

# Age of Reason

A game by Martin Wallace  
for 3-7 players

## CONTENTS

- 1.0 Introduction
- 2.0 Components
- 3.0 Starting the Game
- 4.0 General Course of Play
- 5.0 Winning the Game
- 6.0 The Action Boxes

## 1.0 INTRODUCTION

*Age of Reason* transfers three to seven players to the second half of the 18<sup>th</sup> century. As potentates of Great Britain, the United Provinces, France, Spain, Prussia, Austria, and Russia they try to increase their power in Europe while at the same time building large colonial empires in America, Africa, and India.

However, a country *alone* will be unable to achieve its goals. Therefore a player has to form alliances with the nations that will help him achieving his goals.

*Age of Reason* can be played with just two players without any special rules. However, we do not recommend this.

**Note: Please refer to the German rules for any graphics/illustrations. German terms are translated at the end of this document.**

## 2.0 COMPONENTS

Each copy of *Age of Reason* contains:

- \* 1 large game board (consisting of two parts)
- \* 175 wooden control discs (25 per country)
- \* 77 country cards (one set of 10 influence cards and 1 ally card per country)
- \* 65 empire markers (9x Deutsche Staaten, 5x Ostseeraum, 6x Mitteleuropa, 6x Mittelmeerraum, 4x Osmanisches Reich, 3x Afrika, 7x Indien, 6x Ostindien, 6x Nordamerika, 7x Karibik, 6x Südamerika)
- \* 87 gold coins (65x 1 gold; 22x 5 gold)
- \* 1 game turn marker
- \* 1 game segment marker
- \* 6 dice (3 each in 2 colours)
- \* 1 bag
- \* ziplock bags
- \* 1 rules booklet

## 2.1 The Game Board

The game board covers Europe, America (North America, the Caribbean, South America), a part of Africa, India, and the East Indies.

The seven player countries (Great Britain, the United Provinces, Spain, France, Prussia, Austria and Russia) are all located in Europe. Other, non-player areas in Europe are the Ostseeraum, the deutsche Staaten, Mitteleuropa, the Osmanisches Reich and the Mittelmeerraum. All of them contain three victory point numbers. The Baltic and Mediterranean regions both contain a ship symbol to highlight that a player must use a card with a ship here.

**Important:** The German States and the Ottoman Empire do have a coast, however, a player does not have to use a card with a ship here (although he may).

All other areas on the game board are termed “the colonies”. The colonies are America (consisting of three areas – North America, the Caribbean, and South America), Africa (one area), India (one area), and the East Indies (one area). Each of these areas has a ship symbol. Colonial regions always depict two victory point numbers.

The lower part of the game board contains the *action boxes*, divided into three parts: advancements, support, and trading.

Furthermore, the game board contains the game turn track, the game segment track, the alliances track, the victory point track, and the unrest track.

**See the illustration at the top of page 3 of the German rules.**

## 2.2 The Country Control Discs

Each country has 25 wooden control discs. One each is used on the Alliance Display, on the Victory Point Track, and on the Unrest Track. The other 22 control discs are used to record, in an abstract way, the presence and strength of a country in an area on the game board. In addition, they show which advancements, which support, and which trading partners a country has.

**Note:** The 22 discs for the board are the absolute limit. Moreover, a player may not voluntarily remove a disc from the game board to re-enter it at another spot.

**See the illustration on page 2 of the German rules.**

## 2.3 The Country Cards

Each country has a set of 11 cards. The country card sets are not identical! Great Britain has more “ship cards” than Prussia which is mainly a land power.

Each country has one *ally card*, see 4.3.2. The other ten cards are played when a country is involved in combat. They depict the costs (to play the card) and a soldier/infantry and sometimes also a ship symbol.

**Note:** Each country has one blank card, used primarily for bluffing.

**See the illustration on page 3 of the German rules.**

## 2.4 The Empire Markers

*Age of Reason* contains 65 empire markers. When drawn out of the bag they are placed in the designated area, see 3.0 and 4.1.

**See the illustration on page 3 of the German rules.**

## **2.5 Gold**

The game contains gold coins in two denominations – 1 and 5.

**See the illustration on page 4 of the German rules.**

## **2.6 The Game Turn and Game Segment Markers**

These markers are used on the game turn and game segment track to record the current game turn and game segment.

**See the illustration on page 4 of the German rules.**

## **2.7 The Dice**

*Age of Reason* contains six dice – three red ones and three blue ones. Two each are rolled by the attacker and defender during a combat and (a single one) when determining a reduction in victory points due to unrest.

**See the illustration on page 4 of the German rules.**

## **2.8 The Bag**

During the game, the empire counters are drawn randomly out of the bag.

**See the illustration on page 4 of the German rules.**

## **3.0 STARTING THE GAME**

Each player represents the potentate of one of seven different countries struggling for supremacy and victory. He selects a set of colored control discs and a set of matching country cards from a single country. Independent of the number of players all countries may always be chosen at the start of the game. Additionally each player starts with 14 gold.

**See the illustration on page 4 of the German rules.**

Each player places one of his control discs on the zero (“0”) space of the Victory Point Track and another one on the -4 space of the Unrest Track.

**See the illustration on page 4 of the German rules.**

Now all empire markers are placed in the bag. Per country, including those countries *not* chosen by players (called “non-player countries”), *five* empire markers are drawn from the bag (35 in total). For each empire marker drawn for a country, one corresponding control disc is placed in the matching area. The empire markers are not used anymore in the game and are placed back into the game box. No victory points or gold are collected for any markers drawn.

*Example: Five empire markers are drawn out of the bag for Austria. They are: German States (twice), India, Caribbean, and Central Europe. For each marker one of Austria’s control discs is placed in the corresponding area. The empire markers are put back into the game box.*

**See the illustration on page 5 of the German rules.**

Randomly determine who will be the first player in the game.

One control disc per country, including non-player countries, is placed next to the Alliance Display.

The game turn marker is placed on the first space of the game turn track. The game segment marker is placed on the first space of the game segment track.

The country cards and remaining control discs for *non-player* countries are placed back into the box. The gold is sorted and put next to the game board. It forms the “bank”. The dice are placed in easy reach of the players.

#### **4.0 GENERAL COURSE OF PLAY**

*Age of Reason* is played over three game turns. Each turn consists of the following segments played in order:

1. Place Empire Markers
2. Determine Alliances
3. Player Actions
4. Income
5. Victory Points
6. End of Turn

#### **Important**

**General rule:** Players will run short of gold – this is intentional. However, whenever a player needs more gold he can take two gold from the bank by going down one space on the Unrest Track. This can be done as many times as required. However, a player can *only* do this when he actually needs to pay for something and he does not have the required amount of gold available. A player cannot pay gold to lose unrest points.

*The -22 box is the maximum level to which unrest may drop. If a player is already at -22, he may not get more gold in this way.*

*Age of Reason uses dice. We know that several strategy gamers will find this strange. However, we do not see this as “luck” but “risk management”. Even the best plans of the players will fail from time to time! A player has to take this into account.*

#### **4.1 Place Empire Markers**

10 empire markers are randomly drawn from the bag and placed in their respective areas. Empire markers still in their area from former turns are kept; therefore there may be more than 10 empire markers in play in the second or third game turn.

#### **4.2 Determine Alliances**

The players divide all seven countries into two alliances. This is done via an auction process. All countries in the upper row of the alliance display (spaces 1, 3, 5, 7)

belong to one alliance, all countries in the lower row (spaces 2, 4, 6, 8) belong to the other alliance.

In the first turn, the start player does the first bid. Each subsequent bidding starts with the player to the left of the player who started the previous bidding.

In the second and third game turn the first player to bid is the player who has the *least* number of victory points. In case of a tie, the tied players randomly decide who will bid first. The next player to start the bidding will be to that player's left etc.

The first bid may be "0" gold. Afterwards the players bid in clockwise order. While bidding, a player can either raise the last bid or pass. If a player chooses to pass he can still bid in a later round of the same bidding. Bidding ends when all players pass in succession.

Whenever a player makes a bid he shows what the result would be if he won the bid. He does this by placing one *unallied* country's control disc in proposal box A and another *unallied* country disc in proposal box B of the game board. He does *not* have to place his own control disc. The only time a player places only *one* disc is when the last (seventh) disc is to be placed.

When another player raises the bid he may change the discs in the proposal boxes in any manner he wishes as long as only *unallied* discs are placed.

**See the illustration on page 6 of the German rules.**

The player who wins the bidding pays the amount he bid to the bank and places the disc in proposal box A in the *top* alliance row, in the first empty box (either 1, 3, 4, 7) going from left to right. The disc in proposal box B is placed in the *bottom* alliance row, in the first empty box (either 2, 4, 6, 8) going from left to right.

Afterwards, a new bidding takes place until all seven countries are part of the two alliances. The player to the left of the player who started the previous bidding begins the new bidding.

**See the illustration on page 6 of the German rules.**

**Note:** A player may still bid if he is already part of an alliance. Non-player countries end up as part of an alliance. These countries play a part in the game.

**Optional rule:** In their *first* game, players may determine alliances randomly during the *first* game turn. First the control discs of player countries are placed into the bag. The first drawn disc is placed into space 1, the second one into space 2, the third one into space 3 etc. Afterwards the control discs of non-player countries are placed into the bag. They are placed into spaces not yet occupied by player discs, starting with the first empty space. In this way the upper alliance has one more ally.

### **4.3 Player Actions**

With two, three or four players each game turn consists of *six* segments, with five or more players each turn consists of *five* segments.

The Alliance Display shows the order of play. The player with his control disc in the *leftmost* position of the *top* alliance row starts, followed by the player with the control disc in the left most position of the bottom alliance row etc. Non-player countries are skipped. All following player segments are identical.

**See the illustration on page 7 of the German rules.**

Prussia begins the game turn, followed by Great Britain, Russia, Spain, Austria, the Netherlands, and France.]

In each segment each player first places one of his control discs in a still empty action box on the game board and afterwards plays a card for an attack.

**Note:** Instead of acting a player may pass. It is also possible to only conduct a part of the segment (occupying an action box *or* attacking). At the right moment, passing makes sense in *Age of Reason!*

After all players have completed their actions, the segment marker is advanced one space and the next segment begins. After five (or six) segments play progresses to the Income Phase.

#### **4.3.1 Placing Control Discs on the Action Display**

The active player places one of his control discs in an empty box of the action display. Each box may only contain *one* control disc. There may be a cost in gold for placing a control disc in some of the action boxes (e.g. Sweden or Portugal).

There are three types of action boxes: *Advancements*, *Support*, and *Trading*.

- By placing a disc in an advancement box a player receives the benefit of that advancement for the rest of the game turn (**Exception:** the *Reserve* boxes, see 6.0).
- By placing a disc in a support box that country is now supporting the player for the rest of the game turn.
- By placing a disc in a trading box a player *immediately* collects two gold for each control disc he has in the stated area.

See 6.0 for more details on the action boxes.

#### **4.3.2 Attack Action**

A player may perform *one* attack in a segment (**Exception:** See the *War Office* advancement, 6.0). He can either:

- I. Convert an empire marker
- II. Attack another country
- III. Attack an empire marker

##### **I. Converting an Empire Marker**

A player may convert *one* empire marker with the *action* symbol *only*. All 'action' empire markers are located in the colonies.

The player has to play one of his cards that contains the ship symbol (it does not matter how many ships the card actually contains) and pays two gold to the bank (the regular costs of the card do not have to be paid). Afterwards he removes the empire

marker and replaces it with one of his control discs. The played card is placed on a face down discard pile in front of the player.

**See the illustration on page 8 of the German rules.**

**Note:** If an attacker does not have any more cards with ships (and only then!), he may choose the blank (but not the alliance-) card. In this case the blank card does have a ship!

## **II. Attacking another Control Disc**

### ***Attack preparation***

A player may attack a control disc of another country, either of another player, or of a non-player country by playing one of his cards (not the ally card! For more restrictions, see below.). If the attack is successful, he removes the control disc of the attacked country and replaces it by one of his own discs. **Important:** A player may *never* attack an allied country – see the alliance display!

**Attacking in Europe:** A player may attack a single enemy control disc in any area where he has one or more control disc(s) or in an area that is *adjacent* to an area where he has one or more control disc(s). He may always attack an enemy control disc in an area that is adjacent to his home country.

**Note:** A player may *always* attack into the Baltic or Mediterranean areas if he plays a card with the ship symbol during the attack. He has to play a card with a ship in these areas.

**Attacking in the Colonies:** A player may attack a single enemy control disc in a colonial area where he has one or more control disc(s) himself. He may only attack if he plays a card with a ship symbol.

**Note:** The *defender* may play a card (incl. the blank card) *without* a ship symbol in the Baltic, the Mediterranean, and the Colonies.

**Attack procedure:** Both the attacking and the defending player secretly select one card. They may use their blank card but not their ally card. De facto, the blank card does contain a ship!

*The cards represent the military might of the country, both armies and navies. The dice rolled in combat represent the 'local' forces and fog of war. A player selecting the blank card trusts his local forces and his fortunes of war.*

Any other player who has at least one control disc in the combat area may join the side he is allied with. It is not sufficient to be merely adjacent to the combat area. *Players may also act as allies for non-player country control discs that are being attacked.*

If a player intends to join the combat and to help his attacking or defending ally, he either selects his ally or his blank card and place it face down in front of himself.

If the ally card was chosen, the player has to pay one gold to the bank after flipping it over and adds one point to the military strength (see below, Resolving Combat). If he plays the blank card, he is bluffing and does not contribute anything to the combat.

**Note:** Army – and Navy-Training and Support (see 6.0) do *not* increase the strength of allies. Allies can only contribute a maximum of one point to the combat.

Non-player countries may play a part in combat, too. Both the attacker and the defender may use non-player countries as allies. After the other players decided to join the combat and before it is resolved, first the attacker pays one gold to the bank to have an ally add one point to his military strength. He may use more than one non-player ally, as long as the countries in question each have at least one control disc in the combat area and the player pays all costs in gold. Afterwards the defender may spend money for his non-player allies in the same way.

### ***Resolving combat***

Players now reveal all cards. All players involved in combat pay their combat costs to the bank: The attacker and defender have to pay the costs printed on their chosen cards, allies only pay one gold for their ‘ally’ card. Blank cards do not cost any gold. Participating non-player countries costs the attacker or defender one gold each.

Both the attacking and the defending player each roll two dice. Each player computes his combat strength separately:

- The difference between the two dice (e.g., a 5 and a 3 result in a 2), plus
- One point per soldier/infantry on the played card, plus
- One point per ship\* on the played card, plus
- One point for each supporting allied country, plus
- One point (or more) per control disc in relevant support boxes, plus
- One point per control disc in relevant advancement boxes

\*Each ship on a card adds one point in combats in the Colonies, the Baltic, and Mediterranean areas.

**Note:** The control discs *of players* themselves do not have any inherent strength (no matter how many are in the area). They only show the influence and presence of a player!

**Attacking non-player country control discs:** If a non-player control disc is being attacked, its defense strength is always *four*. Another player rolls the dice for the non-player country during combat.

**Outcome:** If the attacker has the higher strength, **he removes the defender’s control disc and replaces it with one of his own**. If the defender’s strength is as high or higher as the strength of the attacker, the attacking player immediately gets one unrest point. The control disc of the attacker is *not* removed.

### **Additional unrest points:**

Depending on the result, the players may get additional unrest points:

- The side with the lower strength (either the attacker or defender, not the allies!) gets one unrest point (yes, this is the second unrest point for a losing attacker).
- In an *overwhelming* victory (one side having 3+ points more), the losing side gets another unrest point.
- In a *minor or Pyrrhic* victory (having exactly 1 point more), the winning player also gets an unrest point.

- In case of a tie, all involved players (attacker, defender *and* allies) get an unrest point.

**Examples:** 1. In a 7-player game Prussia is attacking Austria in Central Europe. Prussia has Army Training and is supported by Bavaria. Austria is supported by Saxony. Prussia is allied to Great Britain, Spain and the Netherlands; Austria is allied to France and Russia.

Prussia decides to play his card with 4 soldiers (no ships) and puts it face down in front of him. Austria also secretly selects the card with 4 soldiers (no ships). The other player also put down one face down card each (either the ally- or the blank card). Then all players turn over their card. Prussia pays 5 gold to the bank, Austria 7. Among the other players, only France has played his ally card and pays 1 gold to the bank. All other allies wanted to save money and have used their blank card. Now the strength is computed. Both Prussia and Austria roll two dice each. Prussia rolls a 4 and a 1, Austria rolls a 3 twice. Prussia therefore gets the following strength: Difference of 3 plus 4 for the card plus 1 for Bavaria plus 1 for Army Training = 9. Austria has 0 (difference) plus 4 (card) plus 1 (France) plus 1 (Saxony) = 6. So Prussia has won an overwhelming victory because its strength is 3 higher than Austria's strength. Prussia replaces Austria's control disc with one of his own control discs. Because of the overwhelming victory Austria gets two unrest points.

2. In the same game turn Russia is attacking Prussia in the Baltic. Russia has no supporter but Navy Training. The player places his card with 2 soldiers and 2 ships face down in front of him. It costs 5 gold. Prussia selects the card with 3 soldiers that costs 2 gold. The allies either play their ally or their blank card. All cards are turned over and their costs are paid to the bank. Prussia is not supported by any ally (they probably do not want to see Prussia getting too strong...); Russia is supported by France and Austria. Both Russia and Prussia each roll two dice. Russia gets a 3 and a 2; Prussia a 5 and a 2. Russia therefore has a difference of 1 plus 4 for the card plus 2 for its two allies plus 1 for Navy Training = 8. Prussia has a difference of 3 plus 3 (card) plus 1 (Bavaria) plus 1 (Army Training) = 8. Because of the tie, Russia immediately gets one unrest point. Afterwards all participating players (attacker, defender, allies) get one unrest point.

Move the countries control disc one space down on the unrest track for each unrest point received.

After combat resolution, any ally and blank cards played are taken back into the owning players' hand. They may be selected again in the next combat. Any other cards chosen by the attacker and/or defender are placed face down on the personal discard piles. Players may never take a look at the discard piles of other players but ask how many cards they still have in their hands. A player may always take a look at his own discard pile.

**Note:** If a player involved in combat only has the ally and blank cards left in his hand, he can only play these for the remainder of the game turn!

### **III. Attacking an Empire Marker**

A player may attack an empire marker depicting a number. If he wins the combat, he replaces the empire marker with one of his control discs. If he loses the combat, he gets unrest points.

**All combat rules of paragraph II above are in effect, with the following modifications:**

- The empire marker may *not* be supported by other players or non-player countries acting as allies (*empire markers are neutral and not part of an alliance*).
- The number on the empire marker is its defense strength.

**Note:** There are two Ottoman empire markers earning the player who removes them one victory point, to be recorded immediately. Two India empire markers give the removing player gold (paid immediately by the bank).

**See the illustration on page 10 of the German rules.**

**Remember:** Empire markers which say “Aktion” may only be *exchanged* – see I above.

#### **4.4 Income**

Each player receives one gold from the bank for each control disc he has on the game board at this time.

#### **4.5 Victory Points**

Each player scores victory points for areas. The player with the *most* control discs in an area scores victory points equal to the highest value in the area. The player with the second highest amount of discs scores victory points equal to the second highest value etc. In case of a tie all tied players score the same victory points, which will be the higher level. Note that if two or more players tie for first place then a player or players in second place still score the victory points for being second.

**Example:** *Victory points are scored for the German States. Austria has three control discs, Prussia and France two each, and the Netherlands one disc. Therefore Austria immediately receives eight points. Prussia and France are tied and get five points each. The Netherlands receive three victory points.*

The players adjust their victory points with their control disc on the victory point track.

**Note:** Non-player countries may “block” victory point levels. **Example:** *Non-player country Great Britain has two control discs in Africa, France and the Netherlands (led by players) one disc each. Both get two victory points each for their second rank. The points for Great Britain are not recorded.*

Next, each player checks for victory point losses due to *unrest*. A player rolls a single die a number of times until the *sum of his individual die rolls* equals or exceeds his unrest level. The number of die rolls equals the victory points immediately lost.

**Example:** *Austria has an unrest level of seven. The Austrian player takes a single die and rolls it. His first roll is a 3. He rolls again, this time resulting in a 2. His third die roll is a 5. 3 plus 2 plus 5 is more than his unrest level of seven so he stops rolling. He has to subtract three victory points from the victory point track (for rolling three times).*

#### **4.6 End of Game Turn**

At the end of game turn three, the winner is determined, see 5.0. If it is not game turn three, the game turn marker is advanced to the next space. The segment marker is moved back to the first space. The players take back all played cards from their personal discard piles (so that they have available all cards again in the next turn). All control discs are removed from the action boxes to the players. Finally, the players halve their unrest levels (rounding up, e.g., -5 becomes -3).

A new game turn is started.

#### **5.0 WINNING THE GAME**

The game ends after completion of the third game turn. The player who has the most victory points is the winner. In case of a tie the tied player with the *least* unrest points wins. If there is still a tie then the tied player with the most control discs on the board wins. If there is still a tie then the tied players win together.

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## 6.0 THE ACTION BOXES

Here is a list of the action boxes in *Age of Reason*:

### **Advancements:**

**Army Training:** Add +1 to your combat total. If your control discs are in both Army Training boxes, you receive a +2. *One of the two boxes is playable only with 5+ players.*

**Banking:** Take five gold from the bank. *One of the two boxes is playable only with 5+ players.*

**Government Reform:** Immediately reduce your unrest points by two. *One of the three boxes is playable only with 5+ players.*

**Militia:** Immediately take back a single card showing only soldiers/infantry from your personal discard pile. *One of the two boxes is playable only with 5+ players.*

**Navy Training:** Add +1 to your combat total. If your control discs are in both Navy Training boxes, you receive a +2. Can only be used in combats in the colonies, the Baltic, and the Mediterranean area. *One of the two boxes is playable only with 5+ players.*

**Pressgangs:** Immediately take back a single card showing ship(s) from your personal discard pile. *One of the two boxes is playable only with 5+ players.*

**Reserve:** Re-roll both attacker and defender dice in a combat with another country or empire marker. Both the attacker and the defender may use reserves in a combat. *Remove the control disc from this action box after use. Therefore this box may be filled more than once in the same game turn.*

**War Office:** For the rest of the game turn you may attack twice during your segment. If you are using this option, you are *not* claiming an action box in your segment (see 4.3.1) but instead are conducting two attack actions (see 4.3.2). *One of the two boxes is playable only with 5+ players.*

### **Support:**

**Bavaria:** +1 for combat in the German States.

**Cossacks:** +1 for combat in Central Europe.

**Denmark:** +2 for combat in the Baltic area. Placing a control disc in this box costs one gold, payable to the bank.

**Gauchos:** +1 for combat in South America.

**Indian Nawab:** +1 for combat in India.

**Naples:** +1 for combat in the Mediterranean area.

**Native Americans:** +1 for combat in North America.

**Ottomans:** +2 for combat in the Ottoman Empire and the Mediterranean area. Placing a control disc in this box costs one gold, payable to the bank.

**Portugal:** +2 for combat in South America, India, and the East Indies. Placing a control disc in this box costs one gold, payable to the bank.

**Saxony:** +1 for combat in the German States.

**Sweden:** +2 for combat in the Baltic area. Placing a control disc in this box costs one gold, payable to the bank.

### **Trading**

**Baltic Company:** Take two gold from the bank for each control disc you have in the Baltic area.

**East Indies Company:** Take two gold from the bank for each control disc you have in either India *or* the East Indies.

**Gold Mines:** Take two gold from the bank for each control disc you have in South America.

**Levant Company:** Take two gold from the bank for each control disc you have in either the Ottoman Empire *or* the Mediterranean area.

**Slaves:** Take two gold from the bank for each control disc you have in Africa.

**Sugar Plantations:** Take two gold from the bank for each control disc you have in the Caribbean.

**Tobacco:** Take two gold from the bank for each control disc you have in North America.

**Combat:** If the attacker has the higher strength, **he removes the defender's control disc and replaces it with one of his own.** If the defender's strength is as high or higher as the strength of the attacker, the attacking player immediately gets one unrest point. The control disc of the attacker is *not* removed.

#### **Additional unrest points:**

Depending on the result, the players may get additional unrest points:

- The side with the lower strength (either the attacker or defender, not the allies!) gets one unrest point (yes, this is the second unrest point for a losing attacker).
- In an *overwhelming* victory (one side having 3+ points more), the losing side gets another unrest point.
- In a *minor or Pyrrhic* victory (having exactly 1 point more), the winning player also gets an unrest point.
- In case of a tie, all involved players (attacker, defender *and* allies) get an unrest point.

#### **German Terms**

Afrika	Africa
Aktion	Action
Aktionsfelder	Action Boxes
Aktionsrundenskala	Game Segment Boxes
Allianzbereich	Alliance Display
Armeetraining	Army Training
Bankwesen	Banking
Bayern	Bavaria
Dänemark	Denmark
Deutsche Staaten	German States
Fortschritt	Advancements
Frankreich	France
Goldminen	Gold Mines
Großbritannien	Great Britain
Handel	Trading
Indianer	Native Americans
Indien	India

Karibik	Caribbean
Kosaken	Cossacks
Kriegsministerium	War Office
Marinetraining	Navy Training
Milizen	Militia
Mitteleuropa	Central Europe
Mittelmeerraum	Mediterranean
Nawab	Indian Nawab
Neapel	Naples
Nordamerika	North America
Niederlande	Netherlands
Österreich	Austria (Double-Eagle)
Osmanen	Ottomans
Osmanisches Reich	Ottoman Empire
Ostindien	East Indies
Ostindien-Kompanie	East Indies Company
Ostseehandel	Baltic Company
Ostseeraum	the Baltic
Preußen	Prussia
Regierungsreform	Government Reform
Reserven	Reserves
Russland	Russia
Sachsen	Saxony
Schiffssymbol	Ship Symbol
Schweden	Sweden
Siegpunkte	Victory Points
Siegpunktskala	Victory Point Track
Sklaven	Slaves
Spanien	Spain
Spielrundenskala	Game Turn Boxes
Südamerika	South America
Tabakfelder	Tobacco
Unterstützung	Support
Unzufriedenheitsskala	Unrest Track
Zuckerplantagen	Sugar Plantations
Zwangsrekrutierung	Pressgangs