

# EMPIRE

## Hearts - The Era of Growth

<b>Era Effect</b>	After the struggle of unification - UNITY. Your people are now one empire, ruled by one set of guiding principles, one set of leaders. What type of empire will you become? <b>Increase one empire stat by 1.</b>	
<b>2</b>	What types of monsters once lived in this land? What force destroyed them? What keeps them at bay now?	What types of humans once lived in this land? What force destroyed them? Where are their descendants now?
<b>3</b>	A scouting party discovers ruins nearby. To whom do they belong? How intact are they? Is there anything of value inside? <b>Advance one project by two turns, or make an additional discovery this turn.</b>	A scouting party discovers a nearby civilization separate from your own. Who are these people? Are they friendly? How does the first encounter go? <b>Add this civilization to groups.</b>
<b>4</b>	What role does religion have in your kingdom? Is there a religious center in the kingdom? Do people believe in magic?	What role does wealth play in your kingdom? Are most people wealthy? What types of goods do people want the most?
<b>5</b>	What social classes are within your empire? How much social mobility is possible? Is your empire dominated by the elite, or the populace? <b>Increase happiness or wealth by 1.</b>	
<b>6</b>	Conflict arises. Is it internal or external? <b>Add a new conflict.</b>	How is the kingdom ruled? Are the leaders just? What types of laws are there? <b>Add a ruler to Characters.</b>
<b>7</b>	How do your people dress? What kinds of food do they eat? What is daily life like?	What types of activities do people like to do? What celebrations or festivals are common?
<b>8</b>	Explorers discover a natural wonder within the kingdom. What kind of location is it? What is the most wonderful part about it? <b>Draw the wonder on the map.</b>	Explorers discover a man made wonder within the kingdom. What kind of location is it? What is the most wonderful part about it? <b>Draw the wonder on the map.</b>
<b>9</b>	Monsters are spotted roaming within the kingdom. What types of creatures are they? How does the community respond? How are they handled?	A criminal is discovered in the kingdom. What crimes did they commit? How are these offenses handled?
<b>10</b>	Your people are eager for growth and discovery. <b>Start a new project related to expansion or research.</b>	Your people are eager for might and conquest. <b>Start raising an army. Select the size as a group.</b>
<b>Jack</b>	A new resource is discovered. What is it? How does it impact the kingdom? <b>Draw the resource on the map.</b>	A hero arises from within the kingdom. Who is this person? What great accomplishment do they make? <b>Add a hero to characters.</b>
<b>Queen</b>	A new faction within the kingdom demands to be recognized. What is this group? What are their motivations? <b>Add this faction to the groups list.</b>	Misfortune strikes the kingdom. What type of problem is it? Who does it impact, and how does the kingdom fare? <b>Lower a stat by 1.</b>
<b>King</b>	A major event happens within the kingdom. What is it? Who is involved? How does this change the kingdom? What happens as a result?	
<b>Ace</b>	It is time to begin the construction of a monument to our peoples' greatness. What is this monument? <b>Begin a 6 turn project. When it is completed, increase your empire's happiness by 1.</b>	An abundant source of a new resource is discovered within the empire. What is this resource, and how does it impact your empire? <b>Draw the resource on the map and increase your empire's wealth by 1.</b>

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## Clubs - The Era of Contraction

<b>Era Effect</b>	An era of contraction befalls the empire. Nights grow long, and when once your empire felt confident at its might, now its buildings crack and crumble under years of pressure and decay. <b>Lower each empire stat by 1.</b>	
<b>2</b>	A new cultural trend takes hold of the empire. What trend is it? What caused it? What types of people take part in the trend?	Internal strife takes hold within the empire. What are people upset about? How does the empire respond?
<b>3</b>	A shortage is discovered. What is it of? <b>Add a shortage to the conflicts list.</b>	A depression grips your empire, and progress stagnates. What causes this downturn? <b>Project dice do not count down this turn.</b>
<b>4</b>	Another kingdom is discovered nearby. Who are they? Are they friendly? What do they offer our kingdom? <b>Add this empire to groups.</b>	A minority group within your empire is being persecuted. Why? What makes them different? <b>Add this population to groups, and the persecution to conflicts.</b>
<b>5</b>	A new leader emerges from your populace. Who is this leader? Do they support the current rulers or oppose them? How does this impact the empire? <b>Add this leader to characters.</b>	Settlers from a different civilization have come to your empire seeking refuge. Do you give them asylum? What impact do they have on your empire?
<b>6</b>	War. It is as inevitable as it is unchanging. Where does war break out? What groups are involved? <b>Add War to the conflicts list.</b>	Natural disaster strikes your empire, wiping out a valuable resource. What type of disaster is it? <b>Remove an army or resource.</b>
<b>7</b>	Rumors spread of an incredible new advancement being developed by another empire. What is this advancement? How do your people feel about it?	People within your empire have begun to describe supernatural events. Is there any truth to these rumors? Who is impacted?
<b>8</b>	The empire craves goods it has heard about from travellers. What goods do the people want? Is the empire able to provide those goods? <b>If so, increase your empire's happiness by 1. If not, decrease it by 1.</b>	A major natural feature is discovered on the map. What is it? <b>Draw the new feature on the map.</b>
<b>9</b>	Social upheaval and change have taken a toll on the wellbeing of your empire. Who is suffering from these changes? What do they do about it? <b>Reduce one of your empire's stats by 1.</b>	Crime and corruption have begun to take hold within your empire. Resources once committed to the good of the people have been siphoned off by greedy powers that be. <b>A project fails.</b>
<b>10</b>	A traitor has been found within the empire. What did they do to betray your people? What is the response?	Writers and thinkers from your empire have influenced your culture in a new and exciting way. What kinds of ideas are they talking about? <b>Add a new Value.</b>
<b>Jack</b>	A problem you've been ignoring cannot be ignored any longer. What is it? How goes it go wrong?	Disease spreads throughout the empire, wiping out the sick and infirm. How does this impact your culture? How do the people respond? <b>Reduce your empire's happiness by 1.</b>
<b>Queen</b>	A territory dispute arises between your empire and a neighbor. What are the empires fighting over? How does your empire respond to the dispute?	A diplomatic breakthrough leads to a new alliance between your empire and a neighbor. What happens as a result of this success?
<b>King</b>	Your empire is at a crossroads, and cannot wait any longer to decide on a major issue. What choice must your people make? What do they choose to do, and why?	
<b>Ace</b>	A new location is discovered within the Empire that would be perfect for settling a new city. What makes this area so suitable? <b>Begin a 6 turn project. When it is completed, add a new city to the map.</b>	Innovation and motivation have spurred your workers to defy all expectations. <b>A project finishes early.</b>

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## Diamonds - The Era of Resurgence

<b>Era Effect</b>	An age of progress dawns! Your people rejoice as they find new strengths and passions. Inspiration strikes, and is met with dedicated labor, resulting in a booming period of growth for your empire. <b>Pick one empire stat and increase it by 2.</b>	
<b>2</b>	What stories do your people tell about their ancestors? How do your people feel about the empire?	What do your people hope for in the future? How do they want to be remembered?
<b>3</b>	A trade route is established within your empire. Where does it connect to? <b>Increase your Wealth by 1.</b>	A new celebratory tradition takes hold within your society. What are your people celebrating? How do they honor this tradition? <b>Increase your Happiness by 1.</b>
<b>4</b>	A relationship breaks down within the empire. What causes the break? What groups are effected? <b>Reduce your Happiness by 1.</b>	A previously unknown threat disrupts the empire. What is the threat? What does it impact? <b>Reduce one stat. No project dice count down this turn.</b>
<b>5</b>	Someone discovers a radical new approach to solving a problem within the empire. Who is this person? What problem did they solve? <b>Add this person to characters. Remove one conflict.</b>	A religious leader emerges within the empire. What group do they lead? What vision do they propose? <b>Add this person to characters. Add a value.</b>
<b>6</b>	Your civilization has developed a reputation among the world's audience. What are you best known for?	What do your people envy in other cultures? What do other people have that your empire wants?
<b>7</b>	Your empire celebrates exceptional progress this season. Who leads the people to greatness? <b>Reduce projects by an additional turn.</b>	A crisis suddenly ends. What happened? Why?
<b>8</b>	After months of exploration, your scouts have returned with incredible news. What is it?	A treaty is signed. Who is it between? What is agreed to?
<b>9</b>	Market shifts have made one of your resources much higher in demand. What changed? <b>Increase your Wealth by 1.</b>	An alliance is formed with an outside group. What terms are arranged? <b>Add this faction to groups.</b>
<b>10</b>	An act of espionage is detected. What crime was committed? What happens as a result?	A major figure dies unexpectedly. Who was it? What happened? <b>Remove a character.</b>
<b>Jack</b>	A threat looms on the horizon. What must your people prepare for? <b>Start a project.</b>	A decision made earlier in your empire is suddenly very relevant. What is it? What does it change now?
<b>Queen</b>	A discovery is made in a place that was thought to be well-explored. What was found?	A sudden shift in priorities leads to dramatic changes. <b>End one project, but start another.</b>
<b>King</b>	An incredible discovery advances your empire dramatically. What discover is it? <b>Remove two cards from the top of the deck.</b>	
<b>Ace</b>	A serendipitous event occurs. What is it? How did it happen?	Sensing the changing winds, your people begin to conserve resources. <b>Reduce your Wealth by 1. Start a project related to conservation.</b>

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## Spades - The Era of Stagnation

<b>Era Effect</b>	The strength of your empire begins to wane. As stagnation saps your empire's potential, your people realize that life cannot continue to get better forever. <b>Decrease each empire stat by 2.</b>	
<b>2</b>	New challenges drive your people apart. Who is driven apart? What are they divided over?	Violence erupts within the empire. What causes it?
<b>3</b>	A rumor spreads about a member of your leadership. Is it good or bad?	Tragedy strikes your empire. What happens? <b>A project fails or reduce a stat by 2.</b>
<b>4</b>	A technological breakthrough provides the groundwork for a new advancement. <b>Start a research project.</b>	A cultural revolution reaches a crescendo within your empire. What is the movement about? <b>Start a social project.</b>
<b>5</b>	An atrocity is revealed within the empire. What is it? Who reveals it?	An unaddressed conflict causes additional problems. Which conflict was it? <b>Add a new conflict.</b>
<b>6</b>	Corruption saps at your empire's resources. <b>Reduce your Wealth by 1.</b>	As problems begin to accumulate, people look for someone to blame. Who is the scapegoat? <b>Reduce your Happiness by 1.</b>
<b>7</b>	With progress comes change. <b>Remove one value and add another.</b>	Voices within the empire try to keep the empire on the path to success. How do they do it? <b>Start a project related to their goals.</b>
<b>8</b>	As your citizens look back on their history, who do they remember well? Who has been forgotten?	What do your people miss about the past? What parts of their history do they look back on fondly?
<b>9</b>	As life becomes more complex, people begin to lose touch with their roots. <b>Remove a value.</b>	A resource unexpectedly dries up. Why? What is the impact of this loss? <b>Remove a resource.</b>
<b>10</b>	Rival empires have not been resting - word spreads they have made a major breakthrough. What is it?	New leaders rise up within the empire. Whose voices do they represent? <b>Add them to groups.</b>
<b>Jack</b>	An essential structure within the Empire collapses. Resources must be spent to salvage it. <b>Cancel a project or end the turn immediately.</b>	Political infighting leads to a legislative regression. <b>Remove a value and reduce your Happiness by 1.</b>
<b>Queen</b>	The youth of your empire offer hope for a better future. What makes them different than those that came before them?	Your empire wins a major victory. What is accomplished?
<b>King</b>	Momentum pushes your empire to embrace its strengths at the cost of its shortcomings. <b>Increase your higher stat and decrease your lower stat by 1.</b>	
<b>Ace</b>	Your empire makes a breakthrough unlike anything that has come before - the world will never again be the same. <b>Begin a 6 turn project. At the end of that project, the game is over.</b>	