

*Directions for*

*Playing*

# “EMPIRES”

*Manufactured by*

**SELCHOW AND RIGHTER CO.**

*Makers of Parcheesi*

**NEW YORK, N. Y.**

MADE IN U. S. A.

# *The Game of* "EMPIRES"

## OUTLINE

For 2 to 6 players. EMPIRES is played on a world map; the individual players representing "POWERS" which include: the United States, Great Britain, France, Russia, Italy and Japan.

## OBJECT

For one player to establish a World Empire and eliminate all other players from the game.

## EQUIPMENT

6 Colored Pawns corresponding in color to the Flags shown on the board at the "START".

20 Marker Flags for each player.

2 Standard Dice

48 Resource Cards (RESOURCES)

48 Armament Cards (ARMAMENTS) with following values:

11 "AIR"	value 1.	5 "AIR"	value 2.
11 "NAVY"	" 1.	5 "NAVY"	" 2.
11 "ARMY"	" 1.	5 "ARMY"	" 2.

## TABLE OF VALUES

FREE TERRITORIES (Circles with Red Stars) when landed on entitle player to draw 1 Resource. COLONIES (Shields with numbers thereon) entitle player to as many RESOURCES as number specifies, when player acquires the COLONY.

BLOCKADES (Circles with red bars) may be bought for 2 Resources when landed on by exact count.

ARMAMENTS may be bought for 3 Resources each.

## START

The Resources are placed in the right hand box at the bottom of the board; this becomes the "BANK". The Armaments are shuffled and placed in the left hand box FACE DOWN. Players roll "High" Dice to select the POWERS they wish to represent, each taking the proper pawn and 20 Marker Flags for that Power. High Dice then determines the player to move first, the turn next following to the player on his left.

## RULES OF PLAY

Players may move out from the "START" on any route: North, South, East or West. The pawn is moved along the tracks of connecting circles according to the number thrown and may change direction at the start of any turn. Change of route is permitted at any fork or intersection. Doubles do not count extra.

## PHASES OF GAME

There are three phases of progress in this Game:

First—COLONIZATION

Second—COLONIAL WAR

Third—TOTAL WAR

## COLONIZATION

### FREE TERRITORY

#### (Circles with Red Stars)

Players reaching a FREE TERRITORY by EXACT DICE COUNT are entitled to 1 Resource which is drawn from the Bank. Two or more players may rest on a Free Territory at the same time, each drawing 1 Resource.

### COLONIES

#### (Shields with numbers thereon)

Colonies need not be acquired by exact dice count; the pawn is advanced to the Colony, and additional count, if any, cannot be used. The first player to reach a Colony in this manner places his flag upon it and draws the indicated Resources from the Bank. The player moves out from the Colony upon his next turn and may never re-enter his own Colony.

### BLOCKADES

#### (Circles with Red Bars)

Blockades may be acquired only when reached by exact dice count. The player then pays 2 Resources to the Bank and places Flag on the Blockade. He may pass through it in either direction thereafter, BUT NO OTHER PLAYER MAY DO SO unless they pay him a fine of 6 Resources. A player landing on an open Blockade is not obliged to buy it, and in this case it remains open until it is reached and purchased later in the game.

## ARMAMENTS

Players may convert Resources into Armaments on their own turns. 3 Resources are paid into the Bank for each Armament, which is to be drawn from the top of the pack. As superior strength in Armaments is necessary to WIN the game, players should purchase as many as they can on their respective turns.

## COLONIAL WAR

### DECLARING COLONIAL WAR

Colonial War may be declared when all (21) Colonies have been taken. A player may declare WAR by advancing his pawn to another's colony. He then announces that he is attacking (or challenging) by "AIR", "NAVY" or "ARMY", depending in which he has greatest strength, and announces the value of the Force he has chosen. For example: If he decides that he is strongest in "NAVY", inasmuch as he holds two "NAVY" cards valued at 2 and three valued at 1, he announces his "NAVY" strength as 7.

### INDEMNITIES

If the Attacker is stronger, he takes possession of the Colony. He removes the Defender's Flag, replaces it with his own and draws the Resources indicated by that Colony from the Bank.

If the Defender Wins, the Attacker must pay him the value of the Colony, by turning over to him a Colony of equal value. Defender then draws from the Bank that amount of Resources. If Attacker has no Colony of the same value, he must pay one or more colonies of equal or greater value and Defender draws the corresponding value in Resources. Defender always wins in case of a tie.

(Be sure when Colonies change possession that new owner marks the same with his flags.)

A Defender, having lost a Colony, may not retake same.

## SEIGE

If a player reaches another's Colony by exact dice count, he may "lay Siege" instead of attacking. He may ask the owner of the Colony for 1 Armament (Air, Navy or Army). If, however, the owner does not possess any of the Force requested, player is not allowed a second choice and the Seige is void. Colonies do not change ownership in a Seige.

## TOTAL WAR

### DECLARING TOTAL WAR

When ALL Armaments have been bought, players should rush back to "START" in order to declare TOTAL WAR. To do this a player must proceed by throw of the dice, on his respective turns, to the "START" which he can re-enter ONLY ON EXACT COUNT either of one or both dice.

Each player re-entering "START," draws 1 Armament card from each of the other players as a BONUS, for returning to "START".

When a player has collected his Bonus, he then declares TOTAL WAR against any other player (presumably the weakest) by announcing the total value of ALL his ARMAMENTS.

Example: If he has 7 Air, 9 Army, 7 Navy—his total strength is 23. Defender must have 23 or better to beat him. (Defender always wins in case of Tie.)

The weaker of these two players is defeated.

The loser's armaments are placed face down on the board and the Victor draws one of them as a Victory Prize. The loser's remaining Armaments and Resources, if any, are eliminated and his pawn removed from the game.

If Attacker is victorious, he remains at "START" and must, on his next turn, declare Total War against another player in same manner as above. In other words, once a player re-enters the "START", has declared TOTAL WAR and is victorious, he must continue on subsequent turns to declare total war on other players until he is defeated or eliminates all others from the game. If Defender is victorious, he must re-enter the "START", if not already there, in order to declare TOTAL WAR on another player.

FINAL PLAYER TO SURVIVE, WINS THE GAME.

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