EIGHT-MINUTE EMPIRE

LOST LANDS

RYAN LAUKAT

COMPONENTS

Contains: 54 Wooden Cubes (Armies) and 6 Wooden Castle Pieces (Cities),
6 Large Wooden Cubes (Leader Armies), Double-sided Board, 22 Cards, 10 Coin Tokens,
6 Crystal Tokens, 4 Faction Tokens, 6 Turn Order Tokens, 1 Starting Region Token,
1 Thorns Token, 1 Open Sea Token, Rulebook, 6 Player Boards

SETUP

Eight-Minute Empire: Lost Lands is an expansion and requires Eight-Minute Empire: Legends in order to play. It is recommended that you play the original Eight-Minute Empire: Legends before playing Lost Lands.

Follow normal setup as described in the Eight-Minute Empire: Legends rulebook. When using the new Lost Lands or Underground Cavern map, use 2 additional islands for 2-4 players, or 3 additional islands for 5-6 players. Place one portal token on one of the islands. The starting region token must be adjacent to one portal, and can ignore the placement criteria from the original Eight-Minute Empire: Legends rulebook.

The Lost Lands board has only one water connection to other islands and the underground cavern has none.

If playing with 5 or 6 players, place **one additional starting region token** on a board that does not contain the first starting region token. Players can place armies here during the game, but it will not start with any armies.

Lost Lands Board
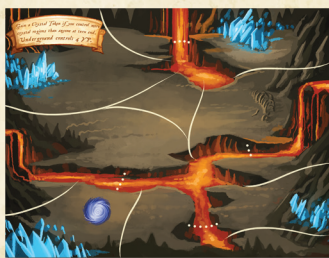
Underground Cavern Board

Example 5-6 Player Setup

Add all cards from Lost Lands to the cards from Legends. Set aside the cards labeled "Card Cost", "Victory Point Counter", "Card Amounts", and "Leader". Take all the remaining cards and remove the cards with a little number in the bottom left corner of the top scroll, according to the number of players:

6 Players	No removed cards
5 Players	Remove cards with 6
4 Players	Remove cards with 5 and 6
3 Players	Remove cards with 4, 5, and 6
2 Players	Remove cards with 2, 3, 4, 5, and 6

Note: Some printings of Eight-Minute Empire: Legends will have cards marked as "2", some will have cards marked as "3". No copies will have both "2"s and "3"s.

Each player now has a set of one color of 21 armies (cubes) and 3 cities (castle pieces). Each player now only places **3** armies on the starting region on the board (the player who set up the board places 1 army from each player on one other region as normal). If playing with 5 or 6 players, there will be one empty starting region and one starting region with armies.

Place the 1st Player token near the board where all players can see it.

Follow this table for the amount of coins each player starts with and how many cards each player must own for the game to end:

2 Players	*12 Coins*	*11 Cards*
3 Players	*11 Coins*	*10 Cards*
4 Players	*9 Coins*	*8 Cards*
5 Players	*8 Coins*	*7 Cards*
6 Players	*8 Coins*	*7 Cards*

Do not set up the card row as normal. Deal a hand of four cards to each player. Players may not look at these cards or change the order. Also, give each player a player board.

PLAYING THE GAME
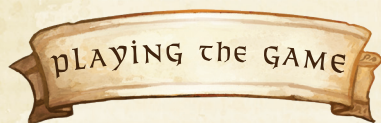
There is no turn order bid at the beginning of the game.

Instead of purchasing from a card row, players simultaneously select cards from their hands. This is accomplished in the following manner:

1. The oldest player counts to three. When the number three has been reached, all players simultaneously look at the cards in their hand. Each player then selects a card he would like to purchase. The cost of each card is labelled on the top scroll of each player board. The top card (facing the player) is free. The second card costs 1, third costs 2, and fourth costs 3. When a player chooses a card, he declares out loud which one he has selected and places it face down on his player board. For example, "Second card!" The player then pays an amount of coins equal to the cost of the card. If he was the first player to declare his chosen card, he also takes the 1st Player token. The player then places the remaining unchosen cards face down next to his player board.

2. When all players have chosen a card, the player with the 1st Player token must declare if he would like to take his card action first or last. If he chooses first, he reveals his chosen card and takes the action as normal. The player on the left then takes her turn, and so on until all players have used their card actions. If the player with the 1st Player token chooses to go last, the player to his left takes her action first, continuing in clockwise order until all players have used their card actions. The 1st Player token gives a temporary "Add Army" bonus, which only applies if the player possessing it uses an "Add Army" card action. When a player has finished taking his card action, he places the card face up next to his player board.

3. After all players have completed their card actions, each player draws one card from the deck and adds it to the back of their pile of unchosen cards. Each player then passes the hand of cards to the player on their left (there should always be 4 cards to choose from, if possible). The first player token returns to its place next to the board. *Note: players will not always have a hand of 4 near the end of the game.*

4. Play continues until all players own a number of cards sufficient to end the game.

OTHER RULES

Lost Lands Board: This board is worth +4 victory points at game end if a player controls the most regions on it. The three sections of land on it are not considered separate islands, but it does cost three movement to cross the rivers.

Underground Cavern: This board is worth +4 victory points at game end if a player controls the most regions on it. The three sections of land on it are not considered separate islands, but it does cost three movement to cross the lava. Also, if a player controls more crystal regions than any other player at the end of his turn (when he finishes taking his card action), he gains a crystal token. Crystal tokens are worth +1VP at the end of the game. If the Crystal Tokens run out, no player may gain more.

Variant- Frantic Turn Order: Instead of playing with only one turn order token, play with one per player. When a player picks a card (and announces it), he immediately grabs one turn order token of his choice. He then pays for his chosen card. The player with the "first" token must always go first (he may not pick to go last). Each turn order token gives a temporary effect. The token with a coin gives a coin. The wing only applies if moving that turn. The "Lose Coin" causes the player to lose a coin, if he has any.

Variant- Open Sea Token: Place this on one water connection when setting up the board. Players may move armies from this water connection to any other water connection that is not currently connected. Players may not move armies the opposite direction (from an unconnected water connection to the Open Sea connection).

Variant- Faction Tokens: Place each Faction Token on an empty region. At the end of the game, the player who controls this space gains the faction token and can add it to any card set. Players must choose 1 of the 2 names.

Variant- Leader Armies: The six large cubes are Leader Armies. If playing with this variant, each player also starts with his Leader Army on the starting region. Leader Armies are worth 2 armies when determining control. *(Required when playing with Bramble Witch and Frog Warrior leaders).*

Noble Hills/Mountain Dwarf: There are now more Noble/Mountain cards. You only need 3 of them for the Noble Hills and 2 for the Mountain Dwarf.

Bramble Witch: Once per game right after you finish taking your action, you may place the Thorns Token on one region. No armies may move into or out of a region with the Thorns Token. However, armies may travel through the region. You must play with the Leader Armies variant when using the Bramble Witch.

Bat Rider: Wings also count as extra movement for you. Also gain 1 extra victory point at game end per region you control with 2 or more armies from 1 opponent.

End of Game Bonus Cards: Shuffle the remaining cards and deal a normal hand.

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