

I. Procedural Rules:A. Head of the Empire Association:

The Head of the Empire Association is responsible for maintaining the rules, starting new games, and the storage of game equipment while the game is not in session. He validates rules changes and clarifications petitions. He is responsible for the archives. He has the right to change the rules by fiat when the game is not in session, but must announce any new rules before the beginning of the next game. These rules may be rejected by a majority vote.

B. Starting the Game:

Each player draws one card from a normal deck of fifty-two cards. Cards are ordered normally--ace high, suits ordered as in bridge (spades, hearts, diamonds, clubs); the player with the high card places his capital first, all other players following in order of their cards. No capital may be placed within 12 BTA of another capital. After all capitals are placed, all players again draw cards in the same manner to determine movement order. These actions constitute a zero turn.

Placed capitals contain the following starting resources: 10 Bm, 10Δ, 5 St, 5 Fe, 5 C, 5 O, 5 X, 5 Cu, 5 Al, 5 Rr, 6 cmx, 4 hmx, 3 t&d, 10 food, 10 confidence, 4 colony pieces, 1 government coolie, 1 SAC, and 30 coolies. Each player receives additionally any two of the following:

1 cargo ship, 1 cargo plane, 6 squares of road, 6 squares of railroad, 3 oil tankers, 6 squares of power line, 1 truck, 1 locomotive, 2 rolling stock, 1 square canal. (Note: a player may choose his two things from the same category--e.g., 12 squares of road, or 2 cargo ships).

The self-mobile objects chosen must start from the capital, and appear there at the beginning of the player's turn 2. Immobile objects chosen must follow path(s) taken by coolie(s) under your control on turn 1, and also appear at the beginning of the player's turn 2. Items taken must be listed on the turn 2 turn sheet.

C. Players

Only *bona fide* Empire players have the right to vote and a twenty-four time slot in the turn order. A *bona fide* Empire player is either a) a player who owns a starting country, or b) a player who owns a country which he has owned for a full game turn.

D. The Twenty-Four Hour Rule; Confidence

Each player is allowed a 24-hour period from the time the player before him notes the completion of his turn on the turn sheet, during which he must make his move. The roll of Confidence (with two six-sided dice) ends a player's turn, and is termed 'rolling out.' Such rolls must be witnessed by at least one other player, and must be recorded on the move order sheet as to the time and date. No person may legally move out of turn. If a player has not

rolled out by the end of his 24-hour period, Confidence may be rolled for that player without any opportunity for that player and his countries to make any moves.

Whenever a player rolls out or is rolled out in violation of the 24-hour rule, that player shall have a Modified Confidence Roll (MCR) determined as follows: for each full 24-hour period between the beginning and the end of the player's turn, the roll of confidence shall be reduced by 1 to provide the MCR, provided that the MCR shall in no case be less than 2. When a player is affected by an MCR, all of his countries will be affected in a like manner. When a player has an MCR, the change in confidence will be calculated using $(R = MCR)$, not $(R = \text{die roll})$. The confidence roll and MCR will both be entered under "roll" on the economic record, separated by an arrow (-->). Thus, if a country has a roll of 7 and an MCR of 6, the entry shall be: "7-->6". If only one number is entered on the economic record under "roll", players may assume that number to be the actual roll and not the MCR.

If a player is rolled out, any moves already written down for that turn, as well as the implications of those moves, will stand, and no changes in these moves may be made. Production of resources, consumption of food, reproduction of coolies, continuation or completion of multi-turned work as well as the consumption of cost and/or EDU for the final turns of such work are all "implied". Note: military attacks may not be implied save by the rolling of military attacks.

The player rolling out another player, as well as the witness of such a roll, must leave a signed note on the rolled out country's turn sheet for the relevant turn. If the country being rolled out has not begun a turn sheet, the player rolling out the country must prepare one.

The 24-hour rule may be suspended for a specific time length by simple majority vote. Such petitions may not be retroactive.

E. Transfer of Control:

No conditions may be placed on a transfer of control. Control may be transferred from one player to another of any self-mobile piece. To transfer control, a player must make a written or a witnessed verbal statement surrendering control of the object; the player receiving the object must make a similar statement accepting control of the object.

Seizure of Control:

It is possible to seize control of any self-mobile object. Ships and barges may only be seized while beached (exception: see PIRATE SHIPS) or docked, airplanes only when not in the air.

Any coolie may seize control of any of the above in the same square as itself only if there are no hostile coolies or hostile military zones of control in that square. A land military unit may seize control of any of the above in the same square as itself only if no hostile military zones of control extend into that square. If a SAC moves into the square where a cargo ship or cargo

plane is being scratch built, the SAC may seize control of the CS or CP when it is completed. It is not possible to seize objects in adjacent squares. A coolie in a cargo ship may seize control of the ship unless a hostile coolie or hostile military coolie is also aboard the ship. A military coolie in a cargo ship may seize control of the ship unless there is another hostile military coolie aboard the ship. Control of a barge, sailboat, rubber life raft, yacht, luxury liner may be seized by a cargo ship, if said units are unoccupied or not being towed (as in the case of barges).

When a player seizes control of any type of unit from another player, he must make a notation to that effect in the affected player's records on the trade sheet, listed as to time in turn order seized.

Non-self-mobile units which are mobile if carried may not be technically 'seized,' however, an action to the effect of a seizure may be made under the restrictions above for self-mobile objects. These are merely involuntary 'trades,' and are treated as such, although the player to which such an involuntary trade is made must list said trade in the player's records from whom the item(s) were 'traded.'

F. The Blitz Rule

Two or more countries moving separately may not do anything that could not have been done if they had been moving as one country. No piece belonging to any country may move twice before all other countries have had the chance to move once.

G. Balkanization (The Kurt Kure-all)

Any player may divide his country into any number of sub-countries by declaring that he has done so on the **turn sheet** of the original country on the turn it was done, and on the **Balkanization sheet**, creating the necessary government coolies and records for each country. **One may obtain no real benefit from Balkanization, or form possession of Balkanized countries.**

A Balkanized country is placed in the turn order immediately after the country from which it was Balkanized. A Balkanized country does not receive a separate 24-hour time slot unless it is run by a player who is not currently running any other country. A player must list all of his Balkanized countries plus his original and acquired countries, plus the order of their movement within his turn, on a separate sheet inside his records, called the **Balkanization sheet**. Next to the country's name of the Balkanization turn order sheet must be listed the origin of the country (created, traded, your starting country).

H. Petitions:

No petitions are effective retroactively. Rules change petitions are used to modify, change or create rules. While the game is in session, a rules change petition requires an absolute majority vote. Rules clarification petitions are used to clarify ambiguities and implications of existing rules, and are passed by a simple majority vote.

In any case where the written rules (i.e. this document) and the unwritten rules (i.e., those that exist by tacit consensus among the player) stand in conflict, there exists an ambiguity which may be interpreted, and which must be clarified by a rules clarification petition. Petitions must show the time and date posted in the upper right hand corner. By rolling out, a player is assumed to have voted "quorum" on the petition(s) for that turn.

I. Records:

Empire is an open information game. A player must have records which show everything that player has produced, and everything under that player's control. Utilizing a player's records and the board, any other player must be capable of determining the positions of everything under the first player's control, as well as the production of said player's countries. As the function of the records and the open information rule to maintain a record of the game which will allow all players to determine what has occurred, no player shall remove any portions of another player's records from his/her folder and place it in his or her own unless this transfer is acknowledged by the original player. If a player has conquered new cities, that player should obtain new city sheets. The writing of military locations in black on black lines of the map, or other confusing strategy, with reference in records only to marked map locations, constitutes deception and is a violation of open information. Any move incorporating such tactics is illegal.

Anything, the position of which is not listed in the appropriate place in a player's record, may be assumed (a) not to exist, or (b) not to have moved from its previous or inferred position, at the option of the interpreting player. (Exception: a government coolie is assumed to exist unless it is explicitly stated to have killed itself, or has been killed by hostile military, or by some other method by which coolies may be killed by opponents--e.g. by being put out of supply, etc.)

One's opponents may assume that one's position is the one which is most favorable to themselves in cases where one's records are ambiguous. By rolling out for a turn, a player forfeits any further right to question and interpret the moves of an opponent made before that player's turn. Any questions, disputes or interpretations must have been posted or resolved prior to rolling confidence. Interpretations may **only** be made during the interpreting player's turn. The act of interpreting an ambiguity resolves that ambiguity, therefore, precluding future interpretations. All interpretations must be written. An interpretation must be posted and must indicate the interpreting player and his turn slot, and the player being interpreted with his turn slot. These must be signed by the interpreting player.

Each country's records must include:

a. **Military Location Sheet:** gives the location of all military units under the country's control, including land forces, navy, and air force, also the location of all SAU's, HAU's, T&S's, tanks, and similar items which may be used to arm military, bombs, torpedoes, drop tanks, uninstalled naval guns and ack-ack, and ships or planes carrying any of the above.

b. **City Sheets:** list all items in cities at the end of a turn, except those listed on military location sheets, and all factories built in the city and the turn they were built, and all developed non-food resource squares. Note: a ship in the city's square is not necessarily in the city; likewise for airplanes.

c. **Turn Sheets:** must include the exact location of every food and resource square developed or abandoned during that turn, and if said resources were developed by fishing ships or oil tankers, and must show the destruction of factories, airports, warehouses, docks, resources, movable and self-mobile items. Also, this sheet must show all items built during that turn, all resources developed, and the total cost, investment, and EDU for that turn. Balkanizations must also be shown here.

d. **Economic/Military Record Sheet:**

Investment: indicates cumulative total of resource investment points as indicated in economic rules.

Expenditure: same as Cost, indicates total for any turn of cost points, as explained on economic sheets and in economic rules.

Popular Fund: a cumulative total, calculated as (previous popular fund) + (current popular fund) + (current turn's cost) - (tax).

Tax: 1/4 of current popular fund.

Foreign Exchange: indicates any foreign aid being given or received.

Confidence: indicates level of confidence, calculated as per instructions in economic rules.

Food Squares: indicates number of food squares producing at the beginning of a given turn.

Coolies: indicates the number of regular coolies under a country's control at the end of a given turn.

Population: indicates the total number of military, government and ambassador coolies under a country's control at the end of a given turn.

→ Military Units: refers variously to the number of land, naval and air units which are under a country's control at the end of a turn, after battles have been resolved.

Navy At Sea: refers variously to the number and type of military ships at sea at the end of a turn, after battles have been resolved.

Oil Due:

For flights, 0.02 oil per flight, a flight being the movement of a military plane during a turn (in the air), thus allowing intermediate stops without paying additional oil. This is calculated only for a given turn, not cumulatively.

For navy at sea, 0.10 oil per battleship or carrier per turn at sea, 0.05 per cruiser per turn, 0.025 per destroyer or submarine at sea per turn. Oil must be consumed for any military ship which is at sea at the end of the turn, or has been at sea any time during the turn. Also listed only as oil due in a given turn, not cumulatively.

For transport and supply BTA, 0.10 oil per BTA per transport and supply, applying only to BTA consumed in movement while armed, not in arming itself, nor in unarmed transport, nor while being carried. Also listed only as oil due in a given turn.

Total oil due: reflects cumulative total of oil consumed during a given turn plus oil debts accumulated from the previous turn. Partial units of oil accumulated must exist at the time of their use--i.e., there must be a full unit of oil in a player's country to cover partial unit debts. As soon as a full unit of oil debt is accumulated, said unit of oil is consumed and deducted from that player's economic record.

Chemicals due: listed cumulatively, reflects chemical debt accrued through military attacks, as indicated under military rules. Partial units of chemical are treated in a manner similar to treatment of partial units of oil, shown above.

Military Pay: listed as military pay for current turn plus accumulated debt from previous turn. All land military units must be paid 0.10 cost per turn. Units destroyed during a turn must be paid. Units disarmed during a turn need not be paid, if they do not subsequently rearm during that turn (Note: applies only to units which disarm completely). Units acquired or lost by transfer of control during a turn must still be paid for that turn. Partial units of military pay are not calculated into the economic record for any purpose until they have accumulated a whole unit, at which time the paying player enters one unit of cost **plus** one unit of food consumed into his current turn for each full unit of military pay.

e. **Trade Sheet:** Must include all direct and indirect transfers of control. Transfers of non-self mobile units must go on the trade sheet only when actual physical transfer of control occurs. Trade sheets must list any resources which are picked up, stolen, etc. In short, trade sheets must include all items (incl. foreign aid) acquired from other countries, and all items acquired or stolen by other player from you. Trades must be recorded as to time within turn at which said trade occurs, and the location at which such trade occurs.

f. **Had-Used-Produced Sheet:** Must include all items produced, traded, and consumed during the turn and give the final totals at the end of the turn.

g. **Items Not Listed Elsewhere Sheet:** gives locations of all materials under the player's control which are not listed on the other sheets. Oil tankers, fishing ships, and coolies developing resources need not be listed on this sheet. Locating military items on this sheet is not legal.

h. **Permanent Items Not Listed Sheet:** must include the locations of all factories and installations not listed on city sheets.

i. **Balkanization Sheet:** must include all countries owned by the player, their turn order, and the origin of each country (See Balkanizations).

j. **Road/Railroad/powerline/Pipeline/Canal Sheet:** includes the location and orientation of all of the above, in addition to mountain roads and bridges.

J. The Board:

The board is 42" by 72", ruled in squares which, by being half-displaced from column to column, are hexagonal in character. Terrain features: land and sea are divided by a black line, land being distinguished by its additional terrain features (although sea may contain oil squares, fish squares, and coral reefs). Mountains and coral reefs are black peaks grouped together, and cover only the area on which they are drawn, not extending into the rest of the square. Forests are green curls, and, like mountains, cover only the area on which they are drawn. Mountains and reefs drawn down the middle of a square effectively divide that square, blocking passage between section. A coastal square is one containing both land and sea, lake or river.

For the purpose of determining sea movement, the sea stops at the outside edge of the black line; the land starts at the inside edge. The line itself is effectively one-dimensional. However, this shall not be interpreted as to make it impossible to sail upon single-line rivers.

The Steve Smith Mountain-Dock Rule:

In any case where a player is in doubt as to a terrain feature, he must bring said feature to the attention of all players of the game, who will as a group determine the nature of said feature. In all cases of map manipulations without such prior determination, the rules shall be held against the manipulating player.

Determination of disputed features is a Rules Clarification. It is the responsibility of a player to examine his own country and to bring all possible disputes to the attention of the other players as quickly as possible.

II. Movement and Supply Rules

All Empire objects are divided into three categories: Self-mobile, movable, and immobile. All self-mobile and movable objects have a Basic Turn Allowance (BTA) of 12 for movement. This allowance is consumed at variable rates depending on what is moving and over what medium it moves.

A. Self-Mobile Objects:

Land Units:

<u>Object</u>	<u>Capacity</u>	<u>BTA per</u> <u>Border</u>	<u>Restrictions</u>	<u>Through</u>
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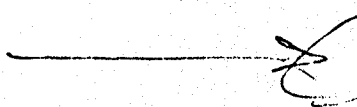
Automobile, bicycle, or motorcycle.....nothing.....	1-1/3.....	open land
	2-2/3.....	forest
	2/3.....	road or rail or desert
Coolie.....2 objects.....	2.....	open land
SAC.....1 object.....	4.....	forest, des.
	1.....	road or rail
	6.....	swamps
	4.....	ice
Light Transport.....4 ambassador or govmt. coolies	1-1/3.....	open land
	2-2/3.....	forest
	2/3.....	road, rail, or desert
Locomotive.....4 rolling stock (@ 4 objects each)	2/3.....	rail
Truck.....5 objects.....	1-1/3.....	MAY NOT.....open land
	2-2/3.....	CARRY.....forest
	2/3.....	MILITARY.....road, rail or desert
	2.....	ice road
Naval Units:		
Battleship.....1 coolie, SAC. or 1 inf. reg. →	→	sea, Dbl-Line river, lake → canal
Cargo ship.....5 objects (and may tow 4 barges)	1.....	sea, river, lake, canal
Carrier.....up to 6 air units.... worth of fighters or TAC (loaded) & 4 light bombs	1.....	sea, Dbl-Line river, lake canal
Cruiser.....nothing.....	4/5.....	sea, river lake, canal
Destroyer.....nothing.....	2/3.....	sea, river, lake, canal
Fishing Ship.....1 coolie and 5 food	1.....	sea, river lake, canal

Oil Tanker.....3 units oil.....1.....sea, river,
lake, canal

Pirate Ship.....5 objects.....1.....sea, river,
lake, canal

Rubber Life Raft...2 coolies.....4.....sea, river
lake, canal

Sailboat.....1 coolie.....see below.....sea, river
lake, canal

Submarine.....3 torpedoes.....1 surfaced.....sea,
2 submerged -> /lake; canal,
river
surfaced only } 

Yacht or Luxury..1 coolie.....1.....sea, river
Liner lake, canal

Air Units:

Cargo Plane*1 object.....1/2.....air

C-5A Galaxy.....4 objects.....1/2.....air

Fighter.....nothing.....1/2.....air

Hot Air Balloon...nothing.....1.....with wind.....air

Passenger Liner* 4 ambass. or.....1/2.....air
govt. coolies

Sailplane.....1 a. c. or govt. c...see below.....air

Spruce goose* ...1 beer & 1 a.c. or...1/2.....air
govt. c.

Strategic bomber...1 bomb or lt. bomb...1/2.....air

TAC.....1 light bomb.....1/2.....air

*These planes may tow one sailplane

Drop tanks reduce BTA consumption for planes that normally consume 1/2 BTA per border to 1/3 BTA per border. The drop tanks are consumed in this process.

C-5A Galaxies may not carry any military except for airborne regiments. When being carried, land military units are considered 1-2/3 units each and thus may not fit in cargo planes.

Prior to moving sailboats and sailplanes, a player must roll to determine wind direction. This roll must be witnessed by at least one other player. A roll of 1 = N; 2 = E; 3 = Q; 4 = S; 5 = W; 6 = P. A sailboat consumes 1 BTA per border with the wind, 2 BTA per border 60° of the wind, 4 BTA per border 120° of the wind, and 8 BTA against the wind. Sailplanes consume BTA at half the rate of sailboats. Thus on a roll of 1 a sailboat would take 1BTA/border to go N, 2BTA/bdr. to go P or E, 4BTA/bdr. to go W or Q, and 8BTA/bdr. to go S.

The Steve Smith--Andrew Nisbet Scholz Shouting Match Rule:

When being carried, self-mobile objects consume BTA at the same rate as the unit carrying them. (i.e. a recon. unit being carried on a cargo ship consumes 1 BTA/bdr.).

Self-mobile consumer goods do not become self-mobile until their EDU has been consumed. Cargo planes, C-5A's, Hot air balloons, passenger liners, spruce geese, and planes on CAP (see military rules) are the only planes that may stay in the air over the end of a turn.

B. Movable Objects

All resources and all non-self-mobile things built in factories are movable. They are one object each for carrying purposes, and can carry nothing themselves, with these exceptions:

Rolling Stock: Moved only by locomotives / may carry 4 other objects each

Barges: Moved only by cargo ships / may carry 4 other objects each, may not carry military.

Sailplanes: Are considered movable while on the ground and must be towed into the air by a cargo plane, C-5A, passenger liner, or spruce goose and released in the same square as the airport from which they took off. Once released, it becomes a self-mobile object. It may carry 1 ambassador coolie or government coolie while being towed and while flying.

Food: is osmosed and is 1/5 of an object when carried.

Bombs: are 1/4 of an object each.

Light Bombs: are 1/6 of an object each.

Torpedoes: are 1/4 of an object each.

Drop tanks: are 1/4 of an object each.

Oil: when moving through pipeline, consumes 1 BTA per border.

When being carried, movable objects consume BTA at the same rate as the carrying object.

C. Immobile Objects

Anything built by construction machines (with the exceptions of scratch building) is immobile. Naval Guns and Ack-Ack installed by a cmx may be de-installed by another cmx over the end of a turn.

D. Miscellaneous Movement and Supply Rules

Neither ships nor barges may move on land.

A square may be divided by mountains, ocean, or double line rivers into multiple sub-squares. These sub-squares are treated as full squares for all purposes. The act of connecting sub-squares (with a mountain road, bridge, etc.) effectively integrates the sub-squares back into one larger square. (e.g., although one could have one city each in two sub-squares of a larger square, one could not make such construction if the sub-squares had been previously united by a road or bridge.) Movement between connected sub-squares costs 0 BTA.

No land units may move across mountains except on mountain roads.

River Movement: Any land military unit standing on a single line river prevents passage of hostile cargo ships into that square; a coolie may not make such preventions. Cruiser's passage on a single line river may be stopped only by the presence of a land military unit containing 1/3 or more units of heavy arms. In these cases, the passage is blocked only in the square containing the land unit, not in adjacent squares. No land military unit may prevent the passage of ships on a double-line river.

Ships may sail through a canal only if there is a coolie friendly to the ships manning the canal during the turn the ship sails through. A coolie manning a canal may not be doing other work over the end of a turn. A two-square canal must have coolies in both squares. Canals may not be built across mountains. A canal is a double line river except for the purposes of being blocked by military units, in which it serves as a single line river. A single line river, having been widened, has all the characteristics of a double-line river, except that it does not divide a square into sub-squares, and units may cross it without using cargo ships. It is not possible to bypass a falls simply by widening the river. In a case where two or more distinct river segments occur in the same square, each must be widened separately. It is not possible to "narrow" a river which has been widened.

Oil may be osmosed for the consumption purposes of military movement; chemicals may be osmosed for attacks. Coal and oil may not be osmosed for use in power station.

C-5A GALaxies and cargo planes may be landed, loaded and unloaded only in an airport. Sailplanes may land in a plain square or an airport. They may not land in a city, swamp, or a forest without an airport. They may not fly across mountains.

A hot air balloon may not cross mountains.

E. Loading Rules:

All movable pieces except military are considered as 1 unit for loading purposes. For each ship in each turn: a) in a port--a full ship loaded and unloaded; b) on a non-port, land square--2 units loaded and unloaded; c) between ships at sea--any number.

Coolies and population are exempt from loading and unloading limits.

A yacht, sailboat or luxury liner may only load or unload in a dock. The loading or unloading capacity of a dock is limited as space in the dock (a dock has space for twelve sea units).

Cargo ships may not pick up anything from a square occupied by enemy land military, although it can unload land military in that square.

Rubber life rafts may only load and unload coolies at docks or to and from a cargo ship.

F. Food Supply:

Each coolie must have one unit of food consumed for it every turn or it dies immediately. To be supplied with food, a coolie must be within 12 BTA of friendly food. Food must be consumed at the beginning of every turns. If a body of water is used to establish a line of supply, a friendly cargo ship must be present on that same body of water. Note: hostile naval zones of control may divide a body of water into two or more separate bodies for supply purposes.

Food does not have to be carried to coolies in order to be consumed. Food may be transported by 'osmosis' from food squares to coolies with 12 BTA. Coolies must be fed on the turn on which they are created. (On turn 1, however, all coolies are considered fed).

Hostile coolies in the same square do not interrupt each other's lines of supply; hostile military in the same square as a hostile coolie does interrupt the coolie's line of supply. Hostile military does the same for all hostile coolies in its zone of control. Regular coolies may block the tracing of a line of supply through a square they occupy- with the above delineated restraints. Government and ambassador coolies may not block lines of supply.

Military units which starve or die of thirst leave behind their weapons.

Desert Rules: Coolies and population in desert must receive water every two turns. A regular distillery provides a source of fresh water if placed on salt water--i.e., adjacent to an ocean. To do so, it must be run by a coolie and be given one unit of power per turn. Such distillery may not be converted to beer-type distilleries, or vice versa. An operating distillery will provide water for any and all friendly coolies within four squares. A lake or river will provide fresh water for any coolies or population within four squares.

Water, like food, cannot osmose through mountains, hostile zones of control, etc.

Swamp Rules: Any item built in a swamp requires one extra Δ for pilings. Units that are able to move through swamps consume BTA at three times the normal rate (i.e., 6 BTA/bdr. for coolies, etc.).

III. Cities:

A. City Rules:

A city is built on a land square or sub-square. A city is made up of nine minor squares. All factories take up one square, except for naval shipyards, which take up two. Factories do not take up space until they are completed. Thus, it is possible to scrap a factory and build a new factory in that spot in the same turn. It is not possible to build a naval shipyard such that only one square of it is in a city. Resource squares being developed on a city site take up one minor square; food squares (farm or fish) take up no space in cities, neither do cases (sic.)(?).

Cities provide both road and rail bonuses for land units moving into them.

When a city is built, all minor squares may be filled with docks, airports, or warehouses. Docks and airports take up two squares; warehouses take up one.

When two cities are built on separate sub-squares in a single square, and these sub-squares are subsequently connected, the two cities continue to exist separately. No power lines are needed to move power from one city to the other, nor is BTA expended moving from one to the other. A single coolie in either city occupies both for purposes of reproduction and control of airports and docks.

A city may not be destroyed until all factories, docks, airports, warehouses and installations have been scrapped or destroyed.

Colonies and the capital: Colonies and the capital become cities the instant they are placed, and all benefits accruing to cities may be used on the turn they are planted.

Cities and reproduction: All cities, colonies, and the capital are reproductive sites. In a reproductive site, in the presence of a coolie or government or ambassador coolie, at the beginning of a turn, another coolie is created--max. of one new coolie per site per turn. The new coolie must be fed immediately, or it dies. The process of reproduction is voluntary and occurs unless specifically ordered suppressed.

If two hostile coolies occupy the same reproductive site, then either owning player may reproduce coolies within the limits of the Blitz Rule. this

shall apply even if one of the two coolies is a government or ambassador coolie.

Even if a city is destroyed, the square or sub-square remains a reproductive site.

B. Airports, Docks, Warehouses:

An airport may contain up to 12 air units. A fighter or cargo plane is 1 unit. A TAC is 1-1/2 units. A strategic Bomber or C-5A Galaxy is 2 units. Self-mobile, air, consumer goods are 1 unit each. No more than 12 air units may take off from or land in given airport in a given turn. (Scrambling is excepted from this limitation.)

Dock capacity is 12 sea units. Cargo ships, cruisers, barges, oil tankers and self-mobile sea consumer goods are 1 unit each. Fishing ships are 1/2 unit. Battleships and carriers are 2 units each.

No more than 12 sea units may use a dock to load and unload in the same turn.

A warehouse holds infinite items. Over-stacked military units, airplanes that will not fit in airports, etc. may be stored therein. Military so stored must still be paid; however they have no zones of control, 0 defense factor, are bombed as contents of a warehouse, and are captured by any player seizing control of the warehouse.

C. Space Limitations:

In the absence of a city, only one factory may be built on a land square or sub-square. Installations are factories for the purpose of this rule (This is the Oh-No-You-Don't Kurt Rule). In the absence of a warehouse, only 5 units may be left on land squares or subsquares. Not counted against the 5 units are any self-mobile objects in the square, objects being carried by said, and materials and cmx's (construction machines) being used to build things in the square. (Note: coolies operating cmx cannot carry anything over the end of a turn.)

IV. Economic Rules:

A. Investment and Development EDU:

Type of square:	Investment:	EDU:
Fish	1	3
Farm (costs 1 food for seed)	1	3
Single Resource	2	6
Double Resource	3	9
Triple Resource	4	12

Investment must be maintained every turn to produce anything. EDU for development is accrued only by the first country investing on a square,

and only on the first turn the square is invested.

A square is a single, double, or triple resource square if it produces 1, 2, or 3 resources per turn respectively. For the purposes of investment and resource production, a triple resource square may be treated as if it were single or double, and a double square as if it were a single. One farm or fish produces 5 food per turn when investment is maintained. Food is not a resource unit for purposes of the above definition. Food and resource squares are run over the end of a turn. When two or more resources are produced in the same square, these resources may be developed by a single coolie. Investment and EDU are taken as if they were in separate squares.

Offshore resources may be developed by a coolie on a cargo ship. An oil tanker may develop an offshore oil square without a coolie. A fishing ship may develop a fish square without a coolie.

When any factory except a distillery is operated in the same square as a food square, the food square becomes polluted, and ceases to produce as of the following turn.

B. Construction:

All items must be constructed by either construction machines or factories.

Those things which are built by construction machines are considered to be built over the end of the turn. The construction machine, a coolie to run it, and the necessary materials to build the item must be present on the square in which said item will be built, over the end of the turn on which construction takes place. Power lines, roads, canals, and tunneling, however, follow a special rule: the cmx, the coolie, and the material must pass over the square(s) in which the item is being built.

At the end of the building player's turn, before rolling out, the materials used to build the item are removed--i.e., no longer listed on had-used-produced sheet--, and is replaced by the item itself in the records. The construction machine is not consumed; all other machinery is incorporated into the item.

All items take 1 cmx for 1 turn to build except

Factories:

Small Arms Works, 1 cmx for 2 turns

Heavy Arms Works, 1 cmx for 3 turns

Naval shipyard, 1 cmx for 3 turns

Transport:

Power Line, 1 cmx/6 borders, 1 turn on plain terrain, or existing road

Power Line 1 cmx/3 borders, 1 turn through forest or desert

Pipeline, 1 cmx/6 borders, 1 turn, on plain terrain, or existing road

Pipeline, 1 cmx/3 borders, 1 turn, through forest, or desert

Road, 1 cmx/6 borders, 1 turn, on plain terrain

Road, 1 cmx/3 borders, 1 turn, through forest or desert

RR?

Canal, 1 cmx/1 border, 1 turn, on land (boundary crossed must border at least 1 square containing natural body of water-- to which canal connects)

Bridge, 1 cmx on ship, 1 turn, crossing 1 body of water **inside** one square

Underwater Power- or pipeline, 1 cmx on ship/6 borders, 1 turn, in river, sea, canal, etc.

C. Destruction:

A coolie in a turn may destroy one factory, dock, airport, warehouse, installation, or city. During a player's turn, movable objects may be destroyed as follows:

Chemicals, oil, coal, bombs, and torpedoes may be burned

Consumer goods may be consumed

Any other movable objects may be thrown into an ocean, lake or river.

Small Armed Coolies may destroy movable units as stated above, but may not destroy immobile items. Regular military may do none of the above.

Coolies and population die on command, at any time (command being issued by the controlling player). Land military units doing so leave behind their weapons, unless they disarm and destroy the weapons as regular coolies. Aircraft may crash at any time on command of the owning player. Any ship at sea may scuttle on command of the owning player. aircraft in airports, and ships in dock may not destroy themselves; however, beached ships may scuttle. Aircraft may be carried by coolies and destroyed in rivers, lakes, or sea.

Scrapping a factory is done over the end of a turn by a coolie and a cmx, for 1 cost, 1 EDU. At the beginning of the next turn, 1/2 (or less, rounding down) of the number of resources which went into the factory reappear on the site--the factory ceases to exist. Building materials or construction materials may not be recovered by scrapping, but may count as part or all of the 1/2 which is not recovered.

X.1/3

Supplement
(Disclaimer - this is to give a feeling of the rest of the rules (yet to be fully edited + compiled).
No claim is made as to the precision of details presented on these 3 sheets, but it's all close.)
No military will show up (except for everyone's single

Small Armed Coolie (SAC: sect. 1 (B))) until turn 3, + then slowly. Until then coolies run around + stand on turf - first come, first serve (or whatever - see IE - Control)
Resources come out of the ground/ocean: "Delta" (Δ) - Raw building MATERIAL mat'ls, Iron (Fe), Coal (C), Oil (O), Chemicals (X), Copper (Cu), Rubber (Rr), Bauxite (Bx); also "Power" (⚡) + maybe others depending on the map. Each 'area' / turf will be lacking one or more resources in the amounts that the player might hope for - trade is possible with an agreeable neighbor, (or whatever) War, piracy, blackmail, Danegeld, outright lying, diplomacy etc.

Various factories create 'stuff' from resources. Construction machines (Cmx's) build other stuff - including factories, canals, roads, "scratch-built" - mobile stuff (like cargo ships), etc. Delta (Δ) or Building mat'ls (see below) are necessary resources for all factories, + roads etc.
Some examples:

Power Station \Rightarrow power from Oil, Coal, or ⚡ (Power Square, sometimes called "Zap")

Steel Mill - steel from Fe + C

Airworks - produces Airplanes of all sorts

Aluminum Refinery (ARF) - Al from Bx

Building materials Factory: ($2\Delta = 1Bm$), but $3\Delta \Rightarrow 2Bm$

Cargo Shipyard - Cargo ships (more efficiently than 'scratch-building')

Naval Shipyard - military Navy

Construction machine Fact - Cmx's

Small Arms Wks - military

Hvy " " - Armor + etc

Tool + Die Wks } These change Steel \Rightarrow T+D or HMx's, which are
Hvy Mchn Wks } part of many factories.

Relations of Resources To Finished products are:

- 1 Fe + 1 C → thru steel mill → 1 steel (steel is good thing)
- Navy: 1 St, 1 O, 1 X - yields various Navy 2 destroyers, 1/2 a battleship, etc
- Air: 1 Al, 1 Cu, 1 O, 1 Rr - " " Air - 1 Cargo plane, 2 ftrs, 1 bbr, etc
- 1 X = 2 Bombs
- Fe, C, X → Cargo Ship (simpler than Navy, no wprs (chemicals))
- Transport - 1 Rr, 2 O, 1 Fd - necessary for mobile stuff (ie. Tanks, etc)
- Misc Factories - 1 Hmx / 1 T+D, 1 Bm

An 'average' (ie. unnatural yet illustrative) Capital city (9 subsgres) might have (see I.B and III A-Cities) a Power Station, Construction Machine Factory, Small Arms Works, Steel mill, Air Works, 1 Warehouse, 1 Airport, and a Naval ship

PS	Cmx	SAW
SM	AW	WH
AP	NSY	

yard (2 sub sp's) This might ~~consume~~ occupy 6 Cmx's (PS, Cmx, SAW, SM, AW, NSY) + consume 7 Bm, 2 T+D, 4 Hmx + a St (or whatever)

(See I.B - starting Resources) - This city is occupying (but not consuming) it's 6 Cmx's, so no road or other stuff can be constructed until ~~the~~ Cmx's are freed up. ^{next turn} Only 3 Bm are left, but 2 A can become 1 BA (or we could have built a Building Materials Factory). You get it. You won't know what you need til you pick your country.

Section IV, the Economic rules - are presented fragmentary - the idea is this - There is a national budget: Cost/Investment, + this is rewarded with EDU - Econ. Development Units. (See also Sec I, I - Records - d. - Econ/Mil sheet). A healthy balance (i.e. not over militarized) + a little luck (on 1 die roll) (or with enough will ^{+ foresight} power, no luck), 'Confidence' is built, your economy is strong, + can even help less stable countries via 'Foreign Exchange'. This is all straight accounting, but is either in the black (GOOD) or in the Red (Not GOOD) - There is no grey area. But again, this won't arise at first. Relax, Enjoy!

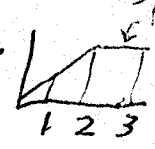
O.K. - back to that first city -

Power station - produces enough power for a limited # of factories - I think 5 - but that's perfect. (Cmf, SAW, Sm, Aw, NSY) (The SAW + NSY aren't even running 'til Turn 2 + T 3 (see II B))

So: on the 1st turn we build these + grab nearby resources. On the 2nd, the resources are worked + appear, + we run the factories: 1 Fer 1 C => 1 St; 1 Al, 1 Rr, 1 O, 1 Cu => Aircraft, 1 St (not the one we are now creating) => 1 Cmx. We also grab resource squares at what will probably be the limits of our controlled area. We finish the S.A.W. We use ~~on the 2nd~~ 2 Cmx's, for the SAW + NSY, the other 4 (the 7th is being built) can start on road, canals, a 2nd city location, etc.

On the 3rd turn we run the same factories + the Sm. Arms Wks, producing a 'Small Arms' + combining it with a waiting cooie to create our 2nd land military (who can move next turn). The "coolie shuttle" brings raw resources in to the ~~the~~ manufacturing centers while keeping coolies on sight to continue mining next turn. Cargo Boat shuttles (if appropriate) work likewise. Roads/R.R. speed up these shuttles, + new cities (via 'Colony Pieces', or scratch-built), stretch out production centers. By now we know if we have enough of a given resource for projected production.

But here the Econ rules can screw you. For 2 turns we have grown quickly, + now...? A growth curve of:



is risky; so last turn we probably didn't need the 7th, 8th + 9th X squares, nor the last 5 food squares.

By saving those for this turn, we get:



via the formulae. (You'll see)

