

Empire

Overview

Empire is a tile laying and worker placement game focused on tactically building resource deposits and turning the land into buildings to grow the largest empire.

Setup

- Shuffle the tile and building decks, keeping the four "house" cards separate from the rest of the pile.
- Each player selects one of the color pawns to play.
- Deal out seven of the building cards face up into a central area (the city), and give each player the house card of their color.
- Place the 3x3 "Start" Tile out in any orientation.

Gameplay

- At the start of a turn, players will, in turn order, choose the number of workers to employ. Each worker past the first two costs two food per worker to employ.
- Each player then draws one tile from the tile deck and keeps it in their hand. Once all players have drawn their first tile, each player can purchase tiles up to the number of workers they are employing this round for one additional food per tile.
- Players will then, in turn order, place one tile (if they have one) or turn a tile into a building (see **Construction**), and place one worker. This cycle repeats until all players are out of buildings.
- Players cannot place workers on the same space, or any tiles that are considered connected to a tile another worker is on (see **Resources & Working**)
- If for any reason a player has more tiles than workers, they will discard all additional tiles at the end of their worker placement
- Players will then simultaneously build any buildings and pay for and trigger any bonuses from buildings they have workers in, then simultaneously collect any resources (see **Resources & Working**). Any worker on a tile that is struck by a catastrophe will not collect resources.
- The first player for the turn rotates clockwise each turn.

Construction

- Players can build any of the seven buildings in the city by flipping over a tile to the "developed" side when placing a

Ending the Game

- When the tile deck runs out of tiles, the end game is triggered. The turn is played out as normal.
- At the end of the final turn, the player with the most buildings on the map is the victor. If it is a tie, the player with the highest total resources is the winner.