RULES

Welcome to the world of THE IMPERIALIST, a world that is incredibly exciting, very stressful and super realistic. In the game you are the president of your empire. You will take out your opponents militarily or financially. You must ensure that your empire's finances are solid and that your army can defend your Empire and knock out your opponents. You can win or lose the game in the financial world or on the world map.

GAME MATERIAL

The game consists of the following general materials:
- 1 World map gameboard
- Currency as follows:
  - 25 pcs 1 billion dollars
  - 25 pcs 5 billion dollars
  - 35 pcs 10 billion dollars
  - 25 pcs 50 billion dollars
  - 15 pcs 100 billion dollars
- 65 Colony certificates
- 53 Partner certificates
- 14 Loan certificates in 3 different denominations
- 4 dices in 2 different colours

List of materials for each player (the game includes 4 sets each in 4 different colours):
- 1 President for the outer country ring
- 2 Home bases = wooden crown

Cardboard tiles:
- 5 Army bases = tile looking as a fortress
- 3 Factories = tile looking as a factory
- 4 Cargo ships = tile looking as a cargo ship
- 2 Destroyers (marked with 1 turret, can be hit once before sinking)
- 1 Cruiser (marked with 2 turrets, can be hit twice before sinking)
- 1 Battleship (marked with 3 turrets, can be hit three times before sinking)
- 7 Mobile units for transporting Armies and Factories = tile looking like a lorry
- 13 Panzer divisions = till looking like a panzer
- Armies as follows (in total 52 armies to use in the game and 12 tiles/ 24 armies as extras
  5 pcs tiles representing 1 army + 4 extra as exchange armies (not to be handed out at the start of the game)
  4 pcs tiles representing 2 armies + 4 extra as exchange armies (not to be handed out at the start of the game)
  4 pcs tiles representing 3 armies + 4 extra as exchange armies (not to be handed out at the start of the game)
  3 pcs tiles representing 4 armies
  3 pcs tiles representing 5 armies
- 5 blank tiles in reserve in case some of the above gets lost

List of materials, prices, and features:

Material	Purchase price	Repairs	Produced and features	Moves and fights
President	Free	-	1 received at start	Moves on the outer gameboard and with 1 dice but double the number shown (double speed). Does not fight
Home Base	Free	-	2 received at start	Cannot be moved. Destroyed if unprotected and enemy is at adjacent square.
Army Base	First base for free. Additional depending on country where built	-	1 received at start. Rest built if min 2 Armies stays on a square for 1 turn. Requires 2 Armies to function (these can be shared with a Factory). Only Base in home country can train Armies. Can be left empty.	Cannot be moved. Destroyed if unprotected and enemy is at adjacent square.
Factory	First one for free. Then 40.000 when bought and additional 30.000 when erected	-	Built in a factory and transported to destiny by Cargo ship or Mobile unit. Erected by min 2 Armies staying on a square for 1 turn. Requires 2 Armies to function (can be shared with an Army Base). Builds everything except Armies. Can be left empty.	Cannot be moved when finally built. Destroyed if unprotected and enemy is at adjacent square.
Cargo ship	20.000	-	Built in a Factory. Load capacity, see 1*	Moves with 1 dice. Destroyed if unprotected and enemy is at adjacent square.
Mobile unit	5.000	-	Built in a Factory. Load capacity, see 2*	Moves with 1 dice and does not require Armies to move around. Destroyed if unprotected and enemy is at adjacent square.
Destroyer (warship with 1 turret)	30.000	-	Built in a Factory	Moves with 1 dice. Fights with 2 dices, higher number counts. Is destroyed after 1 hit.
Cruiser (warship with 2 turrets)	60.000	10.000 per damage. Requires 1 turn stayover in Military Base	Built in a Factory	Moves with 1 dice. Fights with 2 dices and higher number counts. Needs 2 hits to sink.
Battleship (warship with 3 turrets)	120.000	10.000 per damage. Requires 1 turn stayover in Military Base	Built in a Factory. Paid in front but build takes 1 turn	Moves with 1 dice. Fights with 2 dices, and higher number counts. Needs 3 hits to sink.
Panzer division	25.000	-	Built in a Factory	Moves with 1 dice. Fights with 2 dices, higher number counts. Is destroyed after 1 hit.
Army	2.000	-	Trained in an Army Base in the 2 Home countries where the 2 Home Bases are situated	Moves half speed: 1-2 on dice = 1 3-4 on dice = 2 5-6 on dice = 3 Fights with 1 dice Is destroyed after 1 hit.

1*) Cargo ship can carry materials as follows:
Max 10 Armies and 2 Mobile units/Panzer divisions. Mobile units can be replaced by Panzer division 1 to 1. Army loading capacity can be changed to Mobile unit or Panzer division cargo so that 2 Armies replace 1 Mobile unit or Panzer division (= can transport max 5+2=7 panzer divisions). Factory resembles 5 Armies in load capacity.

2*) Mobile unit can carry material as follows:
Maximum of 5 Armies or 1 Factory

The game equipment includes some extra Army tiles not to be used as such in the game. They are to be used in situations when an Army tile of e.g., 5 need to be changed to 4 (after loss in a battle) or split in smaller units. This can be done at any time during the game. Also, not yet trained (purchased) Armies or lost Armies can be used for the same purpose as long as total available number of Armies in the game is not increased.

One Army, Panzer Division or Destroyer is removed from the board immediately when they lose a battle. A Cruiser ship can be hit twice and a Battleship 3 times before they sink and are to be removed from the board. Cruisers and Battleships can be repaired at an Army Base and the ships must stay over 1 round and the repair sum must be paid in advance. During battle make a note on a piece of paper which ship has been hit and how many times.

Army Base, Factory, Mobile Unit and Cargo ship is destroyed and shall be removed from the board if the enemy is at the adjacent square and there are no own Armies, Panzer divisions, or military vessels to protect them. A Cargo ship that has landed on the shore is protected by Armies or Panzer division on the same square if attacked from land but is NOT protected if attacked from the sea. A cargo ship at sea can be destroyed by enemy Armies or Panzer division.

Military vessels and Panzer divisions fight using 2 dices thrown simultaneously. The higher number counts. Armies fight using 1 dice. If in a battle equally high number is thrown by both parties, no one loses anything, and the battle can continue or either party can move (see “BATTLE”).

You do not have to move your equipment the full number of steps the dice shows. You do not have to move even if you already have thrown the dice.
You can move cross squares as well as sideways or up or down as long as there is land or water on the squares depending on if you move on land or on water.

Everyone is at all times allowed to know everything about the other players money situation, Colony- and Partner certificates, positioning of military equipment etc. The spy network is good in this game.

START OF THE GAME

The game is best suited for 2 **or** 4 players. If there are 4 players, it can pay to immediately decide that 2 plays against 2 in an alliance that cannot be broken. You win or lose together. The game starts by each player doing the following:

- Place the President at money pit number 1
- Take 550,000 from the bank as starting capital
- Select a Home Country number 1 where you place a Home Base, and a Home Country number 2 where you place a second Home Base so that the distance between the Home Bases is at least 10 steps with 2 players, 8 steps with 3 players and 6 steps with 4 players. If there is water between the Home Bases so that a transport by Cargo Ship must take place, the distance between the Home Bases shall be a total of land and water steps at least 6, 5, or 4 depending on the number of players (2, 3, or 4).
- Pay the Bank what the Colony Certificate for the 2 Home Countries indicates.
- Take a Factory and an Army Base for free and place them in the Home Country number 1.

You can decide that the person who rolls the highest number on the dice starts the game, and the game goes on to the one sitting on the left.

NOTE: It is certainly good to try to place the Home Countries so that the entire world map is put into use.

You can **normally start** or **quick start** the game.
Normal start means that each player shall conquer their colonies themselves with Armies or Panzer Divisions. You can also **quick start** the game if you want to speed up the game. Then you continue as follows:

- Each player is allowed to select at a maximum, with the home countries included, 16 Colony Certificate points with 2 players, 14 with 3 players and 10 with 4 players and pay for them. In this version of the game, the Colonies must not be "strategically placed" in relation to the areas of your opponents. For example, if someone has Sweden as their home country, an opponent cannot choose Norway as their Colony.
- Deploy the minimum number of Armies or Panzer Divisions needed to retain the Colony Certificates and pay for them.
- Buy Factories and Army Bases of your choice and place them, but not in strategic locations such as Egypt if your opponent has their home countries in the south part of Africa.

Extra option: To really get the game going, you can decide that players get a larger amount of money right at the start of the game: 2 players = 150,000 extra/3 players: 100,000 extras. No extra money if 4 players in the game.

YOUR TURN

Now the dice turns to you, and your game turn is about to begin.
You start by moving your President on the outer gameboard. They move with 1 dice but double that number (double speed).

You handle the matters that apply depending on where your President came; Request money from the bank, lift loans, pay rents and fees. All according to the principle of "Income first and then expenses".

- You can purchase a maximum of 8 points of Partner certificate per game lap.
- You buy the war materials you planned to buy

REMEMBER to do all this now, because once you've started moving your war material on the world map, you can no longer handle the President's duties listed above. If you miss something here, it can lead to your downfall.

Now you can start moving your war material on the world map. You make ALL movements first on all sides of the world map, and finally you start fighting with your enemies if you get to an adjacent square (see details of how to fight under the "BATTLE" section).

Once you start fighting, you cannot move anything that is not involved with the battles in question.

When all battles are completed, you take in possession the Colony Certificates of possible Colonies you have conquered or give them to the bank if you have lost them, give the bank possible Partner Certificates that have been conquered and finally you pass the dice on to the following player to your left.

BATTLE

When you get to an adjacent square to your opponent, there will be a battle. North or south, west or east and diagonally applies. You can't go to the same square that your enemy is standing on. You can fight across, for example, the English Channel, from the US to Cuba, from Korea to Japan as long as the enemy is on an adjacent square. The battle begins only after the player whose game turn is underway, has made all his movements on the entire world map.

You fight by throwing dices. An Army fights separately (one at a time) with one dice. A Panzer Division or a warship fight with 2 dices rolled at the same time, and the higher number applies (not the sum). An Army is immediately removed from the game when it loses. The same goes for a Panzer Division and for a Destroyer (marked with 1 turret). A Cruiser (marked with 2 turrets) can lose once without being destroyed, and a Battleship (marked with 3 turrets) can lose twice without being destroyed. Remember to record on a piece of paper which warship has lost in battle once or twice.

If the highest number on the dices is the same for the units involved in a battlefield, nothing happens, but the battle goes on. You can move after an even throw if you want (see below).

The party attacking is always the player whose turn is underway.
The party attacking must not stop at the nearest adjacent square to the enemy in case of enemy contact but can "walk around" and attack the enemy from the flank if the roll of the dice only allows for this. The one whose game is underway determines where to fight (on which battlefield, a roll of the dice on one battlefield but the following on another battlefield, etc.). If the attacking party is adjacent to opponents who are on several different squares, then it is the attacker who decides against which square they attack.
Each participant decides before the battle with what they are fighting so that the attacker decides first (Army, Panzer Division, or which warship). Only then are the dice thrown. Before the following roll of the dice, the fighting parties are re-determined.

When the dice has been rolled and a battle fought at a battlefield, the person whose game round is in progress must ask the opponent if he wants to move. If he wants, he rolls the dice and move the war material. If he does not want to move, decide if you want to continue the battle in the same place or if you want to move your war material. If you move your opponent can then decide whether to move or not. Anyone who has stood on the adjacent square of a battle is allowed to move. Each party decides, before the dice is thrown, which war material moves. For example, all the material on one square moves with one roll of the dice, Armies (all together or separately as long as there are available Army tiles to use) move with one roll and Panzer

Divisions with another, all Panzer Divisions move with their own roll of the dice, Armies and Mobile units go in different directions with their own rolls of the dice, etc. Everything is possible.

When someone in battle knocks out all the war material on a square, the winner must move at least 1 Army or 1 Panzer Division or a warship to the captured square.

When all battles on all battlefields are completed, you hand over the dice to the following players.

LOAN CERTIFICATES

When it's your turn and as long as you've NOT started moving on the inner game board, you can lift one or more loans from the bank. There are 3 different loans you can lift. With 2 players you can only have one loan per type, but with 3 or 4 players each player can lift Loan Number 1 in total 2 times, and then loan 2 and loan 3 once each. The loan including interest must be repaid when you next come on, or pass, the country square your President is standing on when you lift the loan. Make a note on a piece of paper where you raised the respective loan.

The loans and repayment amounts are:
Loan 1: Loan amount 50,000 + interest 25,000 = Repayment 75,000
Loan 2: Loan amount 50,000 + interest 50,000 = Repayment 100,000
Loan 3: Loan amount 50,000 + interest 75,000 = Repayment 125,000

If you cannot repay the loan when they mature, read more closely what happens under the section "THE GAME ENDS". You can also borrow from your fellow players. Then you make up the loan terms completely as suits you best.

THE MONEY PITS

There are 3 money pits on the outer gameboard. The game starts from Money Pit 1. When you get to the Money Pit or walk past it, you will receive money from the bank provided that you meet certain requirements in terms of minimum number of valid Colony and Partner Points.

Money Pit number/ The bank gives you	No of players	Minimum number of Colony points	Minimum number of Partner points
Nr 1 30.000 plus 2.000 per Partner point	2	12	12
	3	10	10
	4	8	8
Nr 2 50.000	2	16	No requirement
	3	14	No requirement
	4	10	No requirement
Nr 3 90.000	2	22	No requirement
	3	20	No requirement
	4	12	No requirement

Observe that you must have at least 8 Colony Points at the end of each player's round after the first game lap on the outer gameboard has been completed in order not to go under (see "THE GAME ENDS").

COLONY CERTIFICATES

A Colony is a country you conquer by force. You can conquer a Colony with 1 Army or 1 Panzer Division and by simultaneously paying the price of the Colony Certificate to the Bank. You must stay in the country until the next lap to conquer it (you can't just "walk through" the country). The colonies are scored from 1-5 points, and you will need a certain number of Colony points to get money from the bank at the Money Pits (see "MONEY PITS") and at least 8 Colony Points at the end of each player's round during the game after the first game lap on the outer gameboard has been completed, so as not to lose the game (see "THE GAME ENDS").
In order for you to count the country as your Colony (= consider the points on the Colony Certificate and get rental income and

not lose the game), you must have a minimum number of own Armies or Panzer Divisions in the country AND that no enemy Armies or Panzer Divisions are in the country.

If you do not have your own Armies or Panzer Divisions in the country when someone's game turn ends, you must give the Colony Certificate to the Bank (if the colony is empty) or to the opponent who has Armies or Panzer Divisions in the country.

Please note that the land border divides a square in some cases. For example, if Norway and Finland share a square, you must clearly indicate the location of your troops. The square is NOT divided when moving on the gameboard.

Number of military equipment needed to count the colony points to your benefit:

Colony type:	**Minimum military equipment:**
5 points	5 Armies or 3 Armies and 1 Panzer Division
4 points	3 Armies
3 points	2 Armies
2 points	1 Army
1 points	No requirements

The texts on the Colony Certificate mean the following:

Heading on the Certificate:	**Means:**
Purchase price	Cost to conquer the Colony
Army base price	Cost for erecting an Army Base
Rent income	Your opponent will pay you rent if they get on your square on the outer gameboard and the Bank will pay you if you get on this square yourself.
Rent income with base	Same as above, but this rental income applies if you have an Army Base or a Home Base in the country

PARTNER CERTIFICATES

A Partner is a country you have allied yourself with. You can get a Partner by paying the bank the amount required for each Partner. You don't need Armies or Panzer Divisions to acquire or retain a Partner. You can purchase Partner Certificates for a maximum of 8 points during your turn. If you need money, you can sell your Partner Certificates to the bank. Partners are scored from 1-4 points, and you will need a set number of Partner Points to get money from the bank at Money Pit 1 (see "THE MONEY PITS"), and at least 8 Partner Points at Money Pit 1 so as not to lose the game (see "THE GAME ENDS").
In order for you to count the country as your Partner (= consider the points on the Partner Certificate and get rental income and not lose the game), no enemy Armies or Panzer Divisions can be in the country. If, when someone's game turn ends, an opponent has Armies or Panzer Divisions in the country and you don't have, then you must give the Partner Certificate to the Bank and your opponent can take the Colony Certificate from the Bank.
Your opponent can conquer your Partner by entering the country with at least 1 Army or 1 Panzer Division. If you have your own Armies or Panzer Divisions in the country, it costs nothing for your opponent to enter the country, but if a Partner country is without troops, your opponent must pay the bank the amount listed under the heading "To conquer" on the Partner Certificate.
Please note that the land border divides a square in some cases. For example, if Norway and Finland share a square, you must clearly indicate the location of your troops. The square is NOT divided when moving on the gameboard.

The texts of the Partner Certificate mean the following:

Heading on the Partner Certificate:	**Means:**
Purchase price	Cost to you to purchase the Partner Certificate from the bank
Rent income	Your opponent will pay you if they get on your square on the outer gameboard. The holder of the certificate will not be allowed rent income from the bank if they come on the square (see “Option” below)
To conquer	Your opponent will pay this amount to the bank if they conquer your Partner
Keep troops in area	You pay this to the bank for every game round you have Armies or Panzer Divisions in the country
Sales price	You can sell your Partner Certificate to the bank for this price

Option: You can decide that the holder of the Partner Certificate may lift the "Rent income" amount from the bank when they arrive on the Partner square on the outer gameboard. This can be especially good when 4 players participate in the game.

INFORMATION ABOUT THE COUNTRIES AND HOW TO MOVE ON THE BOARD

The way in which countries have been grouped and named is not a political statement. The scoring is based on an assessment of the area's population, industrial importance, raw material availability and the geopolitical location. Naming begins with the country at the top to the north. All decisions have been made with the intention of making the game work in the best possible way.

Below are some clarifications on how certain areas should be considered/treated in the game:

- The Great Lakes between the United States and Canada are an obstacle that must be walked around
- The Panama and Suez Canals can be passed on land without ships, but you have to stay on a canal square until your next turn. The passage through the canal by boat takes place at normal speed. If the country where the canal is located, is someone's Colony, no-one is allowed to pass through the canal without the owner's permission. If the country where the canal is located, is someone's Partner it is allowed to all to pass through the canal with all kinds of war material.
- The islands north of mainland Canada do not count as part of Canada. They're uninhabitable.
- Indonesia, the Philippines, UK-Ireland, Cuba-Haiti and New Zealand consist of 2 islands, but you do not need ships to move between them.
- The passage between the 2 Indonesian islands is navigable by ship even though the passage is narrow.
- Denmark has a small island to the east of the mainland, and it is part of mainland Denmark, and no vessels are needed
- The lake between Russia, Kazakhstan and Iran constitutes an obstacle that must be walked around
- All other sea areas, straits, bays require either walking around them or using vessels
- The land border divides a square in several cases. It is important for everyone to clearly indicate in which country the war material is located if the same square covers many different countries. When moving, the land border does not constitute an obstacle = the gameboard's grid system applies.
- If you are building an Army Base on a narrow land area with coast on both sides (e.g., Japan, Central America, etc.), you must clearly indicate on which coast the base is situated.

It is important always to observe if it is possible to move as you intended. If you are on land, there must be land connecting the squares, and if you move on the sea, there must be water on all the squares you move on. You cannot move diagonally if the cross between the squares is exactly on the coast.

PACTS AND AGREEMENTS

The game tries to be as realistic as possible. Therefore, it is possible to enter into almost any type of agreement that you may come to think of. It is possible to borrow money with or without interest, give money, not demand rent, allow co-players war material in your area or in your bases, and so on.
You can agree that not yet purchased war material can be taken over by the Allied (does not apply to Armies). Then the war material is built in the Allied Factories and moved by the receiving party to its own base to stand over during one round, after which the war material is fully usable.
However, remember that an agreement is an agreement, and these cannot be broken under any circumstances.

THE GAME ENDS

The game can end in many ways:

- Either of your Home Bases is conquered: If, when someone's turn is completed, you have enemy Armies or Panzer Divisions in one of your Home bases, you have lost the game. All your war material in adjacent squares must have been destroyed.
- When you lose your last Army: No country can do without Armies, so when you lose your last Army, you have lost the game.
- Whenever during the game after the first game lap on the outer gameboard has been completed, you have under 8 valid Colony Points, when someone's game turn ends.

- When you have under 8 valid Partner Points at Money Pit 1.
- When you are unable to pay rent or repay your loan.

If someone conquers one of your Home bases, defeats your last Army, or makes sure you don't have the minimum number of valid Colony Points when the game turn ends, they are considered a **clear conqueror**. Then the following will happen:

- All Partner Certificates are handed over to the bank, but you have the pre-emption right in one round (= the right to buy them before others can buy them during one round).
- All Colony Certificates will be yours under 2 rounds after which they go to the bank if you do not have Armies or Panzer Divisions in the country.
- All available money goes to you (possible loans mature as worthless and become unpaid)
- All Factories, Army Bases, Panzer Divisions, Transport Divisions, Cargo Ships and Warships on the gameboard belong to you, BUT they are vulnerable for some time which means that they are destroyed without a fight if an enemy comes to the adjacent square and there are no defending Armies or other war material for protection. During your next round, you must start moving the material to your own Army Base or Factory and let them stand over for one round. After that, they are usable. A Factory or Army Base (which cannot be moved) must have at least 2 Armies in them during one round to restore them to your use.

If a clear conqueror cannot be appointed, the following occurs:

- If the loser owes a fellow player money, they may withdraw what money the loser possibly has or as unbuilt war material the loser has left (Factory, Army Base, Panzer Divisions, Mobile units, different types of ships). They can build them in their own factory, but they must stand over one round.
- All other property goes to the bank with instantaneous effect.

The inventor of the game hopes that all players still are friends when the game ends. You can always ask for a rematch and hope for better luck!

Development ideas are welcome by email at magnus.segercrantz@gmail.com

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