

PAX PAMIR

Ambiciones Imperiales en Asia Central

Un juego de Cole Wehrle y Phil Eklund

Basado en el diseño de Phil Eklund **Pax Porfiriana**

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Traducción al castellano por David Martín

Con la caída de Napoleón, la Compañía de las Indias Orientales comerciaba a placer, desde el Cabo de Buena Esperanza hasta los mercados de Canton. La India se convirtió en el epicentro de una red imperial en expansión, y los imperios del momento recorrieron sus puertos, equiparando al Lejano Oriente con los mercados europeos y observando el total control británico de las vastas riquezas del subcontinente. Sin embargo, la "joya de la corona" estaba lejos de ser segura.

A través de los bosques de Siberia y las estepas de Asia, el Imperio ruso avanzó a un ritmo superior incluso el ritmo de los pioneros del oeste de Estados Unidos. Este expansionismo de la nación más grande del mundo se cernía sobre las posesiones británicas en la India, proyectando una sombra más larga cada año. En Asia central, los buscavidas, los aventureros, los industriales y los agentes del gobierno se encontraron, todos los que buscaban manipular el panorama político bizantino de la región. Allí, a la sombra de las montañas de Pamir, el escenario estaba listo para un conflicto que definiría las líneas del imperialismo en el siglo XIX hasta nuestros días.

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A. SUMARIO Y REGLAS GENERALES

A1. Objetivo.

En **Pax Pamir**, de dos a cinco jugadores asumen el papel de un líder tribal Afgano, navegando entre vientos de poder colonial al principio de "El Gran Juego". Hace una generación, conseguir estas ambiciones podría haber sido un problema menor para los jugadores, Sin embargo, al principio del siglo XIX, los grandes Imperios de la época habían empezado a dismantelar el antiguo orden político. Los jugadores siempre estarán aliados con uno de los tres imperios del juego (Británicos, Rusos y Afganos), pero su Lealtad puede cambiar. El juego acaba cuando uno de estos Imperios consigue la supremacía en la región. Si esto ocurre, el jugador con más influencia con ese Imperio gana.

A2. Secuencia de juego.

Cada turno tienes dos acciones. La mayoría de ellas se refieren a administrar tu Zona personal, compuesto por las cartas que has estado jugando delante de ti. Como una acción, las cartas se compran desde el Mercado y entonces, como una acción adicional, son jugadas a tu Zona.

Escala

*Cada turno representa
un año de actividad.*

Jugar una carta tendrá dos consecuencias principales:

◆ Te permite poner Unidades. Hay cuatro tipos de unidades: Tribus, Espías, Carreteras y Ejércitos, cada una asociada con unos de los cuatro Modos de poder (político, inteligencia, económico o militar). Cada carta jugada pondrá Unidades coincidentes con el Modo de la carta del mapa o Zona Personal. Las Unidades se usan para calcular si un Imperio puede alcanzar o no la Supremacía y tienen muchas otras funciones.

◆ Expande tu Zona Personal, esto activa Acciones Especiales permitiéndote destruir unidades, irrumpir en Zonas Personales y consolidar tu riqueza.

A3. Reglas generales.

◆ Contradicciones, si el texto de una carta contradice estas reglas, la carta tiene preferencia.

◆ Desempate. Los desempates siempre son a favor del jugador con más estrellas militares en su Zona Personal. Si persiste el empate, se compara el dinero, y si aún persiste, ningún jugador se considera superior.

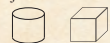
◆ Términos. Las palabras que empiezan con mayúscula están definidas en el glosario.



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B. COMPONENTES

Ejército Tribu



Carta Localización

Carretera



Conexión

Espía



Zona

B1. Contenido del juego.

◆ 120 cartas. 93 cartas representan lugares y personajes que habitaron Asia Central en 1823 – 1845.¹ El resto de cartas tiene funciones generales de juego, como indicar el Régimen actual o indicar la Lealtad del jugador. .

◆ 50 Cubos. 10 cubos en 5 colores (blanco, negro, naranja, amarillo, morado). Un cubo representa una **Tribu** (unidad política) si está en una carta de Localización o un **Espía** (unidad de inteligencia) si está en el Zona Personal.

◆ 30 Cilindros. 10 cilindros en 3 colores de cada Imperio (azul, verde, rojo). Un cilindro representa un **Ejército** (unidad militar) si está en una carta de Localización o una **Carretera** (unidad económica) si está en una Conexión entre dos Localizaciones

◆ 45 Discos. 35 discos blancos con el valor de 1 rupia y 10 rojos con el valor de 5 rupias cada uno.

B2. Anatomía de una carta.

Pax Pamir incluye 93 cartas que se usan para hacer el **mazo de robo**.

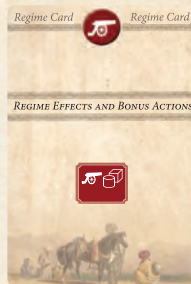


B3. Cartas de Jugador.²

Hay cinco **cartas de jugador**, estas cartas no son parte de tu Zona de juego.

B4. Cartas de Régimen.

Hay cuatro **cartas de Régimen**, cada una representa un Modo diferente usado en determinada Supremacía. Los regímenes activan acciones adicionales y otros efectos especiales. Solo puede haber un Régimen activo a la vez.



Carta de Régimen

B5. Cartas de Lealtad.³

Hay cinco **cartas de Lealtad**, cada una con dos orientaciones, tu elección determina tu Lealtad inicial



Carta de Lealtad

B6. Derrocamientos

Hay cuatro **Derrocamientos**, los cuales se mezclan en el mazo durante la preparación y pueden poner fin a la partida.

B7. Cartas de Favor.

Las tres **cartas de favor** indican el jugador con mayor Influencia en cada uno de los tres Imperios, además, conceden bonus especiales a ese jugador. Si un Imperio consigue la Supremacía, el jugador que posea la carta de Favor correspondiente gana el juego. Al final de las reglas se explican con detalle sus respectivos bonus.

C. PREPARACIÓN

C1. Formación del mapa.⁴

Cada una de las seis cartas de mapa representan Localizaciones: Transcaspio. Persia. Herat, Kabul, Kandahar y Punjab. Distribúyelas para formar un mapa de 6 cartas como se muestra. Deja un pequeño espacio entre ellas (8mm).

*Mapa tablero opcional: un "Pax P mapboard" está disponible para su compra desde www.sierra-madre-games.eu. Este accesorio opcional es un mapa de **Pax Pamir** por una cara y de **Pax Porfiriana** por la otra. Reemplaza a las 6 cartas de mapa.*

C2. Jugadores.

Cada jugador recibe una carta de jugador al azar.

Jugadores	Cartas
2	56
3	64
4	72
5	80

◆ Zona de Jugador. Coloca tu carta de jugador enfrente tuya. Las cartas de tu Zona Personal se juegan en una fila única encima de tu carta de jugador.

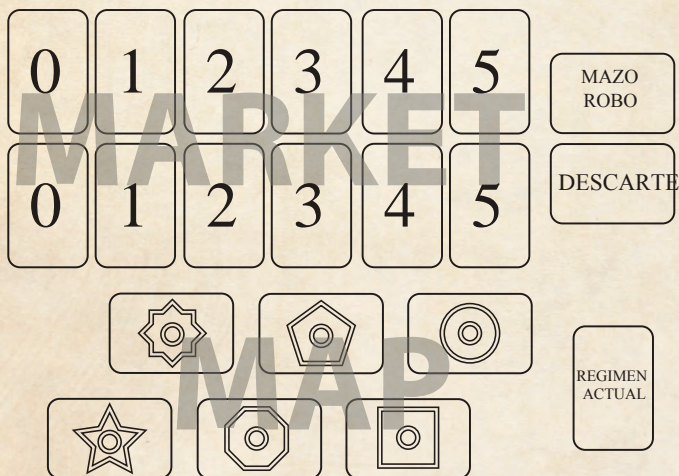
◆ Cubos. Cada jugador recibe diez cubos de su color y los coloca cerca de su carta de jugador.

C3. Mazo y Robo y Mercado.

Toma 40 cartas al azar del mazo, añade 8 más aleatoriamente por cada jugador. Baraja y divide en seis mazos mas o menos iguales. Toma las cuatro cartas de Derrocamiento, barájalas y colocalas en cuatro de los seis mazos.

Sin barajar más, apila los cuatro que contienen la carta de Derrocamiento.
Esto forma la parte de abajo del mazo de robo. Finalmente, coloca encima de este último los otros 2 mazos sin cartas de Derrocamiento.

◆ Mercado. Dispón 12 cartas desde el mazo de robo para formar dos líneas de 6 cartas cara arriba.



Nota: Si estás jugando una partida a dos jugadores considera aplicar la regla opcional de Construcción Nacional (11)

C4. Régimen.

Coloca la carta de Régimen inicial ("Fragmentación Política") cerca del mapa.

C5. Capital Inicial.⁵

Cada jugador empieza con 4 rupias (discos blancos).

C6. Lealtad inicial.

Baraja las cinco Cartas de Lealtad y da una a cada jugador. Cada jugador ahora secretamente escoge una de las dos posibles orientaciones de Lealtad girando la carta hacia la orientación deseada. Se revelan de forma simultánea todas las orientaciones. Los jugadores ajustan su asiento según el número de **orden de asiento** en la esquina de su Carta de Lealtad. El jugador con el número más bajo es el jugador inicial y el orden de juego continuará en sentido horario hasta el jugador con el número más alto. Coloca tus Cartas de Lealtad debajo de tu carta de jugador de manera que la banda de color que indica Lealtad sea claramente visible.

- Si un Imperio solo tiene un jugador leal, ese jugador debe coger la correspondiente carta de Favor (B7).

Todo está preparado para comenzar el juego.

D. SECUENCIA DE JUEGO

D1. Turno.

En tu turno, puedes hacer las siguientes acciones en cualquier orden:

- ◆ Hasta dos acciones -- *Standard* y/o *Especiales* (E).
- ◆ Un número de acciones adicionales, limitadas a la carta actual de Régimen (E).

D2. Mantenimiento (F).

Ejecuta el mantenimiento del Mercado y continúa jugando el siguiente jugador en sentido horario.

Recuerda: Los Derrocamientos se resuelven en cuanto son comprados.

E. ACCIONES

E1. General.

En tu turno harás por norma general dos acciones (*Standard* o *Especial*).

- ◆ Debes ser capaz de pagar todos los costes asociados a la acción para que se pueda ejecutar.
- ◆ Las Acciones Adicionales son activadas por tus cartas de Zona Personal. Cada Acción Especial está asociado a uno de los cuatro Regímenes. *Aunque esto puede usarse durante cualquier Régimen, si una Acción Especial es efectuada durante su Régimen asociado, no contará como una de tus dos acciones.*
- ◆ Cada carta solo puede usarse una vez por turno.

Ejemplo: El régimen es Fragmentación Política, este régimen te permite usar la acción de Impuestos con cada carta de Zona Personal con la acción Impuestos sin que ninguna de esas acciones cuente como una de las dos que tienes por turno. Sin embargo, si una de esas cartas ha sido previamente usada en otra acción, como la acción de Campaña, no podrías usar Impuestos con la carta este turno si la carta ya ha sido usada para una acción.

Discard

E2. Descartar (Acción Standard).

Puedes descartar una carta de tu mano.

Si usas tus dos Acciones Standard para descartarte dos cartas de tu mano, toma una rupia de cualquier jugador o de carta del mercado

Purchase

E3. Comprar (Acción Standard).

Compra una carta del Mercado y añádela a tu mano.

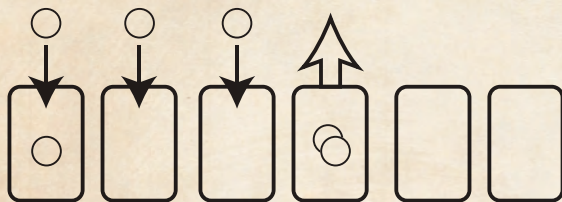
◆ **Tamaño de mano.** Tu cantidad máxima de cartas en tu mano es de uno MAS la suma de los Rangos de todas las cartas de inteligencia que tengas en tu Zona Personal. No puedes comprar si excedes el límite.

◆ **Coste.** El **coste** de una carta depende de su posición en la columna del Mercado, la más a la izquierda es gratuita, la siguiente cuesta 1 rupia, después 2, etc. paga el coste colocando una rupia en cada carta de la misma fila a la izquierda de la carta que compras.

◆ Si pones una rupia en una carta del mercado por cualquier motivo, ya no puedes comprar esa carta en ese turno.

- ◆ Obtienes todas las rupias que hubiera encima de la carta que has comprado.
- ◆ Los Derrocamientos (H) se activan en el momento en que se compran del mercado.
- ◆ Si el Régimen actual es Conflicto Militar, los costes del mercado se doblan. Coloca dos de tus rupias en cada carta en vez de una.
- ◆ Si un hueco del mercado está libre, paga la carta de ese hueco pero en la otra fila del mercado. (Esta situación puede suceder si compras dos cartas en una ronda).

Ejemplo: Has comprado la cuarta carta desde la izquierda en el mercado y has gastado tres rupias. Aunque había ya dos rupias en esa carta, no puedes usarlas para la compra actual. Coloca la primera rupia en la carta más a la izquierda, la segunda en la carta siguiente a la derecha y la última en la siguiente por la derecha. Ahora puedes coger la cuarta carta, llevarla a tu mano y quedarte con todas las rupias que hubiera encima de ella.



Play



El Rango de la carta determina cuántas Unidades se colocan.

E4. Jugar carta (Acción Stantard).

Juega una carta desde tu Mano a tu Zona Personal y luego coloca Unidades en el mapa o Zona Personal.

◆ **Tamaño Zona.** La cantidad de cartas que puedes tener en tu Zona personal es de 3 MÁS la suma de los rangos de todas las cartas Políticas de tu Zona. Puedes temporalmente superar el límite, pero debes descartar hasta tu límite durante el *mantenimiento* (F2).

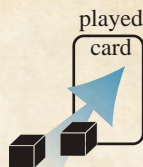
◆ **Coste de juego.** Debes pagar una rupia por cada **Tribu** en una Localización. Paga al propietario de la **Tribu** (no necesitas pagarte a ti mismo). Si no puedes asumir el coste, no puedes hacer la acción, Pero puedes negociar con los propietarios de la Tribus (G1).

◆ **Colocación.** Puedes colocar las cartas a la derecha o la izquierda de tu Zona personal.

◆ **Patriotas.** Si juegas una carta de Patriota, tu Lealtad cambiará para coincidir con la carta jugada. Si tomas una nueva Lealtad, debes descartar cualquiera conflictiva de Premio Lealtad/Lealtad Inicial que esté colocada debajo de tu carta de jugador y descartar cualquier Patriota en tu Zona, devolviendo los Espías sobre ellos a la reserva general de sus dueños.

◆ Los iconos de Impacto como los de Cambio de Régimen, Balanza de pagos, Informadores y Ciudadela, tienen efecto cuando se juega la carta, se describen en el glosario.

◆Place Units.⁶ After playing the card, place cubes or cylinders depending upon the Mode of the card played. If you cannot place the required cubes or cylinders, take the needed Units from any other Location at your discretion.

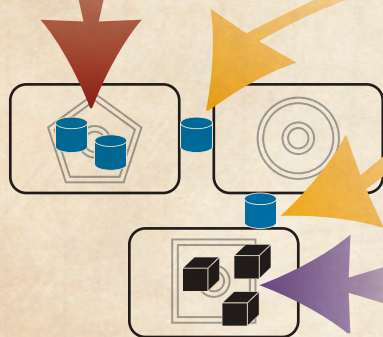


◆Military. Take a number of Empire cylinders equal to the played card's Rank. These cylinders must match your Loyalty. Place these Armies on the Location card matching the played card's Location.
Ex. Rank 2 in Kabul

◆Intelligence. Take a number of personal cubes equal to the played card's Rank, and place these Spies on the center of the played card.

◆Economic. Take a number of cylinders equal to the played card's Rank. These cylinders must match your Loyalty. You may place these Roads on any Connection adjacent to the Location card matching the played card's Location. You may place multiple Roads on the same Connection.
Ex. Rank 2 in Punjab

◆Political. Take a number of personal cubes equal to the played card's Rank, and place these Tribes on the Location card matching the played card's Location.
Ex. Rank 3 in Kandahar

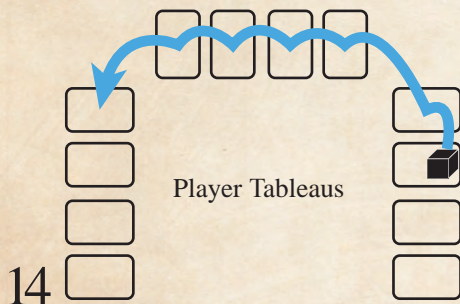




E5. Travel (Intelligence Special Action).

Use this action to move your Spies. These cubes move along cards in the players' Tableaus, as if they formed a single continuous track around the area of play.

- ◆ You may make a number of moves equal to the Rank of the card using the Travel action. Each Rank allows a Spy to move one card in either direction. These moves may be allocated anyway you see fit.
- ◆ If a Spy finishes its movement on a card with one or two colored bands *that is NOT on your Tableau*, place it either on the Patriot band at the top of the card or the Loyalty Prize band at the bottom. The color of the band chosen indicates which Empire you are Spying for and so gain Influence in. Since this represents a clandestine agent, you may have Influence in Empires which you are not loyal to. Spies never impact Loyalty.
- ◆ Up to one Spy from each player may be colocated on a band. In this way, multiple players can gain influence from the same card.



Example: You have three cards of Rank 2 with the travel icon in your Tableau, and the Regime is Intelligence War. Each card using the Travel action will allow you to move two Spies one card. For instance, you could use all three (Rank 2) Travel actions to move a single Spy six cards in either direction.

E6. Counter-Espionage (Intelligence Special Action).

Use this action to remove Spies belonging to other players on a card where you have at least one Spy.

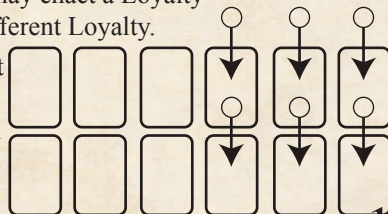
- ◆ The maximum number of enemy Spies removed is equal to the Rank of the card using the counter-espionage action.
- ◆ Spies removed are returned to their owner's pool of unused cubes.



E7. Bribe (Intelligence Special Action).⁷

Use this action to steal one card where you have a Spy.

- ◆ Cost. Pay two rupees for each Rank of the target card. The cost should be paid to the rightmost Market cards (across both rows) with a max of one rupee per card.
- ◆ Take the card and place it on your personal Tableau. Any Spies remain on the card.
- ◆ If you bribe a Patriot, the Patriot may enact a Loyalty Change if you are currently of a different Loyalty.
- ◆ Coup. If you bribe the highest ranked Political Card in an opponent's Tableau, all of his Tribes in that Location convert to your color.



Ex. Payment for a Bribe of a Rank 3 card. 15



E8. Assassinate (Intelligence Special Action).⁸

Use this action to discard one card where you have a Spy.

- ◆ Cost. Pay one rupee to each of the two rightmost cards in the market. You must also remove one of your Spies on the targeted card.
- ◆ You may either accept the assassinated card as a Loyalty Prize or discard it.
- ◆ Any Spies on the card are returned to their owner's pool of unused cubes.
- ◆ Strawman. You may target a card on your Tableau.



E9. Commerce (Economic Special Action).

Using this action, take an amount of rupees equal to the acting card's Rank from any Market Cards.



E10. Gifts (Economic Special Action).

Using this action, you may purchase a single Gift cube which will count as one Influence in the Empire matching your current loyalty.

- ◆ Cost. Each Gift has a cost (2, 4, 6) as marked. The cost should be paid to the rightmost Market cards (across both rows) with a max of one rupee per card.
- ◆ Place a personal cube on the Gift matching the cost paid. Only one cube per Gift is allowed.



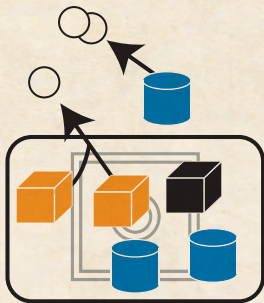
E11. TAX (Political Special Action).

Use this action to take rupees up to the acting card's Rank. Take the rupees from players with Tribes in that Location or Roads in the Adjacent Connections. If collecting rupees from Roads, you may take them from any loyal player. You may tax other players who share your Loyalty.⁹



- ◆ Restrictions. You may only tax in the Location of the card used to tax. Furthermore, you may only tax if you have a majority of Tribes plus Loyal Armies in that location. If there is a tie, see A3.
- ◆ Roads may be taxed from either adjacent Location.
- ◆ Tax Shelter. The total number of Economic stars on your Tableau indicates the amount of rupees you can shelter from the tax action. Only rupees you hold in excess of your Tax Shelter are vulnerable to the tax action.

Example: You wish to use the tax action in Kandahar. You have more units (one Tribe + two loyal Russian Armies) than anyone else in the Location. You taxes with a Rank three Kandahari card, which allows you to extract three rupees. You decide to take one rupee from Jim, who has two Tribes (orange), and two rupees from Max, who is eligible to be taxed because he is loyal to the Russians. Note, you could have taxed either player for the full three rupees. Max may want to reconsider his Russian Loyalty, and if Jim switches to Russian Loyalty, he would be able to tax both you and Max





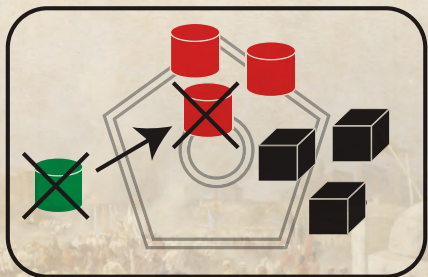
E12. Campaign (Military Special Action).

Use this action to move Armies and eliminate other Units in its Location or its Adjacent Connections. You may take this action without attacking. Each campaign action follows this sequence:

1. Pick one Location with Armies of the Empire to which you are Loyal.
2. Move. You may move any Loyal Armies in the location to any single adjacent region if the Empire has at least one Road on the Connection.
3. Defender. Choose one defending Empire in the Location and/or adjacent Connection. You may only attack Roads or Armies of that Empire or Tribes Loyal to that Empire. You may not attack units Loyal to your Empire.
4. Attack. An attack eliminates a number of cubes or cylinders up to the Rank of the card used for the campaign action. Defending Armies must be eliminated before Tribes and Roads.
5. Attacker Losses. For each enemy Army eliminated, eliminate one friendly Army in the Location. If you cannot take the loss, you may not eliminate the enemy Army. If there are no further attacking Armies in the location, you can no longer eliminate any enemy Unit.

- ◆Intel. If you have a consenting Spy on a card that matches the Location you may ignore the requirement to destroy Armies first in that location and its adjacent connections.
- ◆Overthrow. If you eliminate a player's last Tribe in a location that player must discard a political card from his Tableau of the matching location, if able. Any Spies on the card are returned to their owner's pool of unused cubes.
- ◆Baggage Train. If there is no Road, you may pay one rupee to each of the two rightmost cards in the market to move your Armies as if there was a Road.

Example: Tom uses a Rank three military card to trigger an attack in Kabul. He is loyal to the Afghan Empire and there is a single Afghan Army in Kabul. His attacks are directed at the British, which have two Armies in Kabul and three Tribes loyal to the British. He must first eliminate the British Armies. He eliminates the first Army and must then eliminate the Afghan Army as well. He must now stop his action because British Armies remain and there are no further Afghan Armies in the Location. If he had Intel, he could have ignored the requirement to attack the British Armies in the Location first and attacked the Tribes instead, eliminating all three tribes with his rank three Campaign action.



F. CLEANUP

F1. Automatic Discard.

A Patriot or Topple card in either of the two leftmost cards in the Market (occupying the “0 cost” position) will be automatically discarded without effect. If the final Topple is discarded, the game is over (H5). Any rupees on a card discarded in this way should be moved to the next card in the row.

F2. Discard Down to Tableau Size.

If you have more cards than your Tableau Size, discard Tableau cards till you are within your limit. All Spies on discarded cards are returned to their owner’s pool of unused cubes.

Example: During the round, Jim’s rank three political card was Assassinated. Jim’s max Tableau Size has now been lowered by three. During the Cleanup phase on Jim’s turn, he will need to discard any cards on his Tableau in excess of his Tableau size.

F3. Refresh Market.

Move all cards in the Market to their leftmost position in their market row and draw new cards to return the market to its normal size.

G. NEGOTIATIONS

G1. Deals.

Players may make deals, Consents, promises and transfer money or Hand Cards at any point in the game. Quid pro quo negotiations are only binding if they occur on that turn. Hand Cards may only be transferred if the recipient of the card has room in his Hand.

Example 1 (Informal Auctions): On the first turn of the game, Billy uses his first action to purchase a rank three Intelligence card from the Market and adds it to his Hand. Nora, who has room in her Hand, offers Billy three rupees for the card. Billy wants more for the card and suggests four rupees. Nora consents to the price. Nora pays Billy four rupees and takes the card. Billy still has one action remaining and may purchase another card from the Market.

Example 2 (Discounts): You would like to play a card in Kabul. Jillian has two Tribes in Kabul and Mark has one. The cost to play the card would be two rupees to Jillian and one to Mark. You only have two rupees, so you ask Jillian if she will accept the lower payment in exchange for some future favor. Jillian accepts and you pay both her and Mark one rupee to play the card.

Example 3 (Intel): You would like to use the campaign action to eliminate some enemy Tribes in Kabul. These Tribes are loyal to Russia and are therefore protected by the Russian Armies in Kabul. In order to go around the Russian Armies and attack the Tribes, you can use Intel from a consenting Spy in the Location. Matthew has Spies there. Matthew agrees to Consent for the price of two rupees. You may now take the Campaign action and directly attack the Tribes.

H. THE TOPPLE

H1. Game End.

When a Topple is purchased from the Market the game ends if:

- ◆ An Empire gains Supremacy (H2).
- ◆ If the final Topple of the game is unsuccessful or is automatically discarded from the Market (H5).

H2. Supremacy.

An Empire achieves Supremacy if it has both more cubes/cylinders of the current Regime's Mode than all other Empires combined AND at least 1 cube/cylinder of each Mode. Player cubes (Spies and Tribes) count towards the Empire to which they are loyal. This includes Spies which may be providing Influence in a different empire.

Reminder:
The player with the most Influence in an Empire should have the corresponding Favor Card.

H3. Influence & Victory.

If an Empire achieves Supremacy, the player with the most Influence in that Empire wins the game. For ties, see A3. To calculate your Influence in an Empire, add up:

- ◆ Your Loyalty cards, Prizes, and Gifts.
- ◆ The number of Patriots of that Empire in your Tableau.

- ◆ Every Spy on a Patriot or Loyalty Prize colored band that matches the Empire. *Reminder: You may not place Spies on Patriot or Loyalty Prize bands on your personal Tableau.*



H4. Failed Topple.

An unsuccessful Topple results in a **purge**, unless it is the final Topple.

- ◆ Remove all but one cube and cylinder of each color from every map Location and Connection. Afghan Empire Cylinders are not removed.

Example: Black has one influence in the Afghan Empire from his Spy on an Afghan Patriot. Black and Purple each have an influence in the British Empire from their Spies on a British Loyalty Prize.

- ◆ Starting with the player who triggered the topple (and proceeding clockwise), players must cull their Tableau. A player may only have one card of each Mode. Cards in excess of this limit may either be discarded or taken into that player's Hand and may exceed his Hand Size. Spies on discarded Tableau cards and those taken back into a player's Hand are returned to their owner's pool of unused cubes.

Reminder: Hand Size is ONLY used to determine whether or not a card can be taken from the Market during the purchase action (E3) or if a card is obtained in a negotiation (G1).

H5. Failed Final Topple.

If the final Topple fails, follow the *tie procedure* to determine the winner (A3).

Successful Topple Example:

The Regime is a Military Struggle and the Topple is purchased from the market. The Afghan Empire has two Armies, the Russian Empire has one Army, and the British Empire has four Armies. Assuming the British also have at least one Road, one Tribe, and one Spy, the Topple is a success because the British have more Armies than the other two Empires combined. The game is now over. To determine the winning player, everyone counts up their influence in the British Empire. Jim has four influence (he is loyal to Britain (+1), has two Patriots on his Tableau (+2) and has one Spy on a British Patriot band in Mark's Tableau). Dave has three influence (he has two Spies on each of Jim's two Patriot bands (+2) and one on Mark's (+1)). Mark has only two influence (he is loyal to Britain (+1) and has one Patriot on his Tableau (+1)). Jim wins the game. Note, that if Dave had more influence than Jim, he could have won the game, even if he was never directly loyal to the British during play.

I. OPTIONAL RULES

11. Nation Building (Suggested for Two Players and Advanced Players).¹⁰

Empires now must consolidate control. To end the game before the 4th Topple, an Empire will need to achieve Supremacy a second consecutive time.

- ◆ Honeymoon. After an Empire achieves Supremacy, remove all units from play. Then, starting with the player who triggered the Topple (and proceeding clockwise), players must cull their ENTIRE Tableau. Culled cards may be discarded or added to the player's Hand and may exceed his Hand Size.

12. Weak States.

In order to achieve Supremacy, an Empire no longer requires at least one cube/cylinder in each Mode. This variant is recommended for beginners, though it should not be used in two or three player games.

13. Badal Tokens.¹¹

The ten red discs are now Badal ("Revenge") tokens.

- ◆ Acquiring. Whenever a player's personal cubes or Tableau cards are eliminated by another player, the victim can take a Badal token. You may only take a single Badal token per opponent turn, even if multiple actions harmed you. If there are no more Badal tokens in the bank, the victim may take a Badal token from any player.
- ◆ Spending. Badal tokens can be spent to intensify the effectiveness of special actions. For every token spent, the Special Action is executed as if the card using the action were of a single Rank higher.

GLOSSARY

ADJACENT—This is indicated by the route lines on the Location cards.

ARMY—A cylinder on a Location in one of the three imperial colors, representing a military unit.

CONNECTIONS—Connections are the spaces on the route lines between two Locations. Cylinders representing Roads are placed here, which facilitate the movement of Armies.

CONSENT—You have Consent if the owner of cubes agrees to let you “use” the cube in order to enable certain actions. During the campaign action, a consenting Spy enables attacks in a particular location.

CUBE & CYLINDER MANAGEMENT—Each player has 10 wooden cubes, and each Empire has 10 wooden cylinders, which are hard limits. Collectively these are called Units. If you need to place a Unit but none remain, you may remove the necessary Units from any position.

EMPIRE—Players, Cylinders and Patriots are always associated with one of the three Empires: British (red), Russian (blue), or Afghan (green).

GARRISON IMPACT—When played, place a cylinder of the Empire you are Loyal to on the map, at the played card’s Location.

GIFTS—Your player card has three Gifts, which are spots priced at 2, 4, and 6. You may place a personal cube on one of these Gifts by performing the *gifts action* (E10). Only one cube can be on each Gift. Each cube placed on a Gift counts as a single Influence in your current Empire. If you make a Loyalty Change, return all Gift cubes to your supply.

HAND—When you purchase a card from the Market, place it in your Hand. You cannot purchase a card from the Market if it would violate your Hand Size.

HAND SIZE—Your Hand Size is limited to ONE CARD PLUS THE SUM OF THE RANKS ON ALL OF YOUR INTELLIGENCE CARDS ON YOUR Tableau. Your Hand Size determines if you can use the *Purchase action* (E3) to take a card from the market or obtain a card in a *negotiation* (G1). You may violate Hand Size if you take cards into your Hand via a *failed topple* (H4) or if your Hand Size limit changes due to the loss of an intelligence card on your Tableau.

IMPACT—The following card icons indicate Impacts: Garrison, Informants, Leveraged, and Regime Change Arrows. Impacts only occur when a card is first played (except Leveraged which also has an effect when the card is discarded).

INFLUENCE—If an Empire achieves Supremacy, the player with the most Influence in that Empire will win the game. Influence has three sources: **Loyalty cards**/prizes tucked partially behind your player card (including your starting Loyalty Card), Patriots on personal Tableaus, and Spies on the colored bands



Informants



Leveraged

that mark Patriots and Loyalty Prizes.

INFORMANTS IMPACT—When played, place a single Spy cube on the card.

LEVERAGED IMPACT (Play)—When Leveraged cards are *played* (E2), the game's money supply increases. The player takes rupees equal to the card's Rank from the box.

LEVERAGED IMPACT (Discard)—When a Leveraged card is discarded (e.g. by assassination, purge, or cleanup), the card's owner discards a number of rupees equal to the card's Rank to the box. For every rupee that he cannot pay, he must discard a personal cube or Tableau card.

LOCATION—There are six Location cards in **Pax Pamir**: Transcaspian, Persia, Herat, Kabul, Kandahar, and Punjab. Cylinders on these cards are military Armies, and cubes on these cards are political legitimacy (Tribes).

LOYALTY—You will always have Loyalty to exactly one of the three Empires, as indicated by cards with a colored band in your Tableau or tucked behind your player card (i.e. your starting Loyalty card, Patriots, Prizes). Your Loyalty determines which cylinders you are able to place and manipulate. Loyalty is used in determining Supremacy and victory. In the rare instance that you have lost your Loyalty card, Patriots, and Loyalty Prizes, you will default to a Loyalty in the Afghan Empire.

LOYALTY CHANGE—You can change Loyalties by playing

Patriots on your private Tableau or by taking Loyalty Prizes. If so, you must discard all Tableau cards of conflicting Loyalties and remove any cubes on Gifts.

LOYALTY PRIZE—If you eliminate a card by assassination that lists “Loyalty Prize” along its lower edge, you can take it as a Loyalty Prize. Place it partially behind your player card so that the Loyalty Prize band is visible. A Loyalty Prize placed in this way counts as an Influence in the indicated Empire. Taking a Loyalty Prize may enact a Loyalty Change if the Loyalty Prize does not match the player’s current Loyalty.

MARKET—The 12-card Market is composed of two rows of 6 face-up cards. Obtain these cards by the purchase/play action.

MODE—Each Tableau and Regime Card belongs to one of four Modes: dark red cards are Military (M), light blue cards are Intelligence (I), purple cards are Political (P), and gold cards are Economic (E). Each of the Regimes enables additional actions of the matching Mode. Each cylinder is Military Mode if on a Location on the map, or Economic Mode if on a Connection. Each cube is Political Mode if on the map, or Intelligence Mode if in a Tableau.

PATRIOT—These cards represent individuals of strong principles. Each has a colored band across the top that is either green (Afghan Empire), red (Britain) or blue (Russia). If you make a Loyalty Change, all Patriots in your Tableau of another Loyalty are discarded.

PLAYER CARD—Each player gets one player card. **Player cards** are not part of a player's Tableau.

RANK—Each card has a Rank of between one to three stars. This indicates how many cubes/cylinders the card will play on the map, and the effectiveness of its actions. Rank is also used to determine your maximum Hand Size (blue stars), Tableau Size (purple stars), and Tax Shelter (yellow stars).

REGIMES—There are four **Regime cards**, which signify different political climates felt broadly across the region. Only one Regime is in play at any time.

- ◆ **Military Struggle**—This represents a Russo-British hot war. Costs to purchase cards are doubled (E3). The campaign action does not count against your turn's two actions.
- ◆ **Intelligence War**—This represents a Russo-British cold war. The Regime Mode is Intelligence. The assassination, travel, counter-espionage, and bribe Special Actions do not count against your turn's two actions.
- ◆ **Political Fragmentation**—This represents global disinterest in the region allowing warlords to consolidate power. The Regime Mode is political. The tax action does not count against your turn's two actions.
- ◆ **Economic Boom**—This represents a period of political stability, public/private investment, and growth. The Regime Mode is Economic. The commerce and gift actions does not count against your turn's two actions.

REGIME CHANGE ARROW—Whenever a card with this icon is played, the game's current Regime changes to match the color of the arrow.

ROAD—A cylinder on a Connection space in one of the three imperial colors, representing Roads and other economic infrastructures aiding commerce.

RUPEE—Rupees are represented by white discs (1 rupee each) or red discs (5 rupees each). Rupees will circulate between players during the game. Rupees are added to or subtracted from the game through the play or discard of Leveraged cards, or with bonuses gained through Imperial Investment (British favor card). The rupees provided in the game are not a hard limit. Use spare tokens if required.

SPECIAL ACTIONS—Most cards offer Special Actions which are shown as a row of icons across the middle of the card. Each card in your Tableau can only be used for one action per turn (E1). Special Actions described in section E.

SPY—A cube on a Tableau card in one of the five player colors, representing an intelligence unit.

SUPREMACY—To have a successful Topple, an Empire must achieve Supremacy, by having both more cubes/cylinders in the current Regime's Mode than all other players and Empires combined, and by having at least one Army and one Road, and having at least one Spy and **Tribe** belonging to any Loyal player.



**ECONOMIC
BOOM!**

STANDARD ACTION—Unlike a Special Action, you do not need a Tableau Card to perform a Standard Action. The *discard action* (E2), the *purchase action* (E3) and the *play action* (E4) are Standard Actions.

TABLEAU—This is a row of face-up cards under your control.

TABLEAU SIZE—Your maximum Tableau size is THREE PLUS THE SUM OF THE RANKS ON ALL OF YOUR POLITICAL CARDS ON YOUR Tableau. During the cleanup phase, if your Tableau has expanded beyond this threshold, you must discard cards until your Tableau is within this limit.

TAX SHELTER—Tax Shelters allow players to protect their rupees from the *tax action* (E8). The total number of economic stars on your Tableau indicate the amount of rupees you can shelter from the tax action. Any rupees you hold in excess of your Tax Shelter are vulnerable to the tax action. A convenient way to show sheltered rupees is to place the sheltered ones directly on top of the economic cards in your Tableau, up to one coin per yellow star.

TOPPLE—One of four cards that triggers a Supremacy check if purchased or automatically played.

TRIBE—A cube on a Location in one of the five player colors, represent a political unit such as a warlord or a tribal council.

UNIT—A wooden cube or cylinder.

CREDITS

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L. HISTORICAL NOTES

L1. Endnotes.

¹ **Pax Pamir** draws its images from primarily mid-19th century publications. The cover image is from a political cartoon drawn by Sir John Tenniel for Punch Magazine, 1878. I have made particular use of James Rattray's *Afghaunistan* (1842), James Atikson's *Sketches in Afghaunistan* (1842, see back of box), and August Wahlen's *Moeurs, Usages, et Costumes de tous les Peuples de Monde, d'apres des Documents Authentiques et les Voyages les plus Recents* (1843-44). When possible, historically accurate images have been used. However, because some of the game's named characters are obscure, some liberties have been taken. Those cards with approximate illustrations of named characters are listed here by ID number: 2, 9, 45, 47, 49, 51, 55, 62.

² Players represent political factions. The images on the **player cards** are taken from James Rattray's *Afghaunistan* (1842). These anonymous figures represent the powerful, non-public actors within factions, often forgotten to history. One of five images is of a woman from Rattray's illustration "Kandahar, Lady of Rank." In his note on the illustration, Rattray writes "Many of these Afghan ladies have rendered their names celebrated in history by their conjugal attachment and devotion to the cause they supported." He also writes of Shujah's favourite wife, Wafadar Begum, who rescued him from imprisonment by the Sikh ruler Ranjeet Singh and of the brave widow of Akram Khan, who was a powerful chief of Zamind-

awar to the south of Kandahar. When Khan was executed, his widow threw off her burkha and led her tribe to battle. Though the vast majority of women in Afghanistan had few rights in the early 19th century, I feel that it is important to note that women of rank did have a role in political affairs, even if they were seldom seen.

³ **Loyalty cards** represent diplomatic networking which occurs outside of the scope of the game (1810s and early 20s).

⁴ **Pax Pamir**'s six Location cards cover an area about three times larger than the area covered in **Pax Porfiriana**. This area includes four distinct political topos: Persian court intrigue, the warlords and minor khanates of the Transcaspian Oblast, the dynastic dueling between the Durrani and the Barakzai in Afghanistan (Kabul, Kandahar, and Herat), and the struggles of the fledgling Sikh Empire in the Punjab. In general, Russia's positions are strongest in Persia and in the Transcaspian while the British are mostly based in the Punjab. **Pax Pamir** uses an amalgam of naming systems and combines both modern and period usage in a way that I hope is both evocative and easy to grasp. The cities take their spellings from modern English usage (Kabul vs Cabool) while the areas around modern-day nations (Turkmenistan, Iran, Pakistan/northwest India) take their archaic regional names (the Transcaspian Oblast, Persia, and the Punjab). In all cases, the name of each location covers a very broad and loose area. For instance, for game purposes Kabul extends far north into Badakhshan and its mineral riches. The reason for this is two-fold. First, the game could only have so many Locations and still be playable, and, second, the cities service as political, communications, and economic nodes. Kabul would have been Badakhshan's regional trade hub, even if the mines were quite distant from its market streets.

⁵ A player's pile of rupees should be understood to include both a small physical bank as well as a broad network of IOUs, blackmail, democratic and/or religious legitimacy, as well as other forms of political capital.

⁶ The placing of Units on the map represents the aligning of extant assets in the current political struggle. In this sense, unlike enterprises in **Pax Porfiriana**, players do not "build" anything. Many of the economic cards in this game represent trade routes, patrols, and

markets which have existed for a thousand years. By placing Roads on the map in their empire's color, the player is simply signifying that a particular patrol has chosen a side in the current conflict. It's worth noting that while Spies and Tribes will "follow" a player if they change Loyalty, Armies and Roads do not. The reason is one of scale, supply, and control. The alignment of Armies and Roads represents their enmeshment with forces outside of a player's direct control. Though they may have delivered the army to the empire, the empire is now the one footing the bill.

⁷ The Bribe action is a targeted attempt to win over certain key figures currently working with your opponents. A coup represents a succession dispute. In buffer regions between superpowers, it is common for them to support rival contenders for the throne to gain influence in the new regime.

⁸ Cards on a player Tableaus represent ministers and administrative assets. For this reason, although an assassination may kill off a key person, it will not directly remove the broader resources that the minister helped coordinate.

⁹ Association with an empire is often a liability. The ability to tax players loyal to an empire reflects efforts of tribes to consolidate control and political legitimacy. It should surprise no one that some of these situations will be baldly hypocritical. For instance, in the example one player Loyal to Russia can Tax another player, also Loyal to Russia.

¹⁰ Despite a disastrous initial march, the British expedition into Afghanistan did succeed in Toppling Dost Mohammad's fledgling kingdom. However, Afghanistan proved a hard place to rule and it was not long before Auckland and the East India Company realized how many resources it would take to consolidate power and bring stability to the country.

¹¹ The traditional Pashtun ethical code makes special provision for the concept of "Nyaw aw Badal" (justice and revenge). This provision was often carried out in ways that would be illogical in a contemporary political and economic framework. The idea was particularly effective when appealing to the more traditional rural Tribes. This optional rule attempts to capture that dimension of political life and the cycles of violence that the idea engendered.

L3. Bibliographic Note.

This game draws on the work of many scholars in several disciplines. In the following section, I would like to offer a brief selection of those books, both for those with a passing interest in the game and its subject as well as those looking to engage more deeply with the game's concepts.

Most general histories of the early phases of the Great Game tend to lionize Britain and Russian agents. This is an understandable impulse. The region did attract brilliant and creative thinkers, but we should not overemphasize their influence and should be careful with texts which place them on pillars. A fine example is Eldred Pottinger who is made out to be the “Hero of Herat” by a Victorian novel of that name. In point of fact, the siege of Herat was likely not turned by a single inventive Westerner, and Afghan histories rarely take note of Pottinger’s involvement. The legacy of that Victorian legend has endured and lingers even in otherwise excellent books such as Peter Hopkirk’s *The Great Game* (1992). Hopkirk offers many compelling portraits of some of the conflict’s most interesting characters. However, more recent treatments of the period, such as William Dalrymple’s *Return of a King* (2012), provide a much richer analysis. Dalrymple also has a particular talent for capturing the contradictions of British policy in the period. For those looking for a more academic and rigorous treatment of that subject, the work of M. E. Yapp will be useful. His book *Strategies of British India, Britain, Iran and Afghanistan* (1980), remains the seminal text on the subject. Yapp bores deeply into the bureaucratic underbelly of Britain’s diplomatic apparatus and helps one understand the concerns (both in London and in India) about the question of India’s northwestern frontier and Britain’s ability to interface with its politics.

In terms of understanding those politics, Christine Noelle’s *State and Tribe in Nineteenth Century Afghanistan* (1997) is a remarkable text which I have drawn on heavily in capturing the landscape of power and privilege in Afghanistan. Noelle’s book

gam of power centers. Noelle's work also considers the economic state of nineteenth century Afghanistan and pays particular attention to the role of customs and bribes, and the relationship between economic forces and political power. Much of this dimension of Noelle's research is reflected in the game's semi-closed cash system which seeks to capture the ebb and flow of political will and capability among the players.

The game's emphasis on intelligence resources comes largely from C.A. Bayly's magisterial *Empire and Information* (2000). Bayly argues that a large portion of the British success in India was tied to its ability to control information and participate in an economy of intelligence with the other centers of political power. Accordingly, intelligence is a critical element in the game, enabling greater strategic flexibility (hand size), operational power (the disruption of Tableaus, Intel), as well as Influence.

When I first set out to design this game I started with the victory condition and, indeed, it has not changed in over two years of development. The general theories of empire and Supremacy come from Jane Burbank and Frederick Cooper's *Empires in World History: Power and the Politics of Difference* (2011). Burbank and Cooper suggest that empire is not hegemonic in practice, and that an effective imperial operation requires a robust infrastructure that is sensitive to traditional centers of power. For this reason, regardless of Regime, Empires need at least some presence in the four modes of power.

L4. Empire and Supremacy (Phil Eklund).

The best source for this theme is Thomas Sowell's *Conquests and Cultures*. This regards "political capital" as an euphemism for "bullets". If you want to be left alone, or if you want to share power, you give rupees to whomever has the most bullets in the area. Which has little to do with the economy, which is a function of the productive infrastructure, transactional freedoms, and worker skills of the region. The last is what Sowell calls "human capital", and in Afghanistan there was essentially only human capital and bullets.

L5. A Defense of British Colonialism (Phil Eklund).

Although much maligned, British Colonialism had significant advantages for its colonies, as evidenced by how well some of them turned out. The USA, Canada, Australia, New Zealand, Hong Kong and Singapore are among the most civilized and best places to live today. Why?

- ◆ The British Legal Tradition. The British de facto separation of powers, first between lords and king and then between king and parliament, yielded a unique framework of law that facilitated economic transactions. A vast improvement over tribal justice, where all three branches of government were embodied in one warlord.
- ◆ Pax Britannia. British rule was more stable than the weak, corrupt, and capricious regimes they replaced. Both India and Afghanistan had suffered from centuries of battles between petty warlords. But in India, British rule brought a century of peace, marred only by the localized 1857 Indian Mutiny. Upon Indian independence in 1947, the end of Pax Britannica immediately sparked the Tamil separatist movement, as well as an endless series of Indo-Pakistani wars and conflicts. Since both countries now have the bomb, the next war could be nuclear, with dire consequences for the world.
- ◆ Slavery. Britain was the first to enforce abolishment of the international slave trade in 1807, and slavery itself in 1833, ending centuries of this entrenched institution in her colonies (see cards 51, 53, 64, 67). This is perhaps the most momentous political accomplishment in history.
- ◆ Globalization. The mass-produced goods of the British Industrial Revolution raised the quality of life of their customers in the colonies. Be-

cause native Handicrafts often could not compete with factory-made goods, artisans moved to the thriving export trade, which enjoyed low British duties.

Which of these advantages did Afghanistan enjoy? None, because it was a buffer zone, not a colony. A buffer zone is a rugged piece of territory between superpowers, such as (in Europe) Andorra, Switzerland, Karaman, and Finland. Both superpowers gain a mutual stabilizing advantage in maintaining a buffer zone with a bit of independence and neutrality.

Afghanistan's legacy as a plaything of superpowers has left it as one of the world's worst places to live. Female literacy is just 17%. Ranked 174 out of 176 on the corruption index. Ongoing civil wars since the Soviets pulled out in 1978. These Soviet-US hot wars of the Cold War Era were accompanied by just as much destruction for little gain as in the "Great Game" period.

Neighboring India has fared better as a British colony, but here too policy failures have left their mark in what will be soon the world's most populous nation. Nearly a quarter of the population lives in poverty (about \$1.25 a day). Other policies such as the General Service Enlistment Act increased domestic unrest and contributed to the Indian Rebellion of 1857 and the eventual nationalization of the East India Company. Furthermore, the continuance of the medieval Jajmani system and a reliance on cash crops left India vulnerable to famine cycles such as the big one in 1876. Still, British rule did shield India from many major confrontations and helped modernize the Indian economy. Decolonization, while providing greater autonomy, has also set the stage for today's deadly nuclear confrontation with Pakistan.

IMPACTS



Leveraged
Gain Rupees
equal to Rank.



Informants
Place a Spy.



Garrison
Place an Army.



**Change
Regime.**



For each Rank move a
Spy one card in either
direction



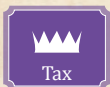
Pay two Rupees and dis-
card a card where you
have a Spy.



For each Rank elimi-
nate one enemy Spy on
cards where you have
a Spy.



Pay two Rupees per rank
of a Target card where you
have a Spy to take the card
into your Tableau.



If you have the most lo-
cal Units, for each Rank
steal a Rupee from any
local players.



Move and attack with
colocated Armies. Each
Rank eliminates one Unit.



For each Rank take one
Rupee from any Mar-
ket card.



Place a cube on a Gift and
pay the matching cost.

SPECIAL ACTIONS

FAVOR BONUSES

IMPERIAL INVESTMENT
Gain one rupee whenever
a card with the Leveraged
Impact Icon is discarded

EUROPEAN ARMS
You may discard one rupee to
boost the rank of your attack by
one once per Campaign Action.

SUPPORT OF THE PEOPLE

Only pay a single rupee
to rightmost card in either
Market row to move armies
without roads during a Cam-
paign Action.