

EMPIER

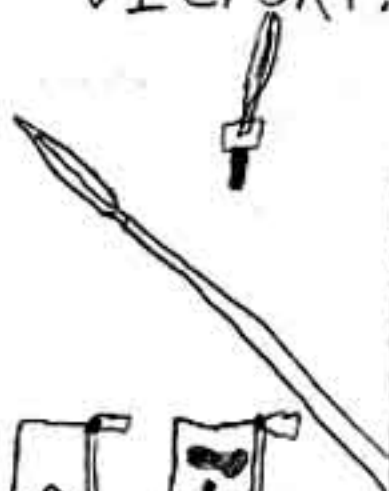
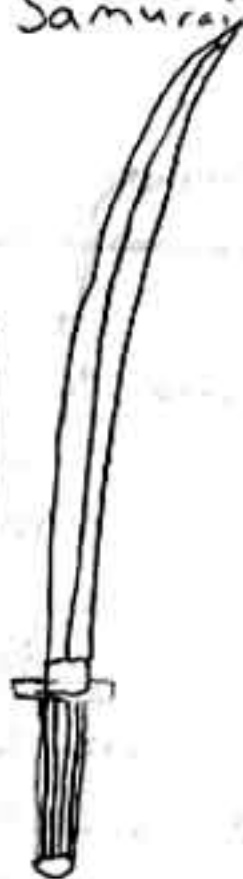
By: Grim Lauray

JAPAN

Land of
The

Samurai

WILL
YOU
HAVE
VICTORY!



Games

Ages 10 and up
for 2 to 8 players

Table of Contents

title	Page
I. Welcome	2
II. what the game is About	2
III. what it contains	2
IV. Counters	2
V. thing Needed	3
VI. Combat	3
A. When combat happens	3
B. How to conduct combat	4
VII. Movement	4
A. How much it can carry	5
VIII. Time	5
A. Turn sequence	6
IX. taxes	6
A. Spending m.p's	7
X. Example record sheet	8
XI. What you should have	8
A. first to do	8
XII. list of counters	
XIII. End	

Welcome to: JAPAN

Land of
The

Samurai the year: 552 A.D.

Will you control Part or all of
It.

try!

What the game is about

you are emperors and must conquer
territories in Japan then you must collect
your taxes and build up your Armies
and conquer more territories with out
being conquered yourself!!!!!!!

What it contains

1 map

1 rule book

1 sheet of 200 Counters

1 6 sided Die

1 clock sheet

Counters

[E] = Emperor

[T] = Turn

[N] = Ninja

[W] = Warrior

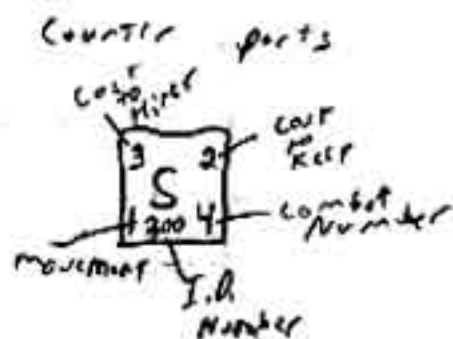
[S] = Samurai (Army)

[H] = Horse

[B] = Boat

[M] = Samurai Hero

[Y] = Temple or Base



THINGS Needed

- 1 Empire rule book
- 1 sheet of counters
- 1 map
- paper, pencil, and eraser
- 1 six sided die

Combat

When combat happens

When one or more enemy countries enter the same territory and decides to fight.

How to conduct combat

1. roll initiative (highest roll wins).
 2. add up all combat numbers from your countries.
 3. winner from 1 rolls die and adds answer from 2.
 4. Loser from 1 rolls die and adds answer from 2.
 5. Highest number wins.
 6. loser removes 1 counter of his from that territory from the board.
 7. repeat to all of 1 player's counters are removed from board.
- ex. 1. Frank which has just moved into one of Tom's territories declares war on Tom. rolling initiative Frank gets 3 and Tom get 4 Tom goes first. They both add up all that territory's counters from their sides. Frank has 10 and Tom 11. Tom since he won initiative rolls 1 die and adds 11, $3+11=14$, getting 14; Frank

Combat continued

Then roll 1 die getting 6, $6+10=16$, since six is higher than 14 Frank wins. and Tom removes one of his counters, in that territory, from the Board. combat continues to either Frank or Tom wins (lose all pieces from that territory).

Movement

a counter can move as many territories as the number on the left hand side of the counter unless on certain equipment such as:

Boats = travel by water only

Chariots = land only

horses = land and shallow water

How much it can carry

<u>object</u>	<u>how many counter it can carry</u>
Boats	3 and 1 Emperor and Ninja
chariot	2
horses	1

ex. 2 = Frank is being chased by Tom. Frank's men are in chariots movement value 3. Tom's men are horses, back movement value 4. since 4 is higher than 3 Frank is caught.

Time

after each turn the turn counter is moved up 1 number a player wins when he conquers all of Japan eliminating all other player's countries, or the player with the most territory wins on 30 turns are up.

turn sequence

1. Movement player 1 going to left (a start player should be picked at the begining of each game),

2. combat

3. retreat

4. Chase

5. Build temple } optional

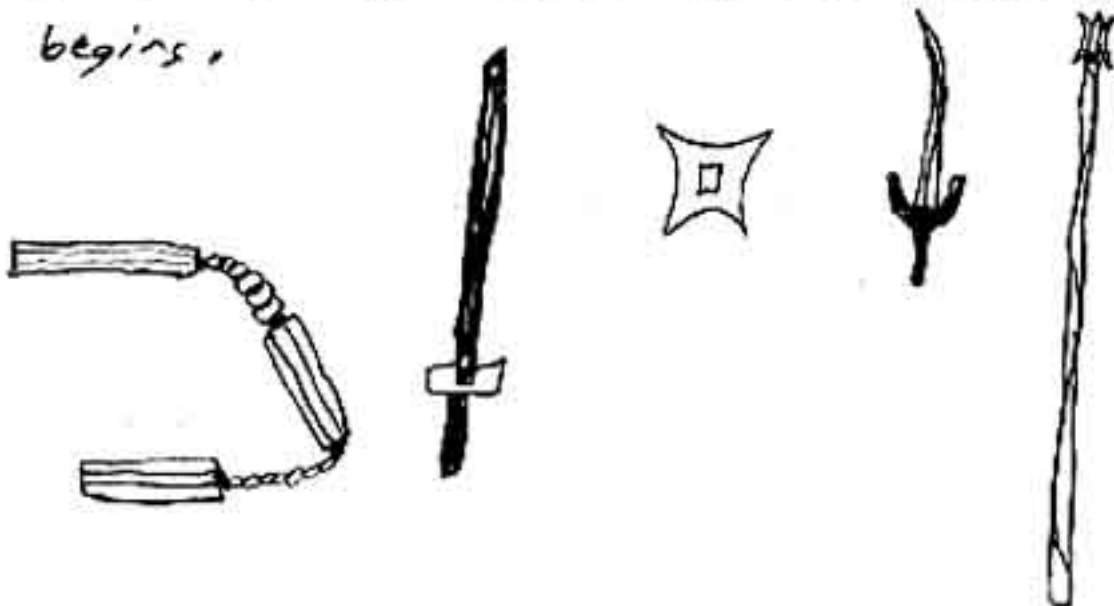
6. collect taxes

7. Buy men } optional

8. Build temple

9. record turn

ex. 3 = after a full turn Frank moves the turn counter to 10 and a new turn begins.

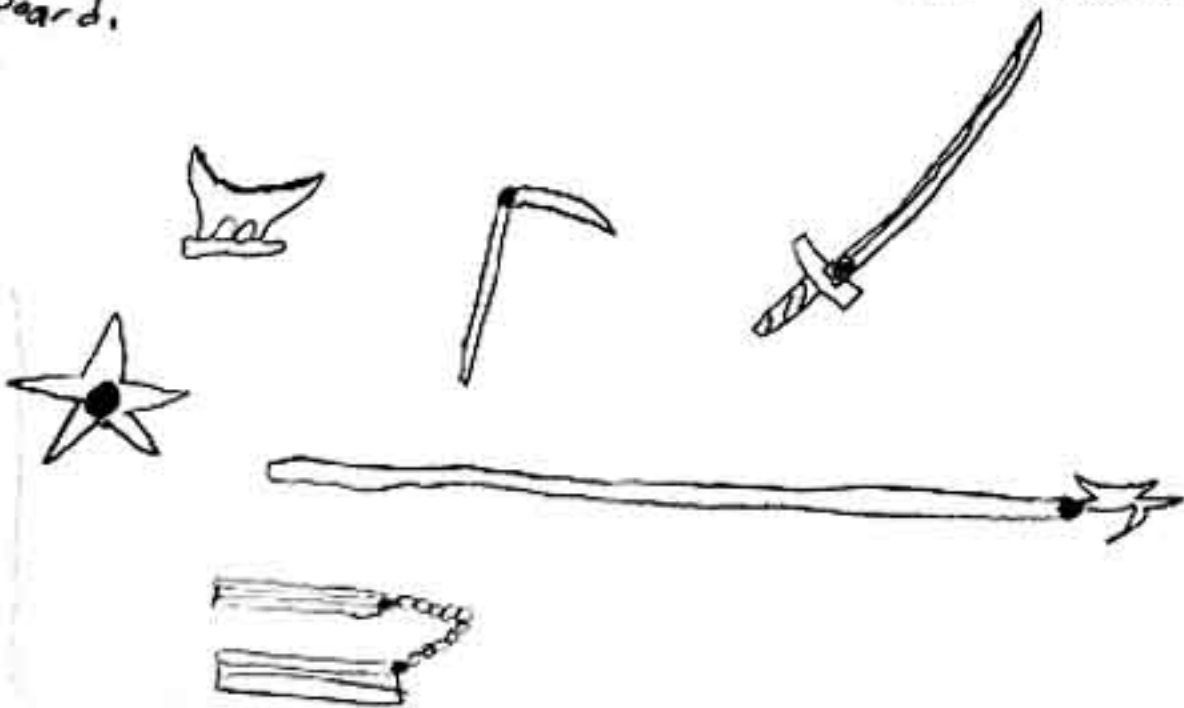


Taxes

in each territory there is a Number that is called the tax Number the player owning this territory gets this many money points or M.p.s for each a turn. at the start of the game each player has 1 territory of his choice, 1 temple in that territory and 4 turns taxes from that territory.

Spending M.p.s

on the the top left hand of a counter is a Cost to higher Number this must many points must be sub tracted from the your emperors m.p.s. each turn after that the player must subtract the right hand Number, cost to keep, from his emperors M.p.s it it can not be sub tracted with out going below zero then the counter is removed from the Board.



Example Record Sheet

Empire Name:

Countries owned: M.P.'s:

type

I. D. Number

1.

2.

3.

4.

5.

6.

7.

8.

temples

location

I. D. Number

1.

2.

3.

4.

5.

6.

7.

territories owned

1.

6.

11.

2.

7.

12.

3.

8.

13.

4.

9.

14.

5.

10.

15.

What you should have

1. 1 territory
2. 1 Emperor
3. 1 record sheet
4. 4 turns taxes
5. 1 temple

first to do

1. buy men and uchiases
2. start game play

list of counters

type	Number of	I.O. Numbers
Emperor	8	100-107
Samurai	60	300-359
Ninja	12	200-211
Boat	20	500-521
Samurai Hero	20	400-419
temples	20	600-620
turn	1	—
Chariot	20	700-719
Horses	39	800-838

eENDO

Thank you for coming to

JAPAN Land of
the Samurai.

EMPIERS

AND

RICHERS

Await You

Good fighting

Ha! Ha! Ha!

EMPIRER

Turn Clock

1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

E 1100 2	E 1101 3	E 1102 2	E 1103 2	E 1104 3	E 2105 3	E 1106 3	E 1107 2	N 4208 2	N 3209 4	N 4210 4	N 3211 5	N 4212 3	N 3213 3	N 4214 4	N 3215 3	N 4216 6	N 2217 2	N 4218 2	N 3219 3
2	4	2	3	1	1	2	3	1	1	2	2	2	2	2	2	1	1	1	1
S 1300 4	S 1301 1	S 1302 2	S 1303 2	S 1304 4	S 1305 1	S 1306 2	S 1307 3	S 1308 2	S 1309 4	S 2310 1	S 2311 2	S 1312 1	S 1313 2	S 2314 4	S 1315 3	S 2316 2	S 1317 2	S 1318 2	S 2319 3
2	4	2	3	1	1	4	2	2	1	2	2	1	2	1	2	1	2	1	2
S 1320 4	S 1321 1	S 1322 2	S 1323 1	S 1324 4	S 2325 2	S 2326 4	S 1327 4	S 1328 1	S 2329 2	S 1330 4	S 1331 4	S 1332 2	S 2333 4	S 1334 2	S 2335 2	S 2336 4	S 1337 2	S 2338 2	S 1339 2
4	3	4	2	3	2	2	2	3	2	2	3	2	1	4	1	2	3	4	2
S 1340 3	S 2341 3	S 1342 4	S 1343 3	S 1344 2	S 1345 2	S 2346 2	S 2347 4	S 1348 3	S 2349 2	S 2350 4	S 1351 4	S 1352 2	S 1353 4	S 2354 3	S 2355 3	S 2356 3	S 2357 3	S 1358 4	S 2359 3
3	5	1	5	4	3	1	8	4	2	2	4	3	2	4	1	5	3	6	1
SH 1400 2	SH 4401 4	SH 5402 2	SH 4403 6	SH 2404 1	SH 4405 3	SH 4406 6	SH 4407 3	SH 4408 3	SH 2409 3	SH 4410 3	SH 4411 3	SH 2412 1	SH 1413 5	SH 2414 2	SH 1415 1	SH 2416 2	SH 4417 4	SH 2418 2	SH 4419 3
5	4	4	5	3	2	3	2	2	1	1	4	3	2	3	3	1	4	3	2
B 2500 -	B 4501 -	B 1502 -	B 6003 -	B 7504 -	B 6505 -	B 2506 -	B 5507 -	B 6508 -	B 1509 -	B 3510 -	B 5511 -	B 2512 -	B 1513 -	B 4514 -	B 5515 -	B 2516 -	B 1517 -	B 7518 -	B 4519 -
20	17	16	11	15	10	17	8	14	9	20	14	17	10	10	11	6	5	6	9
T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T
6008	6018	6028	6038	6048	6058	6068	6078	6088	6098	6108	6118	6128	6138	6148	6158	6168	6178	6188	6198
6	1	1	2	3	2	3	4	2	5	2	3	5	3	3	2	5	2	3	1
CH 4700 2	CH 2701 3	CH 4702 3	CH 2703 2	CH 5704 3	CH 705	CH 2706 3	CH 4707 3	CH 1208 2	CH 4709 3	CH 4710 4	CH 4711 2	CH 4712 3	CH 2713 2	CH 3214 1	CH 6215 4	CH 6216 4	CH 5217 2	CH 6218 1	CH 5219 3
2	1	2	3	2	3	2	2	1	5	1	1	4	6	0	3	2	1	1	3
H 2800 -	H 4801 -	H 6802 -	H 6803 -	H 3804 -	H 6805 -	H 1806 -	H 3807 -	H 5808 -	H 4809 -	H 6810 -	H 5811 -	H 2812 -	H 5813 -	H 4814 -	H 5815 -	H 3816 -	H 2817 -	H 4818 -	H 4819 -
1	4	4	2	2	4	5	2	5	4	2	6	4	6	4	5	1	5	2	1
H 3920 -	H 1821 -	H 3822 -	H 4823 -	H 6824 -	H 6825 -	H 3826 -	H 5827 -	H 2828 -	H 4829 -	H 5830 -	H 831 -	H 2832 -	H 1833 -	H 6834 -	H 2835 -	H 4836 -	H 5837 -	H 6838 -	TURNS

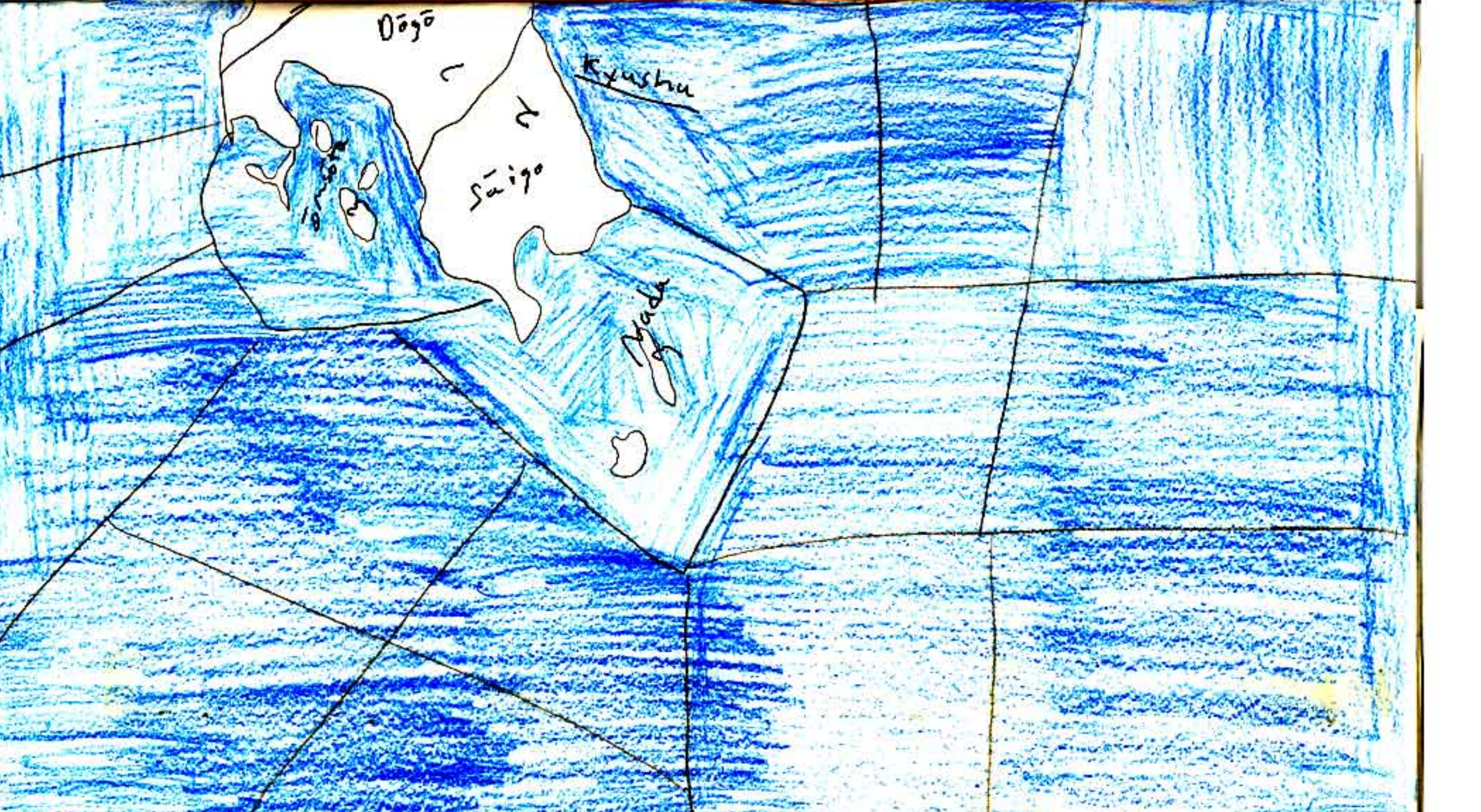
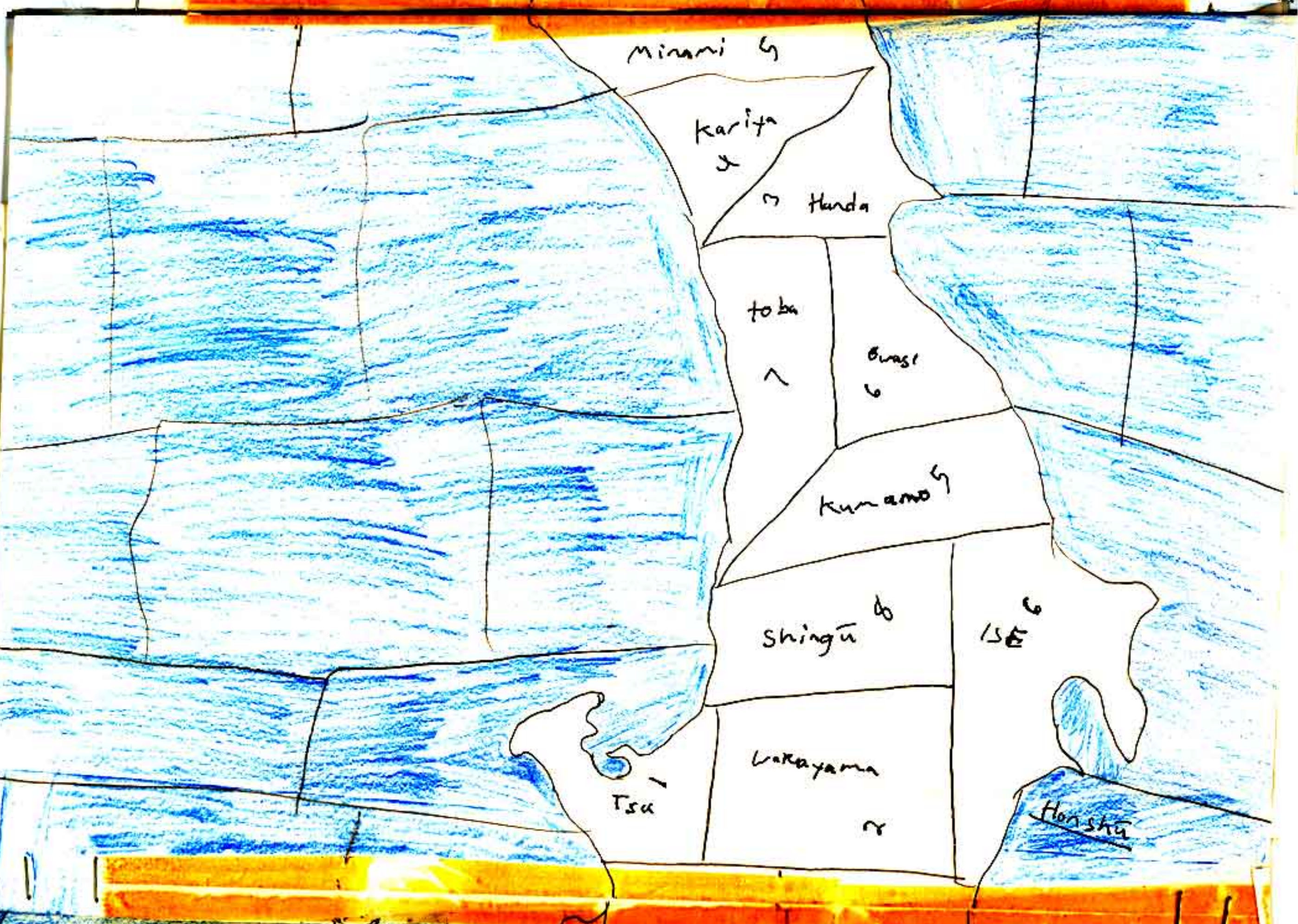
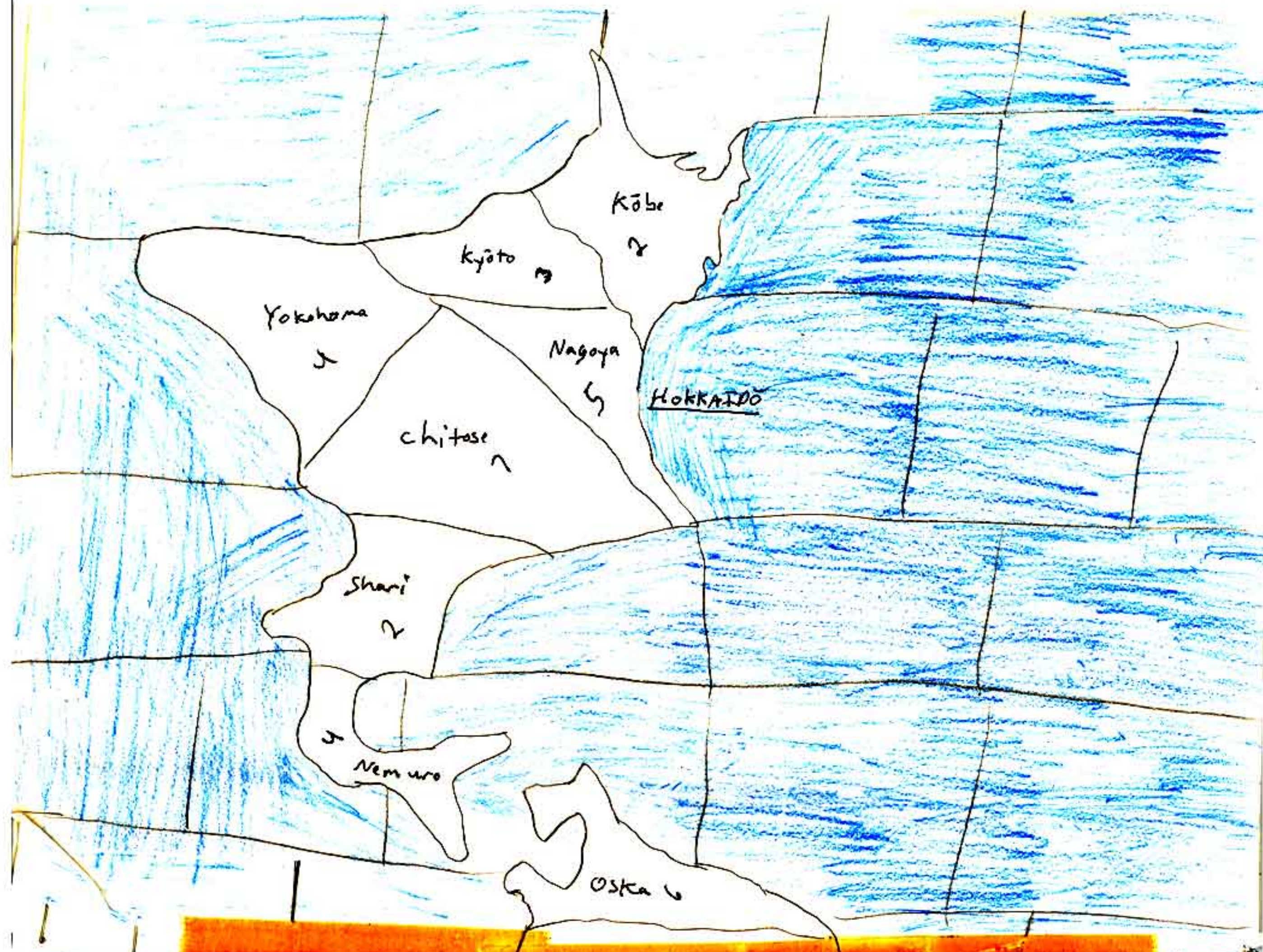
EMPIER

**MAP
BOOK**



Games

Amplific
map



EMPIER



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