bengal into the Arabian Sea. He may not use more than three warships simultaneously.



The red player defends his sea area with his ship of the line and his 2 frigates.



The yellow player rolls a 7 (green) and the red a 5 (white). The red player's frigate is **captured** and replaced by a yellow frigate. Additionally, the yellow frigate is placed on its side to indicate that it cannot move any more during this round.

3rd The attacker's frigate on position 3 sinks.

Now, both players have a ship of the line and a frigate left. The yellow player cannot bring in reinforcement from the Gulf of Guinea as the connecting Indian Ocean is controlled by enemy warships. He decides to bring a frigate from the Tasman Sea as reinforcement, see the picture below:



The yellow player rolls the top row of dice, the red player the bottom row. After sorting the dice, the results are as follows:

- 1st The yellow player's frigate (white 6) is sunk by the red player's ship of the line (green 8).
- 2nd The yellow player's ship of the line and the red player's frigate have **equal number of pips (4)**. These ships and the corresponding dice are encircled on the picture.

At sea equal valued dice result in **boarding**. The players throw the two dice again to decide on the winner, i.e. who succeeds in capturing his opponent's ship.



The sea battle goes on. The yellow player rolls the top row and the red player the bottom row, both sorted in descending order.



The yellow player sinks both of his opponent's warships and then also all red player's cargo ships (transporting a cavalry each) there, as they are left without escort.

Now, the yellow player can move his armies from the Gulf of Bengal via the Arabian Sea to West India for attacking the red player there.



The captured frigate is lying sideways, while the other frigate as well as the ship of the line came from the Tasman Sea, which is two moves away. Thus, all three ships cannot move any more in this round and have to stay in the Arabian Sea.



Boarding of Warships

12. SECRET SERVICE

Every colonial power has a secret service, simulated via secret service cards. As the secret service is permanently looking for possibilities to place its agents, every player receives one secret service card per round, free of charge, during the phase secret service & diplomacy (see Ch. 14.2). Additionally, players can invest in extra secret service cards (see Ch. 14.4).

The Briton administers the secret service cards. He accepts used secret service cards and discards them on the discard pile. During the **phase secret service & diplomacy** (see Ch. 14.2) he gives every player a secret service card free of charge. During the **phase investments** (see Ch. 14.4) he gives out secret service cards to those players buying them. Players can **buy at most 3 cards per round** at a price of 5 doubloons each. **There is no maximal number of secret service cards a player may hold.**

Secret service cards can be played **anytime** against **anybody**, except if the cards state something else. Thus, being at war is not required to use a card against someone.

Secret service cards **cannot** be used against **home countries**!

The player who announces **first** that he will use a secret service card **can and has** to do so first. The card is to be used immediately and has an effect except if another player uses the card **counterintelligence**.

Below is the list of secret service cards and the total number of those:

1. Armistice x2

A clever plot forces your opponent to immediately accept a ceasefire. The ceasefire holds until the next phase secret service & diplomacy.

***Note:** An active **ceasefire** is suspended by the secret service card **declaration of war**.*

2. Betrayal x 2

Play this card, if the colony of another player is attacked. Your spies open the gates of a fort to the attacking armies in the colony. The fort is destroyed without resistance and removed from the game board.

You must play the card **before** the first battles begin (before the dice are rolled the first time).

***Note:** It does not matter whose armies attack the player's colony. It may also be insurgents.*

3. Pirates x2

You equip pirates with guns. Place two black frigates in a sea area of your choice.

4. Privateer x2

You sign up all pirates of a sea area as privateer. This is free of charge. Exchange all pirate ships there with corresponding ships in your colour. These ships are immediately usable, e.g. in the phase movement & fight they can move when it is your turn.

5. Coup de main x2

You trick your opponent and your hussars attack in the back. During a land battle, all your cavalry in use in **one** country has a fighting power increased by 1 until the battle is over. You can be attacker or defender and can combine this card with the cards ambush and surprise attack!

***Note:** When a defender uses the coup de main and the attacker loses all armies and does not bring in reinforcements, the battle is over and the coup de main is over, too. However, the attacker is free to start another attack during which the coup de main is not active any more.*

6. Declaration of war x2

Your secret service orchestrates a diplomatic incident, giving you the justification for an immediate declaration of war. The state of war persists until the next phase diplomacy. Furthermore, this card suspends an active armistice.

***Note:** You are **immediately** at war with another player and can immediately attack him.*

7. Ambush x2

One of your colonies is attacked by insurgents or another player. Your secret service lures the attacker into an ambush and this increases your fighting power by 2 per dice for the **first defence**. Play this card immediately before any side rolls the dice. Subsequent defences take place without bonus points.

8. Surprise attack x2

You attack a free country or another player's colony. Your secret service fools your opponent and you succeed with a surprise attack. In the **first attack** your armies' fighting power increases by 2. Play this card immediately before any side rolls the dice. Subsequent attacks take place without bonus points.

9. Forged marine travel order x2

Move all ships of another player from **one** sea area into an adjacent one, where no pirates or warships of other players are present nor storm or calm prevail.

***Note:** The forged marine travel order moves units, however this does not reduce their mobility. The ships' owner can move them in a regular manner when it is his turn to play.*

10. Forged land travel order x2

Move at most three army units of another player from one of his colonies into an adjacent of his colonies. At least one army or a fort has to remain in the first colony.

***Note:** The forged land travel order moves units, however this does not reduce their mobility. The armies' owner can move them in a regular manner when it is his turn to play.*

11. Smuggling x2

Shady dealings in one of your colonies bring a profit of 5 Doubloons, which you have to invest immediately there! This card can only be played during the **phase investments**.

***Note:** The 5 doubloons can always be invested. Trading posts do not have to exist. Looting and famine (black disk) do not prevent the investment.*

12. Sabotage x2

Your secret service sabotages one of your opponents' cargo or warship. She sinks with all her crew.

13. Peace treaty x2

Your diplomats constrain peace between any two players. This card can only be played during the phase **secret service & diplomacy**. Peace holds until the next round's secret service & diplomacy phase.

***Note:** An active **peace treaty** is suspended by the secret service card **declaration of war**.*

14. Looting x2

Your buccaneers loot the colony of a player you are at war with. Play this card during the **phase state revenues & debts**. The colony has to border a sea area.

The colonial taxes go into your budget, not into your opponent's. Furthermore, he is prevented from investing there during this round.

***Note:** A looted colony is marked by placing a black disk on the colony which is removed at the beginning of the phase events (see Ch. 14.8).*

15. Insurrection x4

Your secret service plots an insurrection. The colony of another player is **attacked** by **5 native infantry units**. The player defends his colony. If he

fails, his trading posts are burned down and the country is a free country again.

16. Uncover agents x6

You may have a look at all secret service cards of one player. This can be done in secret or openly, i.e. you share the information with all players. Furthermore, you may return one of his cards onto the deck, which is then reshuffled.

Note: *This card cannot be used against an already played card nor between an opponent announcing playing a secret service card and playing that card. In both cases only counter intelligence helps.*

17. Counterintelligence x8

Your secret service thwarts the effect of any secret service card just played out. This also works against the cards **counterintelligence** and **uncover agents**, whose effect can thus be nullified.

Note: *A counterintelligence card can also be used to counter a previous counterintelligence card. Both cards have to be discarded on the discard pile.*

18. Capture x2

Your secret service infiltrates a spy as naval officer onto an opponent's **frigate**. Attacking a player in his sea area results in seizing the frigate without any resistance. You must play this card before any fighting begins (before the dice are rolled the first time).

Note: *The commandeered ship has to be a frigate of a player you are at war with. This frigate is then seized (see Ch. 11.6), marked by placing the token sideways until the end of the phase movement & fight (see Ch. 14.6). She can only be moved in the next round.*

13. SETTING UP THE GAME

13.1 Deciding the game's goal

Before the start, the players agree on the required number of trading posts for winning (see Ch. 4). This impacts on the game duration and on the struggle intensity for the victory. The following is a recommendation:

Number of players	short game, race	normal game, short struggle	long game, tough struggle
3	35	40	45
4	28	31	34
5	24	27	30
6	21	24	27

13.2 Home countries

The **Briton** is the game master. He manages the secret service cards and leads the diplomatic phase (see Ch. 14.2). Therefore, Great Britain is always on board and first, the players roll the dice for who gets Great Britain as home country.

Then, the remaining players take turns rolling a white dice and receive a home country as follows:

- ② South Africa
- ③ Japan
- ④ Victoria
- ⑤ USA
- ⑥ Brazil

In case of a 1 or if the corresponding country is already assigned, roll the dice again.

Then, each player gets the following tokens in his colour:

- **into the home country** the large token and 1 infantry, 1 cavalry and 1 artillery.
- 1 frigate and 1 ship of the line, which he may place into **sea areas adjacent to the home country**.
- as many trading posts as necessary for winning, placed next to the board. This allows everybody to see quickly the chances of winning of the other players. The supernumerary trading posts are placed into the bag.



Frigate in Attack

13.3 Colonies at the start of play

After distributing the home countries as in Ch. 13.2 the players obtain the colonies they own at the start of the game. Their total value shall be 5.

The colonies are distributed one by one among the players in clockwise direction ♻. The **Briton** starts by turning the wheel of countries. This colony **immediately** gets:

- Trading posts, forts and infantry, respectively as many as the colony's value (1-3),
- At the players choice one frigate in an adjacent sea area **or** additional armies for the colony valuing 3 Doubloons in total, as stated in the investment rules (see Ch. 14.4 and the notes on the back cover of the manual). Note that at first all players are at peace. The earliest declaration of war is possible during the first round's phase secret service & diplomacy. Therefore a frigate can only be placed in a sea area clear of foreign warships.

***Example:** China has a value of 3 and its owner thus gets 3 trading posts, 3 forts and 3 infantry units. Additionally, armies of a value of 3 Doubloons can be placed in China or 1 frigate in the adjacent South China Sea.*

After equipping a colony as stated above, the next player in clockwise direction ♻ gets the country wheel and proceeds similarly. This is repeated until every player has colonies totalling a value of exactly 5.

The colony determined by the wheel is inadmissible if the picked country is

- a player's home country,
- adjacent to a player's home country,
- is already a colony, or
- valued such that the player's colonies would have a total value higher than 5.

In such a case the wheel of countries shall be turned once more for determining another country.



Diplomacy

Example: Having obtained Ceylon (valued 2) and Russia (valued 2) as colonies, with a total value of 4, the next colony may only have a value of 1. All higher valued countries are inadmissible and the country wheel needs to be turned until an admissible country is obtained.

When all players have obtained and equipped colonies valued 5 in total, round No. 1 starts.

14. SEQUENCE OF A ROUND

A **round of the game** consists of the following **8 phases**. Each phase starts after all players have completed the previous one. The **manual's back cover** (Ch.18) lists the 8 phases.

14.1 First player & direction of rotation

The players roll the dice for determining the round's first player. The highest value starts.

The direction of rotation changes after each round and is stated on the top row of the state budget form: odd rounds are in clockwise **U**, even ones in anti-clockwise **U** direction.

The random choice of the first player and changing direction of rotation make the game unpredictable.

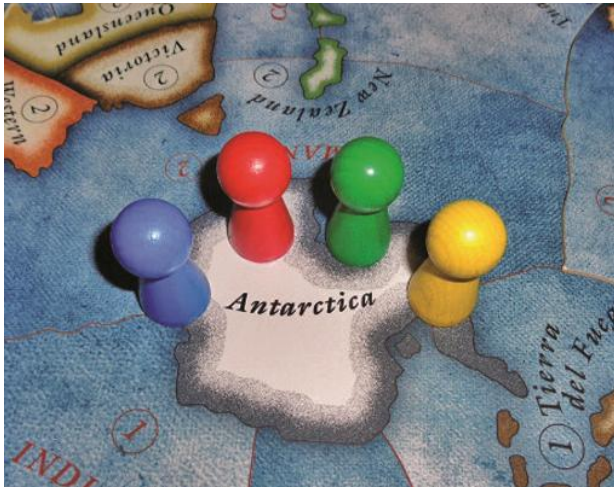
14.2 Secret service & diplomacy

The **Briton** first takes up all **secret service cards** which **have been played** and mixes them into the deck of secret service cards. Then he gives out each player a **secret service card free of charge**, finishing with himself. Finally, he puts the remaining deck aside for the next round.

Now the Briton invites all players for tea to open diplomatic negotiations. For this purpose the colonial powers meet on the neutral territory of Antarctica. Each player places his home country token in Antarctica and the negotiations begin.

The players now can freely negotiate **war** and **peace treaties**. A player can unilaterally declare war onto another player and can back out of it up to the end of the diplomatic phase. Peace requires the approval of both parties and can also be broken up until the end of the diplomatic negotiations.

Short secret negotiations are permitted and players may leave the room together to consult in secret.



War and peace (see Ch. 10) have repercussions onto the state budget (Ch. 14.3), investments in sea area (Ch. 14.4), clearing up sea areas (Ch. 14.5), movement & fight (Ch. 14.6) and embarking armies (Ch. 14.7).

During the diplomacy phase, players can not only negotiate war and peace but also decide to change the number of trading posts required to win the game. If the game seems to end too quickly, it can be exciting to increase the number of trading posts. On the other hand, if players notice that they have not enough time to complete the game, they can reduce the number of trading posts. However, a change in the number of trading posts must be decided unanimously by all players!

When all negotiations are finished, the Briton declares the end of the negotiation phase and all players move their tokens back into their home country. **Then, the phase state revenues starts.** Diplomatically, war and peace cannot be changed any more during this round.

Outside of the diplomatic phase, **declaration of war** and **armistice** are only possible by using the **secret service**.

14.3 State revenues & debts

Using the **state budget form** each player determines his **sum of state revenues, debts and available financial resources** (see Ch. 9).

14.4 Investments

The first player of the round starts investing. Only after he has finished all investments, the next player may start to invest, according to the direction of rotation (see Ch. 14.1) and so on.

Limitations and possibilities of investments are stated on the **state budget form** as well as on the **manual's back cover** (Ch. 18). The costs of investments have to be entered under the item **investments** and may not exceed the **financial resources**. Financial resources not used for investments are entered into the books as **budget surplus**.

If a player has used up all tokens of a certain type (e.g. infantry tokens), he may only invest in other ones (e.g. in cavalry).

Bear in mind the following **peculiarities**:

- In the **home country**, unlimited investments into military units are possible, within the possibilities of the available financial resources. Forts and trading posts, however, may not be built in the home country as the home country may not be attacked and trading is only possible with foreign countries.
- Investments in trading posts, secret service, Suez Canal or Panama Canal count as home country investments, not of the concerned colony.
- In colonies, investments in military units require the presence of at least one trading post there.
- **Newly built trading posts** do not immediately allow for investments in military units. This is possible not before the next round. These trading posts are marked by placing the token sideways until the end of the phase investments.

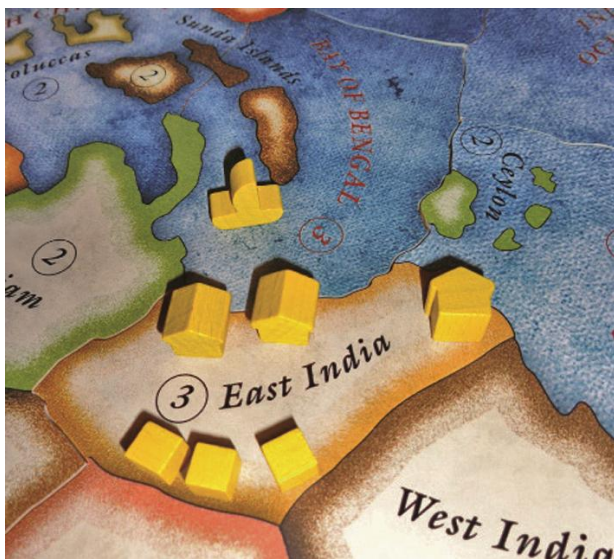
***Example:** The yellow player sets up 2 trading posts in East India and places them sideways.*



- Per colony, **at most 3 Doubloons per existing trading post** may be invested in military units.

Example: Continuing the previous example, the yellow player sets up two trading posts in East India, which are placed upright after the phase investments.

*In the **next** round he may invest there at most 3 Doubloons per trading post, i.e. at most 6 Doubloons. He chooses to buy a frigate, placing it in the adjacent Gulf of Bengal, and 3 infantry units in East India. Furthermore, he invests in the third admissible trading post (East India has a value of 3), which he places rule-consistently sideways.*



- **Per trading post** only one **fort** may be erected.
- Newly invested **armies** may only be set on land, not at sea. **Thus, investing in cargo ships is not possible.** These Cargo ships come into existence by embarking armies (see Ch. 7 and 14.7).
- Construction of the **Suez Canal** in Egypt and the **Panama Canal** in the Mosquito Coast enable to erecting two additional trade posts in each of these countries without additional cost.
- **At most 3 secret service cards** per investment phase may be bought.

Warships may be built in colonies and in the home country **under the following constraints:**

- The warship may only be placed in **sea areas adjacent** to the home country or the colony, where the investment was made.
- It is admissible, to set warships into **sea areas** where enemy warships or pirates are present. In that case, this sea area will have to be cleared up in the next phase (see Ch. 14.5).

- Warships **may not** be placed into **sea areas** controlled by friendly warships.
- **Cargo ships** cannot control a sea area and therefore are irrelevant when deciding where a new warship may be placed.

14.5 Clearing up sea areas

After the phases “secret service & diplomacy” (Ch. 14.2) and “investments” (Ch. 14.4) it is possible that **hostile ships** navigate in the same sea area. These ships can be frigates, ships of the line or cargo ships from players at war. **Pirates** count as hostile for all players.

Now these sea areas have to be cleared up in such a way that only a single player or the pirates remain there. This is achieved by the warships fighting against each other until only one party remains.

It is possible that ships of more than two parties navigate in the same sea area. The order of the pairwise fighting complies to the first player & direction of rotation (see Ch. 14.1), whereas pirates always engage as last party in the fighting! The first fighting takes place between the first two players of the round. The winner then takes on the player next in line and so on. The last remaining player finally attacks the pirates.

After having decided who controls these disputed sea areas, the cargo ships of the defeated parties are sunk as they now lack protection.

Clearing up takes place solely among those ships already present in the sea area. Support from other areas is **not** possible.

If a sea area contains only cargo ships, no clearing takes place as these cannot fight. It is therefore possible that cargo ships of hostile parties navigate next to each other.



Sea Battle

14.6 Movement & fight

First player & direction of rotation were determined in phase No. 1 of the round (see Ch. 14.1) and fix the order for this phase, too. Only when a player has finished all his movements and the resulting battles, the next player begins his turn.

The manual's back cover lists the characteristics of the different branches of military services (Ch. 18). Further details are listed in Ch. 11.

Army units, ships and forts lost in a battle are to be returned into the storage bags, while lost trading posts are put back on the side of the board next to the other ones still required for winning the game.

Attacking another player is only possible if the two parties **are at war** (see Ch. 10).

The following peculiarities are important hereby:

- Infantry and artillery have 1 move, Cavalry and all ships have 2 moves available.
- **Disembarking armies** from ships costs one move for both the cargo ship and the army unit.
- **Embarking** units takes place in the following phase No. 7 (see Ch. 14.7).

- **"friendly ships"** belong to players who are at **peace**.
- **"Hostile ships"** are **pirates** or **warships** which belong to players oneself is at **war** with.

*The following peculiarities concerning movement and fight at sea are illustrated at the next **example**. Three players (red, yellow and blue) are involved. The initial situation is as follows (see the picture on the next page):*

- 1st Red / blue: **war**
- 2nd Red / yellow: **peace**
- 3rd Yellow / blue: **peace**
- 4th **Red** has a frigate and 3 cargo ships in the Bering Sea. **Red starts**.
- 5th **Blue** has warships in the Central Pacific as well as cargo ships in the Gulf of Alaska and in the South Seas.
- 6th **Yellow** has warships in the Gulf of Alaska and in the Gulf of California.



Movement at Sea - Initial Situation

- Sea areas controlled by pirates or hostile warships may only be sailed through after having sunk all these warships.
- Cargo ships do not control a sea area and thus cannot prevent others from moving into a sea area.
- Warships** of a player may sail **through** a sea area controlled by **friendly** warships. Since only the friendly warships have control over this sea area, the player's warships may **not attack hostile cargo ships** of others players there.
- Sea areas can only be controlled by a **single** player's warships. Therefore, warships may **not** finish their move in a sea area controlled by **friendly warships** units.
- Hostile cargo ships** may only be **sunk** in sea areas controlled by own warships.

Example: Yellow controls the Gulf of Alaska. The red frigate may sail **through** the Gulf of Alaska into the South Seas, as red and yellow are at peace. The red frigate cannot sink the blue cargo ships in the Gulf of Alaska as yellow is controlling that sea area with his warships.

The blue cargo ships in the South Seas, however, are sunk by the red frigate because the red frigate takes over control of that sea area.



The red frigate may not finish its move in the Gulf of Alaska, as that sea area is controlled by the yellow player's warships. The red frigate may thus only make its first move into the Gulf of Alaska, if it moves on with its second move.

- **Cargo ships** may **pass through** and even **remain** in sea areas controlled by friendly warships. They may not pass through or enter sea areas controlled by hostile warships.

***Example:** The yellow player's warships controls the Gulf of Alaska. Nevertheless, the blue player may have cargo ships there, as both players are at peace.*

The red player may move his cargo ships from the Bering Sea into the Gulf of Alaska and also leave them there, as he is at peace with the yellow player. As the cargo ships can make another move, he may disembark his army units e.g. in California to conquer that free land.

The red cargo ships may not move into the Central Pacific as long as it is controlled by the hostile blue warships.



- **Cavalry** and **warships** have two moves available. If they conquer a land or sea area with the first move, they can still perform a second move. Therefore the following special feature has to be considered:

If a player attacks with 2 or 3 cavalry a land or with 2 or 3 equal warships a sea area, these equal units may have carried out a different number of moves (1 or 2). For example, one frigate may be performing the attack on a sea area with her first move and a second frigate would be completing her second move. If one of these units is lost in the attack, it must be uniquely determined so that after the fight it is clear whether the remaining units may make another move or not.

For the case described, it is therefore necessary to roll the dice separately for each of the equal units so that the respective dice can be uniquely assigned to the respective unit. The sorting of the cubes follows the valid rules. However, if two equal units have the same number of pips, the unit

that has one more turn left is sorted before the unit that has already made two moves.

14.7 Embarking armies

During this phase the players may move their armies from countries into adjacent sea areas if no **hostile warships** are present there. Embarking does not count as a move as in Ch. 14.6. Any army unit may embark, simply move it into a sea area.

An army in a sea area is embarked on a cargo ship and may only be moved further during the phase movement and fight.

14.8 Events

Two wheels are used to determine land and sea events. The first wheel shows the countries in the outer circle and the sea areas in the inner circle. The second wheel shows the possible land events in the outer circle and the possible sea events in the inner circle.

Before new events can take place, remove the previous ones from the board, i.e. calm (grey discs), storm (orange discs), famine and looting (black discs).

Use the wheel of countries to determine 6 countries for the **6 land events**. If the wheel picks a free country, the event counts but has no effect. If the wheel selects a **home country**, turn the wheel again to determine a colony or a free country.

Afterwards determine **3 sea events** for 3 sea areas.

Each land and sea event is immediately implemented, before the next event is selected.

Per round only one event may take place in a land or sea area. If the wheel picks a land or sea area more than once, turn it again to determine a different one.

The following 6 land events can occur:

- **Volunteers**

In the chosen colony the player gets as many extra infantry units as the colony's value.

- **Trade**

The colony's owner receives an extra state budget surplus of as many doubloons as the colony's value.

***Note:** The doubloons are to be entered in the budget surplus and can be invested in the next round.*

- **Famine**

Next round's colonial tax falls out and no investments may be undertaken there. Famine in a colony is marked by a black disc.

- **Disease**

Roll the dice for each individual **army** (infantry, cavalry, and artillery) in the affected country. In case of an odd value, the corresponding army perishes and is removed from the board.

***Note:** This event does not affect trading posts and forts.*

- **Unrest**

In a colony, insurgents attack a player who is thus the defender. The number of insurgent infantry units is equal to the country's value.

- **Rebellion**

In a colony, insurgents attack a player who is thus the defender. The number of insurgent infantry units is equal to **twice** the country's value.

The following 4 sea events can occur:

- **Storm**

Storm looms in the sea area. This is marked by an orange disk. For every warship and cargo ship there roll the dice individually. In case of an odd value, the ship is lost and removed from the board. The storm subsists the following round and affects all ships **moving through** or **into** this sea area, e.g. during the phases investments, movement & fight or embarking armies.

- **Calm**

There is a calm in the sea area, marked by a grey disk. The calm subsists the following round. All ships already in or reaching this sea area cannot leave it before the end of the calm.

- **Prosperous winds**

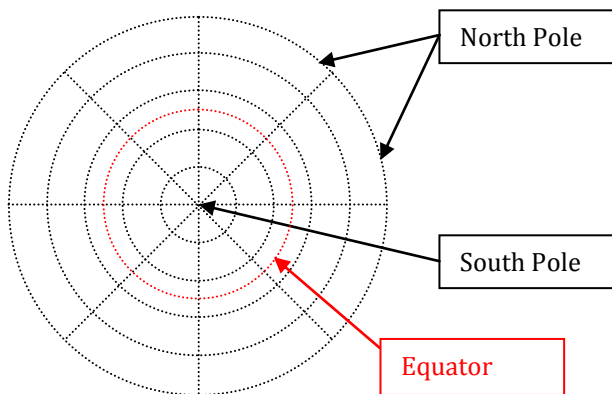
All ships in the sea area immediately obtain 1 additional move. Cargo ships can use this move also to disembark their unit in an adjacent country. These move has to take place immediately, otherwise it expires.

- **Pirates**

Pirates appear in this sea area in number equal to the sea areas value. The black frigates attack every ship in the sea area as described in Ch. 14.5 "clearing up sea areas".

15. GEOGRAPHY

The round game board shows an unusual projection of the globe. The South Pole is the centre and the North Pole is the map's border. The meridians (lines of longitude) and the circles of latitude are not shown. The meridians would be rays from the South to the North Pole and the circles of latitude circles of increasing radius around the South Pole:



To illustrate the projection, imagine pulling the valve opening in a ball as far apart until the ball is a flat circle. The valve hole is then the disc's border.

The colonial powers of that time were mostly concentrated in Europe. This spatial closeness would be obstructive for a game. Thus, the home countries are evenly spread over the game board.

Great Britain is the representative of the European colonial powers. The main reason is practical as it is an island country. A continental country such as France or Spain would give it an unfair advantage with respect to the other home countries.

To extend the strategic possibilities, both the Northwest and the Northeast Passages are navigable. This allows for using ships north of Asia as well as of North America.

16. EPILOGUE

ImpeRunde is an exciting game with a historical background. Looking back, the glorified ages of sailing and pirates seem fascinating. This calls for a critical review.

The age of colonialism brought the colonial powers immense wealth. This went along with war and oppression of people in the colonies. Many Asian countries were occupied and exploited. The Native Americans and the Aborigines in Australia lost their land and their way of life. The Incan, Mayan and Aztec civilisations were destroyed. Africa was split up among the colonial powers and many millions of humans were enslaved for drudging on plantations. Much time has since passed, however the repercussions are still visible today.

Bearing this in mind, I call herewith to meet each other in humanity – both in the game as well as in real life. Moved by this wish I close with historical declarations of that time:

Virginia Declaration of Rights, June 12, 1776

“That all men are by nature equally free and independent and have certain inherent rights, of which, when they enter into a state of society, they cannot, by

any compact, deprive or divest their posterity; namely, the enjoyment of life and liberty, with the means of acquiring and possessing property, and pursuing and obtaining happiness and safety.”

United States Declaration of Independence, July 4, 1776

“We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness.”

Declaration of the Rights of the Man and of the Citizen, French National Constituent Assembly, August 26, 1789

“The representatives of the French people, organized as a National Assembly, believing that the ignorance, neglect, or contempt of the rights of man are the sole cause of public calamities and of the corruption of governments, have determined to set forth in a solemn declaration the natural, unalienable, and sacred rights of man, in order that this declaration, being constantly before all the members of the social body, shall remind them continually of their rights and duties; ... Men are born and remain free and equal in rights.”

17. BRIEF MANUAL

SETTING UP THE GAME (CH. 13)

1. Determine the game objective (Ch. 13.1):

Fix the number of trading posts required for winning.

See the recommendation below:

Number of players	short game, race	normal game, short struggle	long game, tough struggle
3	35	40	45
4	28	31	34
5	24	27	30
6	21	24	27

2. Determine home countries (Ch. 13.2)

- Assign Great Britain
- Determine the other's home countries using a white dice: ② South Africa, ③ Japan, ④ Victoria, ⑤ USA, ⑥ Brazil.
- Place 1 infantry, 1 cavalry and 1 artillery in each home country.
- Set 1 frigate and 1 ship of the line into an arbitrary adjacent sea area.
- Place the required number of trading posts (see the schedule above) visibly on the gaming table.

3. Colonies to start with (Ch. 13.3)

Each player receives colonies with a total value of 5. They are chosen by turning the wheel, alternating one player after the other in clockwise direction ♻.

Each colony **immediately** gets:

- As many trading posts, forts and infantries as the colony's value (1-3),
- One frigate or additional armies with a total value of 3 Doubloons.

A country is **not permitted** as a colony if it is:

- A player's home country,
- Adjacent to a player's home country,
- Already a colony
- Such, that the player's colonies would value more than 5 in total.

SEQUENCE OF A ROUND (CH. 14)

A brief overview can be found on the manual's back cover.

1. First player & direction of rotation (Ch.14.1)

The player throwing the highest valued dice is the first player of the new round. The direction of rotation changes each round (see the form "State budget").

2. Secret service & diplomacy (Ch. 10 & 14.2)

The **Briton** shuffles the **secret service cards** and **distributes one per player**.

Then, the Briton invites all for **diplomatic negotiations** on **war** and **peace**. Each player places his home country token on Antarctica. Declaring war can be done unilaterally while declaring peace needs mutual agreement. Secret negotiations are permitted.

The players may also choose to reduce or increase the number of trading posts for the game victory. This decision must be made unanimously.

3. State revenues and debts (Ch. 9 & 14.3)

Using the **state budget form**, each player determines the state revenues, debts and available financial resources.

4. Investments (Ch. 8 & 9 & 14.4)

The first player of the round invests. After having finished, the next player in the round's orientation performs his investments.

Details for investments are listed on the **state budget form** and on the manual's **back cover** (Ch. 18).

Take note of the following **peculiarities**:

- Armies** can only be placed on land.
- Place **warships** only in sea areas not controlled by friendly nations. Hostile ships are no hindering reason!
- Suez Canal** in Egypt and **Panama Canal** in the Mosquito Coast result in two additional trading posts.

5. Clearing up sea areas (Ch. 11.6 & 14.5)

Clear up sea areas that contain hostile ships after the investment phase. Observe the direction of rotation.

6. Movement & fight (Ch. 11 & 14.6)

The first player of the round begins. Only after a player has **completed all** movements and fighting activities, the next player takes over. Observe the direction of rotation.

Fighting details see next page.

Only players you are **at war with** may be attacked (see Ch. 10).

Take note of the following **peculiarities**:

- On high sea, armies** are in cargo ships and cannot fight.
- Disembarking an army** costs one move each for the cargo ship and the army.
- Sea areas can only be controlled by **one** player's warships.
- Cargo ships do not control a sea area.

- **Warships and cargo ships** can be moved through sea areas controlled by friendly nations.
- **Warships** may not **terminate** their move in sea areas controlled by a friendly nation, **cargo ships** may.
- **Hostile cargo ships** can only be sunk in sea areas you control with warships.

7. Embarking armies (Ch. 14.7)

In this phase, armies of a country may be embarked in adjacent sea areas, but only if there are **no hostile warships** there. Embarking does not count as a move, thus any army may do it. Observe the direction of rotation.

8. Events (Ch. 14.8)

First, remove old events (grey, black and orange disks) from the board. Then determine **6 land events**. In free countries, events are without effect, but count as an event.

Home countries are excluded from events (→ turn the country wheel once more).

Then, choose **3 sea events** using the wheel.

At most **1 event** may take place in a **country** or **sea area** per round (→ turn land/sea wheel again).

FIGHTING (CH. 11 & 14.6)

A **survey** of fighting power of the different units is listed on the manual's **back cover** (Ch. 18).

1. General fighting rules (Ch. 11.1)

- During a battle, **at most 3 units** can defend and attack **simultaneously**.
- **Retreat** from a battle is not permitted.
- The attacker may **bring in reinforcements**.
- **Warships** can only fight at **sea**.
- **Armies** can only fight on **land**. On sea (in cargo ships) they have no fighting power.
- **Forts** are bound to the **country** they were erected in and can only be used for **defence**.

2. Executing a fight (Ch. 11.2)

The **attacker** moves **at most 3** units into the country or sea area to be conquered. The **defending player** then decides which units will be used (as many as possible, but **not more than 3**).

Both players throw the dice and **sort** them according to **value** (number of pips) and if necessary (same number of pips), by colour: **red** before **green** before **yellow** before **white**.

- The sorted dice of attacker and defender are placed side by side and compared pairwise.
- The **higher value wins**.

3. Bringing up reinforcements (Ch. 11.3)

The **attacker** may bring up reinforcements with units that can attain the battle field without a fight.

4. Fighting on land (Ch. 11.4)

- **Equal dice value**: the defender wins.
- **Cavalry must dismount** for combating a **fort**. This is accounted for by a **handicap** of **1**.
- **Artillery** is ideal for combating **forts** and has in such a fight a **bonus** of **1**.

5. Conquering free countries (Ch. 11.5)

Free countries have as many **infantry units** as the country's value (1, 2 or 3).

6. Sea battles (Ch. 11.6)

Equal dice values result in **boarding**. Throw the dice again for the involved ships (green for ships of the line, white for frigates). The highest dice value wins and the inferior ship changes owner (colour). The captured warship can immediately be used in sea battles but cannot move any more during that round.

Cargo ships cannot fight. Without protection from own or friendly warships they are immediately sunk by hostile warships.

SECRET SERVICE (CH. 12)

Secret service card can be used **anytime** against **any** player, **except** if stated otherwise on the card. However, they **cannot** be used against **home countries**!

Phases of a round	Description	See Ch.
1. First player & direction of rotation	The player throwing the highest dice value is the first player of the new round. The direction of rotation is stated on the state budget form.	14.1
2. Secret service & diplomacy	The Briton shuffles the secret service cards and distributes one per player. Then, negotiations on war and peace take place, secret negotiations are permitted! The Number of trading posts for game victory can be changed.	10 14.2
3. State revenues & debts	See the state budget form. Being free of debts is necessary for winning the game!	9 14.3
4. Investments	See state budget form and summary in the table below. The players one by one completely perform the investments in the round's orientation.	8 / 9 14.4
5. Clearing up sea areas	If necessary, newly invested warships fight against hostile ships until all sea areas are cleared up. Observe the direction of rotation.	11.6 14.5
6. Movement & fight	Movement and fight one player after the other in the round's orientation. Movements and fighting power, see the table below. At most 3 units may be used simultaneously. Sort the dice by value, if necessary also by colour (red, green, yellow, white). Equal dice value leads, on land, to the defence winning. On sea, this results in bordering: throw the dice again. The attacker may bring up reinforcements.	11 14.6
7. Embarking armies	Move armies from land into adjacent sea areas that are not controlled by hostile warships. Observe the direction of rotation.	14.7
8. Events	6 land events, then 3 sea events.	14.8

Investment	Cost	Dice	Fighting Power	Moves
infantry	1	white	1 – 6	1
cavalry	2	yellow	2 – 7 (- 1 against forts)	2
artillery	3	green	3 – 8 (+1 against forts)	1
fort (1 per Tp.) ¹⁾	3	red	4 – 9	/
frigate ²⁾	3	white	1 – 6	2
ship of the line ²⁾	5	green	3 – 8	2
cargo ship	none	/	none	2
trading post ^{3) 4)}	2	1) At most 1 fort per trading post 2) Do not set a warship into a sea area where a friendly warship is present 3) At most as many trading posts as the country's value 4) Counts as an investment of the home country (not as an investment of the colonies)		
secret service card ⁴⁾	5			
Suez Canal ⁴⁾	8			
Panama Canal ⁴⁾	10			



WARNING! Not suited for children under the age of 36 months due to cords and small parts may cause choking.

