

Guide to Pax Pamir 2nd Edition

SET-UP

- * Place the favored suit marker on the space next to the **political suit**.
- * Build the draw deck by separating the court cards and the event cards. Shuffle the court cards and deal out 6 face-down piles of 5 cards plus 1 per player.
 - Remove the four Dominance Check event cards from the others, placing 1 in each of the four rightmost piles.
 - Shuffle the remaining event cards and place 2 in the second pile from the left and then 1 in each of the four remaining piles to the right of that one.
 - Finally, separately shuffle each pile and place the four piles with Dominance Checks on top of each other to form the bottom of the deck. Then stack the other two piles on top of those.
- * Draw out 12 cards in two rows of six by columns to form the market – zero column first and top to bottom, placing the draw deck to the right.
- * Each player takes 11 cylinders, 1 loyalty dial, a player board, and 4 rupees. Place one cylinder from each player on the 0 space of the VP track and the rest on each player's player board.
- * Place each ruler token on its associated region.
- * Place the remaining rupees and coalition blocks near the play area.
- * Starting with a random player and proceeding clockwise, each player adjusts their loyalty dial to indicate the loyalty they have chosen. After the last player selects their loyalty, **THAT** player will take the first turn of the game.

Key Terms & Concepts

The Four Suits: There are 4 suits – **Economic**, **Military**, **Political**, and **Intelligence**.

One suit is always considered favored. This suit will determine which cards can take bonus actions and may make cards more expensive. The favored suit changes upon the play of certain cards.

Your Court: The single row of cards in front of a player. Cards will be added and removed throughout the game, but **CANNOT** be freely rearranged. Your court can grow to any size during your turn, but during cleanup, your court size will be limited to 3 + the sum of **purple** stars on cards in your court.

Your Hand: Your hand can grow to any size during your turn, but during cleanup, your hand size will be limited to 2 + the sum of **blue** stars on cards in your court.

Rank & Privilege: Each card has a rank from one to three stars. A card's rank determines the strength of some of its actions – featuring additional symbols as a reminder. A card's rank is also added to your total stars in a specific suit.

Economic stars prevent your rupees from being taxed.

Military stars serve as a final score tie-breaker.

Political stars enable you to maintain a larger court.

Intelligence stars allow you a larger hand size.

Loyalty & Influence: Players are loyal to one of three coalitions – **British**, **Russian**, or **Afghan**. Your loyalty determines the color of coalition blocks you will place when playing cards.

The extent of your loyalty is measured in influence points. Your total influence is the sum of 1 + the number of patriots in your court + the number of your prizes + the number of your gifts.

To change loyalty, you must gain an influence point associated with a different coalition than your own – either by playing a patriot or by betraying cards with prizes.

When changing loyalty, return your gifts to your supply and discard any prizes and patriots you had previously acquired. Finally, adjust your loyalty dial to your new loyalty.

Ruling a Region: Each of the six regions in the game is associated with a ruler token, which remains on the board as long as no one rules the region. If a player rules a region, they should immediately take the associated token and place it in their play area and should return it to the region once they cease ruling it.

In order to take a ruler token, you must have **AT LEAST ONE** tribe and more ruling pieces (tribes and loyal armies) than all others individually. If there is a tie, **NO ONE** rules the region. Armies belonging to enemy coalitions **CAN** prevent you from taking a ruler token even if there are no enemy tribes.

Ruling a region grants players access to the Build action, special taxing privileges, and the ability to extract bribes from other players who want to play cards associated with that region.

GENERAL RULES

Players are free to negotiate during play and explicitly coordinate their actions. Any deals are **NON-BINDING**. Cards may **NEVER** be transferred and money can only be transferred from one player to another as sanctioned by rules (taxation, bribes, card play, etc.).

If asked to place a unit and none remain in the supply, you **MUST** take the required piece from anywhere in play, **EXCLUDING** any pieces played this turn. In taking and placing a piece this way, you **MAY** convert it from one type to another (e.g. You must place a spy, but have no cylinders on your board, so you take one of your tribes and place it as a spy).

Events and court cards with abilities take precedence over the standard rules.

You **ALWAYS** have access to the following core actions – Purchase and Play. In addition, the cards in your court provide you access to actions listed on those cards. Each card can **ONLY** be used for **ONE** action per turn, **EVEN IF** it has multiple actions on it.

Whenever a card in your court is discarded, any spies on it are lost and returned to their owner's supply and if the card had the "leveraged" icon (scale with coins), you **MUST** return 2 rupees to the supply. For each rupee you cannot pay, you **MUST** discard one card from your hand or court. If you cannot pay and have no cards, then no further payment is required.

*****The Overthrow Rule***:** If you lose your **LAST** tribe in a region, you **MUST IMMEDIATELY** discard all **political** cards associated with **THAT REGION** from your court. Likewise, if you lose the **LAST** political card in your court associated with a region, you **MUST IMMEDIATELY** remove **ALL** of your tribes in that region.

SEQUENCE OF PLAY

Each turn, the active player performs **UP TO 2** actions. Bonus actions do **NOT** count against this limit. Play continues clockwise until the game is over.

Action Costs: Some card-based actions require the acting player to pay an amount of rupees to cards in

the market, placed on the rightmost market cards of both rows, with a single rupee paid to each card. If a market slot is vacant, skip that vacancy and pay the **NEXT** market card **IN THE ROW**.

You **CANNOT** buy a card in the same turn in which you place a rupee on it.

ACTIONS

Purchase

Purchase a card from the market by paying its cost (based on column, 0-5 rupees) and add it to your hand. If you purchase a card with rupees on it, you receive them as well. You **CANNOT** buy a card in the same turn in which you place a rupee on it.

Pay the cost by placing 1 rupee on each card in the same row to the left of the one you are purchasing. If you are ever required to place a rupee on a vacant spot, simply place it on the card in that column of the other row. If you place a rupee on a market card **FOR ANY REASON**, you **CANNOT** purchase that card this turn.

Event cards (including Dominance Checks) **NEVER** enter a player's hand. They are resolved **IMMEDIATELY** when bought from the market. Many event cards have persistent effects that last until the next Dominance Check is resolved. Players who buy these event cards should place them below their court. Event cards that alter the general game should be placed near the map.

If purchasing cards when **Military** cards are **FAVORED**, then the cost to purchase a card is **DOUBLED**, so you will place 2 rupees per card rather than 1.

Play

Play any card from your hand to your court, revealing the card and announcing its name and region.

If you are the ruler of that card's region or if no one rules the region, you can **FREELY** play the card. If someone else is that that region's ruler, you **MUST** pay a bribe of rupees to them that is equal to the number of the ruler's tribes in that region. **ANY** portion of this bribe can be waived with the permission of the ruler. If the bribe is not paid or waived, play continues as if the action had **NEVER BEEN TAKEN**.

The played card may be added to either the left or right end of your court.

If the card is a patriot (colored bar) that does **NOT** match your loyalty, discard all of your patriots and prizes and remove any gifts. Then adjust your loyalty dial to match that of the newly-played patriot.

After a card is played, resolve each impact icon on the right side from top to bottom. The icons are:

Road (horizontal block with camel): Place a block of your loyalty on any border of this region, even if there are other roads there.

Army (vertical block with musket): Place a block of your loyalty in this region.

Leveraged (scale): Take 2 rupees, which you will have to pay back if the card is discarded.

Spy (cylinder on card): Place a cylinder on a card in **ANY** player's court that matches the region.

Tribe (cylinder with crown): Place a cylinder in the region.

Favored Suit (suit): Move the favored suit market to the indicated suit.

Card-Based Actions

The rest of the game's actions are associated with court cards and can **ONLY** be taken if you have the card with that action on it. Each card can **ONLY** be used for **ONE** action per turn, regardless of the number of actions on it.

Some card-based actions are modified by the card's rank, making higher-ranked cards more effective.

- **Tax**
- **Gift**
- **Build**
- **Move**
- **Betray**
- **Battle**

1.) Tax – Take rupees up to the acting card's rank from players with at least one court card associated with a region you rule or from **ANY** card in the market (regardless of region). You **MAY** take rupees from several sources up to the acting card's rank.

Tax Shelter: The total number of **gold** stars in your court indicates the amount of rupees that you can

shelter (protect) from the Tax action. Only rupees in excess of this are vulnerable to the Tax action.

2.) Gift – Place one of your cylinders on one of your empty gift spaces on your loyalty dial. Each gift will count as 1 influence point in your current coalition. The cost is equal to the marked price of the gift placed (2 / 4 / 6 rupees). Gifts are **LOST** whenever you change loyalty.

3.) Build – Place up to 3 armies and/or roads among **ANY** regions that you **RULE**. Roads may be placed on any adjacent borders. Any combination of different units may be purchased. The cost is 2 rupees per unit placed.

4.) Move – For each rank of the acting card, you may move **ONE** loyal army or spy. The same unit **CAN** be moved multiple times on a single turn and the moves **CAN** be split across several of your spies/armies.

To move an army from one region to an adjacent region, there **MUST** be a road matching the loyalty of the moving army on the border being crossed.

Spies move along cards in the players' courts (clockwise or counterclockwise) as if they formed a single continuous track around the play area.

5.) Betray – Discard one card where you have a spy (including cards in your own court). Any spies on the betrayed card are lost and return to their owner's supply. This action **ALWAYS** costs 2 rupees.

After the betrayed card is discarded, you **MAY** accept it as a prize, tucking it partially behind your loyalty dial. If this prize is different than your current loyalty, first remove **ALL** gifts, prizes, and patriots in your court matching the previous loyalty. **Betraysals MAY trigger leveraged icons and the Overthrow Rule!**

6.) Battle – Start a battle in a single region or on a court card. At the site of the battle, remove **ANY** combination of tribes, spies, roads, or armies equal to the acting card's rank. There are 3 restrictions to this:

- You cannot remove more units than you yourself have armies or spies in the battle (1-for-1).
- You cannot remove armies or roads of your loyalty.

- You cannot remove tribes belonging to players that share your loyalty, **however their spies MAY be removed.**

Bonus Actions: Actions on cards **MATCHING** the favored suit do **NOT** count against your turn's 2-action limit, but each can still only be used for one action per turn.

Hostage Actions: Court cards can be held hostage just like a player can rule a region. To hold a card hostage, a single enemy player must have more spies on the card than each other player.

When a card in a player's court is held hostage, that player can **ONLY** use the card's actions if the player holding it hostage is paid a bribe equal to the number of hostage-holding spies on it. Any portion of this payment can be waived with permission of the hostage taker. **Special Abilities (in the text box) are NEVER held hostage.**

CLEANUP

- 1.) Discard cards from your court down to a max of 3 + the sum of **purple** stars on cards in your court.
- 2.) Discard cards from your hand down to a max of 2 + the sum of **blue** stars on cards in your court.
- 3.) Discard any events in the leftmost column of the market. Any rupees on the discarded event **WILL REMAIN** in their position. The top row is **ALWAYS** discarded first, then the bottom row.

When an event card is discarded this way, **ALL** players are affected by the text or impact icon at the top of the card.

- 4.) Fill any empty spaces in the market by moving all cards in that market row (along with any rupees) to their leftmost position and draw new cards to fill in, if possible. If a card moves into a space with rupees from a previously-discarded event card, those are placed on the new card in that position.

If a Dominance Check card is revealed and there is already a Dominance Check card in the market, **IMMEDIATELY** perform a Dominance Check and then discard **BOTH** Dominance Check cards and fill in the market spaces as normal. If the final Dominance Check

card was discarded this way, this Dominance Check will count as the final check.

DOMINANCE CHECKS

These are resolved when purchased by a player or when triggered during cleanup. When resolved, take account of the game state. If a single coalition has the **MOST** blocks in play **AND** at **LEAST FOUR MORE** than all other coalitions (uncombined), the Dominance Check is successful, otherwise it is unsuccessful.

Unsuccessful Check – Players will score points based on the number of cylinders that they have in play – i.e. not on a player board.

Players score 3 / 1 VP for 1st / 2nd most. If there is a tie, add up the VP of the tied places and divide by the number of tied players, rounding down.

Successful Check – Players loyal to the Dominant Coalition score VP based on their influence points. Each loyal player has 1 influence point + the sum of their gifts, prizes, and patriots in their court.

Players score 5 / 3 / 1 VP for 1st / 2nd / 3rd most. If there is a tie, add up the VP of the tied places and divide by the number of tied players, rounding down.

After awarding points for a successful check, the region settles into an uneasy peace – **REMOVE ALL** coalition blocks from the board.

Final Dominance Check – Any points earned during the final Dominance Check are **DOUBLED**. This doubling occurs **BEFORE** any VP are split for ties.

GAME END & VICTORY

The game can end in one of two ways. If, after **ANY** Dominance Check, a single player leads **ALL OTHER** players by at least 4 VP, the game is over and that player wins. Barring that, after the deck's final Dominance Check is resolved, the game will always end and the player with the most VP wins.

If there is a tie, the player with the most **red stars** in their court among the tied players wins. If there is still a tie, the player with the most rupees wins. If there is still a tie, whoever can cook the best kebab wins.