

IMPERIAL SETTLERS

Settlers from four major powers of the world have discovered new lands, with new resources and opportunities. Romans, Barbarians, Egyptians and Japanese all at once move there to expand the boundaries of their empires. They build new buildings to strengthen their economy, they found mines and fields to gather resources, and they build barracks and training grounds to train soldiers. Soon after they discover that this land is far too small for everybody, then the war begins...

IMPERIAL SETTLERS is a card game that lets player lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

The core mechanism of **IMPERIAL SETTLERS** is based on basic concept of 51st State.



- **NEW GAME BY IGNACY TRZEWICZEK,**
- **EASY RULES, HIGH REPLAYABILITY,**
- **VERY ENGAGING AND ADDICTIVE.**

Art.No.: IS062014

Box size: 295x295x70m

Weight: 1200 g

Quantity/Case: 6

No. of players: 1-4

Playing time: 45-90 min.

Min. age: 10

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Box content:

220 cards:

- 30 Barbarian cards
- 30 Japanese cards
- 30 Roman cards
- 30 Egyptian cards
- 84 Common cards
- 16 Attack cards

136 Resource markers:

- 32 Food
- 32 Stone
- 32 Wood
- 40 Workers

63 tokens:

- 18 Raze tokens
- 10 Defense tokens
- 24 Gold tokens
- 6 Multiplier tokens
- 1 First player token
- 4 Egyptian special tokens
- 1 Score board
- 1 Round marker
- 4 Faction markers
- 4 Faction boards