

CONTENTS


110 cards (63x88mm), including:


- 60 Amazon cards (AMA001-AMA060),
- 10 Barbarian cards (BAR081-BAR090),
- 10 Egyptian cards (EGY081-EGY090),
- 10 Japanese cards (JAP081- JAP090),
- 10 Roman cards (ROM081-ROM090),
- 10 Common Cards (COM151-COM160),


1 Faction Board


1 Faction Marker




When building your Faction deck (see below), treat some of the Amazon cards as regular (basic) Faction cards, and treat the rest as if they were released with the previous expansions to the base game. The affiliation information printed at the bottom of each card, along its right edge, informs you how to treat a given card:

: a regular Amazon card

: treat it as if it were from the "Why Can't We Be Friends" expansion

: treat it as if it were from the "3 Is a Magic Number" expansion

: treat it as if it were from the "We Didn't Start the Fire" expansion

The cards marked , , and  are equivalent to the cards the other Factions received in the previous expansions.

THE AMAZON EXPANSION INTRODUCES

- * a new type of Deal: Foundation
- * a new feature on the Amazons Faction Board

FORMATS OF PLAY

The following two formats describe the rules for deck construction.

OPEN

You may mix any Common and Faction cards from any expansions with the corresponding cards from the Imperial Settlers base game. Have fun, but remember that a deck constructed this way may not ensure balanced play.

STANDARD

This is the only format allowed in tournaments.

Common cards come only from the base game. To build your Faction deck, you may mix the Faction cards from the Imperial Settlers base game with the Faction cards from exactly 1 expansion.




Building a Faction deck

For each card from the chosen expansion that you add, you need to remove from your deck a card from the base game. Your Faction deck must consist of **exactly 30 cards**, 3 of which come in 3 copies (a total of 9), 6 as 2 copies (a total of 12), and the remaining 9 as single cards. Icons found in the bottom right corner of a card's artwork tell you how many copies of this card you need to have in your deck.

1 copy :  /  /  /  /

2 copies:   /   /   /  /

3 copies:    /    /    /    /

For example, if you wish to use an expansion card with:    you must use all 3 copies of this card, and you need to remove from your deck one set of 3 copies of a base game card.

THE AMAZONS

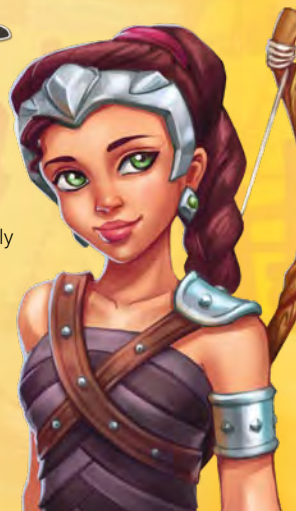
This expansion introduces a new Faction—the Amazons, complete with their own set of Faction components: 1 Faction Board, 1 Faction Marker, and Faction cards. The Amazons should be added to the list of factions from which the players can choose to play.

NEW RULES




This expansion introduces a new type of Deal field – Foundation, and a new feature on the Amazons Faction Board. The details are described below.

DEAL FIELD - FOUNDATION


When you receive a Foundation, immediately draw a card from the top of the Common deck and place it in your Empire face down. You don't receive 1 Wood (because you are not turning a Location into a Foundation). Foundation may be used to build new Locations or to be spent by new action cards. When a player decides to use a Foundation, he simply discards the Foundation card.



NEW FEATURE OF AMAZONS FACTION

Amazons are a special Faction – when they use a Faction  as a build cost for another , instead of discarding it, they reshuffle that Faction  back into their deck.



EXAMPLE 1: Marc plays as the Amazons and he wants to build Faction card BOUNTIES. He spends 1  and MYSTICAL FOREST – one of the Locations built in his Empire. He shuffles MYSTICAL FOREST back into his Faction deck, and then he receives the Building bonus from the Location BOUNTIES.

NOTE! If any Faction deck runs out of cards, don't reshuffle cards from the discard pile to make new one. You no longer can draw Faction cards.

RULES INTRODUCED IN PREVIOUS EXPANSIONS

Some of the cards in this expansion make use of the rules introduced in previous expansions.

OPEN PRODUCTION

The Open production Locations were introduced in the "Why Can't We Be Friends" expansion.

Check the expansion manual for details: <http://bit.ly/2bFisvH>

SETS

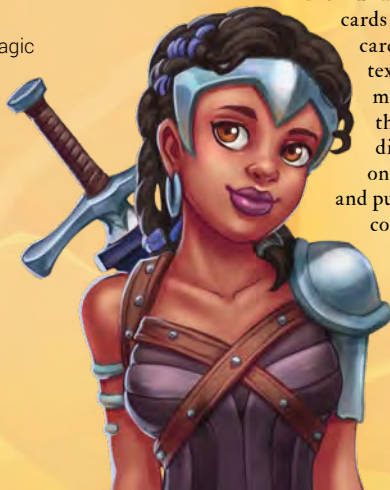
Sets were introduced in the "3 Is a Magic Number" expansion.

Check the expansion manual for details: <http://bit.ly/2bvipLC>


CONQUEST

Conquest was introduced in the "We Didn't Start the Fire" expansion.

Check the expansion manual for details: <https://bit.ly/2xeWnQS>



CLARIFICATIONS

If there are 2  on a Pay to build field, you may spend a Common Location, Faction Location, and Foundations in any combination.


If any card effect says that you receive a Foundation, draw the top card from the Common deck and put it in your Empire face down. You don't receive 1 Wood (Sanctuary and Kohorta give stone/wood, but they're exceptions).



If an action requires discarding a Foundation, you cannot discard a Location built in your Empire – you can only discard a Foundation.

If a card effect lets you take a card from your discard pile, it always means a card from your Faction discard pile. You may take **any** card from that discard pile.

If a card lets you draw a few cards from the deck, and you don't have enough, take all of the cards that are left. Execute its effect in text order.



EXAMPLE 2: Robert built the Location TRAINING YARD. He draws one Faction card (because it's the last card left in his faction deck). The text of the card first indicates to discard one and then reshuffle the other. So Rafał discards the one card he drew and receives 1 .

EXAMPLE 3: Luke built the Location BOUNTIES. He draws two Faction cards (because they're the last cards in his Faction deck). The text of the card says that he may discard any number of them to gain 2  for each discarded. He decides to discard only one card. He receives 2  and puts the other card back into his Faction deck (which now contains only one card).



While playing with the "We Didn't Start the Fire" expansion, Amazons may use Conquered enemy Locations as the cost to build another Faction location. In that case, they shuffle the enemy Location back into their Faction deck.



Researchers – draw cards until you draw a grey card – put that card into your hand and reshuffle the others back into their deck.

Stolen Projects – don't treat that action as Raze.



Harmonia's Fountain, Greek Legacy, Greek Jewellery – put it in the Production row.



Cursed Trees and Captured Muses – if on top of the Egyptian deck there is a Common card, you must take the next card (if there are multiple Commons then draw until you can take a Faction card) then reshuffle all the cards you didn't take back into the deck.



Floating Treasure – If choosing a Deal from a Trade Routes Location, shuffle the Japanese card under the opponents Faction Location back into your deck.

Trade on Crossroads – If the discarded card has more than one color, choose only one to gain Goods from. (ex. discard Trade colony to choose grey and gain 3 stones).



Rear Guard – with no color has a grass in left bottom corner. for ex. it's Ruins from Basic game or Abandoned Armory from this expansion.



GAME DESIGN: Ignacy Trzewiczek
EXPANSION DESIGN: Joanna Kijanka
FACTION IDEA: Ignacy Trzewiczek
ARTWORK: Roman Kucharski, Anastasia Meylus
GRAPHIC DESIGN: Aga Jakimiec, Rafał Szyma
GAME MANUAL: Joanna Kijanka
EXECUTIVE PRODUCER: Grzegorz Polewka

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ul. Św. Urbana 15, 44-100 Gliwice, Poland
portalgames.pl, portal@portalgames.pl

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Many thanks to: Janek, Gloomy, Jagódka, Basia, Luke, Zara, Merry, and Zee.

IGNACY TRZEWICZEK

IMPERIAL SETTLERS

The award-winning **Imperial Settlers** (Golden Geek Game of the Year and Strategy of the Year nominee) has been released in 13 countries, becoming a worldwide phenomenon. Four unique faction decks, beautifully sculpted custom wooden pieces, and artwork that touched the hearts of thousands of players, has made Imperial Settlers an evergreen classic. For gamers, Imperial Settlers is the first choice in the engine building genre.



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