



1P



20-30M



12+

3 9  
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# EMPIRE

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AT THE TURN OF THE CENTURY, BUILD YOUR SOLO INDUSTRIAL EMPIRE BY CONSTRUCTING FACTORIES, HIRING WORKERS, PRODUCING GOODS AND SELLING THEM FOR A PROFIT. HOW RICH WILL YOU BE WHEN YOU RETIRE?

## Components

1 Central Factory Card



6 Building Cards

1 Market Card



1 Years/Profit Card

7 dice to track workers (Worker Dice)

1 die to track The Market (Market Die)

1 die to track Managers (Managers Die)











9 cubes as tracking markers






## Goal of the Game

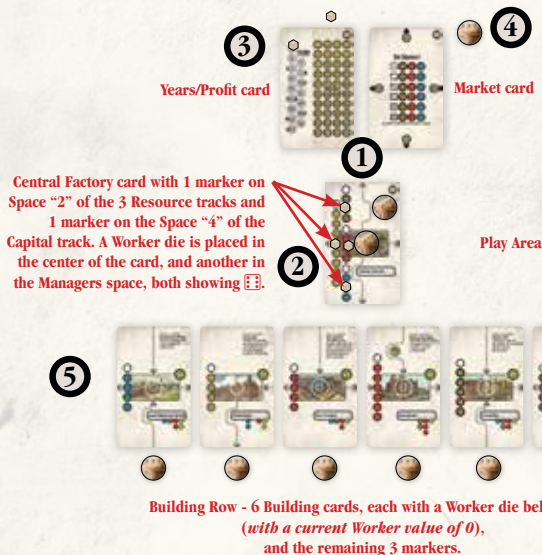
Create a solo manufacturing empire in 30 years (16 turns) by building factories, producing **Capital** (yellow circle), **Materials** (red circle), **Commodities** (orange circle), and **Goods** (blue circle), and earn as much Profit as you can.




## Setup

1. Place the Central Factory card in front of you and the Years/Profit and Market (Side A for Basic Game, Side B for Advanced Game) cards to one side. Leave room around the Central Factory card to place other Building cards during the game.  
2. Place 1 marker each on the Spaces marked “2” on the 3    Resource tracks of the Central Factory, 1 marker on the Space marked “4” on the  Capital track, 1 Worker die showing a  on the center of the card, and the Managers die on the Managers space, also showing a .

3. Place 1 marker on the Space marked “0” on the Years in Business track and 1 marker near the Profit track.
4. Place a die near the Market card as the Market die.
5. Shuffle the 6 Building cards then flip half of them over. Deal the cards out in a **Building Row** to one side. The row of building cards should have at least 1 of each of these Resource tracks:  Materials,  Commodities, and  Goods.  
If the row does not, beginning from the leftmost card, flip a card over to its other side and check the new Resource track (keeping the original side face up if the track on the “back” is already one of those displayed) to see if all 3 Resource tracks are now displayed at least once each, among the 6 Building cards. **These cards must stay in the order dealt.**
6. Place the remaining 3 markers and 6 Worker dice below the line of Building cards.

### Example Setup



All three types of resources  
Materials , Commodities  and Goods   
appear on the six cards in the Building Row.


## Phases of a turn







Each turn consists of three phases:


1. Set the Market
2. Take Your Actions
3. Upkeep/Record Time Passed

### Phase 1. Set the Market

Roll the Market die and place it next to the Market. The die result will match the die face depicted beside one of the rows on the Market card. This row shows the number of Resource units you will need to sell to gain 1 Capital or Profit unit per each Resource type during this turn in Phase 2.



In this example, if a  is rolled on the Market die: For every 2 units of  *Commodities* or  *Materials* sold, you would gain 1 unit of  *Capital* (or *Profit*). For every 1 unit of  *Goods* sold you would gain 1 unit of  *Capital* (or *Profit*).

If using the  side of the Market card you may sell units of *Capital* to gain units of *Profit*.

### Phase 2. Take Your Actions

You may now take up to 4 actions, **once each, in the order listed below, though you may skip any action in the series (ex. - A, (skip B), C, D):** **A. Sell Resources and/or Capital for Profit; B. Hire and/or Move Workers; C. Build a Building and Trigger an Event; D. Produce Resources and/or Capital.**

Your 1st action is free,  
the 2nd action will cost 1 Capital unit,  
the 3rd action will cost 2 Capital units,  
and the 4th action will cost 4 Capital units.  
Record this on your Capital track as you pay.



## Anatomy of a Building Card

Event when a card to its left is built in the Building Row.

Profit award at game end if building is built and fully staffed.

Railway track showing direction. Railways are used to move workers from one building to another along the one-way paths.

Resource track.

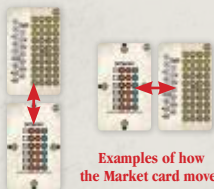
Number of workers needed to staff building and produce resources (Staffing Requirement die icon).

Name of building and cost to build (in Resources and Capital).



## Recording Profit

When recording Profit above a value of 40 units, place the Market card adjacent to Years/Profit, with the arrow and multiple of 40 pointing towards the card. You may record a value up to 200 units this way.



Examples of how the Market card moves



A value of 40  
A value of 80  
A value of 120  
A value of 160

### A. Sell Resources and/or Capital for Profit:

Referencing the Market die value rolled at the beginning of your turn, you may sell Resources at the market values shown in the row for Profit. If using the B side of the Market card you may also sell units of Capital to gain units of Profit.



In this example, if a 1 is rolled on the Market die:

For every 2 units of *Commodities* or *Materials* sold, you would gain 1 unit of *Capital* (or *Profit*). For every 1 unit of *Goods* sold you would gain 1 unit of *Capital* (or *Profit*).

*If using the B side of the Market card you may sell units of Capital to gain units of Profit.*

You may sell as many units as you wish to. For each unit sold, record this on the Capital/Resource tracks on your Buildings by moving the markers down accordingly. If you sell all of your units on a given track, move the marker to the empty circle shown adjacent to the track. If a market value is “-” (Side B of the Market card) then this Resource is not desired during this turn and you cannot sell any of this type.

Record all Capital or Profit gained on their respective tracks.

**Capital functions in two ways in the game, it is a Resource like Materials, Commodities, and Goods, but it can also be sold or turned into Profit. You cannot ever use Profit to build Buildings, so you must decide during this action if you will record any gains as Capital or Profit.**

### B. Hire and/or Move Workers:


Rotate a Worker die on 1 Building up by 1, showing you have hired a new worker. Each Worker die is limited to 6 workers. **And/or** additionally, you may also subtract any amount on one die and add it to an adjacent Building card's Worker die if the source card has a one-way railway connecting to the destination card in the correct direction.

### C. Build a Building and Trigger an Event:

Pay the cost as shown in Resources and Capital on 1 of the Building cards available in the Building Row, and place this card adjacent to an existing building in your Play area. The cost should be tracked among the Central Factory card and your other Building cards in your play area, subtracting the units from any Resource and Capital tracks.

**Note:** Temporarily leave the gap in the Building Row to reference the Event text at the end of this action.

When built, a Building card must always be placed adjacent to one or more previously built Building cards, following the one-way railway path indicated on the cards. You may not place a card if the adjoining path(s) do not go in the same direction, or if a path is not shown on that edge of the card. The card cannot be rotated when placed.

Place a Worker die on the center of the card with the  facing upwards. This denotes opening the building and hiring the first worker. The die value on the card is the number of workers needed to fully staff the factory and begin production. **Production (see action D.) cannot be tracked on this card until fully staffed.**

Place a marker on the empty circle on the Resource track of this card. This marker will track production in this building once it is fully staffed. Note there are fewer markers than the possible number of tracks your buildings may have in the game. If you build a building and do not have another marker to place on the card, you must take a marker from a track on the Central Factory card. **Note: A track on the Central Factory card without a marker will no longer count for action D. Produce Resources and/or Capital. You cannot move the marker back to the Central Factory on a later turn.**

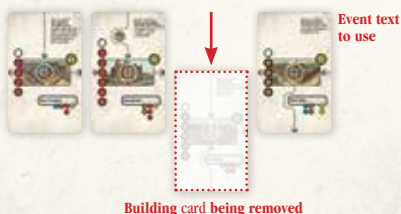
#### Event:

**After the building is built**, reference the Event text shown on the card to the right of the one removed from the Building row.

*(If you are building the last card in the row, reference the first card in the row. If you built the only building remaining in the row, there will be no Event.)*

If the year range on the Event text matches the currently marked year on the Years in Business track, this Event now occurs. Events are marked **(Once)** to remind you that they only occur one time, when as a building is built during the year range shown. Some events note the Event action will take place during the next turn.

Then move all cards in the Building Row to the left to fill in the gap. **These cards must stay in the order dealt.**

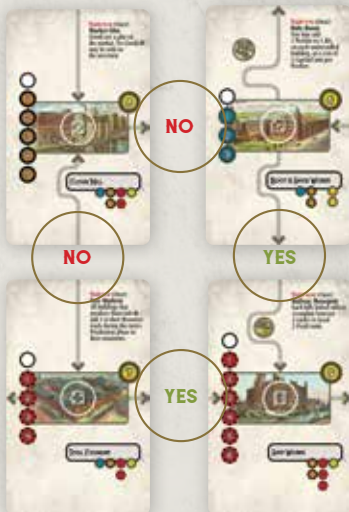




## Placing Building cards next to each other

When built, a Building card must always be placed adjacent to a previously built Building card following the one-way railway path indicated on the card.

You cannot place a card if the adjoining paths do not go in the same direction, or if a path is not shown on that edge of the card.



## Events



If you choose to build the 2nd card in the row, the 3rd card's Event will take place if the years marked match the current year.

If you choose to build the 5th card in the row, the 1st card's Event will take place if the years marked match the current year.

If you choose to build the only card in the row. No Events take place.



#### D. Produce Resources and/or Capital:

For each building that is **fully staffed** (i.e. the die value matches or exceeds the die icon shown on the card), increase the **matching** Resource/Capital track on **every** staffed track among your Building cards. Each track is limited to its maximum value. If your Central Factory is fully staffed, it will thus increase Capital, Commodities, Materials, and Goods 1 step for every fully staffed Building.

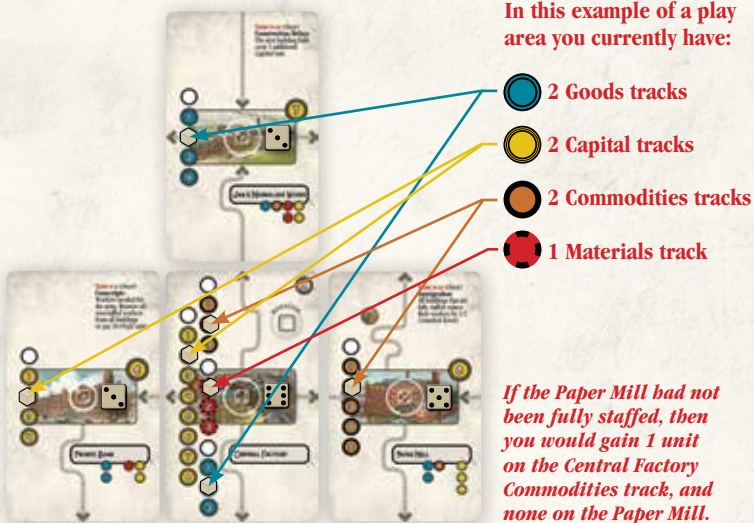
In the example shown below (assuming each building is fully staffed with the die value matching or exceeding the die icon shown on the Building card), you would be able to produce:

2 units of Capital on **each** of your 2 ● Capital tracks

2 units of Goods on **each** of your 2 ● Goods tracks

2 units of Commodities on **each** of your 2 ● Commodities tracks

1 unit of Materials on your 1 ● Materials track




## Managers

The Managers die on the Central Factory card may be used at any time during **2. Take Your Actions** but does not count as one of the official actions.

It can be used only once in each turn of the game.



To use the Managers die, pay Capital equal to the current value of the Market die (*not the Managers die*). You may then:


- Add a 1 Materials, Commodities, or Goods unit to any track **OR**
- Add 1 Worker to any Building **OR**
- Build a Building such that there is no rail connection **at all** (neither complete nor half) between it and the building(s) adjacent to it (*i.e. no arrows between them*). The building is subject to all cost and event rules per **C. Build a Building and Trigger an Event**.

Rotate the Managers die down 1 value after using it. If the Managers die is rotated down from  to 0, remove it from play.

## Phase 3. Upkeep/Record Time Passed

Overstaffing a building can lead to additional costs and to buildings requiring upkeep.

On years 6, 12, 18, 24, and 30 you must pay rising labor costs  for any workers represented by a Worker die whose value exceeds the Staffing Requirement die icon for that building (*do not count the Central Factory during this phase*). For each building with more workers than the staffing requirement (as shown by the die icon) pay Capital equal to 1/2 of the value on the current Market die (rounded down). If you are unable to pay this amount, the Worker die is rotated to .

On years 8, 18, and 26 you must pay for Building Upkeep  and Maintenance (*do not count the Central Factory during this phase*). For each building built, pay a cost of any two Resources shown in the original building cost. You may choose 2 same or 2 different Resources from the cost; you may use Capital. Accordingly reduce the value(s) of matching Resource track(s) among any of your buildings. For each unit of the Resource cost you cannot pay, subtract 1 Profit unit. If you cannot subtract a Profit unit, Profit will remain at 0.

At the end of each turn, move the marker on the Years in Business track forward one space. The game ends after year 30.

## Labor Costs and Building Upkeep

Icon indicating Labor Costs to be paid this year.

Icon indicating Building Upkeep to be paid this year.



The cost to build this building was:  
2 Commodities units  
3 Materials units  
1 Capital unit.

You may choose any combination of these to pay in Resource units for Building Upkeep. For example, 2 Commodities, or 1 Commodity and 1 Capital.



## Game End

The game ends after 30 years (16 turns). Gain the bonus Profit for each Building you have fully staffed (where the Worker die value matches/exceeds the Staffing Requirement die icon on the Building), as depicted in the upper-right corner of the building in the center of the card. Your total Profit is your score.

## Scoring Range

Profit of 0-40£ - You may wish to consider a career in bootblacking.

Profit of 41-80£ - Proprietor

Profit of 81-120£ - Entrepreneur

Profit of 121-160£ - Captain of Industry

Profit of 161£ and above - Titan of Industry



## Actions

You may take up to 4 actions in the game, **once each, in the order listed below**, though you may skip any action in the series (ex. - A, (skip B), C, D).

**A. Sell Resources and/or Capital for Profit**

**B. Hire and/or Move Workers**

**C. Build a Building and Trigger an Event**

**D. Produce Resources and/or Capital**

Your 1st action is free,  
the 2nd action will cost 1 Capital unit,  
the 3rd action will cost 2 Capital units,  
and the 4th action will cost 4 Capital units.

### ACKNOWLEDGMENTS

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