EMPIRES: AGE OF DISCOVERY
World Variant Rules

To play the Empires: Age of Discovery World Map variant, the player will need to remove the following Trade Goods from the basic game:

- Rice
- Fish
- Cattle
- Cocoa (all foods)

and replace them with the following new Trade Goods:

- Spices
- Silk
- Tea
- Ivory

The Discovery Cards are also not used when playing with the World Map variant.

Otherwise, use all the rest of the basic games rules when playing the Empires: Age of Discovery World Map variant.