

Tempus Imperium

By Chris Anderson v1.6

1 Player
30 Minutes
Ages 10+

Tempus Imperium is a solo game that works similarly to a roll and write. The difference is that you don't need any dice. Instead, you will use the date and time to setup the board and determine your actions for the game. That means that every minute for the next century is a new setup.

In Tempus Imperium you will use your small starting funds and buildings to grow your empire. You must make roads to connect to resources, build different buildings to gain gold and defeat enemies, and dig to expand lakes to make your empire more impressive.

The date and time you use to setup the game will determine what action you can use for free each turn, but you can always pay to use whatever action you like. So a strong economy is important.

Layout

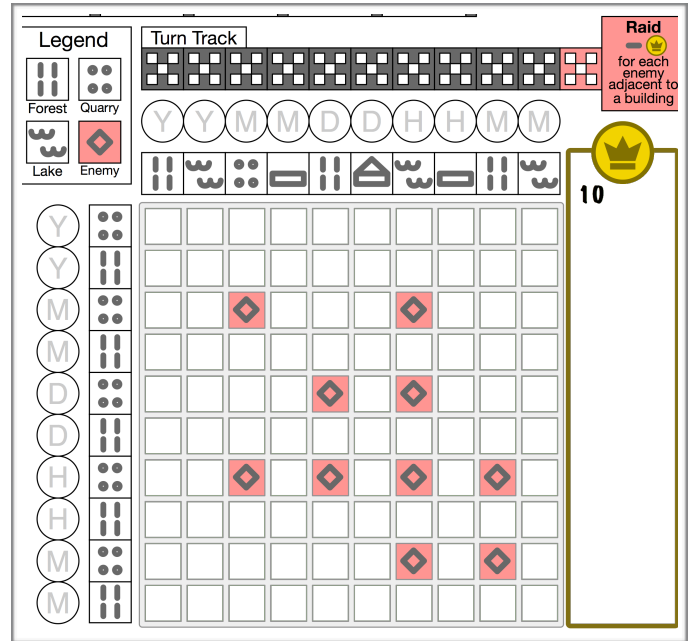
The action section shows you what numbers correspond to each action.

Any Action	1-2 Road	3-4 Dig		
5-9 Build	Farm	Market	Fort	Castle
0 Use	+ Gold	+ Gold for each connected Farm	+ Gold for each connected enemy	+ Gold for each connected Fort & Market

The scoring section reminds you what you will score points for at the end of the game and lets you total your score.

Scoring	
___	Castles : 10VP each
___	Markets/Forts : 5VP each
___	Farms : 2VP each
___	Longest Road : 1VP/ Section
___	Lakes : VP=Spaces x Adjacent Buildings
___	Gold : 1VP/5 Gold
___	Enemies : -10VP each
___	Total

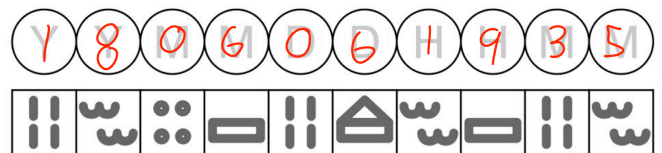
The turn track has squares you will fill in each turn and a raid space at the end of each round. The grid is where you will draw all of your roads, buildings, and lakes. The treasury keeps track of your gold. You start the game with 10 gold.



Setup

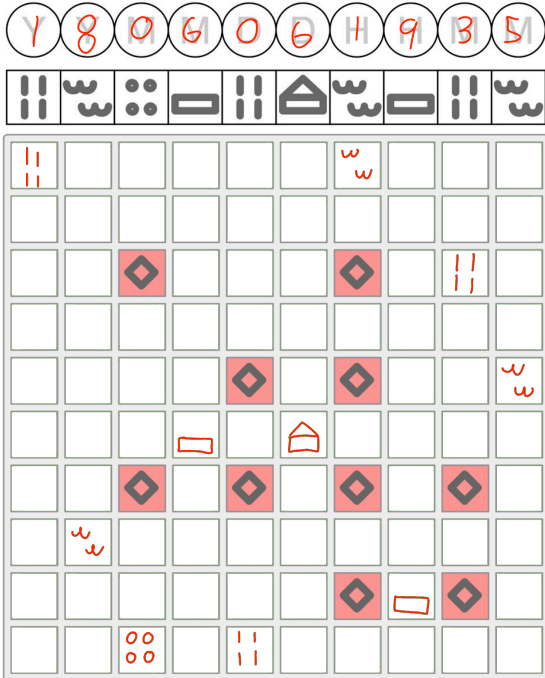
On the top and side of the grid you will see circles labeled YYMMDDHHMM. This is where you will write in the day and time for setup. Use the last 2 digits of the year and for the hours use 24 hour time.

Example: June 6, 2018 7:35pm would be

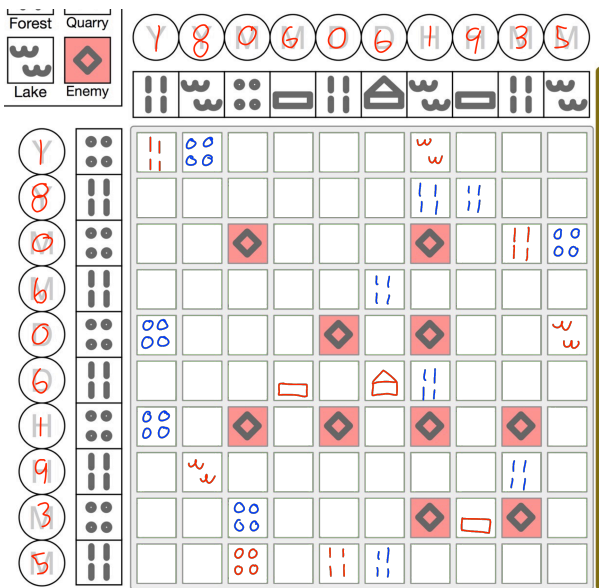


Remember that midnight is 00:00.

Once you fill in the date and time you will use those numbers to setup the board. Under each circle for the day and time at the top of the grid is a square with a symbol in it. These symbols represent lakes, forests, quarries, farms, and markets. For each column count down the squares until you get the number above that column. Draw that column's symbol in that square. 0 is the last square.



Once you have drawn the icons in each of the 10 columns you will do the same for the rows based on the icons to the left of the grid. If the square you should draw in is already filled, draw in the next empty square in that row. If you get to the end start back at the beginning of the same row.

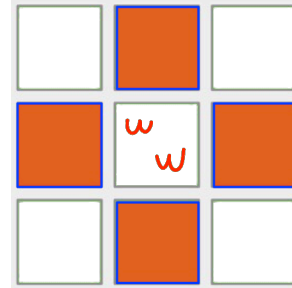


Once you have drawn the icons for all ten columns and all ten rows, you are ready to play.

Adjacent and Connected

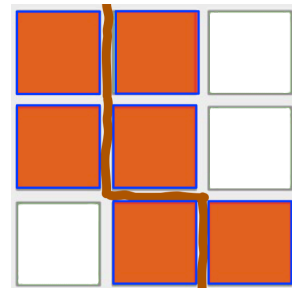
Adjacent means 2 squares share an edge.

The 4 red squares are adjacent to the lake square.



Connected means a road goes from the edge of one square to the edge of another.

The 6 red squares are all connected by the road.



Gameplay

The game plays in 5 rounds. In each round you will get 10 turns. Each turn is tied to one of the numbers you filled in for the date and time.

The first turn of a round will be the first year digit, the second turn will be the second year digit and so on.

Each turn you will fill in one of the 5 boxes over that digit.

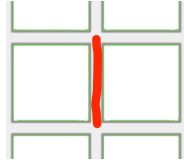
Then choose one of the following options.

1. Do nothing.
2. Perform the action based on the current turn's number.
3. Pay 2 gold from your treasury and perform any action, you will still need to pay any other costs for the action.

Actions

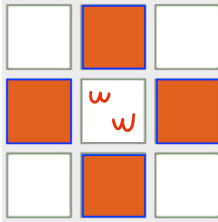
1-2 Road

Draw a section of road between 2 squares.



3-4 Dig

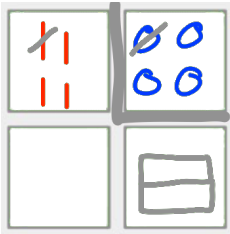
Draw a lake in an empty square adjacent to a lake square.



5-9 Build

Pay the required resources and gold shown next to the building. Resources paid must be in a square connected by a road to the square you are building in. To pay resources, cross them out. To pay gold cross out your old amount and write in the new amount.

Then draw the building in the space.



0 Use

Use the ability of one of your buildings. The ability of each building is listed under that building in the actions section. Each building can only be used once each round. When you use a building write the current round number in the building's square so you know that you used it.



Farm

Add one gold to your treasury. The farm does not need to be connected to anything else to be used.

Market

The market adds one gold to your treasury for each farm connected to it by a road.

Fort

The fort destroys one enemy connected to it by a road and adds one gold to your treasury. Cross out the enemy. It no longer counts for raids and will not subtract VP at the end of the game.

Castle

The castle adds two gold to your treasury for each market and fort connected to it by a road.

End of Round and Raid

Raid

After you have had 10 turns, there is a raid from your enemies. You lose 1 gold from your treasury for each enemy that is adjacent to a building. If an enemy is adjacent to more than one building, it only counts once. You can not go below zero gold in your treasury.

After the raid, start a new round and continue. After 5 rounds the game ends.

Scoring

At the end of the game you will score victory points for your buildings, your longest road, your lakes, and your gold. You will lose victory points for any enemies left on the board.

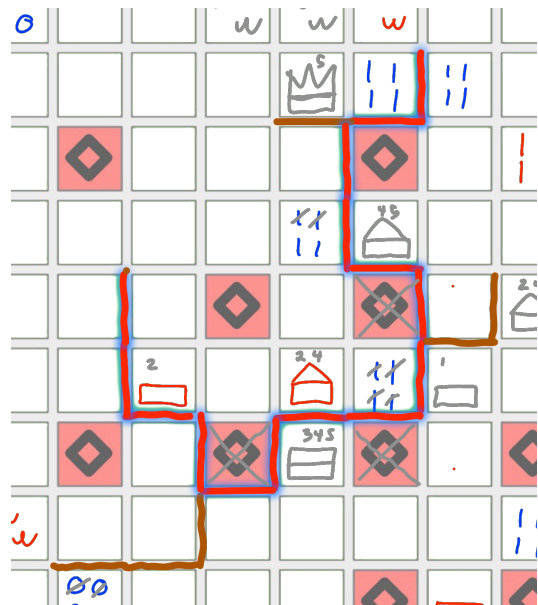
Castles are worth 10VP each.

Markets and Forts are worth 5VP each.

Farms are worth 2VP each.

Your longest road is worth 1VP for every section in it. The longest road is measured in a continuous path, without doubling back on itself or reusing a section. It may cross over itself.

The red road sections below are the longest road. The 15 sections would be worth 15VP.



All lake squares that are adjacent to each other form a single lake. A lake is worth VPs equal to the number of lake squares in it multiplied by the number of buildings adjacent to it.
 The lake below has 6 spaces and 4 adjacent buildings, so it is worth 24 points.



Additional Notes

Roads do not split lakes.

Lakes can be dug across roads and roads can be made through lakes.

Questions or Comments?

Send them to bluecubeboardgames@gmail.com or @BlueCubeBGs on Twitter.

Thanks for playing.

You get 1VP for every 5 gold in your treasury.

Finally, subtract 10VP for each enemy that you did not destroy.

The total is your final score.

Post a picture of your final sheet with #TempusImperium

Tempus Imperium by Chris Anderson

Post your finished game with #TempusImperium.

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5-9 Build	Farm	Market	Fort	Castle
0 Use		for each connected Farm	Destroy a connected enemy	for each connected Fort or Market

- Scoring**
- Castles : 10VP each
 - Markets/Forts : 5VP each
 - Farms : 2VP each
 - Longest Road : 1VP/ Section
 - Lakes : VP=Spaces x Adjacent Buildings
 - Gold : 1VP/5 Gold
 - Enemies : -10VP each
 - Total

Legend

Forest	Quarry
Lake	Enemy

Turn Track

Raid

for each enemy adjacent to a building

10
