ASCII EMPIRE

EMPIRE NAME: ____________ PLAYER: ____________ DATE: ________ EMBLEM:

MAP LEGEND

} {	Water	Cannot cross w/o Sailing nor build
.	Plains	No building restrictions
.	Mountains	Ø to build
B	Barbarians	Raid for O
*	Ore deposit	Needed to construct Mines

BUILDINGS

Activation

6	#	M	S	G	F
5		M	S	G	F
4			S	G	F
3				G	F
2					F

[ ] Level I

- Farm (8) — / Population
- Mine (8) — O Gold

[ ] Level II

- School (12) — S Science
- Garrison (12) — M Military (/ => X)

[!] Level III

- Colony (Opponent's sheet only) Activate buildings as if yours; Opponent: :(— Your emblem ^^
- Palace (24) (max 1) Does not activate — @

POPULATION

Groups: [X] to Build +4 / SS / CC

/ / / [ ] [ ] [ ] [ ] [ ] [ ] ! [ ]

GOLD

O O O … !

Ø ±1 die result ØØØ Hire / ØØØØØ

S/M/C :)

SCIENCE

Philosophy: C C C C C C !

Engineering: O O !

O O O O

[ ] Irrigation (Protection from drought)

[ ] Sailing (Overseas reach)

[ ] Walls (+1 Power, defence)

[ ] Iron (+1 Power, attack)

O … !

MILITARY

Armies: [X] to Attack/Defend

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] ! [ ]

If Attack - Defence =
1 :(Ø/O 2+ Build/Raze Colony

TURN STRUCTURE

1. DICE Roll 5 dice
2. DIPLOMACY Pay Ø x no. players: reroll any dice
3. DISASTERS Reroll 1s and resolve. Repeat if needed

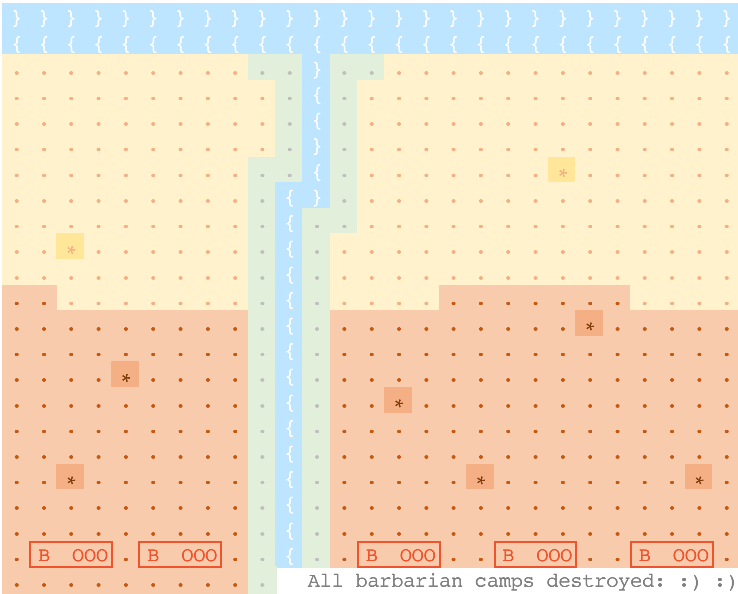
1				Drought (if no Irri-
2				gation) -// or :(
3			C	Raid (if Barbarians)
4			C	Defend 1 or :(ØØØ
5			C	Revolt (if :(> :))
6			C	Defend 1, :(or -Bld

4. DEVELOPMENT Build/ Activate/Trade/Culture
5. DEPLOYMENT Military actions

ANYTIME

Taxation :(-> OO

Conscription :(-// -> MM



TRADE

						You	Opponents w/ reach
			5+	6+	—	:) OOO S	O
		4+	5+	6+	—	:) OOO SS	OS
	3+	4+	5+	6+	—	:) OOO C	OC
2+	3+	4+	5+	6+	—	:) OOO CC	OC
2+	3+	4+	5+	6+	—	:) OOO CC	OC

—caravans—> !

CULTURE

			5	5	4	6	— 15
	2	3	4	5	5	6	— 20
3	3	5	2	4	6	5	— 30
4	5	4	5	6	5	6	— 35
/	O	/	O	S	:)	:)	
O	O	S	S	:)	:)	:)	

!

HAPPINESS

:)	0	4	8	12	16	20	24	30	42	60	80
:(	0	2	4	8	12	16	20	24	30	40	50

SCORING

Farms	______	x2	= ______
Mines	______	x2	= ______
Schools	______	x4	= ______
Garrisons	______	x4	= ______
Colonies	______	x7	= ______
Palace	______	x36	= ______
Gold	______	x1	= ______
Armies	______	x3	= ______
Mastery (!)	______	x21	= ______
Culture			= ______
Happiness - Unhappiness			= ______
		TOTAL	

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