



BACKGROUND

Alexander the Great has conquered a vast empire, but his power is now waning and the time is ripe to compete for his inheritance. Each player leads one of four competing factions that are ready to rule the vast empire. To do this, you must become the most powerful

faction by reinforcing your troops, ensuring sufficient supplies and occupying the most important cities and oases.

GOAL OF THE GAME

You have 3 “Home” dice. In each round, you roll 3 more “Travelling” dice and pair them with your Home dice. These pairings determine your options during your turn: play new cards with leaders, armies, and equipment on them, increase your strength, conquer new regions on the game board, or change the values and colors of your dice in order to play more cards—all to build the strongest civilization by the end of the game!

COMPONENTS

55 cards:

16 cards in Era X

13 cards in Era XX

13 cards in Era XXX



4 Action cards



8 Marker disks:
2 each per
player color



Heroism card



8 Money cards



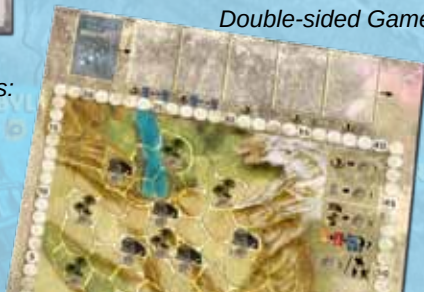
15 six-sided dice: 7 white,
4 orange, 4 purple



48 Army figures:
12 per player



Double-sided Game Board



Rule book



MONEY CARDS

Players keep track of their Talents, the common currency in this ancient time, on their Money cards, using one of their Marker disks. The front sides show the values 0-10 and 11-21 Talents.

With each income or payment the cards are adjusted accordingly. If the total exceeds 21 talents, both cards are flipped over, where the values are 22-32 and 33-43 Talents.



ACTION CARDS

On the left side of the action card is 3 red spaces, where the player's 3 “home dice” are placed.

The grey spaces next to these dice are for the “travelling dice”, which will determine the actions that can be taken.

The cards can be flipped over to the side marked with (*) for the Expert game, in which each player has a special ability. (See section **Expert Game** later for more information)



ERA CARDS

Era cards consist of white Army cards, orange Leader cards and purple Equipment cards.

At the top of each card is a condition which must be met in order to play that card.

Beneath the card's illustration is its Strength value, type of Army troops or a special ability.

The back of the card shows which Era the card belongs to (X, XX or XXX).



GAME BOARD

The board is divided into regions of the Near East and Central Asia with major cities and oases from the time of Alexander the Great, the Strength track, final scoring, and a central card display.



STRENGTH TRACK

The Strength track is used to record the current strength of the Era cards played by each player, and is tracked using one of the players' Marker disks. This value can always be verified by reviewing the cards in play, and adjusted if necessary.



PREPARATION

Separate the Action cards, Money cards and the Heroism card. Shuffle the Action cards and deal one to each player. The player with the "1" on his card becomes the Starting Player (with fewer than 4 players, make sure the "1" card is dealt). Only use the side of the Action cards with the special abilities – marked with (*) – when playing the Expert game.

Additionally, each player receives two different Money cards, which he places next to each other, showing 0 - 10 and 11-21 Talents.

Use the game board for the appropriate number of players: for 2 or 4 players, use side II/IV, and with 3 players, side III.

Shuffle the cards for each of the 3 Eras separately. With fewer than 4 players, some cards are drawn and placed back in the box, unseen:

Era:	X	XX	XXX
3 players	3	3	3
2 players	6	6	6

Draw 6 cards from the Era XXX deck, shuffle them together with the Heroism card, and place them at the bottom of the Era XXX deck.

Then place the Era XX deck on top, and the Era X on top of that.

Place the complete Era deck on the top left box on the game board.



Draw 5 Era cards from the top of the deck and place them face-up on the 5 spaces to the right of the deck.



Each player draws 2 cards from the Era deck and adds them to his hand.

Each player chooses a color and takes the two Marker disks, all Army figures in that color, and a total of 3 dice: 1 white Army die, 1 orange Leader die, and 1 purple Equipment die. These are the player's Home dice.

The Starting Player also takes 3 additional white dice. These are the Travelling dice for the first turn.

With fewer than 4 players, any leftover dice, disks and figures are placed back in the box. (With 4 players, all pieces will be used).



All players roll their 3 Home dice simultaneously and place them without changing the values on the 3 red spaces on their action cards. The dice on these spaces will never be re-rolled during the game.

The sum of the dice determines how many Talents with which a player starts the game. Players record their starting money with one of their two Marker disks on their Money cards. The second Marking disk for each player is placed on the "0" space of the Strength track on the board.

Each player starts the game occupying a city and an oasis with his Army figures. The starting player occupies the city and the oasis marked "1", the next player clockwise occupies the city and oasis marked "2", etc. A city is always occupied with 2 figures, an oasis with only one figure.





Exception for the two-player game: use only on the left half of the map (III/IV). The starting player occupies city **Issos** "1" and oasis "4", and the other player occupies city **Persepolis** "3" and oasis "2".

The starting player begins the game, and players take their turns clockwise.

GAME PLAY

1. Buy an Era card
2. Roll the dice
3. Take Actions
4. Pass the dice

1. Buy an Era card

The game board shows the cost of each face-up Era card (1 - 5 Talents).

To buy a card, pay the amount of Talents shown by adjusting the Marker disk on your Money card. Then take that card into your hand.



If the card costs 4 or 5 Talents, you may also exchange an Era card from your hand with any other face-up card on the board, free of charge.



If you do not purchase any Era card--which is usually not recommended--the Era card at the far right is removed from play and placed back in the box. Then shift the face-up cards to the right to fill in the gap, and draw a new card from the Era deck, placing it on the empty space immediately to the right of the deck.



PERSEPOLIS

2. Roll the dice

Roll the three Travelling dice.

At the beginning of the game,



these are the extra 3 white dice. During the game, however, these are the 3 dice which are on the grey spaces (Action card) of the previous player. After rolling, if the sum of the dice is 8 or lower, you receive a bonus income of 3 Talents.

3. Take Actions

With the 3 Travelling dice, you now take 3 actions - one with each die. This may be the same action several times:

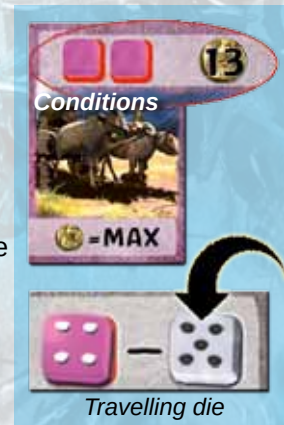
- a) Play an Era card to your display
- b) Conquer a region
- c) Push the die
- d) Take income + exchange dice

a) Play an Era card to your display

In order to play an Era card from your hand to your display, you must first meet the conditions of the card.

Secondly, the Travelling die you use must have the same value or higher of one of your Home dice.

Place your Travelling die on one of the 3 grey spaces on your Action card to the right of that Home die. This space cannot be occupied by another die! Then play your Era card face-up in front of you, and adjust your Marker on the Strength track according to the card's value. Any special abilities on the card are also now available to you.



b) Conquer a region

As with action 3a) (Play an Era card to your display) above, you must place a Travelling die that has the same value or higher than the Home die next to it.

You may then take possession of a region adjacent to one already under your control, by marking it with Army figure(s) from your reserve. If the region is already occupied by another player, there is a conflict. (See section Conflicts later for more information)

A city requires 2 Army figures, and all other regions only require 1 Army figure to occupy.



Travelling die



Conquer a region

If you do not have enough Army figures in your reserve, you can move figures from regions you control that do not have cities or oases.

If you still do not have enough figures, you cannot perform this action.

c) Push the die

Push your Travelling die onto a Home die space from the left so that the former Home die moves to the grey space on the Action card

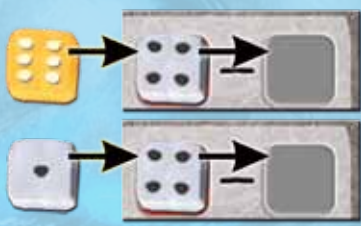
(which cannot be occupied by another die!).

In this way, the colors of your Home dice and the number of your Talents can be changed:

If the newly inserted die is a higher value than the former die, you earn the difference in Talents.

If the newly inserted die is a lower value than the former die, you must pay the difference in Talents. You are not allowed to have less than zero Talents!

If the newly inserted die has the same value as the former die, your Talents do not change.



Example: the former Home die has a value of 4, and the new die is 6, so the player earns 2 Talents.

The former Home die has a value of 4, and the new die is 1, so the player loses 3 Talents.

d) Take income + exchange dice



With this action, you earn 3 Talents no matter what the value of the Travelling die is.

Place the die on any empty grey space on your Action card.

Additionally, you may exchange the Home die next to it with a Home die from another player, provided it has the same value!

This is another way to change the colors of your Home dice.

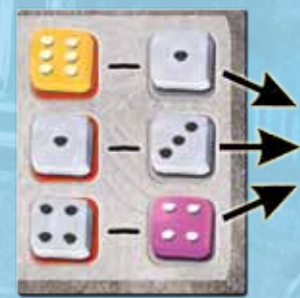
At any time during your turn ...

... you may change a Travelling die to any number, before using it for an action. To do this, you must remove one of your Army figures from your reserve and put it back in the box. It is no longer available for the remainder of the game.



4. Pass the dice

Lastly, pass the 3 Travelling dice (the ones on the grey spaces on your Action card) to the player on your left, and ask him if he wants to buy a card (as a reminder for his first action, before he rolls the dice!).



CONDITIONS

Most Era cards require certain conditions to be able to play the card:

Home dice of certain colors



A minimum number of your Army figures on the board



Played Era Cards of certain colors in your display



Home dice with a minimum sum



Possessing a minimum amount of Talents (which you do not pay!)



Minimum value on the Strength track



Occupying several cities or oases



Certain Army symbols on your played Era cards



You may use your first turn actions to arrange for the conditions of a card in your hand, and then play that card with a later action. After an Era card has been played, the conditions on the card are no longer relevant.



CONFLICT

If you want to conquer a region that is already occupied by another player, there is a conflict. You must use action **3b) (Conquer Region)**, and you must currently have a higher Strength on the Strength track than your opponent in the region.

If so, take your opponent's Army figure(s) out of that region and place them back in his reserve. Then you place your own Army figure(s) in the region.

After that, you must reduce your Strength on the Strength track by 3. Then you rotate one of your Era cards 90°. You may not rotate a card that was already rotated during a previous conflict!

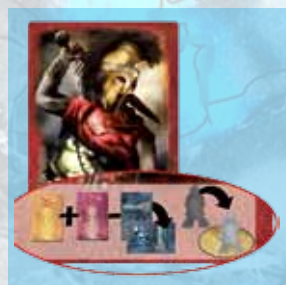


If you do not have an Era cards in your display that have not yet been turned, or if you do not have a higher Strength than your opponent, or if you do not have at least 3 Strength, then you may not enter into a conflict.

HEROISM CARD

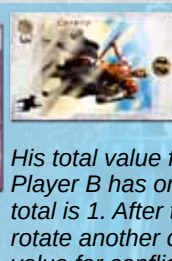
When the Heroism card is drawn, it is placed like any other Era card face-up on the board, but it cannot be purchased by a player, and usually remains on the board until the end of the game.

It can only be removed from the game when it is on the last space and a player does not purchase a card on his turn.



As long as the Heroism card is visible on the board, these new conditions apply to all conflicts:

You no longer need to have more Strength than your opponent to conquer their region. Instead, you and your opponent each add together the number of your orange Leader cards and purple Equipment cards, and subtract the number of all of your rotated cards (from previous conflicts).



Player A engages in a conflict with Player B. Player A has 3 colored cards (Leader + Equipment), but one has already been rotated.

His total value for the conflict is 2.

Player B has only one colored card, so his total is 1. After this conflict Player A must rotate another card, which will reduce his value for conflicts to 1.



You must have a higher total value in order to conquer your opponent's region.

If you meet this condition, you conquer the region as usual, replace your opponents Army figure(s) with your own, lose 3 Strength, and rotate one of your Era cards 90°.

END OF GAME

When there are not enough Era cards in the deck to fill the 5 spaces on the board, the game ends after the last player (to the right of the starting player) takes his turn.

FINAL SCORE AND WINNER

In order to determine your overall Strength, the following values are added:

+3 for every 90° rotated Era card in your display



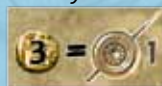
+5 for each "Fame" group (see below)



+1 for each of your Army figures on the board



+1 for every 3 Talents on your Money card



+ the values printed on each city and oasis occupied by your Army figures



- 4 for the player who has the "Camouflage" card in his display



If there is a tie, the player with the highest sum on his Home dice wins. If there is still a tie, the tied players share the victory.

FAME GROUP

You obtain additional Strength if the following conditions are met:

You must have at least one Leader card (orange) in your display

You must have at least one Equipment card (purple) in your display

You must have entered into at least one conflict (one card rotated by 90° in your display).



If you meet these conditions, then you receive 5 Strength for each set of 3 different symbols—Infantry, Cavalry and Archer—on the Era cards in your display.

LEADER CARD (ORANGE) SUMMARY

Leaders are usually stronger together with specific types of troops.

Parmenion: worth 2 Strength with 1 Archer symbol on Era cards in your display, 3 Strength with 2 Archers, and 4 Strength with 3 or more Archers.

Bessos: worth 1 Strength with 1 Cavalry symbol on Era cards in your display, 3 Strength with 2 Cavalry, and 5 Strength with 3 or more Cavalry.

Porus: worth 1 Strength with 1 Infantry symbol on Era cards in your display, 2 Strength with 2 Infantry, 3 Strength with 3 Infantry, and 4 Strength with 4 or more Infantry.

Dareios: worth 2 Strength with 2 Army Era card (white) in your display, 3 Strength with 3 Army cards, and Strength 5 with 4 or more Army cards.

Antigonos: worth 1 Strength with 1 Equipment card (purple) in your display, 3 Strength with 2 Equipment cards, and 4 Strength with 3 or more Equipment cards.

Memmon of Rhodes: worth 2 Strength with 1 Leader card (orange) in your display, 4 Strength with 2 Leader cards, and 6 Strength with 3 or more Leader cards.

Remember: A Leader's strength may increase if you add more matching troop, Equipment, or Leader cards to your display later in the game.

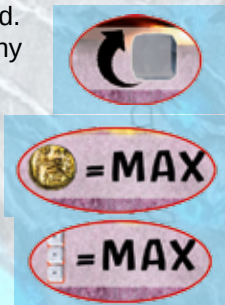
EQUIPMENT CARD (PURPLE) SUMMARY

Some of these give you special abilities for the rest of the game, starting immediately when the card is played.

Blacksmith: Rotate one Travelling die to any number before using it for an action.

Supply Wagon: You can ignore minimum number of Talents required when playing an Era card.

A second supply wagon: If you have this Supply Wagon, you can ignore the minimum dice sum requirement.



Camouflage: Immediately gain +4 Strength. This will be deducted at the end of the game, however, and will not count towards your final score!

Scout: before buying an Era card, you may look at the top card of the deck without showing the other players. You may buy this card for 4 Talents instead of a face-up card, or you may place it back onto the deck face-down and buy a face-up card for its normal price or pass, as usual.

Military Music: worth 2 Strength with 1 Leader card (orange) in your display, 4 Strength with 2 Leader cards, and 7 Strength with 3 or more Leader cards.

Horses and Fortress: Worth 0 or 1 Strength with 1 Equipment card in your display, 2 or 3 Strength with 2 Equipment cards, and 4 Strength with 3 or more Equipment cards. The card shows the exact value below the illustration.

Remember: The strength of Horses, Fortresses and Military Music may increase if you add more Equipment or Leader cards to your display later in the game.



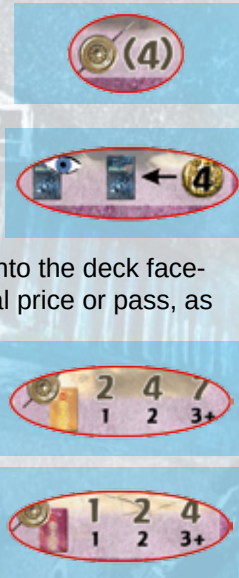
+5 Strength for the Archer, +1 Strength because the Archer is another white card for **Dareios**, +1 Strength because the card is another Archer for **Parmenion**, which gives a total of +7 Strength.

EXPERT GAME

In the Expert game, each player has a unique, special ability for the entire game.

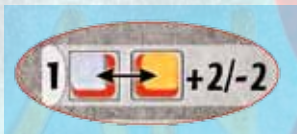
As with the basic game, the Action cards are dealt to the players and the player with the "1" will be the starting player. With less than 4 players, first determine the starting player and deal him the "1" card, then shuffle the 3 remaining cards and deal them to the other players.

With the expert game the Action cards are flipped to the side with the special abilities (*) on them:



Intrigue (dice exchanging advantage + starting player)

When exchanging a Home die with an opponent's Home die (see 3d) **Take Income and Exchange Dice**, your die may have a value of up to 2 higher or lower than your opponent's die.



Master Trader (purchasing advantage)

You only play 1 Talent for any Era card on the board.



Legend (Leader advantage)

You begin the game with 3 Era cards in hand.

If you play a Leader Card (orange) to your display, immediately gain 2 extra Strength points at the Strength track.



Forced March (conquering advantage)

You may conquer an unoccupied region 2 spaces away from one of your occupied regions, provided that you do not cross over an occupied region to get there.



SOLO VARIANT

The solo version serves to better acquaint you with the game and the rules and to help you steadily improve in playing the game.



Use the same preparation as in the two-player game.

On the 2 player board, occupy the city **Persepolis** "3" with 2 of your Army figures and the oasis "2" with 1 figure.

Your opponent—we will call him "MaXXimilian"—uses a second color.

Occupy all other cities (2 figures) and oases (1 figure) with Armies in his color.

Roll one white, one orange and one purple die and place these on a second Action card for MaXXimilian.

Both Era cards dealt to MaXXimilian at the beginning of the game are placed face-up next to the board, and if these cards increase his Strength, adjust it on the Strength track using his Marker disk.



The game begins using these rule changes:

Each time you have finished with your 3 actions, the face-up Era card on the far right space on the board is added to MaXXimilian's display, and his Strength is adjusted, if necessary.

At the end of the game add to MaXXimilian's strength on the Strength track the score of his Army figures, occupied cities and oases on the board just as you do with your own.

You receive a rank according to how well you compared with MaXXimilian's score:

If your Strength is lower or equal to that of MaXXimilian, you'll be **dishonorably discharged from the army**.

If your Strength is 1 to 5 higher than MaXXimilian, you only qualified to become part of a **company of soldiers**.

If your strength is 6 to 10 higher than MaXXimilian, you ascend to the rank of **sergeant**.

If your strength is 11 to 15 higher than MaXXimilian, you ascend to the rank of **lieutenant**.

If your strength is 16 to 20 higher than MaXXimilian, you've become a **general**.

If your strength is 21 to 25 higher than MaXXimilian, you are appointed personal **adviser to the king**.

If your strength is higher by more than 26, you will henceforth have the words „**the Great**“ written after your name!

Translation by Jeffrey D. Allers

Corrections/proofread: David Estall

Thanks to Markus Riefer for his name proposal "MaXXimilian"