

# Coin & Crown



45-60  
MINUTES

2-4 PLAYERS  
AGES 12+



ESCAPE  
VELOCITY  
GAMES

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# COIN & CROWN

## OBJECTIVE

You and up to three opponents compete to control an ancient civilization, vying for power as you amass troops and gain resources to conquer and cultivate as many lands as possible.

Each turn, you will draw 4 coins from your coin purse for income, which can be spent as you see fit. What will you do with your limited wealth? Purchase new investments in the market? Recruit military forces? Construct buildings to improve productivity? Donate to the Church? Enhance your coin draw by exchanging with the Imperial Mint? Reserve money for next year?

It will take careful planning to advance your empire! Every decision you make will matter, with the winner being the player who has the most points by the end of the fifth year.

## ARE YOU READY TO CLAIM VICTORY?

### COMPONENTS

- 96 Market Cards
- 42 Land Cards
- 20 Land Upgrade Cards
- 4 Purple Specialty Cards
- 4 Reference Cards
- 77 Coins
- 4 Coin Purses
- 20 “2 Battle Strength” Troop Tokens
- 20 “1 Battle Strength” Troop Tokens
- 4 Overseas Market Tokens
- 1 Year Track Token



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## SETUP

### Separate the coins into five piles:

Bronze (36), Silver (24), Gold (8), Iron (8) and Start Player (1).

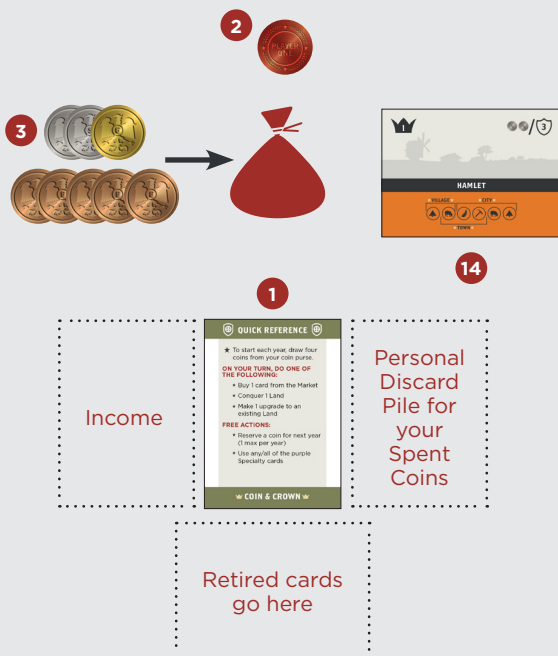
### Separate the cards into nine decks:

Bronze Market (38), Silver Market (34), Gold Market (24), Reference (4), Purple Specialty (4), Hamlets (16), Villages (14), Towns (8) and Cities (4) (Note that the back of each Hamlet, Village and Town card also depicts a City! To help you identify Hamlet, Village and Town cards, you will notice “H,” “V” and “T” on the card backs in the upper right corner.)

1. Give each player one Reference card. Set any extras out of the game.
2. The player who last conquered something becomes the Start Player. Give this player the Start Player coin.
3. Give each player one Coin Purse, along with 5 Bronze coins, 2 Silver coins and 1 Gold coin. Drop these coins inside your Coin Purse.
4. Place the Iron coins off to the side.
5. Place the remaining coins off to the side to form a supply.
6. Place the Year Track, Imperial Mint, Church and Overseas Market face up in a row in the center of the table (or off to the side, if you have table constraints).
7. Place the Year Track Token on “Year 1.”

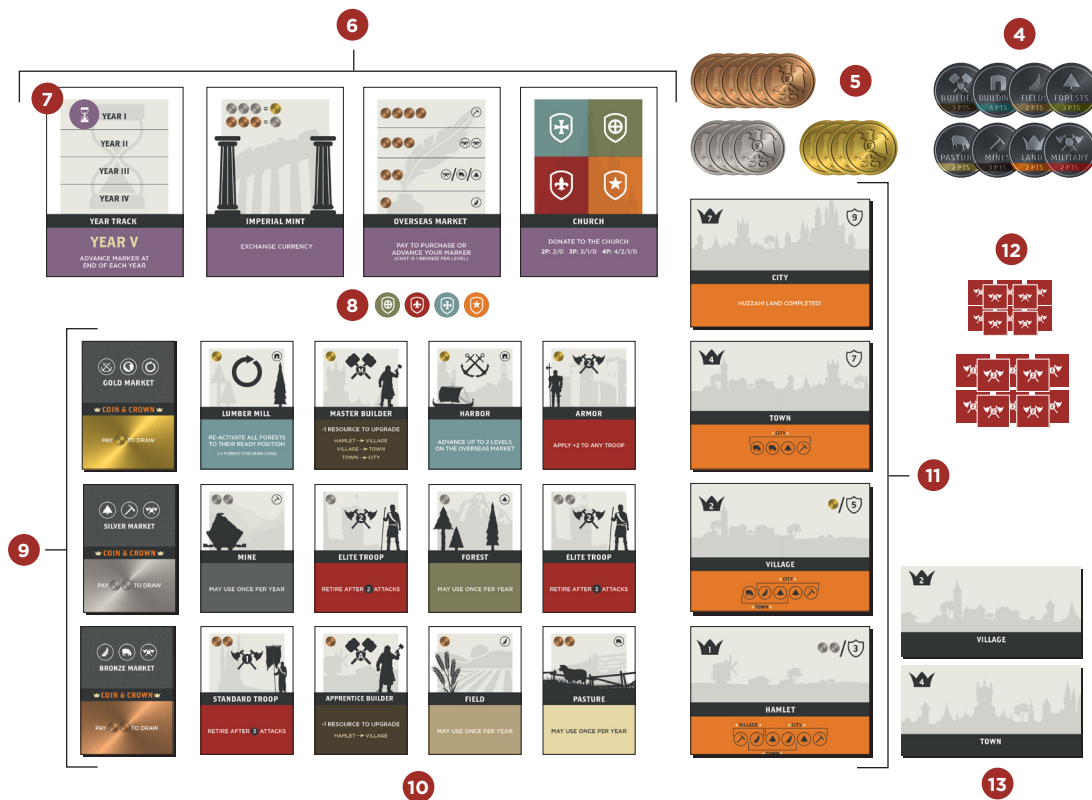
8. Place each player’s Overseas Market token (your token matches your Reference card color) at the base of the Overseas Market.
9. Shuffle the Gold Market, Silver Market and Bronze Market decks separately, and place them below the Year Track face-down in a column known as the Future Market.
10. Flip over cards from each Market deck **equal to the number of players +1** and splay these cards face-up to form a Gold row, Silver row and Bronze row. These rows represent the Current Market.
11. Shuffle each Land deck separately, and place the City, Town, Village and Hamlet decks face-up (with the shield in the upper-right corner showing) beside the Current Market to form a column of Lands. Double check the City deck; there should be only 4 Cities in this deck! If there are more than 4, check the card backs to locate any Hamlets, Villages or Towns and move them face-up to their correct deck.
12. Separate the Troop tokens into “2 Battle Strength” and “1 Battle Strength” and place these off to the side to form a supply.
13. Place the Land Upgrade cards off to the side.
14. Beginning with the Start Player and moving clockwise, each player draws one Hamlet card from the top of the Hamlet deck and places it face-up in their play area. Congratulations, you now own a Hamlet!

Tableau Set Up (Player 1 example)



Place these items in front of you to start play.

Game Play Set Up



## CURRENCY

It is important to understand the currency in this ancient civilization. Currency is made up of Gold, Silver and Bronze coins. Gold is the most valuable, followed by Silver and finally Bronze.

There is a fixed Currency Ratio that players must adhere to throughout play:

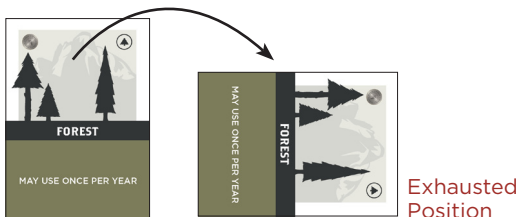


**NOTE: The black Iron coins are special coins awarded to players during the game and are not used as currency.**

## READY CARDS AND EXHAUSTED CARDS

Every card you acquire from the Market comes with an ability that you may use **once per year** (*unless stated otherwise*). Whenever a card is added to your play area, known as your **Tableau**, it should be placed straight up to indicate that the card is **READY**.

After using a card's ability, it must immediately be **EXHAUSTED** by turning it sideways. A card that has been Exhausted may not be used again until it has been turned straight up to the Ready position, which occurs at the end of each year.



Ready Position

Exhausted Position

## THE GAME TAKES PLACE OVER 5 ROUNDS, CALLED YEARS.

To begin each year, all players simultaneously shake their bag to mix up the coins within and then draw 4 coins from their coin purse (*do not peek when drawing*). This is your **INCOME** for the year! **Play then begins with the Start Player.**

## ON YOUR TURN

Your turn consists of performing **ONE** of the following three actions:

- **Buy a card from the Market**
- **Conquer a Land**
- **Upgrade an existing Land**

Additionally on your turn, you may perform these **FREE** actions:

- **Reserve a coin for next year (1 max per year)**
- **Use any/all of the purple Specialty cards (you may use each purple card once per turn)**

Announce your action to your opponents as you perform it. When you are finished, your turn is over and play moves clockwise to your

left neighbor. If on your turn you cannot take an action (*or choose not to*), announce "I pass" and play passes clockwise to your left neighbor. Once you have passed, you are "out" for the remainder of the round. Play continues to move clockwise until ALL players have passed, at which point the year ends.

## BUY A CARD FROM THE MARKET

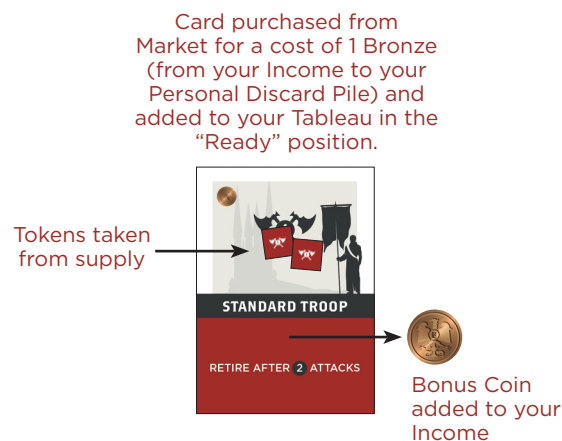
Choosing from the available cards in the Current Market, you may buy one by paying the cost listed in the upper-left corner of the desired card. To buy a card, do the following:

1. Announce the card you are buying.
2. Pay for it by moving the appropriate coin cost from your Income to your Personal Discard Pile to the right of your Quick Reference Card.
3. Pick up the purchased card and add it to your Tableau.
4. If the card you bought has any Bonus Coins on it, you may add these directly to your Income (*Note: to begin play, there are no Bonus Coins on any Market Cards*). You cannot pay for a card in the Current Market by using Bonus Coins that are on the card itself!
5. If the card you are buying is a Troop, check to see how many Attacks that troop is allowed (*this is listed at the bottom of the card in the black circle*) and take that many Troop Tokens from the supply, placing them directly on the Troop card. Standard Troops receive the smaller "1 Battle Strength" Tokens; Elite Troops receive the larger "2 Battle Strength" Tokens.

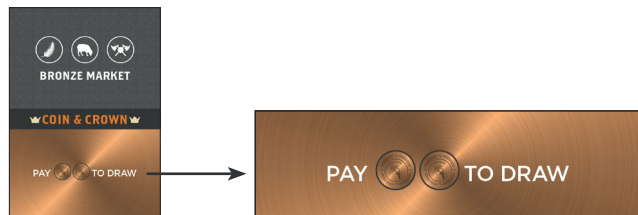
You may pay for a card using whichever coin denomination you wish, so long as it adheres to the Currency Ratio. However, if you "overpay" for a card, you do NOT receive change. Therefore it is in your best interest to pay the exact cost listed.

**A card that is taken from the Market does NOT get immediately replaced by a new card.** This step occurs only at the end of the year (*see "End of Year"*).

**Example:** You purchase a Standard Troop from the Bronze Market and add two "1 Battle Strength" tokens to the card. When purchased, the card had a Bonus Coin on it, which goes directly to your Income



**Pay to Draw** - Rather than buy a card from the Current Market, you may instead opt to purchase the top card from the Future Market. The cost to do so is 2 Bronze to draw from the Bronze deck, 2 Silver to draw from the Silver Deck, or 1 Gold to draw from the Gold deck. You may not peek at a card in the Future Market prior to buying it.

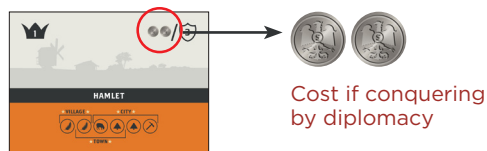


## CONQUER A LAND

In order to reign, you must conquer Lands, which earn you points! The more Lands you conquer, the more points you'll earn. Only the top-facing Land in each deck is available for conquering. There are two ways to conquer these Lands:

- **Conquer by Diplomacy** (*Hamlets and Villages only*)
- **Conquer by Force** (*Hamlets, Villages, Towns or Cities*)

To **conquer by diplomacy**, you must pay the coin cost listed in the upper-right corner of the Land you wish to conquer (Hamlets cost 2 Silver to conquer; Villages cost 1 Gold to conquer). Move the appropriate coin cost from your Income to your Personal Discard Pile, then pick up the conquered Land and add it to your Tableau. You may NOT conquer a Town or City by diplomacy.



To **conquer by force**, your Army must have a **Battle Strength** that equals or exceeds a Land's **Defense Strength**, which is listed on the shield in the upper-right corner of each Land card.



Your Army's Battle Strength begins at 0 to start the game. Military (red) cards add to your Battle Strength. If conquering by force, do the following:

1. Announce the Land you are conquering.
2. Deploy the required Military cards to equal or exceed the Land's Defense Strength:
  - Each Standard Troop increases your Battle Strength by 1
  - Each Elite Troop increases your Battle Strength by 2

- Each Armor increases your Battle Strength by 2
- Each Cavalry increases your Battle Strength by 3

3. After conquering, each Military card you deploy must then be Retired or Exhausted, depending on the specific card (see "Retiring or Exhausting Troops")
4. Pick up the conquered Land and add it to your Tableau, which is worth points equal to the number in the crown in the upper-left corner. Huzzah!

**Retiring or Exhausting Troops** - For each Troop you deploy, you must discard a Battle Strength Token from that card. If no tokens remain on the card, immediately move that Troop to a **Retired Area** below your Quick Reference card, where it remains for the rest of the game and cannot be used again. Otherwise, the card should be turned sideways to indicate that the Troop is Exhausted. Exhausted Troops cannot be deployed for battle!



**Example:** A) You wish to conquer the top-facing Village on the Village Deck. It has a defense strength of 5. You have a Standard Troop (1 Battle Strength), an Elite Troop (2 Battle Strength) and a Cavalry (3 Battle Strength).

B) You choose to deploy your Elite Troop (Exhausting it and removing a Troop Token from it) and your Cavalry (moving it to your Retired Area). Your Standard Troop is not needed to meet the required Defense Strength of 5, so it remains in the Ready position.

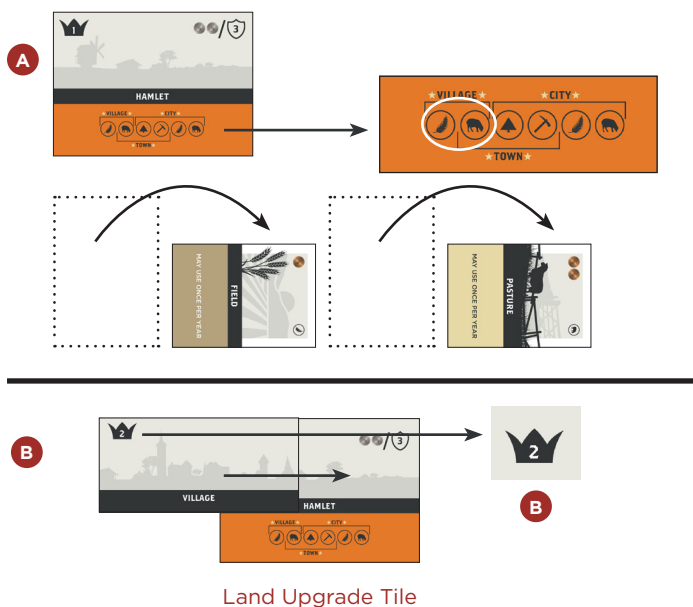
The Village is added to your tableau, scoring you 2 points!

## UPGRADE AN EXISTING LAND

For each Land you own, you have the opportunity to upgrade it to an even greater Land! But to do so, you'll need to dedicate resources (*Wheat, Sheep, Lumber, Ore*). Pay attention to the row of symbols at the base of each Land card. This shows which resources are required to successfully upgrade. You must always upgrade to the next available Land type, beginning with the left-most "bracketed" section (*i.e. Hamlet to Village, Village to Town, Town to City*). You may not "jump" an upgrade step (*for example, you may not upgrade from a Hamlet to a Town; you must upgrade to a Village first, then work toward upgrading to a Town*). To upgrade a Land, do the following:

1. Announce the Land you are upgrading.
2. Exhaust (*turn sideways*) all Resource cards corresponding to the Resource symbols listed on the base of the card within the bracketed section you are upgrading: **1 Field produces 1 Wheat, 1 Pasture produces 1 Sheep, 1 Forest produces 1 Lumber, 1 Mine produces 1 Ore**
3. Update your Land card to show that it has been upgraded:
  - If upgrading from a Hamlet to a Village, take a Land Upgrade Card and place it directly onto the Land card with the "Village" side face-up
  - If upgrading from a Village to a Town, take a Land Upgrade Card and place it directly onto the Land card with the "Town" side face-up. If there is already a Land Upgrade Card in place, simply flip it from the "Village" side to the "Town" side
  - If upgrading from a Town to a City, remove the Land Upgrade Card (*if one exists*) and flip the Land card over to reveal the "City" side

**Your Land is now worth even more points! Huzzah!**



## RESERVE A COIN FOR NEXT YEAR (1 MAX PER YEAR)

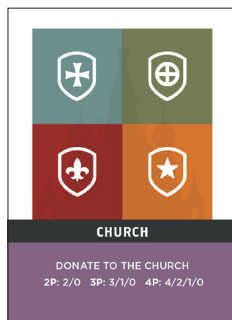
As a free action, you may elect to "reserve" 1 coin of any denomination for next year's Income. Thus, to begin your next year you will have 5 coins in your Income to spend (*4 from your Coin Purse draw + 1 reserved*). To reserve a coin, announce that you are reserving a coin and place it directly on your Coin Purse for next year. **You may reserve a maximum of 1 coin per year.**

## USE ANY/ALL OF THE PURPLE SPECIALTY CARDS

As a FREE action, you may elect to visit the Imperial Mint, Church and Overseas Market each once per turn (*on your turn*).



**Imperial Mint** - If you ever have 3 Bronze or 3 Silver coins of the same denomination in your Income, you may exchange these coins with the Imperial Mint for 1 coin of the next value up. Likewise, if you have 1 Silver or 1 Gold coin, you may exchange this coin with the Imperial Mint for 3 coins of the next value down. To do so, simply exchange the appropriate coins from your Income with coins from the supply pile. **Coins earned through the Imperial Mint become part of your Income for this year.** You may not use coins from your Coin Purse or your Personal Discard Pile toward exchanging.



**Church** - You may make an offering to the Church by taking one or more coins from your Income and placing them on the quadrant matching your Reference Card color. Coins placed on the Church stay there for the rest of the game. At game end, points are awarded to those who donated the most value in coins, according to the points listed at the base of the card (*see "Winning"*). **You must donate at least 1 coin to the Church to be eligible for points from the Church.**

**Example:** A) You upgrade your Hamlet to a Village by Exhausted the two required resources to upgrade it: 1 Field (which gains you 1 wheat) and 1 Pasture (which gain 1 sheep).

B) You take a Land Upgrade Tile from the supply and place it directly onto your card to show that it is now a Village worth 2 points.

You may now work toward upgrading to a Town, which requires 1 Sheep, 1 Lumber and 1 Ore.



**Overseas Market** – Think of the Overseas Market as a way to gain “one-time use” Resources or Troops. You can pay: 1 Bronze coin to gain 1 Wheat; 2 Bronze coins to gain 1 Battle Strength, 1 Sheep or 1 Lumber; 3 Bronze Coins to gain 2 Battle Strength; or 4 Bronze coins to gain 1 Ore. **Coins paid to the Overseas Market are moved to the supply, NOT to your Personal Discard Pile.**

You may then immediately take the reward listed on the track corresponding to the cost paid and apply it to the Land Upgrade action (*if you purchased a Resource*) or Conquer action (*if you purchased Battle Strength*).

**You may only make one purchase from the Overseas Market per turn!**

Optionally, instead of buying from the Overseas Market, you may pay to advance your Overseas Market Token up the track at a cost of 1 Bronze coin per level advancement. You may leave your token at the level you advanced for future redemption or further advancement.

When you are ready to collect your Overseas Market item, it must be from the level corresponding to where your token is at or any item listed lower on the track. After collecting, immediately move your token down to the base of the card.

## IRON COINS

Iron Coins are earned for gaining majority of a particular card type:



Most Fields  
(tan cards)



Most Pastures  
(yellow cards)



Most Forests  
(green cards)



Most Mines  
(grey cards)



Most Military  
(red cards)



Most Buildings  
(blue cards)



Most Builders  
(brown cards)



Most Lands  
(orange cards)

After you acquire ANY card in the game (*Market card or Land card*), check your Tableau to see if you have more of that card type/color than your opponents. If you do, then immediately take the matching Iron Coin and place it in front of you. You retain this Iron Coin until a player collects more of that card type than you. **If a player gains an equal number of cards of that type, you retain the Iron Coin. You only lose possession of an Iron Coin if an opponent collects MORE of that card type.**

*Note: Cards in your Retired Area still count toward the Iron Coin matching that card type/color!*

## END OF YEAR

When all players have passed, the year ends and the following steps must be taken:

1. “Seed” the Current Market by adding 1 Bronze coin from the supply onto every card that remains in the Current Market. These are known as Bonus Coins. Bonus Coins provide extra incentive for a player to purchase these Market cards.
2. If ever 3 Bronze coins exist on a single card, immediately convert these to 1 Silver coin from the supply.
3. Replenish any vacant positions in the Current Market by drawing new cards from the appropriate deck.
4. Check to see if any Iron Coins should change hands. As a reminder, the player with the majority in each card type should control that matching Iron Coin.
5. Turn ALL exhausted cards in your Tableau upright to their Ready position (*cards in your Retired area cannot be used again*).
6. Advance the Year Track Token to the next year. **If you concluded Year 5, the game ends.**
7. Re-assign the Start Player coin for the upcoming year as follows:

- In a **2-Player Game** and **4-Player Game**, the Start Player Token passes clockwise between players for years 1-4. For year 5, the player with the fewest points showing on their Land cards gets the token. If tied, the tied player with the fewest Market cards in their Tableau becomes the Start Player.

- In a **3-Player Game**, the Start Player Token passes clockwise between players for years 1-3. For years 4 and 5, the player with the fewest points showing on their Land cards each year gets the token. If tied, the tied player with the fewest Market cards in their Tableau becomes the Start Player.

**The New Year begins with the new Start Player!**

## NEW YEAR, NEW COIN DRAW

Year 2 begins in the same manner as Year 1, with all players simultaneously drawing 4 coins from their Coin Purse (*shake the bag before drawing and do not peek when drawing*).

If you ever reach into your Coin Purse and it is empty, you must replenish it by taking ALL coins that are in your Personal Discard Pile and transferring them to your Coin Purse. Continue drawing until you have drawn the requisite 4 coins as your Income.

If you ever have fewer than 4 coins in the game, you must draw and play with whatever coins you have as Income.

## GAME END

When players reach the end of Year 5, the game is over. “Seeding” and replenishing the Current Market are not necessary. Instead, players count their points earned to determine who wins!

## WINNING

Points are tallied for each player as follows:

### LANDS



1 point for each Hamlet in your Tableau



2 points for each Village in your Tableau



4 points for each Town in your Tableau



7 points for each City in your Tableau

## CHURCH

Depending on player count, players will score points for donating the most to the Church (in coin value):

**2 Players** – Most: 3

**3 Players** – Most: 3; Second Most: 1

**4 Players** – Most: 4, Second Most: 2, Third Most: 1

*In case of a tie, all tied players receive the listed point value -1 (For example, if two players tie for most in a 3-player game, both players receive 2 points, with Second Most receiving 1 as normal.) You must donate at least 1 coin to the Church to be eligible for points from the Church.*

## IRON COINS

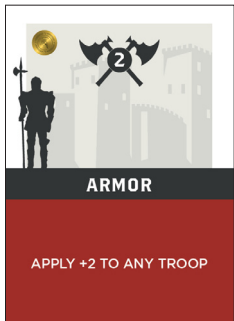
Score points equal to the number listed on each Iron Coin you own at game end.

**The player with the most points wins!**

If tied, the player with the most City cards wins. If still tied, the tied player with the most Town cards wins, then Village cards, then Hamlet cards. If still tied, the player with the most value in coins in their play area (*Coin Purse and Personal Discard Pile*) wins.



# MARKET CARD ALMANAC



## ARMOR

Armor allows you to apply +2 to the Battle Strength of the Troop of your choice. Think of Armor as a card that is worn by a Standard Troop or Elite Troop. Armor by itself cannot be deployed into battle; instead it must always be applied to a Troop. If you have Armor but no Troop to apply it to, then the Armor cannot be used. After being used, Armor must be Exhausted. At the end of the year, return any used Armor cards to their Ready position. You are free to transfer Armor from one Troop to

another Troop; however if the Armor has already been Exhausted, it cannot be used again until the following year when it has been returned to its Ready position. Armor is part of your Military. The owner of the most Military (Standard Troops, Elite Troops, Armor and Cavalry combined, even if Retired) commands the Iron Coin for “Most Military.”



## BARRACKS

The Barracks allows you to re-commission a retired Troop of your choice (including a Troop that was retired on that same year). To re-commission a Troop, it must be in your Retired area. Simply move it back to your Tableau in the Ready position and re-populate it with Troop Tokens from the supply equal to the number listed on the bottom of the card in the black circle. A re-commissioned Troop may be used immediately. After being used, the Barracks must be Exhausted. At the end

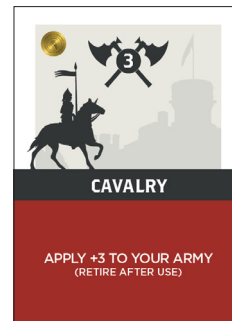
of the year, return the Barracks to its Ready position. The Barracks may NOT be used to re-commission Cavalry. The Barracks is a Building. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll Station and Harbor combined, even if Retired) commands the Iron Coin for “Most Buildings.”



## BUILDER

A Builder allows you to upgrade one of your Lands and pay 1 less resource (Wheat, Sheep, Forest or Ore) of your choice. Think of a

Builder as a “wild” resource. You may use an Apprentice Builder to upgrade from a Hamlet to a Village only. You may use a Skilled Builder to upgrade from a Hamlet to a Village OR from a Village to a Town. You may use a Master Builder to upgrade from a Hamlet to a Village OR from a Village to a Town OR from a Town to a City. You are allowed to use multiple Builders if you have them. After being used, a Builder must be Exhausted. At the end of the year, return any used Builders to their Ready position. The owner of the most Builders (Apprentice, Skilled and Master combined) commands the Iron Coin for “Most Builders.”



## CAVALRY

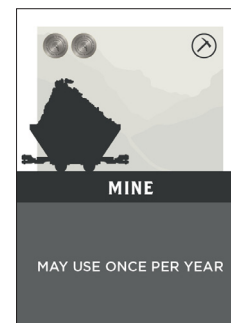
Cavalry allows you to apply +3 to your Army's Battle Strength. The Cavalry may be used by itself or combined with other Military cards to increase your Army's Battle Strength. The Cavalry is a one-time-use card! After being used, Cavalry must immediately be Retired by moving it to your Retired area, where it remains for the rest of the game. The Cavalry is part of your Military. The owner of the most Military (Standard Troops, Elite Troops, Armor and Cavalry combined, even if Retired)

commands the Iron Coin for “Most Military.”



## FIELD/FORREST/ PASTURE/MINE

A Field produces 1 Wheat, a Forest produces 1 Lumber, a Pasture produces 1 Sheep and a Mine produces 1 Ore, each of which can be used toward upgrading your Lands. After being used, the card must be Exhausted. At the end of the year, return any used Fields, Forests, Pastures and Mines to their Ready position. The owner of the most Fields commands the Iron Coin for “Most Fields,” the most Forests commands the Iron Coin for “Most Forests,” the



most Pastures commands the Iron Coin for “Most Pastures,” and the most Mines commands the Iron Coin for “Most Mines.”

# MARKET CARD ALMANAC



## FORTRESS

The Fortress allows you to take an extra action once per year. For example, as your first action, you buy a card from the Market and for your extra action you upgrade a Land. You may take two of the same type of action or two different types of actions. On the final year (Year 5), the Fortress allows you to take 2 extra actions. After being used, the Fortress must be Exhausted. At the end of the year, return the Fortress to its Ready position. The Fortress is a Building. The owner of the most

Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll Station and Harbor combined, even if Retired) commands the Iron Coin for "Most Buildings."



## HARBOR

The Harbor allows you to advance your Overseas Market Token up to 2 levels on the Overseas Market. You may not "split" this advancement between two turns. All other normal rules for the Overseas Market apply. After being used, the Harbor must be Exhausted. At the end of the year, return the Harbor to its Ready position. The Harbor is a Building. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll

Station and Harbor combined, even if Retired) commands the Iron Coin for "Most Buildings."



## LUMBER MILL/ ORE FOUNDRY/ WOOLEN MILL

The Lumber Mill, Ore Foundry and Woolen Mill allow you to re-activate all Forests, Mines and Pastures (respectively) in your Tableau from their Exhausted position to their Ready position.

For example, if you have two Forests that have been used this year to upgrade Lands, you may use the Lumber Mill (turning it to its Exhausted position) to re-activate both Forests (turning them to their Ready position). These Forests may now be used again toward upgrading Lands. Additionally, each of these Buildings gives the player who owns it +1 toward control of its matching Iron Coin



(Lumber Mill gives +1 toward "Most Forests," Ore Foundry gives +1 toward "Most Mines," Woolen Mill gives +1 toward "Most Pastures"). The Lumber Mill, Ore Foundry and Woolen Mill are all Buildings. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll Station and Harbor combined, even if Retired) commands the Iron Coin for "Most Buildings."



## STOREHOUSE

A Storehouse allows you to upgrade from a Hamlet to a Village or from a Village to a Town or from a Town to a City and pay 2 fewer resources of your choice. Think of a Storehouse as 2 "wild" resources, which must be used within the same upgrade action toward the same Land upgrade. You may not "split" resources gained from the Storehouse between two different Land upgrades. The Storehouse is a one-time-use card! After being used, the Storehouse must immediately be Retired by moving it to your Retired area,

where it remains for the rest of the game. The Storehouse is a Building. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll Station and Harbor combined, even if Retired) commands the Iron Coin for "Most Buildings."

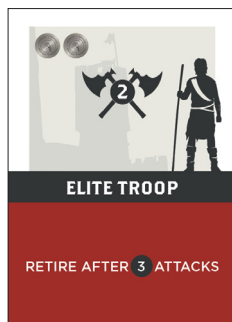


## TOLL STATION

The Toll Station allows you to draw 1 extra coin from the bag. You may draw this coin at the beginning of the year or at any point during the year. On the final year (Year 5), the Toll Station allows you to draw 3 extra coins from your bag. After being used, the Toll Station must be Exhausted. At the end of the year, return the Toll Station to its Ready position. The Toll Station is a Building. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress, Watchtower, Toll Station and Harbor

combined, even if Retired) commands the Iron Coin for "Most Buildings."

# MARKET CARD ALMANAC



## TROOP

A Troop allows you to conquer a Land by Force (see “Conquer a Land” for rules specific to this action). A Standard Troop increases your Battle Strength by 1. An Elite Troop increases your Battle Strength by 2. When buying a Troop

from the market, check to see how many Attacks that Troop is allowed (this is listed at the bottom of the card in the black circle) and take that many Troop Tokens from the supply, placing them directly on the Troop card. Standard Troops receive the smaller “1 Battle Strength” Tokens. Elite Troops receive the larger “2 Battle Strength” Tokens. For each Troop you deploy, you must discard a Battle Strength Token from that card. If no tokens remain on the card, immediately move that Troop to your Retired area, where it remains for the rest of the game. Otherwise, the card should be turned on its side to indicate that the Troop is Exhausted. Exhausted Troops cannot be deployed for battle! At the end of the year, return any exhausted Troops to their Ready position. Troops are part of your Military. The owner of the most Military (Standard Troops, Elite Troops, Armor and Cavalry combined, even if Retired) commands the Iron Coin for “Most Military.”



## WATCHTOWER

The Watchtower allows you to peek at the top card of each Market deck (Bronze market, Silver market, Gold market). You may purchase these at their face value, but you must adhere to the normal rule of taking just one action per turn. After being used, the Watchtower must be Exhausted. At the end of the year, return the Watchtower to its Ready position. The Watchtower is a Building. The owner of the most Buildings (Storehouse, Barracks, Ore Foundry, Lumber Mill, Woolen Mill, Fortress,

Watchtower, Toll Station and Harbor combined, even if Retired) commands the Iron Coin for “Most Buildings.”



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