

EMPIRES: AGE OF DISCOVERY

World Variant Rules

To play the Empires: Age of Discovery World Map variant, the player will need 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.