

 2P  20-30M  12+


nano
games

EMPIRE PLANNERS

TODD SANDERS & ALBAN VIARD



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As City Planners, you must build an Empire of commercial and residential buildings, factories and railways lines. Whomever has the most Profit after 30 years is crowned the **Empire Planner**.

Empire Planner is a competitive game for two players.

The player with the most Profit Victory Points (VP) at game end is the winner.

Components and Setup

- Place the six City Planner Dice Block cards numbered 1 through 6 between both players. This is the **City**. The seventh *Dice Block* card will not be used.



- Remove the *Central Factory* from the eight Empire Building cards and flip half the remaining seven cards over, then shuffle the deck. These are the **Factories**.

Deal one Factory card to each player and place one black cube on the (1) space to represent a Good produced by this Factory.

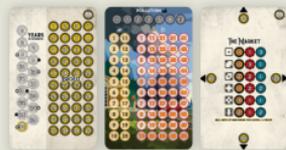
(**Note:** These two initial Factories will not be paired with any buildings in the **City**).

If a player is dealt the *Private Bank*, flip that card over to the *Bacon Factory* side.

Lastly deal out the remaining four cards to the right of the **City**, with whichever sides have been randomly shuffled, facing up.



- Place the **Empire Years/Profit** card (A side) and the **Railways Tracking** card to the left of the **City**. These cards will track Years (game rounds), Profit, and Pollution. Place the **Empire Market** card (A side) next to these.



- Shuffle the deck of eight Railways Action cards and deal out two of these near the **City**. Place the remaining cards in a face down deck near both players. These cards will give the players actions during the game.



5. Decide on a Start Player who will then receive all the wooden cubes and dice from **Empire**, and 1 red  cube (designates Start Player). The other player receives all the wooden cubes and dice from **Railways**. The dice will designate player ownership of the buildings during the game, cubes will be used to track Actions, Passengers, Capital and Profit.



Give each player one of the *Score Tracking* cards from **City Planner**. Each player will place one of their cubes on the (20\$) space on the score track as their starting Capital.



6. Place six dice from **City Planner** near the **Empire Factories**. These dice will represent trains in the game. The remaining three **City Planner** dice are kept in a general supply for use by both players during Phase 1: Building.



Place one white cube  on each **Empire** Factory track on the circular white space to represent goods produced by the Factories. Place one black  cube near the Pollution track on the Railways card. Place one black  cube on the (0) space on the **Empire** Years track. Each player will then place one of their cubes on the (5) space on the **Empire** Profit track. Players begin with 5 Profit VP and 20\$ in Capital.

7. The removed cards from **Empire** and **City Planner** will not be used.

Example Setup



Playing the Game

The game is played over a series of 15 rounds. At the beginning of each round, move the Years marker forward 1 space, representing 2 years of development in the game.

Each round is made up of a series of phases:

1. Building
2. Actions
3. Gains

For the first turn the Start Player begins. In subsequent turns whichever player is in last place in Profit VP will go first. If it is a tie the Start Player goes first.



Phase 1: Building

The round's first player will roll three  dice. Of these, one die will be used to designate a Dice Block number (1-6) and a second die will be used to designate which building in that block (*represented by die icons*  to ) may be built by that player at a cost equal to the third die's value in Capital (record this on the Capital track), if it has not been built by either player previously. The player may decide which die represents which designation. The player then places one of their own dice on the building with the  side facing up, and returns the  dice to general supply. If a player does not have enough Capital they may not build a building. A player may pay \$2 in Capital to reroll **one** die of their choice **once**.

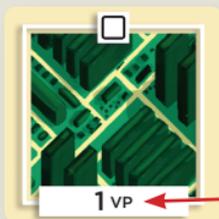
The second player then does the same, rolling all three dice and builds a different Building for an amount of Capital if they choose to.

Example: The **Purple** player has rolled the dice, and uses a , a  and a . They choose the 3rd City Block card () and places a die on the  Building (**Residential**), and then pays \$2 () of Capital.



A player may **never** own more than **nine** buildings in the game. Players do not have to buy a building during this Phase if they choose not to. After both players have decided on a Building option they move on to Phase 2: Actions.

The seven types of buildings in the game are:



Residential (Green) - This building pays 2\$ Capital to the player who owns the building at the end of each round. A Residential Building may be upgraded during Phase 2: Actions. Residential buildings are worth Profit VP equal to double their final Player die value at the end of the game.

Note: Icons used in City Planner can be ignored for all buildings in this game.



Commercial (Blue) - This building pays 1\$ Capital to the player who owns the building at the end of each round. A Commercial Building may be upgraded during Phase 2: Actions. Commercial buildings are worth Profit VP equal to their final Player die value at the end of the game.



Mixed Development (Blue/Green) - This building pays 2\$ Capital to the player who owns the building at the end of each round. Mixed Development Buildings may not be upgraded during Phase 2: Actions. Each Mixed Development building is worth Profit VP equal to 3VP at the end of the game.



Leisure/Cultural (Red) - This building does not pay any Capital to the player who owns it. A Leisure/Cultural Building may be upgraded during Phase 2: Actions. Leisure/Cultural buildings are worth Profit VP equal to double their final Player die value at the end of the game for whichever player owns a majority of this building type. No VP for ties.



Parking/Train Station (Black) - This building does not pay any Capital to the player who owns it. A Parking/Train Station Building may be upgraded during Phase 2: Actions. Ownership of each Parking/Train Station allows a player to place 1 cube of their player color as a passenger on the trains owned by the other player (See Actions: Add a Passenger to an Owned Train). 1 Train Station = 1 passenger on 1 train, 2 Train Stations = 1 passenger on 2 different trains, etc.... Parking/Train Station Buildings are worth Profit VP equal to their final Player die value at the end of the game.



Town Hall (Purple) This building does not pay any Capital to the player who owns it. A Town Hall Building cannot be upgraded during Phase 2: Actions.

Each Town Hall building will allow you to use 2 resources of different colors as a matching color resource to upgrade a building one die value. One Town Hall will let you do this once as an action, two Town Halls will let you do this twice, etc...

A Town Hall building is required to upgrade **Industrial Factories** or **Parking/Train Station** Buildings.

Town Hall buildings are worth Profit VP equal to their final Player die value at the end of the game.



Industrial Factory (Yellow) - This building pays 1\$ Capital to the player who owns the building at the end of each round. An Industrial Factory may be upgraded during Phase 2: Actions. Industrial Factory buildings are worth Profit VP equal to their final Player die value at the end of the game.

After building, the player then chooses one Factory card from those face-up and places in front of them along with the  cube. The player **must** pay the cost of Factory as shown on the card's circular yellow icon with either Capital or Profit, or a combination. 1 Profit VP is equal to \$1 of Capital in this case.



Industrial Factory Buildings are used in several ways: They produce Goods allowing for the upgrade of the other buildings in the **City**. Each Factory card shows a Goods track corresponding to one of 3 colors of Goods -   

Red Goods  are used to upgrade **Leisure/Cultural** Buildings.

Blue Goods  are used to upgrade **Commercial** Buildings.

Brown Goods  are used to upgrade **Residential** Buildings.

With ownership of one or more **Town Hall** Buildings, a player may use any of the **Industrial Factory** Goods to upgrade either **Industrial Factories** or **Parking/Train Station** Buildings. (See *Phase 2: Actions* for more information on Producing Goods and upgrading buildings.)

Industrial Factory buildings may also be used to build Rail Links and add passengers to trains. (See *Phase 2: Actions* for more information on Adding Trains and Adding Passengers.)

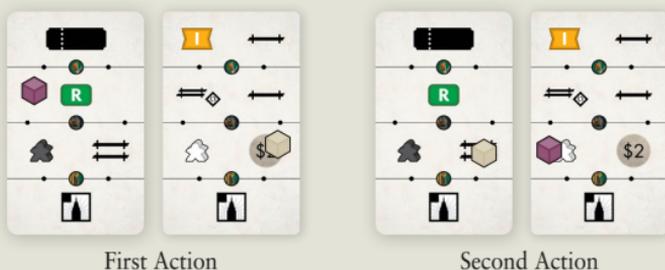
Phase 2: Actions

The first player rolls one  die and places it next to the **Empire Market** card. This die will show the costs for the **Produce Goods in a Factory** action during Phase 2.



The first player then places one of their player cubes on any one icon showing on the two Action cards face up, and takes that action. The second player then does the same, choosing/taking an unclaimed action. The first player then moves their player cube to a different action unclaimed by either player during this phase, and takes that action, and then the second player does the same.

In summary, each player has **two** actions during a round, and each player takes turns selecting unclaimed actions on the two cards.



Example: The first player places their  cube on the **R Upgrade: Residential Building** action. The second player chooses to place their  cube on the **\$X Exchange Capital for Profit** action.

For their second action, the first player moves their  cube to the **Add a Passenger to an Owned Train** action.

The second player chooses to move their  cube to the **Move a Train Two Rail Links** action.

After both actions by both players have been taken, the players return their player cubes to their supply. The first player then places the two current Action cards in a discard pile and deals out two more Action cards for the next round. If the Action card deck is exhausted, shuffle the eight cards in the discard pile to form a new draw deck. Players then move on to Phase 3: Gains.

The Actions



Exchange Capital for Profit

A player choosing this action may exchange Capital \$ for Profit VP at the exchange rate number shown in the icon. Capital is not worth anything at game end.

\$2 = Each \$2 of Capital may be exchanged for 1 Profit VP

\$3 = Each \$3 of Capital may be exchanged for 1 Profit VP

Record this exchange on the respective Capital and Profit tracks.



Add a Train to a Factory Rail Link

A player choosing this action will place a gray Train die on the first clockwise Rail Link shown on a Factory card they own that does not currently have a Train on it, and rotate the die so the 1 face is showing.



Example: The Train die is placed on the top Rail Link.



Example: The Train die is placed on the right Rail Link.

Note:

This Factory has 4 Rail Links

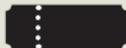
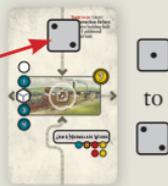
Note:

This Factory has 3 Rail Links



Add a Passenger to an Owned Train

A player choosing this action **must own** the Factory a Train die is on. They will rotate the die up one number to a maximum of 6.



Add a Passenger to an Unowned Train

A player choosing this action **must not own** the Factory a Train die is on. They will place one of their player cubes (only if they have one) next to the Train die each action, and rotate the die up one number to a maximum of 6.



This player **must own** at least 1 Parking/Train Station Building in order to do this. If a player owns multiple Parking/Train Station buildings, they may add a passenger to a different train with a second action.





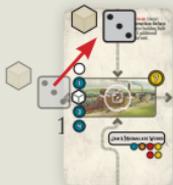
Move a Train One Rail Link

A player choosing this action **must own** the Factory a Train die is on. They will then move the train die one Rail link clockwise (*along with any cubes of the other player associated with this die*). Once a Train begins to move, additional passengers can still be added.



If a Train is moved back to its starting Rail Link with this action, all passengers disembark. The player owning the Factory will gain Capital \$ equal to the number showing on the Train die multiplied by the number of Rail Links, recording this on their Capital track. If the other player has cubes associated with this die, they will gain Capital \$ equal to the total number of their player cubes multiplied by the number of Rail Links, recording this on their Capital track.

The other player's cube(s) is returned to them and the Train die is placed back in the general supply.



Example: The Train die has completed movement around all 4 Rail Links on this Factory. The **Purple** player who owns this Factory will gain \$12 (6 x 4 Rail Links) in Capital. The **Beige** player will gain \$4 (1 x 4 Rail Links) in Capital and will return their cube to their player supply.

Note: This action icon may be chosen both times by a player during their two choices of actions in this Phase.



Move a Train Two Rail Links

A player choosing this action **must own** the Factory a Train die is on. They will then move the train die two Rail link clockwise (*along with any cubes of the other player associated with this die*). Once a Train begins to move, additional passengers can still be added.

If a Train is moved back to its starting Rail Link with this action, all passengers disembark. The player owning the Factory will gain Capital \$ equal to the number showing on the Train die multiplied by the number of Rail Links, recording this on their Capital track. If the other player has cubes associated with this die, they will gain Capital \$ equal to the total number of their player cubes multiplied by the number of Rail Links, recording this on their Capital track.

The other player's cube is returned to them and the Train die is placed back in the general supply.

Note: This action icon may be chosen only once by a player during their two choices of actions in this Phase.



Produce Goods in a Factory

A player choosing this action may move the white cube on their Goods tracks, on one or more Factories they own, up one or more spaces, at a Capital cost per Good equal to the matching Goods value shown on the Market card (record this on the Capital track).



Upgrade: Specific Building

A player choosing this action may upgrade one of their Buildings by one die value for each Good they spend from their Goods tracks in their Factories (to the maximum die value shown on the Building on a City card).



Example: This Commercial Building may only be upgraded a to maximum value of 2.

Record the spent Goods on the respective Factory Goods tracks. Players may spend multiple Goods from their Factories to upgrade multiple buildings. Goods colors **must** match Building Colors.

Red Goods (red die) are used to upgrade **Leisure/Cultural** Buildings.

Blue Goods (blue die) are used to upgrade **Commercial** Buildings.

Brown Goods (brown die) are used to upgrade **Residential** Buildings.

With ownership of one or more **Town Hall** Buildings, a player may use any of the **Industrial Factory** Goods to upgrade their **Industrial Factories** Buildings.

Each **Town Hall** building will allow you to use 2 Goods of different colors as a matching color resource to upgrade a building one die value.

One Town Hall will let you do this once as an action, two Town Halls will let you do this twice, etc....

Each time a single **Industrial Factories** Building is upgraded one level, that player must move the pollution cube marker on the Pollution track to the next value (maximum of 13).



Example: A player raises one **Industrial Factory** Building by two levels so they move the pollution marker two spaces.

A player may **not** upgrade a **Parking/Train Station** building with this action.



Upgrade: Any Building

A player choosing this action may upgrade **any one** of their Buildings (**Residential**, **Commercial**, **Leisure/Cultural**, **Industrial Factory**, **Parking/Train Station**) able to be upgraded by one die value for every \$3 of Capital they spend (*to the maximum die value shown on the Building on a City Dice Block card*). Record this on the Capital track.

Each time a single **Industrial Factories** Building is upgraded one level, that player must move the pollution  marker on the Pollution track to the next value (maximum of 13).



Example: A player raises one **Industrial Factory** Building by two levels so they move the pollution marker two spaces.



Reduce Pollution Level

A player choosing this action may move pollution  marker one value to the left on the Pollution track, thereby reducing overall pollution in the **City**. If this value is reduced to zero, move the pollution marker off the Tracking card.

Phase 3: Gains

Each player now records any gains in Capital \$ given to them by **each** their buildings. If Capital ever goes above (50\$) use the (50\$) space on the card and an extra player cube (If a player does not have an extra cube in their general supply, they must remove one cube from a Train. A new round then begins.



Residential Buildings - Each pays 2\$ Capital to the player who owns the building at the end of each round.



Commercial Buildings - Each pays 1\$ Capital to the player who owns the building at the end of each round.



Mixed Development Buildings - Each pays 2\$ Capital to the player who owns the building at the end of each round.



Industrial Factories Buildings - Each pays 1\$ Capital to the player who owns the building at the end of each round.

Game End

The game ends after 15 rounds. Players now total up their final Profit VP. Any Capital owned by a player does not count for VP. Trains that have not moved back to their Starting Rail Link, and Goods on Factory cards do not count for VP.



Residential Buildings - Worth Profit VP equal to double their final Player die value at the end of the game.



Commercial Buildings - Worth Profit VP equal to their final Player die value at the end of the game.



Mixed Development Buildings - Worth Profit VP equal to 3VP at the end of the game.



Leisure/Cultural Buildings - Worth Profit VP equal to double their final Player die value at the end of the game for whichever player owns a majority of this building type. No VP for ties.



Parking/Train Station Buildings - Worth Profit VP equal to their final Player die value at the end of the game.



Town Hall Buildings - Worth Profit VP equal to their final Player die value at the end of the game.



Industrial Factories Buildings - Worth Profit VP equal to their final Player die value at the end of the game. The player with the most Factories will subtract Profit VP equal to the current Pollution track value, the other player will subtract the half the Pollution track value (rounded down).

If tied in number of Factories, neither player will subtract any VP.

The player with the most Profit VP is the winner. If players are tied, whichever player has the most Capital is declared the winner. If still tied, whichever player owns the most Factories is the winner.

Solitaire Game Rules



For a solo game, the player will be in competition with *Archie Indus*. There are a number of changes to the Setup rules as well as the 3 Phases of a game round.

You, the Solo Player, will perform certain actions on behalf of Archie: keeping track of Capital and Profit, placing dice on Buildings and Trains, and performing Actions such as moving Trains and placing passengers.

Setup Changes

Place all cards, dice and cubes for Archie to one side of your own play area to keep track of his progress during the game.

2. Deal one Factory card for Archie's use.

5. Give Archie the following dice and cubes.

You, as the Solo Player, will be the Start Player and always the first to play during any round.



6. Archie begins with 0 Profit VP and 20\$ in Capital (basic game), 25\$ in Capital (normal game), 30\$ in Capital (advanced game).

Playing the Game

Phase 1: Building

After you have taken your turn during this phase you will do the following for Archie:

1. Archie will build one building in each of the following rounds:

1, 2, 3, 6, 7, 8, 11, 12 and 13 for a total of nine buildings.

In rounds 4, 5, 9, 10, 14, 15 you will skip Phase 1: Building for Archie.

2. Roll one die. This will assign the Dice Block number for Archie.

3. Roll a second die. This will assign the Building Archie will build. If this Building has been previously built, Archie will build the next Building numerically. If the Building has been built on a Dice Block, go to the next Dice Block and continue until Archie can build a Building.

4. When placing his on the Building, roll the die to assign the final upgrade value for it (Exception - **Mixed Development** and **Town Hall** Buildings will have their die value set at because they cannot be upgraded). Archie will never upgrade buildings during Phase 2: Actions.

5. If Archie builds an **Industrial Factory**, choose the Factory for him that has the least value shown on the available Factory cards. Do not place a cube on the Factory Goods track. Archie will never produce goods during Phase 2: Actions.

6. Archie will never pay Capital (or Profit) to build a Building.

Phase 2: Actions

You will always choose an action first during this Phase as the first player.

Based on the actions you take, Archie will make the following choices in respect to action availability. If all **four** of Archie's possible actions are not available/usable, he will place his marker on the first available unclaimed action on the leftmost Action card but not take that Action. You will place/move one of Archie's player cubes during his turn.

If you choose: Archie will choose (based on available Actions) in the following order:

	1ST CHOICE	2ND CHOICE	3RD CHOICE	4TH CHOICE

Most normal Action rules apply for rotating dice, returning player cubes, and gaining Capital, with the following changes to Actions for Archie:



Exchange Capital for Profit

Archie will always exchange all of his available Capital for profit at a rate of \$1 = 1 Profit VP (ignore the numeric value on the icon). Move Archie's Capital and Profit track amounts respectively. If Archie does not currently have any Capital, choose the next action on the Action chart.



Add a Train to a Factory Rail Link

If Archie has an available Factory without a Train, add one 🎲 die as the Train per regular rules. If Archie does not have an available Factory, choose the next action on the Action chart.



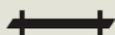
Add a Passenger to an Owned Train

Archie will add a passenger to whichever Train of his has the least number of passengers (if two or more Trains are tied, choose one with the most number of your passenger cubes associated with it). The Train will have a maximum of 🎲 passengers. If Archie does not currently have any Trains, choose the next action on the Action chart.



Add a Passenger to an Unowned Train

If Archie has a player cube in his general supply he will add it to one of your Trains (Archie does not need to own a **Parking/Train Station** Building to do this.) and you will rotate the Train die up one number to a maximum of 🎲. Always add a passenger to whichever Train of yours has the least number of passengers. If Archie does not have any player cubes in his general supply, choose the next Action on the Chart.



Move a Train One Rail Link

Normal rules for movement apply.

If a Train is moved back to its starting Rail Link with this action, all passengers disembark. Archie will gain Capital \$ equal to the number showing on the Train die multiplied by the number of Rail Links, recording this on his Capital track. If you have cubes associated with this die, you will gain Capital \$ equal to the total number of your player cubes multiplied by the number of Rail Links, recording this on your Capital track. Your player cube(s) is returned to you and the Train die is placed back in the general supply. If Archie does not currently have any Trains, choose the next action on the Action chart.



Move a Train Two Rail Links

Normal rules for movement apply.

See **Move a Train One Rail Link** above for passengers disembarking. If Archie does not currently have any Trains, choose the next action on the Action chart.



Reduce Pollution Level

Archie moves pollution  marker one value to the left on the Pollution track, thereby reducing overall pollution in the **City**. If this value is reduced to zero, move the pollution marker off the Tracking card. If the pollution marker is currently off the card, choose the next Action for Archie on the Chart.

Phase 3: Gains

Normal rules apply. Record Capital for Archie's Buildings. If Archie owns any **Industrial Factories** Buildings, raise the pollution marker one value during this Phase.

Game End

The game ends after 15 rounds as normal. Normal scoring rules apply as shown on page 12 with one exception: since Archie Indus owns the only bank in the **City**, he converts all his remaining Capital to Profit at a **\$1 = 1 Profit VP** exchange rate before the final score is determined.

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Development: Alban Viard
Rulebook Editing: Nathan Morse



ALBAN
VIARD
STUDIO
GAMES
PLUS
AVStudioGames
9C Rue Aloxe Corton
21200 Chorey-Les-Beaune
France
avstudiogames.com



LudiCreations