

To Be Emperor

The Emperor is Dead...

...and it is up to the senate to elect a new one. You are one of the few candidates most likely to be chosen. However, to win over your opponents, you must go to great lengths to persuade senators to your side. Through cunning, strength and the power of your wealth, you will strive to be emperor.

The Game

To Be Emperor is a strategic card game for 2 to 4 players ages 10+ and takes 30-60 minutes to play.

Components

20 bid tokens (5 of each color)

31 Senators: 15 one cost cards, 12 two cost cards, 4 three cost cards

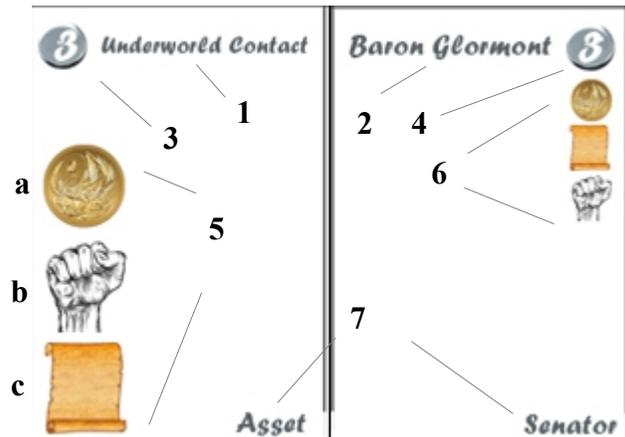
38 Assets: 24 one cost cards, 18 two cost cards, 6 three cost cards

1 First Move card

The Cards

There are two types of cards in To Be Emperor: Assets and Senators. Assets supply you with one or more of the three resources: Coin, Might and Knowledge. Senators provide you with Influence in the senate, the only means to the Imperial seat. Asset resources each have an ability that can be used during your turn. They are also used to pay a senator after she has been persuaded to your side.

1. Asset name
2. Senator name
3. Asset bid cost
4. Senator bid cost & Influence (victory points)
5. Asset resources
 - a) Coin
 - b) Might
 - c) Knowledge
6. Senator resource cost
7. Card type



Assets

Bid Cost-An asset's bid cost is in the upper left hand corner of the card. At least that many tokens must be placed on it in order to acquire it. (see Acquire phase below for details on winning bids)

Committing & Readying-To use an asset you have in play, either for one of its resource's abilities or to pay a senator's resource cost, commit the card (turn it 90 degrees). Committed assets can not be used again until they are readied (turned upright).

Playing Assets From Your Hand-When an asset is played from your hand, either for its resource ability or to pay for senators, it is placed face up into the asset pool and is available for bidding next round. It is not placed in play under your control.

Resource Abilities

- **Coin:** Move one of your spent tokens from one place (an asset, a senator or the asset deck) to another. If you spend more than 1 coin to use this ability, move that many tokens from one place to any number of other places.
- **Might:** Commit an opponent's asset. You must spend might equal to or greater than the target asset's cost.
- **Knowledge:** To use the knowledge ability, commit assets and/or spend assets from your hand with the Knowledge resource. For each asset committed/spent this way, plus every readied asset you have in play with the Knowledge resource, draw a card from the asset deck. Take one of the drawn cards into your hand for each asset you spent/committed and place the rest on the top and/or bottom of the deck in any order.

Brendan has two House Augurs in play (provides 1 Knowledge each) and one Merchant Adviser in hand (provides 1 Coin and 1 Knowledge). He plays the Merchant Adviser and chooses Knowledge as the ability. He also commits one of his House Augurs. This gives him 2 Knowledge. He adds this to the number of uncommitted assets with Knowledge he has in play (the one remaining House Augur) and draws that many cards from the asset deck. Because of the two Knowledge (one played and one committed), he chooses two of the drawn cards to go to his hand and places the other back on the asset deck.

Timing: Abilities-The ability of a resource on an asset in play or in your hand may only be used during your turn in the Main phase.

Timing: Paying Senators-Paying senators' resource costs with assets in play or in your hand only occurs during the Resource phase.

Multiple Resource Assets-If an asset has more than one resource, it can be committed or played from hand to use an ability of one of those resources OR to provide all of its resources to pay for senators.

Gina has a Tax Collector in play (provides 1 Coin and 1 Might). During a round of play, she commits it and chooses to use the Coin's ability. She moves one token from an asset she had bid on to a senator. The next round she waits until the Resource phase and commits the Tax Collector to pay for Salos Breenar, a senator with a resource cost of 1 Coin and 1 Might. Because her Tax Collector provides both, she need not commit other resources to pay for Salos.

Senators

Bid Cost-A senator's bid cost is equal to the Influence (victory points) it provides shown in the upper right hand corner of the card. At least that many tokens must be placed on a senator in order to acquire them. (see Acquire phase below for details on winning bids)

Resource Cost-A senator's resource cost is found under its bid cost. During the Resource phase of each round, you may commit assets (or play them from their hand) to pay for the resource costs of your acquired senators.

If an acquired senator is not paid for, they are tapped (turned 90 degrees to the side) and are available to be bid upon next round as if they were in the senate pool. They do not count towards your victory while they are tapped.

Tapped Senators

- If you have a tapped senator during the Main phase, other players may bid on him during their turn.
- If you do not pay the tapped senator's resource cost at the beginning of the Acquire

- phase and a player has successfully bid on him, that player acquires the senator.
- If you do pay the resource cost, any bids (even successful ones) are removed from the senator, he is untapped and remains in your control. He once again counts towards your victory and you don't have to pay his resource cost again during the Resource phase of this round.
- If you do not pay his resource cost and no one wins a bid on him, he is returned to the senate and, like the other available senators, must be bid on to be acquired.

It is the Resource phase and Brendan has acquired Ulmani Zenestry, a senator with a resource cost of 1 Coin and 1 Knowledge. However, all of Brendan's assets are committed so he can't pay for the senator. Ulmani is tapped. During the Main phase of the next round, Gina bids on Ulmani. Luckily for Brendan, he is able to keep his Merchant Advisor (provides 1 Coin and 1 Knowledge) uncommitted and at the beginning of the Acquire phase he pays Ulmani's resource cost. Gina's tokens are returned to her, Ulmani is untapped and Brendan can count his Influence towards victory.

Top Of The Game

-Shuffle the asset and senate decks separately. Draw X assets and place them face up in the asset pool. Do the same for the senate deck, placing X senators face up in the senate. X equals 2 + the number of players.

-Each player gets 5 tokens (each player getting their own color token).

-Determine who goes first. That player gets the First Player card. The player whose turn it is, is the *active* player.

Round Sequence

1. Main Phase (turn based)
Bid on assets and senators. Bid at the Asset deck. Use resource abilities.
2. Acquire Phase (simultaneous)
Pay for tapped senators. Acquire assets and senators that you've won.
3. Resource Phase (simultaneous)
Pay the resource cost of your senators.
4. End Phase (simultaneous)
Check for victory. Reset and start a new round.

Main Phase

Starting with the first player and going clockwise, each player takes a turn. During your turn, do the following:

- If you have tokens left to spend, you *must* spend one or more tokens on an upturned Asset or Senator or at the asset deck. When placing tokens at the asset deck, immediately draw as many cards from the deck as tokens placed there.

- Before or after spending tokens, you may play a card or cards from your hand and/or commit assets you control for their resource abilities. You may only use one ability once per turn. When using a resource's ability during your turn you may spend assets with that resource from your hand, commit assets you have in play, or use a combination of the two. Remember, assets with more than one resource on them can only be used for one ability.

One of the assets in Gina's hand is a House Guard (provides 1 Might). One that she has in play is a Tax Collector (provides 1 Coin and 1 Might). She commits the Tax Collector and chooses the Might ability. She also plays the House Guard from her hand and places it face up in the asset pool. She now has 2 Might which she uses to force Brendan to commit his Merchant Adviser. She needs to wait until her next turn to use another resource ability. She has not bid yet this turn and has 3 tokens left so she bids two of them on a senator.

Turns continue around the table until all tokens are spent and every player has passed. The Acquire phase then begins.

Acquire Phase

First, any players with tapped senators may pay their resource cost to untap them.

If another player bid on a tapped senator that is now being paid for, that player retrieves their tokens but does not win the senator.

If a tapped senator is neither paid for by the controlling player nor won through bidding by another player, it is placed back in the senate and is available again for bidding as usual. It is no longer controlled by any player.

Next, you acquire cards you have bid on depending on the following:

- **Uncontested:** If a card has only one player's tokens on it equaling or surpassing its bid cost, that player acquires the card and retrieves their tokens.
- **Contested:** If more than one player has bid on a card, the highest bid that equals or surpasses its bid cost wins. If there is a tie, no one acquires the card and all players' tokens are retrieved.
- **Unpaid:** If one or more players have placed tokens on a card, but none of them have bid enough to meet its cost, no one acquires the card and all tokens are retrieved.

Assets and senators that were just acquired are placed face up in front of the player who acquired them. Once all acquired cards are taken and all tokens are retrieved, the Acquire phase ends and the Resource phase begins.

Resource Phase

If you have senators, you may pay their resource cost by committing assets that provide those resources or playing them from your hand. Senators that were paid for and untapped during the Acquire phase do not need to be paid for again. If you don't pay a senator's resource cost, they are tapped (see Senators above). Once all players are done spending resources, the Resource phase ends and the End phase begins.

End Phase

If you have senators providing a total of 10 or more Influence, you win. If there is a tie, the tied players add their total number of readied resources in play and total cards in hand to their Influence. The largest total wins. If there is still a tie, the game is a draw.

If no win conditions are met:

- Starting with the first player and going clockwise, if a player has no cards in hand, they may draw 1 from the asset deck.
- Players ready their assets (turn them back upright)
- Assets and senators are drawn and placed face up until each card pool has a number of cards equal to 2 + the number of players. If that many cards or more are already face up, ignore this step.
- The player with the First Player card passes it to their left
- The next round begins